

Medium – Fidelity Prototype Written Report

Prototype: <http://invis.io/621L8TCPR>

README: <https://www.dropbox.com/s/sp4i97pizj6niz4/readme.pdf?dl=0>

Problem and Solution Overview

Finishing a creative endeavor can be extremely daunting, difficult, and discouraging, and when this is combined with the many barriers one faces when attempting to finish their creative project, the individual often gives up, or puts their project on the back burner indefinitely.

Our product will help individuals to streamline their creative process through organizational tools including a timeline and map, to make each task seem less intimidating and more manageable. It will also provide mechanisms such as reminders and deadlines for the individual and others to hold themselves accountable, and a networking aspect that will allow them to share their progress so that they can receive feedback from other creators. We believe that providing organization, accountability tools, and more readily available feedback will significantly increase individuals' motivation, resilience, and likeliness that they will complete their project.

Tasks

Our basic tasks remained the same from our lo-fi prototype, we simply tried to make the way that you fulfilled them more intuitive.

1. Quickly add a note about inspiration (simple)
2. Create a new project (moderate)
3. Create a task and set a deadline (complex)
4. Finish a task and share the work (simple)

Revised Interface Design

Our main UI changes centered around the deadlines and how they were used and represented. Rather than allowing a task node to have multiple deadlines assigned to it, we decided on a one-to-one system in which a single task could have a single deadline (fig. 1). We believe this helped to clear up the interface and make it more intuitive. Working off a comment

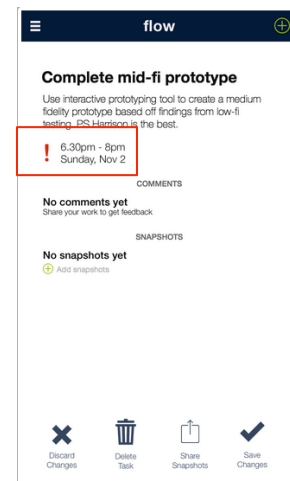


Fig. 1, each task can have only one deadline.

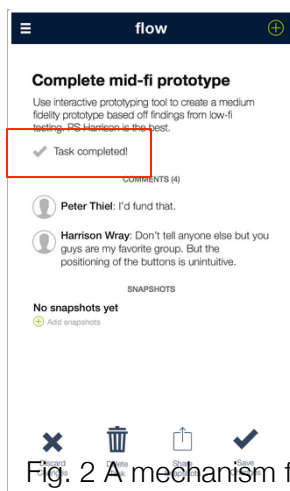


Fig. 2 A mechanism for completing a task

made by one of the testers of our lo-fi prototype we also made it possible to check off a task that you had completed, to give the user that sense of satisfaction (fig. 2). Hopefully that satisfaction boost will help the user keep up their creative momentum.

Many of our other changes had mostly aesthetic purposes. Firstly, we standardized the appearance of our nodes in the timeline and map view to reduce user confusion. Secondly, instead of distinguishing between task nodes and idea nodes by making one square and the other circle, we made them both square, but the idea

nodes had the corner turned down, so that it looks more like a hand scrawled paper note. We also had the central project node have an icon representing how many “snapshots” or uploads the project had as a way for the user to quantify how much work they had done. And finally we changed the way we represented a project in a list, having a title and description on top of a blurred cover photo to give it a more aesthetic and creative look and gave the user of categorizing the genre of their particular project to help with organization.

Prototype Overview

We chose to use InVision because of the ability to use the prototype on our phone (as the app was meant to be used), the fact that it connects to Dropbox, and the ease of collaboration. InVision allowed us to show what we really wanted our app to look like and get information on some of the finer points of design. It also allowed us to add transitions between screens that made the navigation more clear. A lot of our pages included the ability to scroll, which was not possible with a paper prototype but was possible with this. We were also able to implement what looked like a pop up menu for the nodes, which made them more interactive. In general, this prototype responds much more quickly to directions from the user and keeps up the illusion of a fully functional app much more effectively than a human computer.

Despite the illusion of a pop up menu, which was very helpful, we were still not able to create truly interactive nodes. InVision did not have the ability to create drag and drop items for the user, which is important for us. InVision screens did not have overlapping hotspots, so we were not able to distinguish *how* the user wanted to interact with the node. It also didn't allow the possibility of user input, which is necessary for the true creation of our app. Our users have to input text and titles and files to create their project, and InVision was simply not able to do that. Therefore, we had to hardcode a project for them to create. The user still pressed all the necessary buttons, but the text and dates all had to be hardcoded in.

Another issue we had was that our app often has a lot of redundancy and displays the same information in a multitude of screens. When that information changes in one screen, it needs to change in all of them. Because there was no actual data, we had to create complex state machines for each scenario, and this was too time consuming to completely implement.

Another limitation we had to deal with was that the user was not given any choice in what the project they created was. But they were still able to see how they would interface with the project. They simply have to suspend their disbelief enough to pretend to put in a description and title. We decided that the ability to show the user the actual UI was more important than allowing them to actually create things. Although we can't get a feel for how much they would use this app if they can't make their own projects, we thought it more important to test the actual user interface. Typing in titles and descriptions is simple, while figuring out which buttons to press and which screens to navigate is more complex.

Because the only interactive thing InVision could actually do was change from screen to screen, to show any changes that had happened on the same screen, we would simply duplicate the screen and make a couple changes. This gave us the look of the screen interacting as you touched it, when in reality every time something changed you were actually looking at a brand new screen.

More prototype screenshots

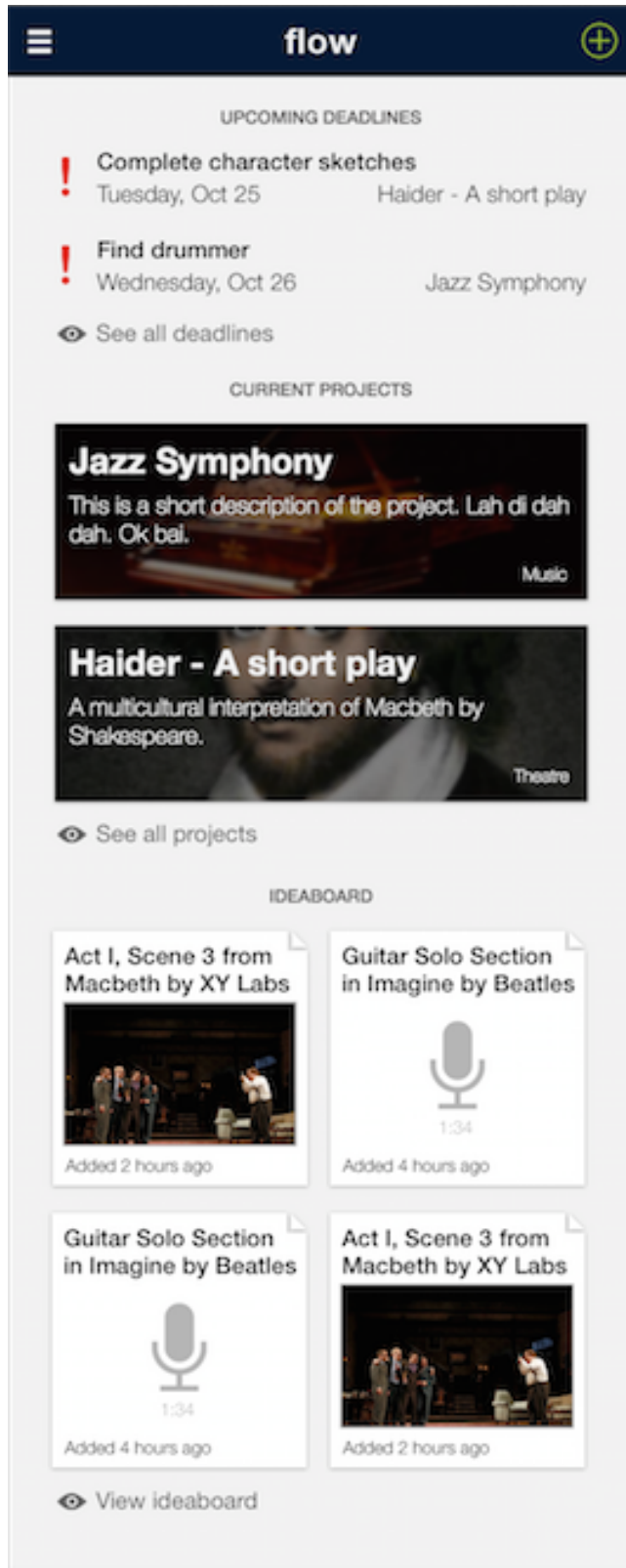


Fig. 3 Homescreen

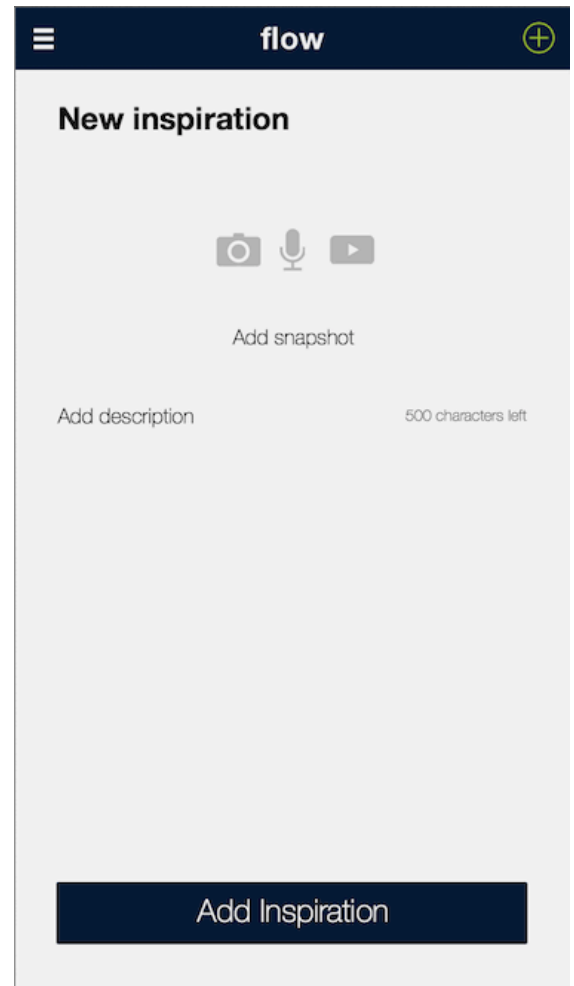


Fig. 4 Add new inspiration screen

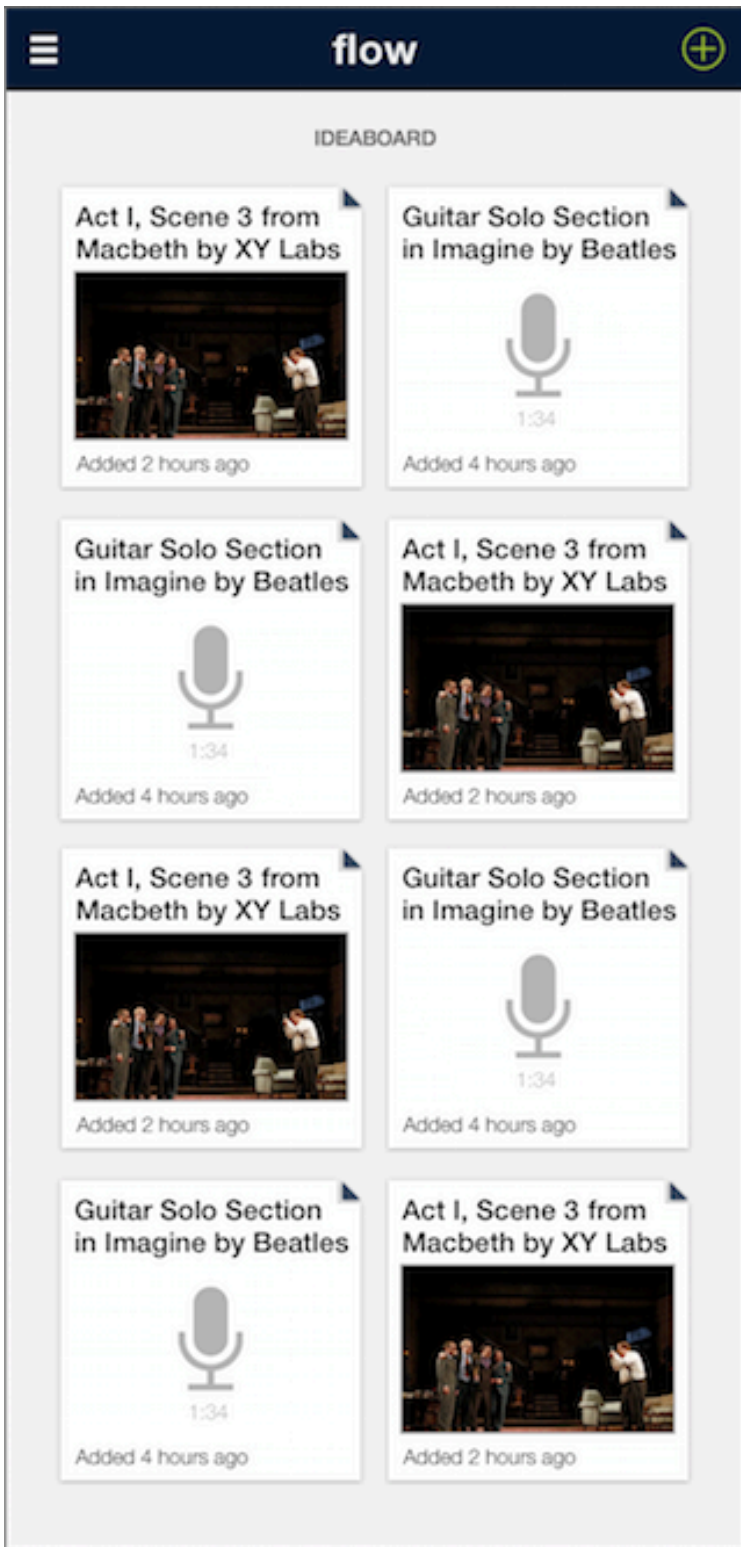


Fig. 5 IdeadBoard

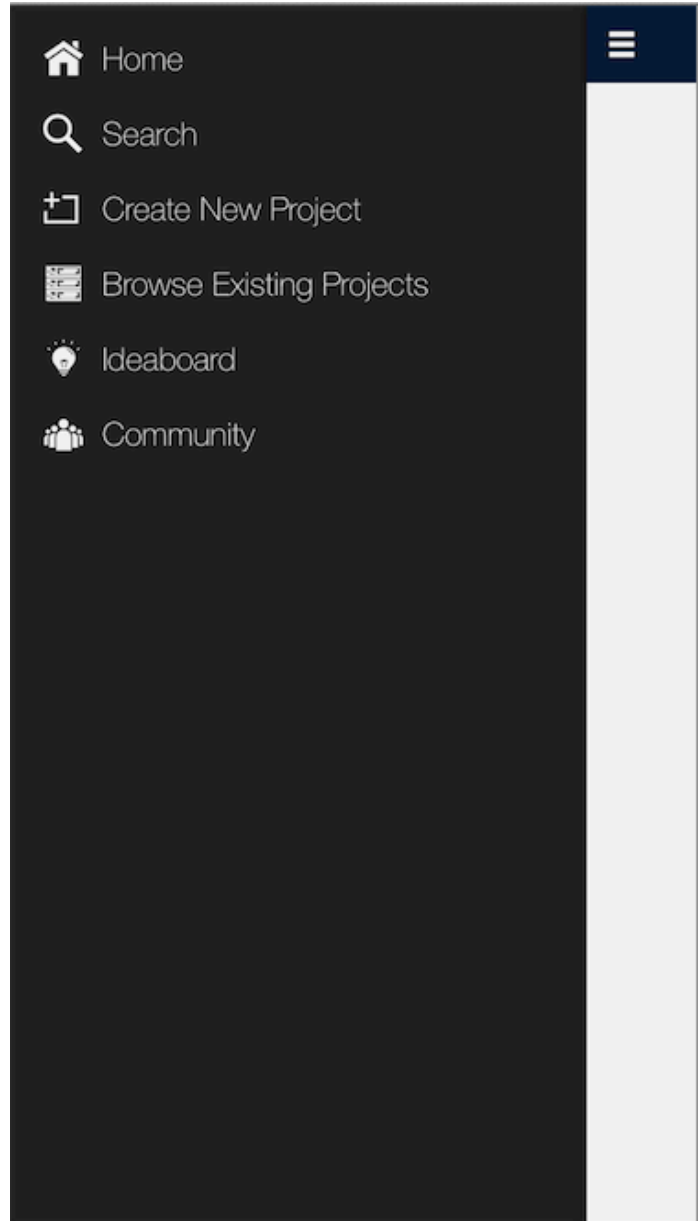


Fig. 6 Menu Drawer

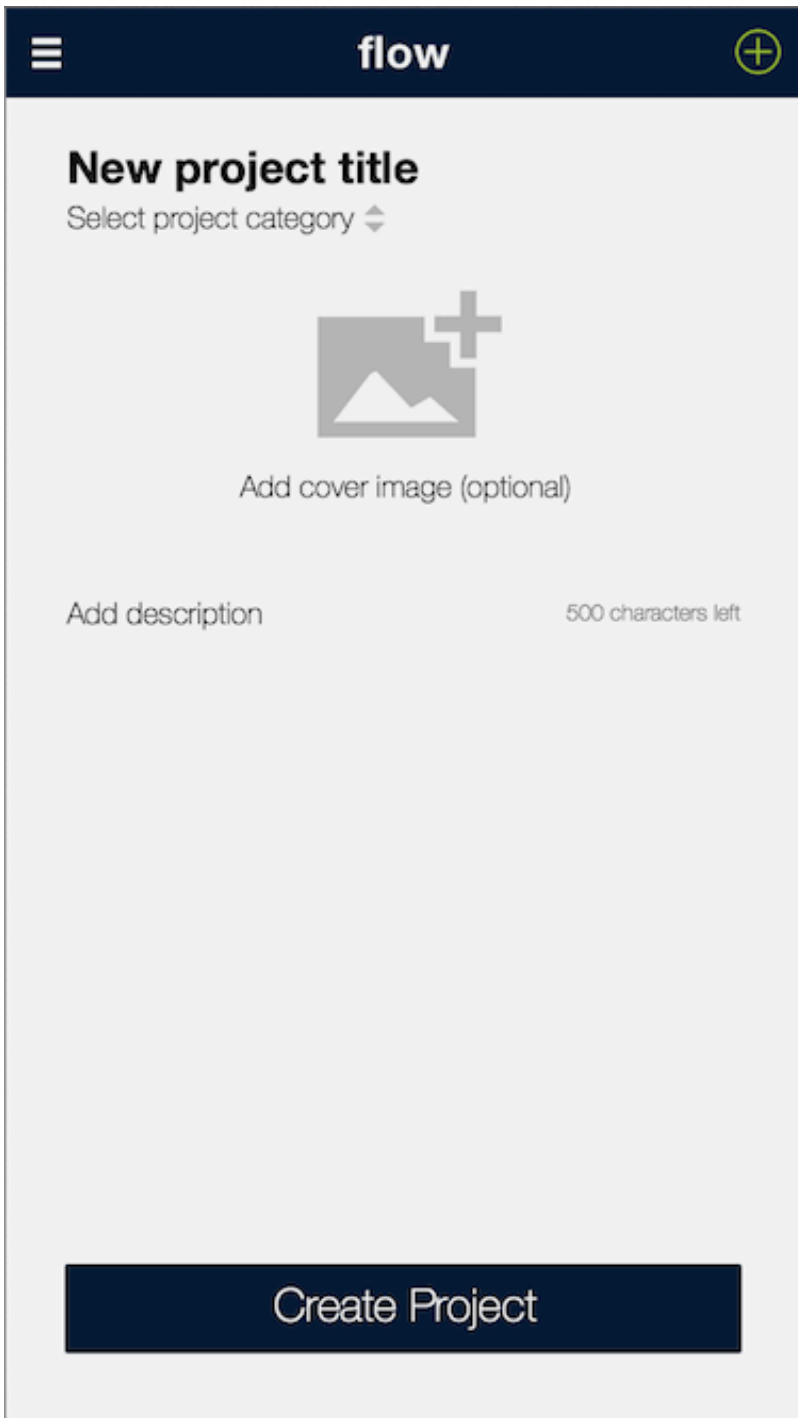


Fig. 7 Create new project screen

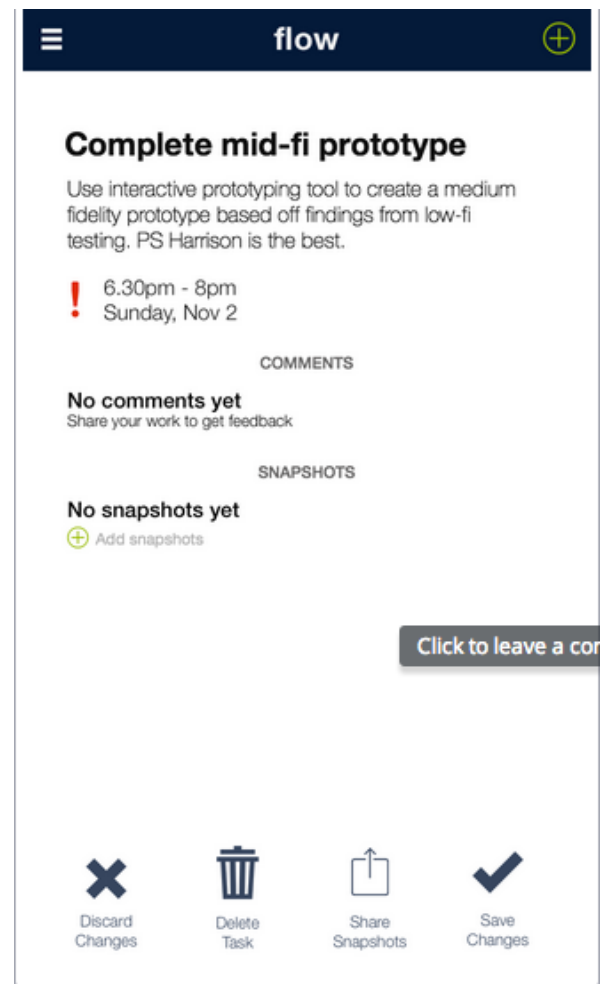


Fig. 8 Edit task screen

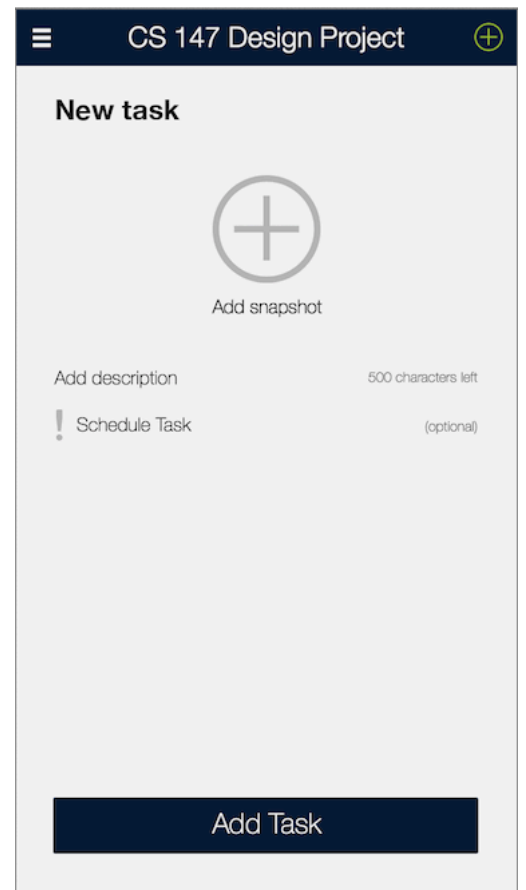


Fig. 9 Create new task screen



Fig. 10 An empty project screen with the pop up menu

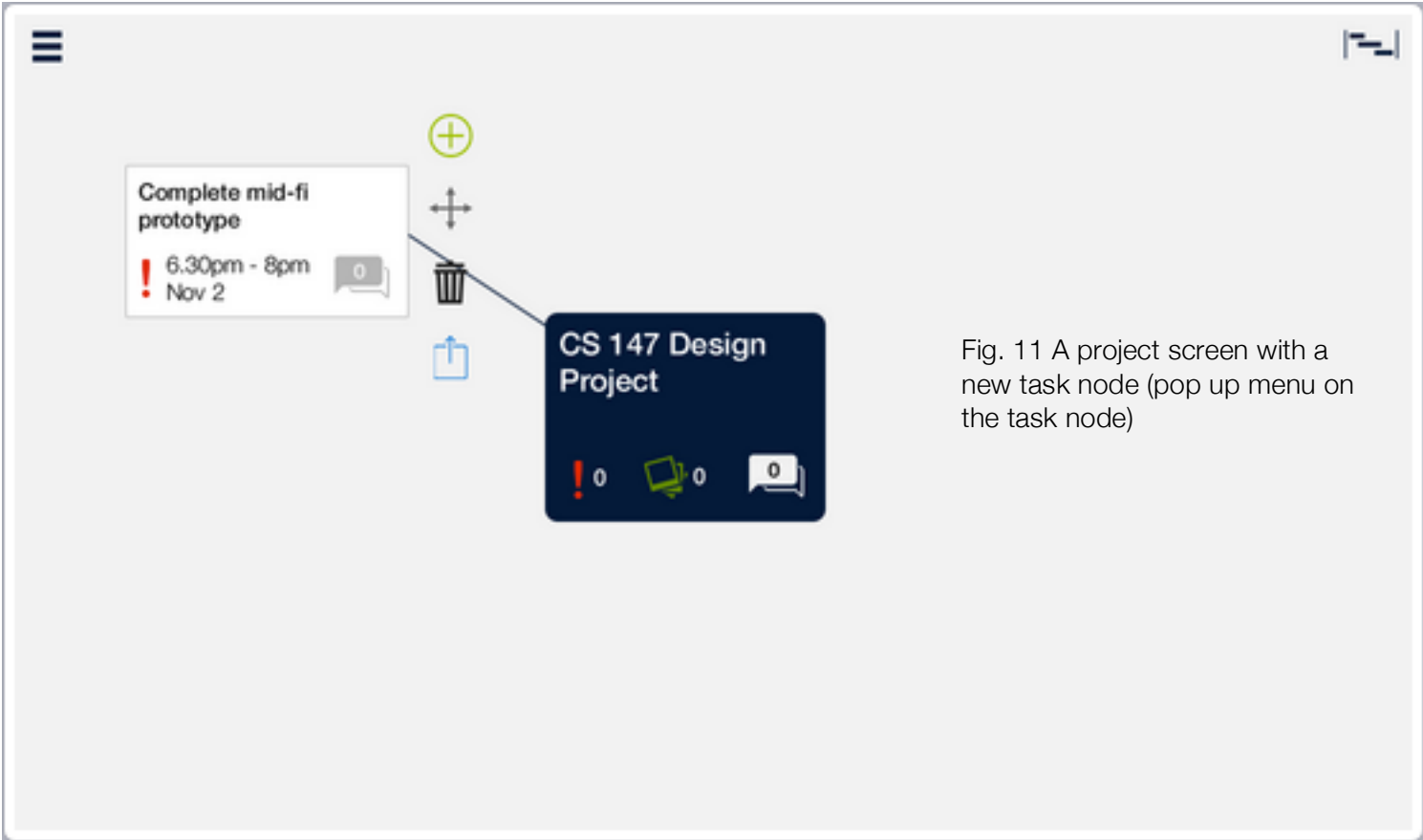


Fig. 11 A project screen with a new task node (pop up menu on the task node)