unGuided
Hi-fi Prototype Progress

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Let visitors experience tours from many perspectives, in multiple directions, and any pace — and enable people passionate about a place to create and share their unique stories and insights.
Guided tours are bound by a fixed schedule and often a fixed path

Audio tours are rarely available outside of museums and require unintuitive hardware

Tours are often highly scripted and provide a limited perspective
Solution

Let visitors hear and see tours when, where, and how they want, crowdsourced from people with knowledge and passion for a given space.
Heuristic Feedback
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Heuristic Feedback: Tour

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- No directions on how to get to initial POI (2)
- Tour completion % not documented (1)
Heuristic Feedback: Discover

- No way to filter or do a text search for POIs (0)
Heuristic Feedback: Create

- Pathway for starting ‘create’ task unclear (3)
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Conceptual mapping for ‘share tour’ icons was off (1)
Revised Design
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* Solved problems highlighted in heuristic evaluation
  * Pathway for starting ‘create’ task comes with interactivity and more familiar symbols
  * Implemented standard-practice sharing icons
* Brightened color palette
* Added functionality relative to medium-fi prototype
  * More interactive, tasks easily reversible
* Now a web app
Implementation Status
Implemented Features

Tour
- Stanford Memories
- The Oval
- Memorial Church

ADD LOCATION

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Unimplemented Features

- ‘Create’ task works, but is buggy
- Additional sub-functions we’d prefer not to dummy
  - Taking and uploading images
  - Map interaction and POI creation refinement
- ‘Discover’ and ‘Take a Tour’ tasks unfinished
The Wizard of Hard Coding

- Location (set to a default)
- ‘Recorded’ audio and other content is not actually stored
- We don’t have the time or database for a universe of content to appear
  - Global sharing is limited; user only has what we create
- TBD with other tasks
PhoneGap not playing well with Android APIs

Ground-level functionality (e.g., dummied audio recording) has to be implemented in JS from scratch

Goal: As complete as possible without actual content storage and access
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