

KinX

Bringing families together

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Problem and Solution Overview

The family as a social group lacks a platform for sharing, discovery and aggregation of information. Our culture of working and online communications have exacerbated this problem, result in families spending less quality time together. The explosion of data in the context of family has created a new opportunity for better management and social connectivity.

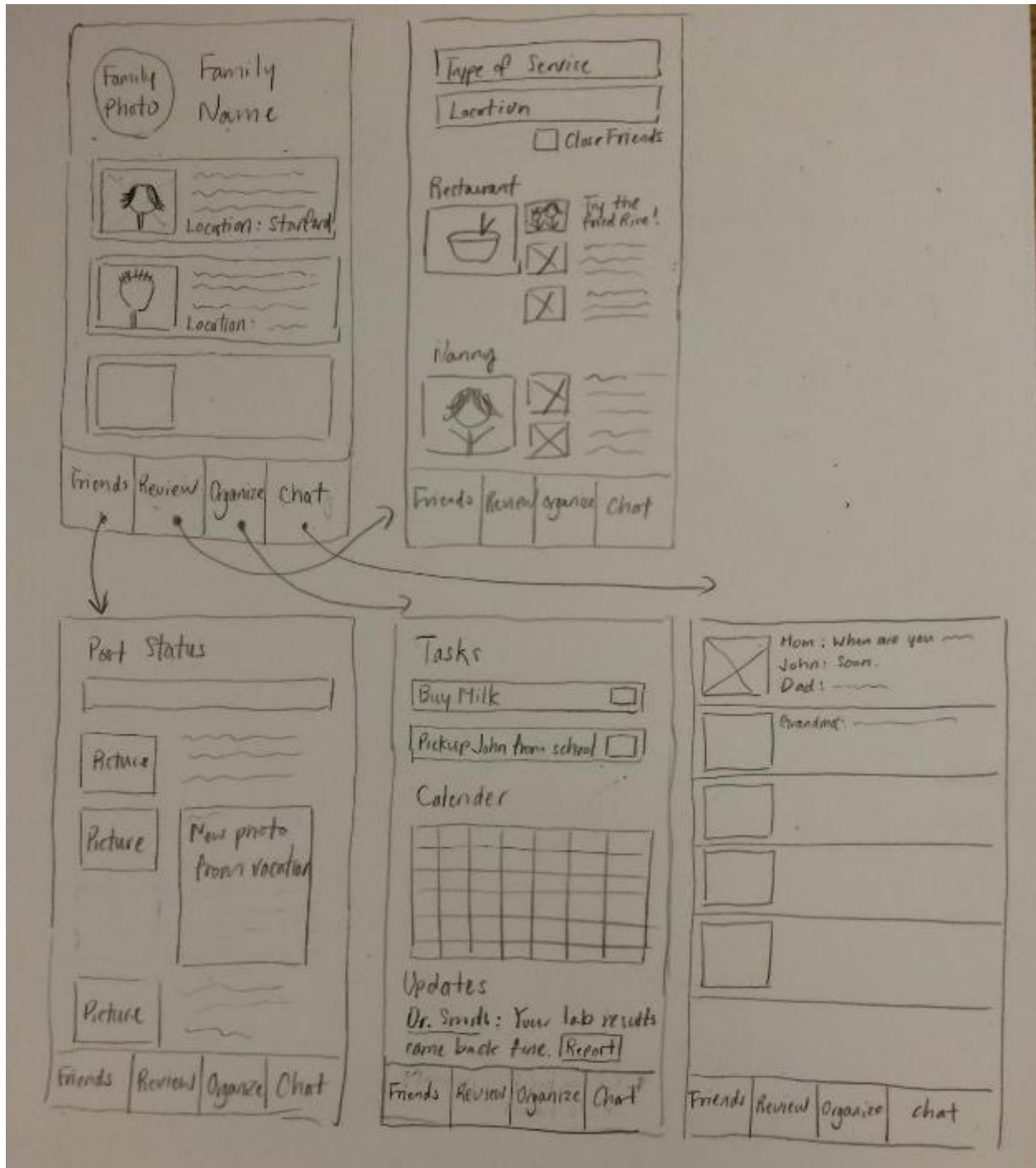
KinX addresses the aforementioned problems in three broad categories:

- *Family* - help families member communicate with each other
- *Organization* - help families operate, such as planning events, parenting, assigning tasks and creating reminders
- *Connection* - help families communicate with other families and get reviews of everyday services

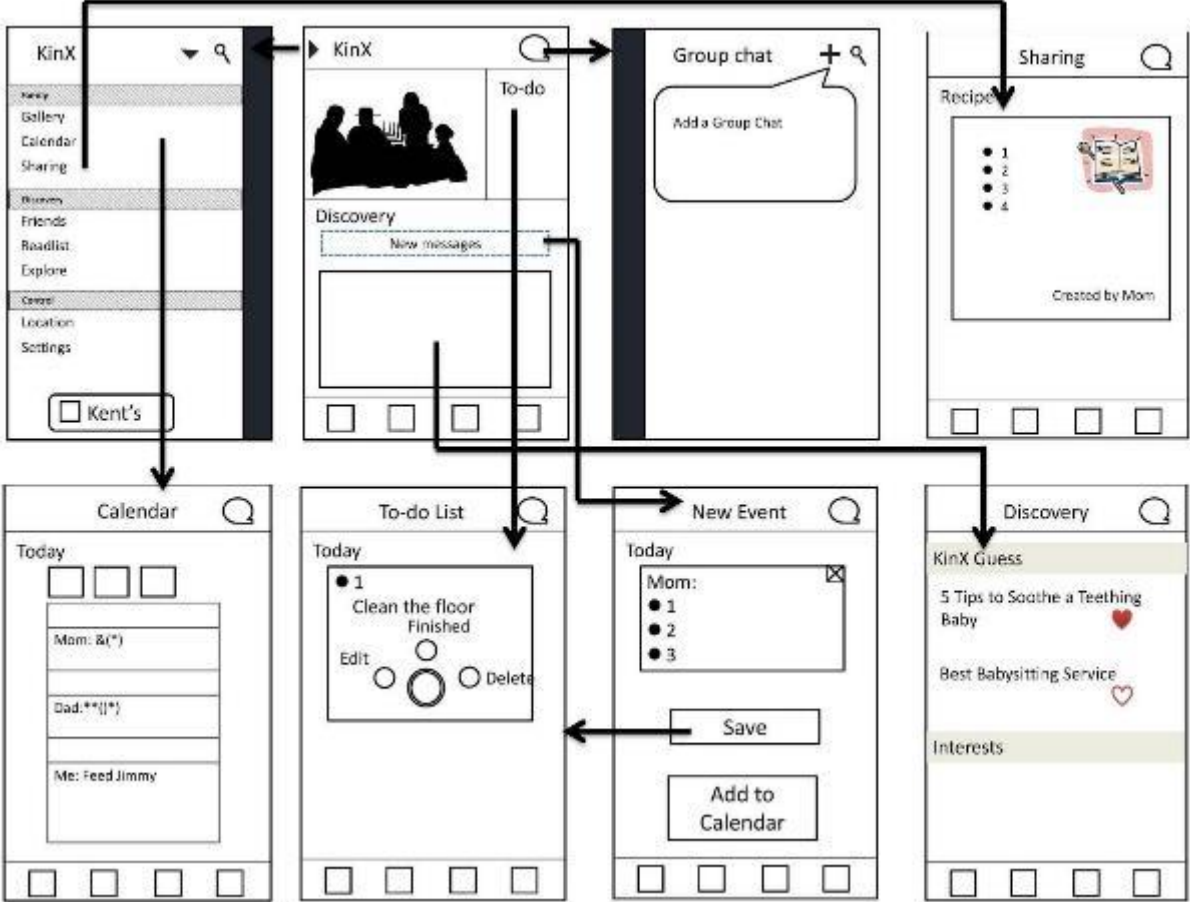
UI Sketch

Based on our contextual inquiry and task analysis, our group broke the users' task into major three parts as 'family', 'organization' and 'connection'. We made a bunch of sketches and selected out the following two design ideas.

Design 1 focuses on the social aspects of the application. The users are greeted immediately with a feedback of their family's activity, with another screen to view the status of friends.



Design 2 integrates the three main functions and tried to put equal emphasis on each of them. The homepage provides shortcut navigation to frequently-used functions and menu/group chat can pop out from left/right.



Design Selection

We chose the second design idea for continued design based on the concern of providing clear, quick navigation to different functional units as well as keeping the interface simple and clean.

The homepage consists of a profile picture, to-do reminders and the news feed from family social network, so that it can guide the user to family tasks and the hottest posts in one step. The second UI also incorporates new features we contrived during group meeting, including syncing the to-do list with calendar, posting the latest family news in a group chat and sending events to family members that can be directly added to personal to-dos and calendar to facilitate intra-family organization.

Furthermore, considering that a to-do list managed by multiple people could be longer than that of an individual, instead of splitting the screen into two parts as calendar and to-do list, we put

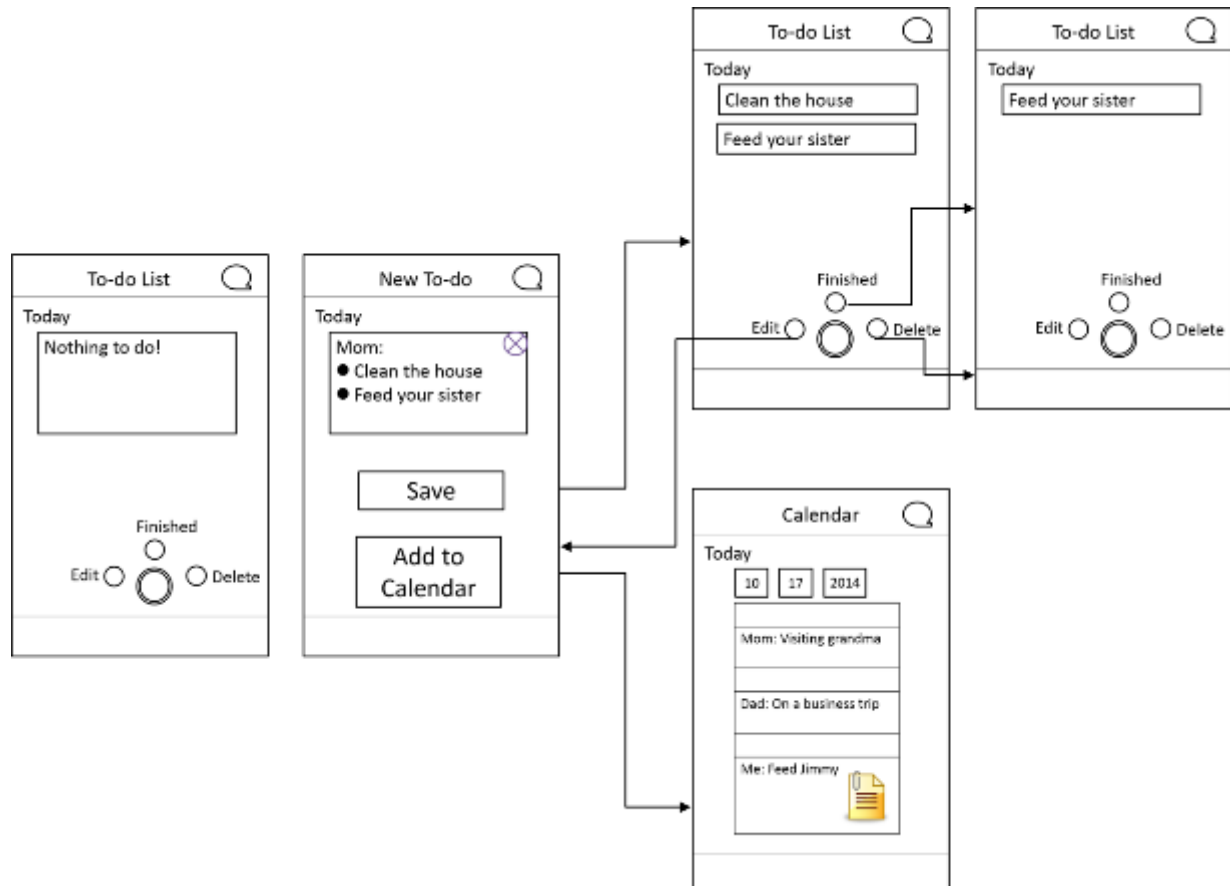
the two functions in separate screens and leave a shortcut navigation link at the bottom bar for accessing calendar.

Functionality Summary Table

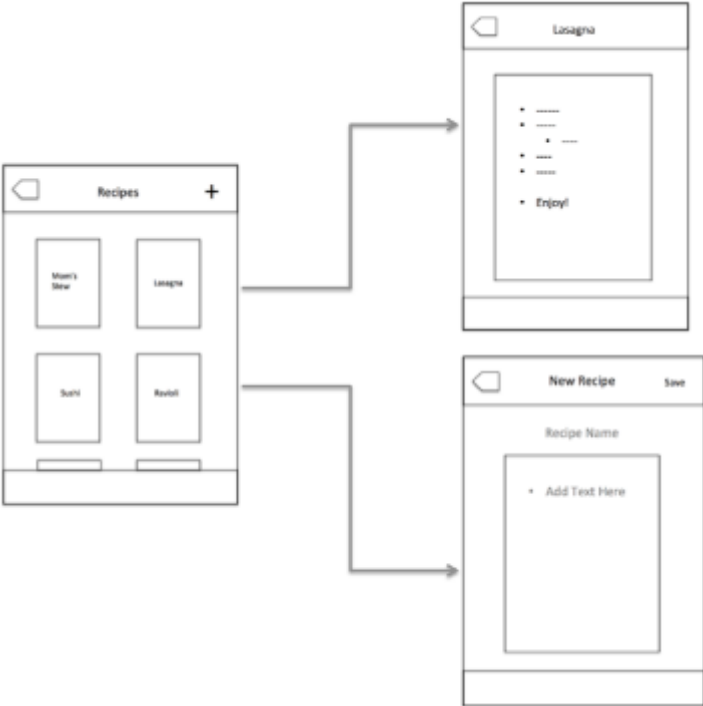
Family	Organization	Connection
Group Chat	Calendar	Forum
Photos and Videos	To-do List	Group Chat
Social Status		

UI Storyboarding

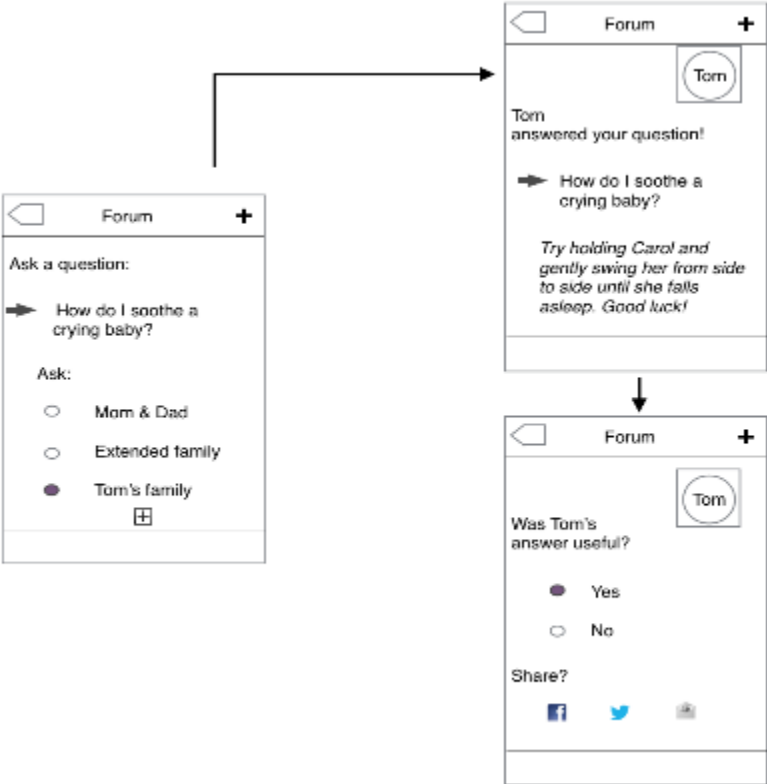
Scenario 1: Receiving a to-do item from mom, implementing save to calendar and edit



Scenario 2: Making food, implementing search, create new, and edit recipe



Scenario 3: Getting advice on how to soothe a baby, implementing search and commenting



Video Planning Storyboarding





Concept Video Description

What was difficult?

Without any film background, we struggled with capturing the right detail in some of our scenes. However, after few trials and errors we were able to arrive at the right angle, focus and transition. It was also challenging the define the experience of using the application with only the prototype UI. However, we came with a solution using before vs. after of each scenario and zoomed in shoots of the UI.

What worked well?

Planning ahead for the video worked well because it help us quickly setup the scenarios and shoot the scenes. The division of tasks between planning, shooting, editing and documentation made this possible. During our planning stage, we focused on clearly outlining the flow of the video and application's usage for each scenario and assigning tasks, resulting in a very smooth process.

How long did it take for each phase of design prep, shooting, editing?

Design of the UI took about an hour to make. Designing the storyboard for the video was the longest task so far. Our group met twice; once to decide what we wanted in our video, and the second time to figure out exactly how the scenes will play out. This entire process took about an hour and a half. Shooting the video did not take very long because we knew exactly what we wanted the video to be. Shooting took about a half hour in total, which was much less than we were expecting. Editing the video took about 45 minutes in total for the same reason; we had a plan of what we wanted to and we filmed it, so we did not have to edit much. In the end, taking time to plan out exactly what we wanted the video to be played out very well for us.