KinX

Team Members

Brandon, Development

Jackie, Design

Tony, User Testing / Documentation

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Problem

- Lacks a social platform
- Culture of working and online communication

Families spending less quality time together

Solution

- Family
- Organization
- Connection

KinX approach this problem by addressing family, organization and connection

Overview

- Heuristic Evaluation Results

- Revised Design

- Prototype Implementation Status
  - Tools
  - Implemented / Unimplemented features
  - Wizard of Oz Techniques
  - Hard-coded Data

- Demonstration
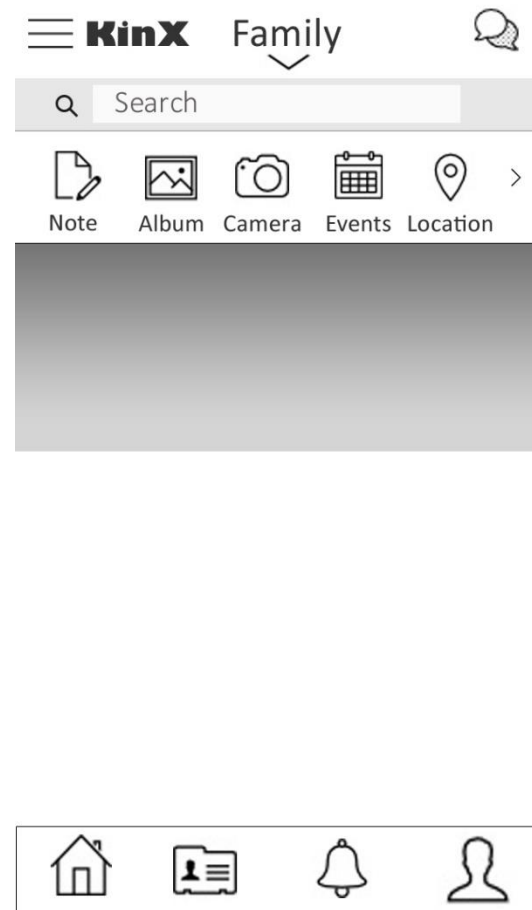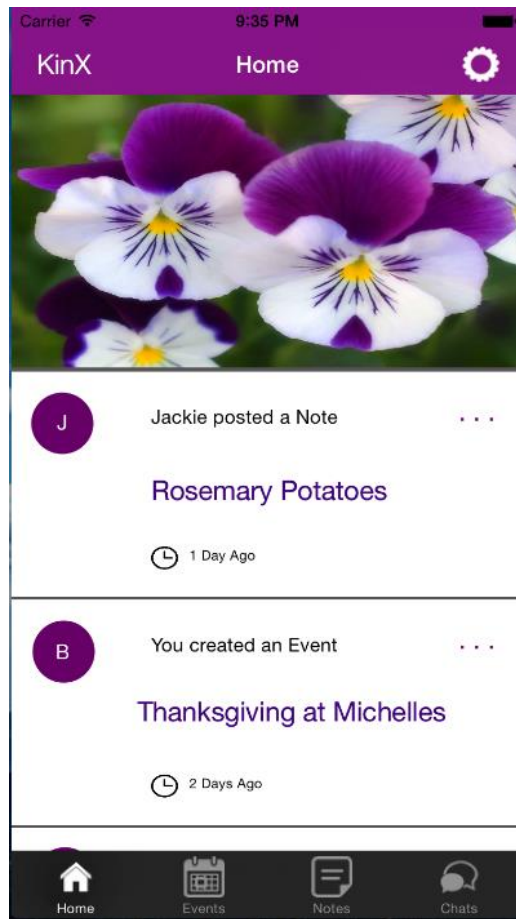
Heuristic Evaluation Results

- Location of Chat button
  - [H2-4 Consistency & Standards] [Severity: 3]

- Calendar invite options limited
  - [H2-3 User Control] [Severity 3]

- Hamburger menu options confusing
  - [H2-8 Aesthetic and minimalist design] [Severity 3]

- Consistency in Family menu
  - [H2-4 Consistency and standards] [Severity 3]

Consistency, user control, and aesthetic design are the main issues we need to address in high-fi
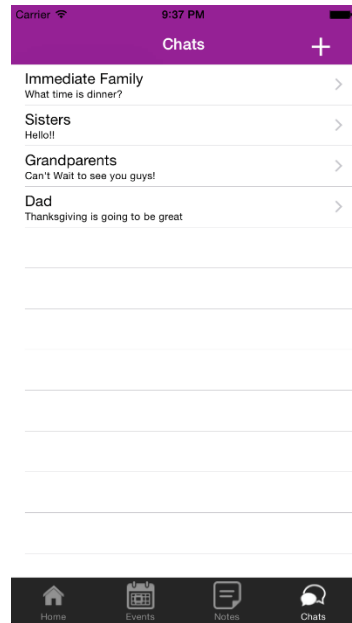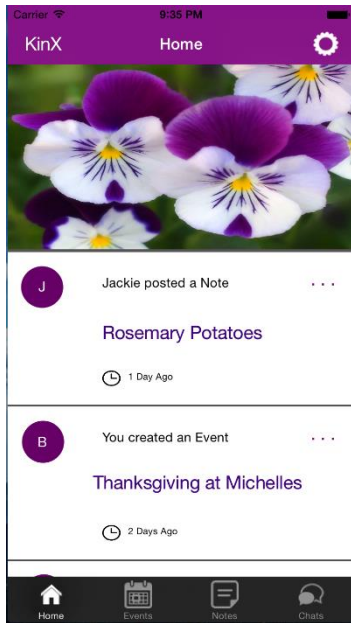
Revised Design

- Added purple color

- Removed non-core functionality (Album, Camera and Location). Kept Chat, Notes, and Events

- Moved Home, Chat, Notes, and Events to bottom of screen

- Replaced Setting in top left for Back functionality.

Revised Design

Revised Design

Prototype Implementation

- Tools Being Used
  - XCode, Objective-C

- Implemented Features
  - Home Screen
  - Chat – Add New Chat, Check previous chats. Note, at this point you can add type in text boxes but clicking send doesn't do anything. The chat information is currently hard coded.
  - Clicking Events/Notes goes to pages, but the pages are empty

Prototype Implementation

- Brought the prototype from InVision to XCode (actual IOS implementation)

- Home Screen redone, added color scheme

- Chat interface is there but isn't fully functional

Unimplemented Features & Plan

- Functionality of Chat and fixing the text field movement with keyboard

- Text field currently moves up for keyboard but sometimes goes under keyboard

- Creating / accessing events

- Creating / accessing notes

Limitations

- ## Wizard of Oz techniques
  - ### A lot of the info is currently hardcoded and doesn't mean much

- ## Hard-coded Data
  - ### As of now, all chat information is hard coded. Data does not persist

Demonstration