BetterMeet

Low-fi Prototyping & Pilot Usability Testing

October 22nd, 2015 CS 147 – Behavioral Change Theodora C, Derin D, Tommy F, Liza G

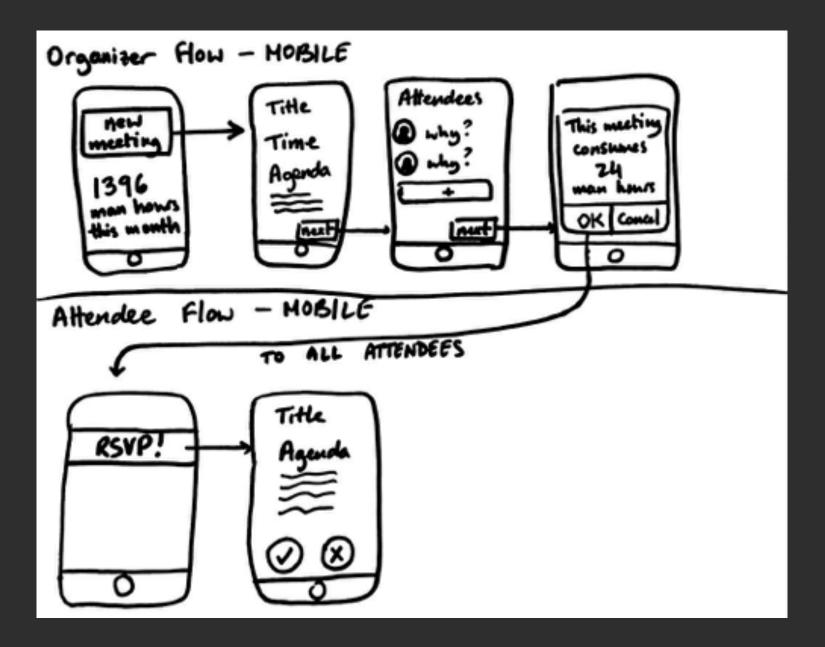
VALUE PROPOSITION

BetterMeet: Purposeful Meetings

AT BETTERMEET,

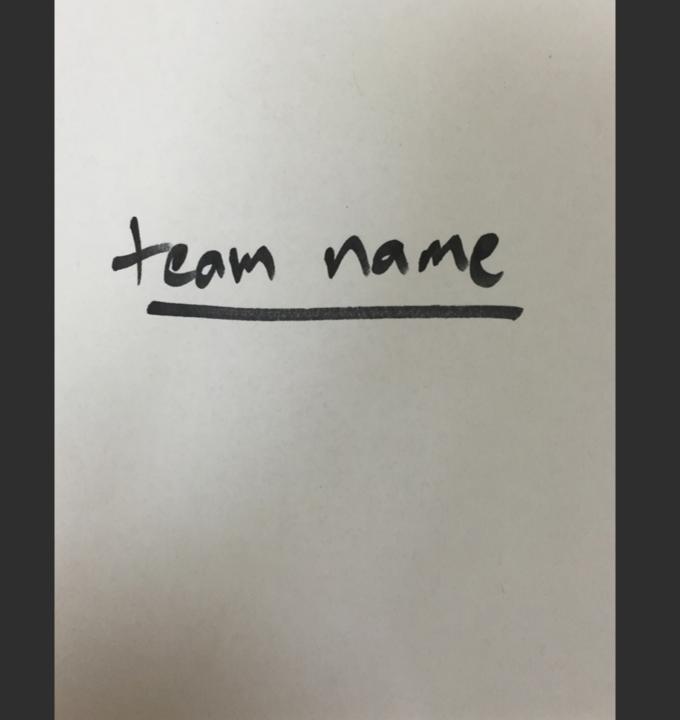
OUR MISSION IS TO CHANGE THE WAY PEOPLE THINK ABOUT MEETINGS AND MAKE MEETINGS MORE PURPOSEFUL.

SELECTED INTERFACE



PROTOTYPE STRUCTURE

Better/ket Lign 1 Signup and the second state of the second state of the



new meeting upcoming Brainstorm current past scalings

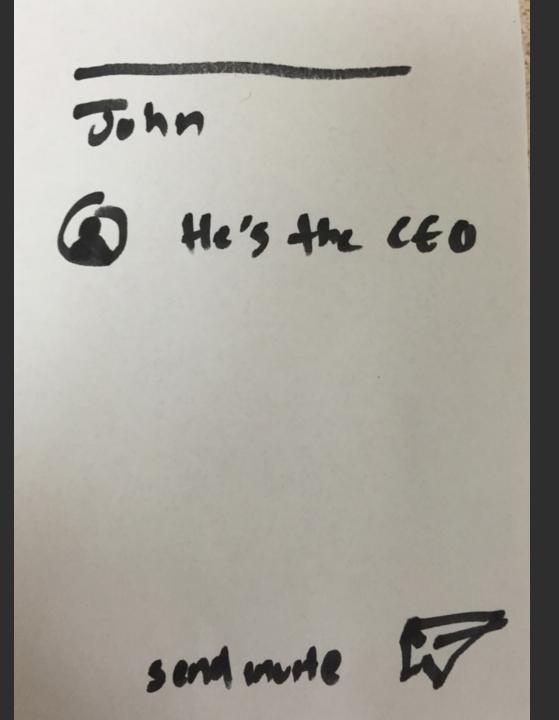
TASK 1: SET THE MEETING AGENDA

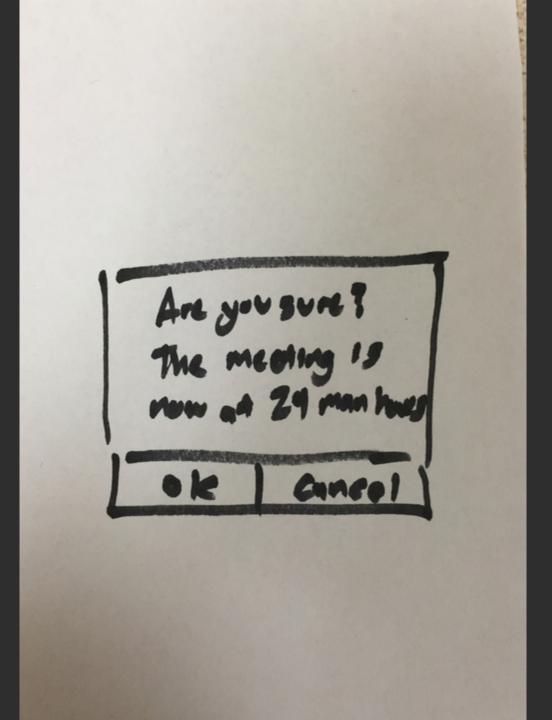
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LAACE) agenda stype here > 0000 current | past | setting s

TASK 2: INVITE THE NECESSARY PEOPLE

ancel John why do they need > Jane why to they need to go? current lent settings



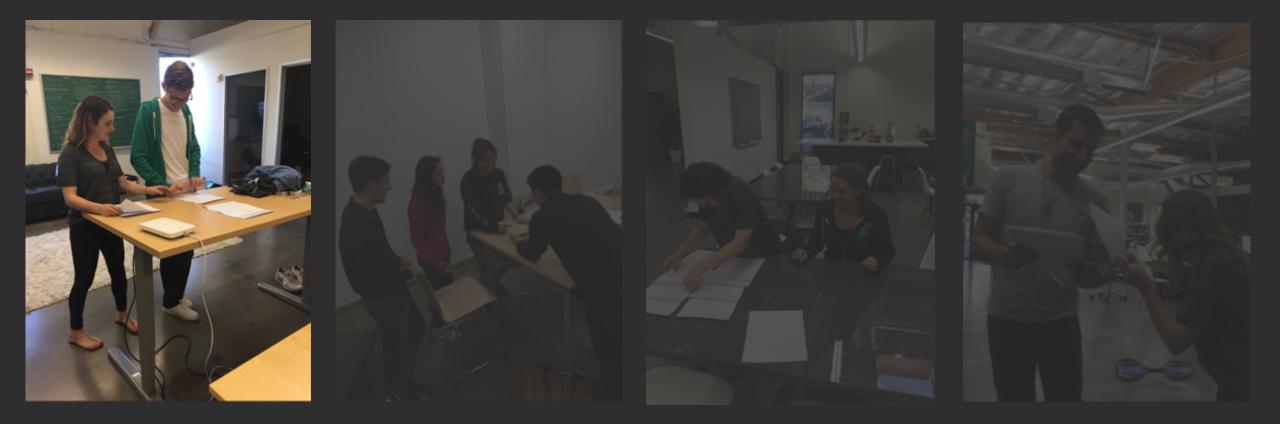


TASK 3: ATTENDEE RSVP



Title Time, Location Agenda \odot

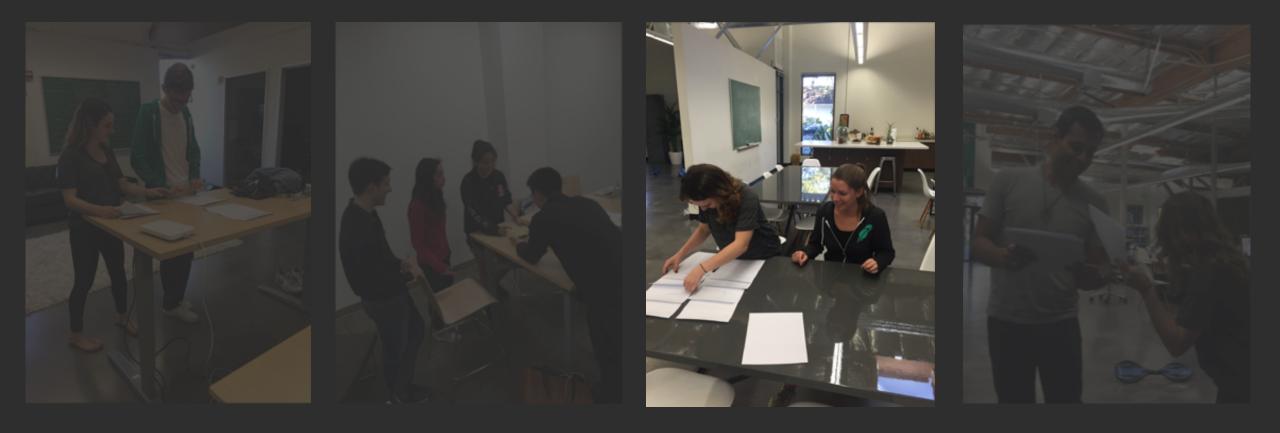




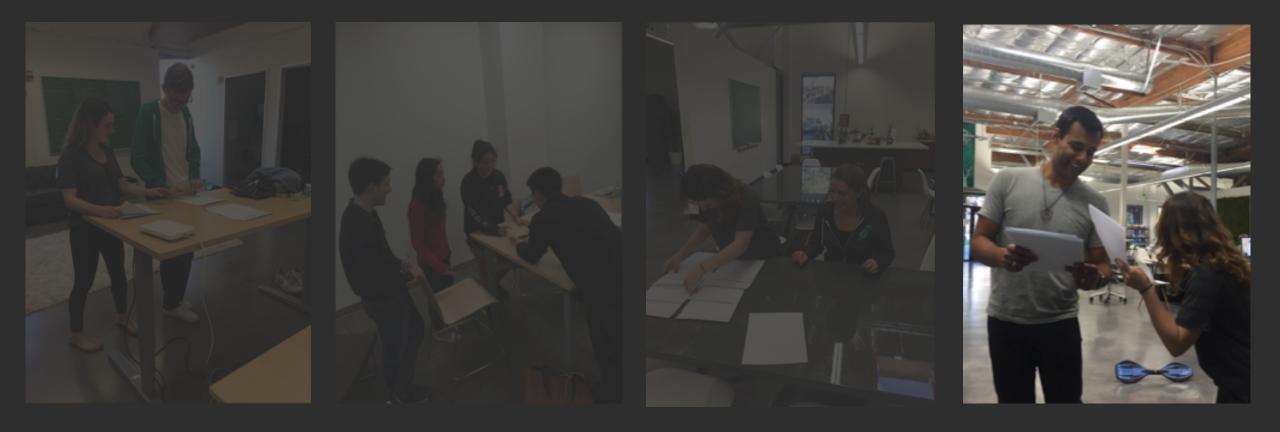
METHOD



METHOD



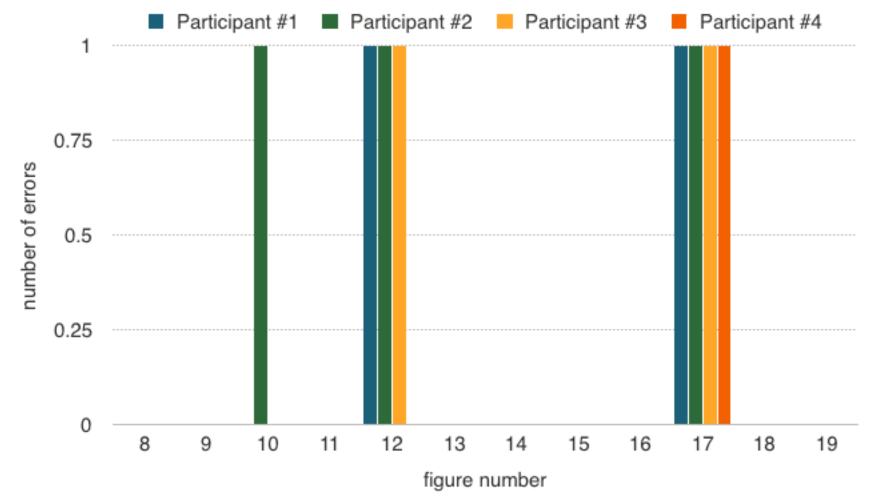
METHOD



RESULTS – TIME TO INTERACT



RESULTS – ERRORS



garo nambor

SUGGESTED UI CHANGES

SUMMARY

BetterMeet: Purposeful Meetings

QUESTIONS?

