

10 LINES

LOW-FI PROTOTYPE

Selina Her

by: Team Art Attack!

Nyasha Smith

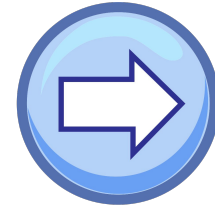
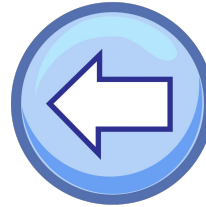
Ben-Han Sung

Sarah Wymer

10/23/2015

CURRENT TRAJECTORY

Go Mobile



Improve Flow

MISSION STATEMENT:

To facilitate artistic creation through
collaboration, on-the-go.



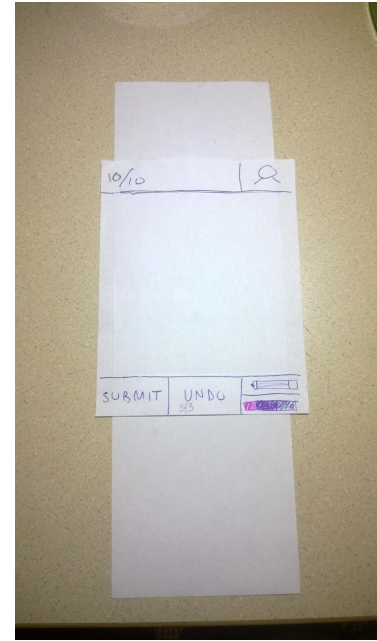
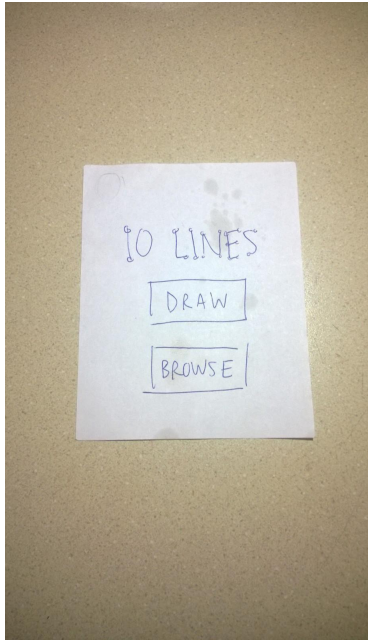
WHY MOBILE?

Portable

**Can't predict
inspiration**

**No tablet?
No problem.**

LOW-FI PROTOTYPE STRUCTURE

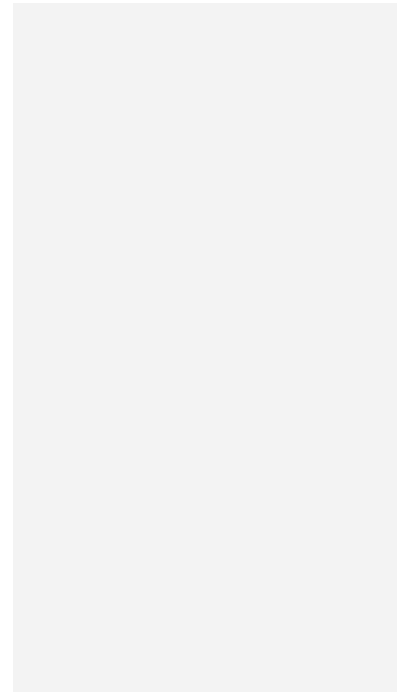
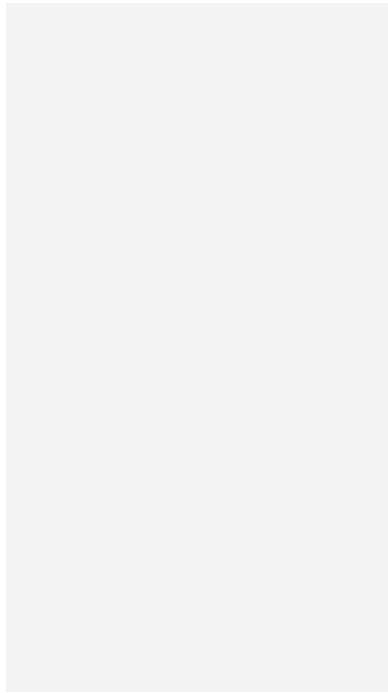
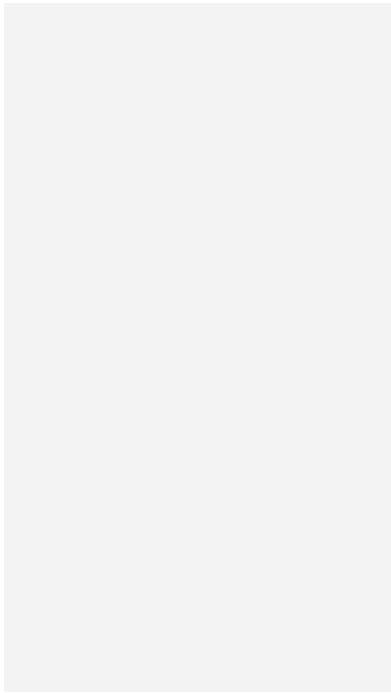


- Sheets of paper roughly phone screen sized
- Slots in screens for scroll function
- Replaceable blank screens for real art

3 TASKS

1. Look at other people's art (for fun or inspiration)
2. Draw pictures with another person without being in the same place
3. Start visual dialogue with creative community about a current event

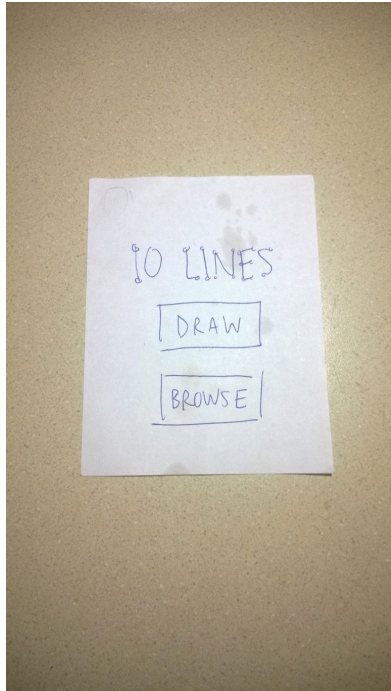
TASK FLOWS



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TASK FLOWS



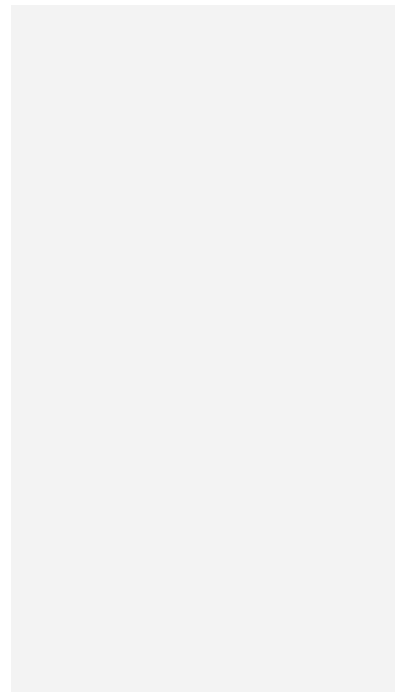
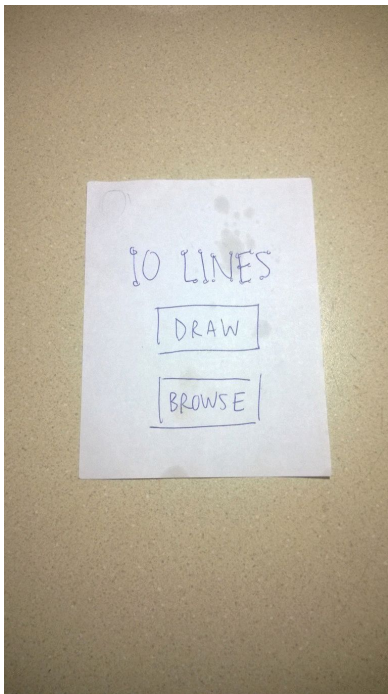
“Browse through other people's art and add a comment to a picture you like.”

3 TASKS

1. Look at other people's art (for fun or inspiration)
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TASK FLOWS

“Draw a picture
with your
friend Alice
who is far
away.”

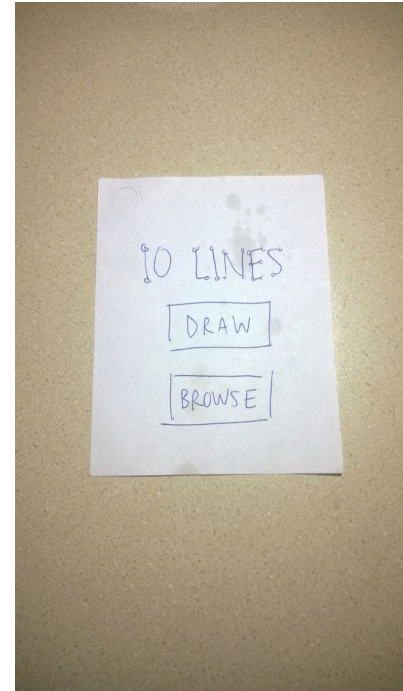


3 TASKS

1. Look at other people's art (for fun or inspiration)
2. Draw pictures with another person without being in the same place
3. Start visual dialogue with creative community about a current event

TASK FLOWS

“Draw art with a current event theme with other anonymous public users.”



TESTING METHOD



- 1. Demo the system.**
“This is how you scroll”
- 2. Prompt user with task.**
“Draw a picture with your friend Alice who is far away.”
- 3. Observe process.**

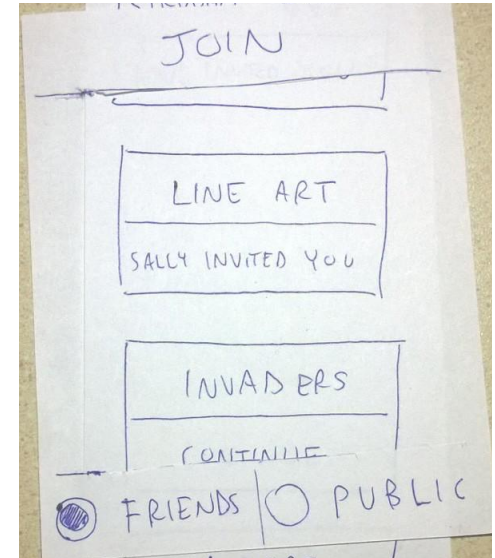
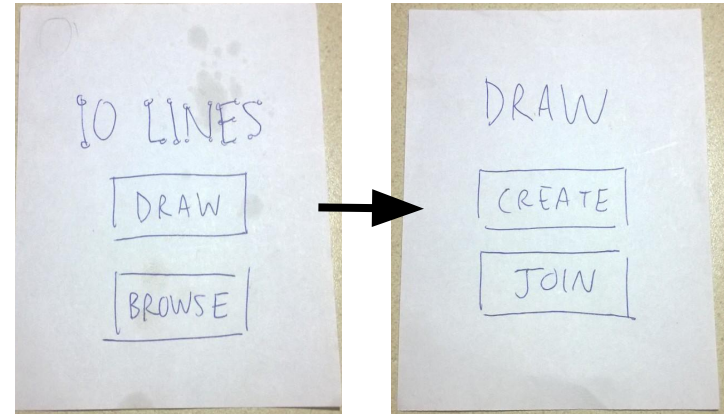
CRITICAL INCIDENTS & RESULTS

Quotes

- Draw anything without judgment
- It's like a game that never ends
- Didn't I just do that?
- What do I press? (join group)
- (Couldn't glean rules of the game)
- Not sure what this is (profile)
- What if I want to create alone?

Results

- Interactivity was fluid overall
 - Task completion: 45 seconds



LOOKING TOWARD THE FUTURE

**Refine
sketchbook
metaphor**

typefaces,
gestures, etc.

**Relieve never-
ending feel**

change screen
flows

**Unify
language**

'create' vs.
'draw'

TO SUMMARIZE...

Mobile makes sense.

Our biggest challenge
moving forward:
Screen Flows.