

# Bento

## Documenting Inspiration in a Fast-Paced World

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### Introduction

We are working in the space of mobile creation. We are specifically targeting creatives of all types who are looking to document inspiration when they're out in the real world away from their desks, studios, or other creative workspaces. Bento provides a platform for users to document inspiration that they see on a daily basis, and be reminded to come back to it and act on it. We allow creatives to create inspiration storyboards in an aesthetic, on-the-go way.

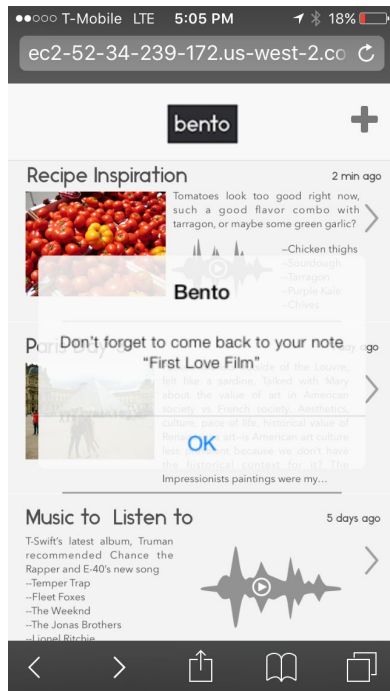
### Tasks

The three tasks we designed were setting a reminder for the entry, scrolling through and viewing past Bento entries, and making a new Bento entry. The idea behind Bento was that the reminders were done with AI as smart reminders. Because of this, we implemented hard-coded reminders rather than let the user set the reminders themselves. Having reminders is a crucial part of the Bento design so that creatives can be reminded to return to their inspiration and take action on it. The next task we implemented was scrolling and viewing new Bento entries. The home screen is scrollable and each hard-coded past entry can be selected and edited. We chose this task because being able to go back to your inspiration and edit the information is an important aspect

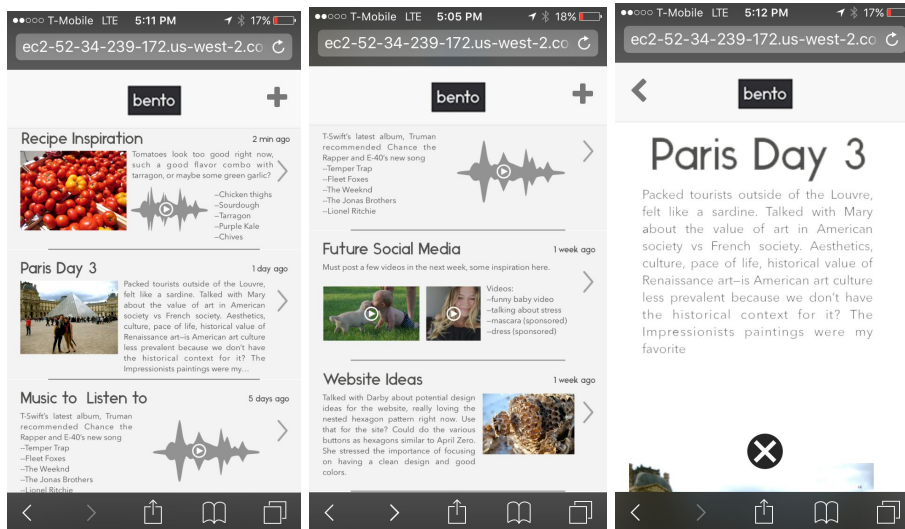
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of any note-taking or inspiration documenting process. The third task we implemented was making a new Bento entry. This implemented adding text, video, pictures, and audio clips. This was necessary because without the ability to make new entries, Bento is pointless!

## Task 1: Reminders



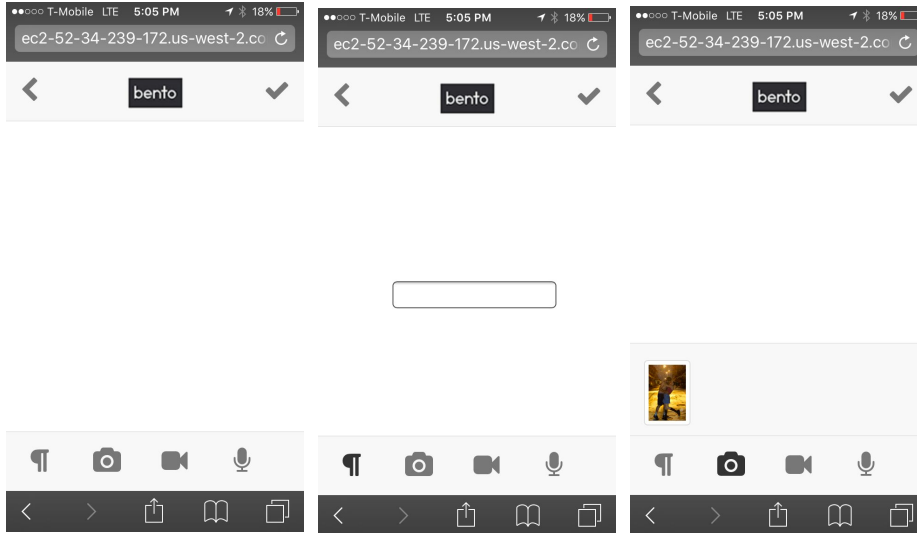
## Task 2: Revisiting Old Entries



The first two screens are screenshots of the scrollable homepage. The third screenshot is of the Paris Day 3 entry when selected. All of the homepage entries are selectable and editable.

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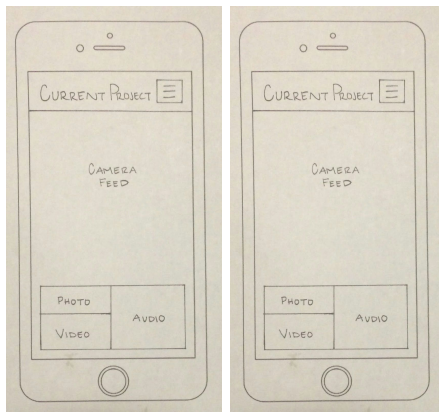
### Task 3: Creating a new entry



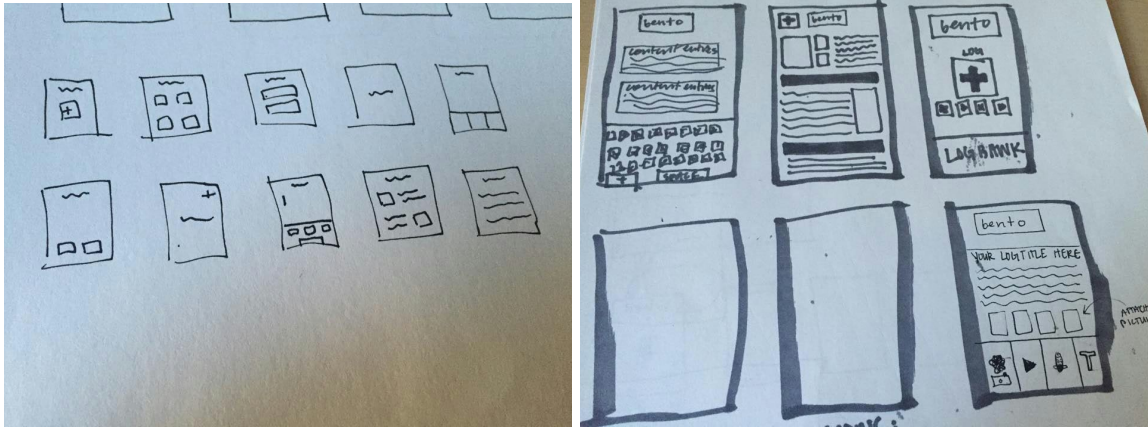
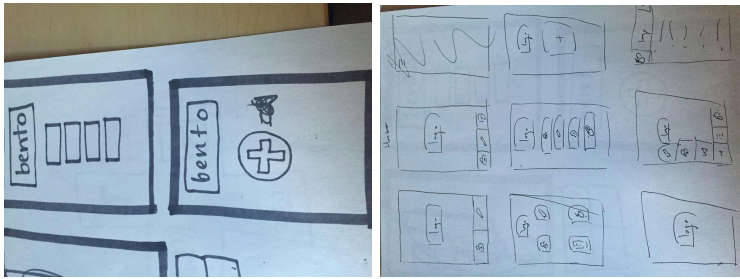
These are a few screenshots from the adding a new entry task. The user can add pictures, video, text, and audio to the entry and save it as well as return back to the homepage and delete it.

## Design Evolution

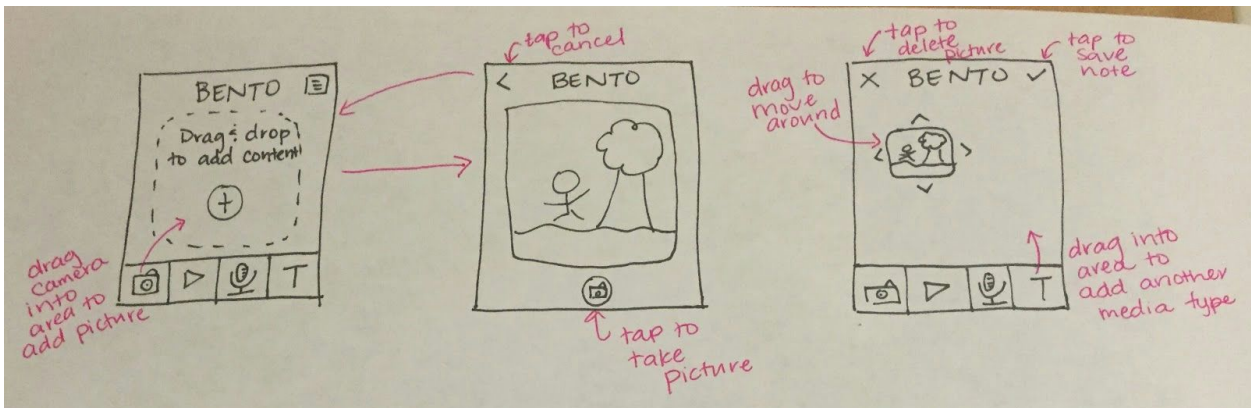
### Inspiration Documentation Idea

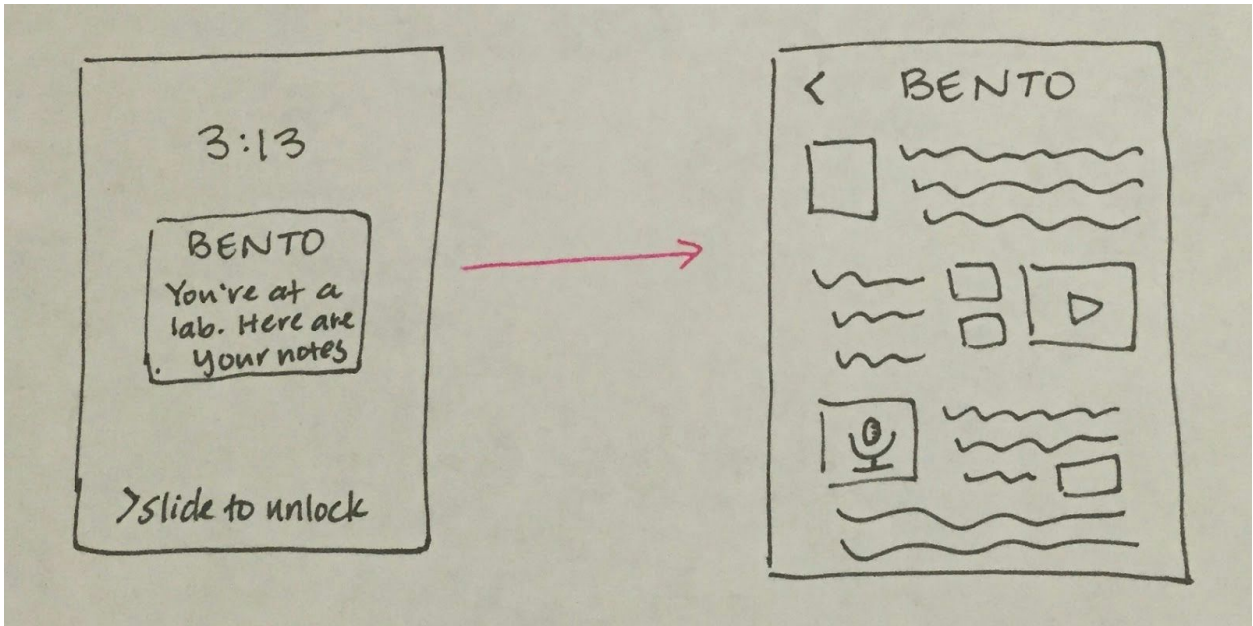
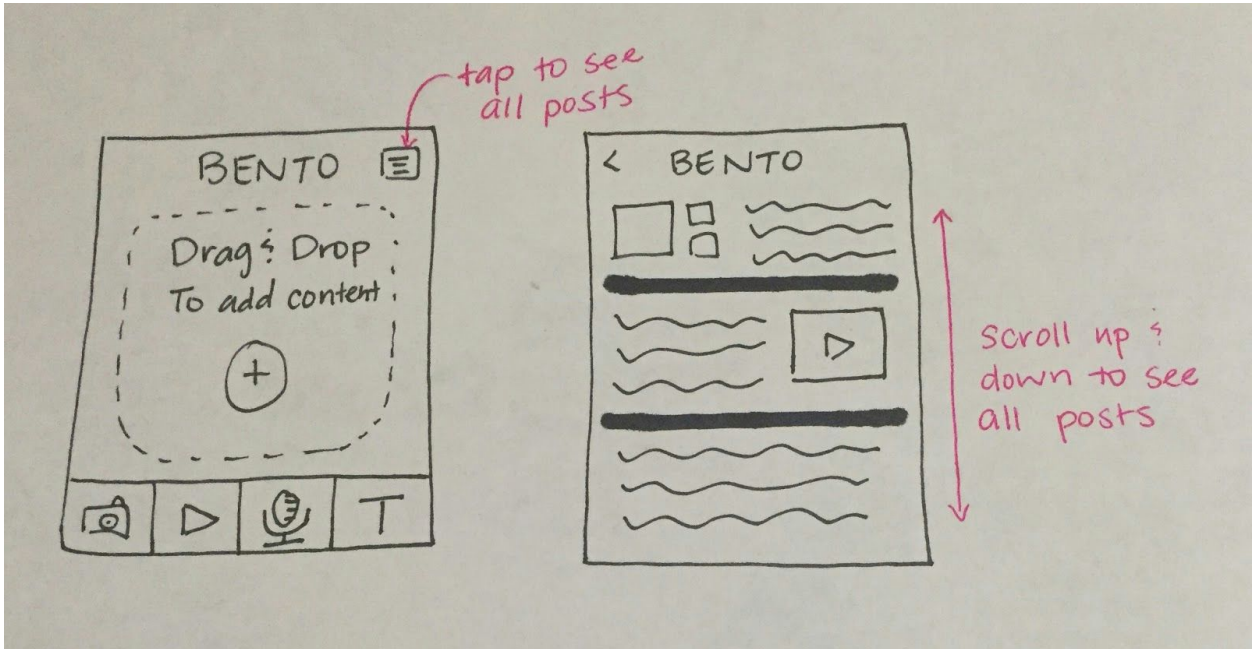


### Bento Sketches



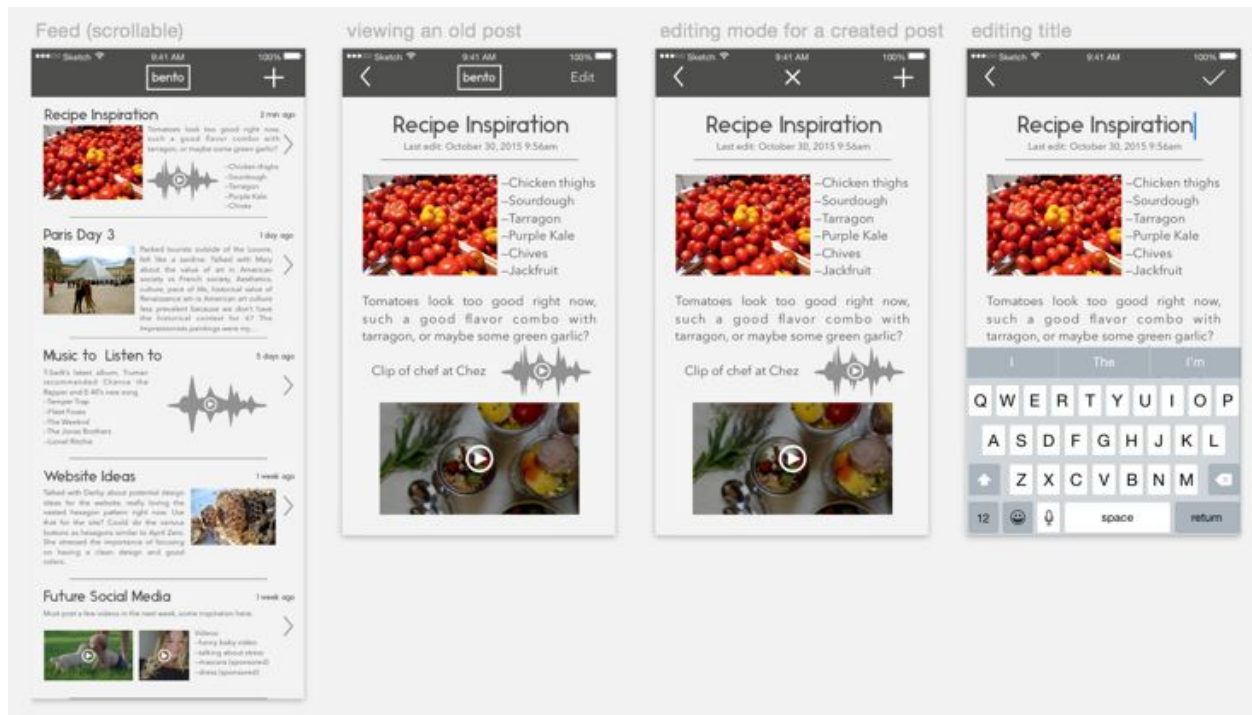
## Storyboards





## Drag and Drop Content Interface





## Final Prototype Design

Final prototype design can be seen above

## Design Breakdown

The design of Bento went through many iterations. We first wanted a slidable interface where the user could swipe up, left, right, and down for each type of multimedia content added (text, audio, video, and pictures). We decided this was too complicated for a user to learn and remember. We wanted to use a drop and drop content-addition feature, but this was not going to be possible with iOS. We ultimately went with the footer selection with the four types of multimedia content at the bottom of the screen when making a new Bento entry. We also added delete functionality and changed that several times.

## Major Usability Problems Addressed

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## Changes from the Heuristic Evaluation

1. **[H2-10 Help and Documentation] [Severity 4] [Found by: A,B,C,D]**

Reminders are set automatically, but there is no way to view them or know when they will trigger. The application fails to keep users informed (in advance) about when their reminders will be triggered. Thus, the system status is not visible to the users. *Suggestion:* Allow users to view the reminder criteria (time-based, location-based, etc.) for their entries.

  - a. We decided to not make this change. The main reason for this was because we were using a website and reminders we going to have to be implemented through emails or texts rather than push notifications, so we decided to Wizard of Oz the reminder system and not allow for changes from the user.
2. **[H2-6 Recognition over Recall] [Severity 3] [Found by: A,B,C,D]**

It wasn't immediately clear to me that I have to re-click Text to complete the text entry; the same applies for adding all different types of multimedia to an entry. I wanted to be able to move the text or multimedia around as I was typing. (I was expecting it to be similar to an editing interface where the editing mode is always "on") Perhaps you could add a message to prompt this behavior, especially if the user is consistency trying to access other things without having re-clicked the icon to finalize the entry type.

  - a. We removed this feature and now when the user finishes typing and selects the check mark they can move the content around.
3. **[H2-3 User control and freedom] [Severity 3] [Found by: A,B,C,D]**

There is ability to add new content but not the ability to undo parts of the content creation actions when creating content after adding to the canvas.

  - a. We implemented a delete functionality where the user can drag the selected asset on the page to the bottom center of the page where there is an "X" and the asset will be deleted.
4. **[H2-3 User control and freedom] [Severity 3] [Found by: A,C,D]**

There should be a way to exit from the media selection ("All Photos" page) without having to select a photo/video.

  - a. There is no longer an "all photos" page for the media selection. There are only preloaded pictures that we Wizard of Oz'd into the media selection. This was mainly due to platform limitations.
5. **[H2-3 User control and freedom] [Severity 3] [Found by: A,B,C,D]**

There is ability to add new content but not the ability to delete content after adding to the canvas.

  - a. There should be "press and hold" functionality for every asset on the page. When the user holds their finger on the screen for a bit over an asset, it should maybe light up or something and a small x should appear that would allow the user to delete the asset.

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## Prototype Implementation



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We had to prioritize which aspects of Bento were most important in choosing how to build the hi-fi prototype. The repositionable dragging of content was not going to be possible with iOS and we decided that that was a crucial aspect of our Bento design. We ultimately built the prototype using JQuery, HTML, and CSS because we built a mobile-optimized website in order to allow for this feature. One interesting aspect that came up with this decision, was that users could then also access their storyboard entries online, which is not something we thought about before. Not being able to develop a native iOS application was a bummer, but we were able to implement a very interesting functionality because we chose to not use iOS. We have many Wizard of Oz techniques. All of the data is hard-coded and all of the entries are hard-coded as well. The reminders are also a Wizard of Oz technique because we wanted it to feel like Bento “knew” when to remind the user. One difficulty with this is that Bento cannot provide push notifications because it is not a native application but rather a website. This could be implemented with texting reminders through Twilio. In the future, we would not make things hard-coded and would have a database behind it all so that users could actually create their own entries and save them and revisit them.

## **Summary**

Over the course of this quarter, our team iterated Bento from needfinding in the creative space all the way through creating a hi-fi prototype. We hit bumps in the road along the way, but ultimately were able to implement the functionality of being able to drag the different content on the screen and reposition, which was not possible in an iPhone app with our skill level. We built a mobile-optimized website prototype of what an on-the-go inspiration log for creatives could be.