

Chapter: Medium-Fi Prototype README

Dan G.	Designer
Melissa C.	Developer
Irving H.	Manager
David P.	User Expert

Home Menu

The home screen contains our five main functions: 1) finding activities to do at a location, 2) suggesting a new activity to do, 3) accessing your saved (“bookmarked”) activities, 4) reviewing your chapters, and 5) setting your user preferences (profile picture, activity intensity level, radius within which activities are suggested, whether you want to make your profile discoverable to others).

Activities

From the Home Menu, tapping “Find Activities” or the Play icon on the bottom (first of the 5 buttons) will take you to a landing page with a crowdsourced activity. Here, we use “Ride a Golf Cart” as an example. Each activity’s landing page contains a picture of the activity, its availability, and its intensity level. If the user is interested in the activity, he or she swipes right to “accept” it. Otherwise, the user swipes left, and a new activity appears on the screen. The user can also choose to swipe down to bookmark the activity for later. The activity will then appear under the “Bookmarks” screen, which can be accessed by tapping the Bookmarks button at the bottom of the screen.

Accepted Activities

Once a user swipes right on an activity, he or she is taken to a screen displaying the activity details. This includes 1) a map showing your current location, the location of the activity, and other users who are nearby you, and 2) “Others Keen”, a list of other users who have also swiped right on the activity. Upon scrolling down on this screen, you are taken to a “Record What You Did” section, which allows you to upload a picture/video of the activity, rate the activity, and add a short description/tagline. Pressing on the “Done” button will take you to the next activity.

Viewing Other User Profiles

A user can view the profiles of other users who have opted in to making their profiles discoverable (via their Preferences section). Tapping on the profile picture of any user in the “Others Keen” section will take you to their profile, allowing you to see their Chapters and Publications (activities that they have posted for others to do). An example of this can be found in the screen titled “Viewing”.

Suggesting an Activity

A user can suggest an activity by pressing on the button with the Plus sign on the bottom of the screen. This will take the user to the “Suggest” screen. Here, the user can add a new activity for others to do. The user specifies a name and description for the activity, uploads a photo/video of the activity being done, indicates the expiration date (applicable only to events that occur on fixed date(s), such as concerts or football games), and any additional comments/insights. Once the user taps on the “Done” button, the activity is stored in the database of crowdsourced activities and will potentially be displayed as a suggested activity for other users.

Bookmarked Activities

As mentioned earlier, users can bookmark activities for later. A user can bookmark an activity by swiping down on the activity landing page (rather than left or right). This saves the activity into a list of bookmarked activities. Tapping on the bookmark icon on the bottom of any screen (the center button) will take you to the Bookmarks screen.

Reviewing your Chapters

Tapping on the luggage tag button on the bottom of the screen (fourth one from the left) will take you to the “Review” screen, which allows you to see all of your chapters. A user will have one chapter for each location he or she has visited. Clicking on any chapter will take the user to a scrollable screen displaying all of the activities - displayed in storybook fashion - that he or she has done at the corresponding location. Each activity's entry includes a picture or video of the activity (if one was taken), along with a short description in *ad-lib* style.

Within a chapter, a user can also share individual activities by pressing on the graph/social network button at the top of the screen. Once an activity is selected, the user will be taken to the “Share Activity” screen.

Sharing Activities

The “Share Activity” screen includes a copy of the activities that the user selected to share (from a given chapter). The user can then choose to share either the 1) image of the activity and the

caption/tagline, or 2) the image only. The user can share the activity via Facebook, Twitter, or email.

Preferences

Tapping on the rightmost button on the bottom of the screen (with the profile icon) takes the user to a screen where he or she can customize their profile. The screen displays the user's profile picture, cover photo, and basic information (username, number of chapters in their storybook, and number of publications (suggested activities)). The profile page also includes the user's preferences for activity intensity level, with the cat icon representing "tamer", lower-intensity activities and the lion icon representing "wilder", higher-intensity activities.

Wizard of Oz Techniques

Looped constant activities: Because there was no database of events, we decided to hardcode a few specific activities, specifically Ride a Golf Cart, Watch a Footie Match, and Picnic at Lake Lag. However for sake of UI of Tinder swiping, we needed many events. Hence we created a loop of these three events that people would swipe through continuously.

Hardcoded people, profiles, and maps: Similarly, we had to hardcode the individual users - Melserati and Irvster. Aside from Melissa, the other people present in the Others Keen page did not actually have a Profile view. In addition, the map displaying the user's current location (and the avatars of other nearby users who have also swiped right on the activity) was a screenshot taken from an actual iPhone. It was not possible to create a dynamically updating map in our prototyping tool, proto.io. This Wizard of Oz technique was used to achieve the essence of the application without having to hardcode everything.

Importing external content: Since proto.io does not have the functionality to create and edit pictures, we had to import pictures for 1) our home page background, 2) profile pictures, and 3) selfies taken for each activity. For the next iteration of our prototype, we plan to use Sketch, a professional graphic design tool for the Mac recommended to us by the course staff.

Limitations

Chapter is based on crowd power. People find activities that are suggested by locals. People also do things with others who are nearby. Due to limitations of the prototyping tool, the prototype we have so far does not support this functionality, restricting it to the few instances that we hard-coded. This was a limitation that was apt for the medium fidelity prototype but did not address a core spirit in the app.

Chapter is also very much a location centric application, where people nearby are necessary for the social aspect of the application. We tried to make the application feel responsive to location by focusing on Stanford, but there was obviously no location or navigation.

As mentioned previously, the application was hardcoded, and did not have an ability to input

data. Thus the buttons used for uploading a photo, suggesting an event, or adding a tagline are actually not functional.

Similarly, we want to eventually change the Chapter background photo on the homepage so that it reflects the current location of the user. The types of photos we use would be aesthetically pleasing, and would be similar in style to the ones used in the Momentum Chrome extension. In our current prototype, the background photo is completely static.

Furthermore, there are a few buttons where the functionality was fully linked up. This includes our social network aspect of the app, which currently takes us to the Facebook/Twitter/Gmail homepages. Ideally, tapping on a social media icon like Facebook would enable sharing of the activity, and actually result in a story being posted to the user's timeline. This holds true for the Twitter button and other sharing buttons as well.

Prototype Screens

(See next page)





