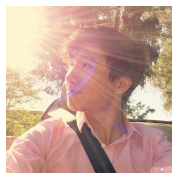
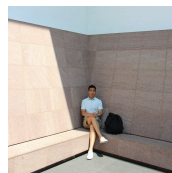

Dan
Yu

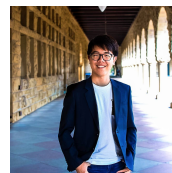


Alex
Wang



DAZZLE

Simon
Kim



Lena
Hong



Medium-fi Prototype

Overview

- ❏ Mission
- ❏ Tasks
- ❏ Major Interface Revisions
- ❏ Task Flow with New Prototype
- ❏ Limitations/Problems in Mind



Mission

Declutter your Mind!

We aim to provide people with the resources and exercises necessary to eliminate creative pains.

We hope to create a community of creative learners who can all grow together.



Tasks

📄 Productive Break

simple

📄 Icebreaker

moderate

📄 Crowdsource Ideas

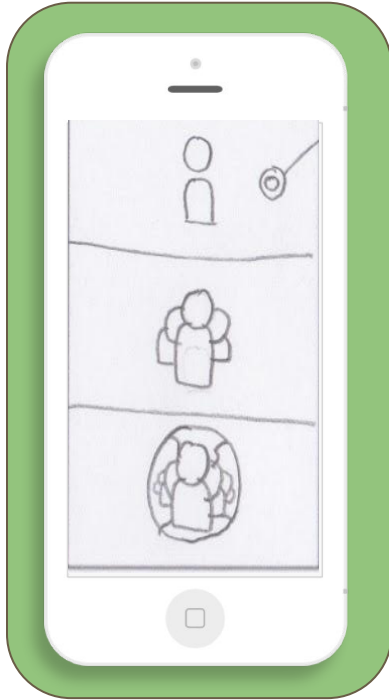
complex

Major Interface Revisions

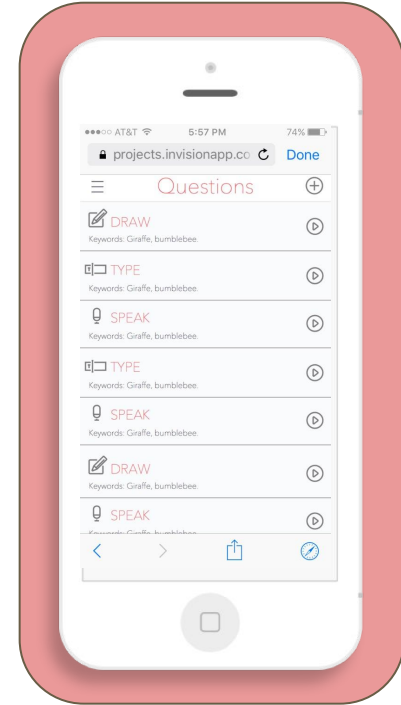
We...

- ❑ clarified
- ❑ integrated
- ❑ visualized.

1. Clarified

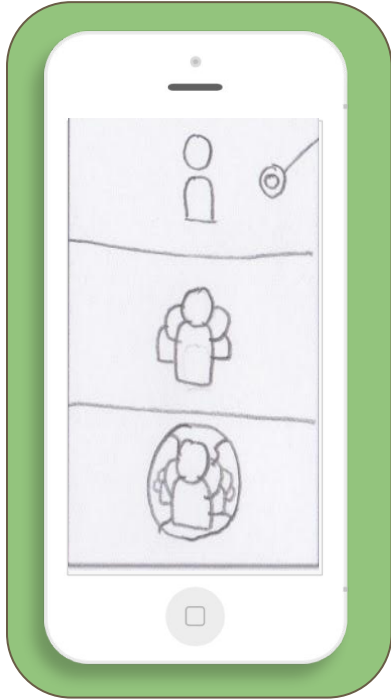


Home screen



News feed with + **button**

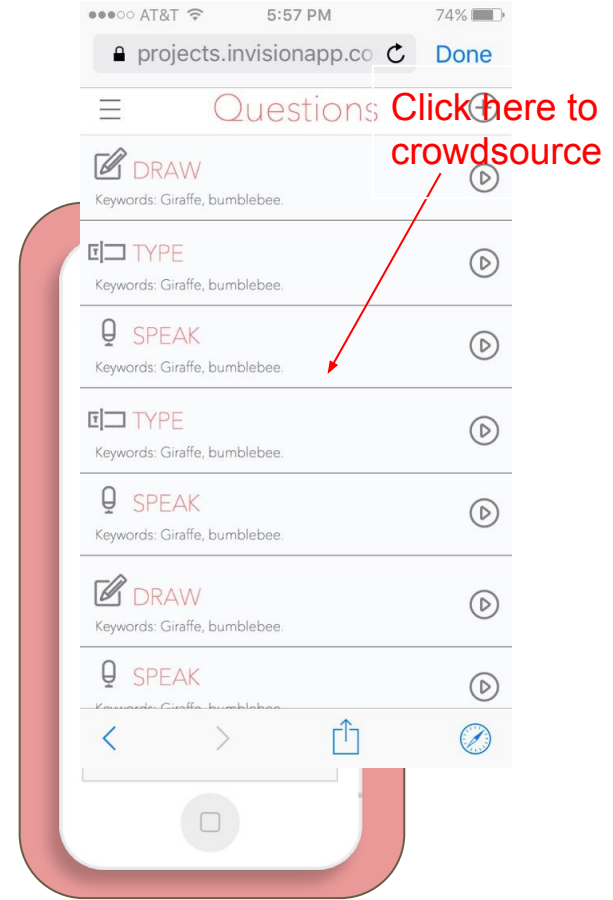
1. Clarified



Home screen

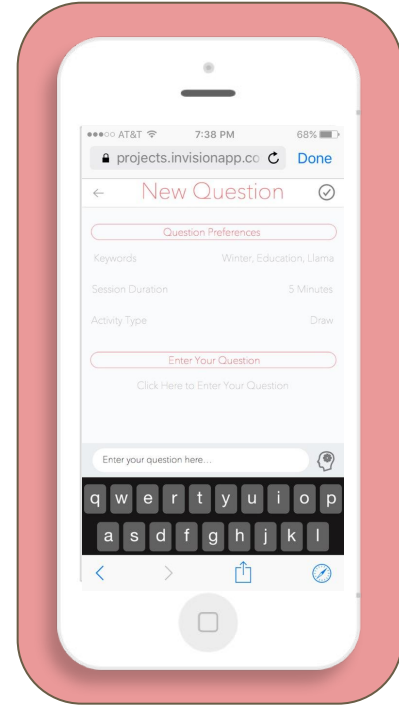
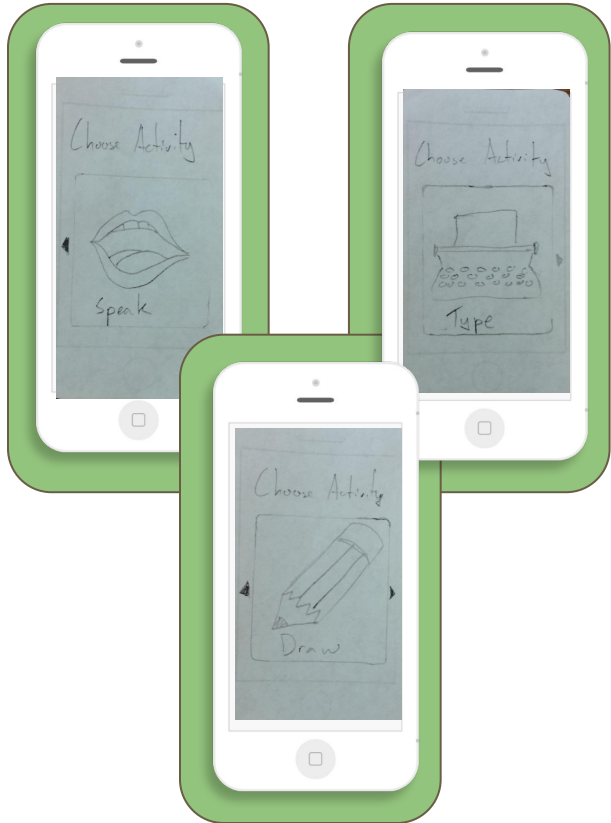


Removal of confusing
individual and group
separation



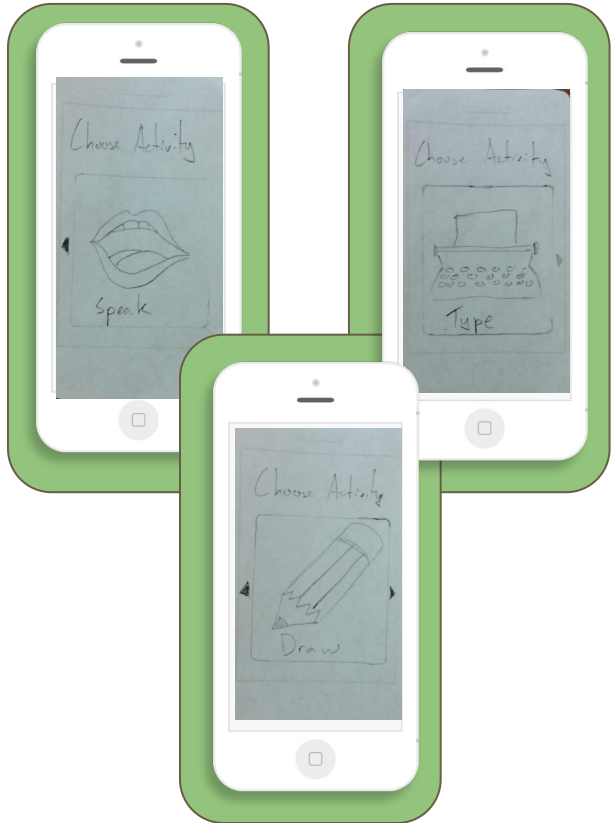
News feed with + **button**

2. Integrated

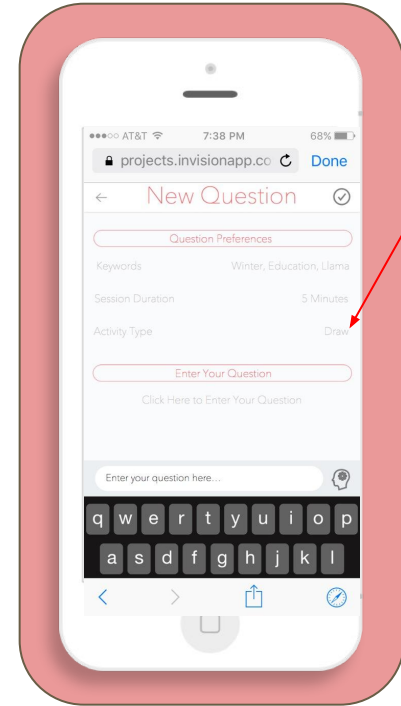


New Crowdsourcing Interface

2. Integrated



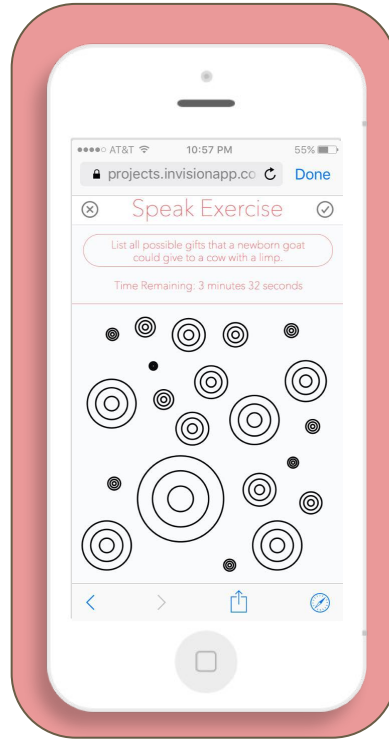
No more swiping
through screens to
choose activity type



Activity
Dropdown
Menu

New Crowdsourcing Interface

3. Visualized



New Display of your answers in real time

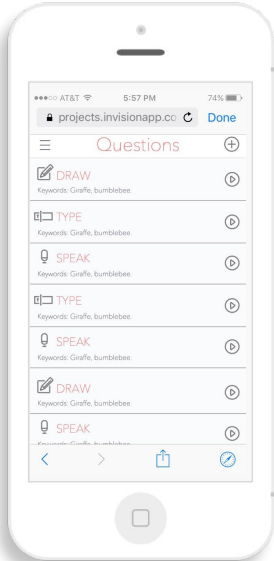
3. Visualized



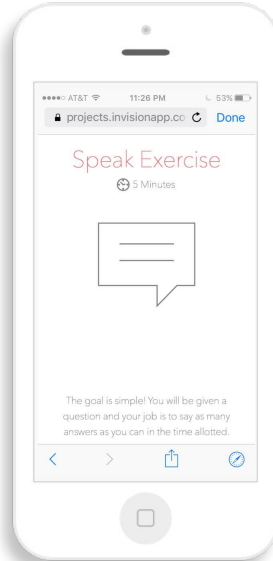
New Display of your answers in real time

Task Flow: Productive Breaks

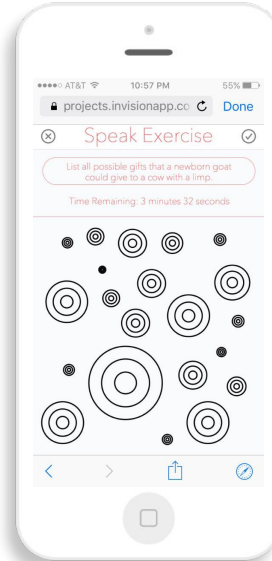
Answer creativity provoking questions



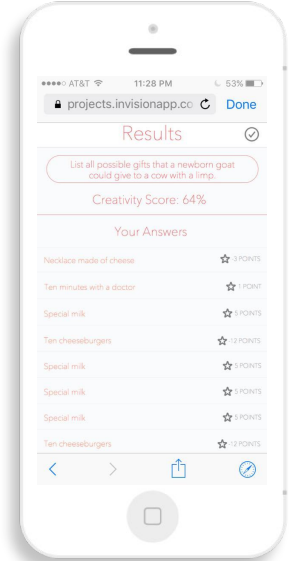
Newsfeed displays all the questions other people have posted.



You have chosen a question to answer. After you press "Get Started," the timer starts.



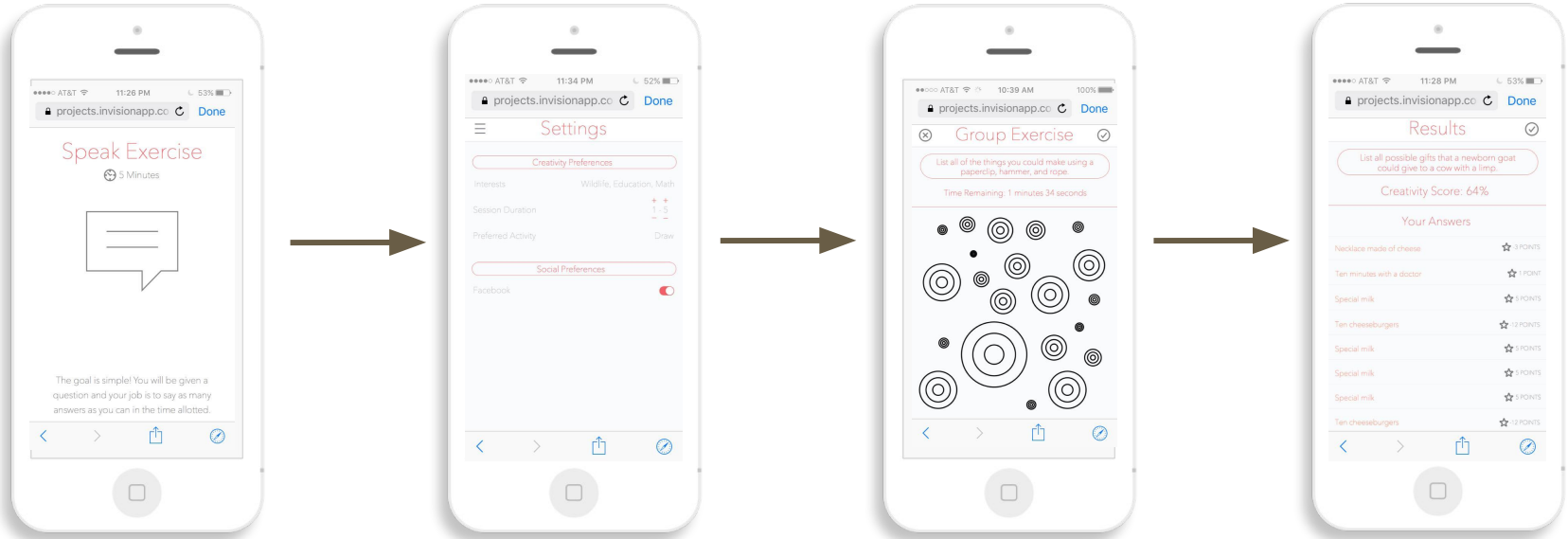
For all answers given, circles of various sizes are displayed real time.



Final display of all answers with numeric points.

Task Flow: Icebreaker

Play a speed game with a group of people

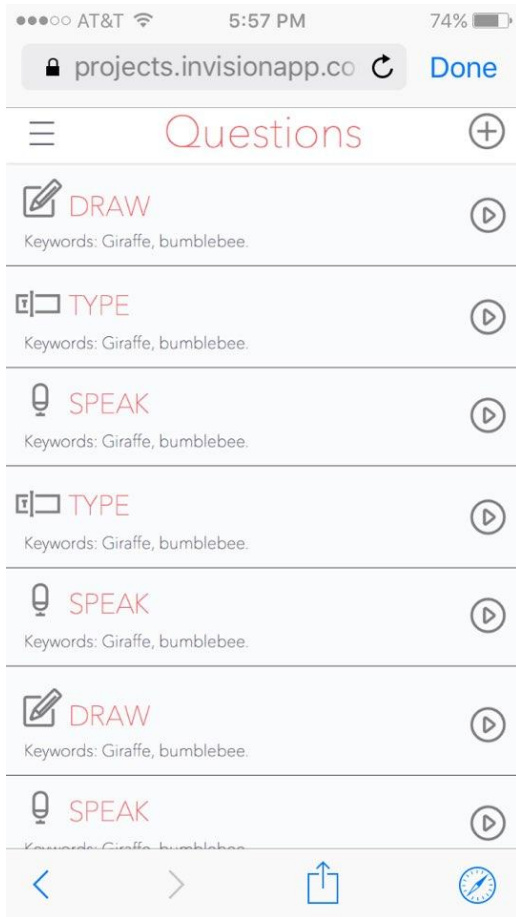


You have chosen a question to answer. After you press “Get Started,” the timer starts.

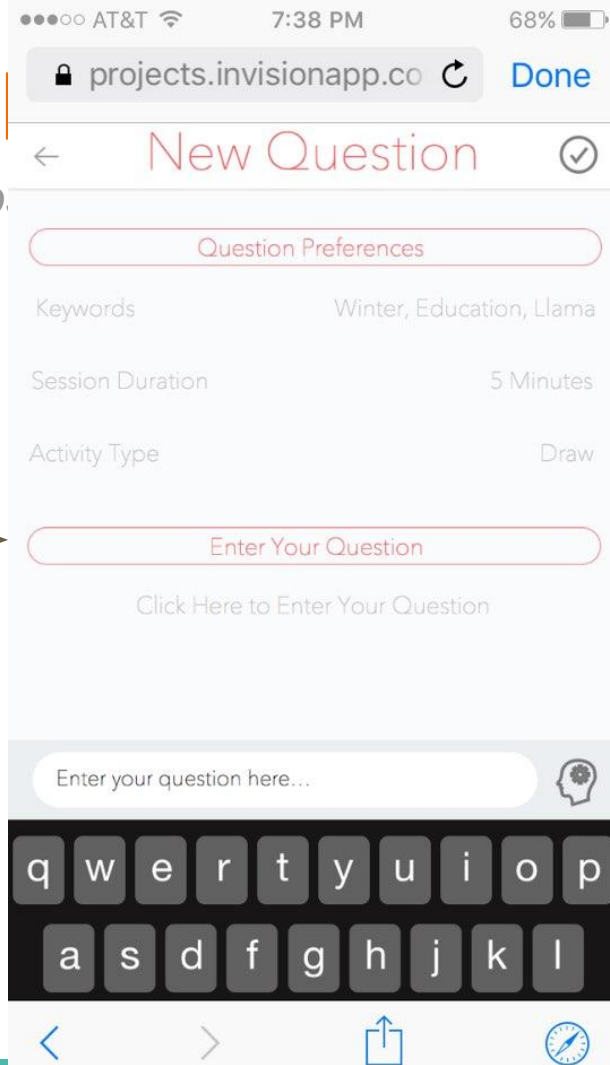
Set a time for each game and how long each person will have to respond

Each person has n seconds to give an answer

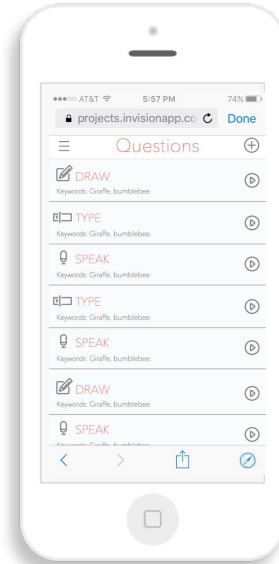
Final display of all answers with numeric points.



other people have
posted.



Posting
Question



Your question has
been posted.
Newsfeed is updated.

Tools Used

Sketch: Used to create the various UI screens



Flaticon: UI screens features icons from flaticon

flaticon

InVision: Wireframing together the UI screens.



Hardcode

- ❑ Timer
- ❑ Creativity points for each item



Direction of Further Development

- ❑ No filter on the list of questions
- ❑ Scoring each individual answer may limit the quantity of answers
- ❑ Using our database more effectively with suggestions of other questions that are similar yours

Additional Interfaces

