Mingo!
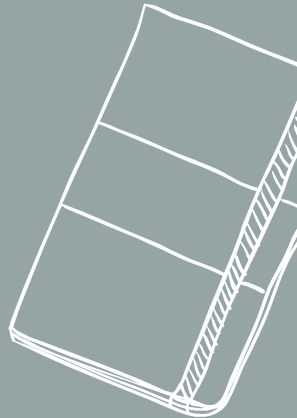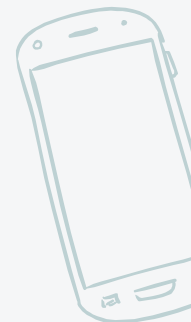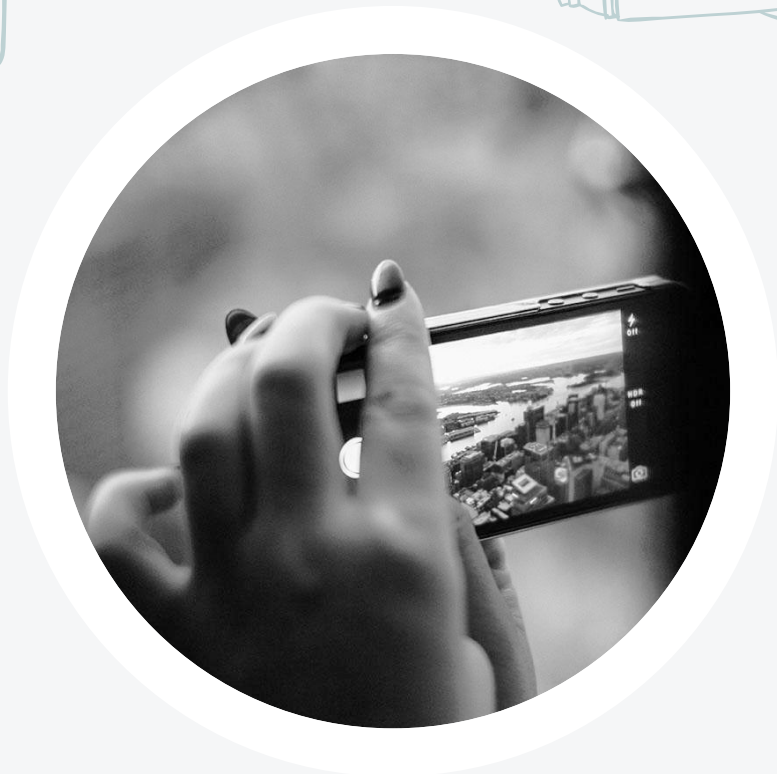
Low-fi Prototyping and pilot usability testing

Presentation Outline
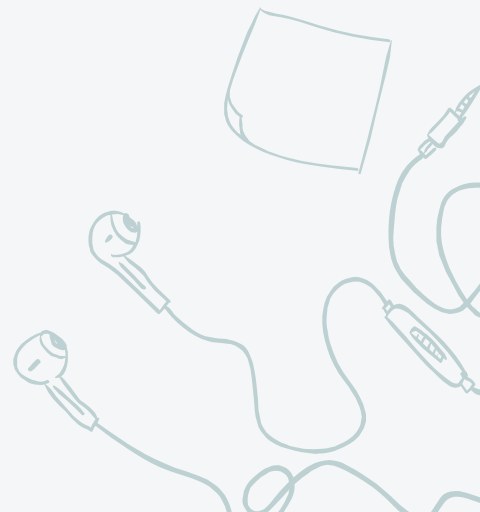
- **About Mingo**

- **The Low-fi Prototype**

- **UI Task Flows**

- **Pilot Usability Testing**

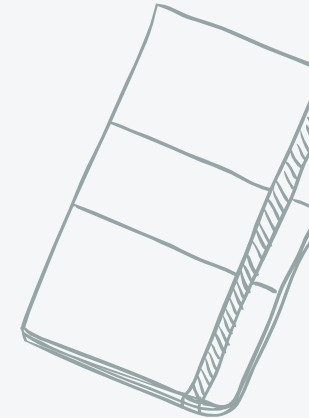# Mingo!

make every mood a travelling mood

Team Mingo

Ben W.

Kevin H.

Minymoh A.

Our mission:

Mingo aims to prevent 'travel burnout' by taking a traveller's current mood into account when planning an activity. Mingo keeps travel fresh and spontaneous, allowing users to experience popular sights in new ways while also suggesting lesser known sights and experience that help mix up the pace and tone of a trip.

The Prototype

Concepts ⟶ Selected Interface

Audio

Mixed Audio & Touch Input

Touch Input

Text Input

Wearable

✖ We chose to move forward with a touch input design mainly due to the viability and convenience of the input method as well as the current technological limitations of voice input.

✖ Describing your current mood without the help of prompts or suggestions can often be difficult. Our chosen design presents the user with a finite list of moods from which she must choose, facilitating the mood selection process.

Screen 1 (Mingo!)
Mingo!
M
Explore Now
Set Reminder
Mingo Travel Agent

Screen 2
back · M
What's your current mood?
feeling adventurous
feeling zen
feeling artsy
feeling nostalgic
Not Sure? Let Mingo surprise you!

Screen 3
back · M
ACTIVITY at LOCATION
image
-info blurb
Let's Go!

Screen 4
back · M
Not feeling it right now
Been there, done that
Not my type of thing

Screen 5
back · M
Your Day So Far
Time   Activity/Location
Time   Activity/Location
Time   Activity/Location
Keep Exploring
Back To Home

Screen 6
back · M
Mingo Reminders
date time free time slot length
date time free time slot length
from date/time ▼
length ▼
add reminder   done

Screen 7
back
Your Mingo Reminders Have Been Updated!
Back To Home

Screen 8
M
12 3 6
Mingo Time!
Let's Go!

Screen 9
back · M
Where are you headed?

Screen 10
back · M
Your trip to LOCATION
Dates of trip:
start:
end
Next

Screen 11
Back · M
"Must-See" List
Major Attractions
Next

Screen 12
Back · M
Attraction Info
info blurb
Add to "Must-See List

Screen 13
back
Your Mingo Trip Has Been Set!
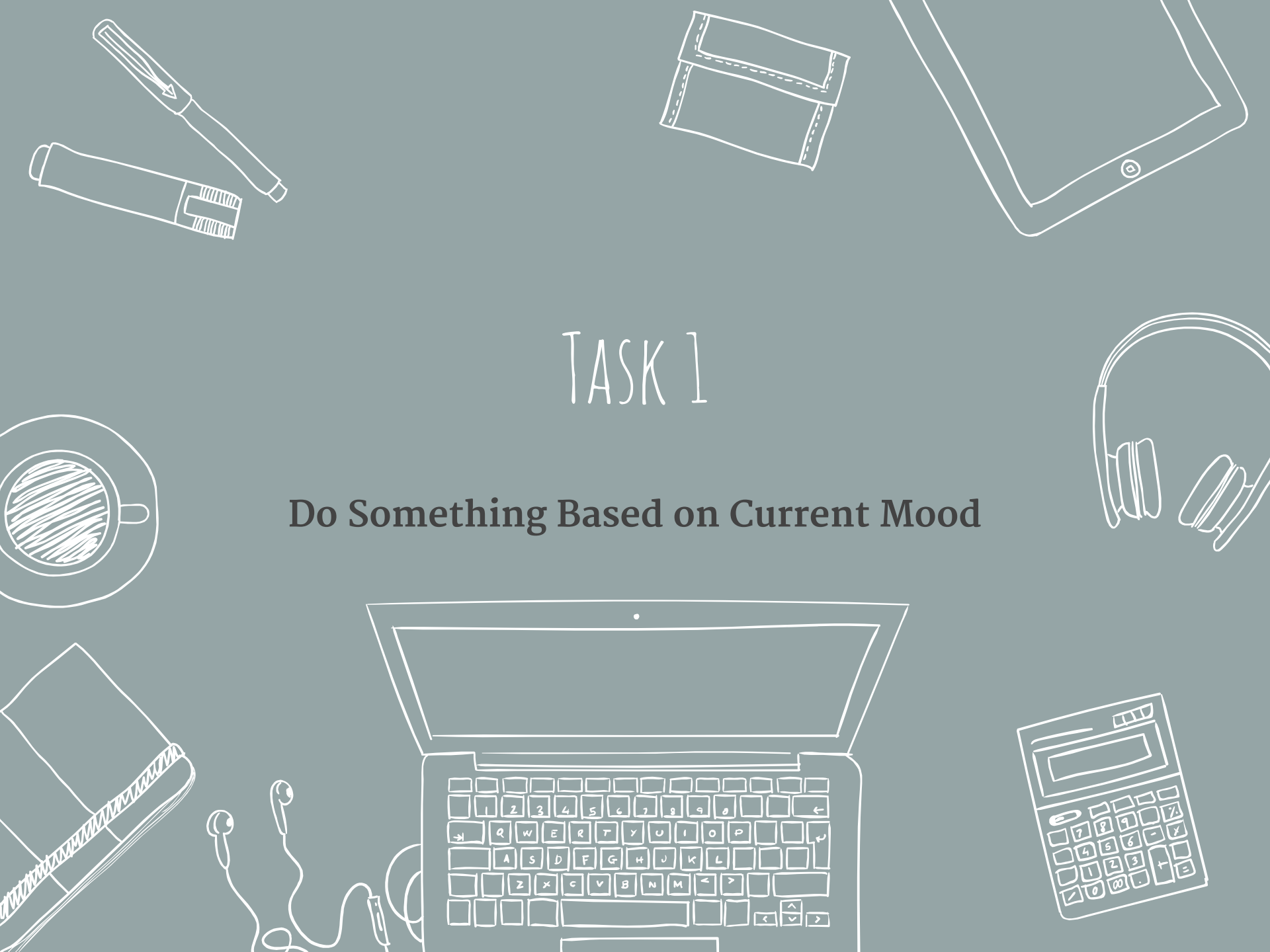Back to Home

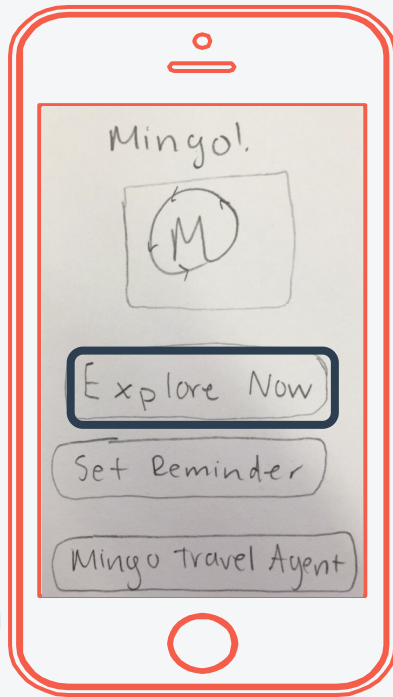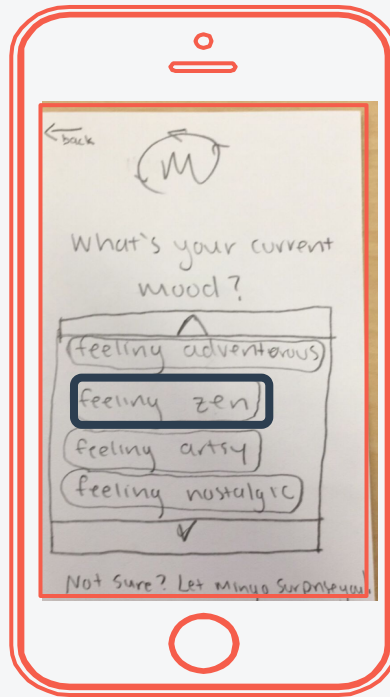Paper Prototype Structure → POP

UI Task Flows

Task 1

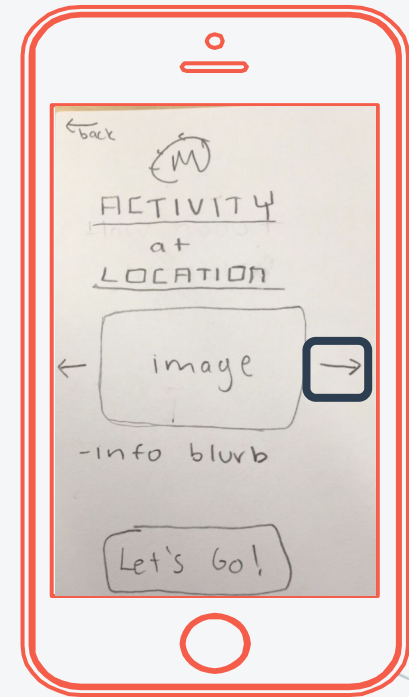Do Something Based on Current Mood

Task Flow: Do Something Based on Current Mood
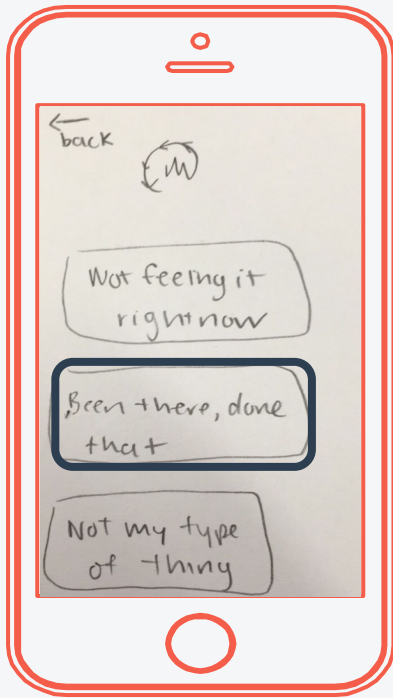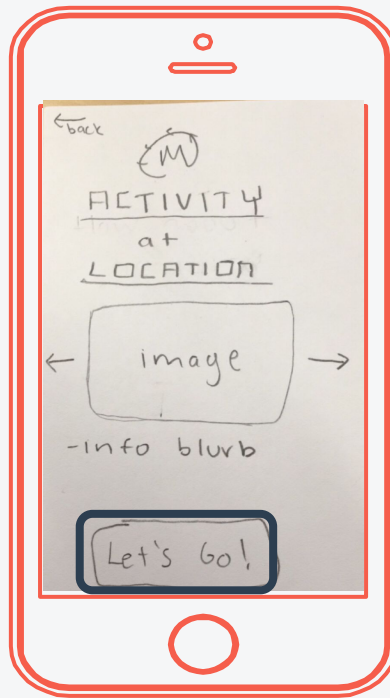

Home Screen

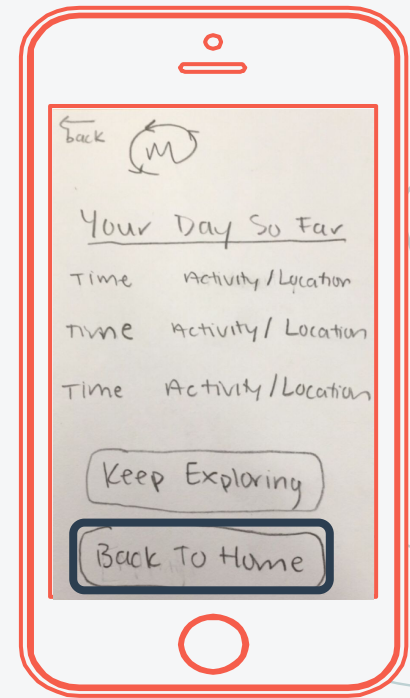Mood Screen

Activity Suggestion Screen

Task Flow: Do Something Based on Current Mood

Activity
Rejection
Feedback Screen
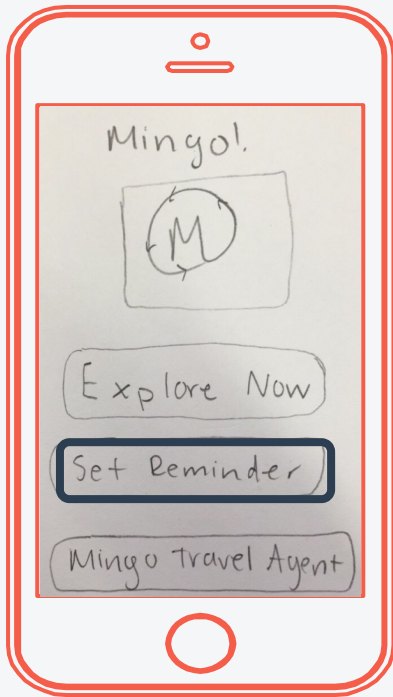
Activity
Suggestion
Screen

Past Activities
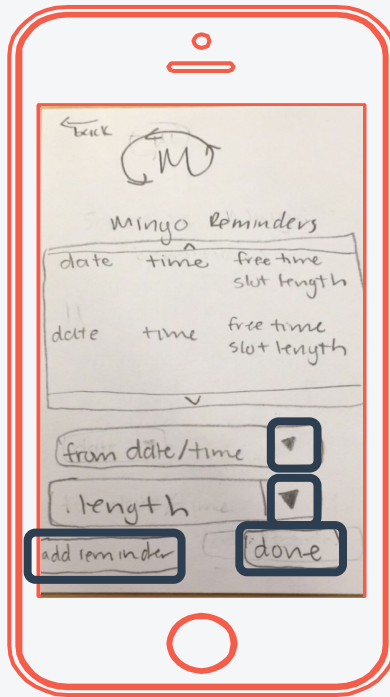Screen

Task 2

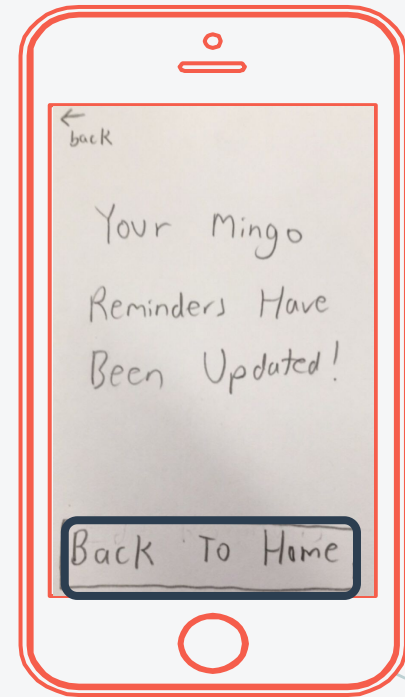Set a Reminder to Explore During Free Time

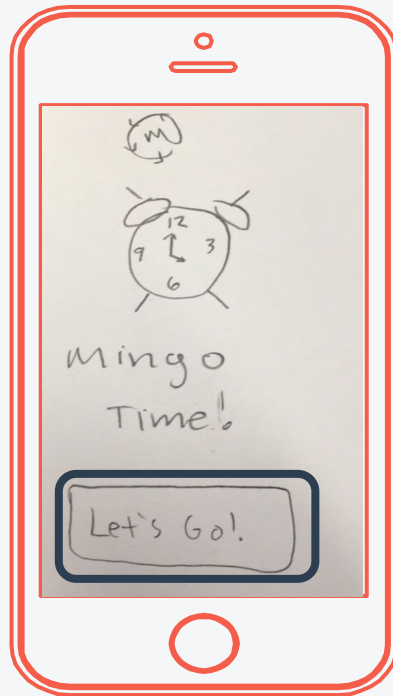# Task Flow: Set a Reminder
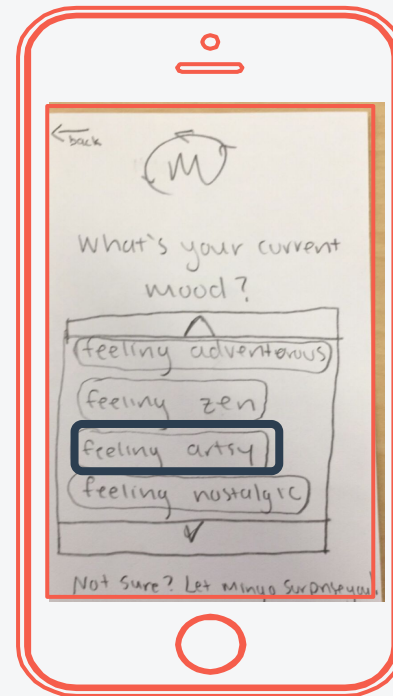

Home Screen

Reminders
Screen

Reminder
Confirmation
Screen

Task Flow: Set a Reminder
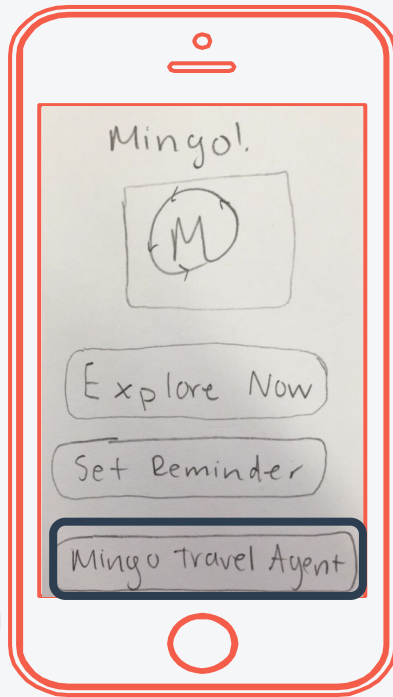

Mingo Alarm
Screen

Mood Screen

Task 3

Travel Spontaneously Without Missing Out on Major Attractions
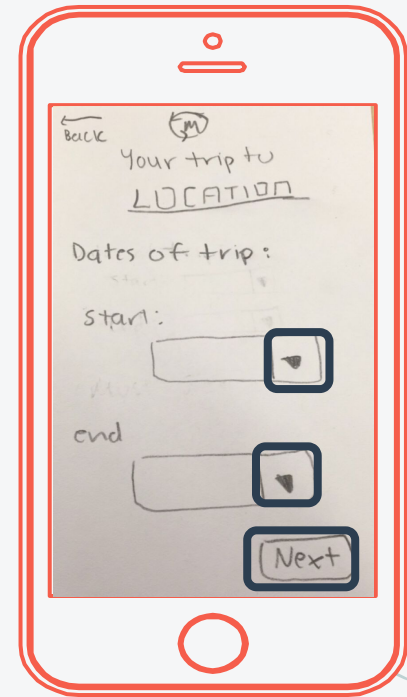
Task Flow: Plan a Spontaneous Trip
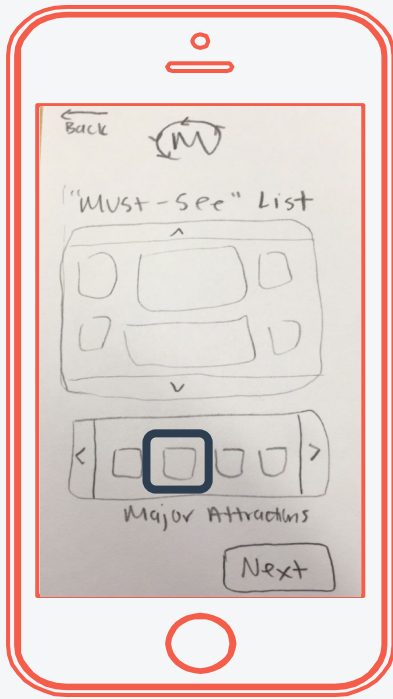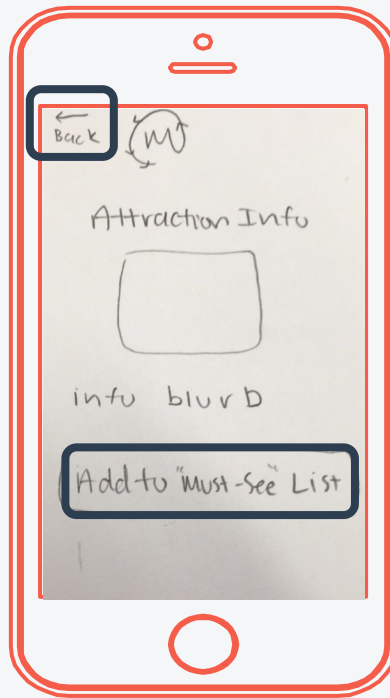

Home Screen

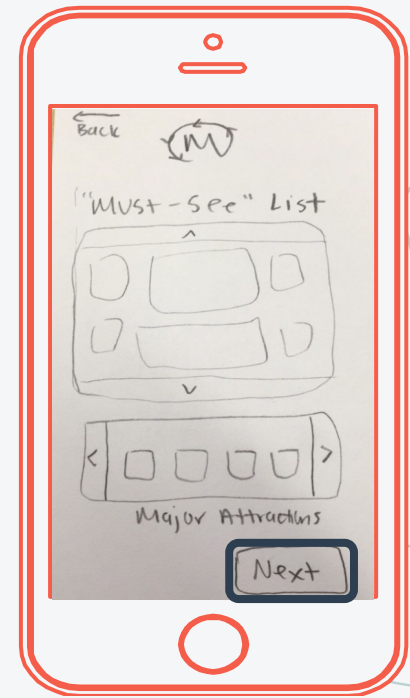Location Screen

Trip Dates Screen

Task Flow: Task Flow: Plan a Spontaneous Trip
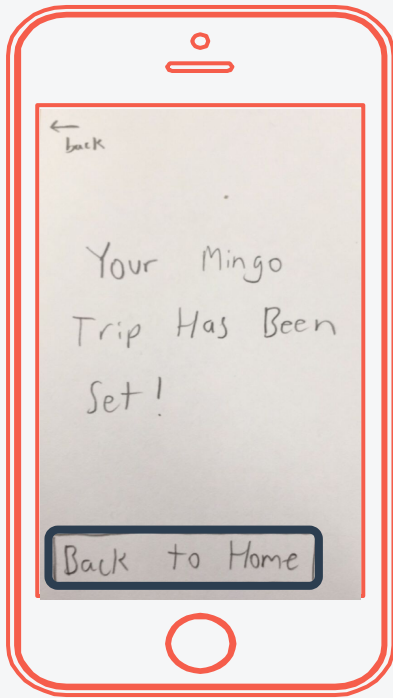

Must See List
Screen

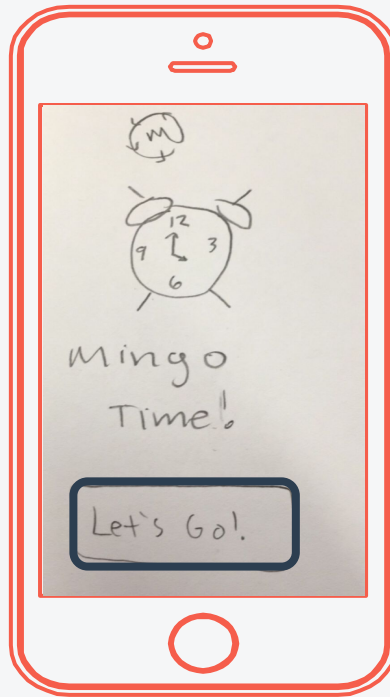Attraction
Information
Screen

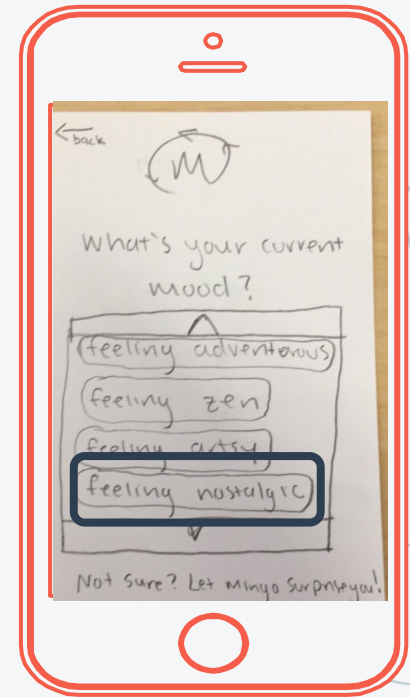Must See List
Screen

Task Flow: Task Flow: Plan a Spontaneous Trip

Trip Confirmation Screen

Mingo Alarm Screen

Mood Screen

Pilot Usability Testing

Participants

Peter

45-55

Frequent Business Traveller

Davyde

25-30

Just got back from his honeymoon

Jason

35-40

Moderate business traveller. Travels with family

Kevin

Facilitator

Minymoh

Notetaker/Observer

Results: Overview

	Peter	Davyde	Jason	Overview
Task 1: Explore Now	5 min 2 errors	2 min 1 error	3 min 1 error	~3.3 min 4 errors
Task 2: Set Reminder	4 min 1 error	2 min 0 errors	2 min 0 errors	~2.7 min 1 error
Task 3: Mingo Travel Agent	5 min 1 error	2 min 0 errors	3 min 0 errors	~3.3 min 1 error

RESULTS: Things That Worked

✖ Loved the overall concept of the app

✖ Liked the idea of being able to do something spontaneous

✖ Loved the flâneur spirit of the app

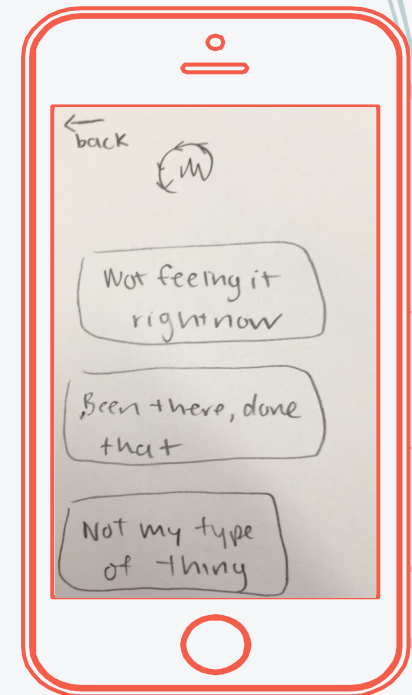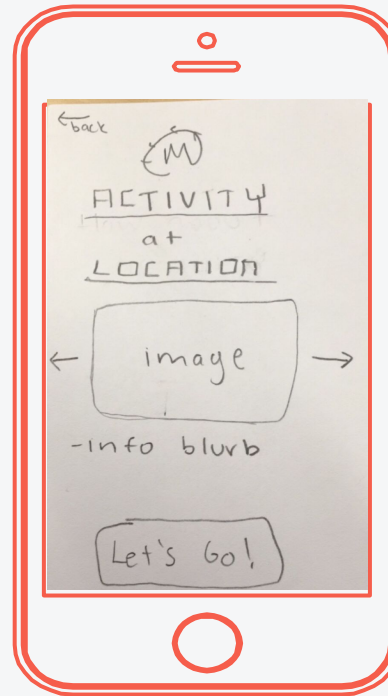✖ Navigating through the 3rd task was completely intuitive

✖ Really liked the reminder functionality

✖ Liked both the concept and implementation of the must-see list

Screens

✖ All participants were confused by the arrows on the Activity Suggestion Screen

✖ All participants were confused by the Activity Rejection Feedback flow

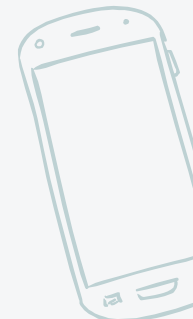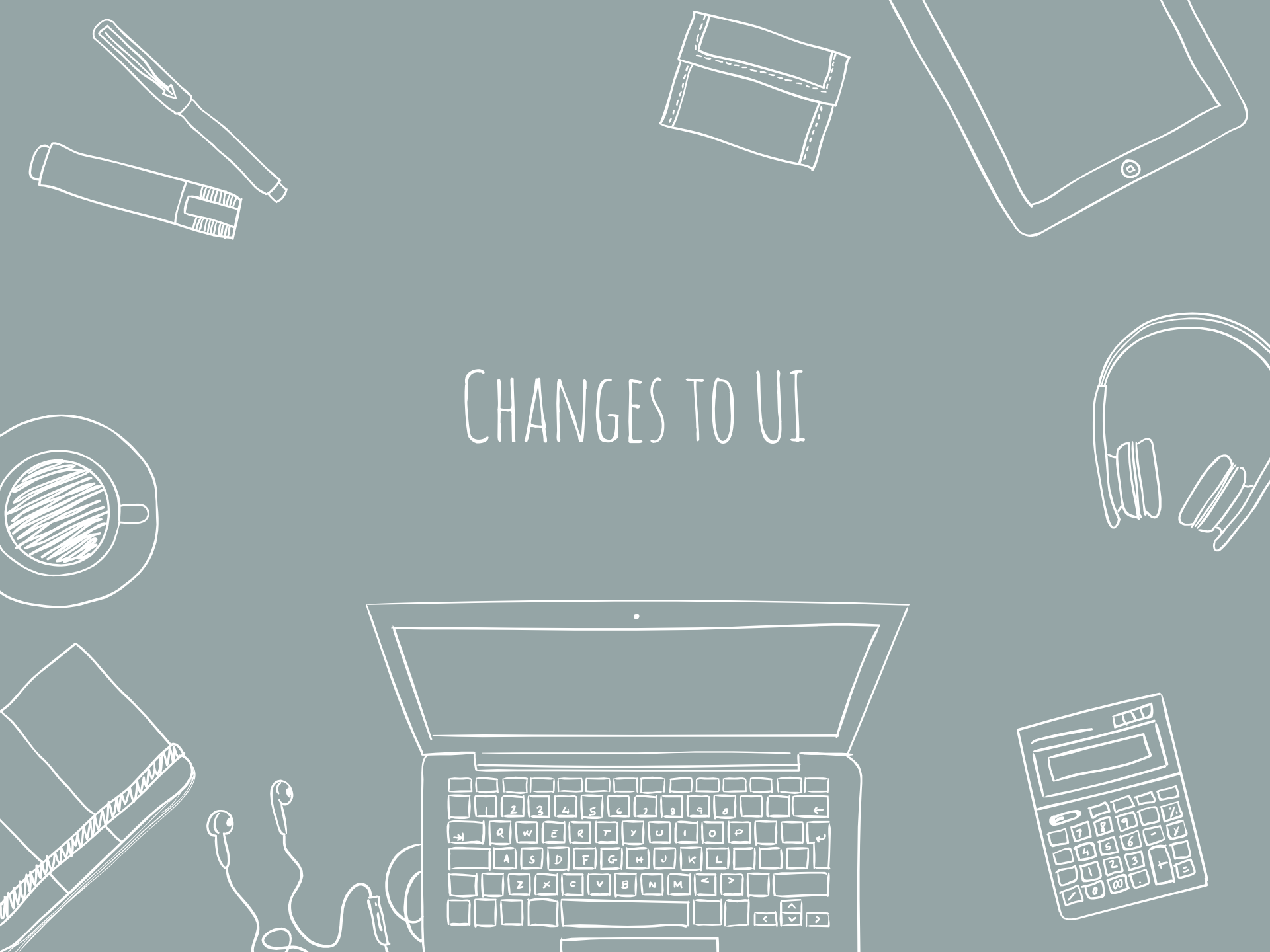# Results: Things that Need More Work

Concepts

✖ None of the flows came intuitively to Peter

✖ Davyde thought the second task ruined the spirit of the app

✖ Jason wanted a more customized and personal experience with the app

✖ Peter wanted the app to influence his mood as much as his mood dictated his app experience

✖ Jason felt limited by given mood choices

Changes to UI

Necessary Changes to UI:
The Activity Suggestion Screen
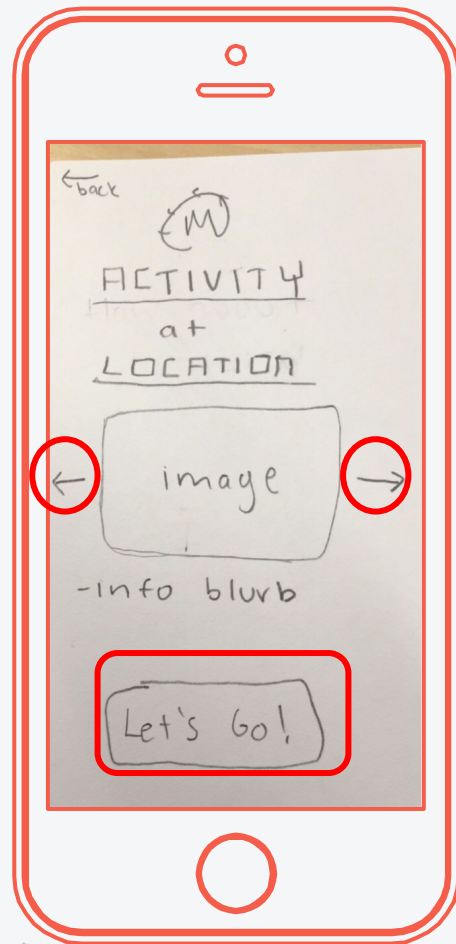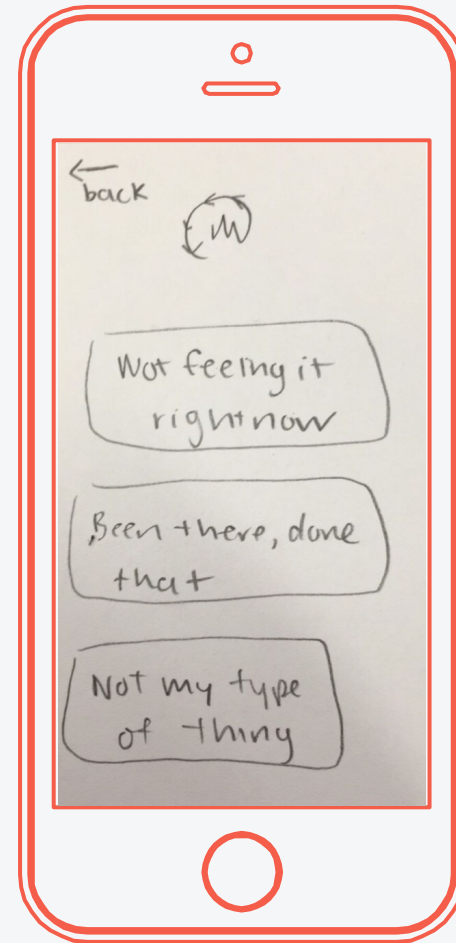

✖ Label the arrows 'no'

✖ Do away with arrows and 'let's go icon' and use swiping functionality instead

✖ Move from scrolling through suggestions to explicitly rejecting a given suggestion

✖ Rather than have another screen, perhaps make a pop-up dialogue box that keeps Activity Suggestion Screen blurred in background

✖ Do away completely with getting this feedback

✖ Mixed modes of input for moods

✖ Sharing functionality

✖ Incorporating more user feedback (rating sites, reviews, etc.)

✖ Clearer language on icons

Thanks!
Any questions?

Credits

Special thanks to all the people who made and released these awesome resources for free:

- ✖ Presentation template by SlidesCarnival
- ✖ Photographs by Unsplash