# Mingo!
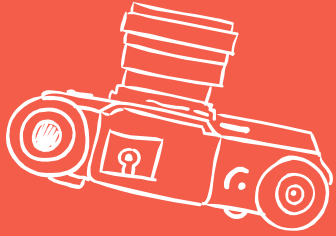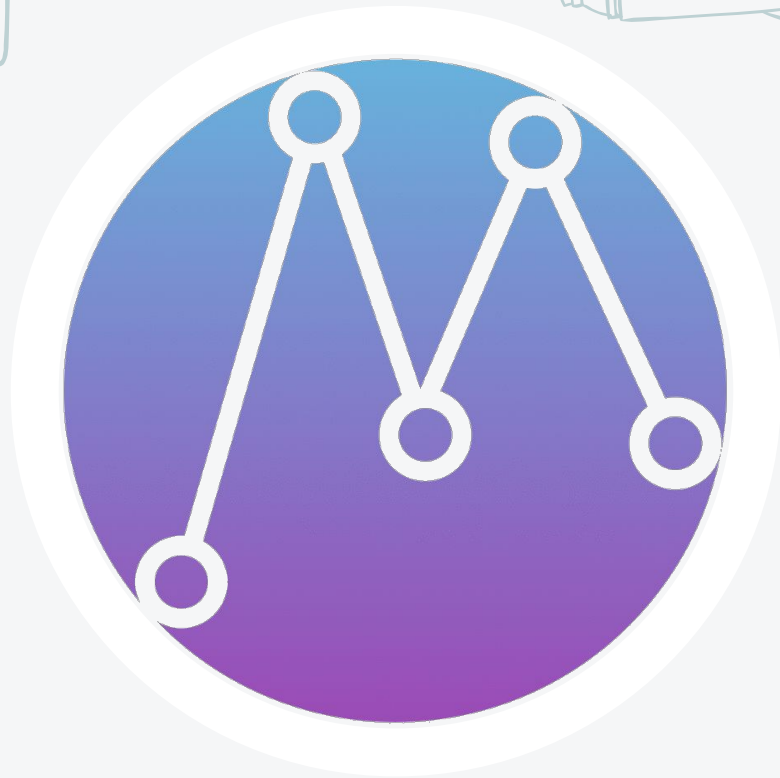
## Medium-Fi Prototype

# Presentation Outline

✖ About Mingo

✖ Tasks

✖ Revised Interface Design

✖ Prototype Overview

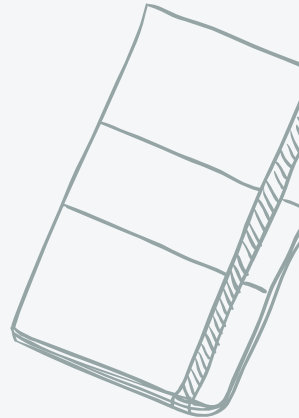# Mingo!

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 experiences that help mix up the pace and tone of a trip.
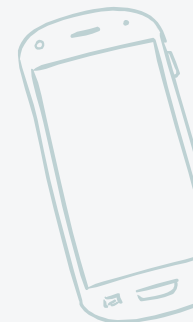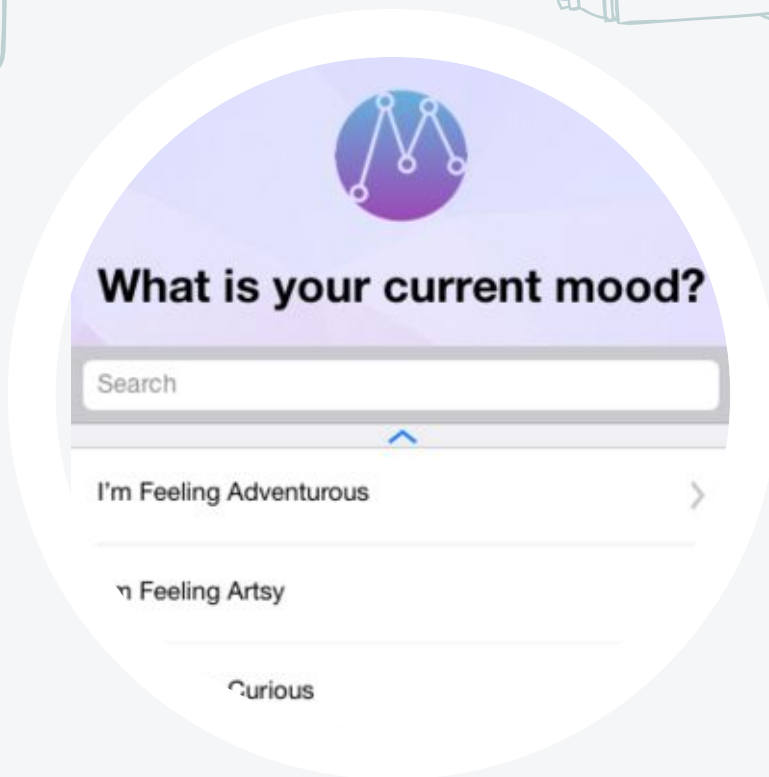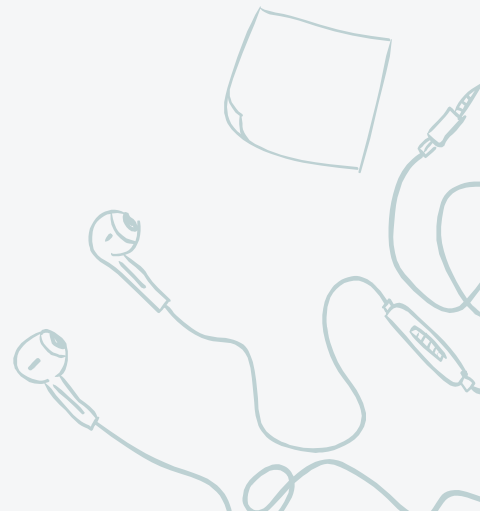
# Tasks

We kept the same tasks with no changes from our Low-Fi Prototype

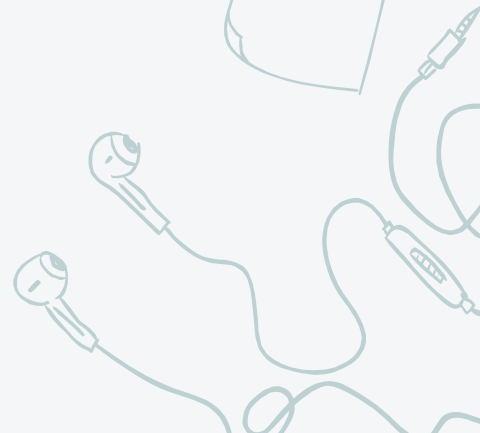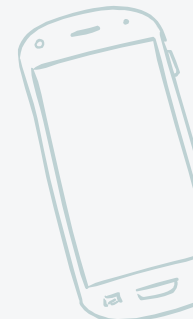What is your current mood?

Search

I'm Feeling Adventurous >

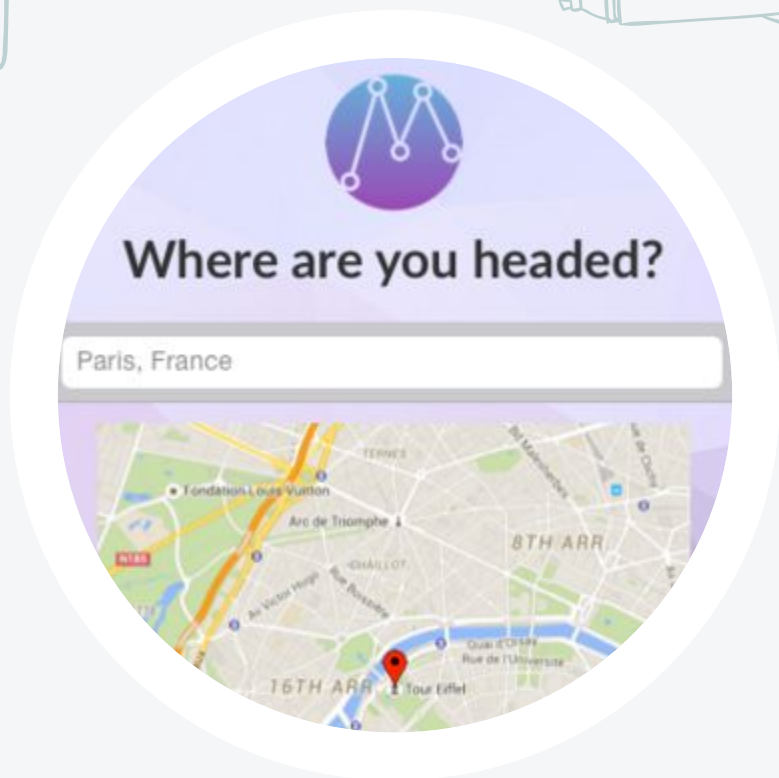n Feeling Artsy

Curious

# Task 1 (Simple)

## Do Something Based on Current Mood

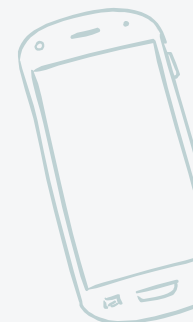**Your Mingo Reminders**

| Date | Time Slot |
| --- | --- |
| 8/1/15 | 4:00PM - 6:00PM |
| 8/3/15 | 12:30PM - 4:00PM |
| te and Time | Length |
| ▼ | -- |

# Task 2 (Medium)

## Set a Reminder to Explore During Free Time

# Task 3 (Complex)

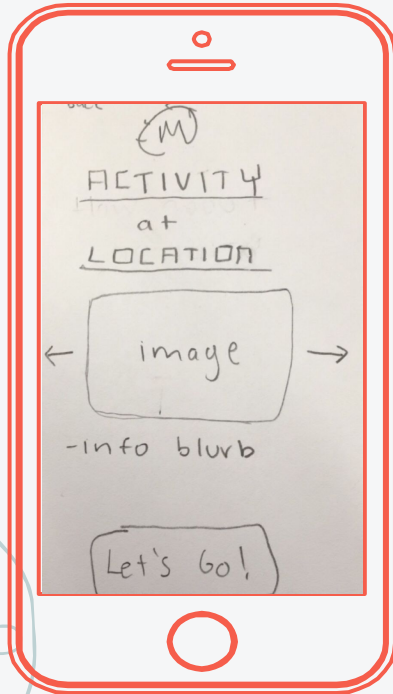**Travel Spontaneously Without Missing Out on Major Attractions**
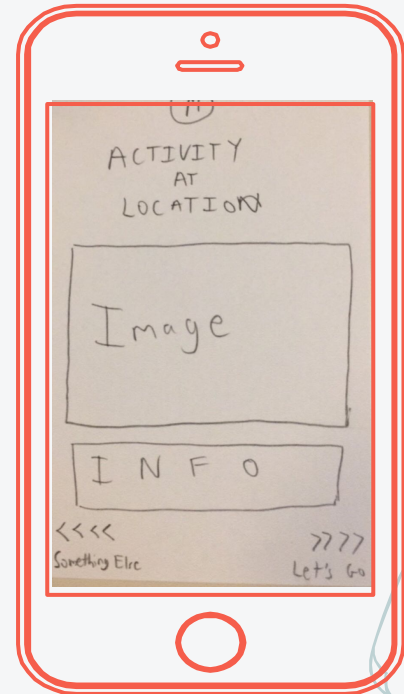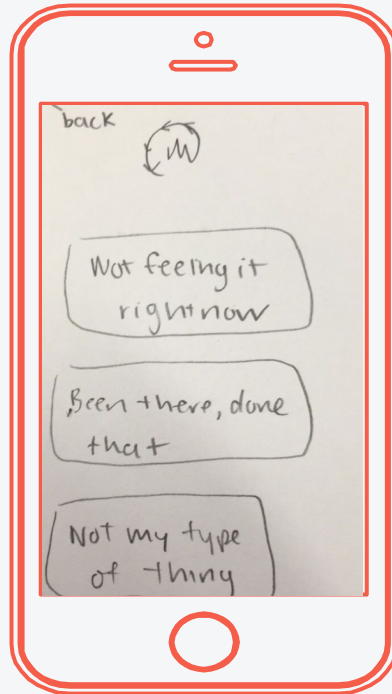
# Revised Interface Design
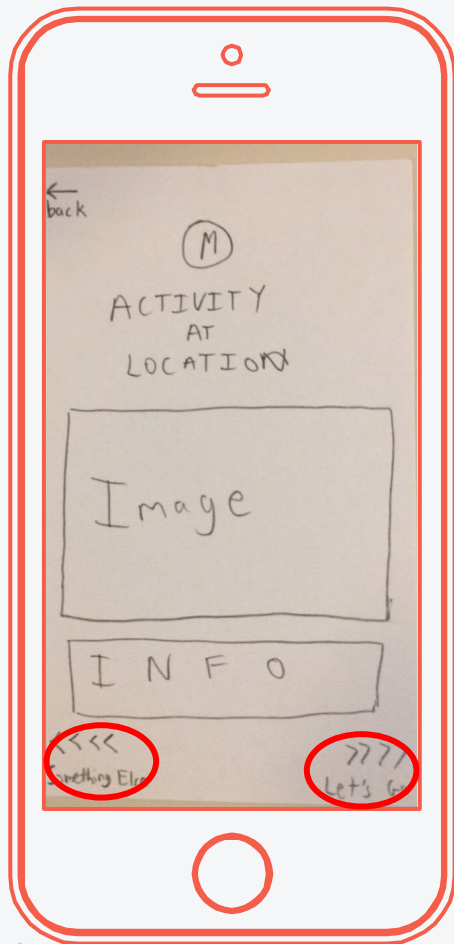
## Changes

# Change 1



**Before**

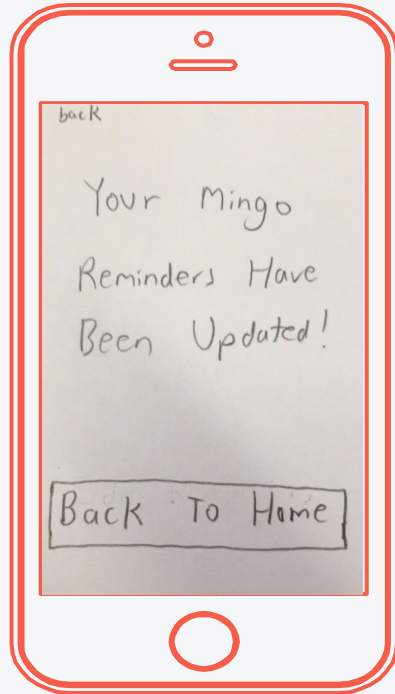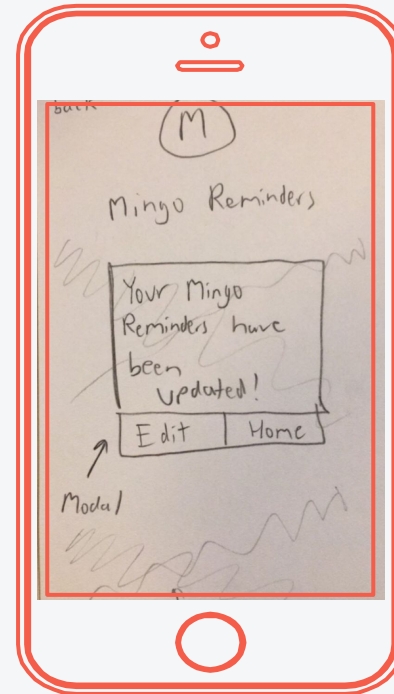**After**

# Change 1 (Description)



✖ Removed ambiguous left and right arrows

✖ Removed feedback screen

✖ Users swipe left for a new suggestion

✖ Users swipe right to perform the activity

# Change 2



**Before**

**After**

# Change 2 (Continued)
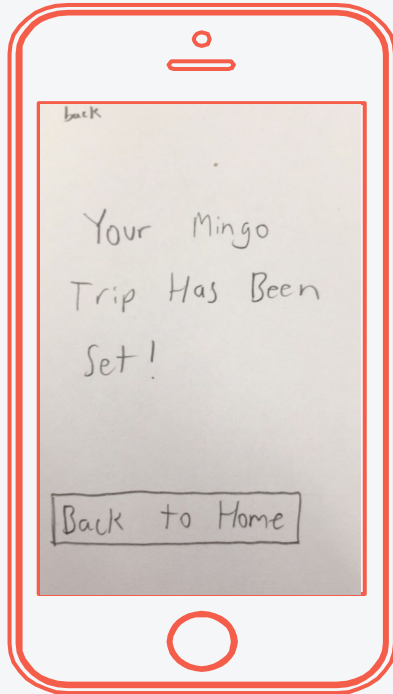


**Before**
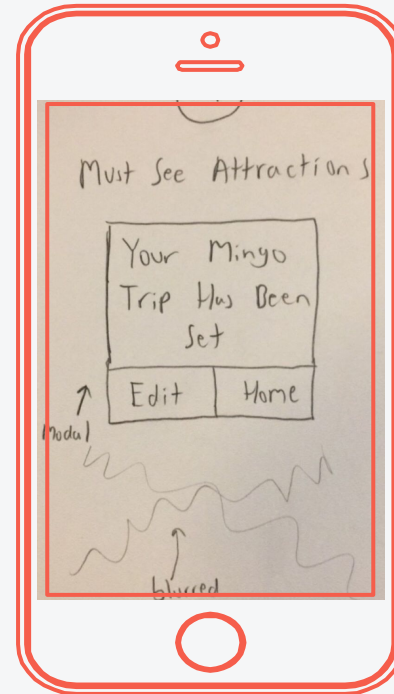


**After**

# Change 2 (Description)



- ✖ Removed separate confirmation screens

- ✖ Use of modals on screens instead (popup or alert box with blurred background)
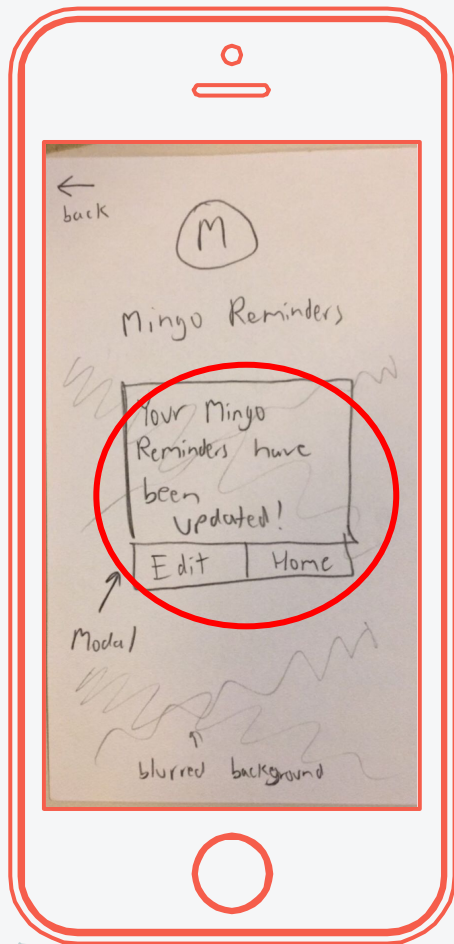
# Change 3
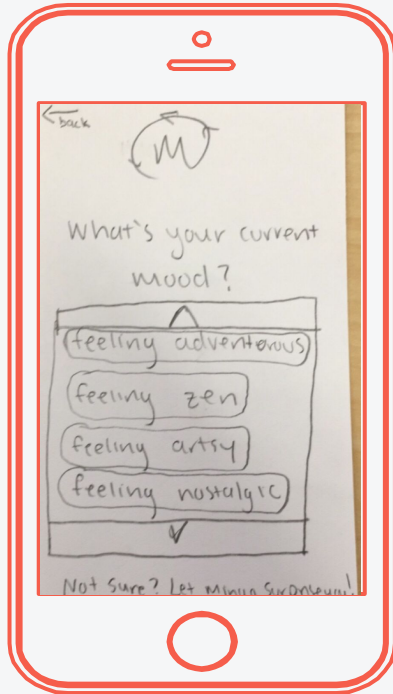


**Before**
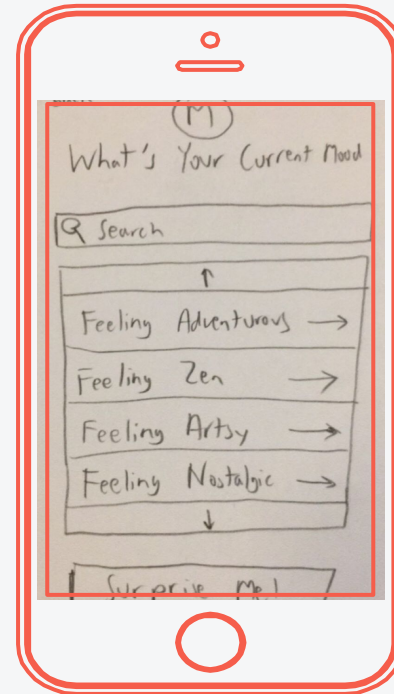
**After**

# Change 3 (Continued)
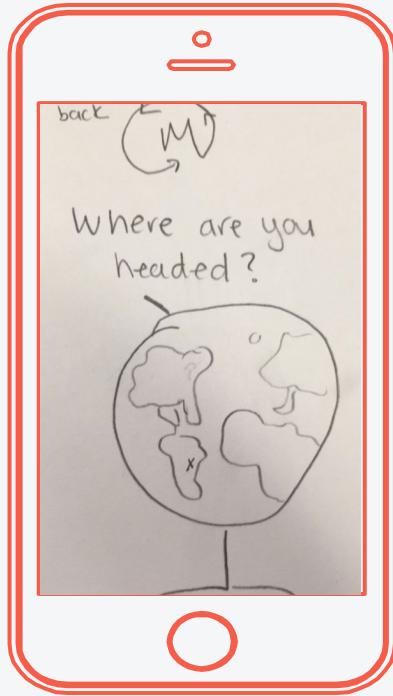


**Before**
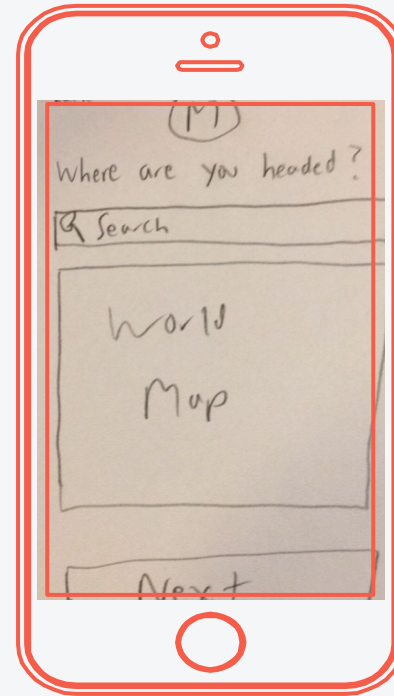
**After**

# Change 3 (Description)
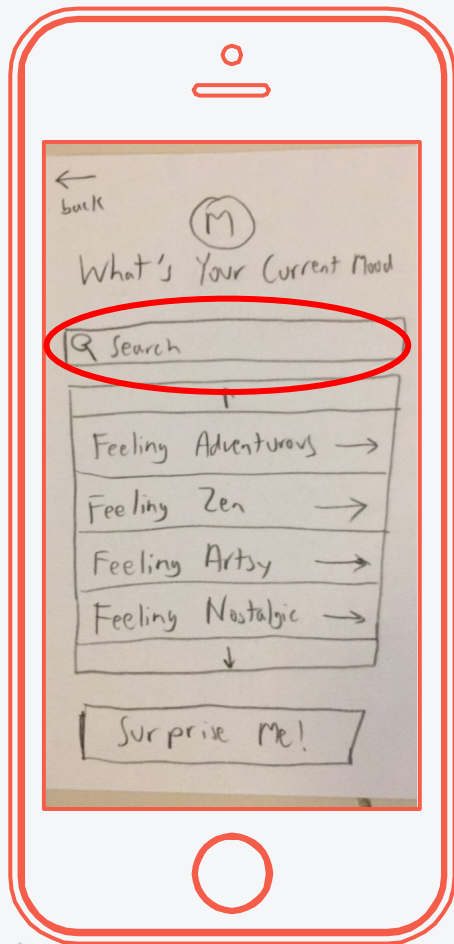


- ✖ Added search box to both mood and location screens

- ✖ This changes the flow of selecting a mood slightly (results list)

# Revised Interface Design

## Task Flows
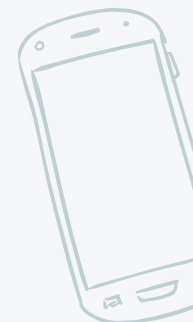
# Task 1 (Simple)

## Do Something Based on Current Mood

# Task 2 (Medium)

## Set a Reminder to Explore During Free Time
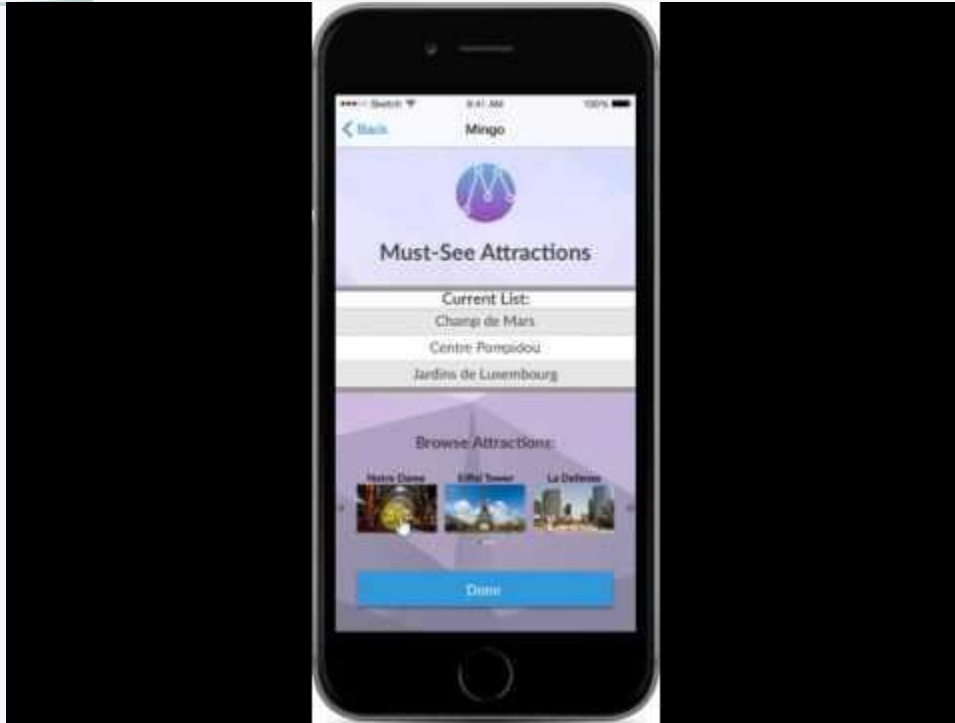
# Task 3 (Complex)

## Travel Spontaneously Without Missing Out on Major Attractions

# Prototype Overview

# Tools, Limitations, and Tradeoffs

✖ We used **Sketch** to create the individual screens:

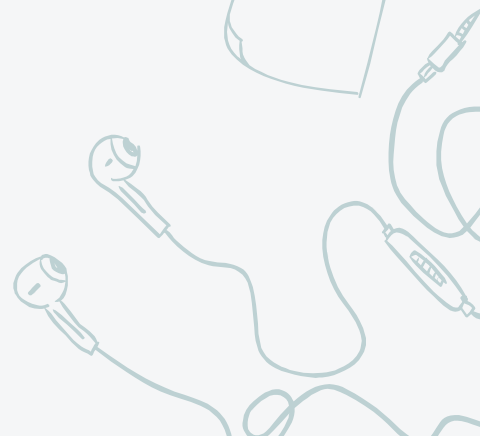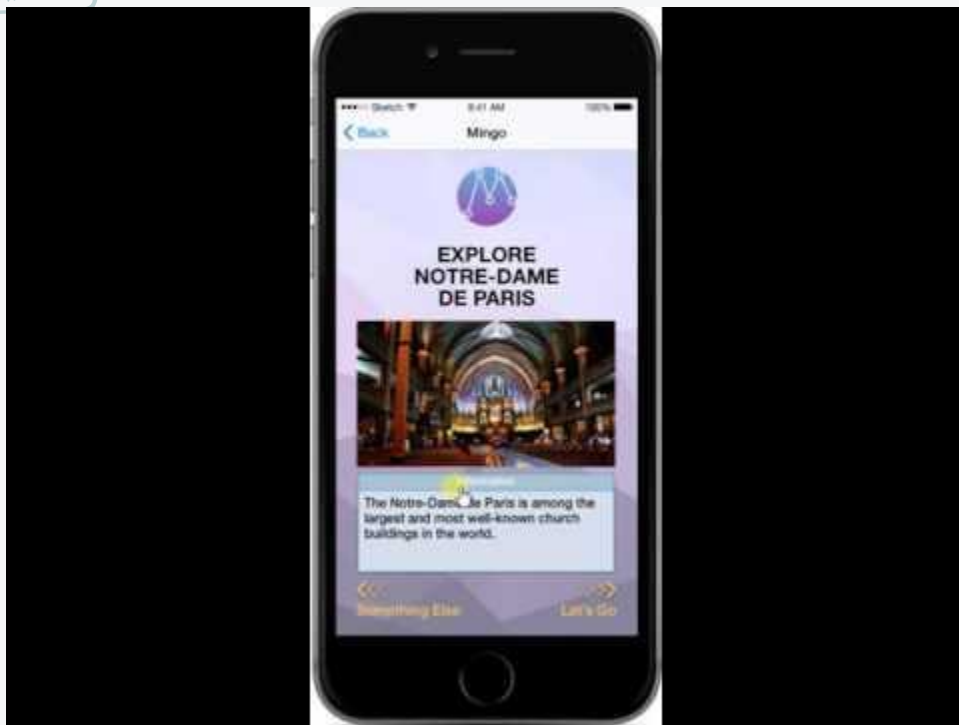- ○ Sketch helped us create realistic mockups by offering reusable templates for components

- ○ Sketch mockups are not dynamic (everything is hard-coded)

# Tools, Limitations, and Tradeoffs

✖ We used **Marvel** to link the screen together and create the demo:

- ○ Marvel helped "bring the app to life"

- ○ We could not test any real functionality (back-end database, engine, performance)

# Prototype Techniques

✖ Simulated Timeskip: Users can get to the alarm screen by tapping the modal dialog box (Wizard of Oz).

✖ All data used (moods, attractions, reminders, etc). is hard-coded!

# 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