

This prototype uses InVision to model interactions between screens that we designed in Sketch. Since our app focuses mainly on user customization and in practice would utilize large amounts of data, it was necessary to make heavy simplifications for the purpose of this prototype.

Travel Teddy is an app that prepares a series of location-based activities for a child while traveling. In reality, one would be able to create a trip for any location and choose from a large database of activities. In this prototype, there is only one trip, and a fixed set of activities to choose from. Additionally, some screens are not yet created (like "Report a Problem") and some screens exist but are not customizable (like "Settings").

Specifically, the Wizard of Oz technique we used is to hard-code the input that the user enters. Only the specified input is accounted for since having full user control would require us to make exponentially more permutations of the screens. Additionally, our algorithm for packing content is supposed to show options based on the locations of the already packed content, so the list of packable content updates dynamically as the user makes selections. However, since there is a fixed set of content that users should select for this prototype, the list of content stays constant.

Here are the instructions for completing the tasks:

Task 1: Take a trip from Stanford to San Francisco. When packing content, pack Stanford Golf Course, Flintstone House and San Francisco (not the sign). End the trip when you reach the "Trip in Session" page.

Task 2: Look at the trip you just took and rate each activity from the trip. You are happy with the Stanford Golf Course, extremely happy with the Flintstone House, and happy with San Francisco.

Task 3: Create content for others to use on their trips. Make some content for the Crystal Springs Reservoir.