# Flood: Interactive Medium-fi Prototype

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### Overview

Problems/Solutions/Mission

Review of our three tasks

Feedback / Challenges

Revised interface design

Prototype overview

#### Problem/Solution/Mission

#### Solution

- Improve awareness of water in groceries
- Track invisible water impact

#### Mission

Call to attention the water impact of food

Encourage you make informed decision



## Review of Our 3 Tasks

- Task 0\*: Set goals
- Task 1: Research an item (easy)
- Task 2: Generate a shopping list/go shopping (hard)
- Task 3: Track your progress and share on social media (medium)

# Feedback/Challenges

#### They like

- Barcode scanner is so "cool"!
- Graphs are "interesting" and "useful"!
- Hamburger button

#### Challenges

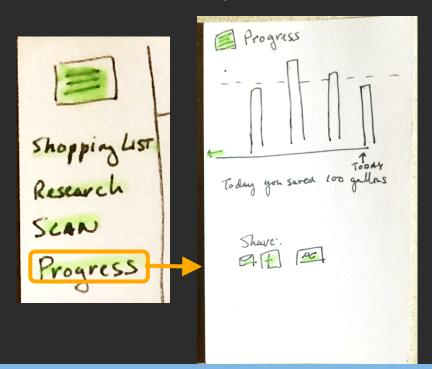
- no one touched the "Progress" tab at all
- felt stuck in certain screens (e.g. research)

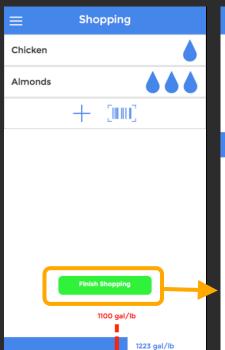


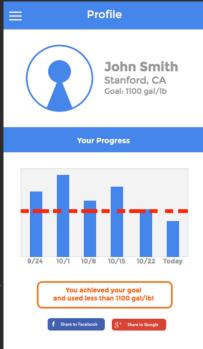
### Major design change 1: Access "progress"

Rationale: Force users see their water impact

Tracking improves awareness, creates willingness

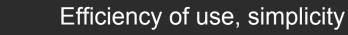


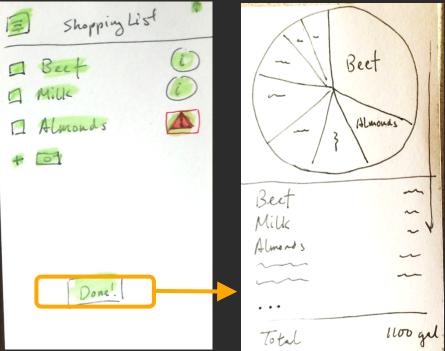


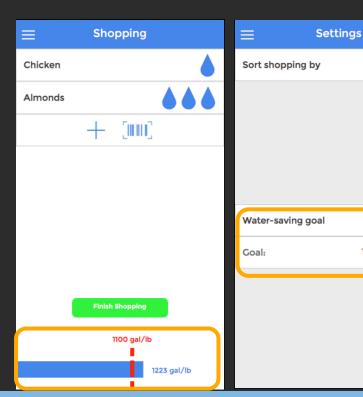


### Major design change 2: Dynamic bar chart and goal setting

Rationale: Dynamic tracking is "cool"





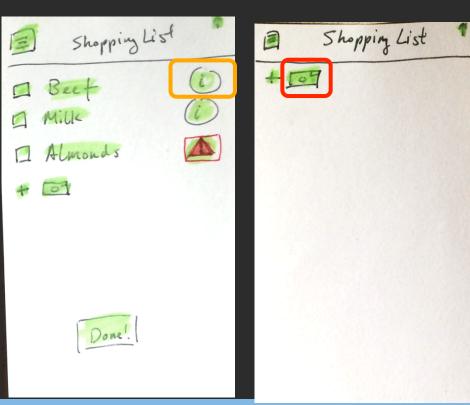


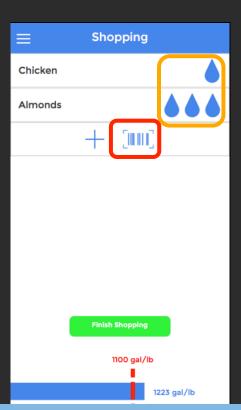
Order of entry

1100 gal/lb

### Major design change 3: Symbols and icons

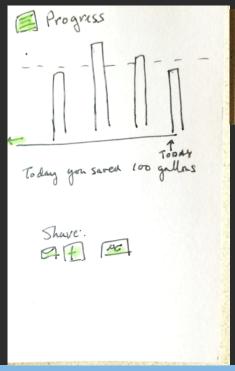
Rationale: Intuitive, simple, straightforward

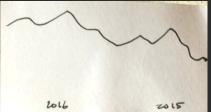


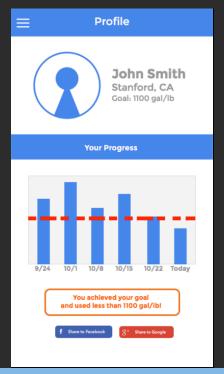


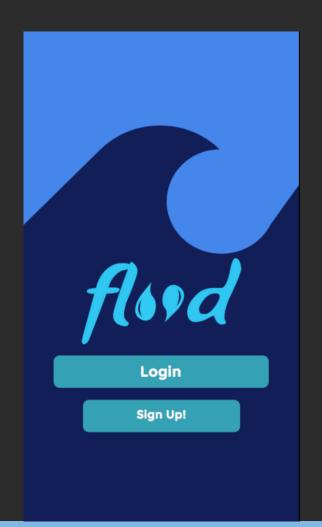
## Major design change 4: Progress screen

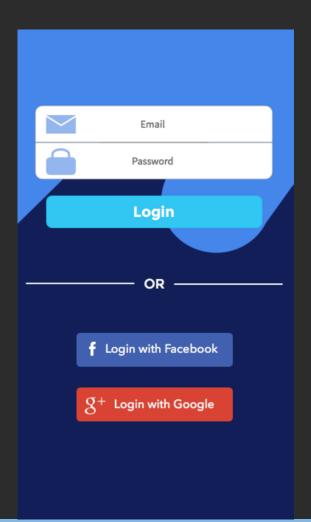
Rationale: simplicity

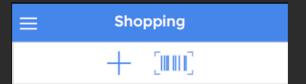


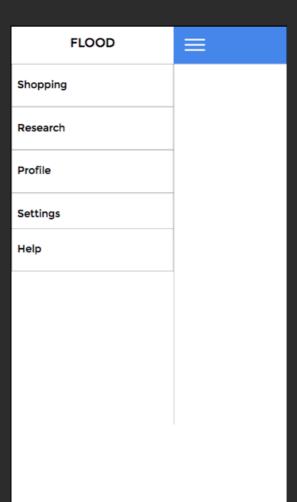


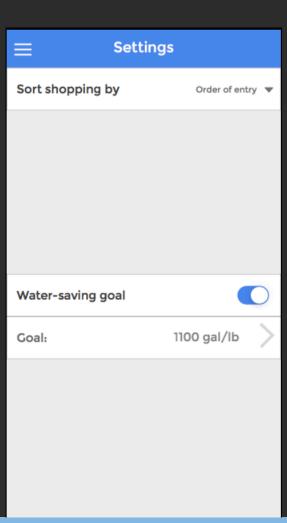




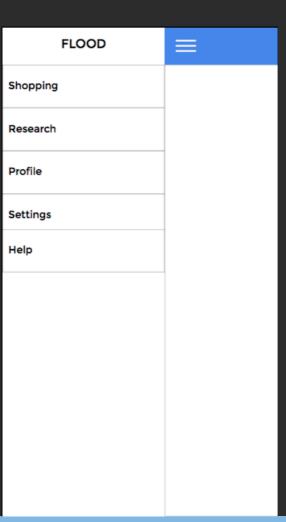








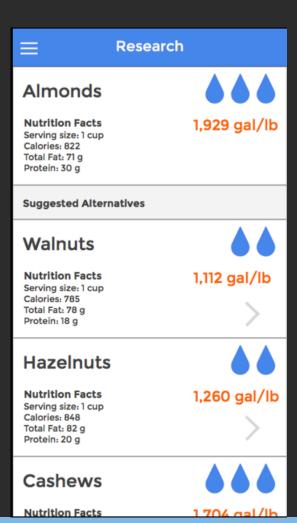
Task 1 : research an item (easy)

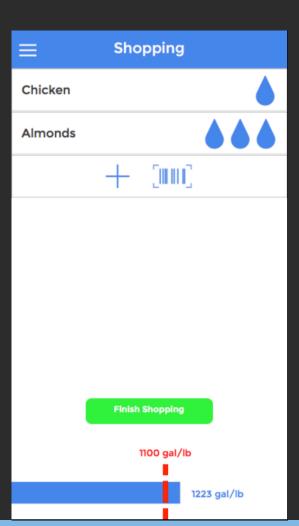


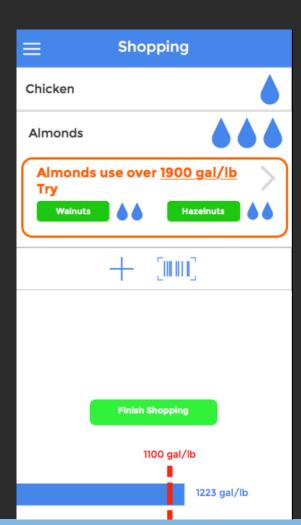
Task 1 : research an item (easy)

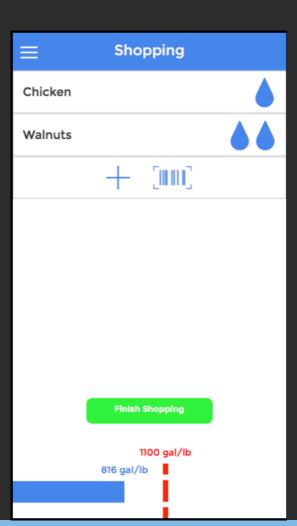


Task 1 : research an item (easy)

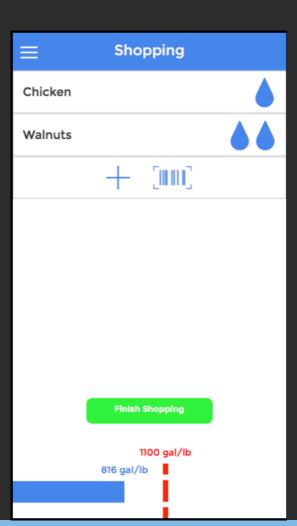












Task 3: track progress and share (medium)



# Prototype overview

# Prototyping tools:

- **Sketch**: easy to use vs. photoshop & illustrator
- Marvel: interaction simulation, smooth task flow, familiarity

#### Marvel did not help:

- no typing is possible
- no more than 2 prototype entries---invalid "add" button

# Prototype overview

Limitations and tradeoffs of the current prototype

Limitations: time

Focus:

interface design

focus on functionality and usability for the main tasks

aesthetics

Prototype overview

Hand coded features:

Data and graphic design entries

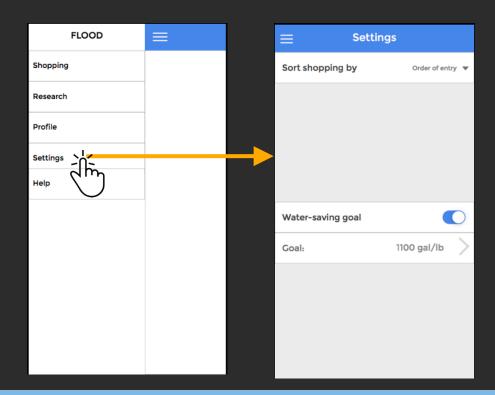
Next step:

Based on heuristic evaluation, build a running prototype!

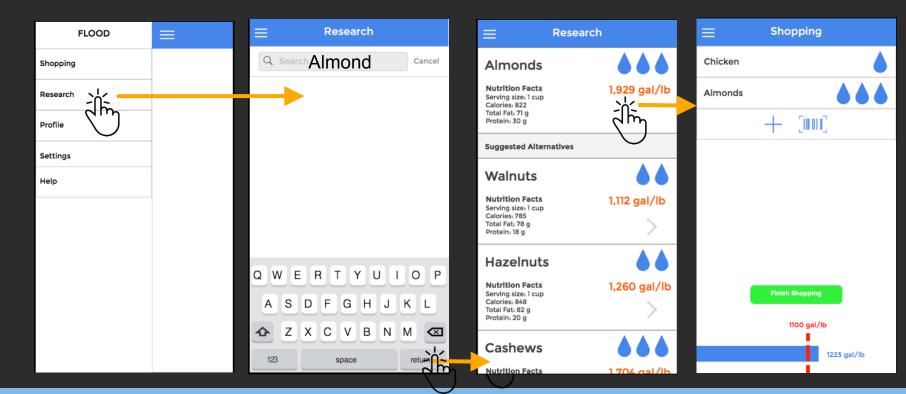
### Link to our website:

http://web.stanford.edu/class/cs147/projects/sustainability/Flood/Flood%20website/

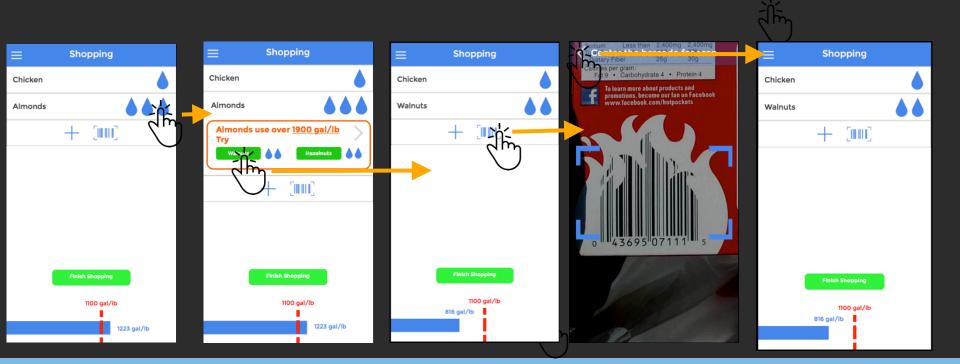
Link to our medium-fi prototype: https://marvelapp.com/121f781



#### Task 1: search items!



## Task 2: create shopping list!



### Task 3: track progress!



