



# i get you

Medium-fi prototype

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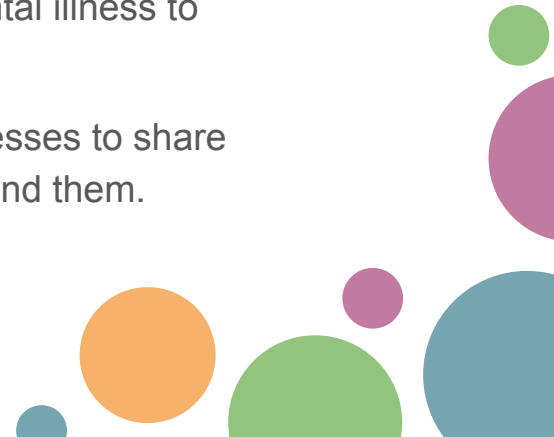
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Kwiatkowski

# Mission



## Understanding mental health through personal stories

- It is often difficult for people who do not suffer from mental illness to understand the struggles of those who do.
- We want to provide a platform for people with mental illnesses to share their experiences so that others may better understand them.





# Tasks

**# 1**

Sharing a story  
(complex)


**# 2**

Viewing a story  
(medium)

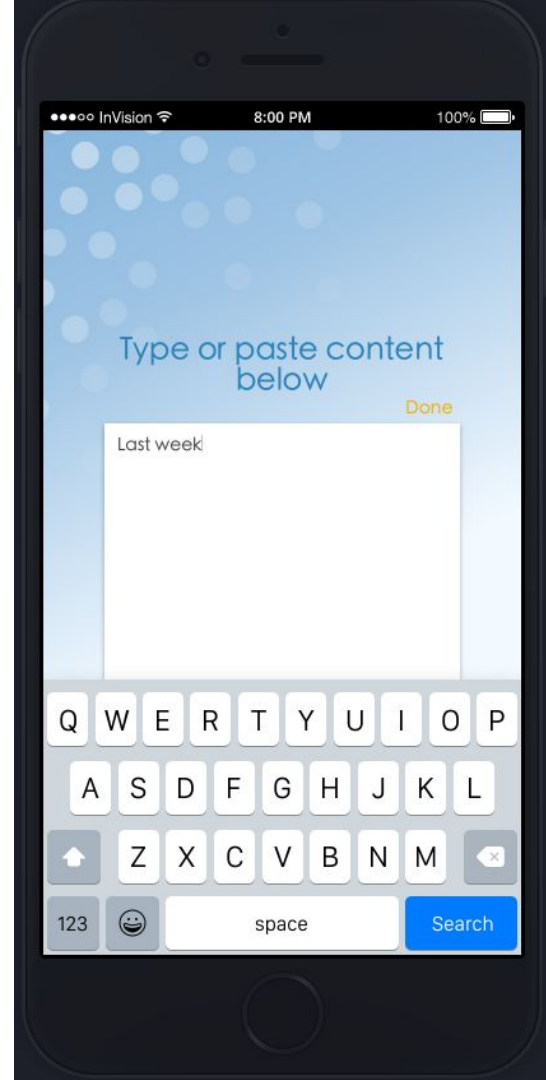
**# 3**

Sharing feedback  
(easy)

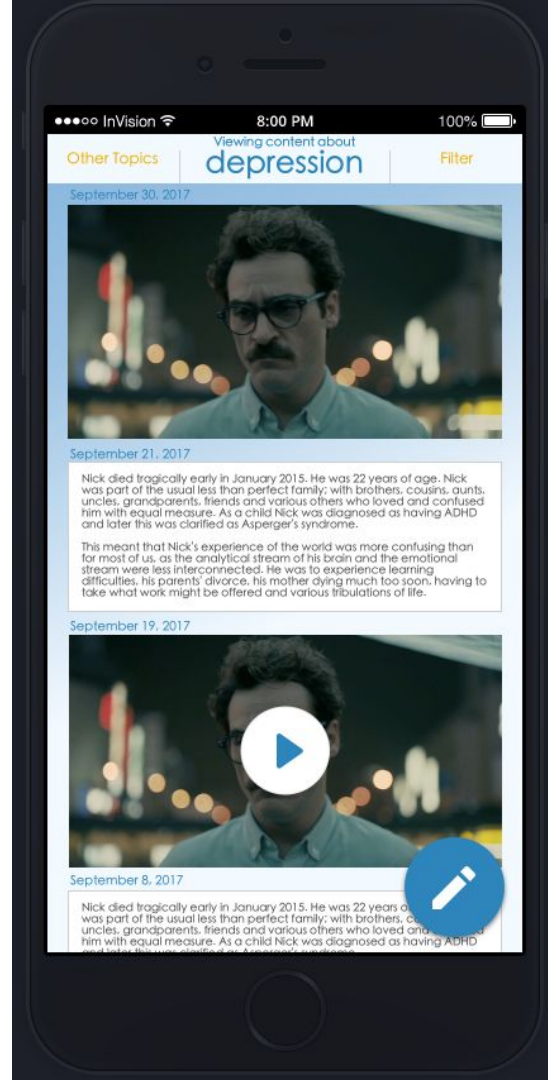
After asking users what they wanted in task 3, we redesigned it to give users more flexibility (as you'll see later on).



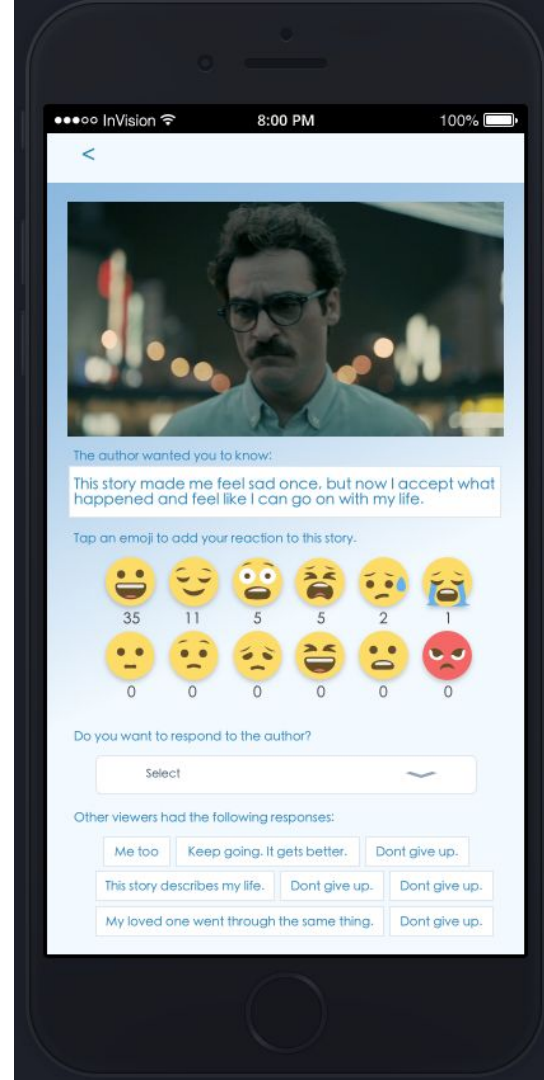
# Task #1: Sharing stories

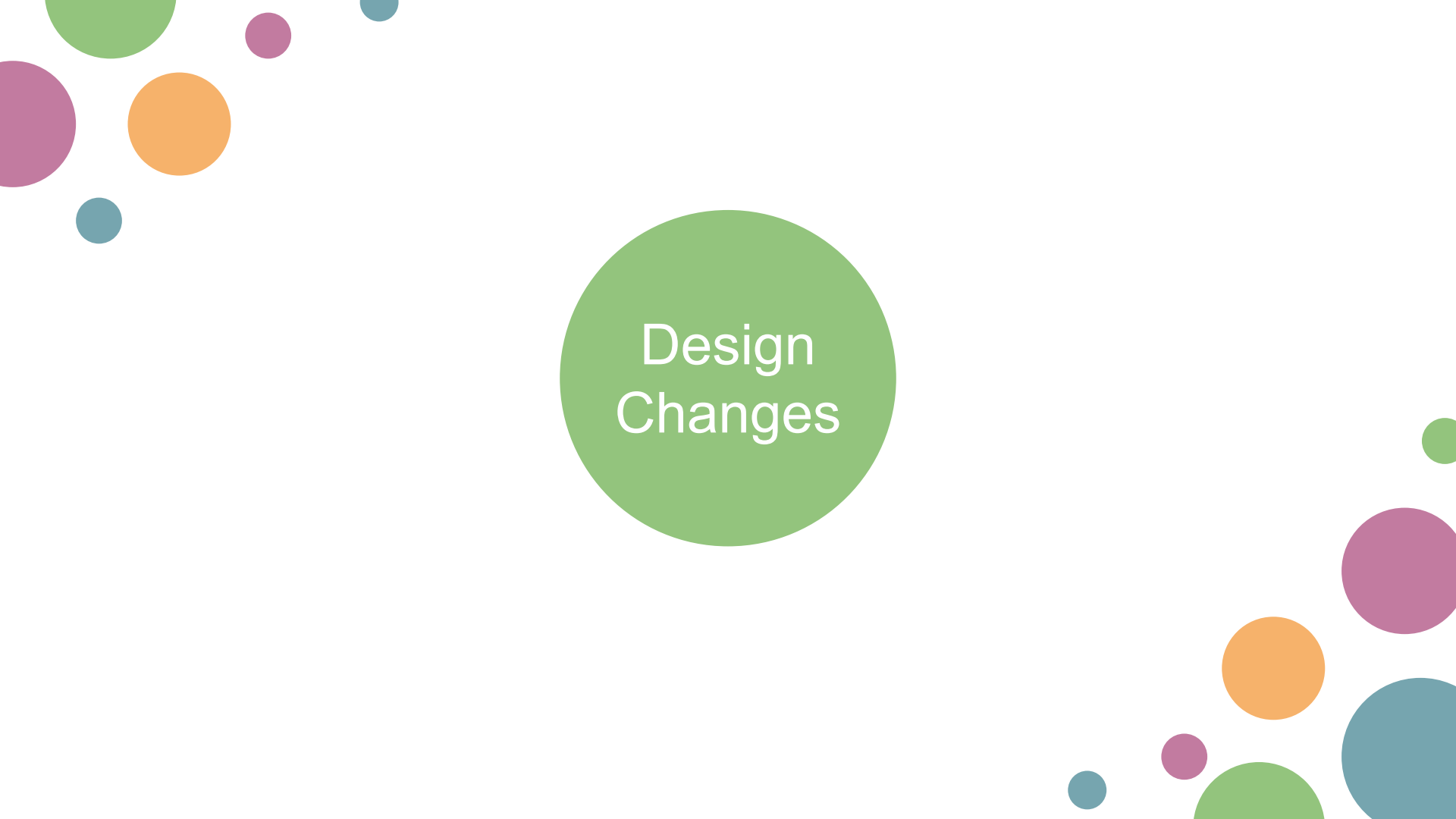


# Task #2: Viewing stories



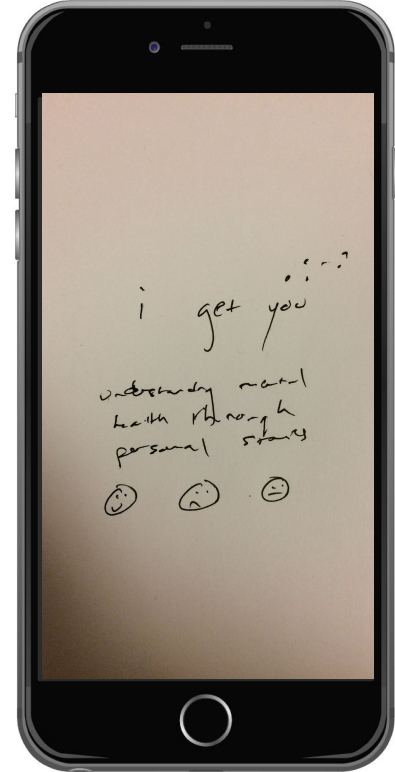
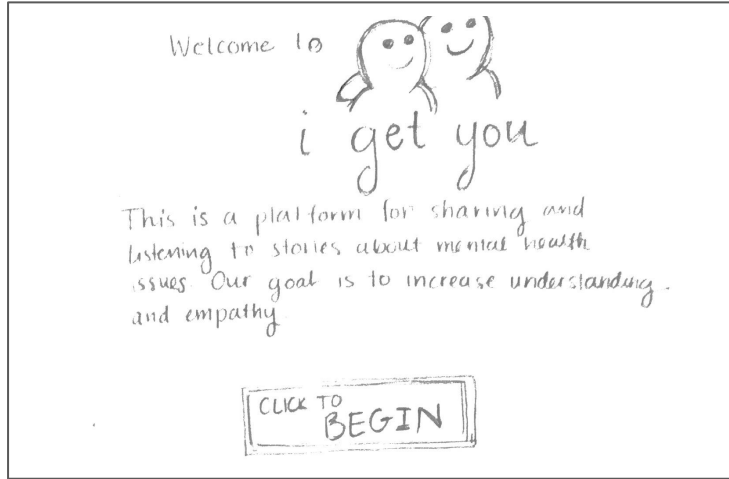
# Task #3: Sharing feedback





# Design Changes

# Change #1: Switch to Mobile

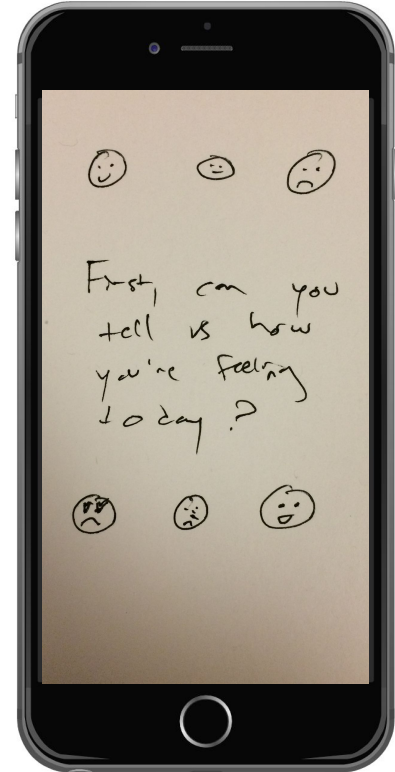
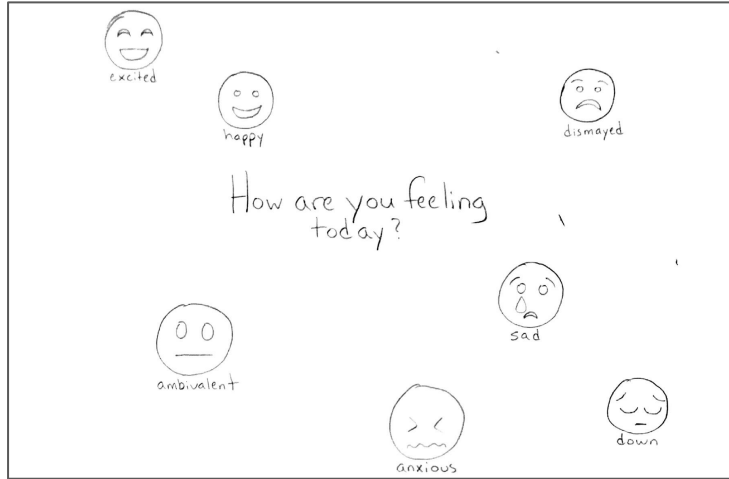


- Easy to view stories and share thoughts on the go
- Cleaner, simpler UI

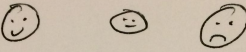
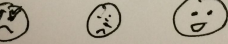




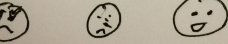
# Change #2: Topic Selection



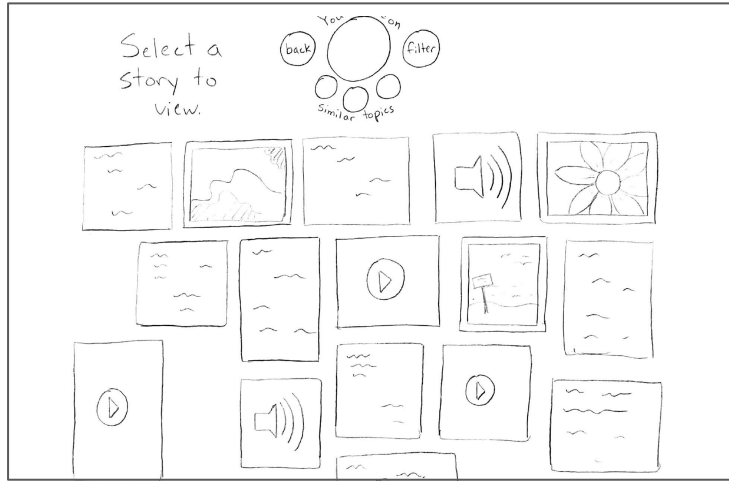
- Previous organization method was haphazard
- Difficult for users to know where to begin



First, can you  
tell us how  
you're feeling  
today?



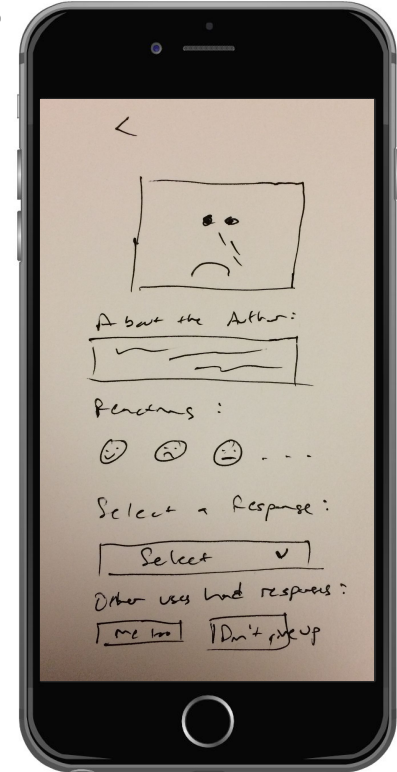
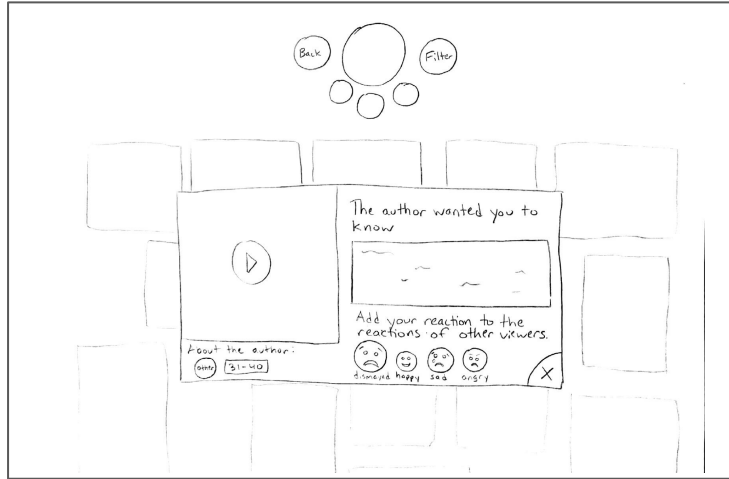
# Change #3: Story View



- Volume of stories was overwhelming
- New streamlined view allows users to focus on key stories



# Change #4: More Feedback Options

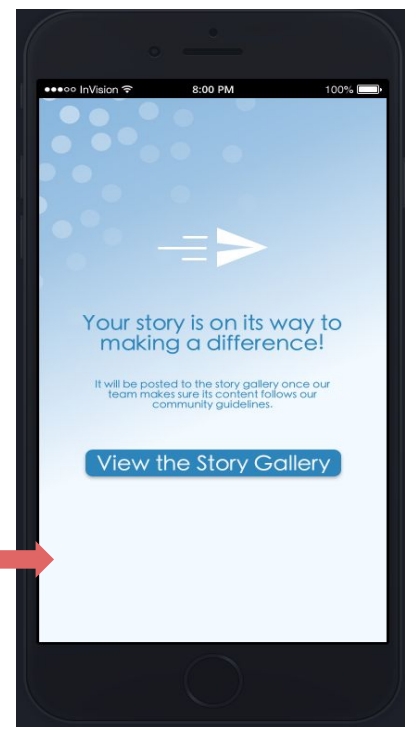
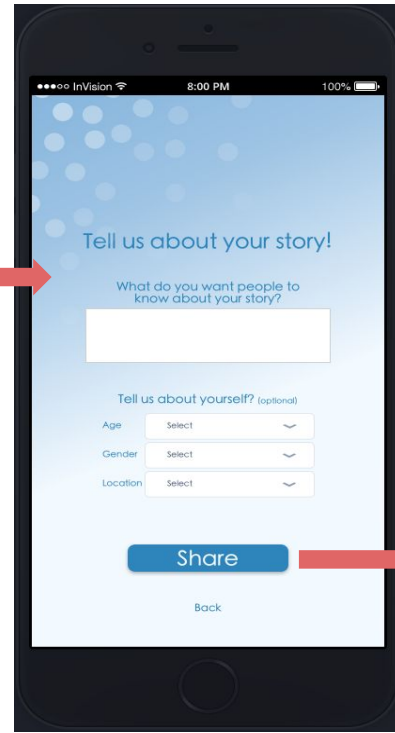
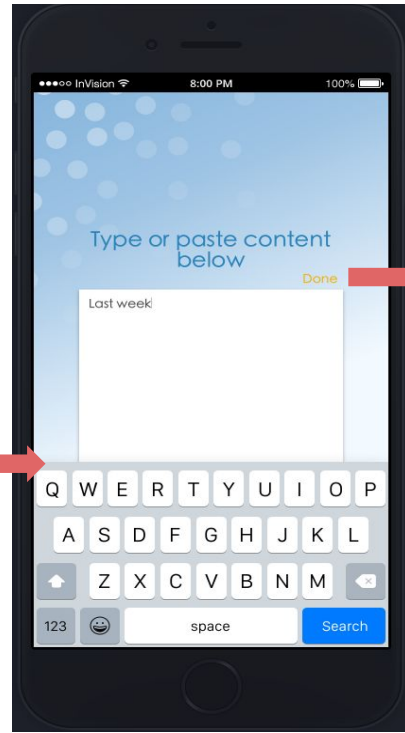
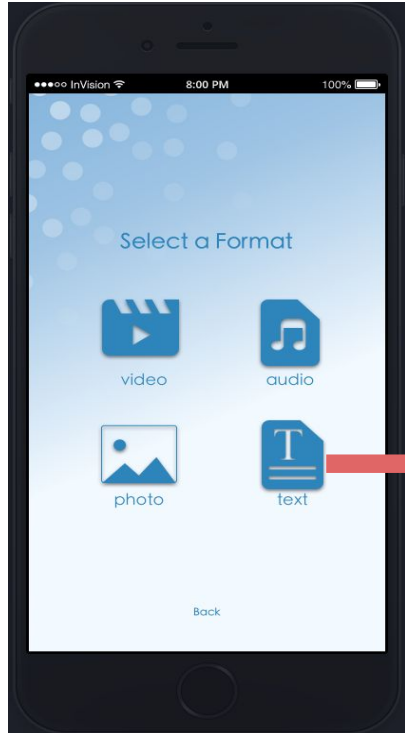


- Emojis are simple, but not expressive enough
- New design provides more complex, but still constrained, reactions

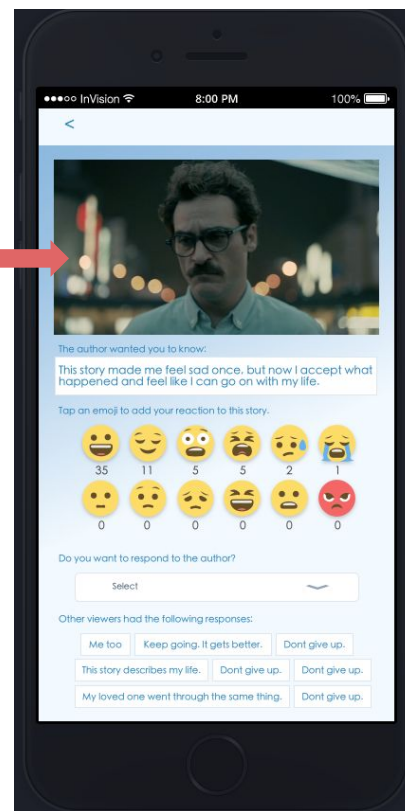
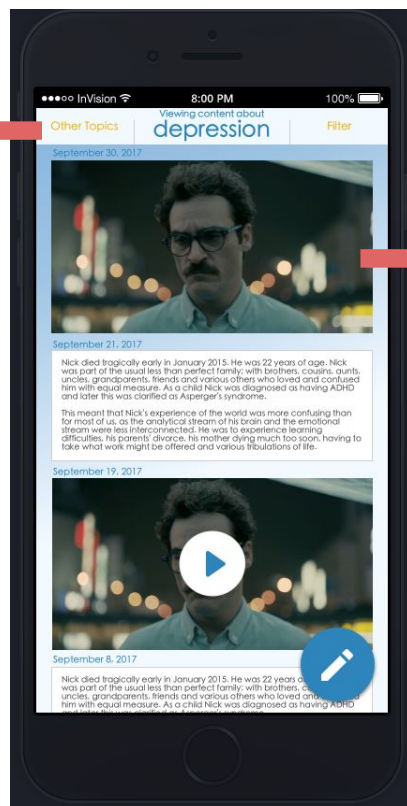
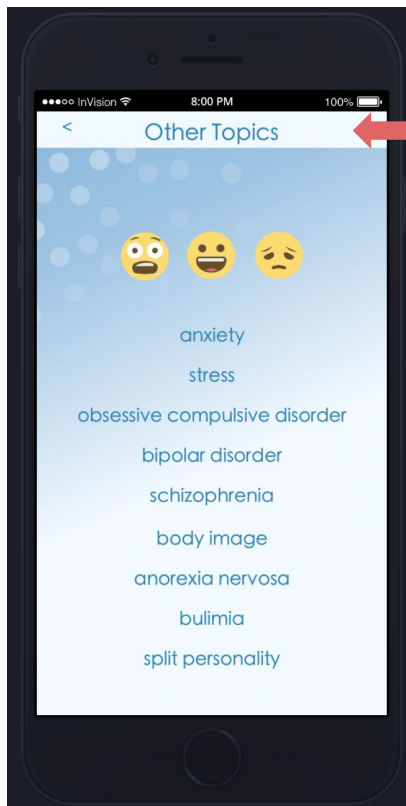


# Task Flows

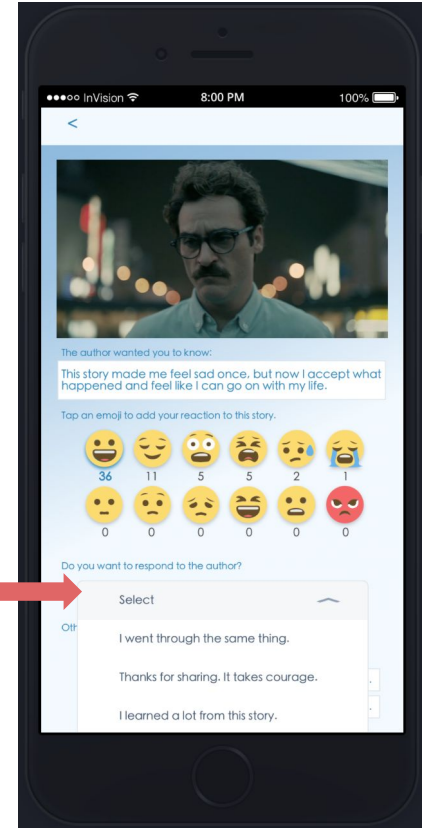
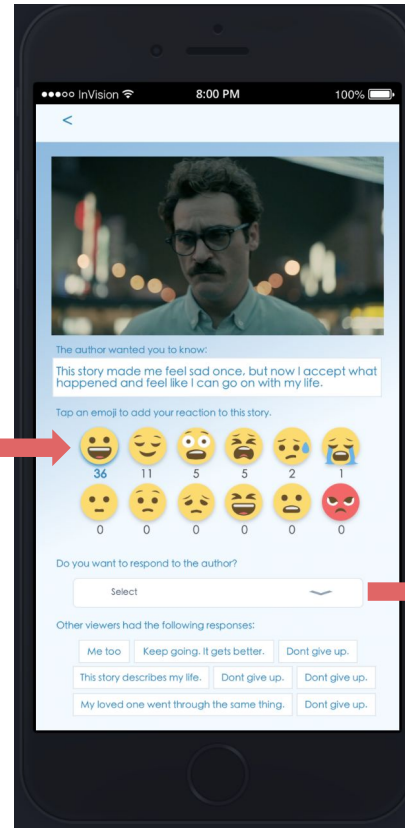
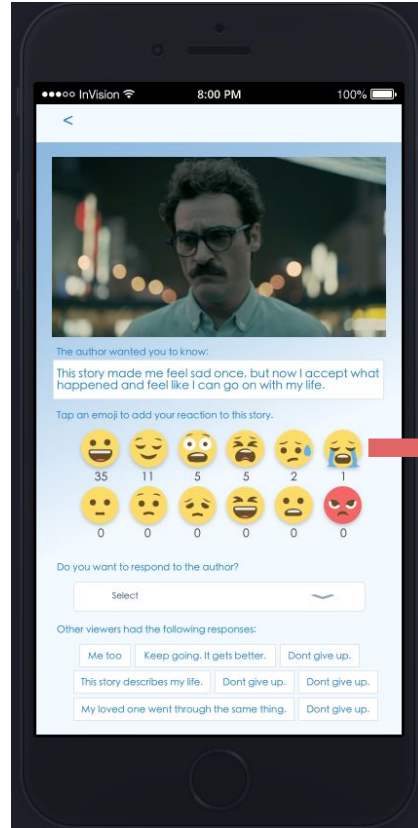
# Task #1: Sharing stories



# Task #2: Viewing stories



# Task #3: Sharing feedback



A decorative graphic consisting of several overlapping circles in various colors (green, orange, purple, teal) scattered in the top-left and bottom-right corners of the slide. The central text is contained within a large green circle.

# Prototype Overview



# Sketch

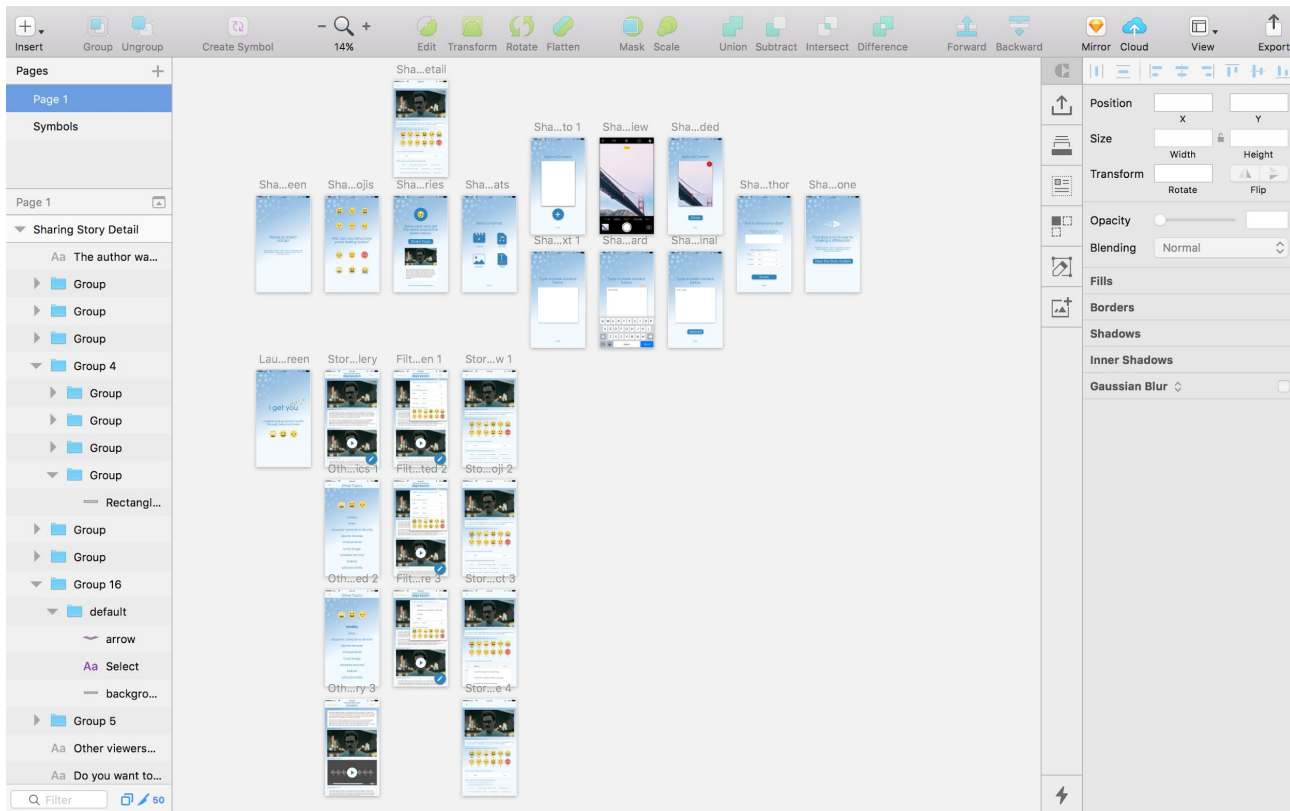


## Pro

Flexible design options made designing for mobile easy.

## Con

Too flexible - UI elements can look different than they will in XCode.



## The wizard says...

All “content” is hard-coded because there is no back-end. Scrolling and loading functionality doesn't feel natural.

# InVision

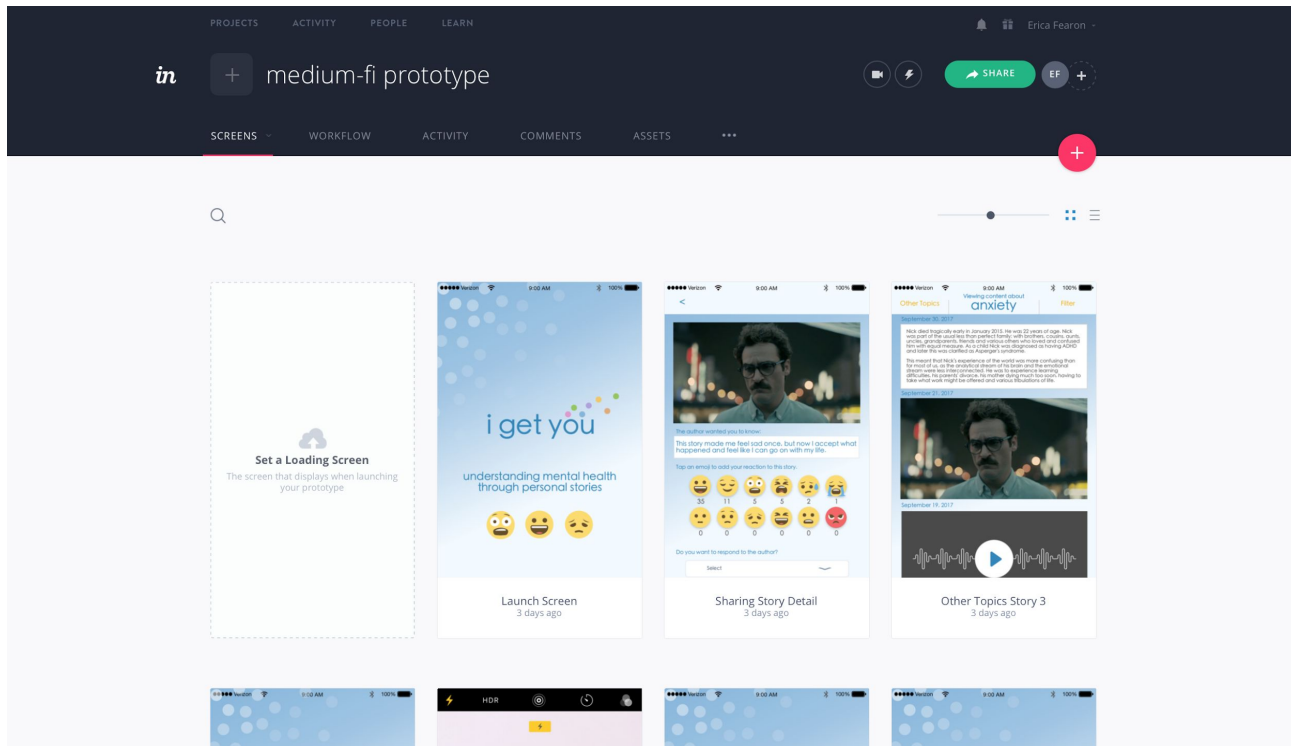


## Pro

Relates screens to one another so the prototype feels more natural.

## Con

Limits the buttons you can click based on what subsequent screens are available.



## The wizard says...

A lot of buttons are not selectable because we didn't create a new "after" screen for that particular button.