



Artbot



Lo-Fi Prototype



Team Articulate





Artbot

- **Mission Statement**
- **Selected Interface**
- **Low-fi Prototype**
 - 3 Task Flows
- **Experiment**
 - Method
 - Results
- **UI Changes and Summary**



Artbot *Antagonistic, artful companion*

We set out to tackle the dreaded problem artists of all levels face during the creation process – **the block**.

The block is when artists become **too attached** to their work but are unable to see a path forward in their work that satisfies them.

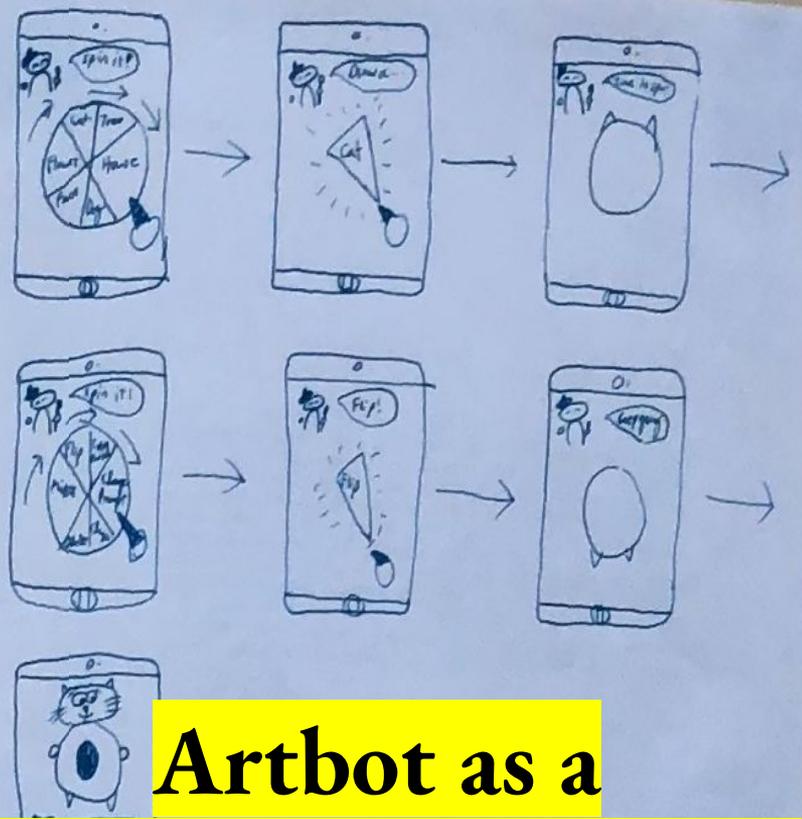
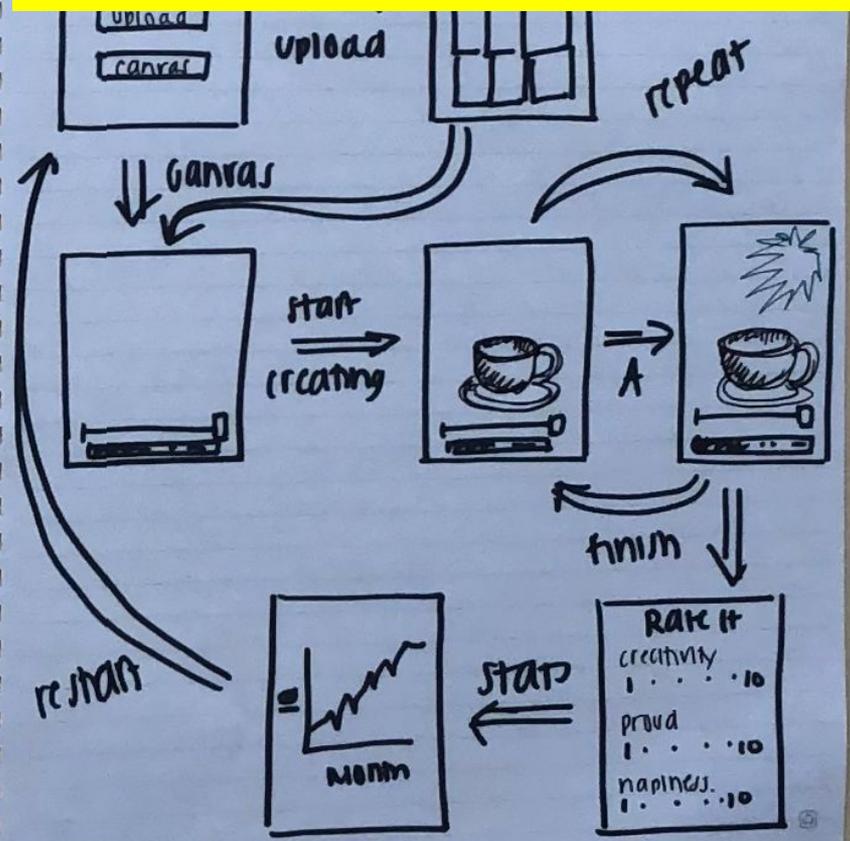
Artbot attempts to free artists from this mode of thinking using a **gameified approach** coupled with **long-term check-ins**.

Mission Statement:



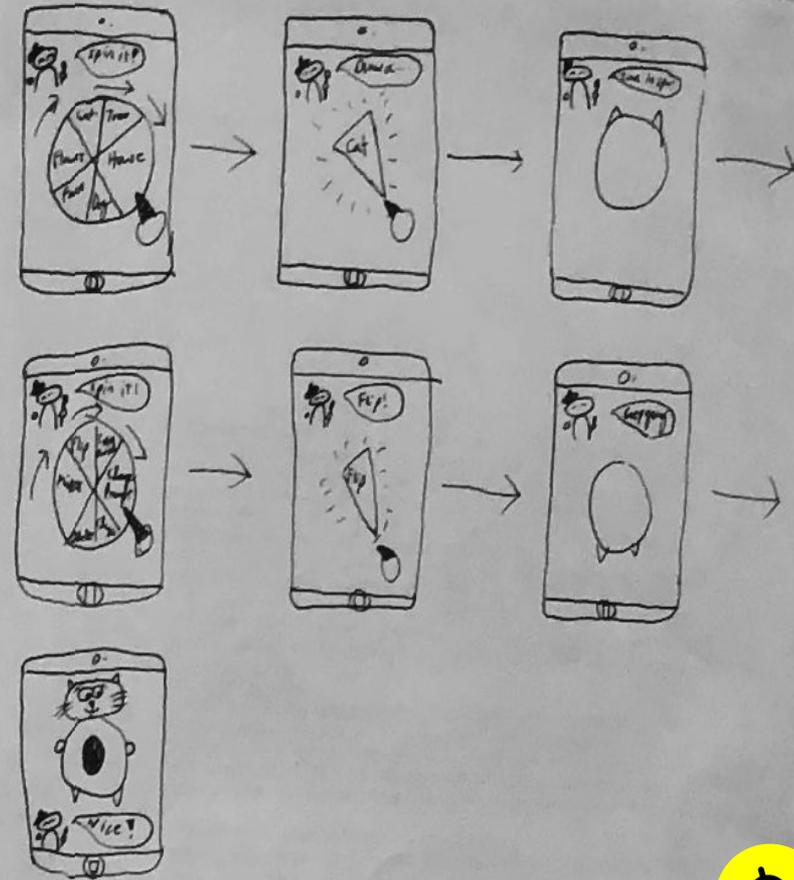
Artbot is designed to boost your **creative adaptability**.

Artbot as a Canvas



Artbot as a

Wheel of Misfortune



Artbot as a Wheel of Misfortune

Pros

- Controlled intervention
- Greater gamification effect

Cons

- More steps for the user
- Less streamlined
- Wheel will lose its novelty



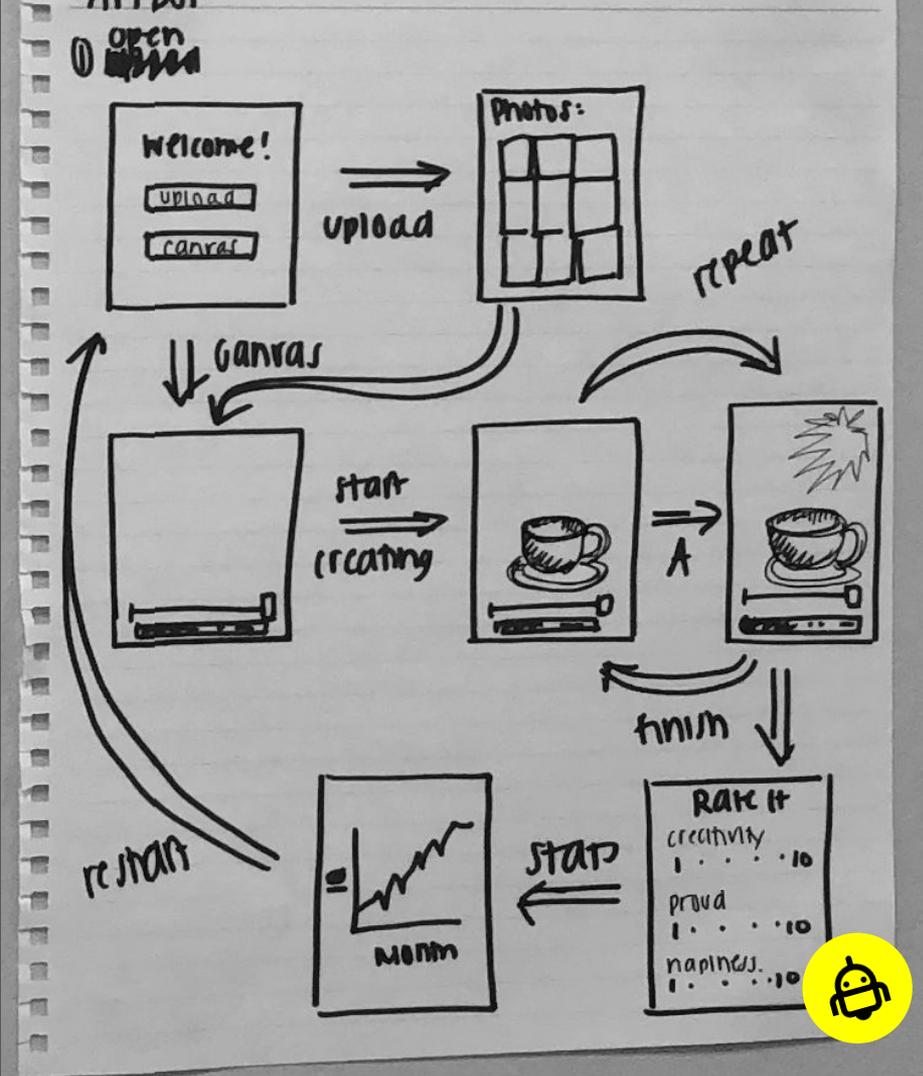
Artbot as a Canvas

Pros

- Extension to long-term progress
- Artbot has more personality

Cons

- Limits art mediums
- User has less control over intervention





Low-fi Prototype

- Paper prototype
- iPad interface
- Input involves minimal touch
- Pens and supplies provided





Home Screen: *A Preview*



Home



Task One



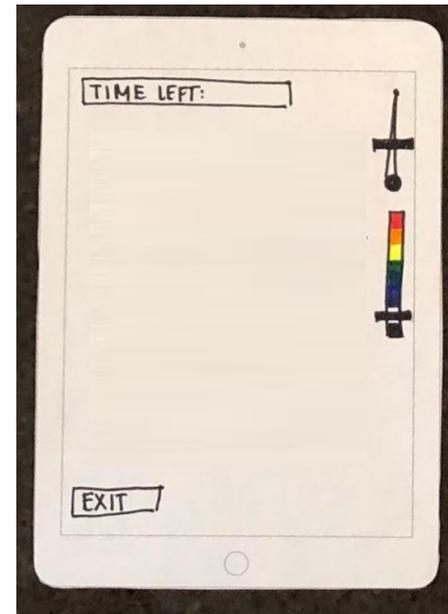
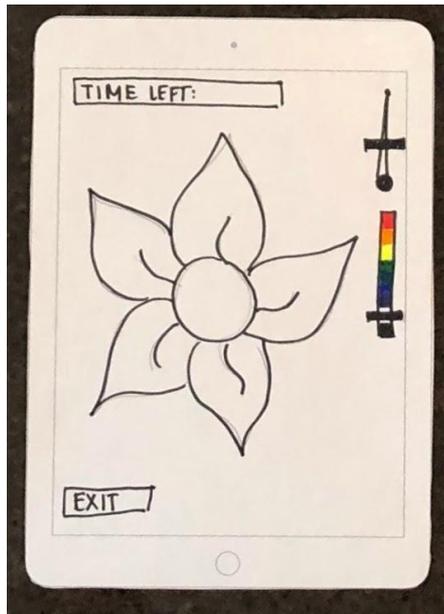
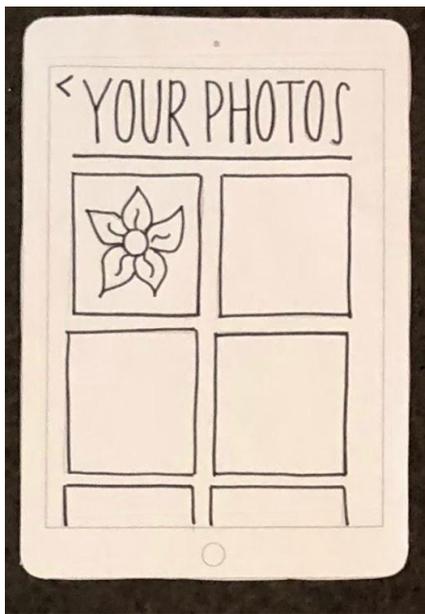
Task Two



Task Three



Task One: *Create a new project*

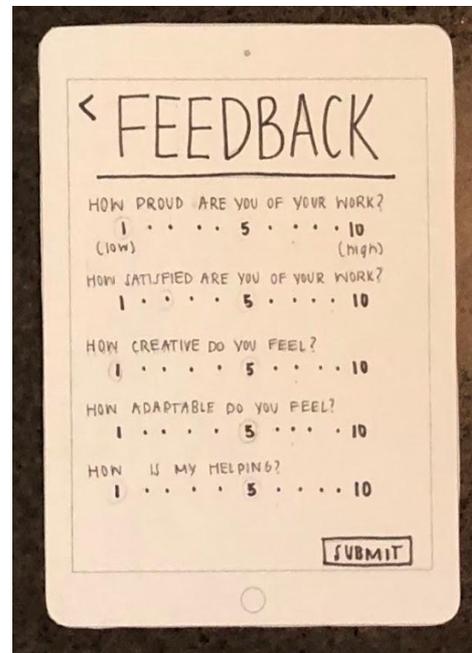
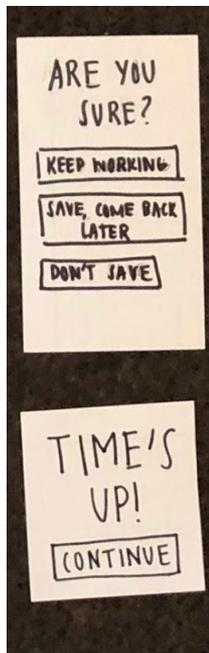


Choose from **your own photos**

or a **blank canvas**



Task One: *Create a new project*



Pick your **settings**, **create**, and give **feedback**.



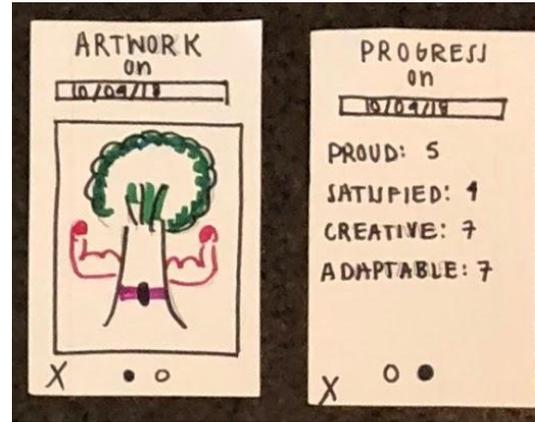
Task Two: *Find previous disasterpieces*



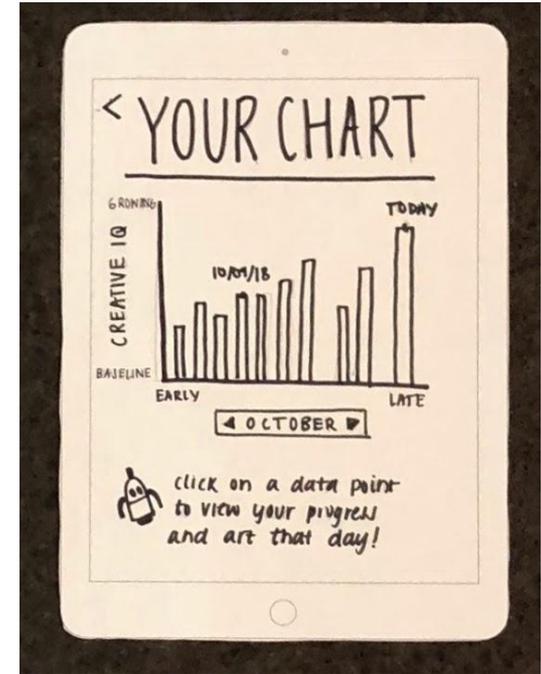
Find artwork you previously created.



Task Three: *Check and monitor your Creative IQ*



Monitor your disasterpiece and progress **on any available date**





Experiment -Participants



*Berkeley Master's
Student*



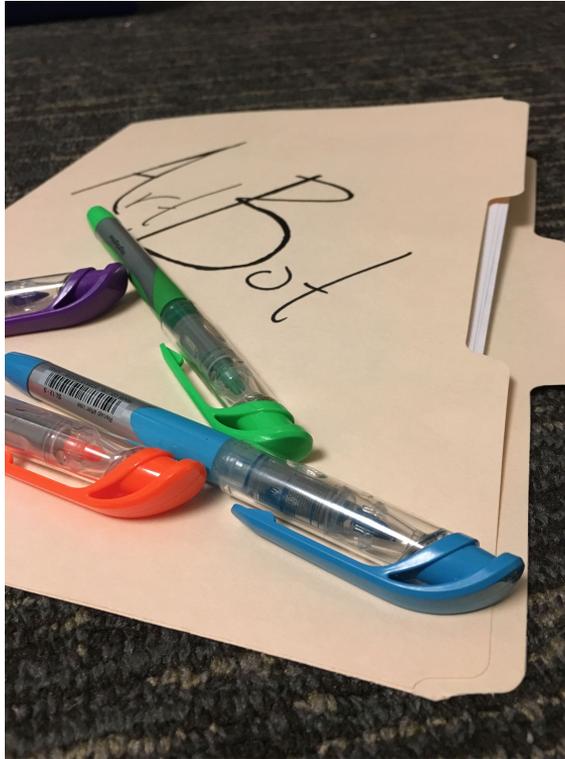
*Public Health
Sector Worker*



*Post-Doc in
English*



Environment



- Minimal and quiet environment
- All material in a folder and one space
- Presented one screen at a time



Methodology

- Used a script for consistency and to prompt our three tasks
 - **Acted as the antagonistic artbot**, drawing through their work
 - Kept track of timing, deviations, pain points, and successes
 - Debrief session at the end
-



Pain Points

- “Creative Wellness” suggested a **type of therapy** rather than a creative boost
 - Our questions were **more confusing than endearing** and cheeky - especially “How was my helping?”
 - User wanted a way to **navigate back** to the homescreen
 - Users were **confused with our swiping** interfaces when navigating through old work.
-



Successes

Our participants **had a lot of fun!** They were **curious and interested in what Artbot would do next.**

“It was a low-stakes fun activity for a few minutes.”

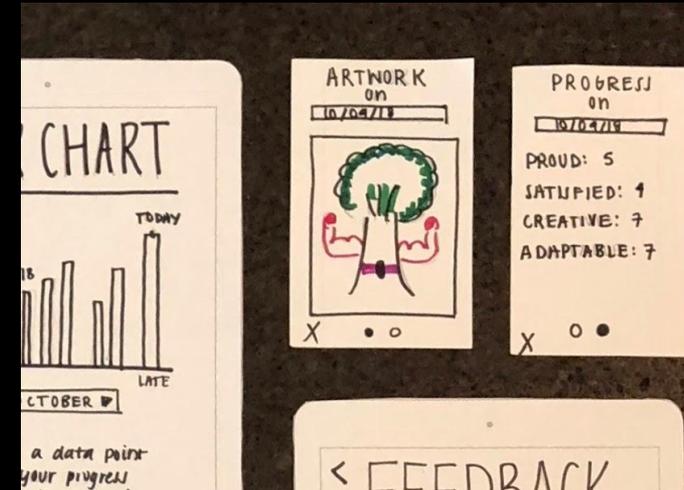
“A rewarding moment was when I thought, ‘Ah, I’ve got to do mirror symmetry!’”

They loved the **organization and design of our prototype.**



UI Changes

- **Clarify feedback questions** - our questions should be straightforward
- Need to **improve navigation** through the application - perhaps with a navigation bar
- When reviewing old work, **utilize scrolling instead of swiping**





Summary

- Users loved the **challenge and creativity of Artbot**
- Change “Creative Wellness” to **“Creative Adaptability”**
- **Build on the UI** that we have, in terms of clarity and navigation





Thanks!

Love, Articulate