



Artbot README

Note: You can find the med-fi prototype [here](#).

OPERATING INSTRUCTIONS

Artbot's med-fi prototype was made using Figma and is meant to emulate the user's experience on an iPhone. Figma highlights areas of the screen which users can interact with when the user clicks outside of these zones of interaction. For the most part, where users can expect to click to they can click and interact with these areas.

WIZARD OF OZ & HARD-CODED FEATURES

Due to the nature of Figma and other similar prototyping tools, Artbot's med-fi prototype uses some hard-coded features and Wizard of Oz techniques to get a grasp of the full experience.

As an application meant to facilitate interactions between Artbot and the user, we hardcoded user data (including statistics, app usage, artwork, camera roll, etc.) for people experiencing the prototype to explore the app already in progress. Moreover, we hard-coded user input through the drawing interface as well as user response during the user's conversation with Artbot, both of which have not been implemented

yet. No user input (i.e. setting Artbot's temperament, session time, brush thickness and color, etc.) has any effect on the interface; they have been further fleshed out to enhance the experience.

With regards to Wizard of Oz techniques, we had Artbot intervene at a certain point in the session, which in actuality would occur more randomly in real life. We also simulate a timed experience by elapsing the time of the session throughout the prototype.

LIMITATIONS

All interactions in the prototype are naturally click-based due to the nature of Figma, and as a result certain qualities of the prototype (transitions between views, interactions with buttons, etc.) may seem clunky or unrefined; we will improve these aspects in the hi-fi prototype.

We did our best to simulate an actual session of Artbot, but even then it is limited by its very lack of drawing capabilities; we left out much of Artbot's dragging, color-switching, and other important interactions for the sake of simplifying the flow of the user through the prototype.