

LET'S  
DANCE

Low-Fi Prototype Presentation

# Overview

1. Team Mission Statement
2. Concept and UI Exploration
3. Prototype Testing
4. Results



# But first, keeping our user in mind



Leilani Tran,  
Professional Ballerina

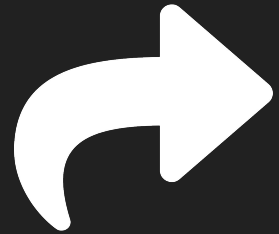
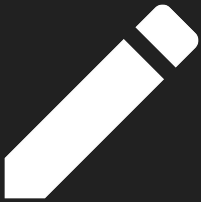
“Finds *visualizing formation changes* while blocking choreography particularly difficult.”

- *Additional Needfinding POV*

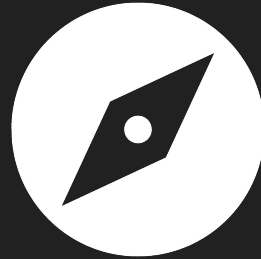


# Team Mission Statement

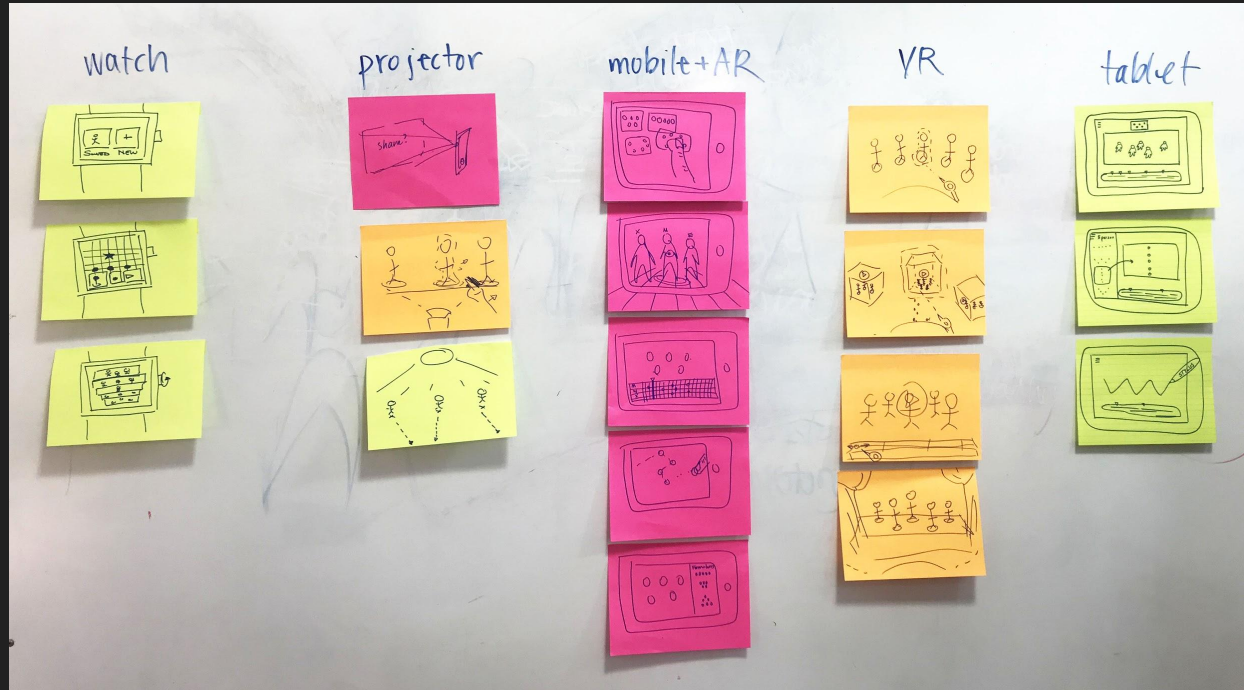
Help choreographers to *create*, *visualize*, and *share* dance formations.



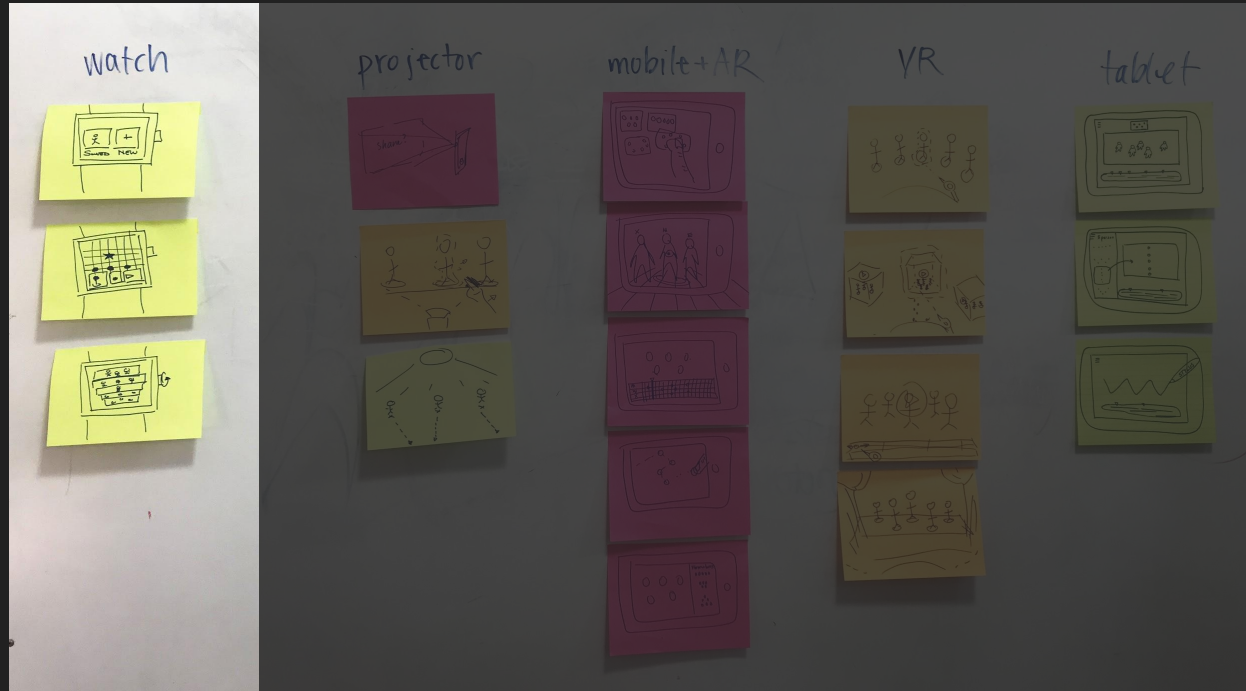
# Concept and UI Exploration



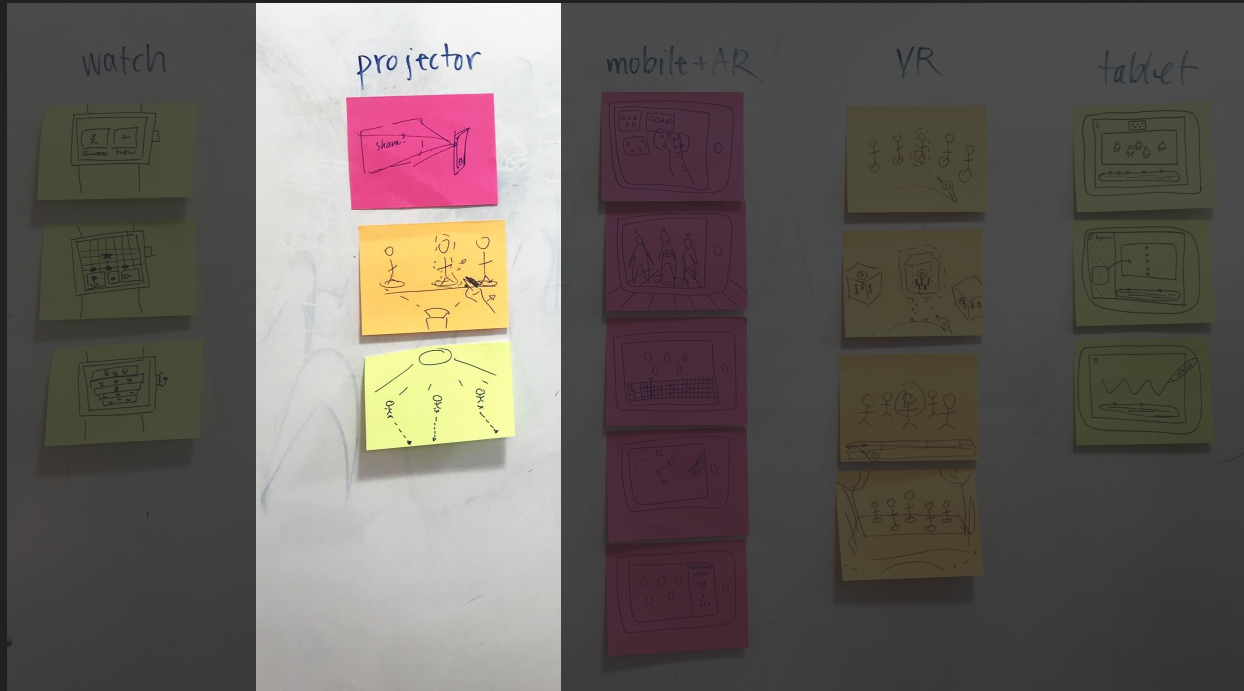
# Interfaces we considered



# Potential Interface: Watch

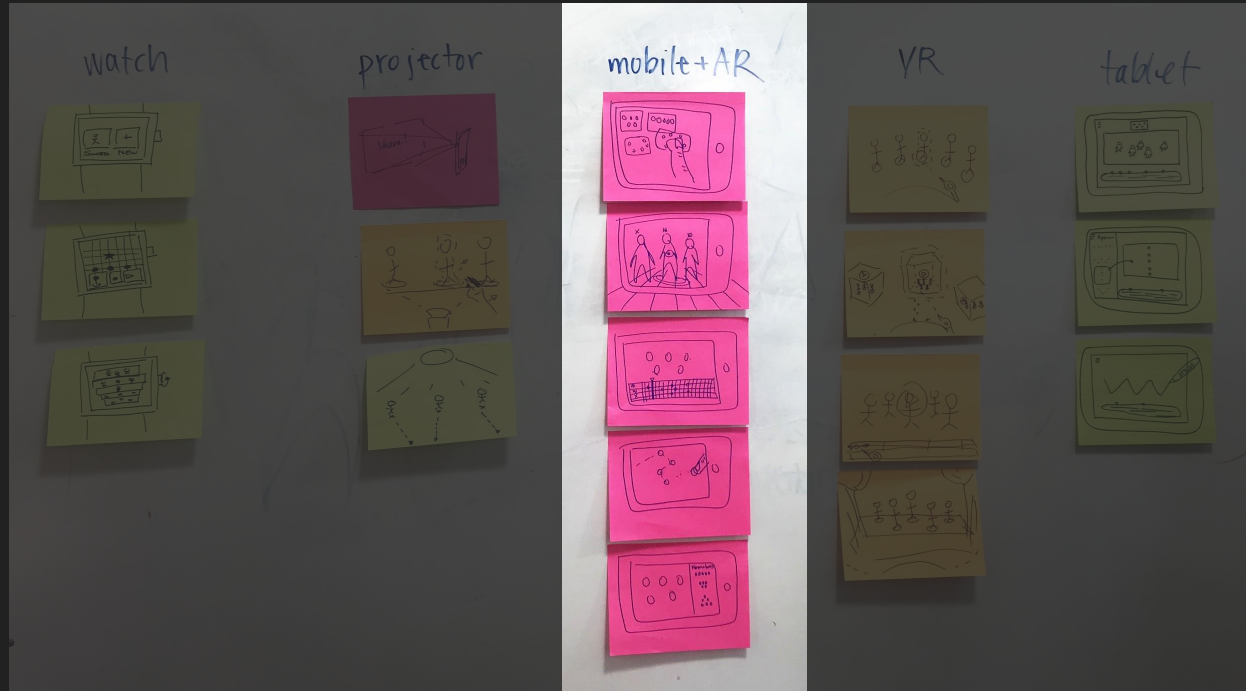


# Potential Interface: Projector

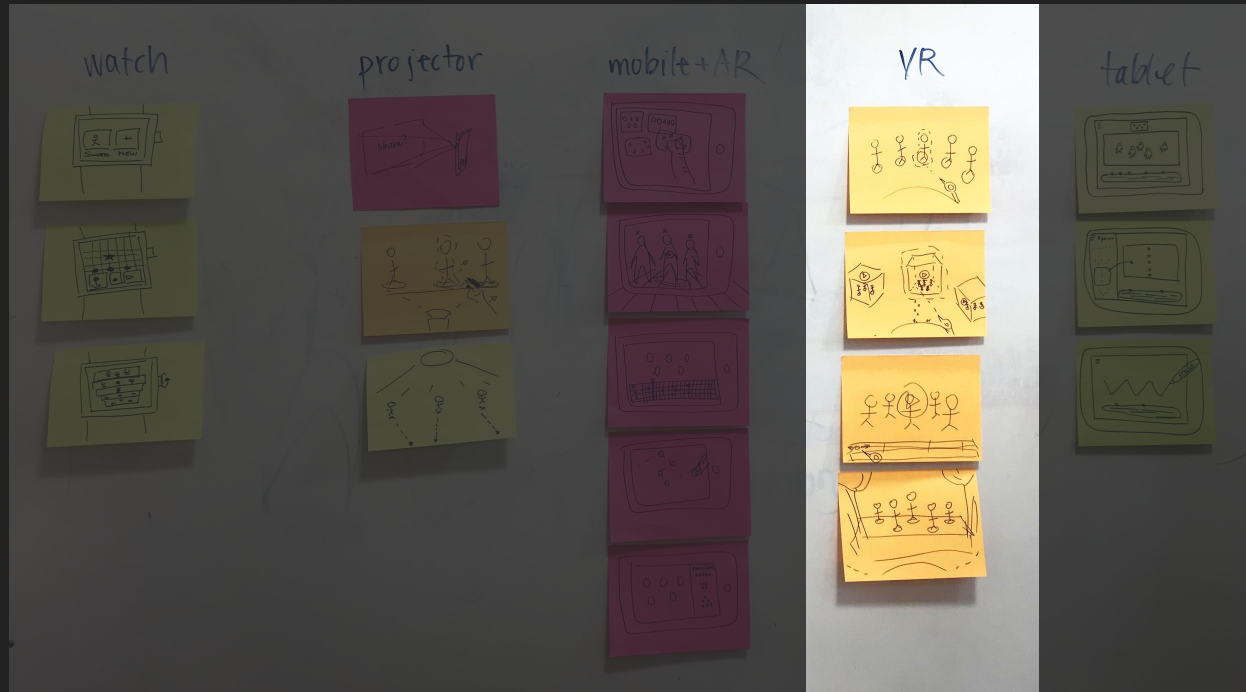




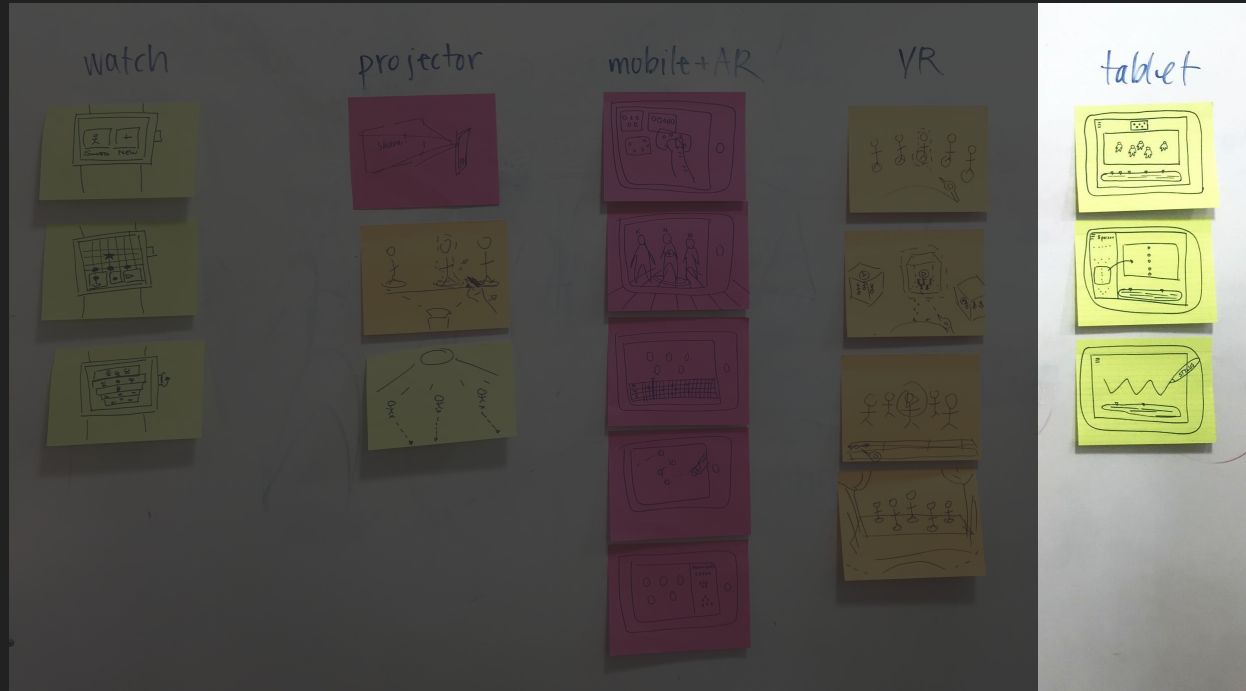
# Potential Interface: Mobile + AR



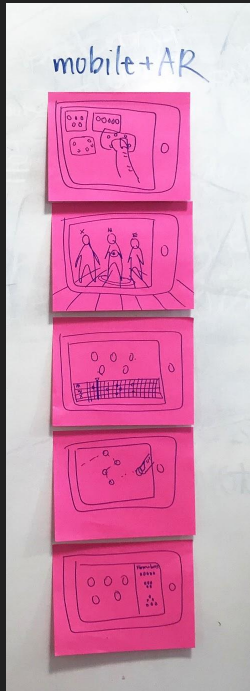
# Potential Interface: VR



# Potential Interface: Tablet



# We selected the interface: Mobile + AR



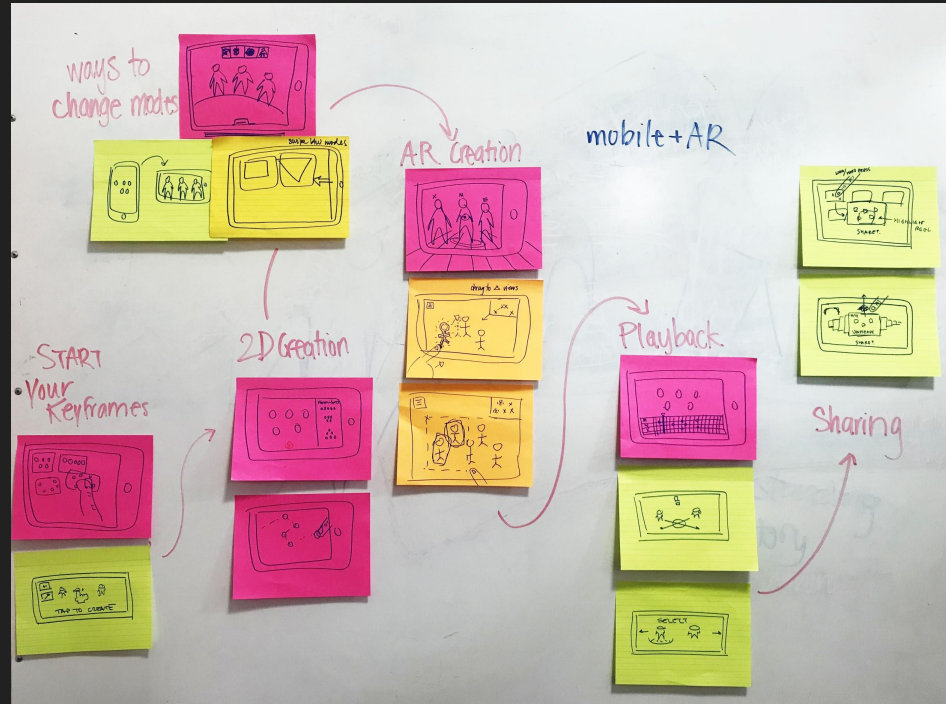
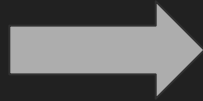
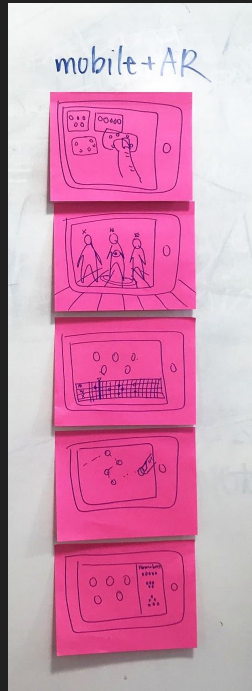
- Everyone has one
- Can share over text
- Better cameras (AR)
- Simpler UIs



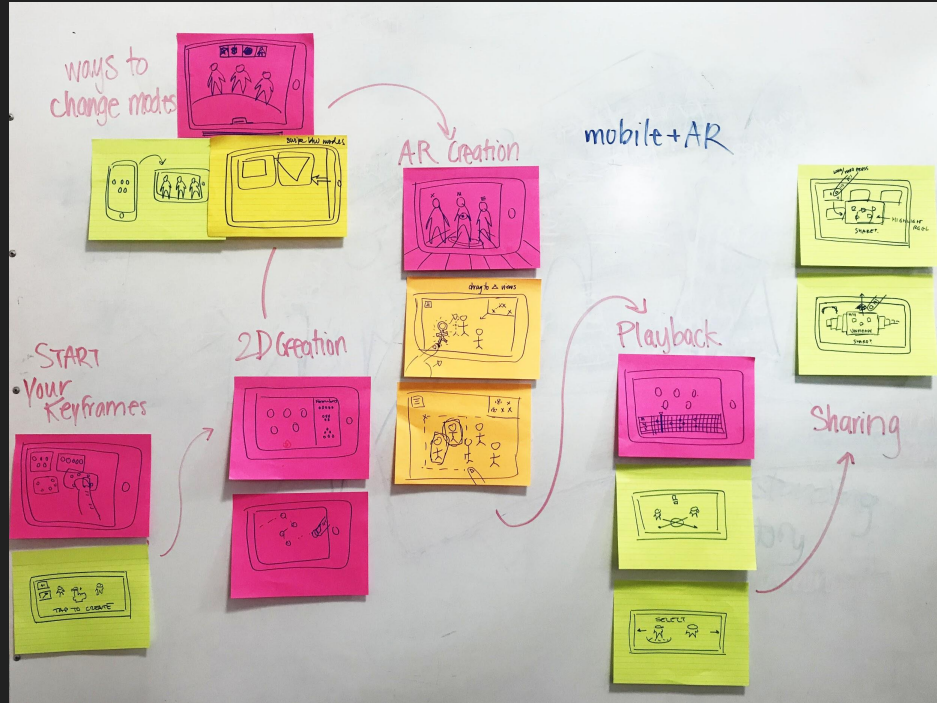
- Small screen
- Hard to prototype AR aspect
- Can't do multiple views at same size



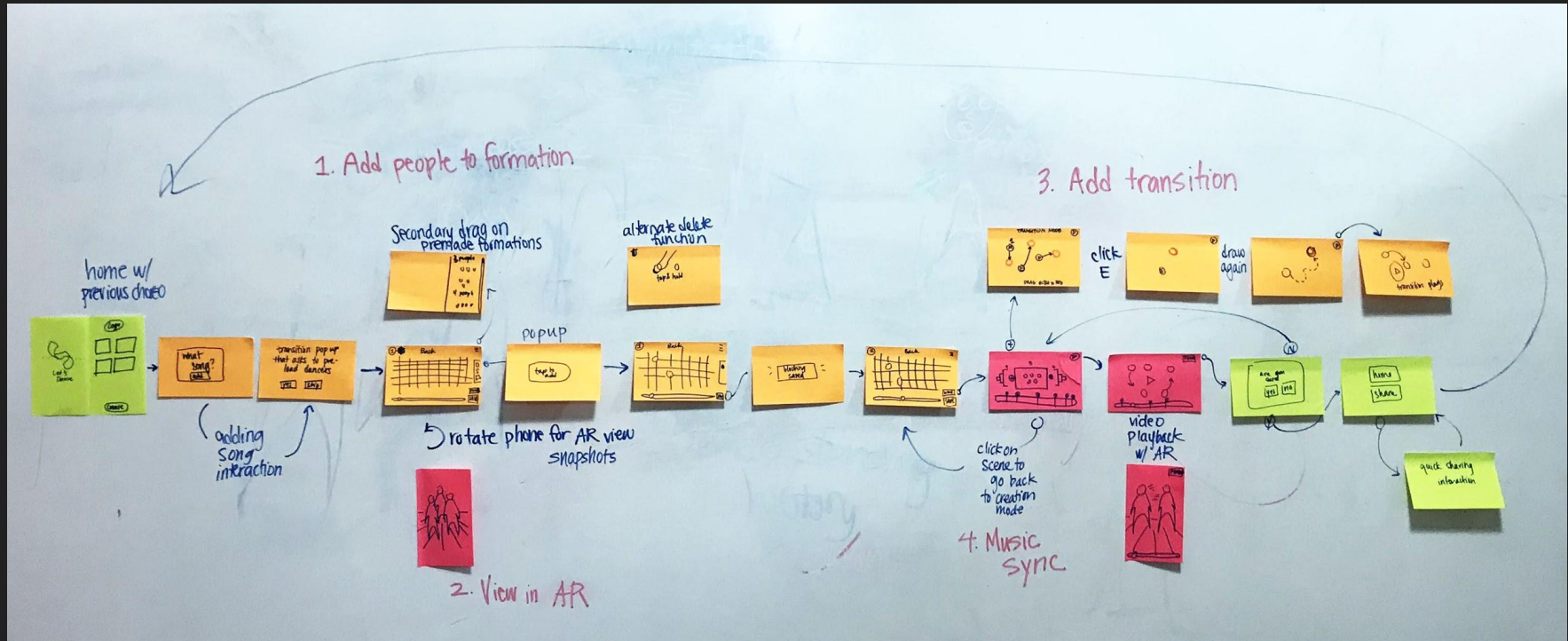
# More UI Sketches of the Interface



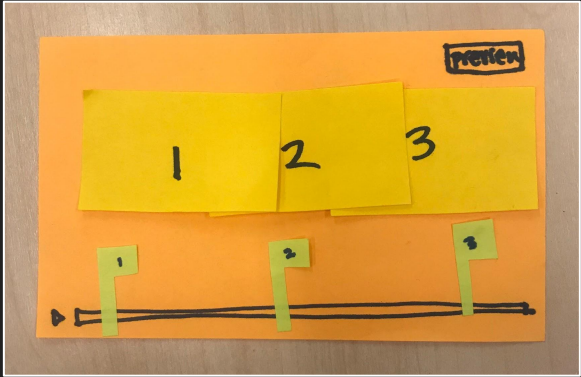
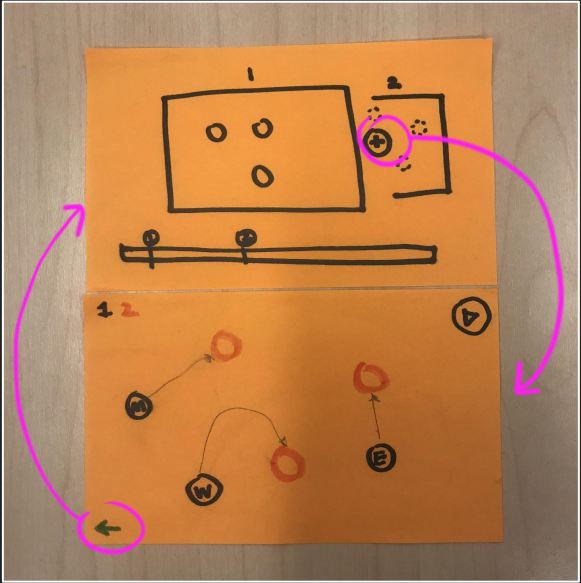
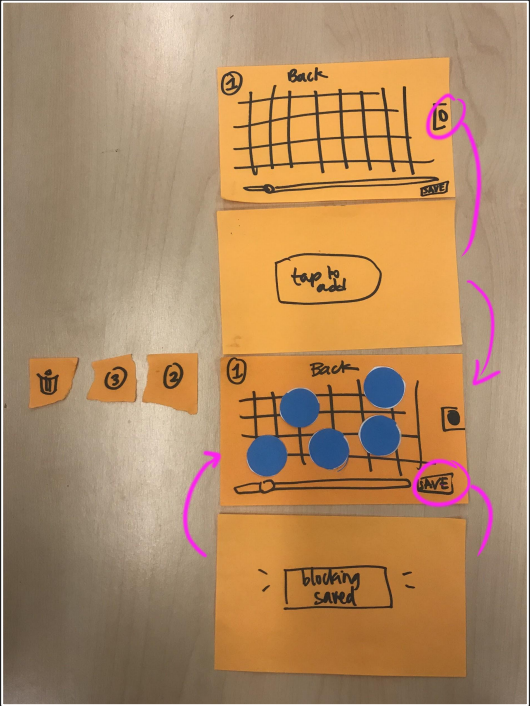
# Turning the UI Sketches...



# ...into UI Task Flows...



# ...and finally a Low-Fi Prototype



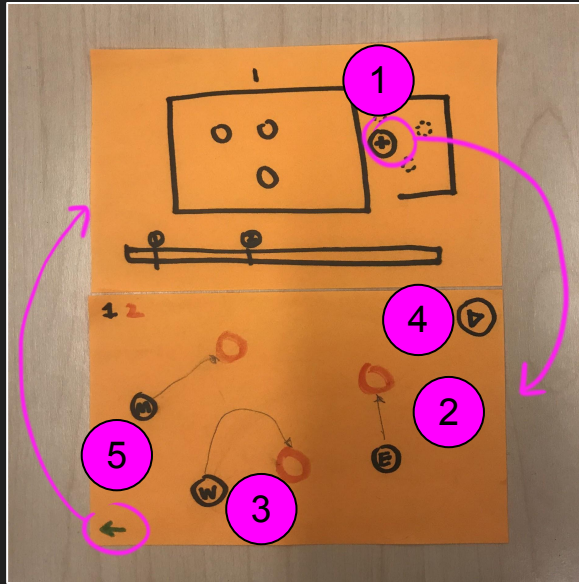


# Prototype Testing





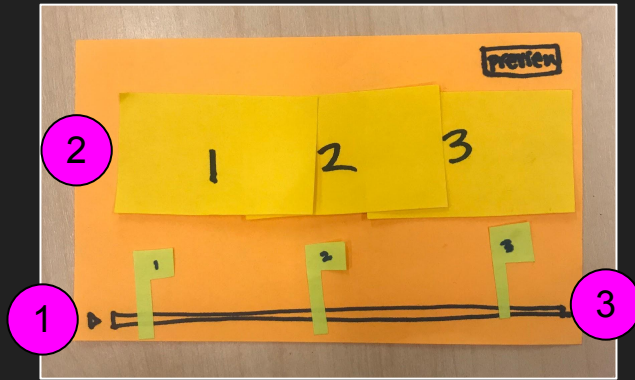
## Task 2: Add a transition between 2 formations



1. Tap to navigate to a transition edit screen
2. Draw transitions from all black dots to red circles
3. Tap “W” to delete the previously created transition and redraw
4. Tap to preview transition
5. Tap to return to previous screen and tap formation frame 1 to edit



## Task 3: Sync and playback your choreography with music



1. Can you play your choreography scenes with the music? (*Tap play button*)
2. Formation 3 is out of order. Can you put it before formation 2? (*Reorder by dragging frames*)
3. Can you move formation 2 to later in the music? (*Drag flag 2 to the right*)

# Our participants were...



Columbia Postcard,  
Member of Syndicate



Stanford Alumni,  
Former Choreographer  
(Viennese Ball and  
Swingtime)



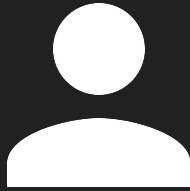
Palantir Engineer,  
Competitive Urban Dance



# Testing Environment



# Team Member Roles



Facilitator



App



NoteTaker



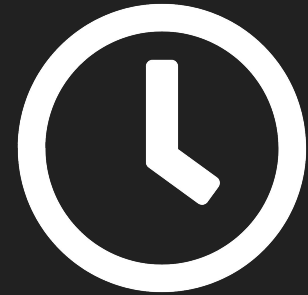
# Our measurements included...



Errors



Confusion

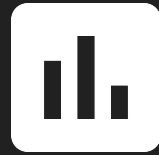


Time

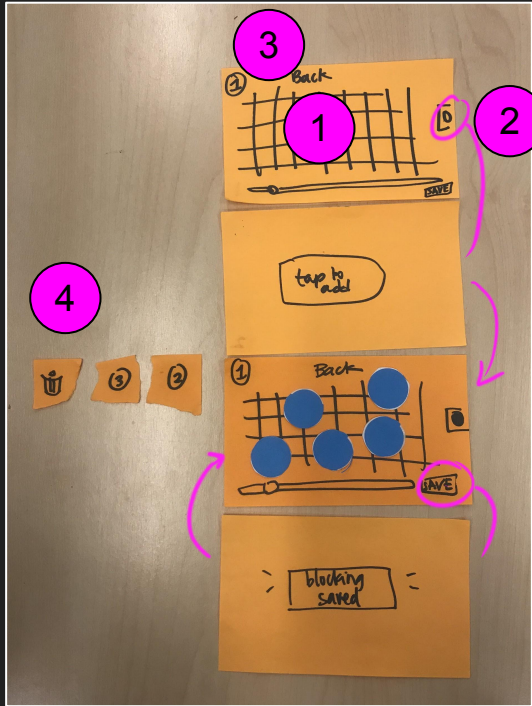




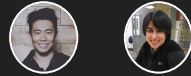
# Results



# Task 1 Results



1. Tapped grid first to add a dancer



2. Tapped ○ button before starting each formation



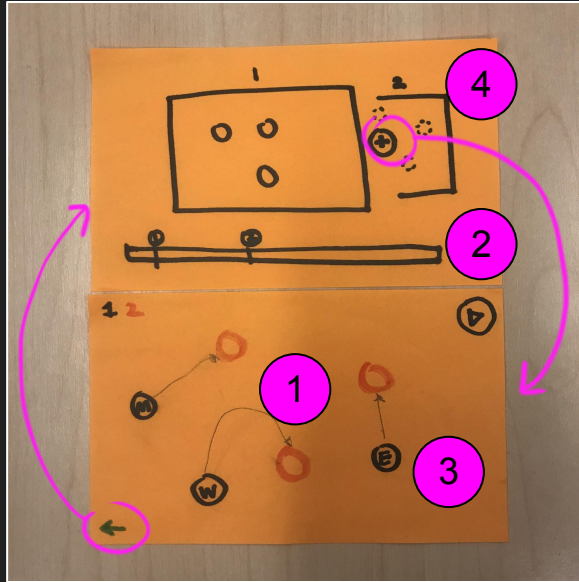
3. Tapped 'Back' and timeline to try and access previous formations








4. Deletion was unclear



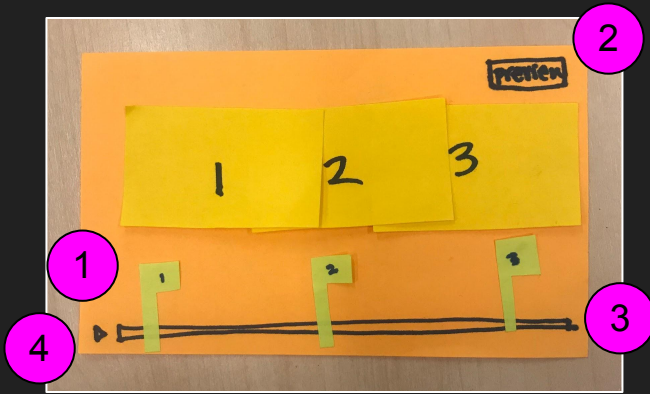
# Task 2 Results



1. Tried to tap line to delete  

2. Confused what the bottom bar is  
 
3. Confused what letters refer to/if can only draw straight lines  

4. Thought that frame 2 was off-stage dancers  




# Task 3 Results



1. Dragged flags rather than frames



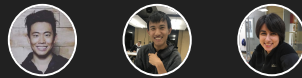
2. Confusion between play and preview



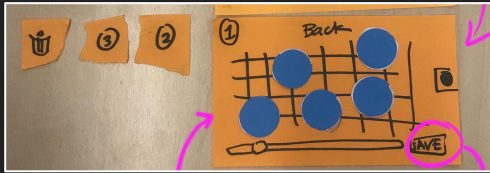
3. Unclear how transitions play into the timeline



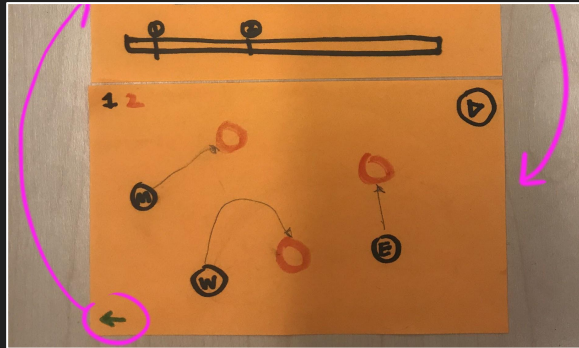
4. Transitions between swapped formations?



# UI changes to be made



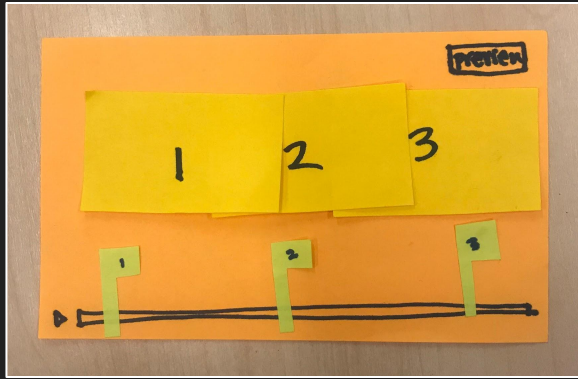
- Allow users to add dancers right-away
- Long-press a dot, then be able to tap to delete
- 'Back' → 'Audience'



- Allow transition durations to be set
- Resolve collisions



# UI changes to be made



- When swapping formations, warn users about affected transitions
- Disambiguate 'Preview' and ▶ more



# Questions?



Alex Lee



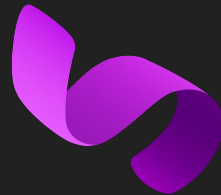
Jeremy Marcelo



Melinda Wang



Sarina Wu



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