Assignment 8: Interactive High-fi Prototype

CS 147: Augmented Humans

Our team

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We're your rock.

Problem

- People uncomfortable going outside of their comfort zone

- Stress and anxiety associated with trying new things

- Constant phone interaction stresses out young adults

Solution

- Set goals and practice uncomfortable events

- Record interactions and access later

- Earpiece to reduce interaction with screens

Overview

- Heuristic Evaluation changes
  - What we changed and why
- Revised Design
- Prototype implementation status
  - Audio recording
- Prototype Demonstration
  - Demo of earpiece

Heuristic Evaluation Results and Overview of Revised Design

Difficulty with earpiece navigation

- Problem:
    - Users lose track of which state they're in
    - No touch based way to remind user of state
    - No way to return to a previous state without starting over

- Solution:
    - Earpiece prompts user for a response to acknowledge they've entered the new state
    - Reminded of current state by saying "Current state" into earpiece
    - Swipe action to return to previous state

Cannot create custom fields

- Problem:
  - Only suggested achievements or goals can be added
  - Suggestion may not match desired achievement

- Solution:
 - Add input box for custom achievements and goals
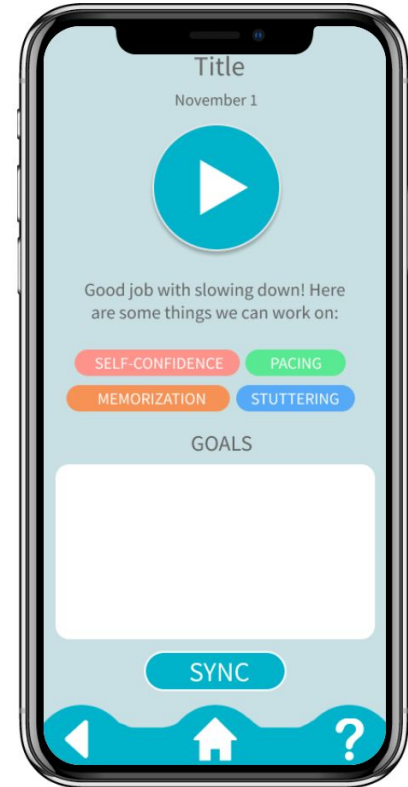
Syncing security

- Problem
  - Syncing action has no phone selection process
  - Doesn't specify that the synced phone is yours
  - Scares user as their recordings could be seen

- Solution:
  - Add a screen to select which phone is yours
  - Save that phone for future use

SYNCED!
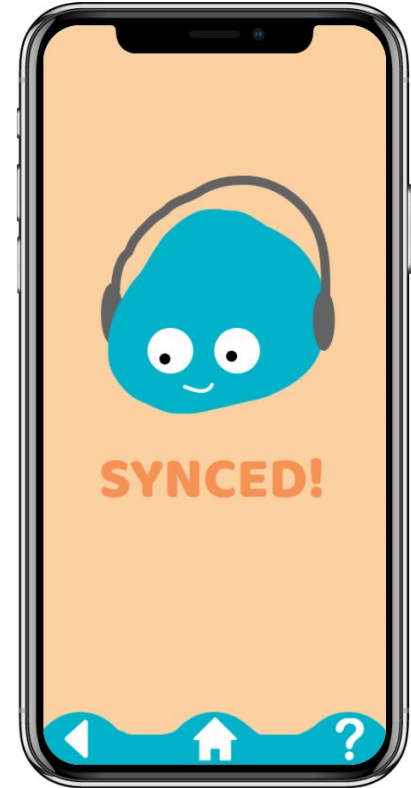
Design Changes

- More focus on colors

- Reduce clutter and find other ways to convey information

- More help for the earpiece
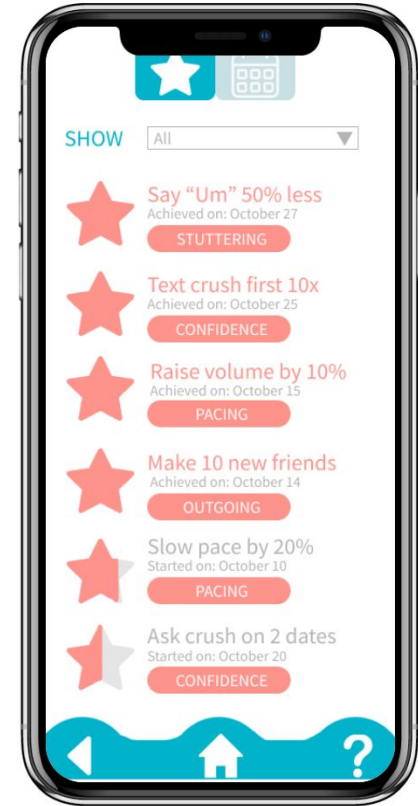
Prototype Implementation Status

Tools

- React-Native for phone-side application

- Python script for earpiece functionality

Implemented Features

- Recording ability from earpiece

- Home screen of phone application

Unimplemented Features and Plan

- Tasks on the phone-side application
    - Create new goals/achievements
    - File recordings

- Plan to finish
    - Refine earpiece functionality
    - Dive into coding phone-side application

Wizard of Oz Techniques

- "Computer" will watch as user touches earpiece, respond accordingly

Hard-coded Data

- Accounts

- Pre-recorded audio

- Pre-set goals and achievements

Prototype Demonstration

Summary

- Most severe problems based around earpiece navigation

- Colors and clutter

- Recording functionality present via earpiece

- Complete phone-side application