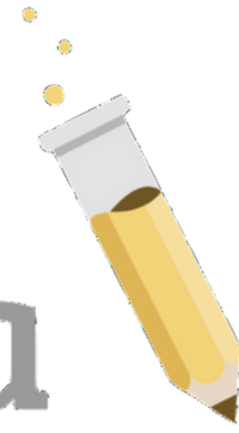


STREAMLINING JOURNALISM
FROM PITCH TO PRODUCTION

Captiva



HIGH-FI MILESTONE

Peter H. || Nik M. || Jason P. || Will Y.



Peter H



Nik M



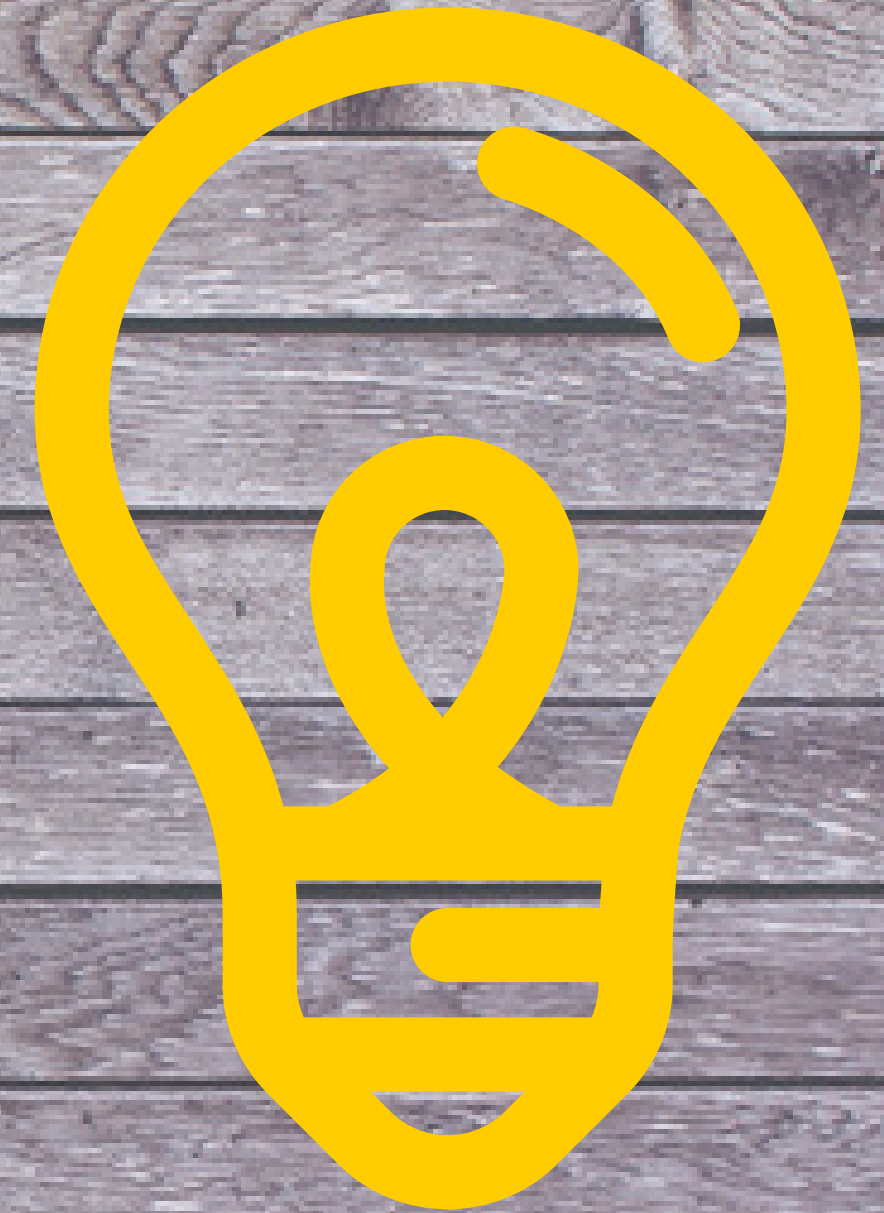
Jason P



Will Y

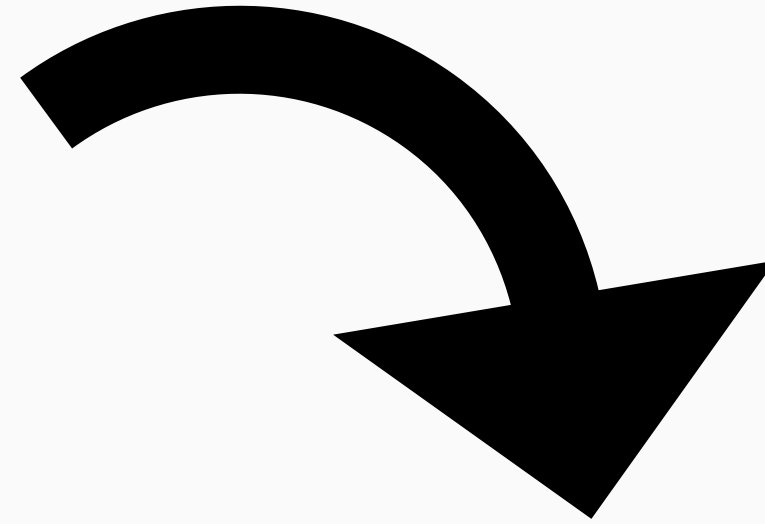
Overview

- Problem & solution
- Heuristic evaluation results
- Interactive prototype status
- Prototype completion plan
- Live demo



PROBLEM & SOLUTION

Bridging Newsroom & Field



How do field reporters keep the newsroom up to date on their discoveries?



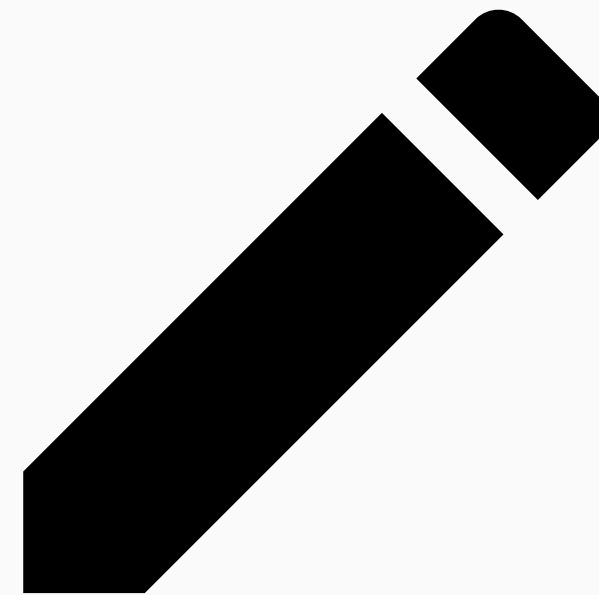
CAPTIVA HIGH-FI MILESTONE

PROBLEM & SOLUTION

Bridging Newsroom & Field

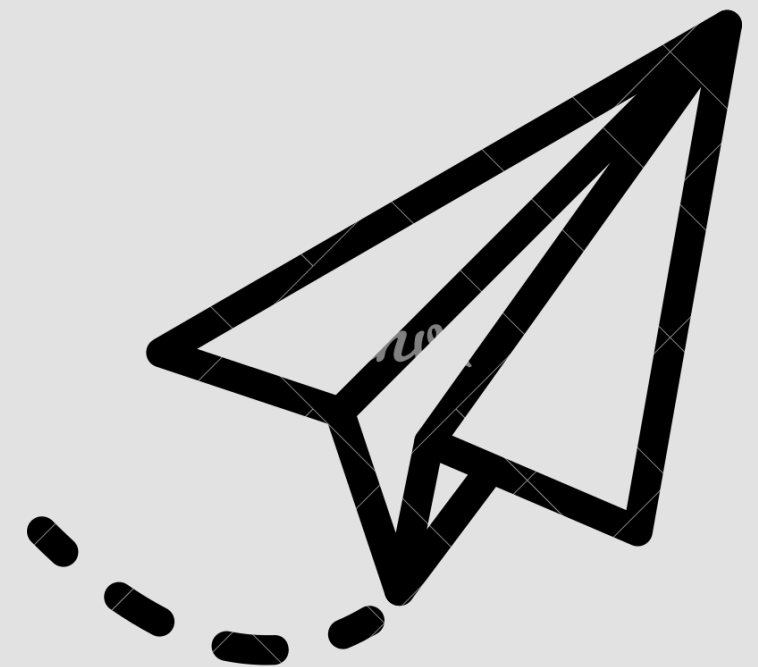


CAPTURE



ORGANIZE

How do field reporters keep the newsroom up to date on their discoveries?



SEND



CAPTIVA HIGH-FI MILESTONE



Heuristic Evaluation Results & Changes

HEURISTIC EVALUATION RESULTS

Overview of changes



CAPTIVA HIGH-FI MILESTONE

**Simplified concepts:
just stories and elements**



**Better navigation between
screens**



**Cosmetic & documentation
revisions**

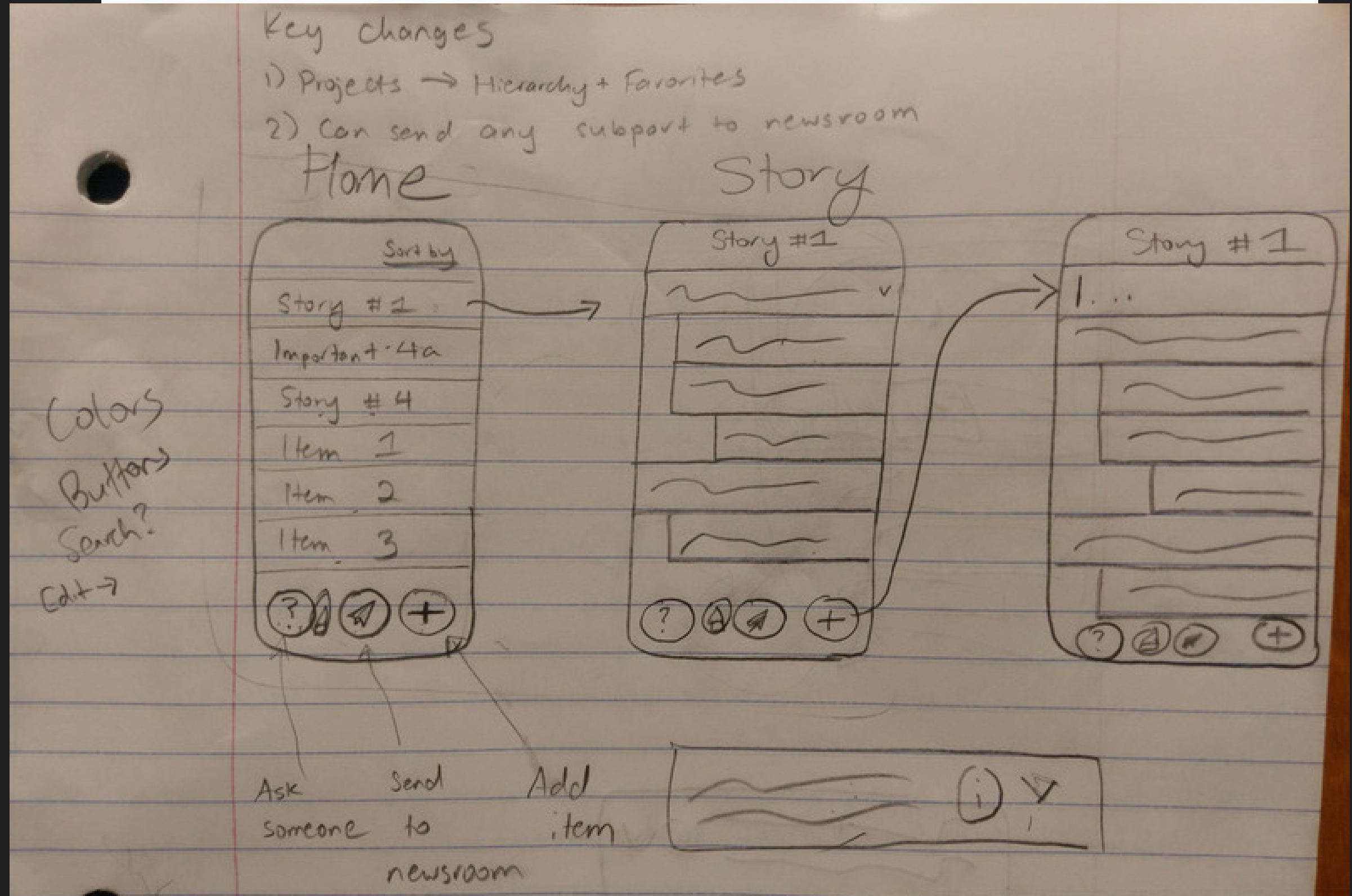


HEURISTIC EVALUATION RESULTS

What we're changing



Element concept unified and hierarchical



HEURISTIC EVALUATION RESULTS

What we're changing



CAPTIVA HIGH-FI MILESTONE

Element concept unified and hierarchical

- Unified experience
- Click on one → see as top-level
- Shows up to two levels deep
- Project is initial top-level
- Breadcrumbs for navigation

HEURISTIC EVALUATION RESULTS

What we're changing



CAPTIVA HIGH-FI MILESTONE

Element concept unified and hierarchical

Addresses:

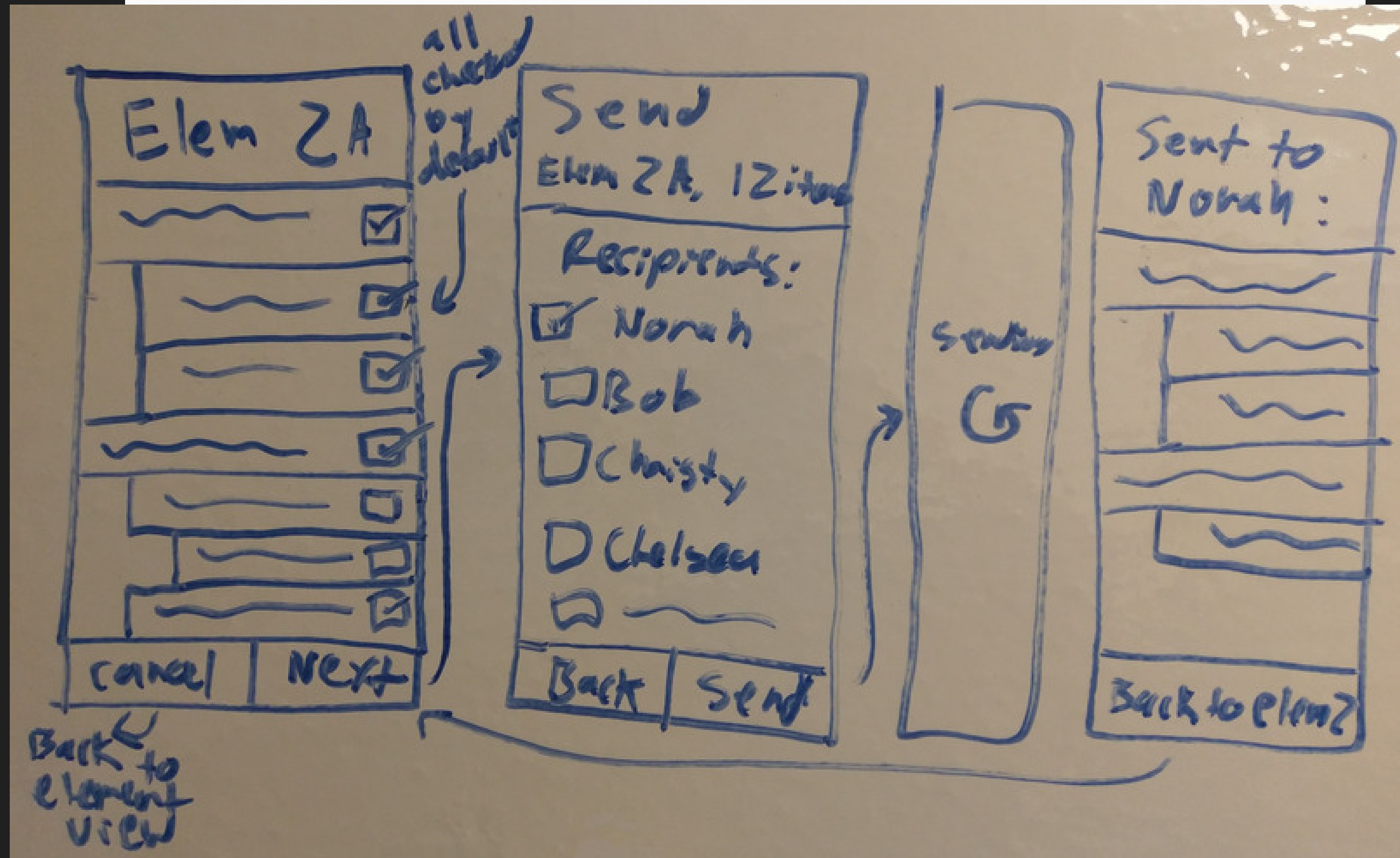
- Multiple navigation problems
- Unclear meaning of "elements" screen
- Unclear icons - much simpler now
- Unexpected action of "Done"

HEURISTIC EVALUATION RESULTS

What we're changing



Refined send-to-newsroom process flow



HEURISTIC EVALUATION RESULTS

What we're changing



CAPTIVA HIGH-FI MILESTONE

Refined send-to-newsroom process flow

Addresses:

- Include follow-up screen
- 2 navigation violations
- Visibility of state
- No selections error

HEURISTIC EVALUATION RESULTS

Minor changes



Remove tags, search instead

**Better icons, clearer
cosmetic choices**

**Add follow-up screen after "who to
ask"**

Remove ratings on "who to ask"



HEURISTIC EVALUATION RESULTS

What we've decided to keep



Won't review selected/removed elements before sending to newsroom

- most included, meant to be fast

Won't allow sending story updates to people not within user's organization

- for organizational use only

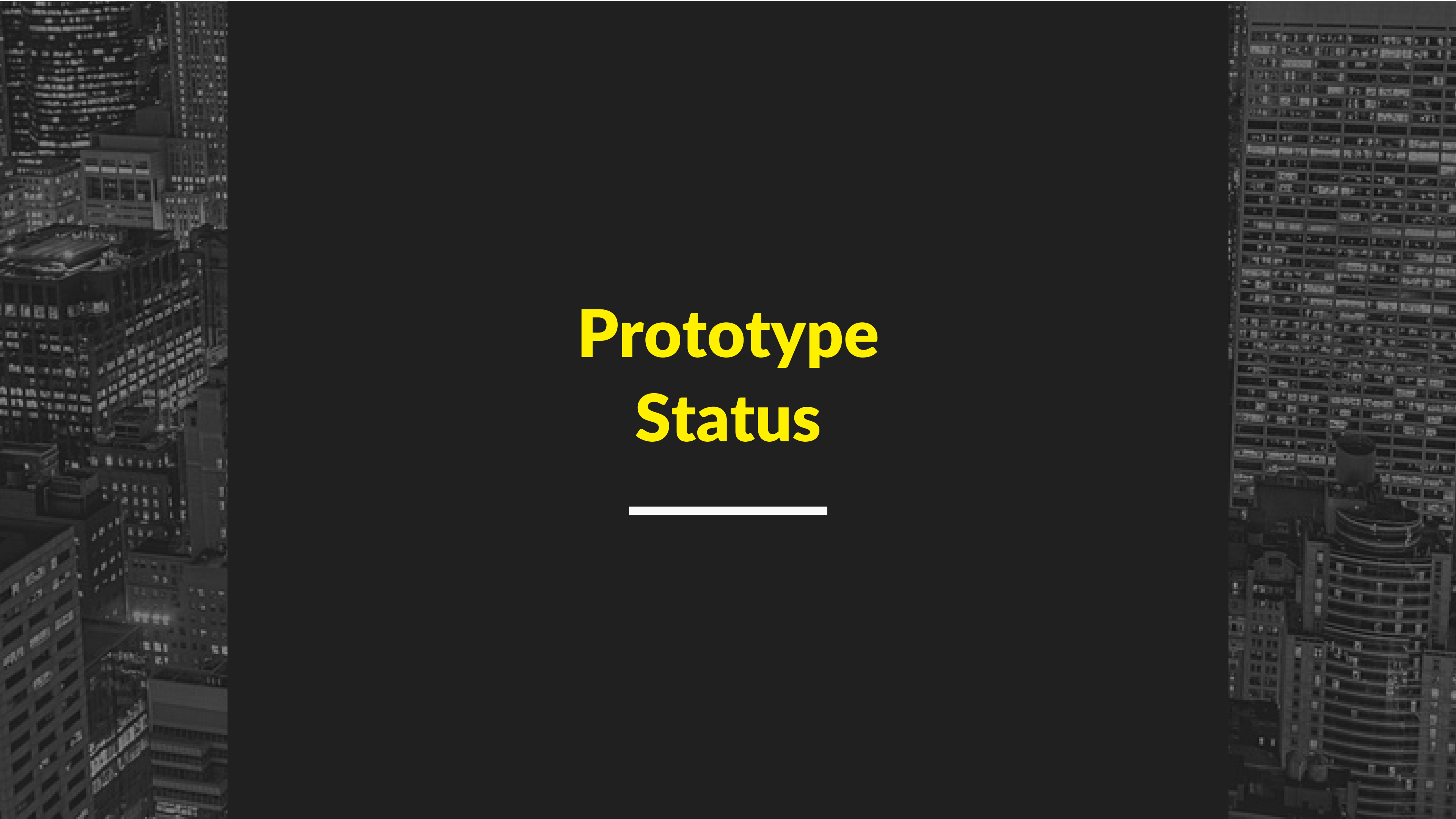
Won't allow editing after sending

- can write future updates

- meant to be fast

Will keep quick-add toolbar right above keyboard

- common pattern for input modalities



Prototype Status

High-Fi Prototype

Stack & Features

Milestone features

- Enter element (of a story)
- View elements
- View & add stories
- Persistence of entries



Swift 4

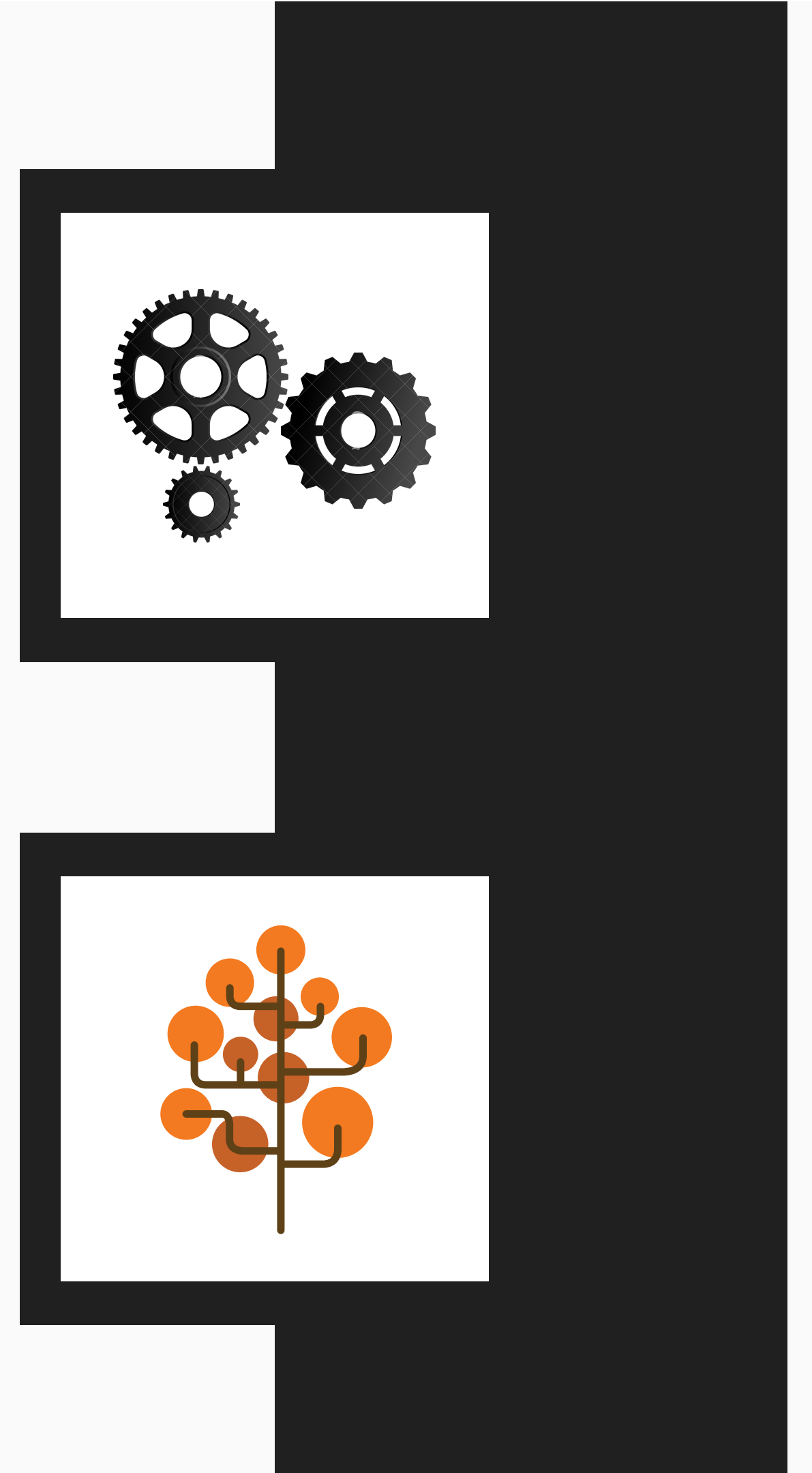


High-Fi Prototype

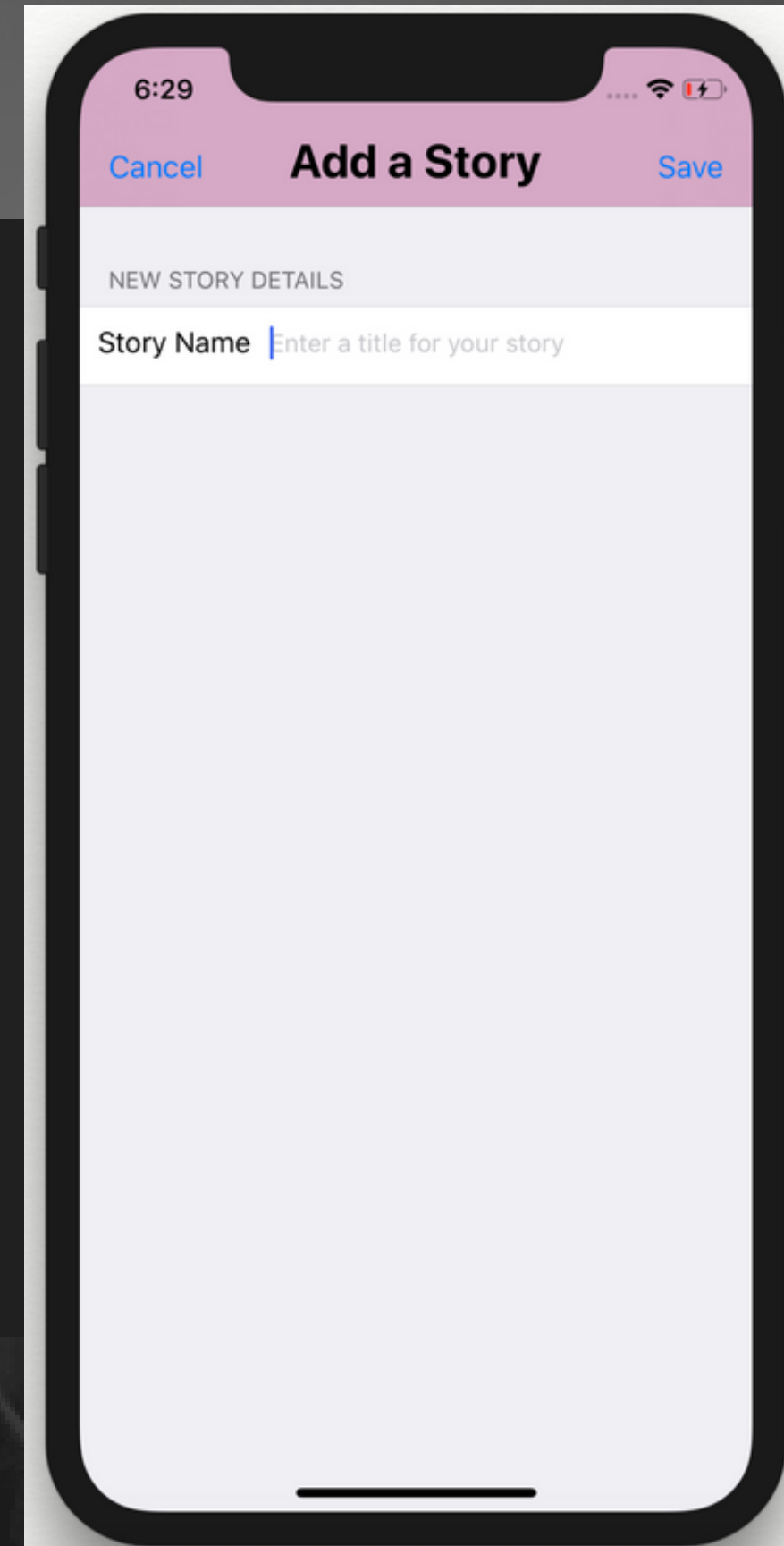
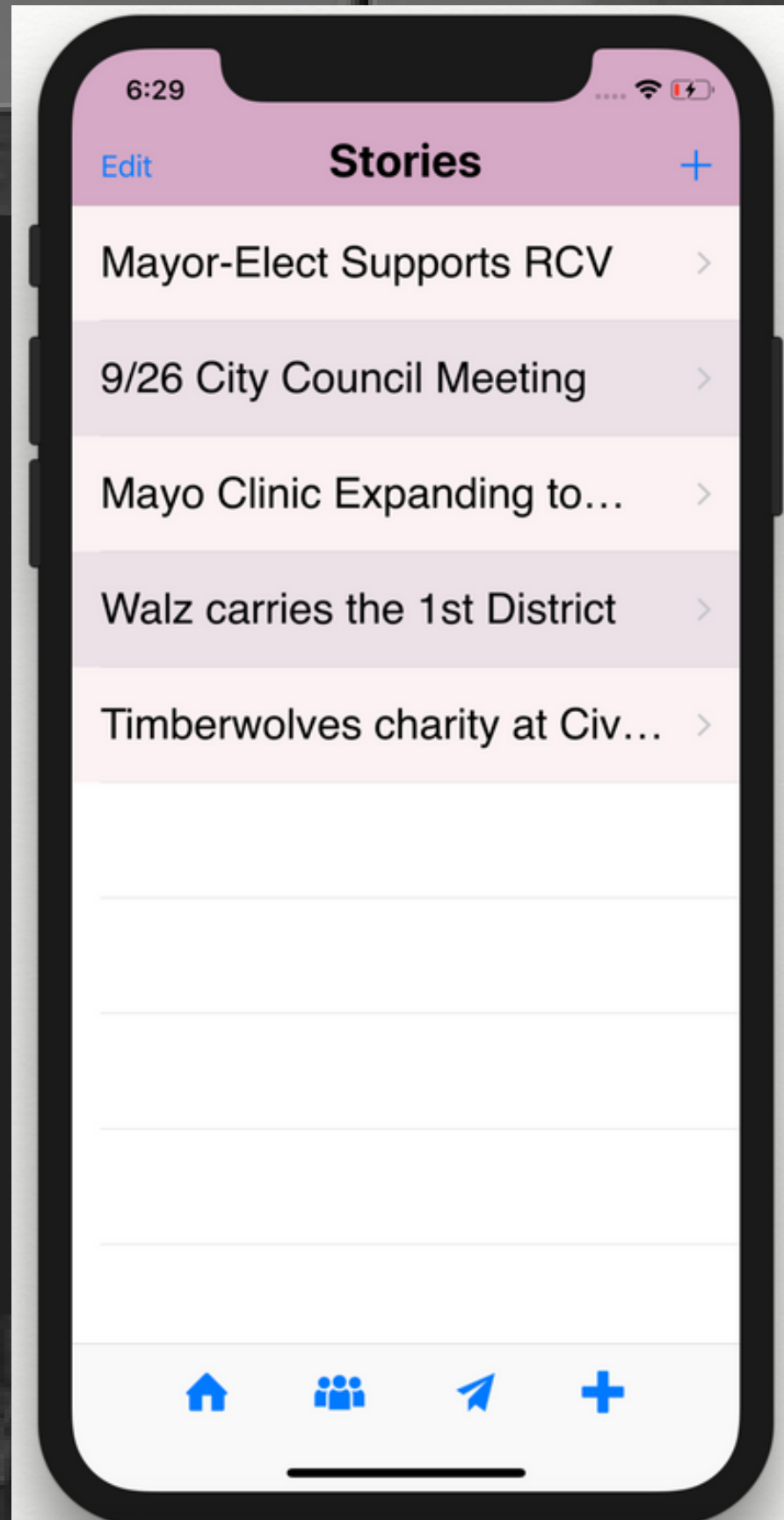
Stack & Features

Implementation

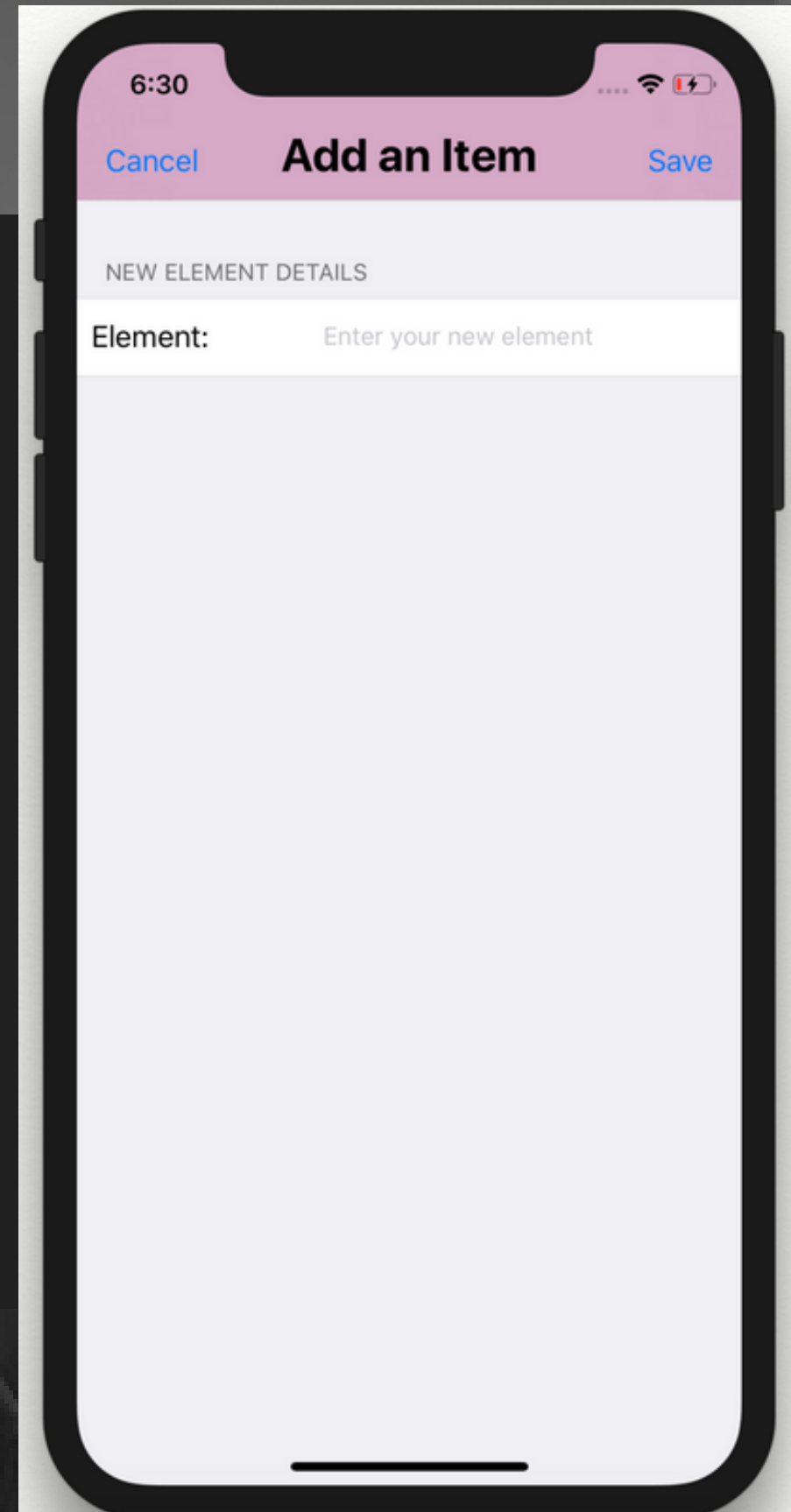
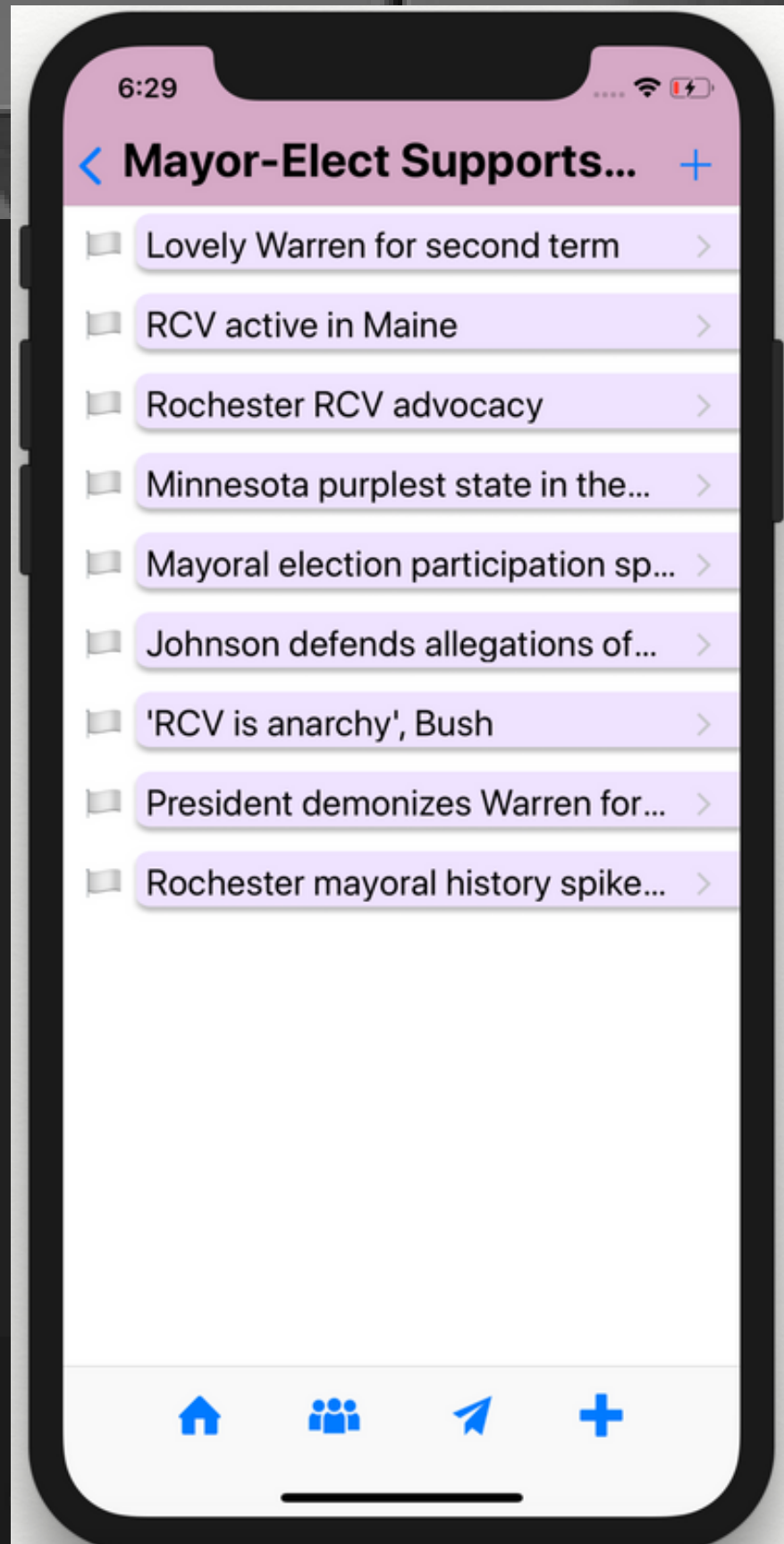
- StoryView: UITableView
- ElementView: recursive TableView tree
- Persistent data: NSCoding
- Have solved hardest technical challenges



StoryView



ElementView



High-Fi Prototype

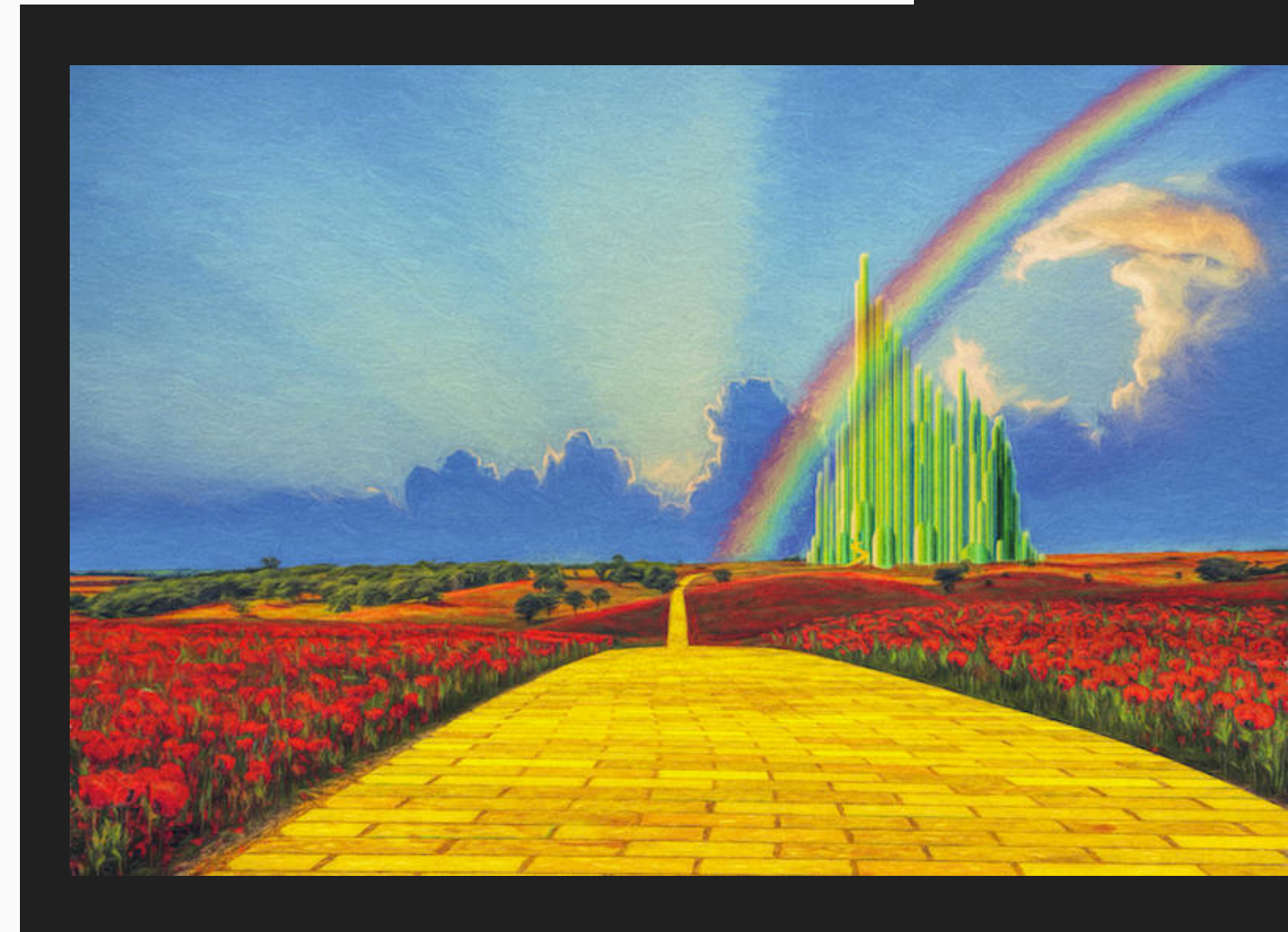
Techniques

Hard-coded:

Initial elements and stories

Dummy features:

- Login screen
- Project reassignment
- Media capture
- Receiving end
- Search



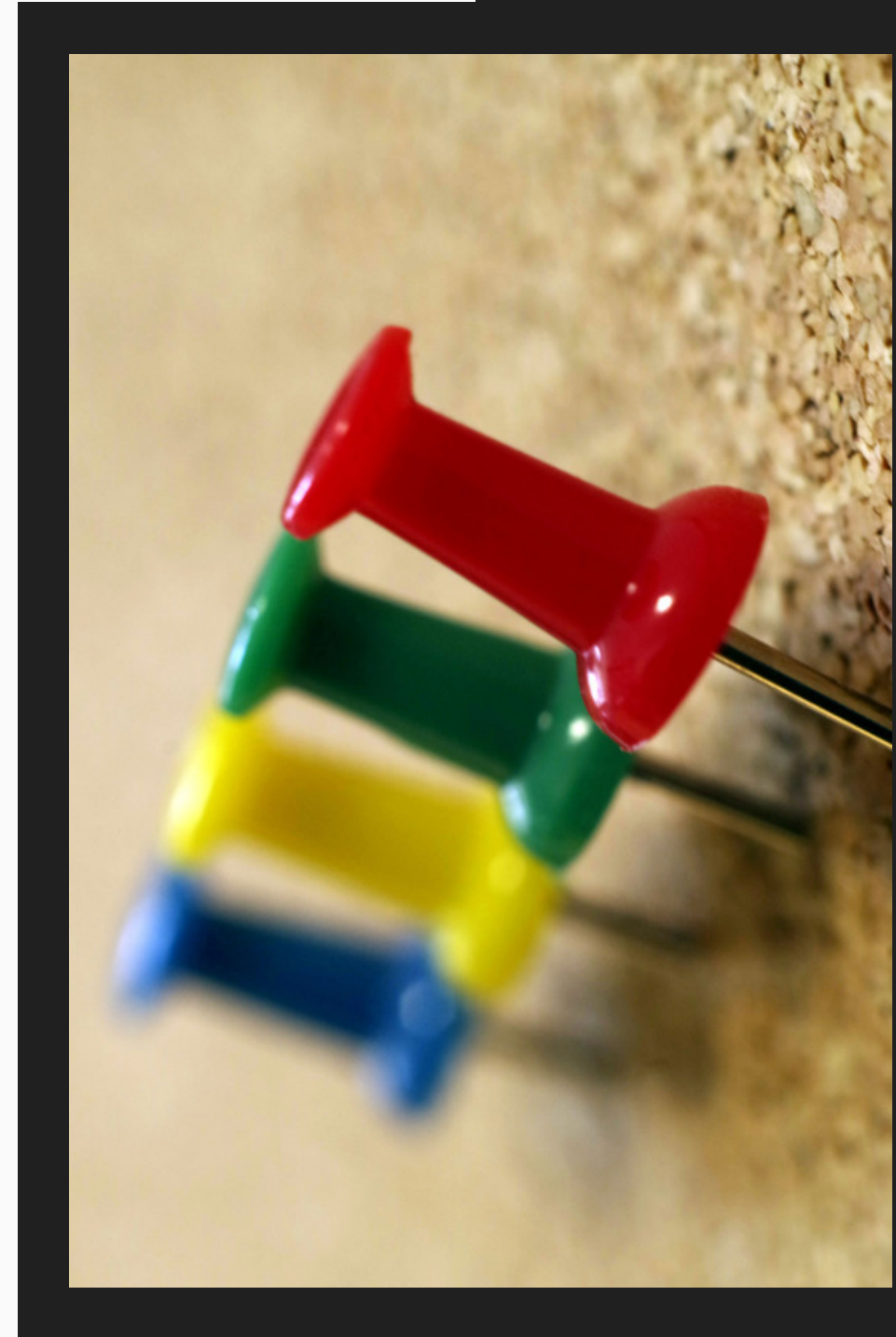
High-Fi Prototype

Features in finished High-Fi:

- Send to newsroom
- Ask someone about element
- Element gestures, show deeper levels

Implementation plan

- Send: two views
- Ask: two views
- Static views: 3 (including nav bar)





Demo Time!

SUMMARY

High-Fi Prototype Evolution

**Addressed severity 3 & 4
heuristic violations**

**Streamlined conceptual
components**

Improved cosmetics

Finalized implementation plan

