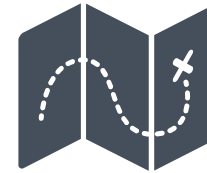


Low-fi Prototyping & Pilot Usability Testing

Chloe B., Cynthia L., Amy X., Jenny Z.



Mission
Selected interface
Low-fi prototypes
3 task flows
User Testing
Method
Results
Changes
Summary

1.

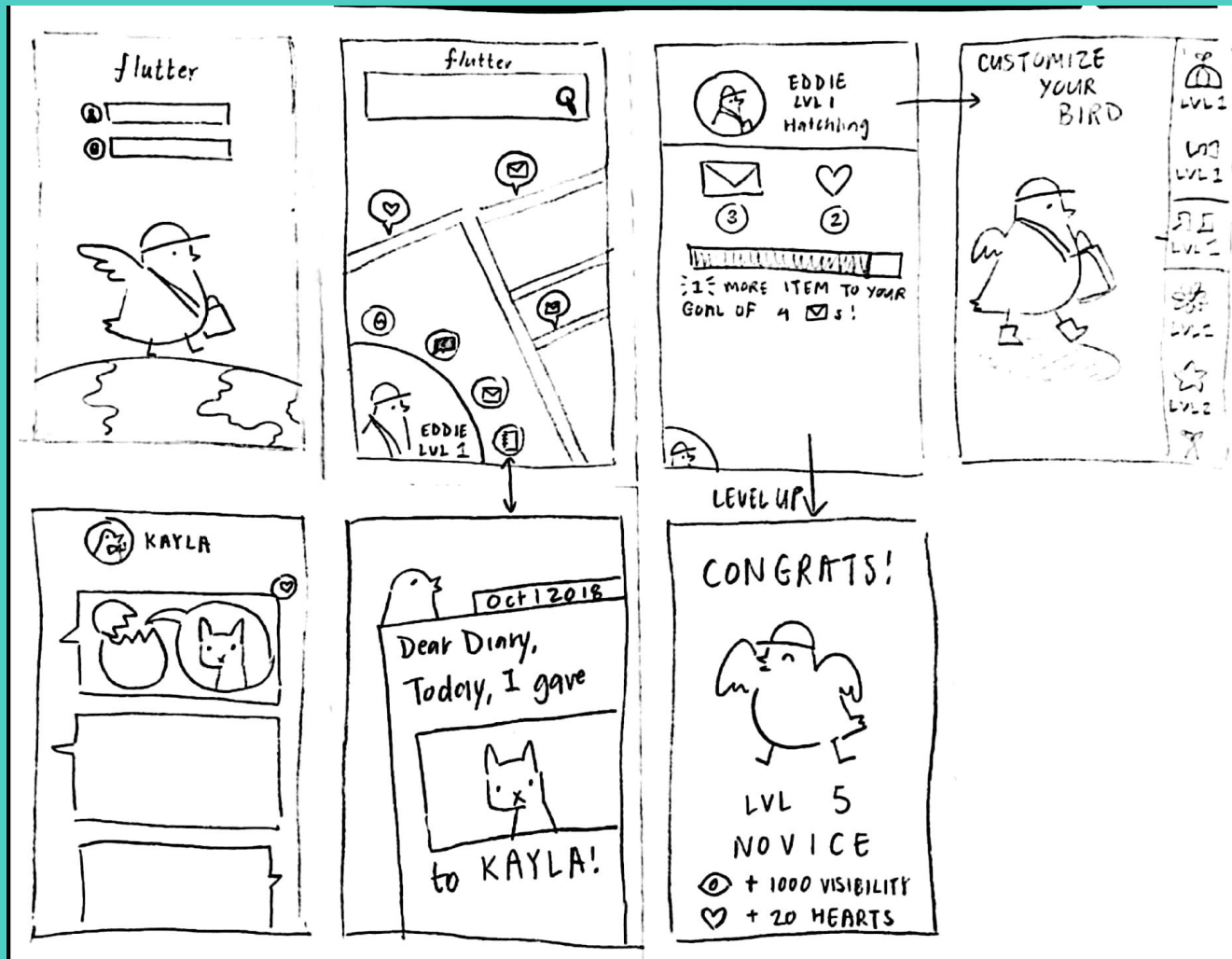
Mission



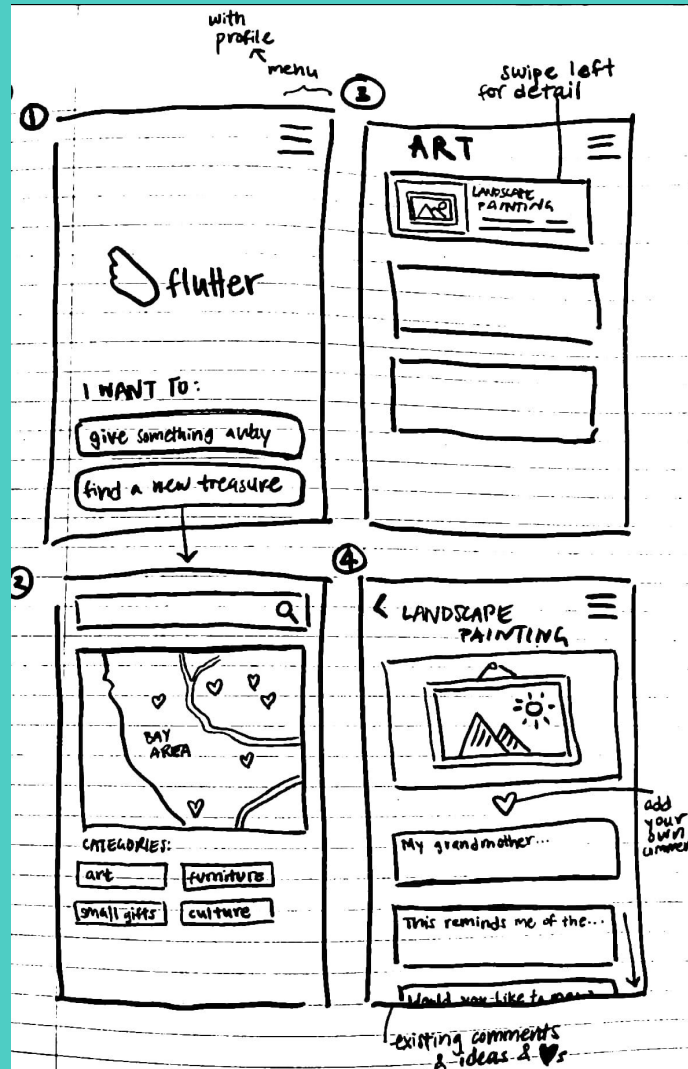
Flutter adds **emotional security** to the decluttering process, allowing people to find others who will **value** or **add meaning** to the item.

2.

**Selected
Interface**



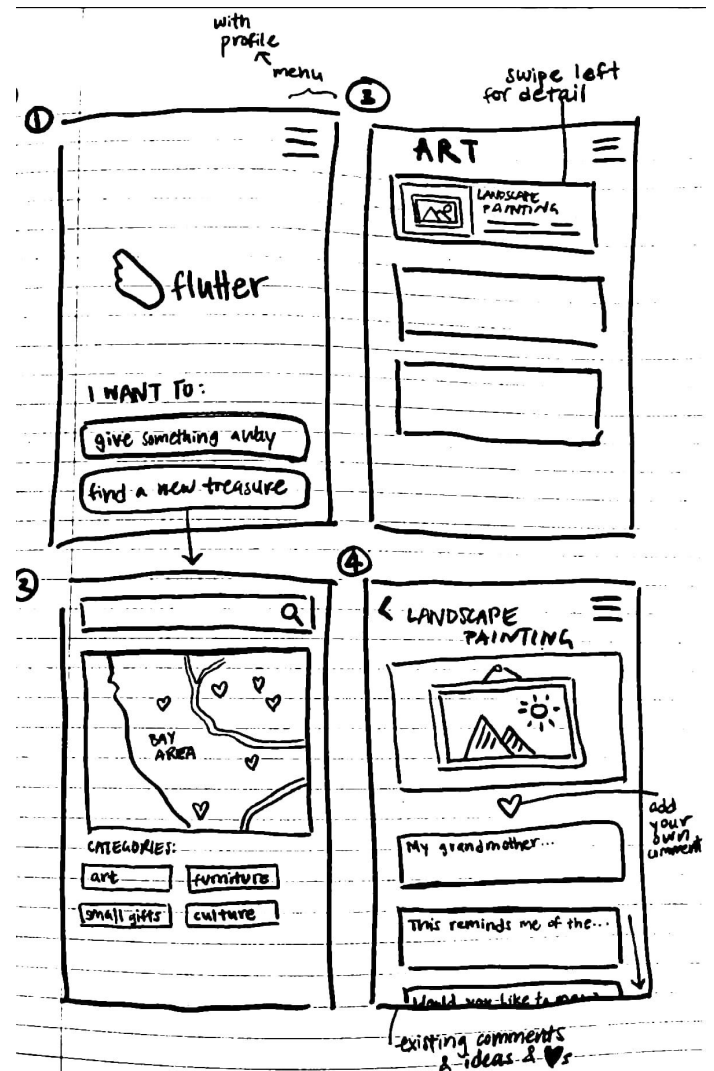
Gamify



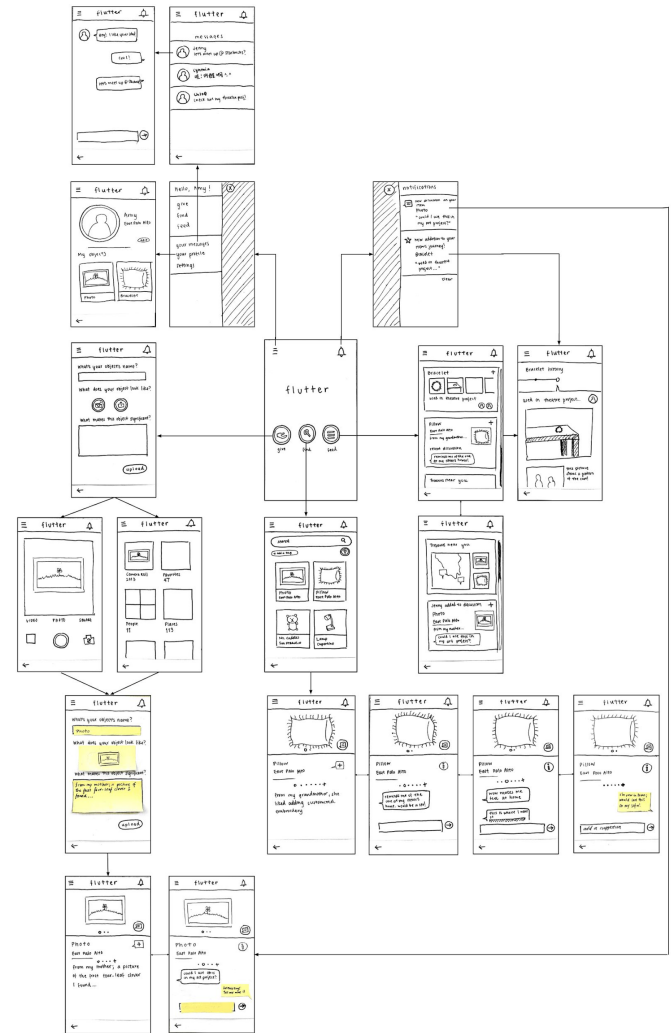
Map

MAP

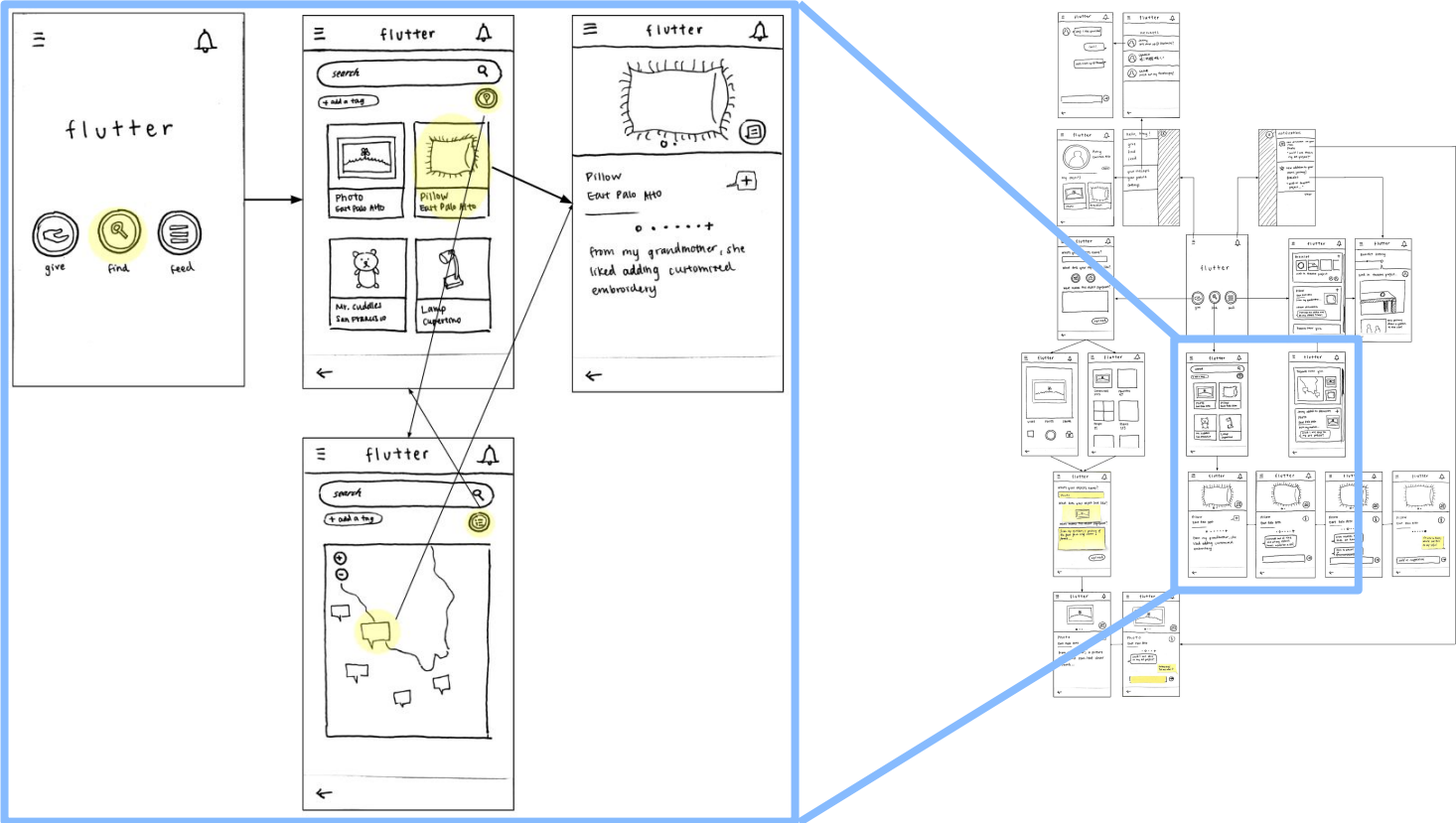
- + Simple context emphasizes the items' meanings
- + Focus on location encourages face-to-face experiences
- Privacy concerns related to location data



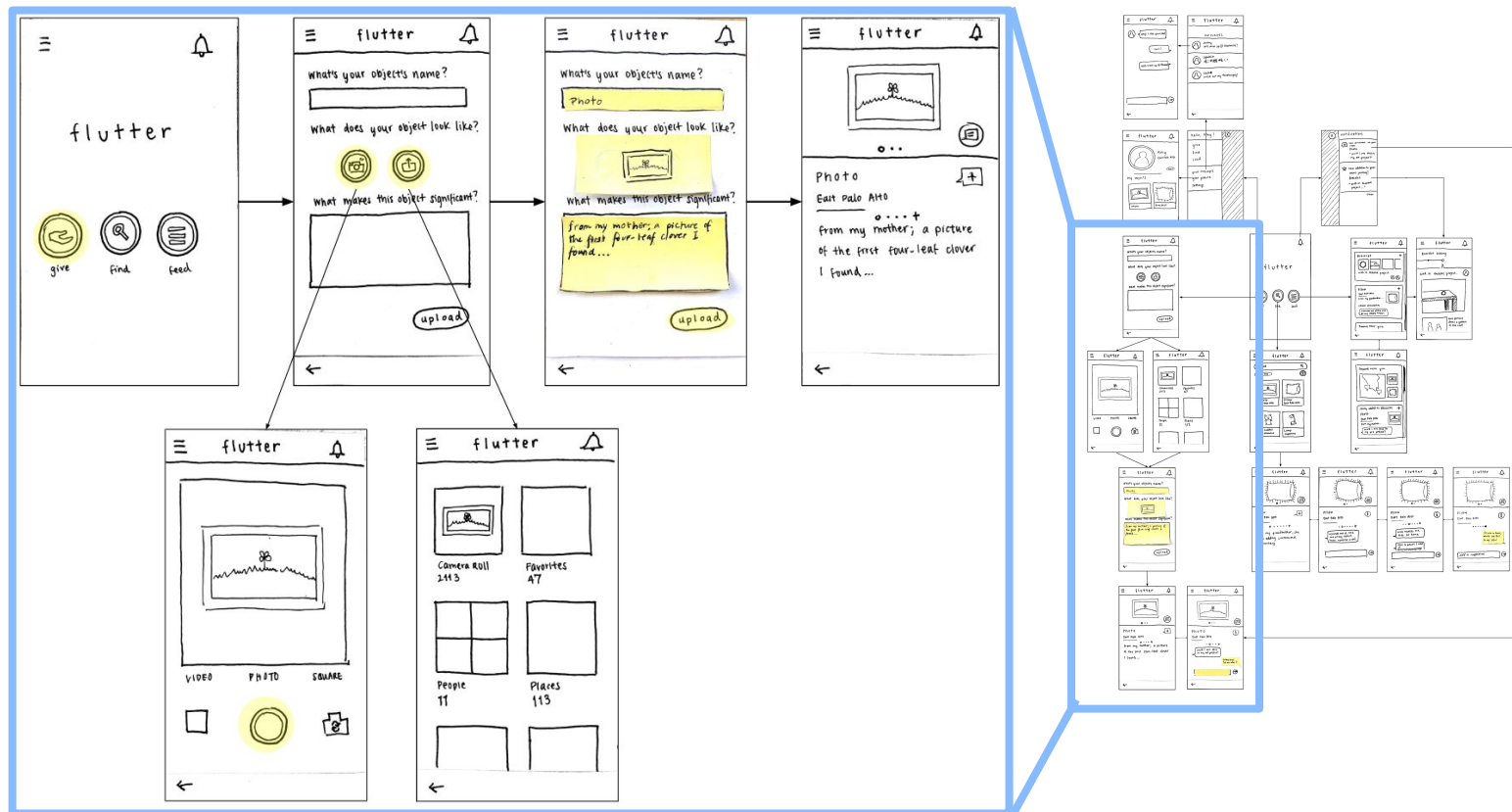
3. Low-fi Prototype



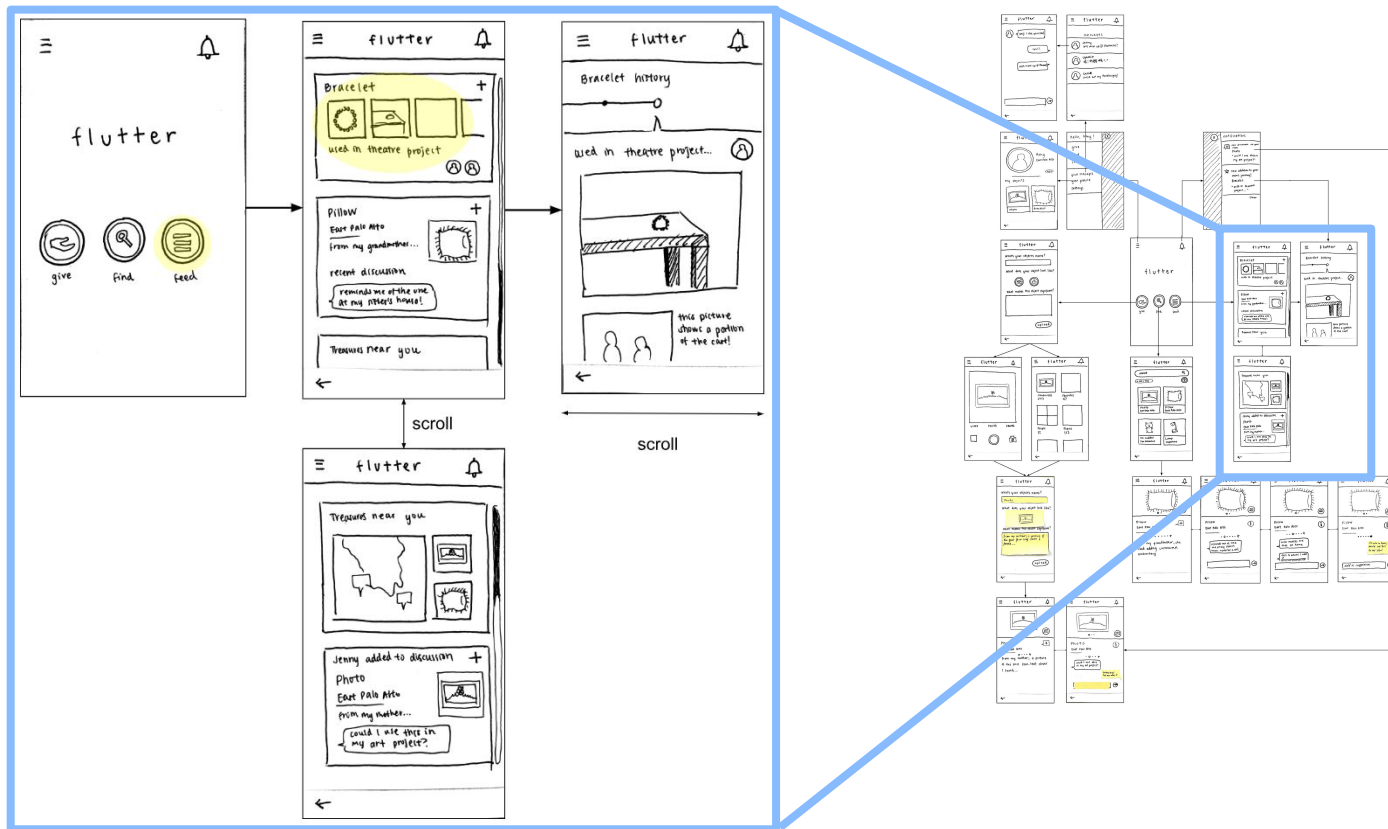
Simple: Find an item



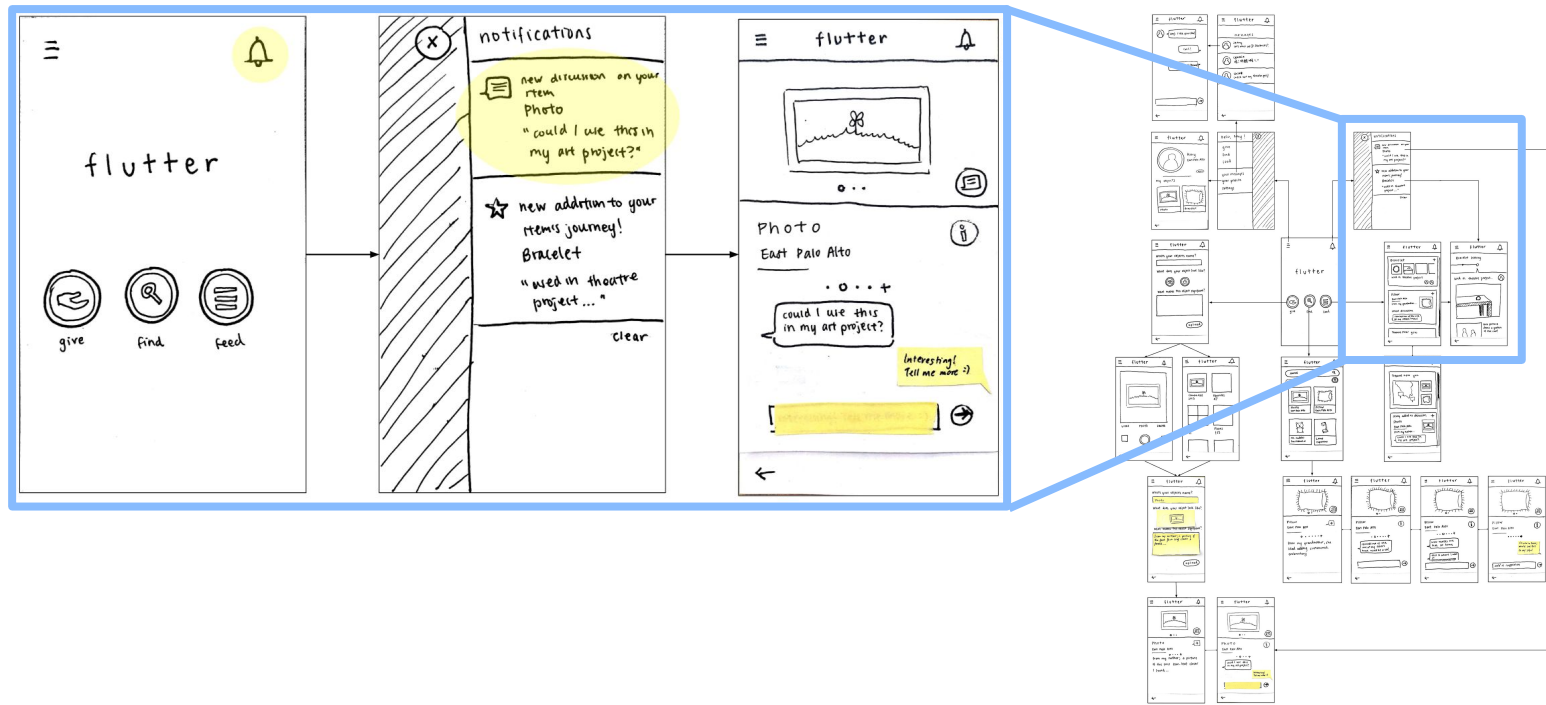
Medium: Give an item



Complex: Connect & create new experiences



Complex: Connect & create new experiences



4.

User Testing

Method & Results

"Find a pillow for your new home"

- + **Easy to find** an item
- + Used the thumbnails and search bar

"Give your four-leaf clover photo"

- + **Easy to complete** the upload item workflow
- Users **didn't know what to do afterwards**

Method & Results

"Figure out what happened to the bracelet you gave"

- Users **struggled to find the feed**
- Users looked in places with only active objects

Transitions

- Users **tapped back button repeatedly** instead of using side menus
- Users expressed desire for a **home button**

5.

Changes

Changes



1. Users want to be able to "reset" by going back to the main screen.
2. When users navigate an unfamiliar app, they rarely open any side menus.
3. Users don't make distinctions between active and inactive objects.
4. Users tended to ignore the map and other location features.

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 3. Explore ways to combine the discussion and feed into a single feature.
 4. Reevaluate the importance of location features; potentially drop or make them prominent.

6.

Summary