# **Flutter**Medium-Fi Prototype

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

# value proposition declutter meaningfully

# problem

People often find themselves keeping a lot of clutter. Many of these objects stay because they hold sentimental value, but not necessarily functional use.

## solution

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

prototyping

# simple

find an object

## medium

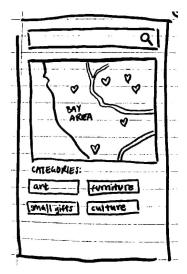
give an object

# complex

before: connect and create new experiences

after: create groups to give and receive objects in

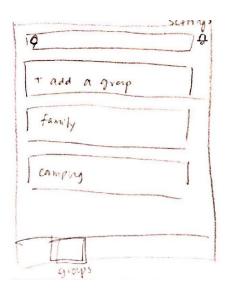
object status change navigation bar



before

publicly location-based; open to everybody in location

tasks



after

creation of groups of friends or mutual friends

object status change navigation bar

#### rationale

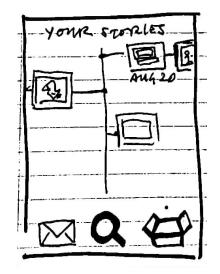
- concerns from usability testing and section regarding interaction with strangers
- retain location-based functionality but remove unintuitive use of map

## support from previous needfinding

- people give items away to people they know in their communities as opposed to donating and making up for grabs to greater population
- people like to have control over their items and where they go (there is more control when you know the person you're giving to)

object status change

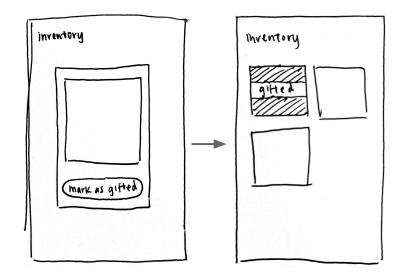
navigation bar



tasks

before timeline view to indicate that

object has been passed on



after

button to explicitly mark item as gifted

object status change navigation bar

#### rationale

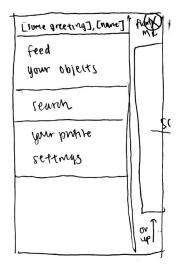
- timeline was not touched by users during usability testing
- cannot rely on people to come back in and update
- new group feature makes it easy to have these conversations outside of app and in real life; no longer necessary to force this interaction within the app
- issue raised in section regarding speedy moving

### support from previous needfinding

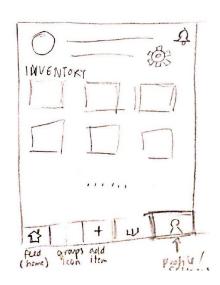
people are protective of their time

object status change

navigation bar



**before** sliding sidebar navigation



after
bottom navigation bar

object status change navigation bar

#### rationale

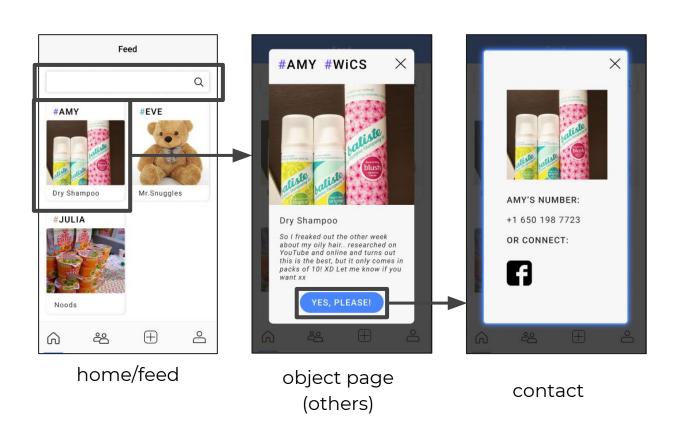
- users were clicking back button multiple times to return to home before switching tasks
- increased & constant visibility compared to sidebar navigation

simple

medium

complex

# find an object



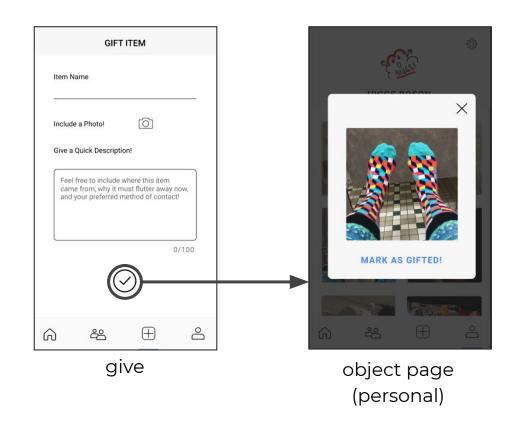
simple

task flows

medium

complex

# give an object



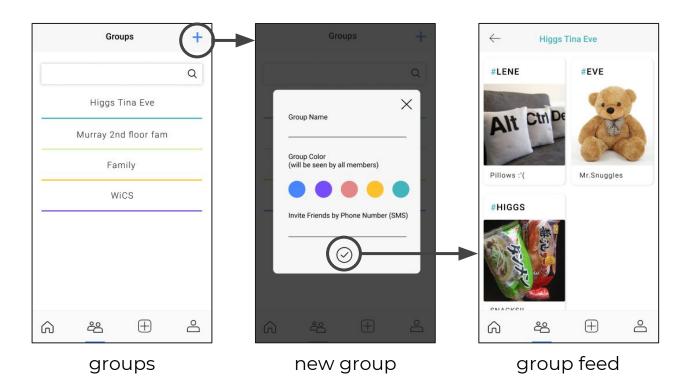
simple

medium

complex

create groups to give and receive objects in

overview



design changes

tools

limitations

wizard of oz + hard-coded

# tool used: figma

#### pros

- easy image drag and drop
- retains color palette and transparencies
- good recognition of similar dimensions and alignments on page
- can be used for design and interaction prototype

#### cons

- doesn't provide selection for automatic iPhone model dimensions, have to manually assess the dimensions of mobile
- hotspots for interaction have to be a created element, not intuitive for how to make a general region clickable
- limited image editing tools (only image cropping rather than selection and delete or recognising regions)

tools limitations

wizard of oz + hard-coded

## figma limitations

swipe interactions between screens omitted

# simplicity

- account creation workflow omitted
- friend invitation workflow omitted
- search functionality omitted

tools

limitations

wizard of oz + hard-coded

## wizard of oz techniques

logged into account of pre-loaded user

#### hard-coded features

- images and information of user's objects (assuming existing postings)
- existing groups of friends that have already been invited to the app
- user's profile settings data
- feed objects