

LO-FI PROTOTYPING

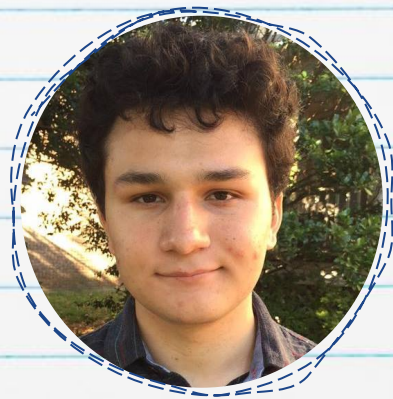
FOR CONVERSTATION



TEAM



Jake R.



Eli V.



Fiona H.Z.



David R.B.

AGENDA

- Mission Statement + Value Proposition
- Why Mobile?
- Lo-fi Prototype
- Task Flows

Meet → Plan → Gather

- Method
- Results
- Plan





VALUE PROPOSITION

Meet new people,
find new perspectives.

MISSION STATEMENT

Our goal is to introduce users to new people and encourage discussion in a way that fits into their everyday lives.



1. INTERFACE IDEAS

5 Different Interface Sketches

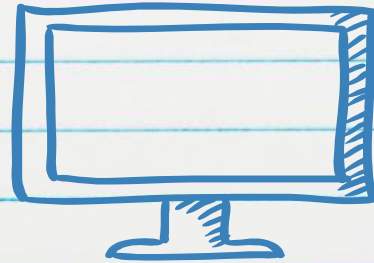
STATIC OPTIONS



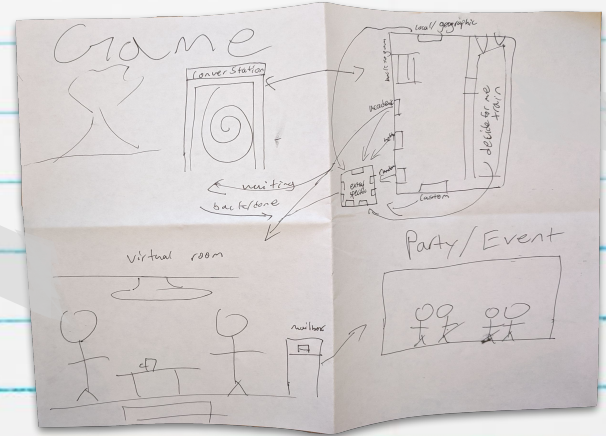
Desktop

A browser-based or desktop application in the same place you do your homework

Physical stations provide set meeting places and the simplest interface



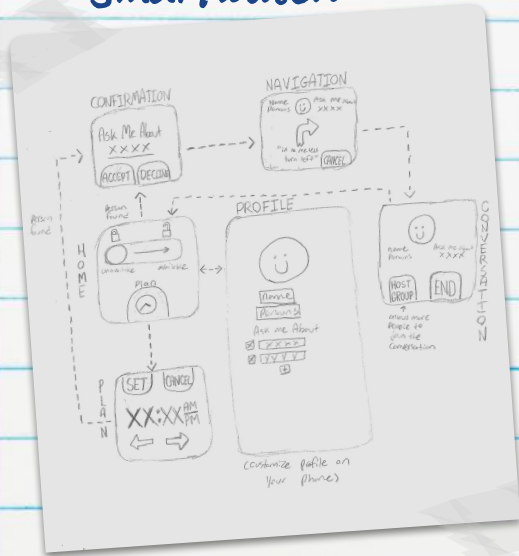
VR



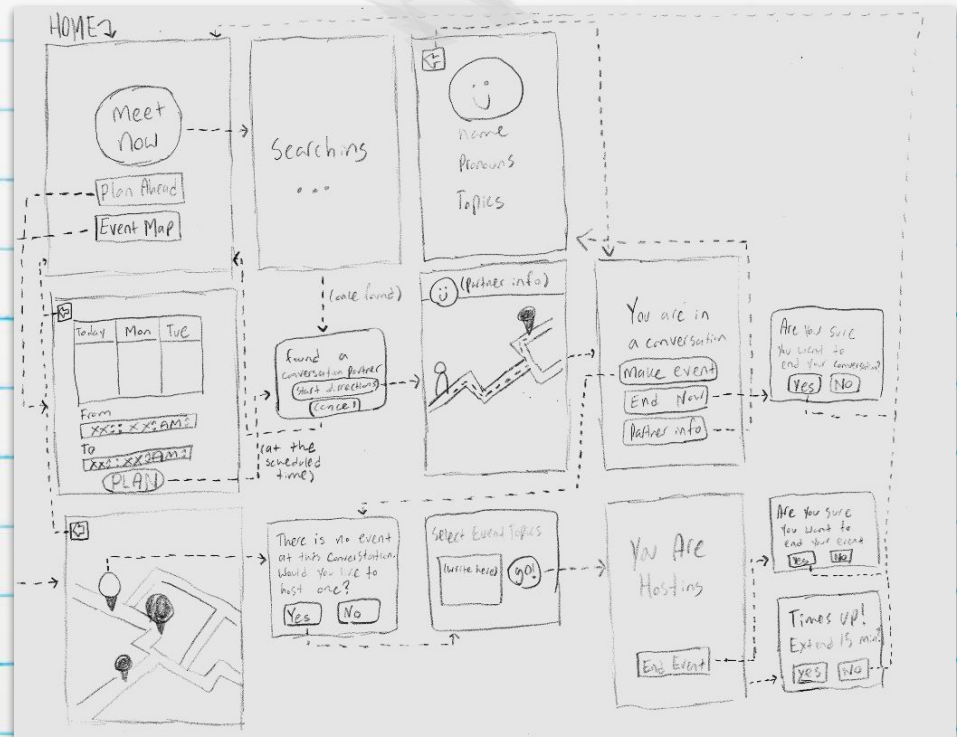
Smoothly break up gaming with real conversations

MOBILE OPTIONS

Smartwatch

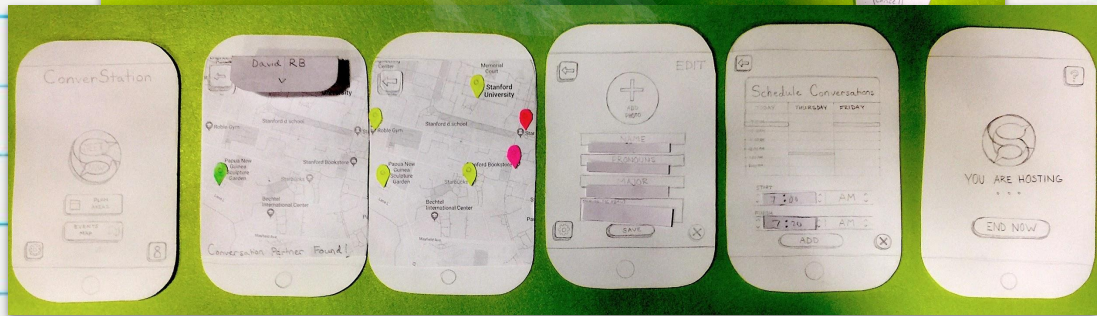
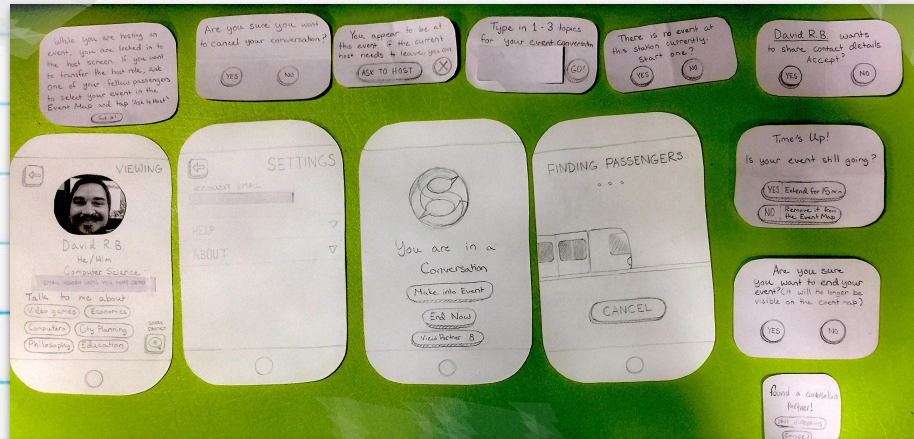
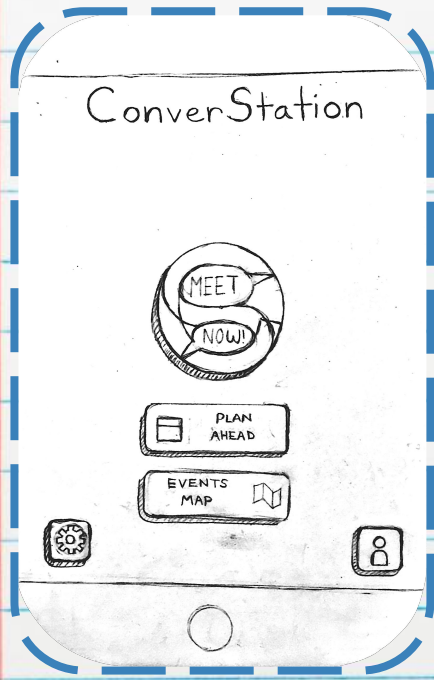


Smartphone App



Highlight the "pockets of time" connection and simplify the interface.

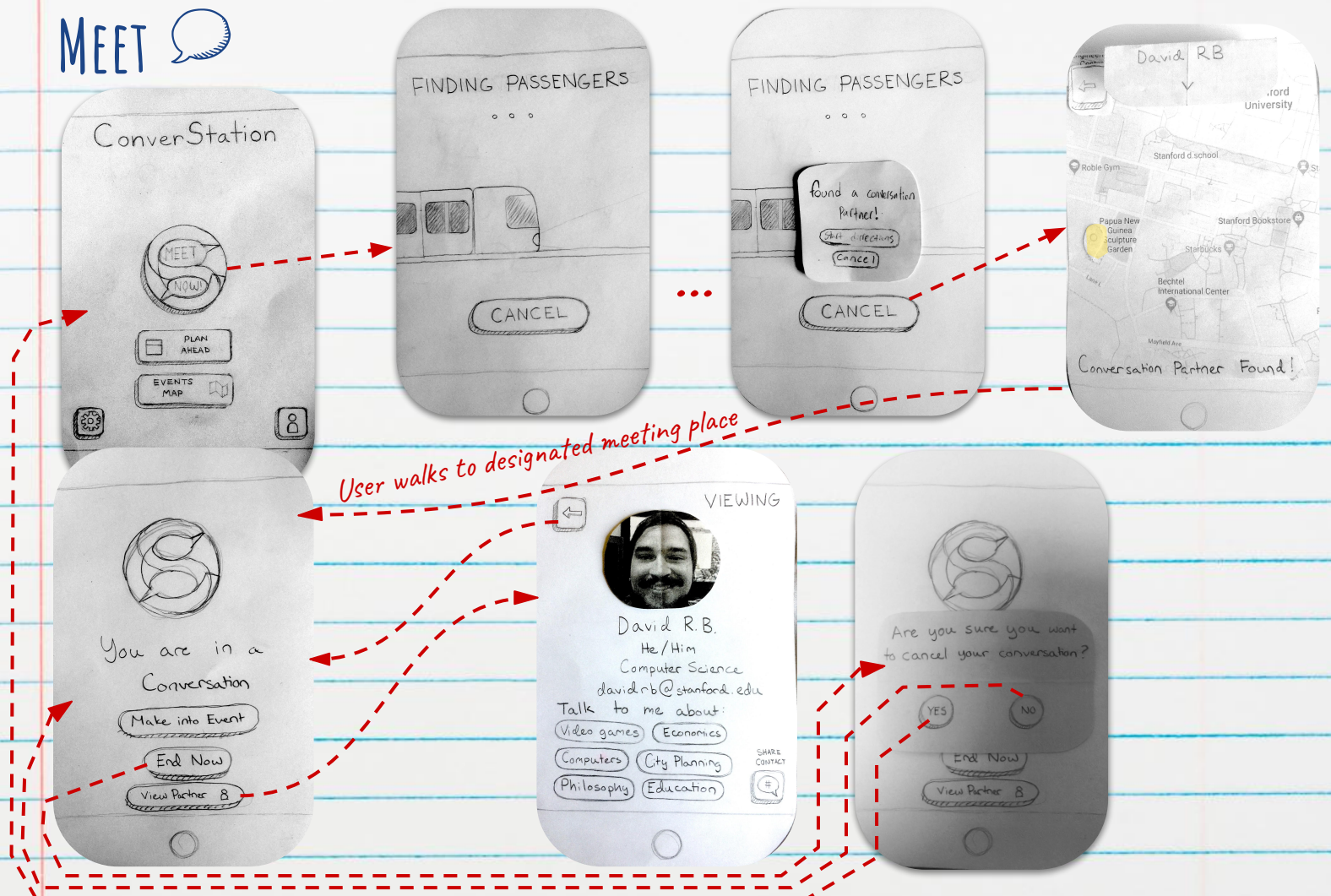
2. LO-FI PROTOTYPE: SMARTPHONE APP

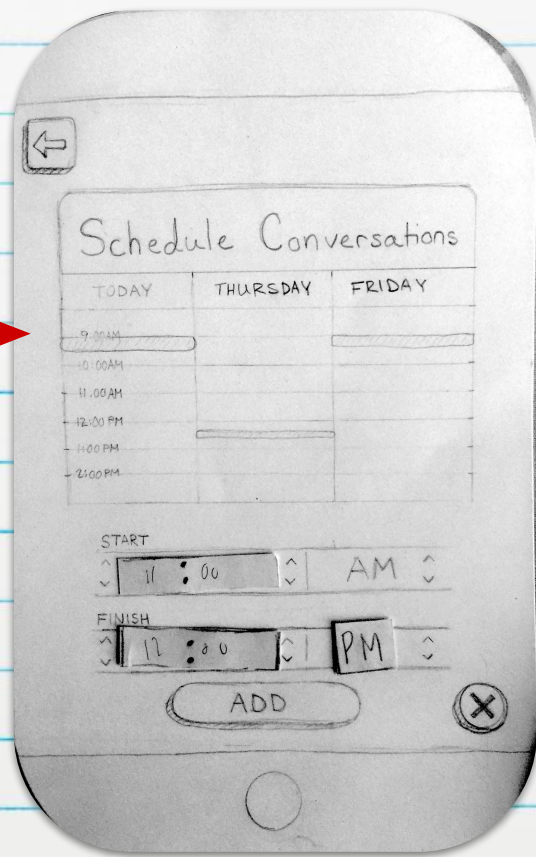
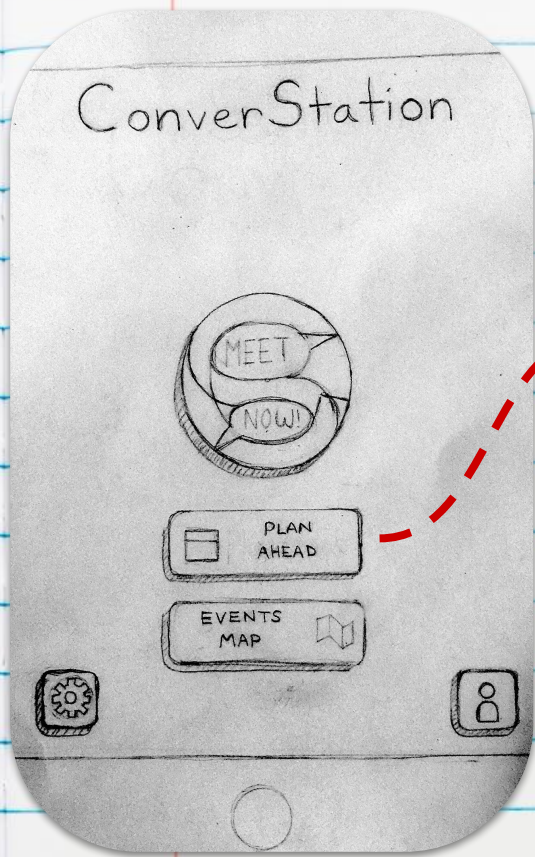


3. TASK FLOWS

Meet → Plan → Gather

MEET





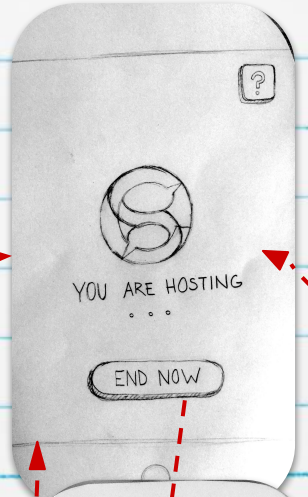
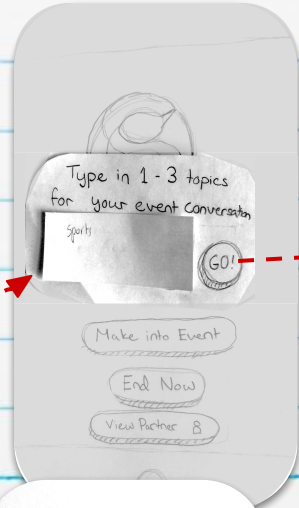
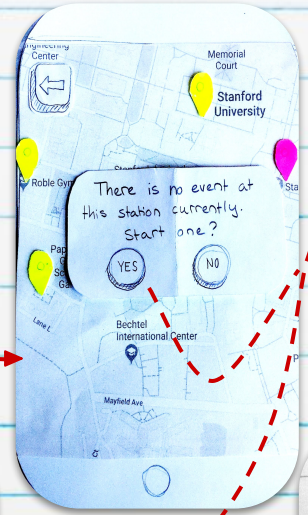
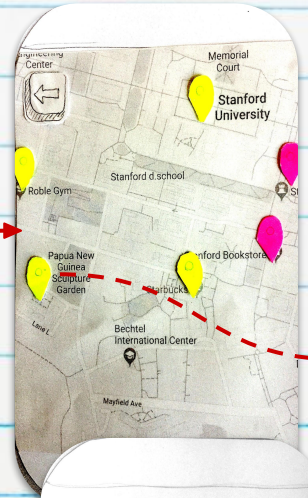
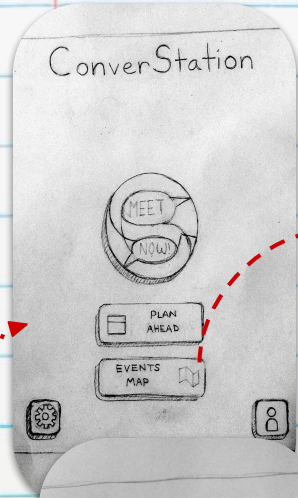
Functionality similar to Google or Apple Calendar. The app will alert you at the scheduled time once it finds you a conversation partner.

See next slide for turning a Conversation into an Event.

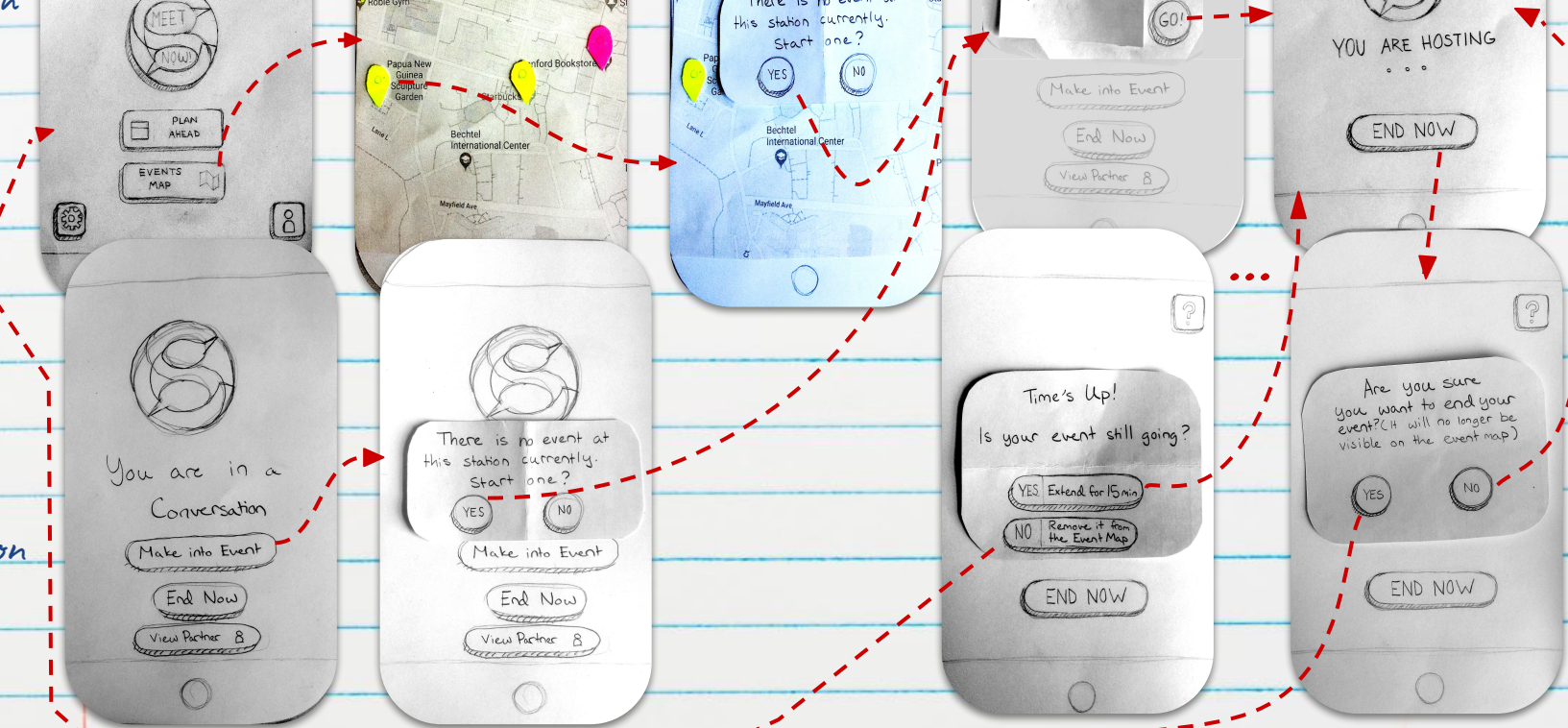
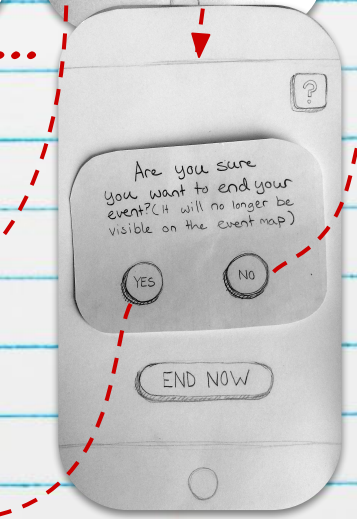
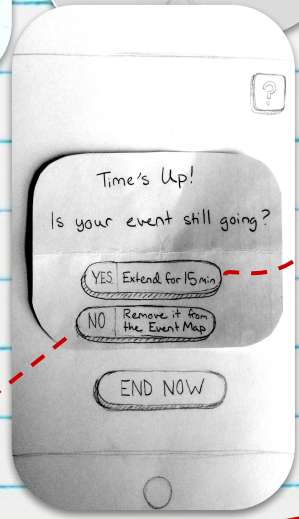
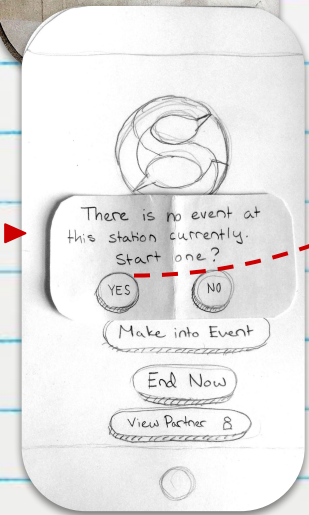
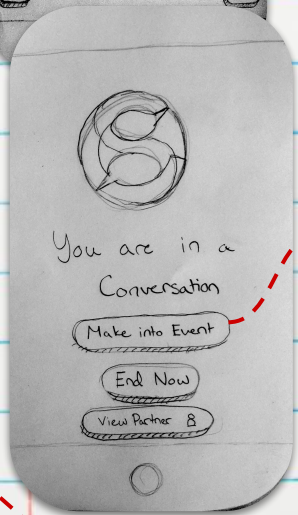
GATHER (MAKE AN EVENT)



From
homescreen



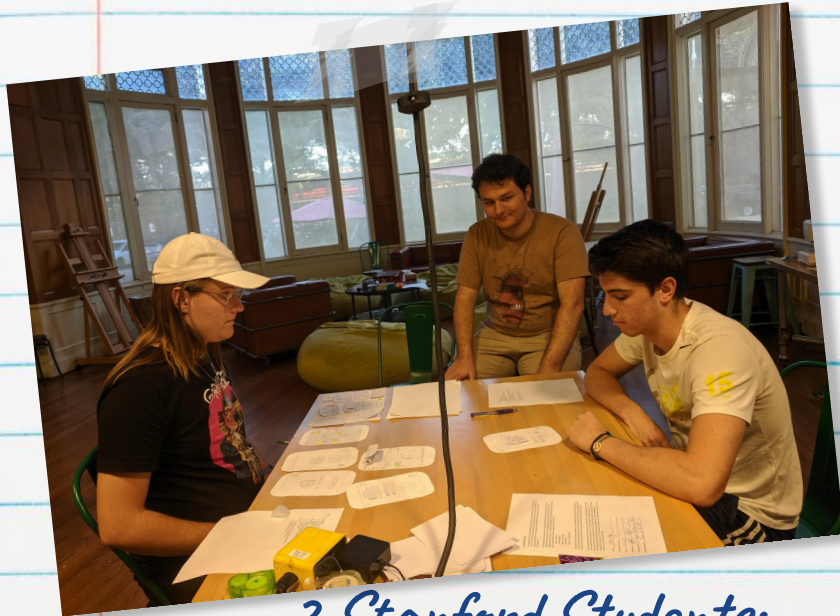
From
existing
conversation



4. EXPERIMENTAL METHOD

2 Stanford Students, 1 Adult (30s) Non-Stanford Student

PARTICIPANTS AND SETTING



Tasks

1. Find a Meeting
 - a. Find someone to meet with
 - b. Go to your meeting
 - c. Request contact info from your conversation partner
 - d. End the meeting
2. Plan ahead
 - a. Schedule a conversation on Wednesday from 7:00AM to 7:20AM
 - b. Go to your scheduled meeting
 - c. Turn the conversation into an event
 - d. End the event
3. Event
 - a. Host an event at your current ConverStation
 - b. Extend the event for 15 minutes
 - c. Cancel the event early

2 Stanford Students:

Juliana + George

in the Roble Maker Space

Adult, Non-Stanford Student: Sid at Tresidder

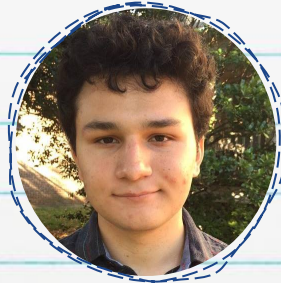
ROLES



Jake R.



COMPUTER



Eli V.



GREETER
+
FACILITATOR



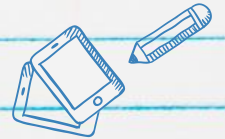
David R.B.



OBSERVER



Fiona H.Z.



PROTOTYPE
ARTIST

5. RESULTS

Confusion about Events: both starting them and their purpose

KEY RESULTS

- All participants correctly tapped "Meet Now" to start a meeting as their first tap. 1 participant hesitated, thinking it might be a logo.

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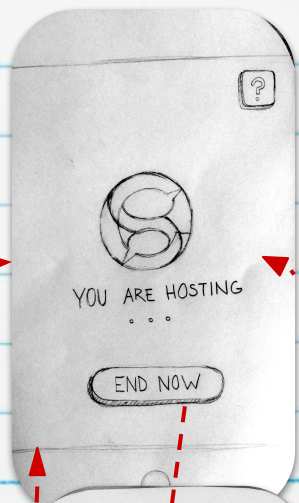
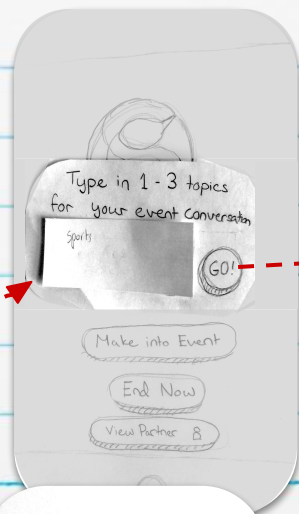
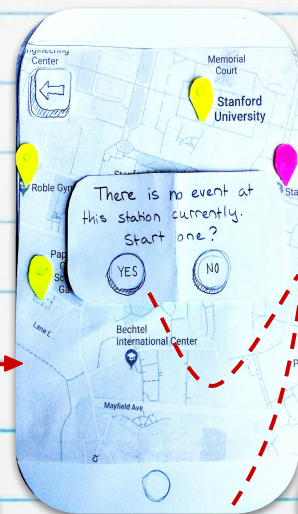
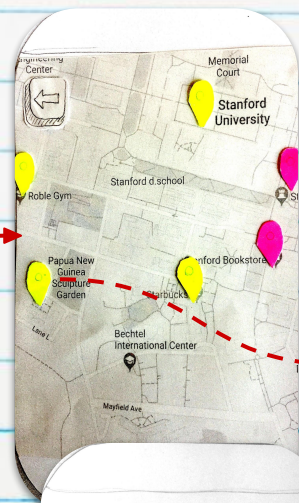
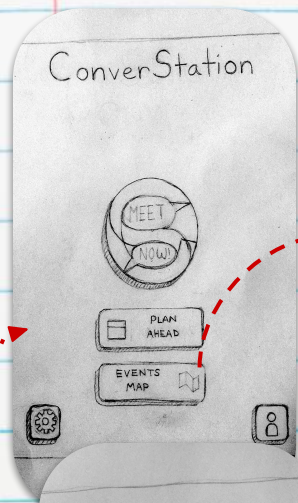
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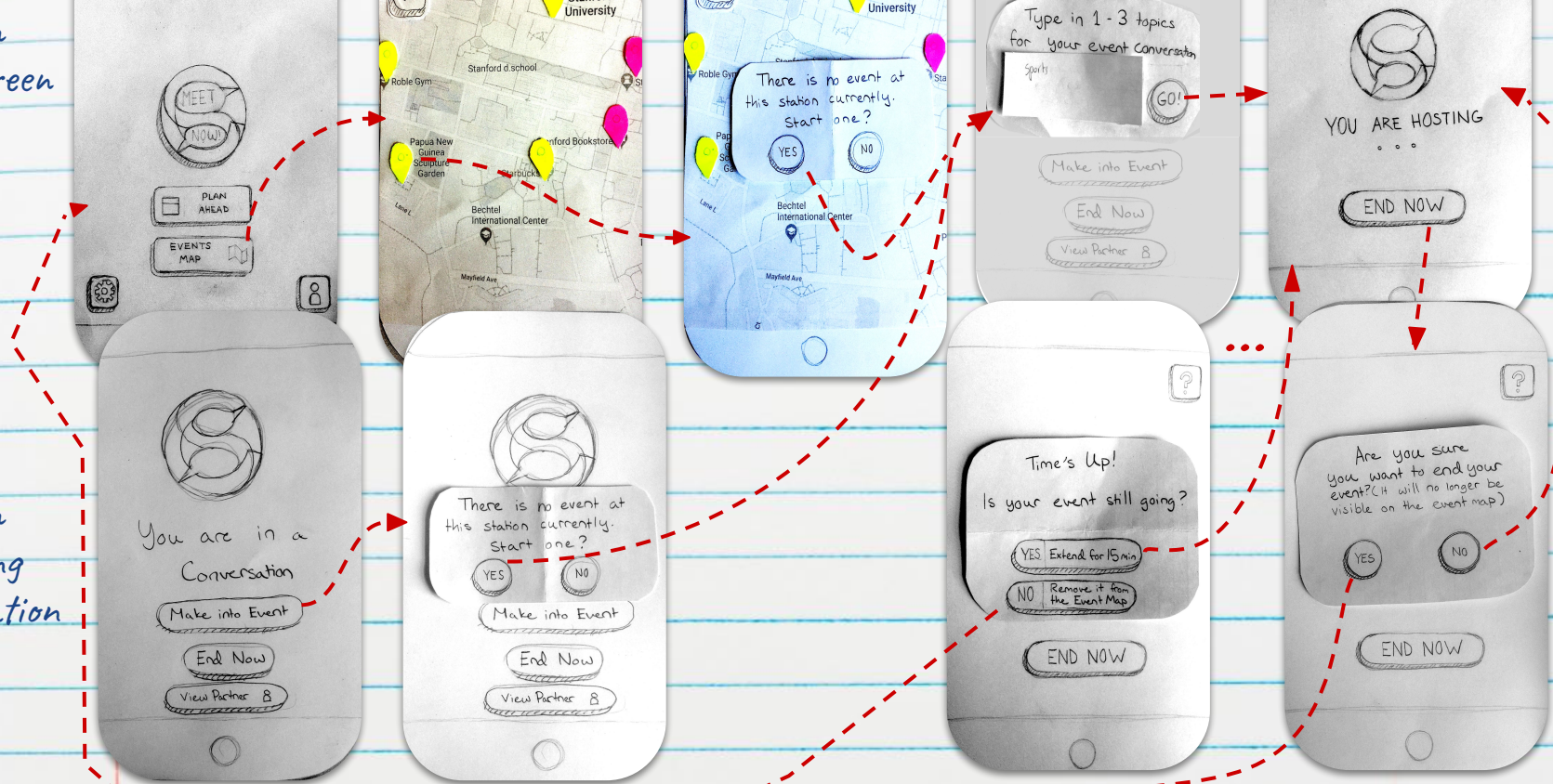
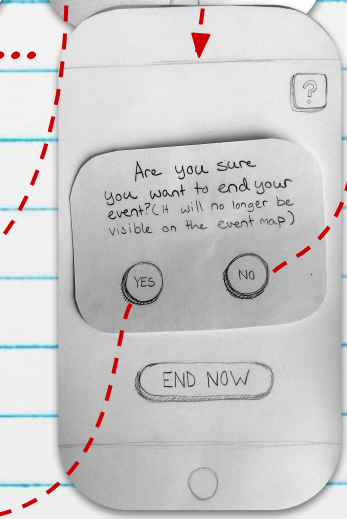
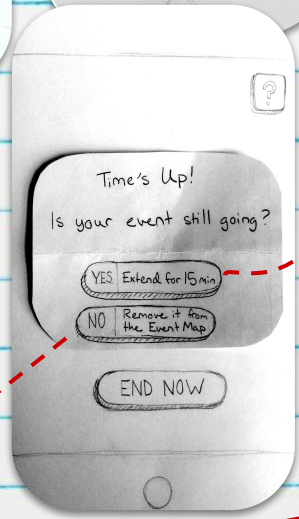
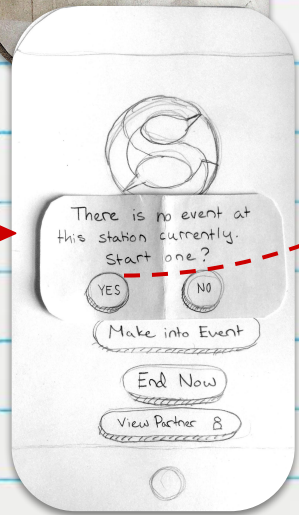
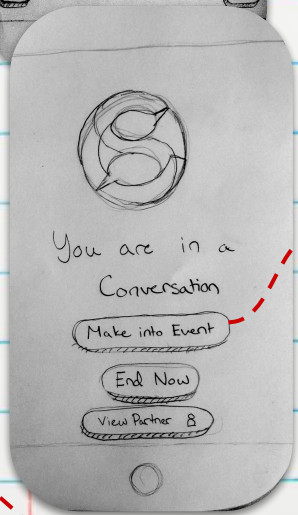
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- All were confused by exterior events which had to be described to them (i.e. walking to a new location, time passing, etc).
- 2 participants found it easier to find a new conversation and turn that into an event rather than figure out how to host one from the event map for task 3
- All participants had trouble understanding how to host an event from the event map. 1 figured it out eventually. 1 went to the screen but didn't try tapping the location markers. 1 never visited the screen. All were confused about what an "event" is when instructed to host one.

UNDERSTANDING THE EVENT TASK FLOW

From
homescreen



From
existing
conversation



6. PLAN

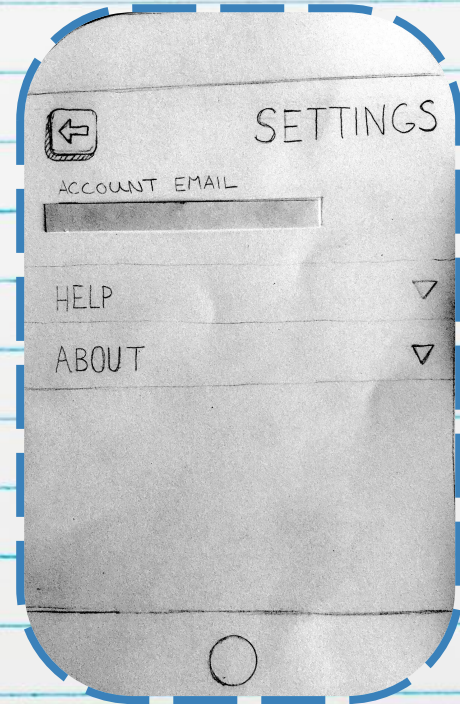
Change Event Terminology + Add more tutorial and help text

CHANGE EVENT TERMINOLOGY

Participants were confused on what exactly events were. Changing our terminology from "events" to "group conversations" might help to reduce this confusion.

MORE TUTORIAL AND HELP TEXT

In our paper prototype we did not fully implement a planned "Help" feature on the settings page. Such a feature would give a description of the purpose of the app as well as, potentially, a walkthrough of the key possible activities: meeting, planning, and hosting. This would help users to understand both the function and the purpose of the app.



SUMMARY

5 Interface Ideas (3 static + 2 mobile) → 1 Smartphone App Prototype

3 Participants (2 Stanford Students + 1 Adult Visitor to Campus)

3 Tasks: Meet → Plan → Gather (Make an Event)

Participants generally liked the UI, but found Events confusing and were left questioning the purpose of the app.

Plan: Change our terminology surrounding "Events" possibly replacing that term with "Group Conversations", and generally add more help features to the app to elucidate function and purpose.

