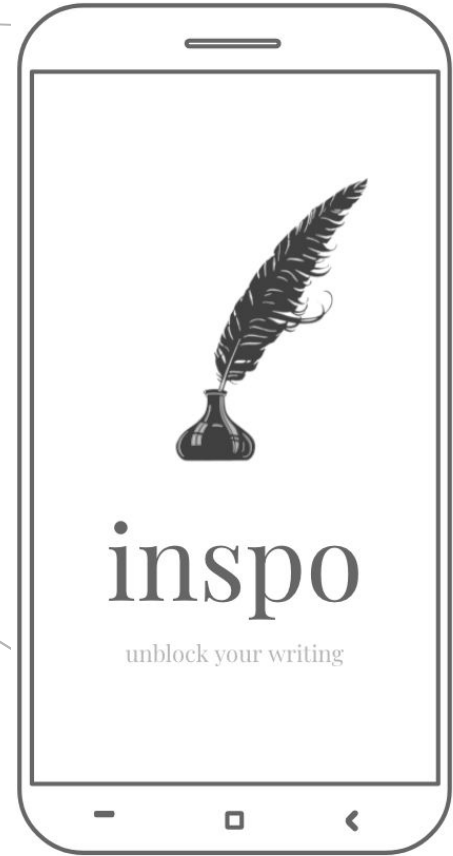


Med-fi Prototype

team euphoria
assignment 6



team euphoria



david e. '21



sam m. '22



jake w. '21



anatole s. '20

Value Proposition

| Unblock your writing.

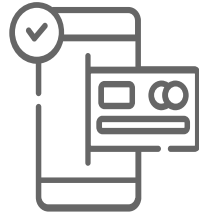
The Problem

| Writer's block is an age-old problem, plaguing all creators alike, from novelists to song-writers to poets. Every individual has a different process for how they generate their ideas, but it's clear that a few prevail in consistently inspiring creativity when it just won't come.

Our Solution

| Inspo provides writers with prompts, old writing samples, and a minimalist workspace for creators not just to write, but to thrive. Our hope is that we'll be able to create the most conducive space for artistry and imagination that makes writing more intuitive and empowers creators with tools they need to inspire creativity and fuel the writing process.

tasks



our revised core tasks



Simple task: Choose a story in your drafts section and share it.



Moderate Task: Create a new work either as a standalone or using a prompt as inspiration.



Complex Task: Go to your writing graveyard, choose a work you've already written, and edit it

our overarching change

we wanted to focus much more on this 3 group segmentation of revision, creation, and sharing. by redefining our tasks, we're able to execute a task in each group.



Simple task -> *Sharing* -> Choose a story in your drafts section and share it.



Moderate Task -> *Creation* -> Create a new work either as a standalone or using a prompt as inspiration.



Complex Task -> *Revision* -> Go to your writing graveyard, choose a work you've already written, and edit it

simple task: choose a story in your drafts section and share it.



****change:** we changed this task from just writing to choosing a story and sharing it, as we believe the sharing process is much easier than the writing process in the context of inspo.

moderate task: create a new work either as a standalone or using a prompt as inspiration.



****change:** originally the simple task, this task has now been modified to show that the writing process can be approached from two ways. when choosing to write a new story, the user can choose to generate a prompt in the writing document itself, but doesn't have to go through a separate flow to get a prompt

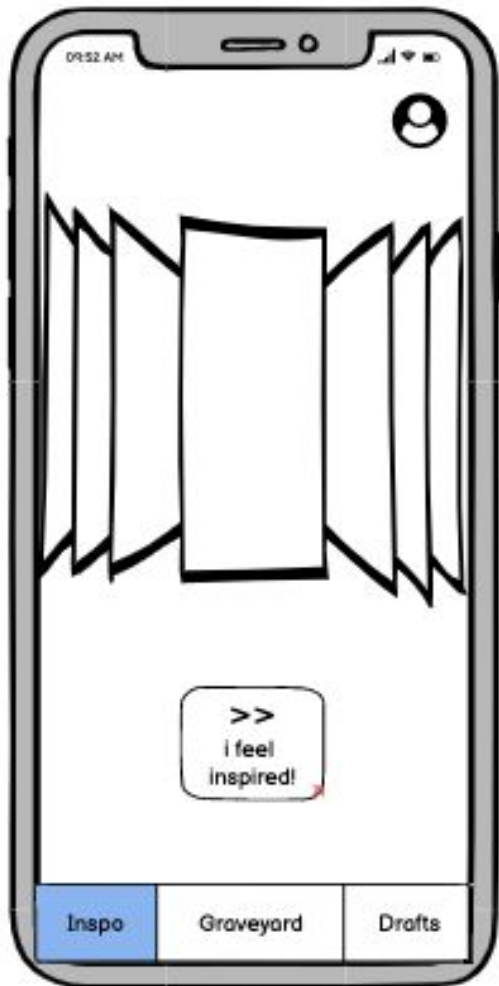
complex task: go to the writing graveyard,
choose an abandoned work, and edit it.



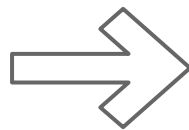
****change:** this was originally the moderate task but has been changed to reflect the comparative complexity to the other two tasks.

revised interface design





design change #1:



combination of
graveyard/prompts





before:

Users struggled with understanding the **point of the graveyard**, and it was clear that having the graveyard as its own separate tab didn't make sense. Prompts was also a little cumbersome, as **users had to pick a prompt** before beginning the writing process, which many didn't like.

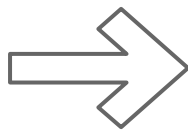


after:

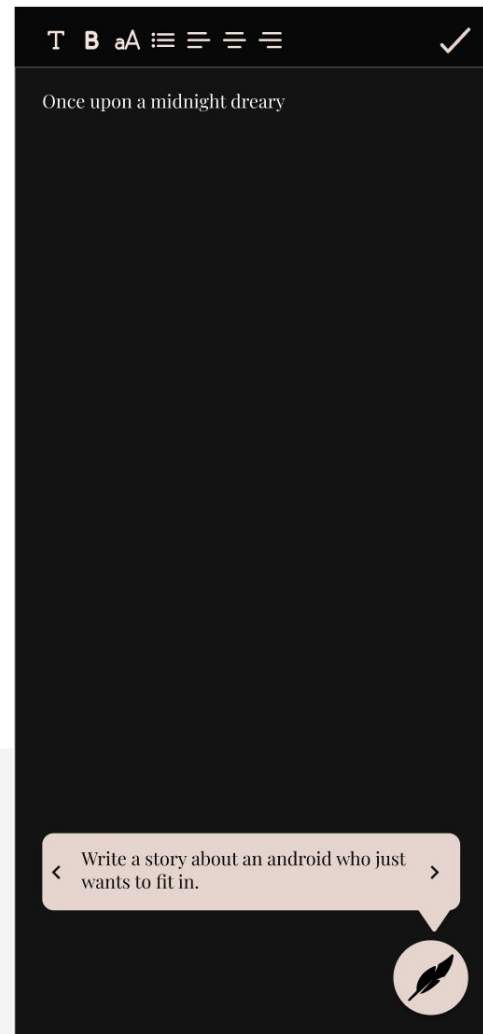
We combined both the graveyard and the prompts into one tab called “inspiration” that serves as the **hub for generating creativity**. We wanted to have one place where if users needed inspiration, they could look at old works or use prompts, making it much more intuitive about when to use that tab.



design change #2:



change of prompt
display





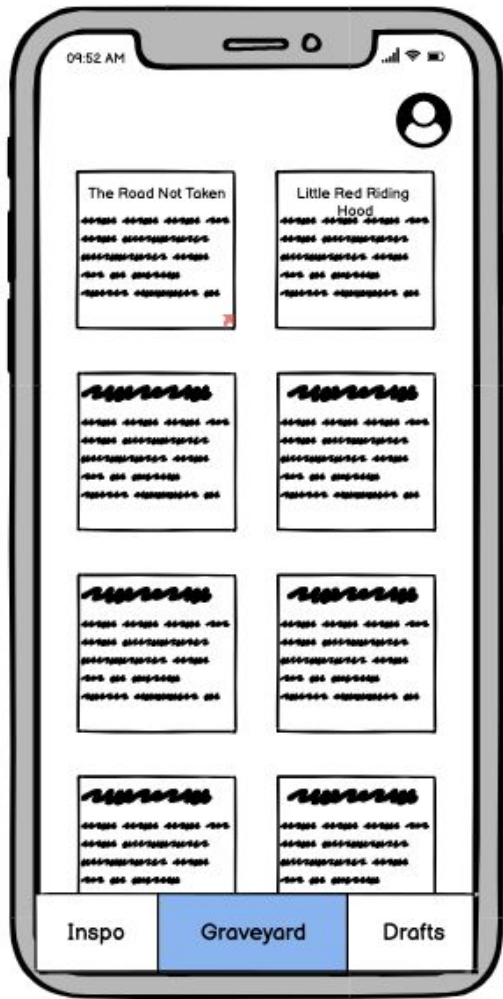
before:

The prompt feature forced a writer to be **constantly reminded** of the prompt and **confined to a writing space** with the prompt at the top. It also made it **difficult to switch prompts** in the middle, so even if a prompt had been exhausted or the user didn't want to use it anymore, they had no way of getting rid of it.

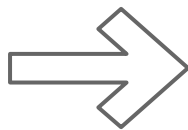


after:

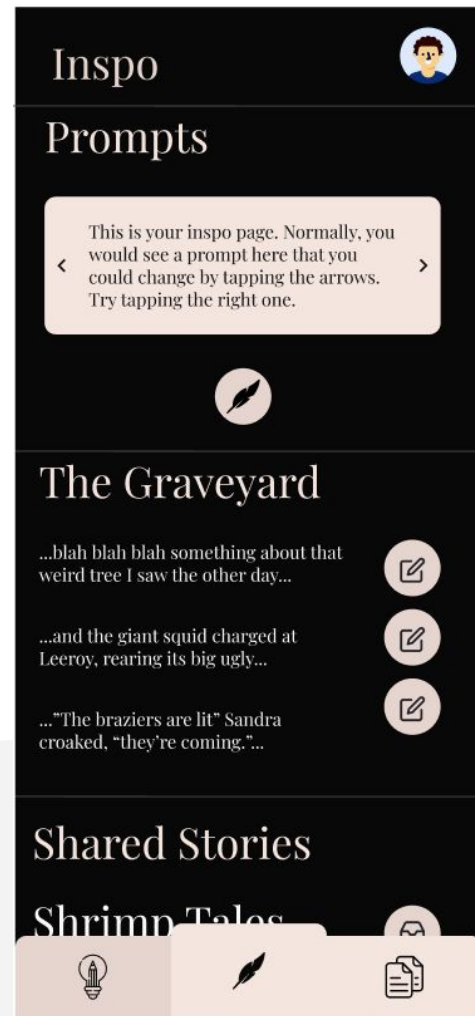
We created a quill button at the bottom that allows for inspiration to be sought in the middle of writing a new draft, and offers **easy browsing** through other prompts with the different areas. The prompt can also be **minimized** by re-clicking the button.



design change #3:



graveyard view





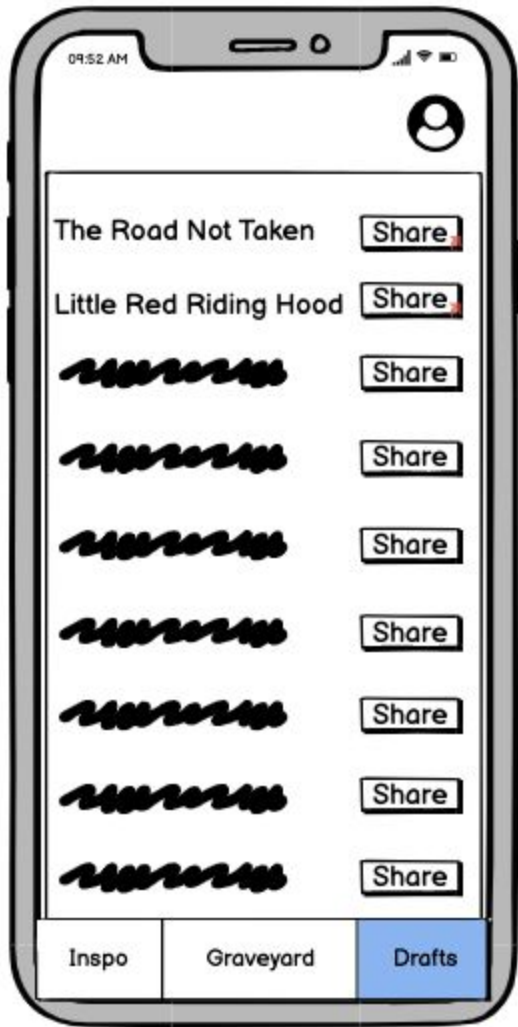
before:

The graveyard tile view was cute in theory but made it **difficult to actually see** the stories & titles, especially on a phone. The graveyard in the way it was currently created also made it **easy to confuse** for unfinished works that would instead make more sense to categorize as drafts.

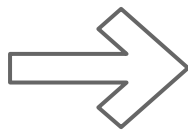


after:

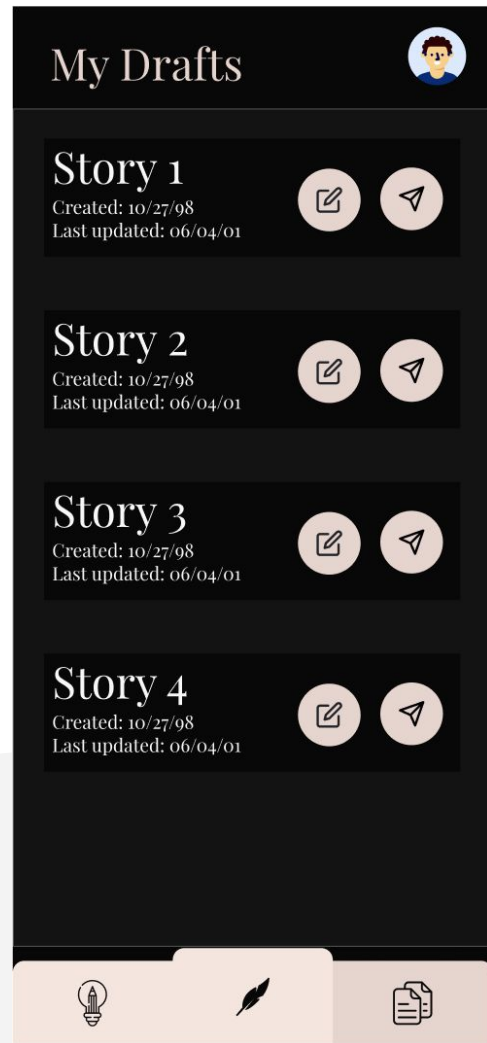
We created a **list view** for the graveyard in the inspiration tab that made it much less similar to the drafts and much more **focused on abandoned lines or phrases** that could be used to inspire new work.



design change #4:



editing accessibility
and details from drafts





before:

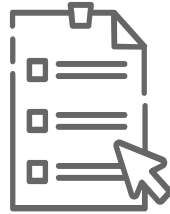
The drafts only had **one button** which was to share. There was **no editing accessibility** from the drafts, and also gave no details about the actual work itself / the date last edited.



after:

We created a **new button palette** to facilitate both editing and sharing. We also included a **“date created” and “date last edited” tag** to each story to encourage individuals to reflect on which stories were most recently edited and ready to share.

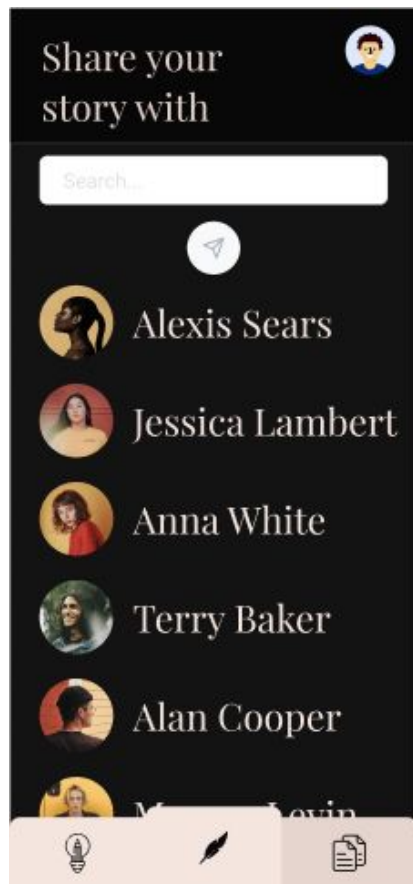
med-fi task flows



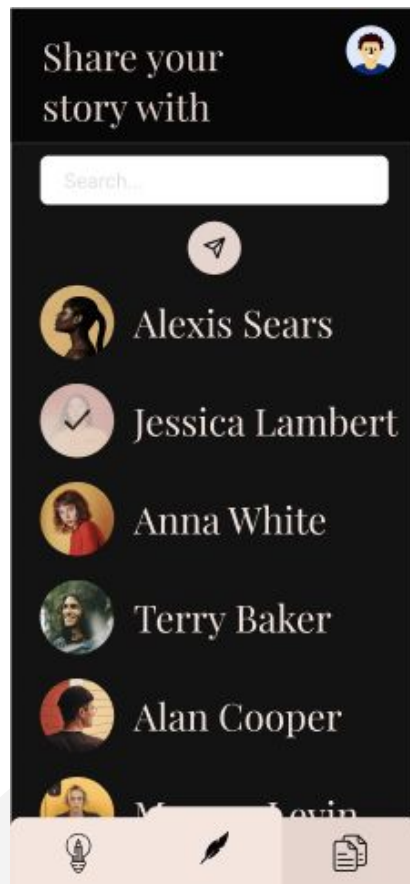
simple task: share a draft



choose a story



browse sharing options

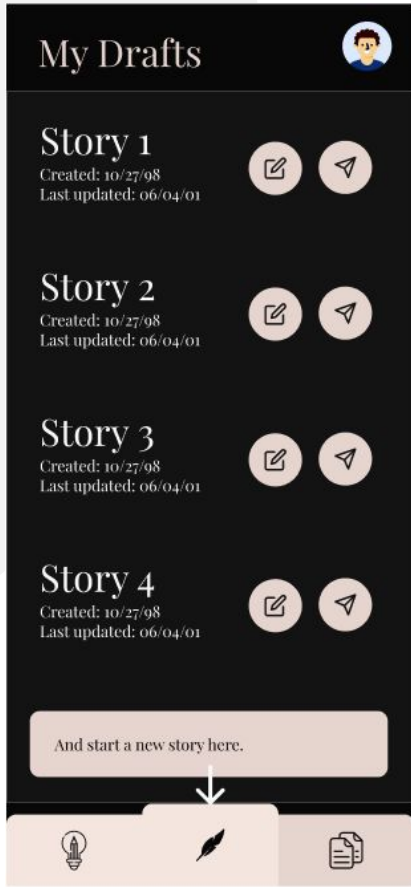


pick a person

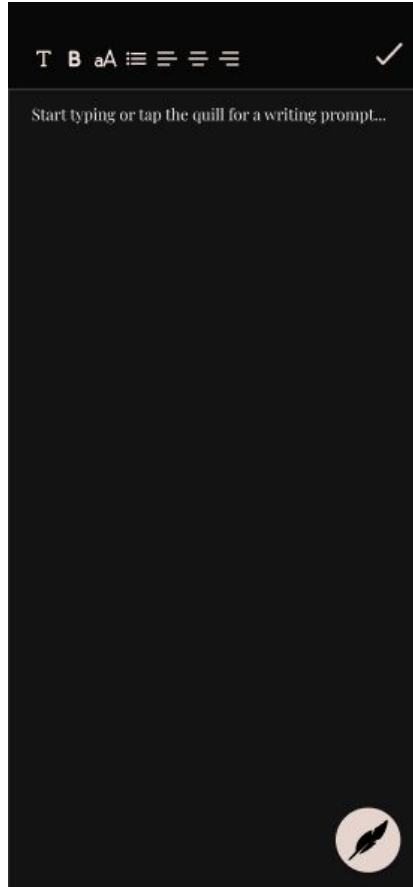


get the confirmation

moderate task: create a new work (way 1)



click quill



write w or w/o prompt



pick title

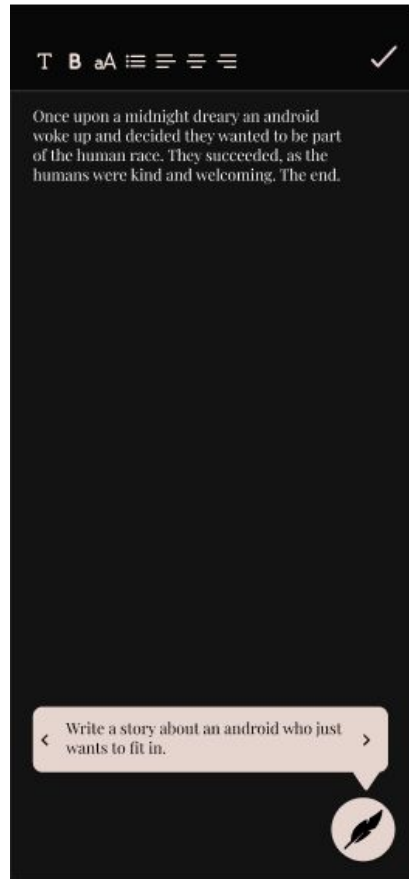


choose where to save

moderate task: create a new work (way 2)



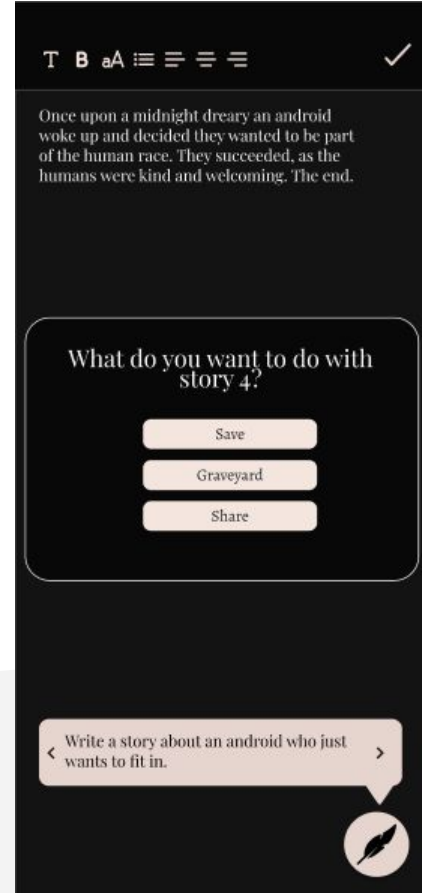
go to inspo



choose a prompt



pick title

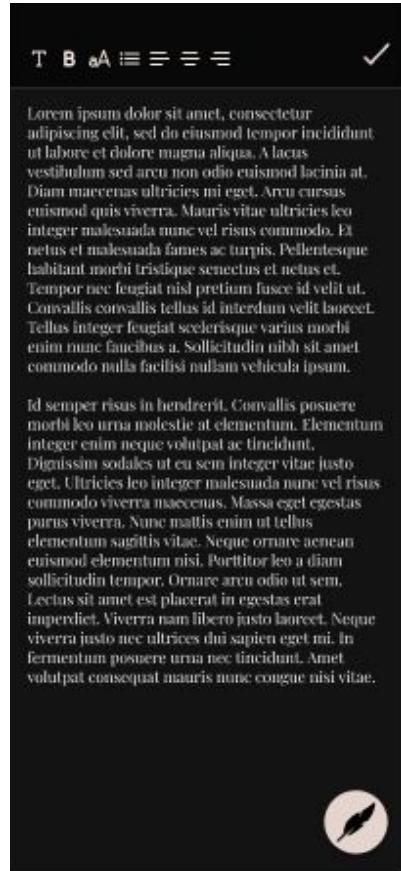


choose where to save

complex task: revise a work



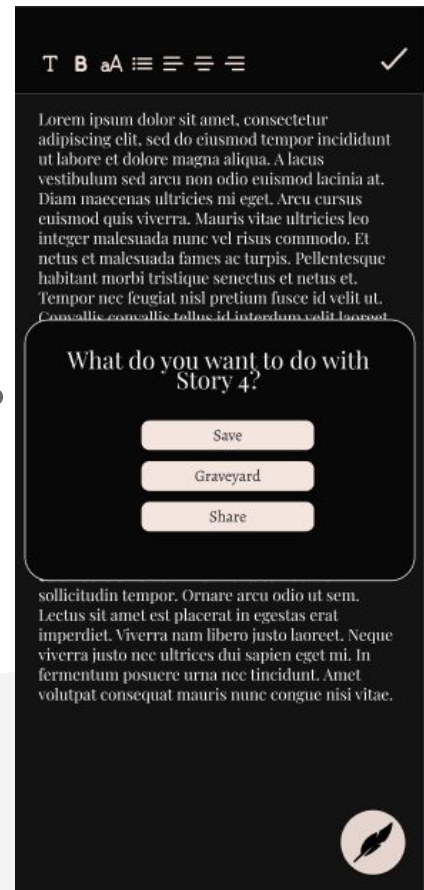
choose a story



edit/add to the story



rename the story if want



choose where it goes

our prototyping tool



Figma



pros:

1. Real-time collaboration across team
2. Reusable components and easy to update design system with fonts and colors (we changed this so many times)
3. Community feature made it easy to be inspired and find components



cons:

1. Smallest variations required entirely new wireframes
2. Difficult to explore actual user functionality beyond just clicking things - like real time writing!
3. Hard to create original graphics

limitations

the prototype fails to encapsulate the one thing the app is really about: the **creation** of content & the **writing experience**.

it also...

1. Doesn't include access to the wide database of prompts the actual app will have. Instead it includes a few preloaded ones.
2. Doesn't display the proper animations when certain buttons are pressed like the popping in and out of the prompt.
3. Has some incorrect selection instances when jumping from wireframe to wireframe due to the sheer magnitude of small variant wireframes that would be required (for ex: the exact prompt the user chose out of 5 being the one displayed when writing)

~ wizard of oz techniques ~

1. Success banners

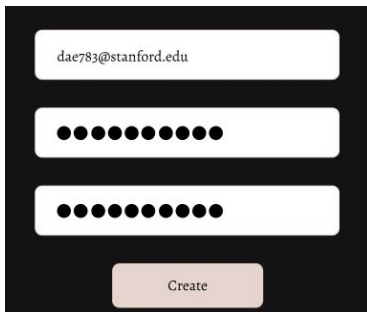


2. The login page



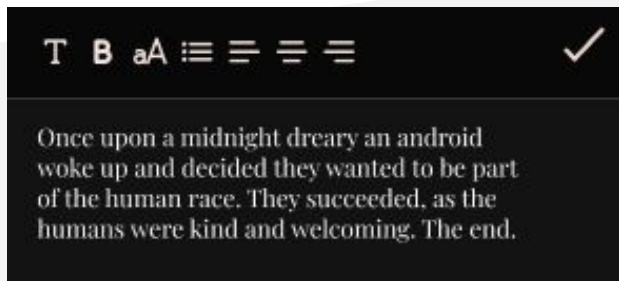
3. Friends sharing works with user



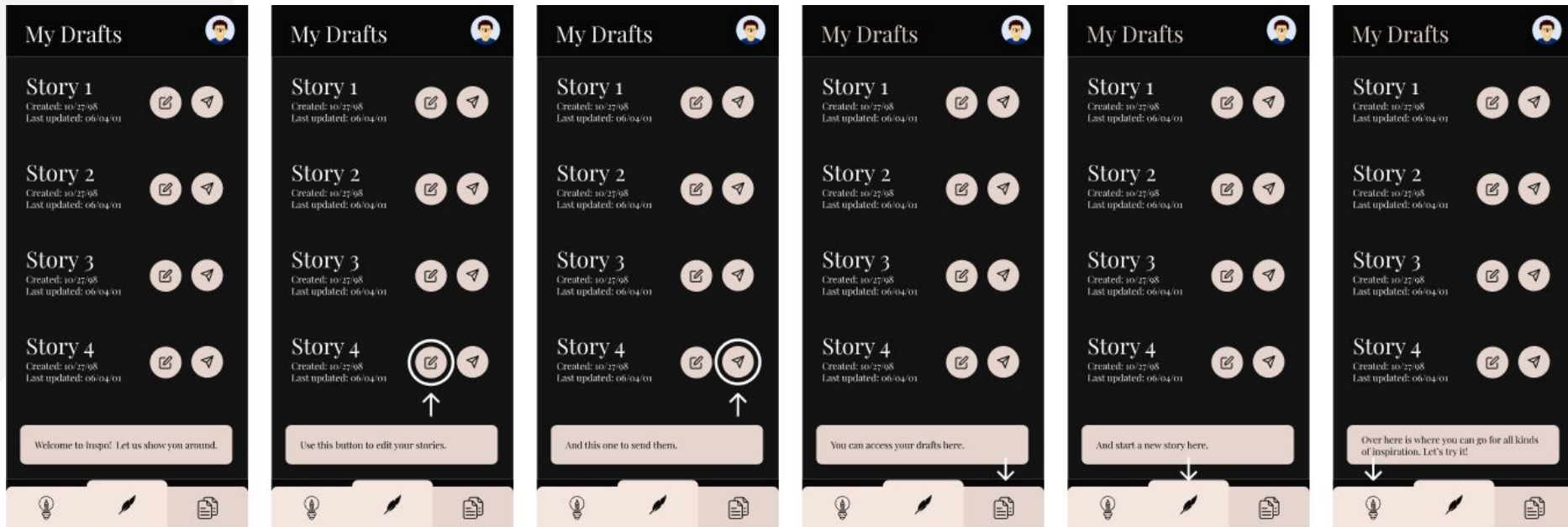


hard coded features

1. User's drafts
2. User's friends
3. User's login info
4. User's written story
5. User's assigned title



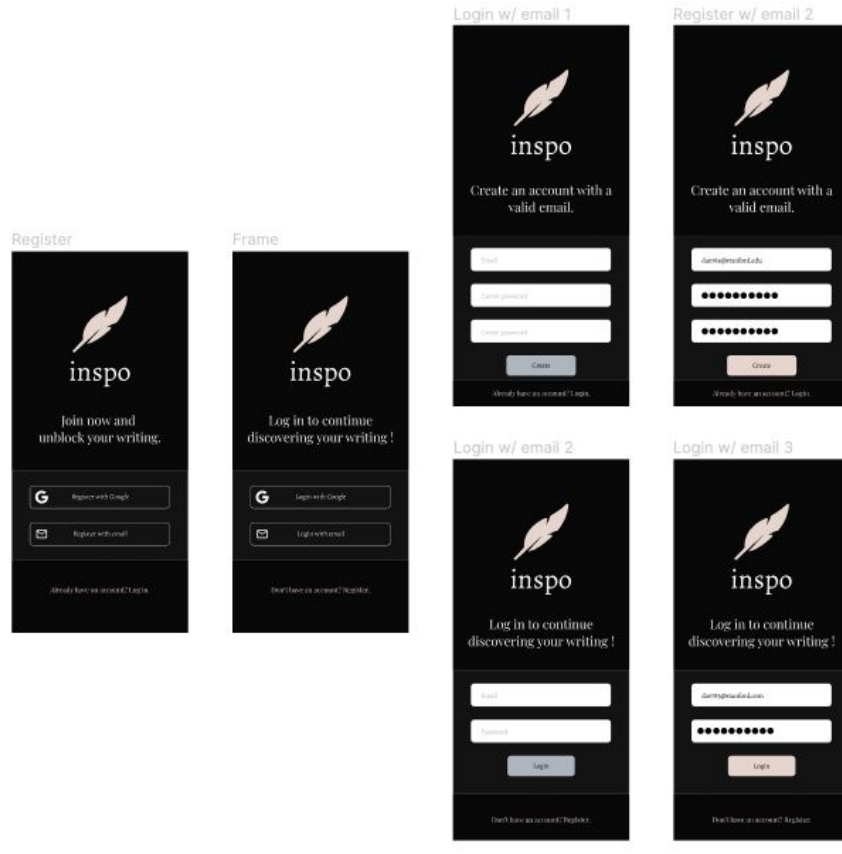
other flows: onboarding process in drafts



other flows: onboarding process in inspo tab



other flows: login process



other flows: login process

Register



Frame



Login w/ email 1



Register w/ email 2



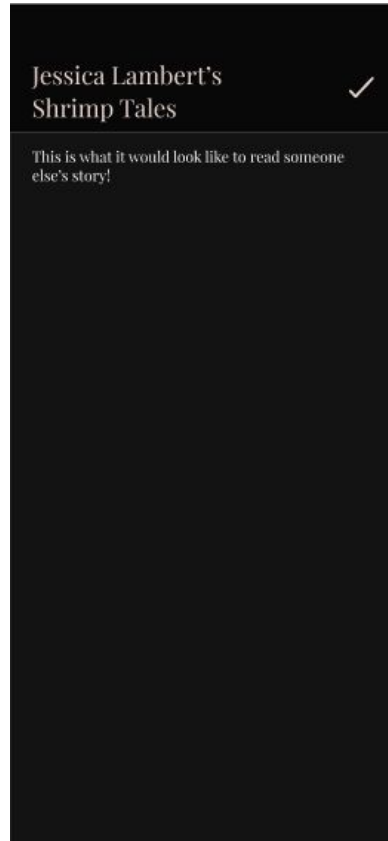
Login w/ email 2



Login w/ email 3



other flows: exploring a friend's work



our link

<https://www.figma.com/proto/ppEaWYjtRMic2qQgKqaSsG/med-fi?node-id=55%3A1141&viewport=-121%2C87%2Co.4683326482772827&scaling=scale-down>