



Spotter

Med-Fi Prototype



Value Proposition

The weight off your shoulders



The Problem

Beginners are often too intimidated to ask for help at the gym out of fear and guilt of wasting an experienced gym-goer's time

The Solution

We aim to empower beginners to seek help at the gym by highlighting experienced gym-goers ("Spotters") who are voluntarily willing to help



Simple Task: Being recommended a Spotter

Changes from lo-fi prototype:

- Updated wording to be shorter and more concise
- Incorporated endorsement feature to end of task

Moderate Task: Browse through different Spotters

Changes from lo-fi prototype:

- Updated wording to be shorter and more concise

Complex Task: Adding and viewing notes

Changes from lo-fi prototype:

- Formerly was “Endorse a Spotter”, but couldn’t stand alone from simple task
- Changed to a note-taking feature
 - Can aid beginners with retaining what they have learned from Spotters



Revised Interface Design

Major Change #1: Adding of Home Screen

Before:

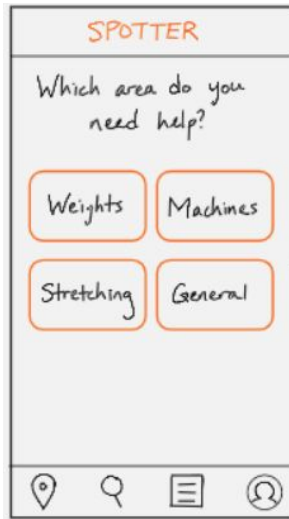
- The first screen of the “Recommend me a Spotter” task acted as the “home” screen
- There was no centralized home screen where the user could see their check-in status or navigate to other parts of the app

After:

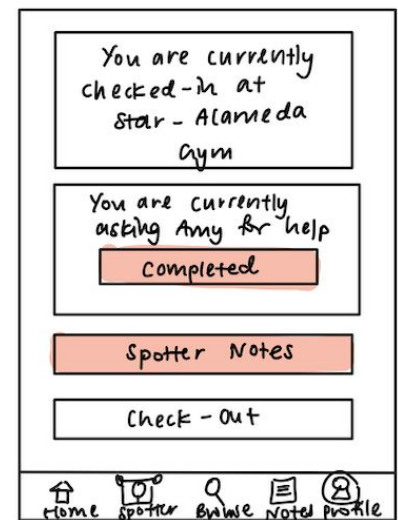
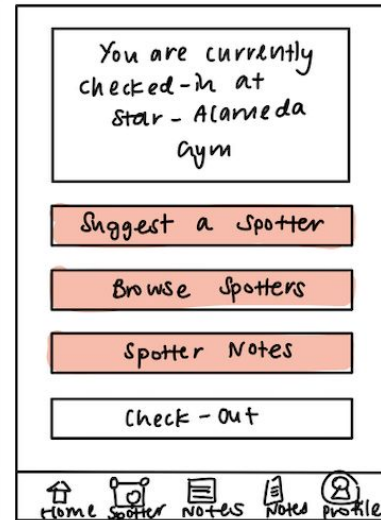
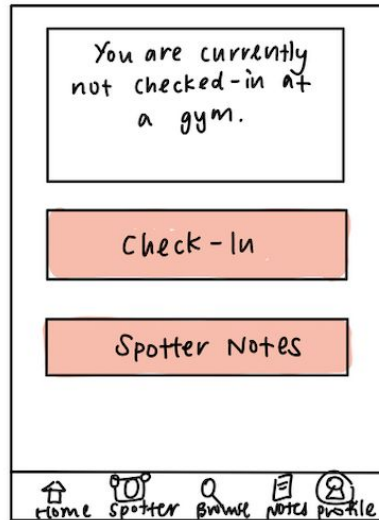
- Added a home page where user could navigate to other features of the app
- The homepage would update itself based on the user’s past activities

Major Design Change #1: Adding of Home Screen

Before



After



Major Change #1: Adding of Home Screen

Rationale:

- Testers were forced to go down the path of the “Recommend me a Spotter” task flow as the first page of that task flow was the default “home” page in our low-fi prototype
- Testers felt lost at the end of a task flow as they did not know where to go back to
- Testers wanted a centralized location through which they could navigate other parts of the app and see information based on their past activity on the app

Major Change #2: Adding Notes Feature

Before:

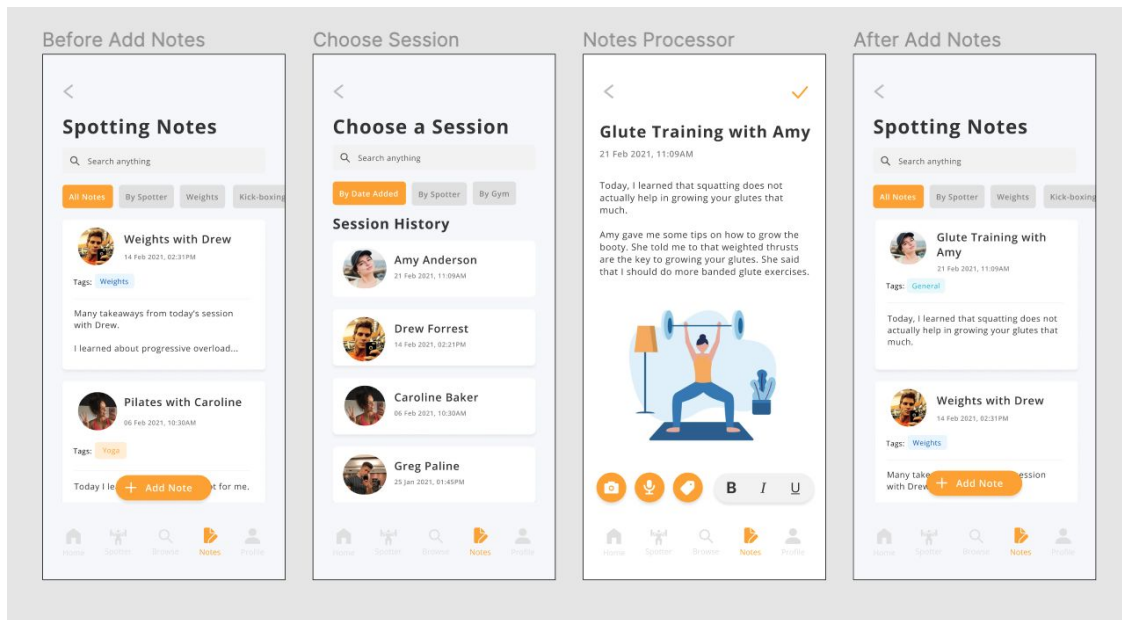
- Complex task was endorsing Spotter after session was complete
- Had no feature where users could take down notes

After:

- Changed complex task to be the taking of notes after a session
- Users can take down notes and tie each note to a previous Spotting session
- Users can also tag notes and search through tags to find relevant notes

Major Change #2: Adding Notes Feature

After



Major Change #2: Adding Notes Feature

Rationale:

- Originally, the complex task of endorsing a Spotter followed right after the Simple task of finding a recommended Spotter; was not a separate task in and of itself
- Following our mission of empowering beginners at the gym with knowledge, it is crucial to have a feature where beginners could log down notes and learnings, so that they did not have to ask the same Spotter the same questions again and again, which could be embarrassing

Major Change #3: Suggest a Spotter Card Revamp

Before:

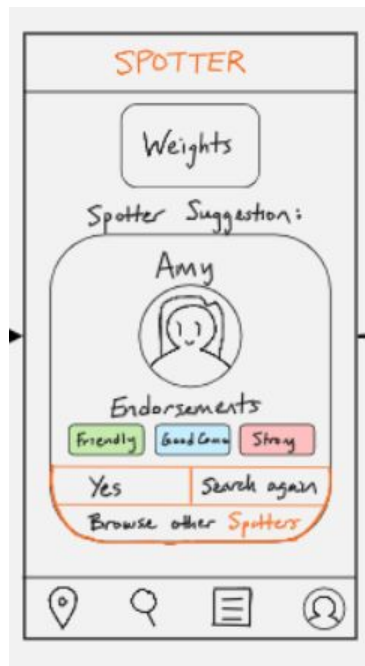
- “Recommend me a Spotter” profile cards had three buttons the user could interact with: (1) Yes, (2) Search again, (3) Browse other Spotters

After:

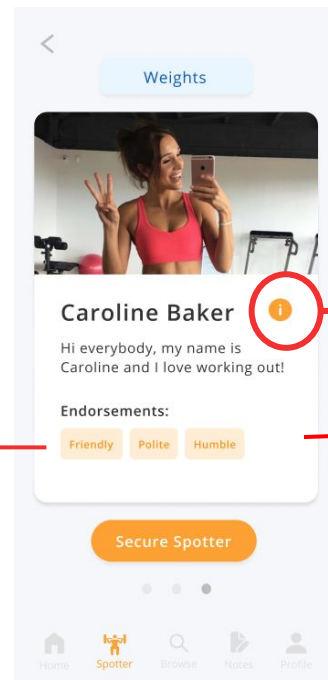
- Replaced “Search again” button with swipe functionality; users can swipe left to see more suggested Spotters, or swipe right to see previous options
- Removed “Browse other Spotters” button
- Added info button so users can see more information on Spotter’s profile

Major Change #3: Suggest a Spotter Card Revamp

Before



After



More info

Swipe right to see previous suggestion



Swipe left to see another suggestion



Major Change #3: Suggest a Spotter Card Revamp

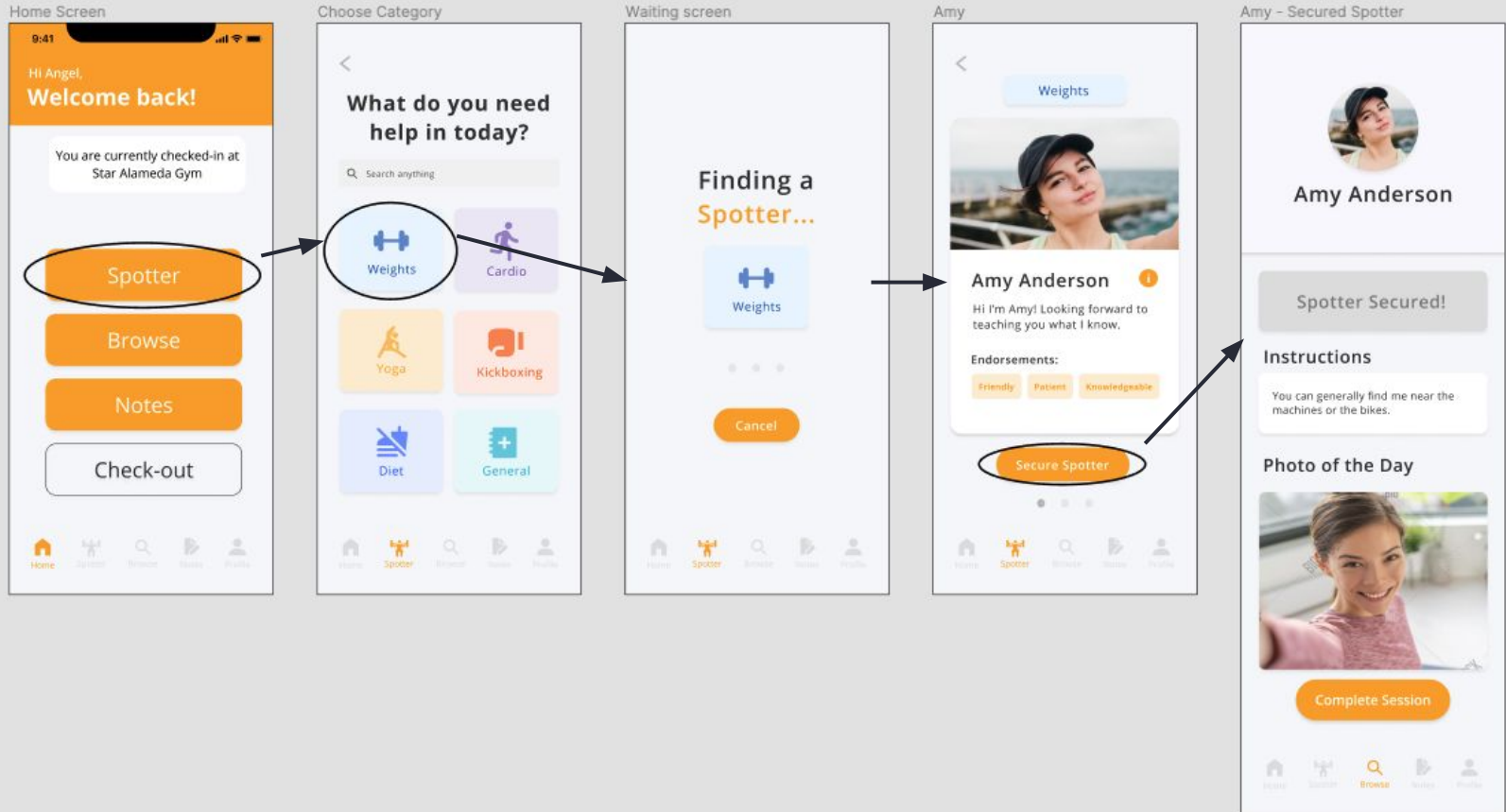
Rationale:

- Testers thought that the “Search again” button would bring them back to the start of the “Recommend me a Spotter” task flow, instead of bringing up another suggested Spotter
- “Browse other Spotters” button is redundant given Browse button on bottom navigation bar
- It was unintuitive to click on the Spotter’s picture to the Spotter’s profile; we added an explicit button to see more info

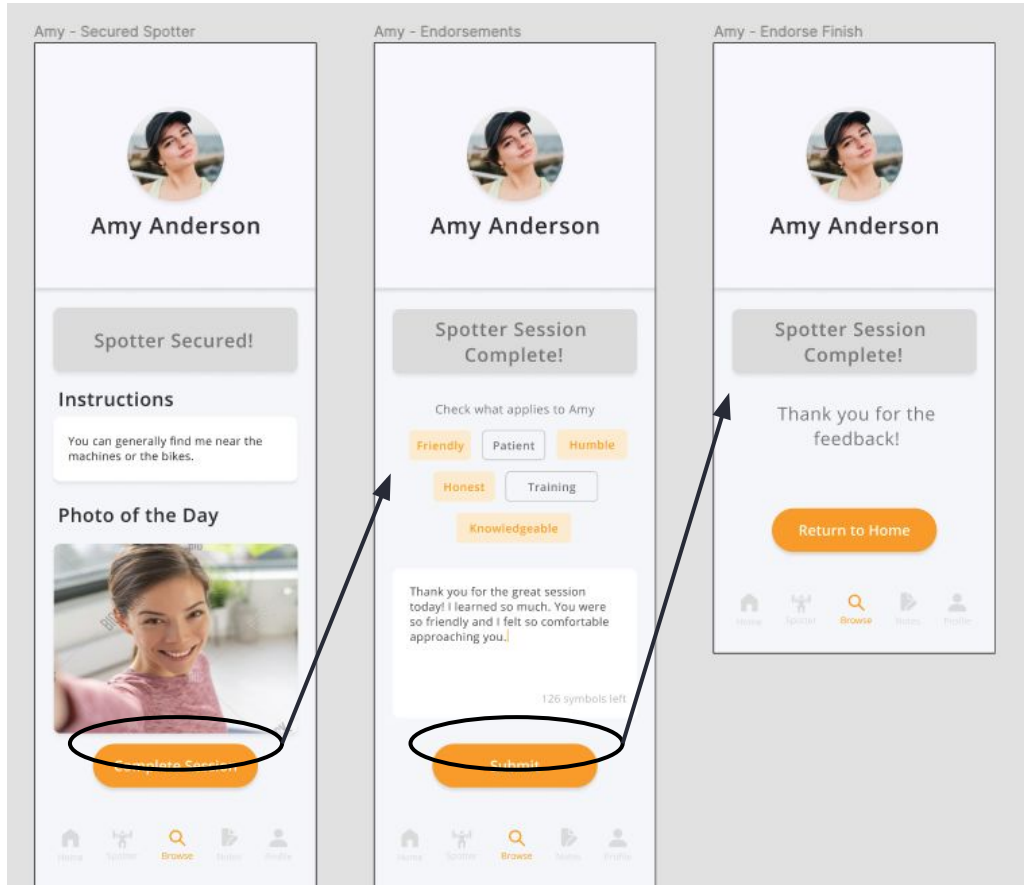


Storyboard Task Flows

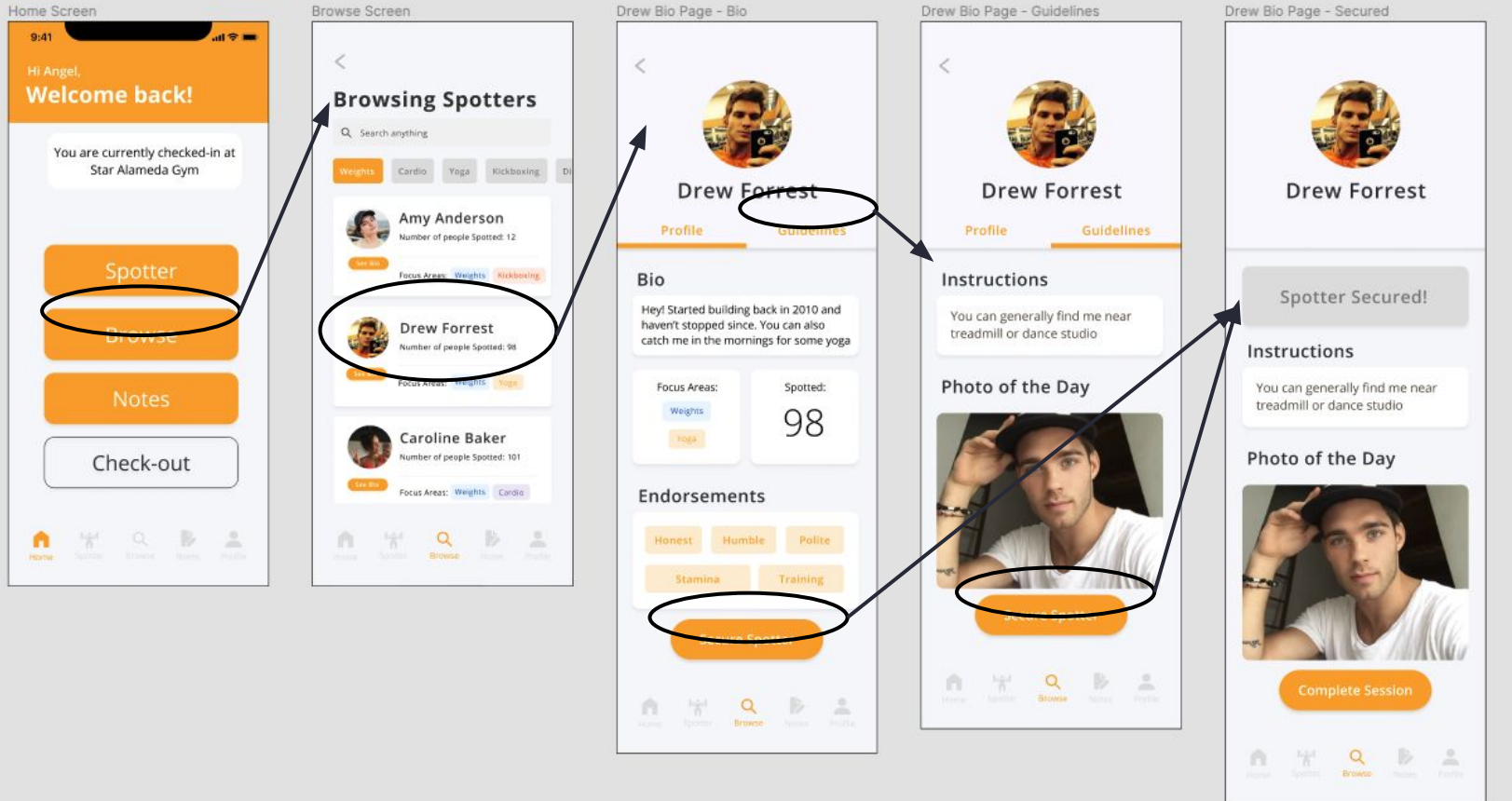
Storyboard for Task Flow #1a: Receiving a suggested Spotter



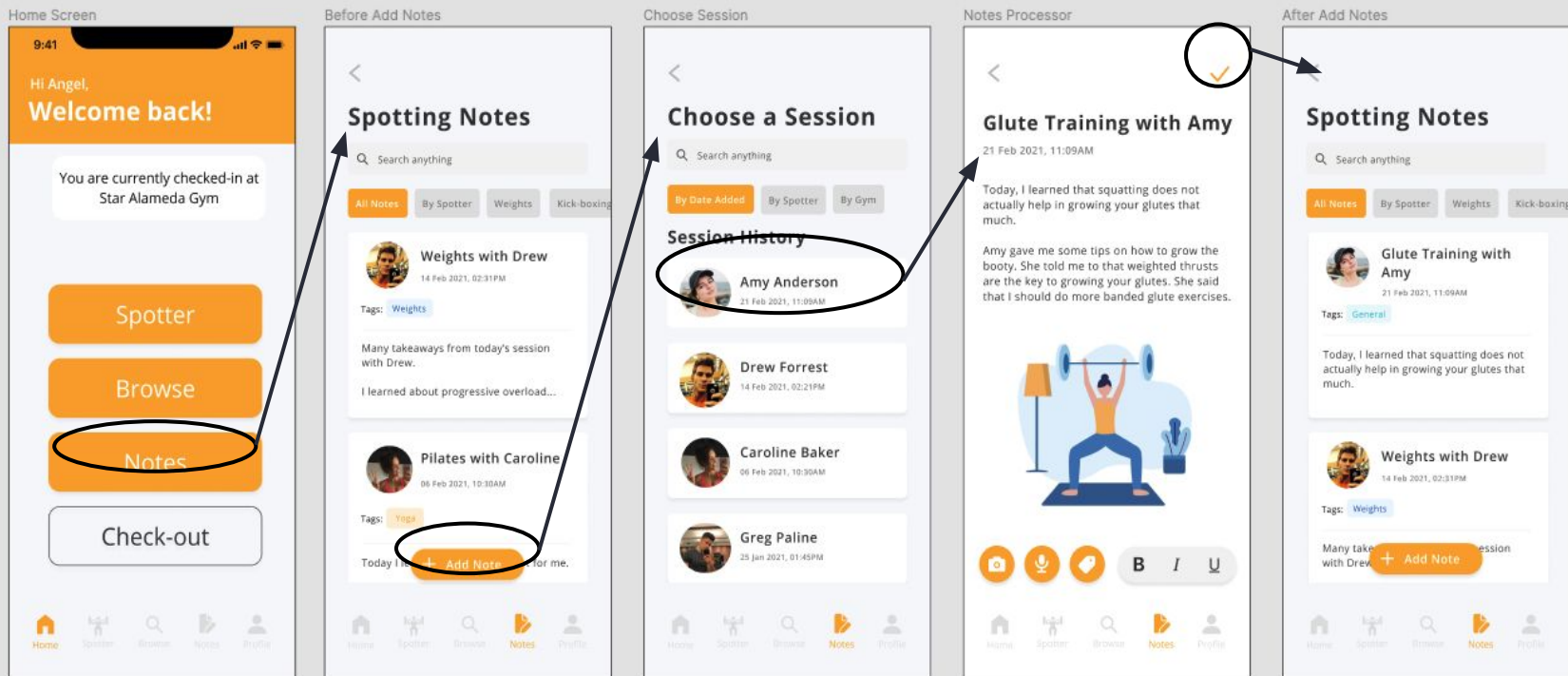
Storyboard for Task Flow #1b: Securing suggested Spotter and providing endorsements



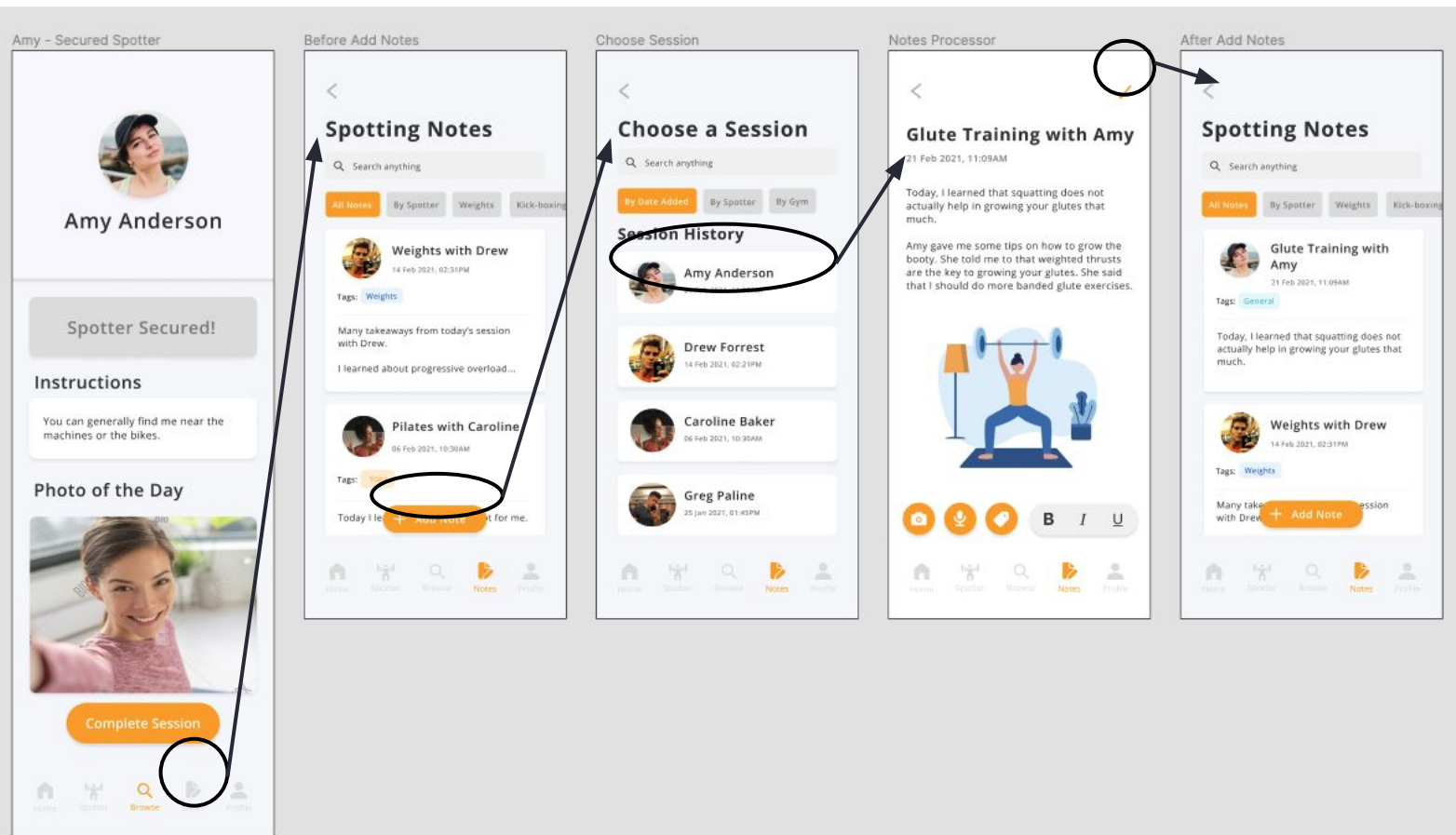
Storyboard for Task Flow #2: Browsing list of available Spotters



Storyboard for Task Flow #3a: Adding notes from Home Screen



Storyboard for Task Flow #3b: Adding notes while receiving help





Prototype Overview

Design & Prototyping Tools

We drew out initial designs and mockups on paper and used Figma for prototyping

Pros

- Collaboration
- Plugins
- Positioning of items
- Colors

Cons

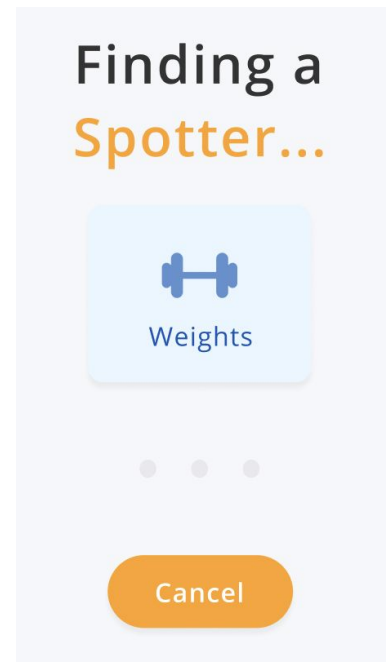
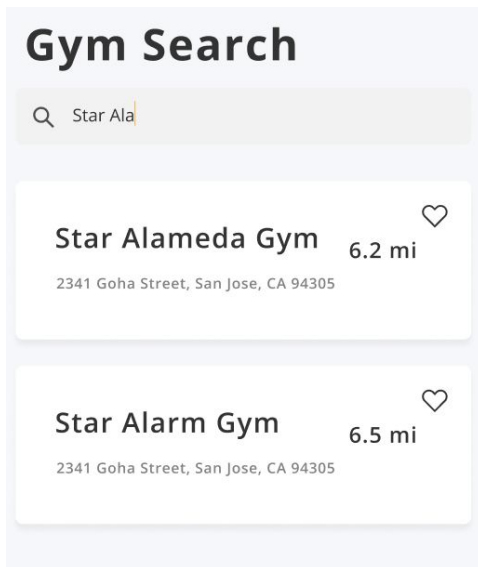
- Interactions are limited
- No state management
- Limited font selection
- Learning curve

Limitations & Tradeoffs

1. No swiping functionality for Suggested Spotters profile cards
2. No access to mobile phone's native features (e.g. cannot take pictures, scan QR code)
3. Too many possible example options; did not implement every single Spotter example

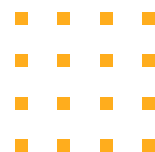
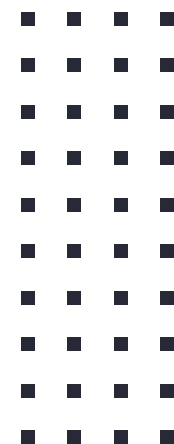

Wizard of Oz Techniques

- Autofill text
- QR Code Scanning
- Matching a Spotter



Hard Coded Features

1. List of gyms
2. Gym destination: Star Alameda Gym
3. Area of fitness help needed: weights
4. Spotter suggestions: Amy, Drew, Caroline
5. Endorsement given at end of session
6. Pre-written notes



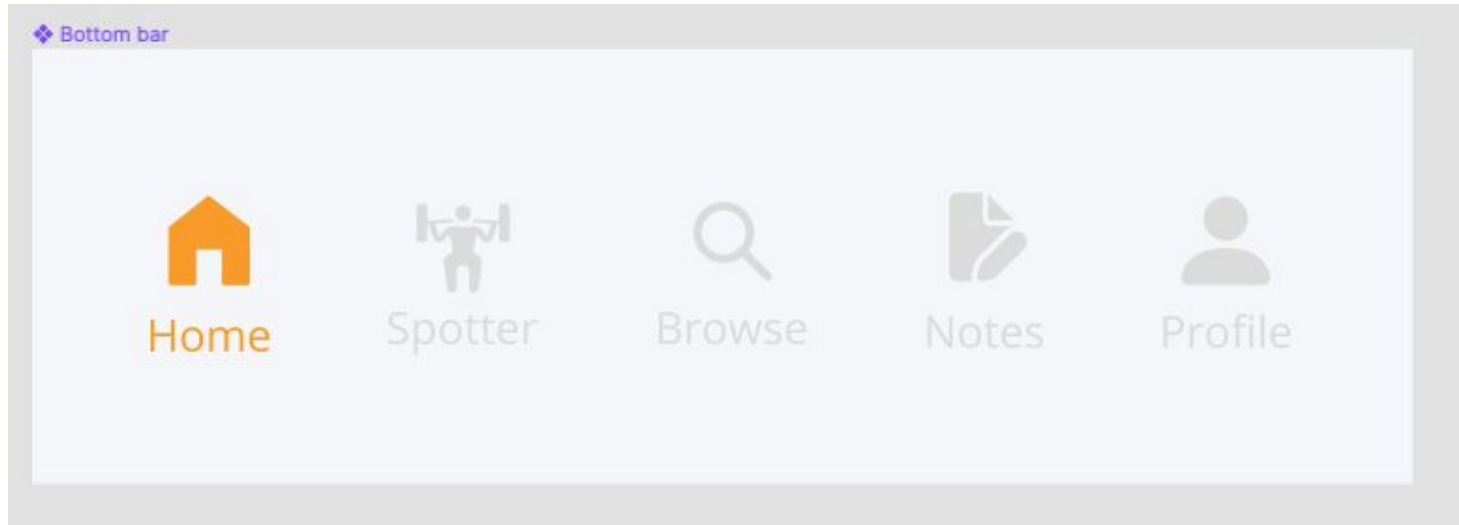
Additional Photos & Links

Prototype Link:

<https://www.figma.com/proto/iiEU68bBfdJ3QqAiGHQpL0/Med-Fi-Prototype?node-id=119%3A430&scaling=scale-down>



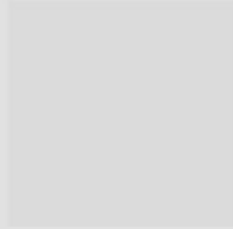
Bottom Navigation Bar:



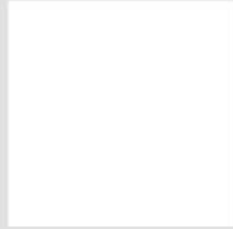
Common Hex Codes



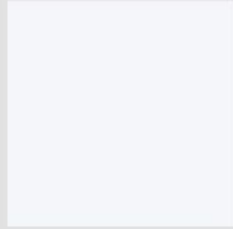
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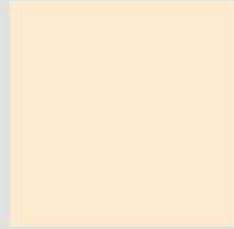
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F6F7FA



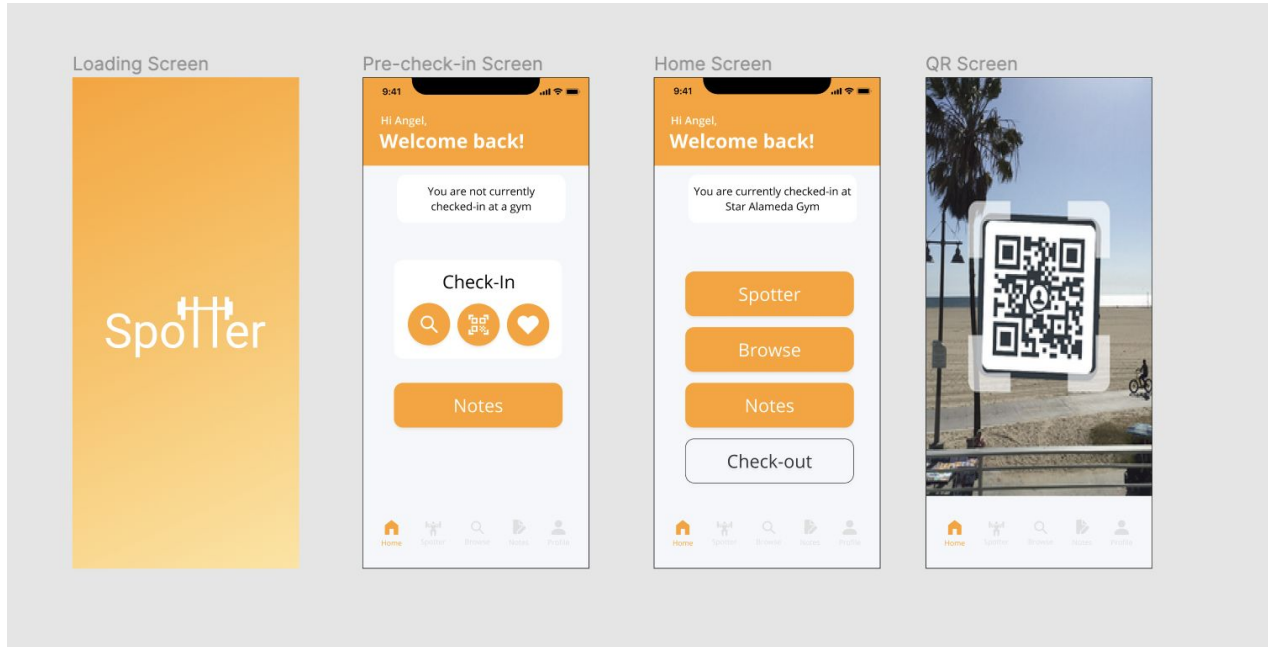
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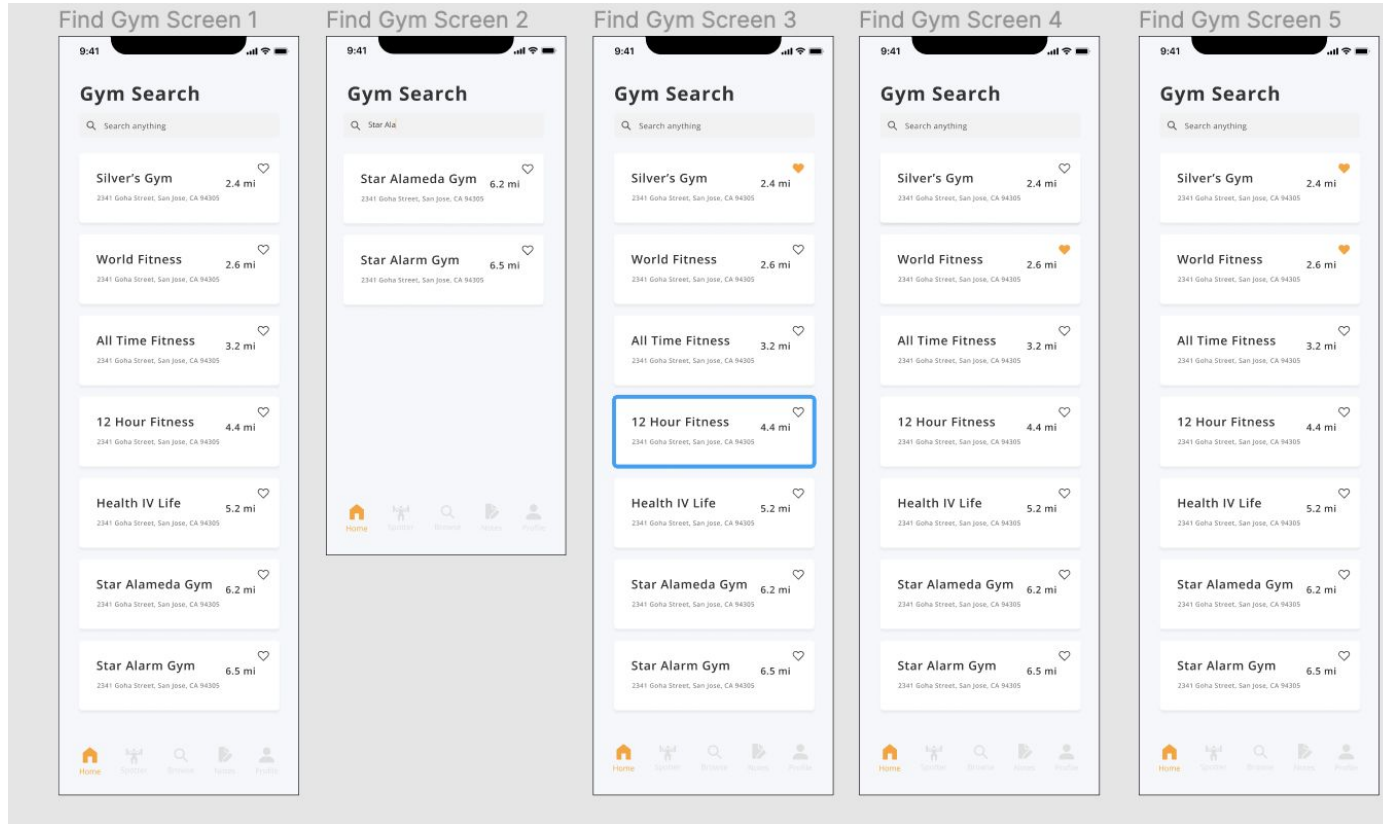
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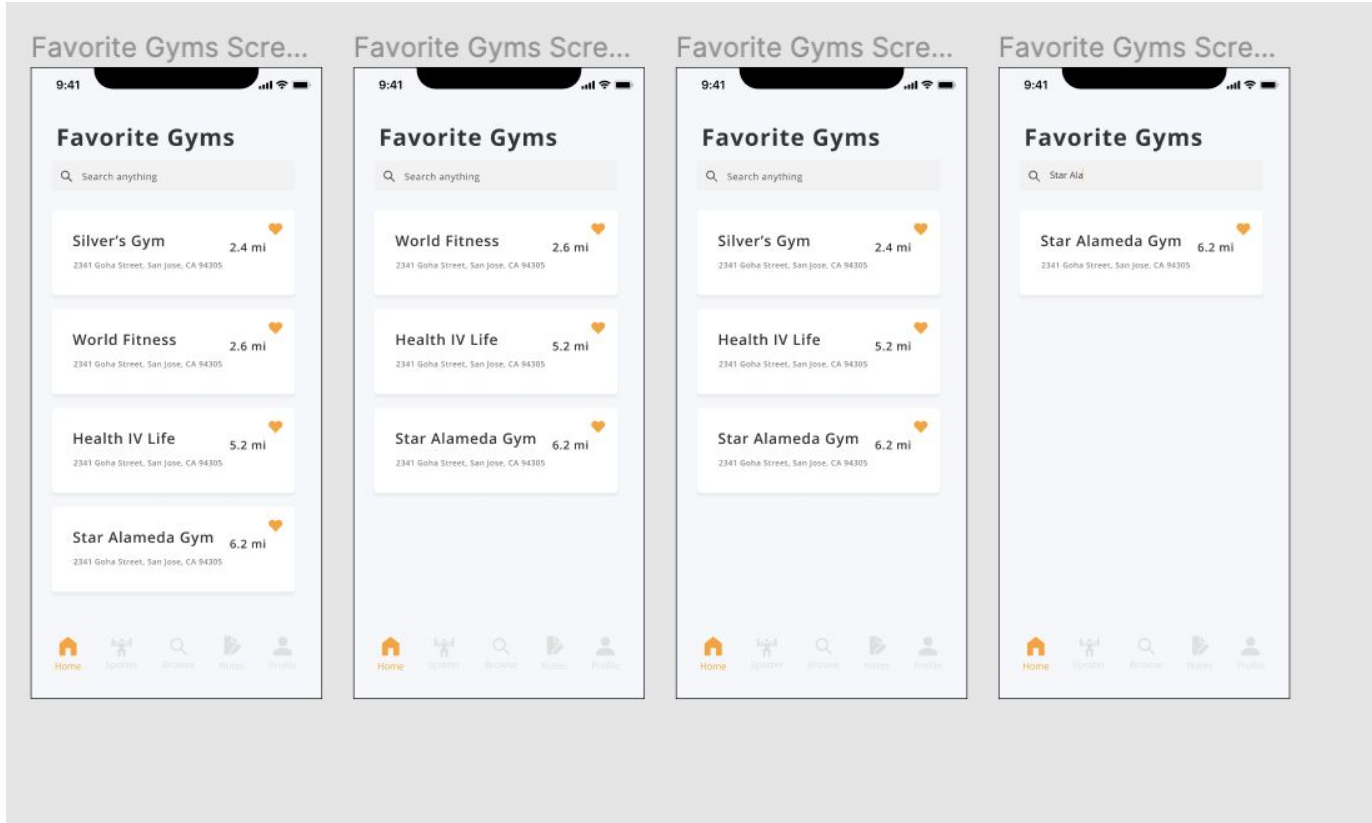
Check in Screens



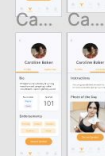
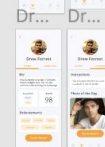
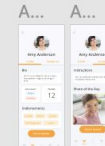
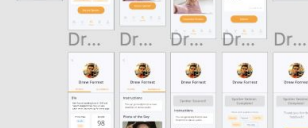
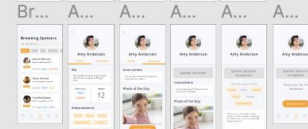
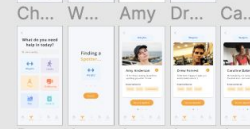
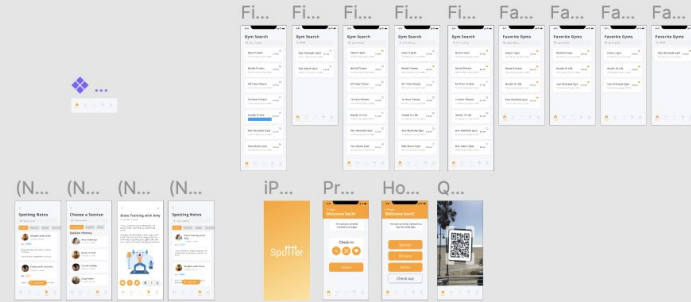
Check in Screens



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Prototype Overview



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