Mariana Giraldo   Kevin Penner   Anastasiya Vitko   Kyle Zhu

[Link to Prototype]
[Slides]

Design tools

We used Figma for our medium-fidelity prototype. Our target platform is Chrome, where *patch* would be added as an extension, since we realized that this presents a great opportunity to help users interrupt unsustainable shopping habits.

Operating Instructions

Clicking on an open space at any point will highlight the things that can be interacted with.

Tapping on the *patch* icon in the extensions bar will open the patch dropdown at any point.

Throughout the process of shopping for a fast fashion item--in this case, a white halter top from Zara--*patch* also provides less intrusive but immediately visible pop-ups with calls to action for users. These include information on why not to purchase from Zara, sustainable alternatives, and navigation to core *patch* functionality.

Limitations of Approach

We had to leave out or adjust time-based media (like waiting until the next day to check out), instead letting the user click through to the next day. To approximate load times and algorithm runtimes, we also added a pulsing *patch* load screen.

Our Chrome extension is designed to intervene at certain points in a user's shopping journey. Since our prototype starts out on a fast fashion page, at which point Patch intervenes, we can't see how a user would react if they had navigated to the fast fashion site on their own and actually found an item they wanted to purchase. Would they be less open to looking at alternatives? We don't know.

Our prototype does not allow us to fully simulate interactions between users, as would be desired for the "work with friends to shop more sustainably" task. We only provide one hard-coded message back and forth.

Typing and selecting options isn't possible, so we do it for the users.

We excluded unnecessary screens for achieving our tasks, like settings.

There is no memory of user posts to the feed

Since our low-fi prototype, we've been focused more on the shopping side of sustainable fashion rather than closet assessment. This prevents us from being able to evaluate whether users already have too much of a given item, instead focusing on reflection without exact direction.

Wizard of Oz and Hard-Coded Items

Recommendation functionality: We currently don't have the ability to evaluate an image of an item and scrape clothing websites to find something similar, or take in user input to do the same.

Trading functionality: This feature requires interaction with another user over a longer time-span than several minutes of testing.

Feed: Again, this feature requires information about past actions of other users on the platform, so all of the posts are just examples.

HTML Insertion: When writing the front-end code, we will use HTML insertion into the existing page, which Anastasiya has sorted out how to do

"Wait until tomorrow": Since this is beyond the time scope of a med-fi prototype, we let users navigate to the next day to see interactions.

Overlaid on set pages with set information about unsustainability: Since we can't access page data, we set this over one example where we wrote in why the brand and pieces aren't sustainable; the Chrome extension would pop up and retrieve information on any fast fashion page.