



Peekaboo!

Check in with loved ones — while having fun!

CS147 Fall 2022

Jason, Derek, Karson, Winston



Team Presentation



Jason Lin

Sophomore

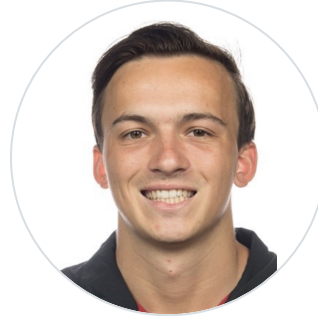
Last called mom yesterday



Derek Hwang

Coterm

Last called family earlier today



Karson Lippert

Senior

Last called family 2 days ago



Winston Shum

Senior

Last talked with parents today

Problem

People cannot check up on others in an easy manner without being intrusive



Solution

Instantly share updates to all family/close friends using a home screen widget that connects to photo viewing and fun in-app activities

Value Proposition



Quickly and easily send updates to family
and close friends for a *simple check in*



Outline of Presentation



1. Values in Design
2. Tasks & Medium-fi Task Flows
3. Usability Goals & Key Measurements
4. Revised Interface Sketches
5. Prototype Implementation



1. Values in Design

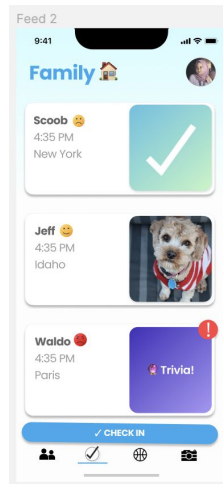
Defining encoded values...



Efficiency

The app is easy to pick up and use so required actions are clear and simple

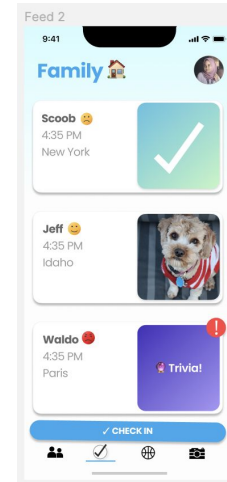
Ex 1: Check in button is on the home page



Safety

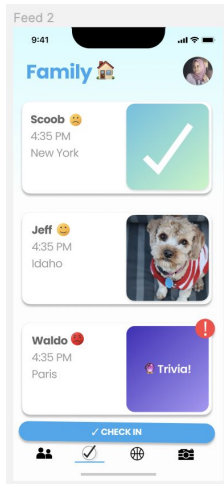
Users should not be put in harm when using the app

Ex 2: App doesn't display private information on users



Equity

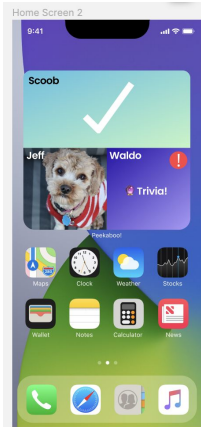
All users will be treated the same meaning no preferential treatment of data



Inclusion

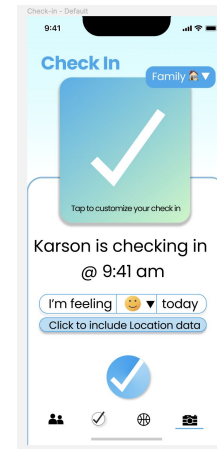


All users will be included and if there is a benefit all users will have access



Privacy

All users' data will be protected and not stored without permission



Conflicting Values?



- There could be a concern between privacy and efficiency if we need to store additional data to provide a more efficient product
 - We will only store the bare minimum necessary information (name) for an efficient check in.
 - Users will be able to further customize their check in by providing more data at the expense of a less efficient check in.
- In the likely case that we use location data, privacy and safety could conflict
 - We will allow users to decide whether or not share location data

The background is a historical map of the North Atlantic and Europe. The map shows the North Atlantic Ocean, the Gulf of Mexico, and the Caribbean Sea. Key locations include Hudson Bay, James Bay, Montreal, New York, and the West Indies. The map is overlaid with a white text box containing the title and subtitle. A compass rose is located at the bottom center of the text box. The map also shows parts of Europe, including the British Isles, France, and the Mediterranean region.

2.

Tasks & Medium-Fi Task Flows

Reviewing our user tasks...



Simple Task & Revisions



Simple Task – Checking In:
Efficiently check in with
friends and family

Changes:

1. Added “discrete” mood select step*
2. Added location sharing step**

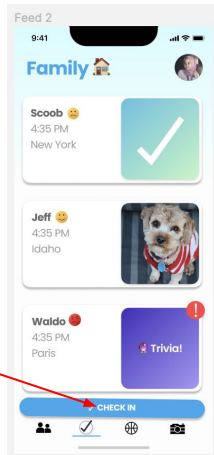
* The default settings for mood is 😊 and will always be shown.

** The default for location sharing is that location is not shared, users will have to manually allow location sharing with each individual check in they do.

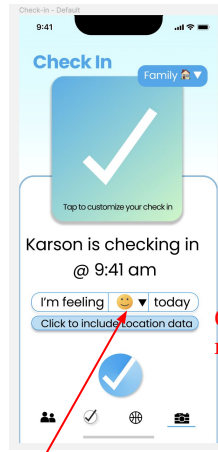
Task Flow (Simple) - Checking in Without Photos



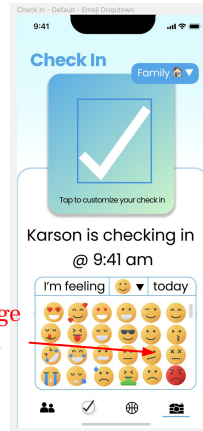
1. Open app and press check-in button
2. Open mood drop-down
3. Choose mood
4. Choose Group and confirm location
5. Confirm check in



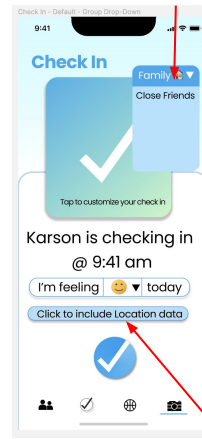
Check-in button



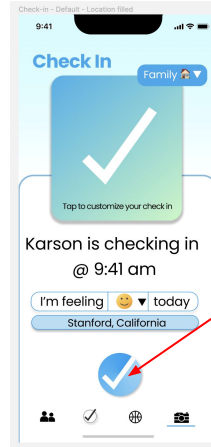
Select mood



Change mood



Choose group from drop-down selection



Confirm check-in

Include location data

Moderate Task & Revisions



Moderate Task – Making Groups: Create a customized group of friends and/or family to check in with

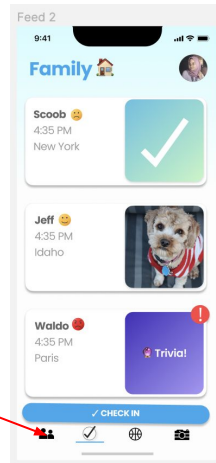
Changes:

1. No changes were made to this task

Task Flow (Moderate) – Creating Group

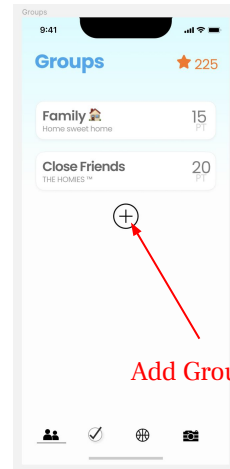


1. Open app and go to groups



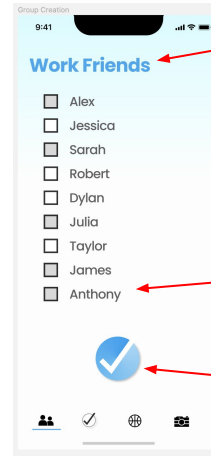
Groups Button

2. Press add group



Add Group

3. Choose name and users to add, then confirm



Type Group Name

Choose people in group

Confirm New Group

Complex Task & Revisions



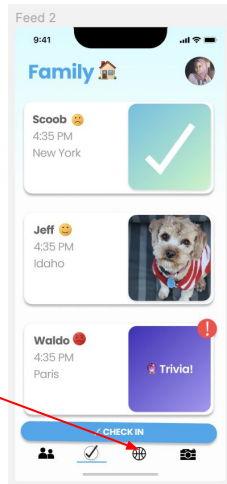
**Complex Task –
Customizing Activities:**
Create a customized activity
for a check in.

- Changes:**
1. Use generated questions instead of user created questions
 2. Present customization options prior to questions
 3. Complete activity before being able to send activity as check in

Task Flow (Complex) - Customizing an Activity

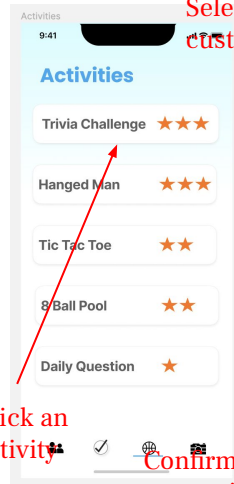


1. Open app and press activities page



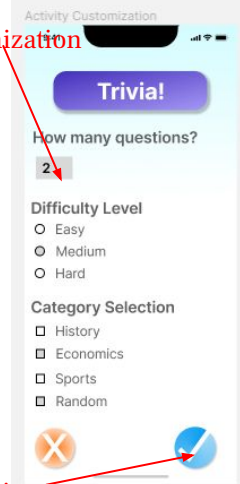
Activities Button

2. Choose activity to make



Click an activity

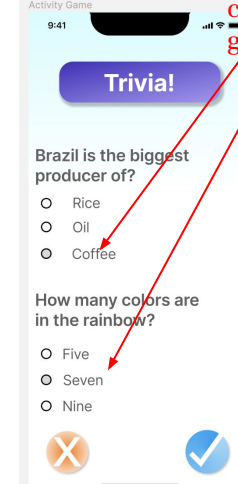
3. Choose Trivia Customizations



Select customization

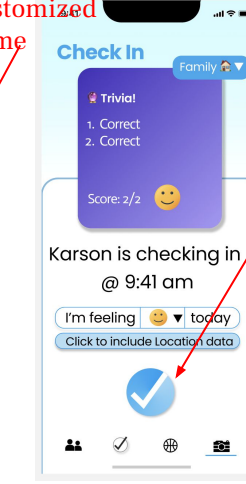
Confirm customization

4. Play Trivia game



Play customized game

5. Check in with new activity



Confirm check in with customized game



3.

Usability Goals & Key Measurements

How do users vibe with our prototype!



Review of Usability Goals



Efficient

- Users can complete simple, moderate, and complex tasks in a **timely manner**
- Key measurement metric: how long they took to complete a task relative to the other tasks

Robust

- Users can naturally follow tasks flow with **minimal errors**
- Key measurement metric: how many errors did they make during each task based on a 0-4 scale
- 0 = no problem, 4 = usability catastrophe

Towards Usability Goals



Achieving Efficiency...

- Auto-generate the contents of activities based on user customization options
- Check-in button placed on home screen
- Provided name information on widget screen
- Provided urgent marker to help prioritize potential follow up

Achieving Robustness...

- Provide clear navigation bar (on most screens) to allow for easy navigation back to previous screen
- Clear distinction between cancel / confirm buttons
- Provide default values
- Discrete moods defined by various emojis rather than a continuous scale for moods



4.

Revised Interface Sketches

Incorporating Feedback



3 Biggest Revisions from Original Sketches



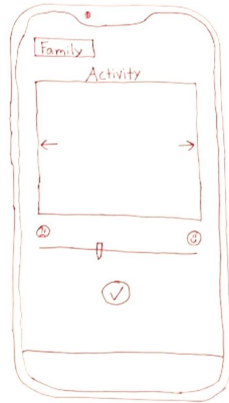
1. Using **emoji dropdown** menu instead of slider
2. **Check in button** on feed page, with urgent follow up indicator
3. **Navigation bar** to to easily navigate between important screens

Revision #1



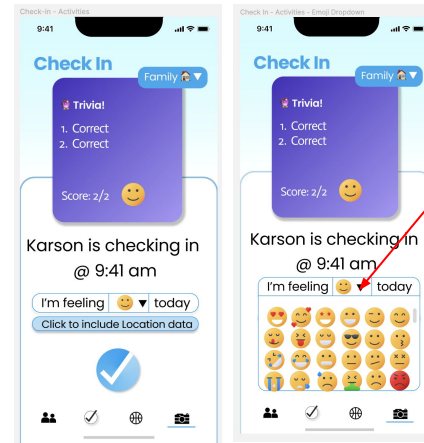
[Robust] Based on feedback from low-fi prototype testing & studio, we used an emoji dropdown instead of a slider to assist with usability goals and decrease errors made

Before...



VS

After...



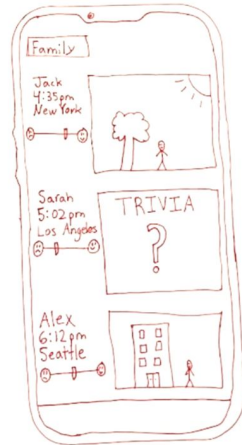
Clicking on mood dropdown allows users to choose various "moods" instead of choosing a mood on a slider

Revision #2



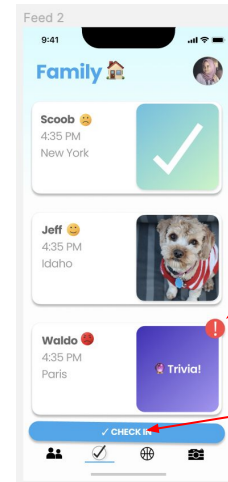
[Efficient] To increase efficiency of checking in, we placed a check-in button on the home (feed) page as well as an urgent follow up indicator

Before...



VS

After...



Urgent follow-up indicator

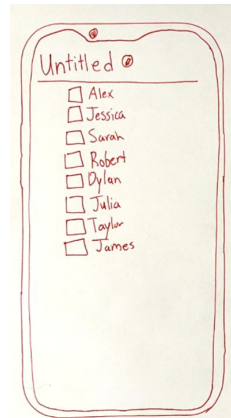
Check-in button on home page

Revision #3



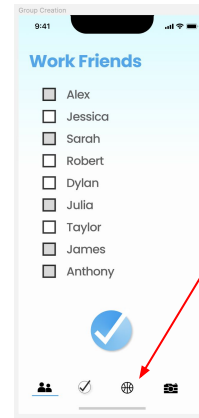
[Efficient & Robust] To increase efficiency in completing tasks and preventing any mistakes, we avoided using small blue text and added a navigation bar using icons such that users can access important screens that are one tap away

Before...



VS

After...



Navigation bar allows users to navigate to important screens immediately

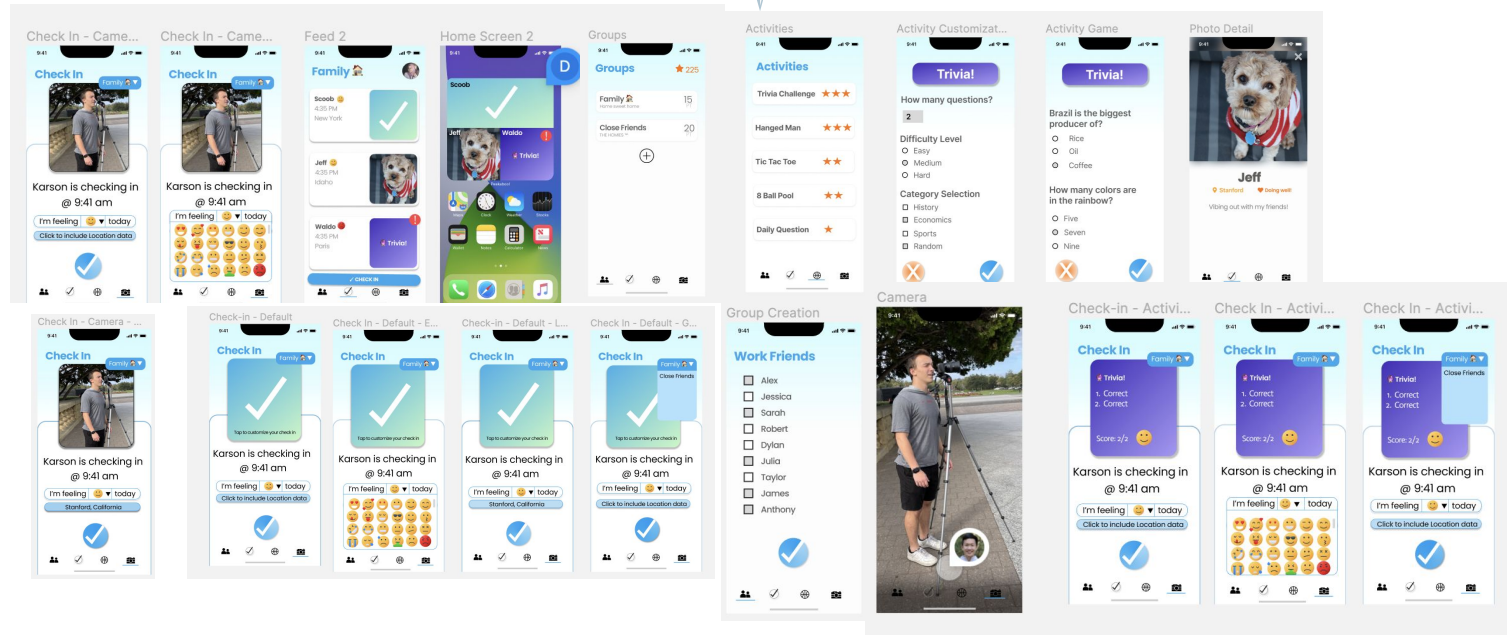
5.

Prototype Implementation

Medium-Fi Prototype Overview



Our Complete Medium-Fi Prototype



Tools

Figma - Med-fi Builder

Pros	Cons
Easy to collaborate with team members together	Team is not very experienced with Figma, so learning took some time
Infinite canvas allows for multiple realizations of the same screens	Strange behavior with Ascii emoji symbols
Powerful customization options (colors, corners, alignment)	Components were hard to figure out



Noun Project - Icon Library

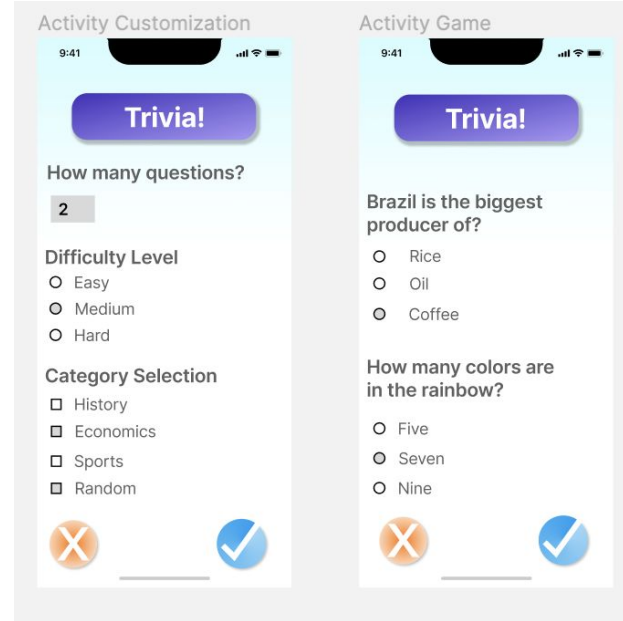
Pros	Cons
Large collection of icons (including emoji)	Mostly single solid color, needed to look elsewhere for more “fun” icons
	Couldn't download color icons without paid subscription (found workaround)
	Could only import single icons

Limitation #1



We weren't able to include full screens for all activities in which we only have screens for Trivia

- We wanted to flush out a full flow for how users would be able to interact with activity customization and the auto-generated activity that followed. As a result, we opted to fully develop "Trivia" as opposed to showing customizations of multiple activities.

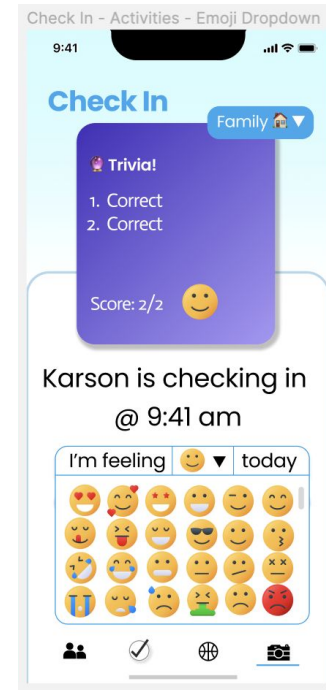


Limitation #2



We weren't able to include a large list of emojis for user mood(s)

- As a result of feedback both from our low-fi testing and studio, we opted to use an emoji dropdown menu to expand the options that users can choose as moods. However, we were unable to include all emojis (constraints on space).

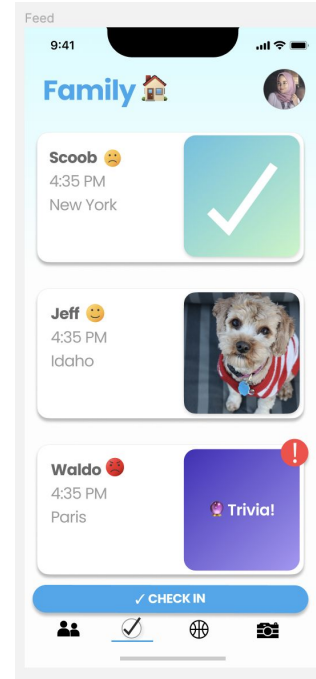


Limitation #3



We weren't able to include a feed that shows different / multiple groups

- We primarily focused on general UI design, so we only showed a single group, Family 🏠. As our app will eventually support multiple groups, only showing a single group is a major limitation.

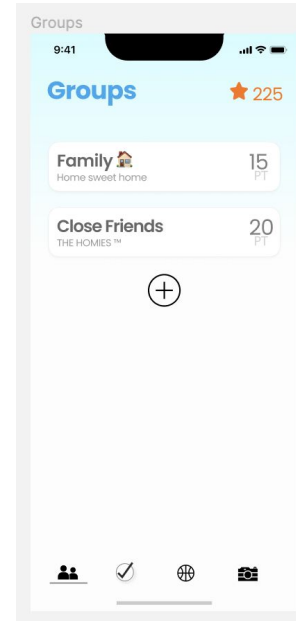


Limitation #4



As the primary function of our app is the check-in, there are several screens that are not as developed as the Feed and Check-In Page:

- Since we wanted to make the Feed and Check-In page as polished as possible, other features such as Camera and Groups were not fully developed
- However, both Camera and Groups are important parts of the app that are not well represented in the medium-fi prototype



Hard Coded / Wizard of Oz Features



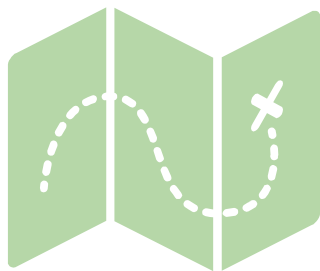
Hard Coded Features:

All information to be gathered from users or generated based on user information is hardcoded:

1. Name, Time, and Location
2. Mood (including 24 emojis used for representing moods)
3. Photo(s)
4. Activities
5. Activity Customization Options
6. Groups
7. Check-In Group
8. Feed Group

Wizard of Oz Features

1. Home-Screen Widget: we assume that user check-ins will display and resize properly on the on-screen widget.
2. Auto-Generated Activities: we assume that the app will properly generate activities based on user customization options



THANKS!

Any questions?

[Figma Link](#)

Appendix



Justification and Commentary in Speaker Notes

Check-in

→ Feed

Check-in Page UI Enhancement

Widget UI Enhancement

