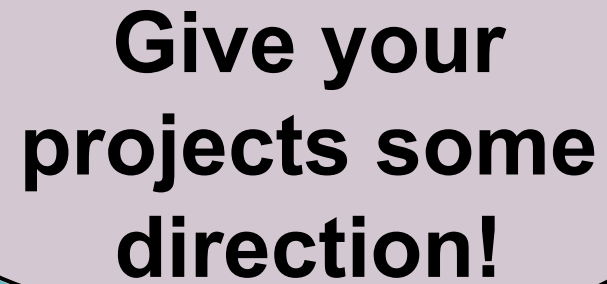




Amble



**Give your
projects some
direction!**

How might we motivate people to learn and pursue creative activities in a way that utilizes their existing interests?

Many people struggle with finding creative outlets and staying motivated when learning new skills. Amble provides direction by giving users a personalized roadmap to achieve their artistic goals.

Core Tasks



Simple:

Input and save ideas
into one platform



Medium:

Explore interests in
a friendly, easy to
use manner



Complex:

Build on previous hobbies
by receiving suggestions
from the platform on what
to explore next

Storyboards



Two friends talking
 One suggests drawing
 to the other, who
 makes a note of
 it on the app
 Single shot
 Music?
 simple task



⇒ Friend opens
 amble?
 follows tutorials
 ⇒ Time lapsed
 close up scenes
 of her drawing
 the flower
 ⇒ moderate
 task



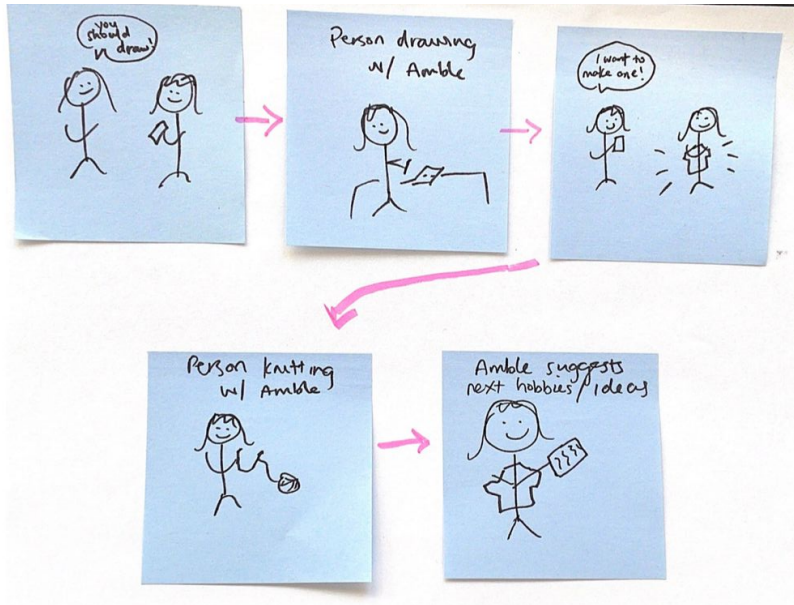
⇒ Actor runs
 into friend
 who knitted a
 sweater
 ⇒ Uses amble
 to take a picture
 of the sweater
 ⇒ still shot



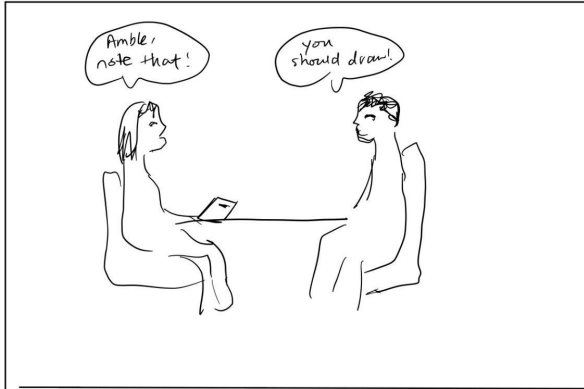
⇒ Actor uses
 app to learn
 how to knit
 ⇒ similar to
 first montage



⇒ User scrolls
 through app
 and finds
 new suggestions
 ⇒ still shot
 ⇒ complex task

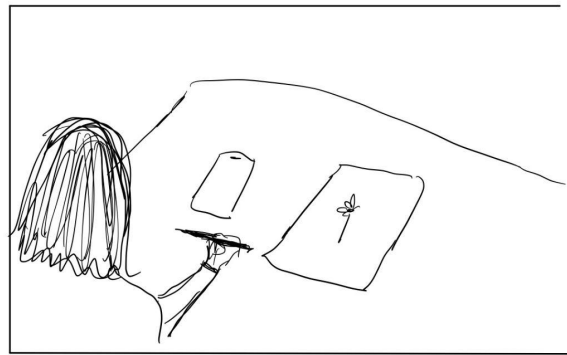


SCENE - 2 Friends talking



- 2 actors having a conversation, actor 1 wants to learn a creative skill & makes an amble note after hearing actor 2's suggestion
- focus on making a note on amble

SCENE - Learning to draw w/ AMBLE



- Actor shows a process of learning to draw a flower w/ the amble app
- convey that amble is teaching a multi-media curated experience based on input of interests / notes from user

SCENE - using amble to photo identify new interest



- Actor 1 likes Actor 2's hand knit top
- Actor 2 uses Amble to identify the knit material through camera recognition
- Actor 1's Amble can then teach her to make something similar

Values in Design

We have three goals:

1. We wish to make pursuing creative hobbies as painless and barrier-free as possible, making them more **accessible** and **equitable**.
2. We wish to avoid choice paralysis and information overload, so we care about the **efficiency** with which information is **organized**.
3. We wish to get more people engaged in creative activities, since it improves **well-being** and increases **productivity**.

Market Research

Pinterest: Pinterest provides examples and inspiration (often through images) based on a user's searches and activity within the platform. Our solution differs in that it provides curated multimedia experiences for how to pursue and learn a particular interest.

Roam: Roam organizes information that users directly provide e.g., notes, for the main purpose of productivity and professional organization. Our solution focuses on creative skills, consolidating information from outside sources into a user specific learning experience.