

SoundPrints (Team 3): Roy Y. | Safiyah L. | Niki A. | Raymond G.

Medium-Fi Prototype:

<https://www.figma.com/proto/wrOpsVX7whXsX19XgMReNB/med-fi?node-id=28%3A319&scaling=scale-down&page-id=0%3A1&starting-point-node-id=28%3A291&show-proto-sidebar=1>

### **How to Use:**

We made our medium-fidelity prototype on Figma. Figma allowed our team's members to collaborate in real-time which made prototyping our tasks much easier and more efficient. Our chosen interface was a mobile app, and Figma provides an iPhone emulator with several interactable and clickable spots on the screen, allowing us to prototype more effectively and better realize what a mockup of our final product would look like. To test our prototype, navigate to the Figma project and tap on the prototype tab on the left pull-down menu and then click the play button located right above. Most of our features are operated via click, and are intuitive enough for users to understand how to operate.

While using our prototype, imagine that you are at a hiking trail called the Stanford Dish Hiking Trail. The hike seems intimidating, so you open our app to listen to recordings that others near the Dish have posted. Imagine that you are walking *while* using the app.

Note that while you are "listening" to recordings, a few frames will transition automatically from one into the next. This simulates the passage of time and how the app's Map interface changes as you walk.

In the chat display, when you tap on someone's name, the person's name will open the chat with that respective person. From there, you are able to either send text messages or audio files that you have recorded. After each audio message is sent, you are taken back to the chat with that respective person. You can only send your own audios, and no one can hear these except for yourself and the recipients you send the audios to.

### **Limitations and Other Details:**

We have the following limitations in our prototype. The first limitation is real time location cannot be used. To address this problem, instead we ask users to imagine they are at the Dish and walking around there. We use screenshots from Google Maps. We then set Map Radius slider bar to only have 500 feet and 1 mile as options in the prototype, though actually users should be able to select any radius they want between 5 feet and 1 mile. Another limitation is that users cannot click the audio files to actually hear audio. Additionally, users cannot actually add friends when

seeing new friends in the search view, and user cannot actually record themselves since Figma doesn't allow for audio input and audio output. As well, the timer is static, figma doesn't allow you to insert a timer. A few buttons are not interactive (for example, only one friend in Chat can actually be selected) because making all buttons interactive would take up too much time.

### **Wizard of Oz and Hard Coded Portions:**

The design integrates the Wizard of Oz techniques by simulating the functionality of the the real application. For instance, we hard coded many of the buttons so that they still simulate the feeling of changing screens – moving from one section of the application to another. However, we did not have the time to hard code *all* buttons, so it would require a Wizard of Oz technique to use the buttons that have not been hard coded. The listen task has to be Wizard of Oz currently, because when the user hits the play button, there is no sound. An experimenter would have to play some audio recordings for them when they hit this button. Additionally, in order to make a realistic map that accurately uses the user's real-time location, we would also have to use wizard of Oz to update the map image being shown to correspond to the user's actual location. Currently the map is hard coded to represent a user walking at the Stanford dish so that users can simulate using the app with a challenging physical activity. The user needs to imagine they are at the dish and walking around while using the prototype. When the user hits "Play All in Radius," some of the screen frames transition automatically, to give a notification that the user has "exited that radius" and the playlist will reset. It would require greater technical resources than we currently have to implement these features. Real-time location and audio input/output are also unavailable in Figma. Finally, the Record feature also requires Wizard of Oz for the timer to accurately simulate when the user "starts" and "stops" the recording. Currently, we have the timer completely hardcoded.

Additionally, data, such as user profiles and user messages are hard coded, since we do not have any actual users. We also filled the design with pre-filled text to show how user interactions would normally look. As well, to demonstrate the workflow, we simulated user-created content to test functionalities without committing to extensive coding and development.