Journy

Lo-Fi Prototype and Usability Testing

Building stronger teams through collaborative journaling

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Overview

1 Design Ideas and Sketches

2 Lo-fi Prototype

3 Usability Testing

MISSION STATEMENT

Enhance within-team collaboration and facilitator-team communication in both academic and professional settings.

VALUE PROPS

Building stronger teams through collaborative journaling

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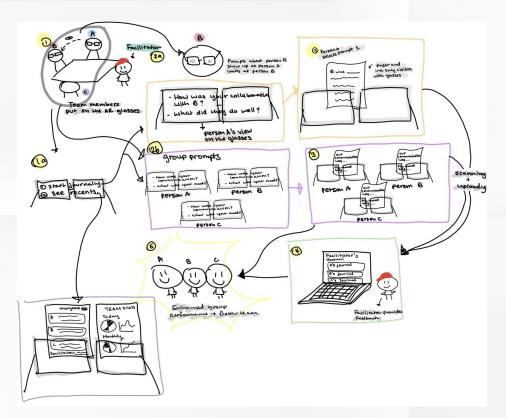
Design Ideas and Sketches

Narrowing Down

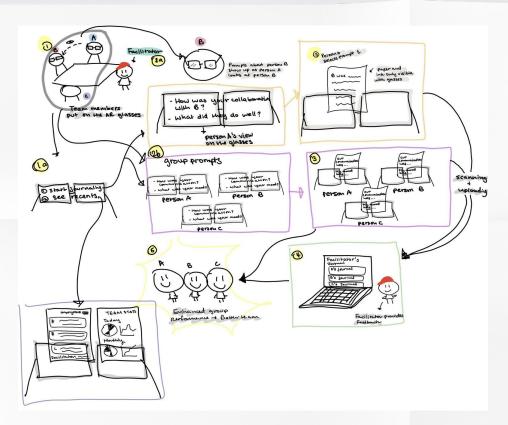


Narrowing Down





AR Glasses Storyboard



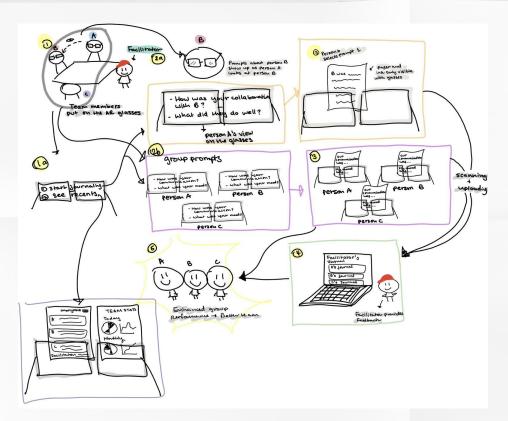
AR Glasses Storyboard



More natural

Adaptable information to interactions

Higher engagement and novelty



AR Glasses Storyboard

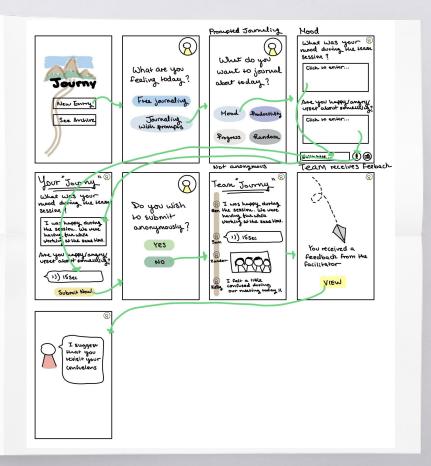


Costly

Text placement distracting

Not accessible to people who wear glasses

Another thing to remember to bring to meetings



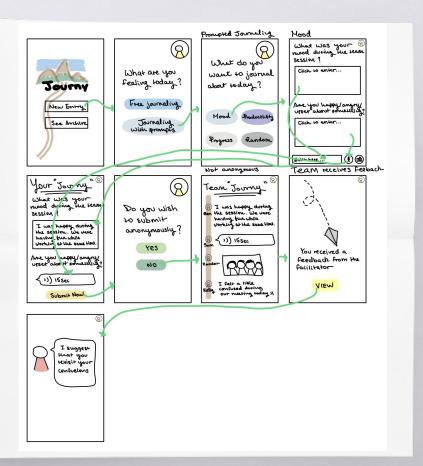


Technology is accessible

Allows text, video or speech

Small screen shifts focus to task

Phone familiarity is stickier

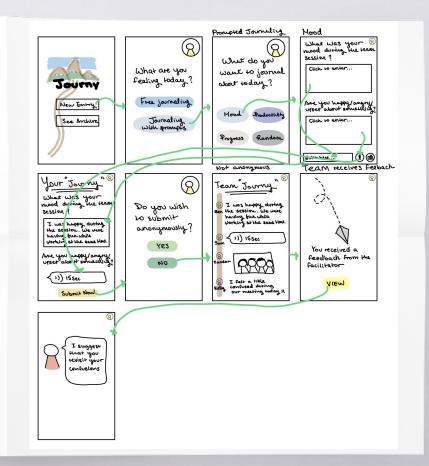




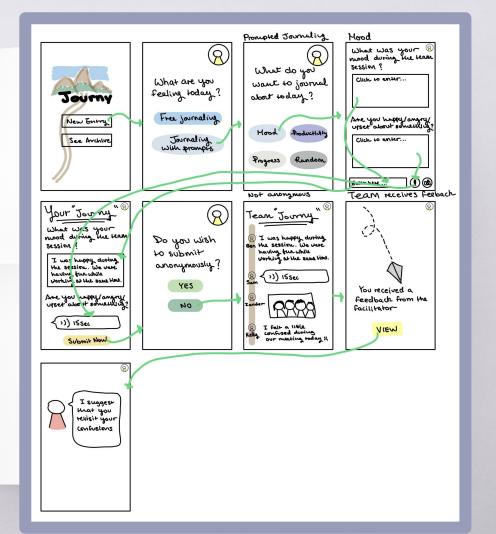
Limited variety of interactions

Potential for distraction

Different OS systems



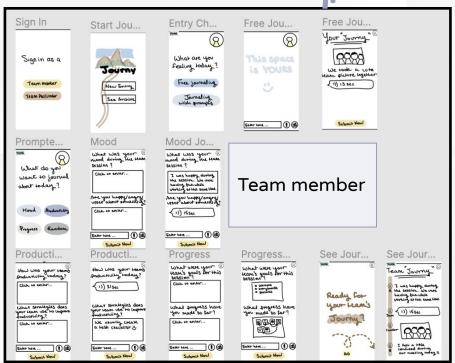


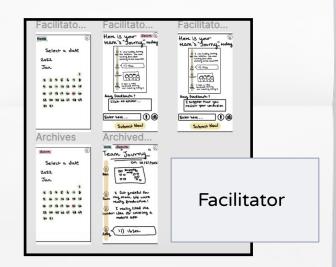


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Lo-Fi Prototype

Prototype Structure

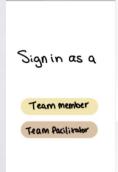




Simple Task: View an old journal entry



Moderate Task: Submit a journal entry and view team journal

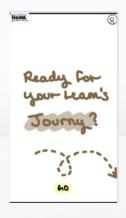






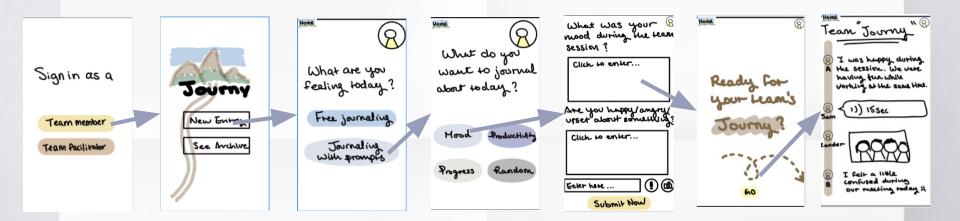




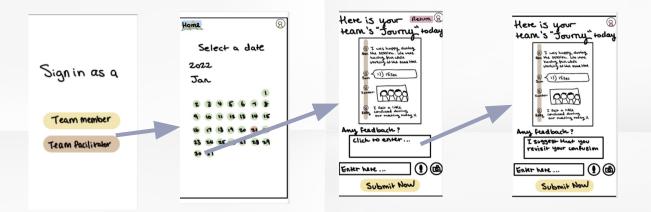




Moderate Task: Submit a journal entry and view team journal



Complex Task: Send feedback as a facilitator



3

Usability Testing

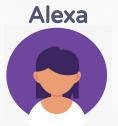
Participant Selection

Michael



Stanford student in the LDT program

Full-time software developer working remotely



Aurora



Grad student at
Columbia University

Podcast producer who oversees multiple remote teams





Academic

Michael



Stanford student in the LDT program



Aurora



Grad student at
Columbia University



Professional

Full-time software developer working remotely





Podcast producer who oversees multiple remote teams







Methodology

Zoom interview & in-person with participant sharing screen

Participant uses Figma to click through app

Participant offers feedback and talks through actions/decisions

Note takers observe and write down interactions



Results: Successes





Handled tasks **efficiently and quickly**

Obvious interface interactions





Praised the simple and **"organic"** aesthetic

Indicated they would use this as both a team member and facilitator





Keep the vibe of this low-fi prototype. We need more organic stuff.



Results: Ul problems

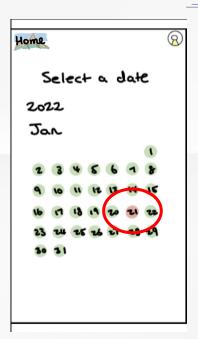


Multiple labels

Confusion on where to click to enter a response

"I didn't know what the third one was for"

Results: Ul problems

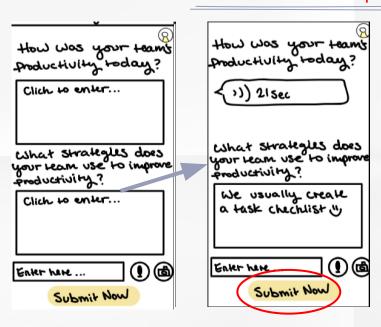


Confusing Colors

Mixed ideas of what the red date represented

Recent entry or no entry?

Results: Ul problems



Limited Navigation

Surprised that clicking the prompt led immediately to a filled out response

"I did assume that I would come back and do the second one."



If I need to process other things ... for example, if I am not happy with a teammate, then I would not bring it into open journal or shared journal

Robust Facilitator Features

Desire for a **facilitator's-eyes only** feature

Need for a **direct line** between the team member and the facilitator



Anonymity

Addition of anonymity for **sensitive comments**

However, does that conflict with the trust-building our app is intended to facilitate?



Multiple Teams

Ability to join or facilitate multiple teams

Easily **navigate** between different teams

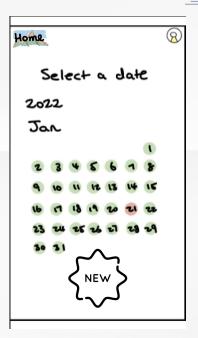


Utility of Archive

Reconsider the usefulness of viewing past journal entries for team members



ul Change



Calendar Navigation

Have a separate button/popup to select the most recent journal entry

ul Change



Sign in as a

Team member

Team Pacilitator

Multiple Teams

Have a separate button/popup to select the most recent journal entry

Where we go from here

Reconsider the issue of anonymity

Create a clean design that maintains the organic aesthetic

Develop the facilitator integration with teams

