

# Link'd Medium-Fidelity Prototype README

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## Medium-Fidelity Prototype:

<https://tinyurl.com/linkd-medfi-proto>

## How to Use:

We used Figma to design our medium-fidelity prototype which can be tested on mobile devices or computers. Figma gives designers the ability to design the user interface on a mobile device screen using connected frames to create a real interactive experience. As a user, you can complete their tasks by clicking on the respective buttons on the screens. When you are unsure and click on a random blank space, Figma guides you by showing different clickable spots on the screen. To test our prototype, please click on the link above.

## Limitations and Other Details:

The first limitation of our prototype is the limited content. In the feed, you see different conversations with different contacts but you can see only the messages with 'Boss'. We did not design other conversations to save time.

Similarly, the settings only allow you to click on 'Manage Accounts' and 'Chats'. We designed these sections to enable users to test the specific tasks that we designed. We will add further details on other settings for the high-fi prototype.

The third limitation is that we did not implement the functionality on Figma for users to actually type to enter usernames, passwords, or send a message to others. When they see that they need to fill out the information, users can go to the next step and we assume that they filled out. Last but not least, our Figma prototype allows for shortcuts such as importing before exporting chats. This is currently an error that we did not have time to correct. Users need to go through our task guidelines for more meaningful interaction.

## Wizard of Oz:

The instant messaging (IM) accounts are currently not linked to the app. To eliminate potential API errors, we would have to be Wizard of Oz to manually open the chats between users on different IM accounts.

In addition, we type as a Wizard of Oz when the user tries to click on the areas that they are supposed to type. Since they cannot type during the interaction with the user interface, we use previously fully or half-filled texts for them to proceed to the next screen. An example is when the user searches for 'Boss' in the contact list, we show a screen with 'bo' written and allow them to click on 'Boss'.

## Hard-Coded Items:

We hard-coded the icons of IM apps that we show as linked to the app. Also, the conversations between users are hard-coded. Currently, none of the IM apps are actually linked, so the conversations cannot be retrieved as well. Similarly, we hard-coded the import and export functionalities. Users currently cannot choose which conversation to export or import. We autofill the contact (Nick), the IM account (Messenger), and format (csv) to be exported and imported.