



Link'd

Revolutionize Social Connections
via
Instant Messaging

Stanford CS 147
Nick Feffer, Simgе Girgin, Roberto Guzman

Our Team and Value Proposition

Designer



**Roberto
Guzman**

STS -
Innovation
and
Organization
Class of '22

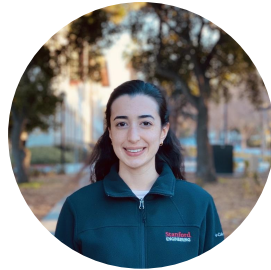
App Developer



**Nick
Feffer**

MS in
Computer
Science
Dartmouth
'21

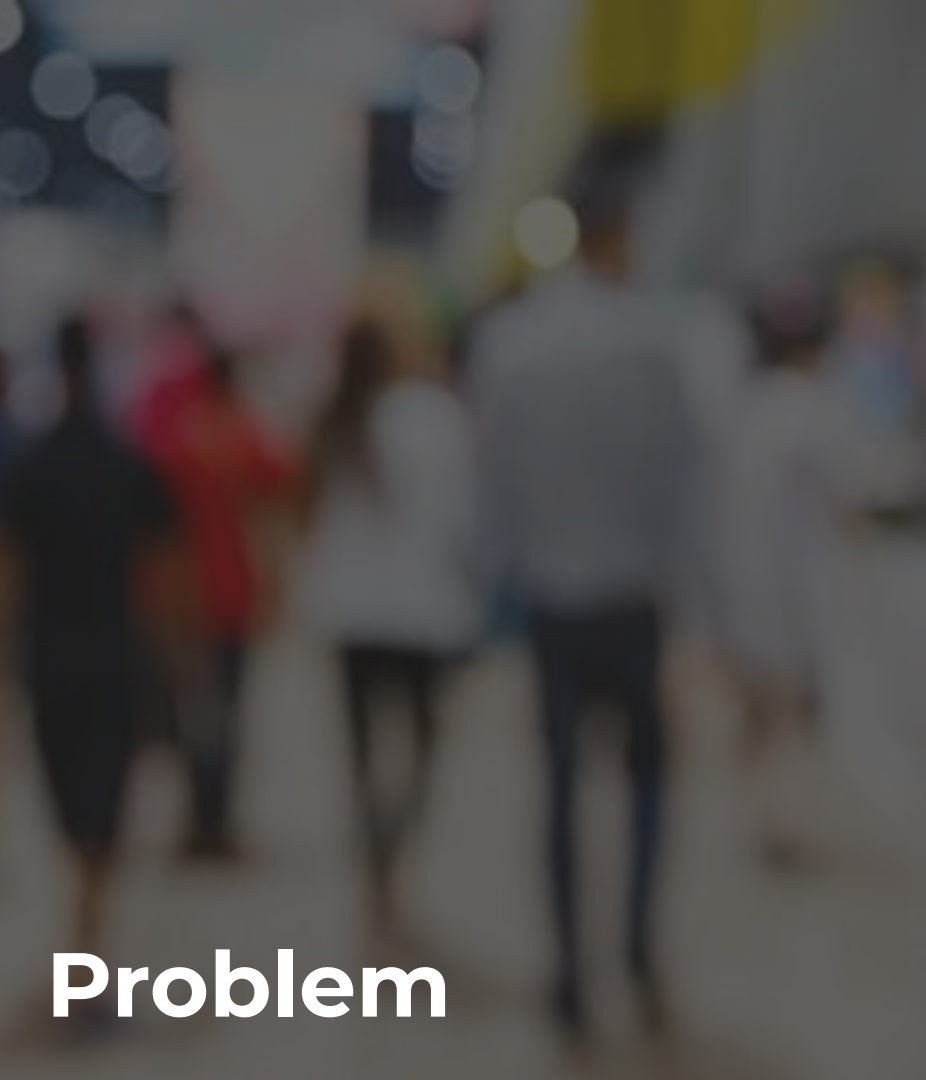
Designer



**Simge
Girgin**

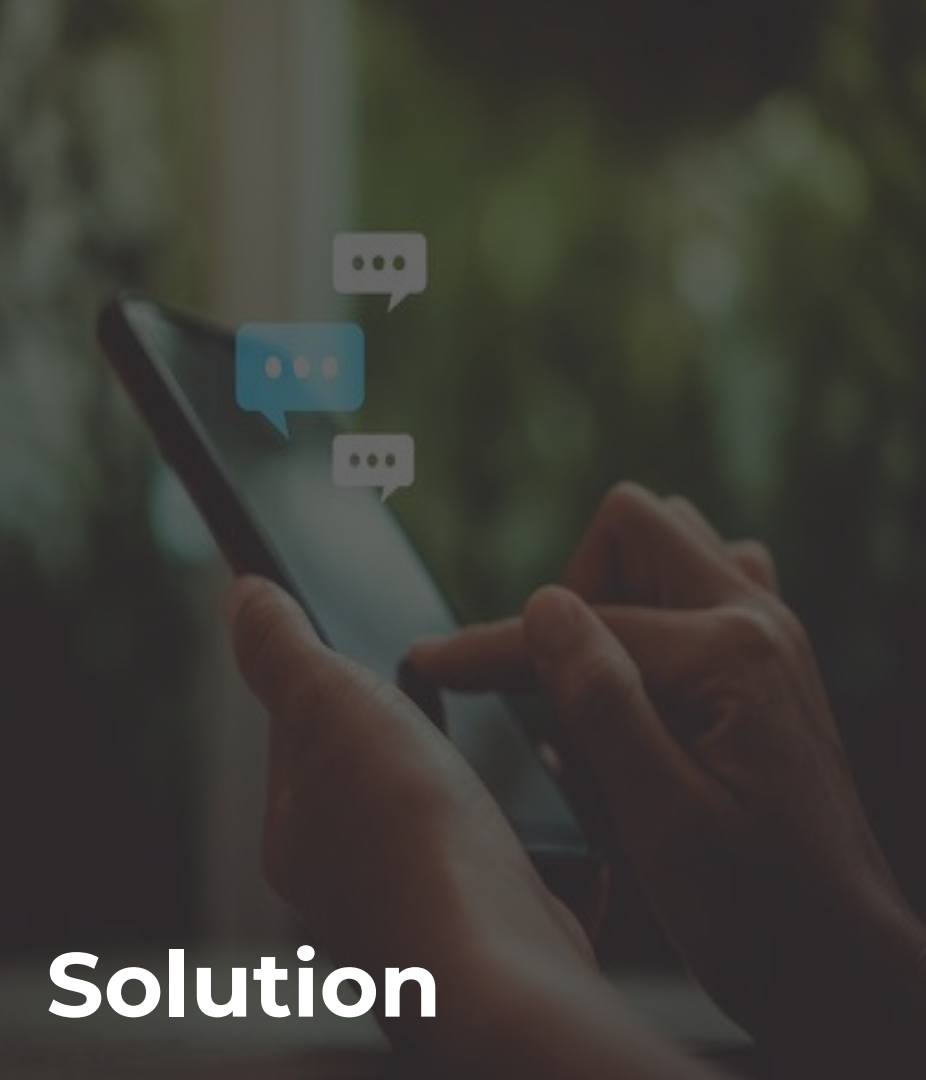
PhD in Civil
and
Environmental
Engineering

Developing a product that links different **instant messaging** platforms, with in-app response, **bridging the gap** between different instant messaging apps and making you the center of your work and social life.



Problem

The difficulty of using multiple messaging platforms with same person because of not being able to keep track of multiple chat histories.



Solution

How might we help people remember their previous conversation in a different app?

Our solution is to create an app that links different instant messaging platforms, with an in-app response.

Overview

- 1. Heuristic Evaluation**
- 2. Overview of Revised Design**
- 3. Prototype Implementation Status**
- 4. Demonstration of prototype**

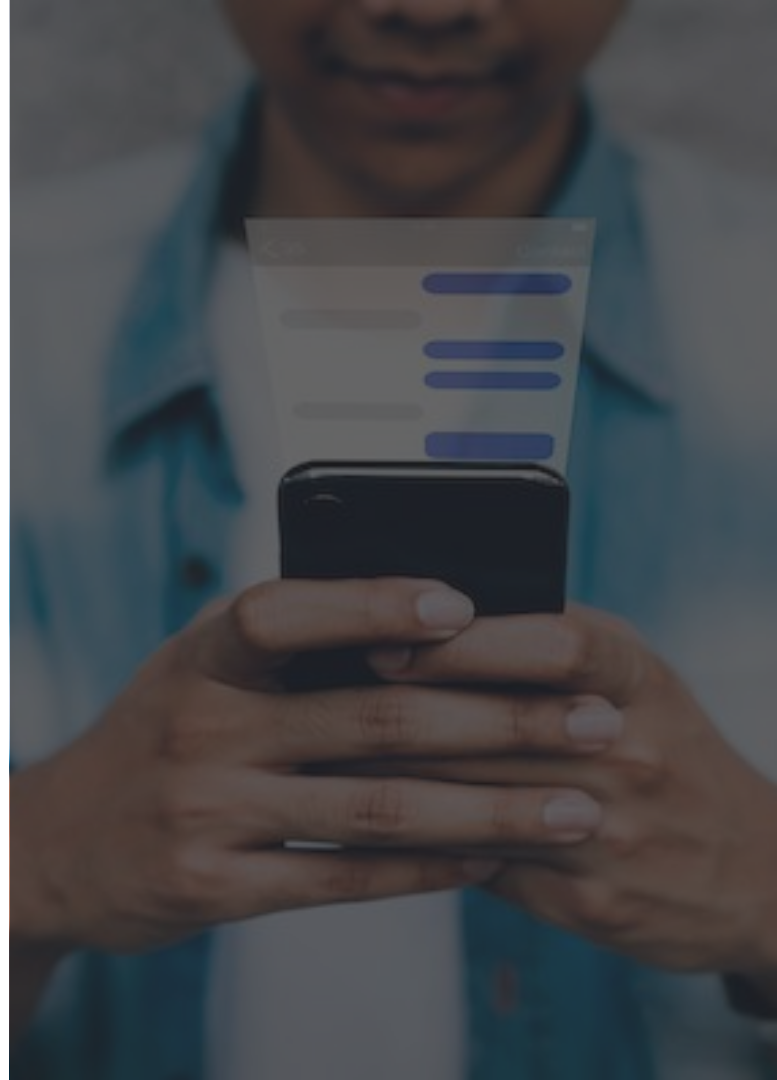
A modern, open-plan office space with a high ceiling, exposed ductwork, and large windows. The space is divided into different functional areas: a lounge area with a grey sofa and a dog, a kitchen area with a dark countertop and white cabinetry, and a workspace with a long table and stools. Several people are seen working or interacting in the space. The overall atmosphere is bright and collaborative.

Heuristic Evaluations

Heuristic Evaluations

Severity 3-4

1. User cannot go back from chat windows and settings
2. User found confusing to have default search bar text “Search...” for different purposes.
3. User overwhelmed by long list of conversations with different users.



Heuristic Evaluations

Severity 3-4

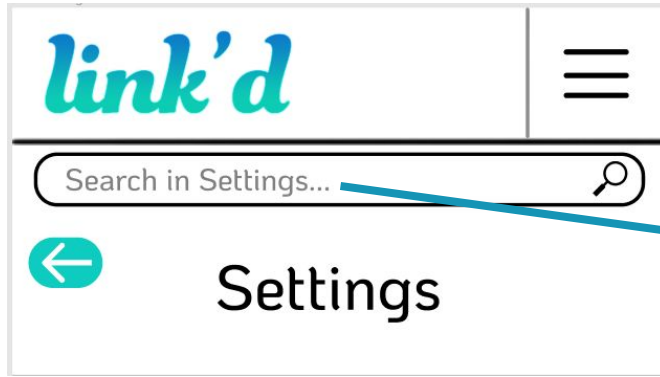
4. User cannot log out
5. User cannot select which messages to export.
6. User is confused where the exported chats are saved at.





**Revised
Design**

Revised Design



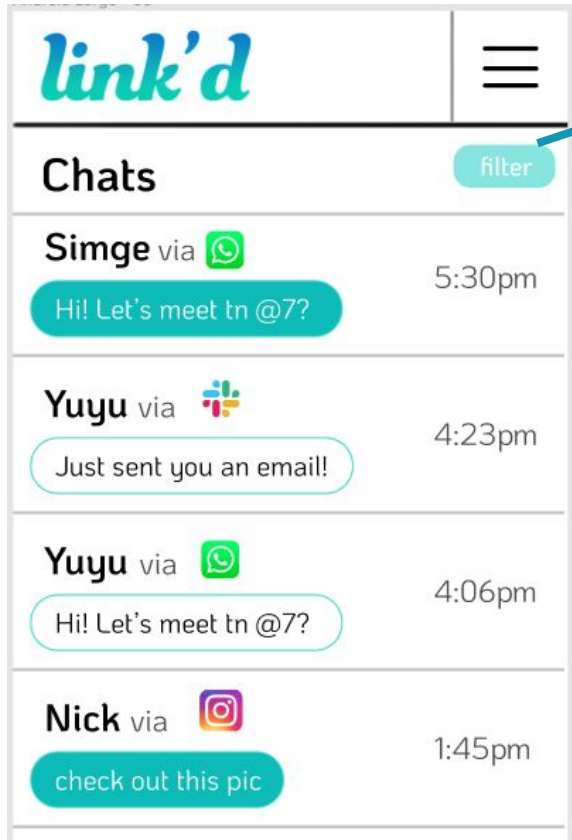
1. User **can** go back from chat windows and settings
2. User finds **clear** search bar text "Search in Settings" that indicates the specific purpose.



More Robust!

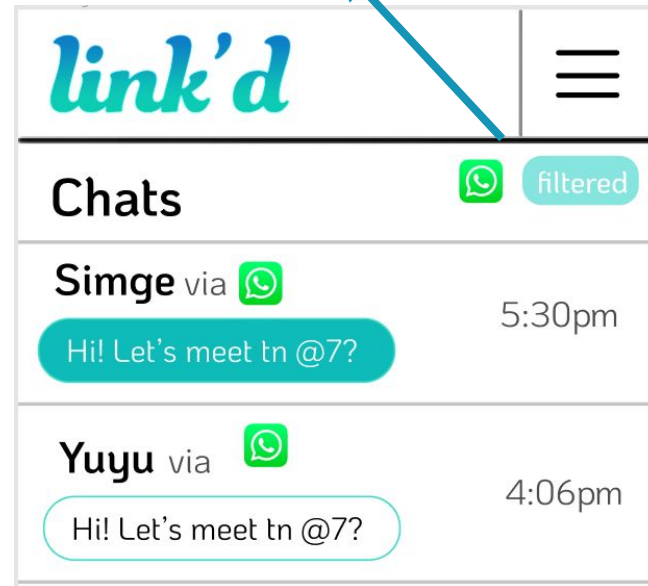
Revised Design

More Efficient!

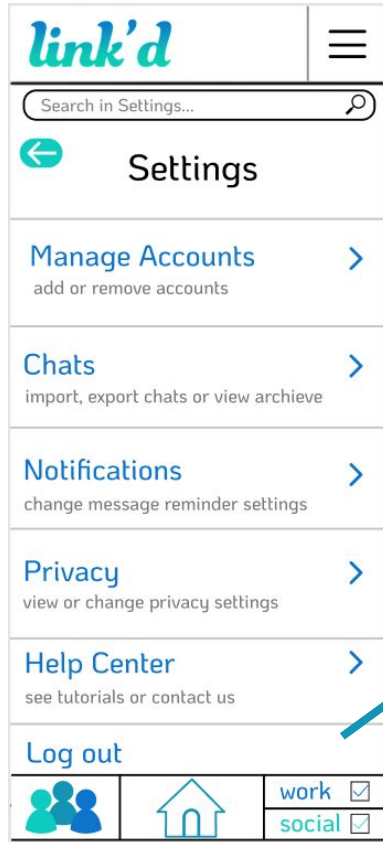


3.

User can **filter** the long list of conversations with different users.



Revised Design

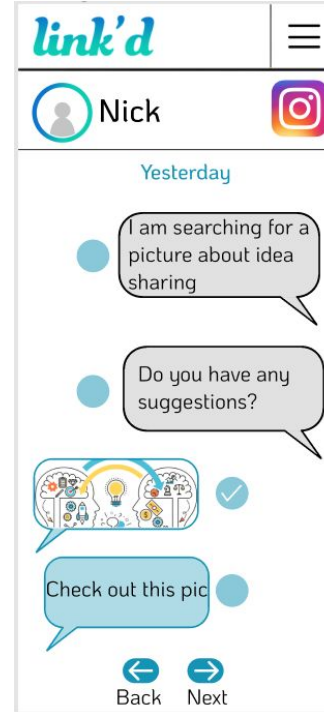
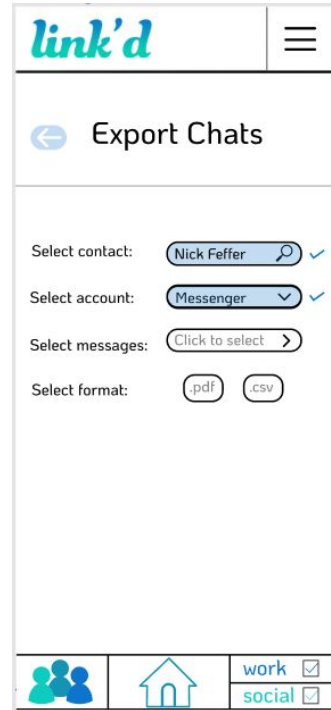
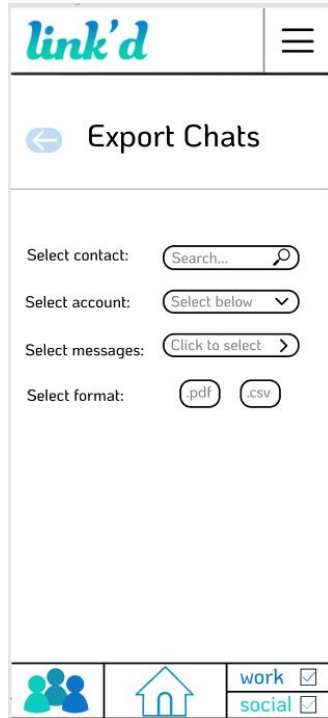


4. User **can** log out

More Robust!

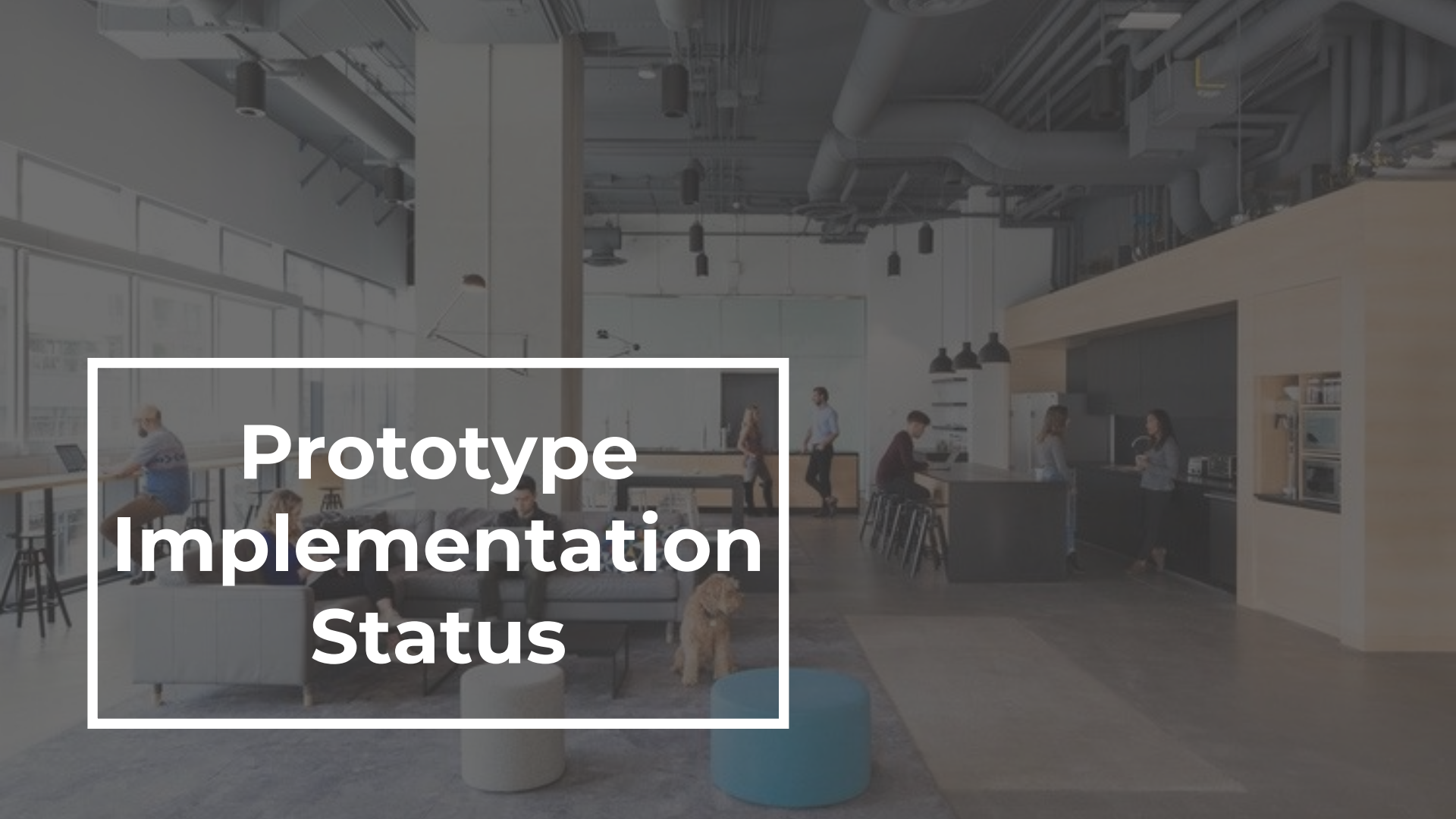
Revised Design

More Flexible!



5. User **can select** which messages to export.

6. User **can understand** where the exported chats are saved.

A modern, open-plan office space with a high ceiling, exposed ductwork, and large windows. Several people are working at desks and in a central area. A dog is sitting on the floor. The text "Prototype Implementation Status" is overlaid in a white box.

Prototype Implementation Status

Framework/Tools

Tools Used...

- Unity (for Hi-Fi implementation)
- Figma (for Medium-Fi implementation and User testing)
- Photoshop (Design)



Implemented Features

Login Page text entry ✓



link'd

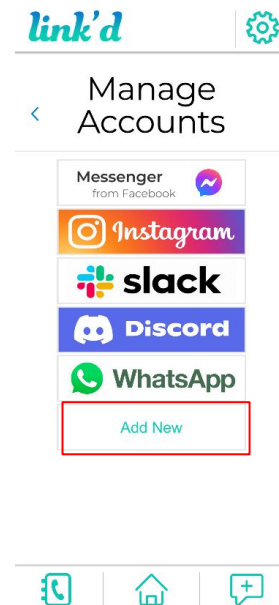
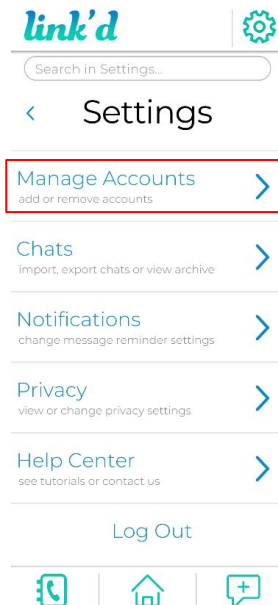
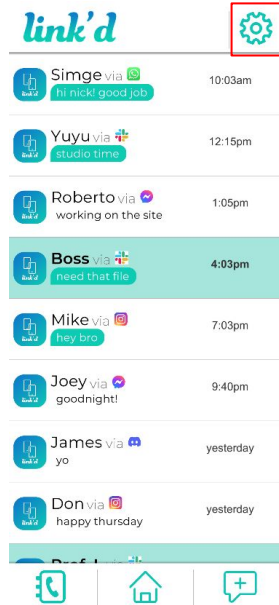
roberto

login ->

Need an account? Sign up.

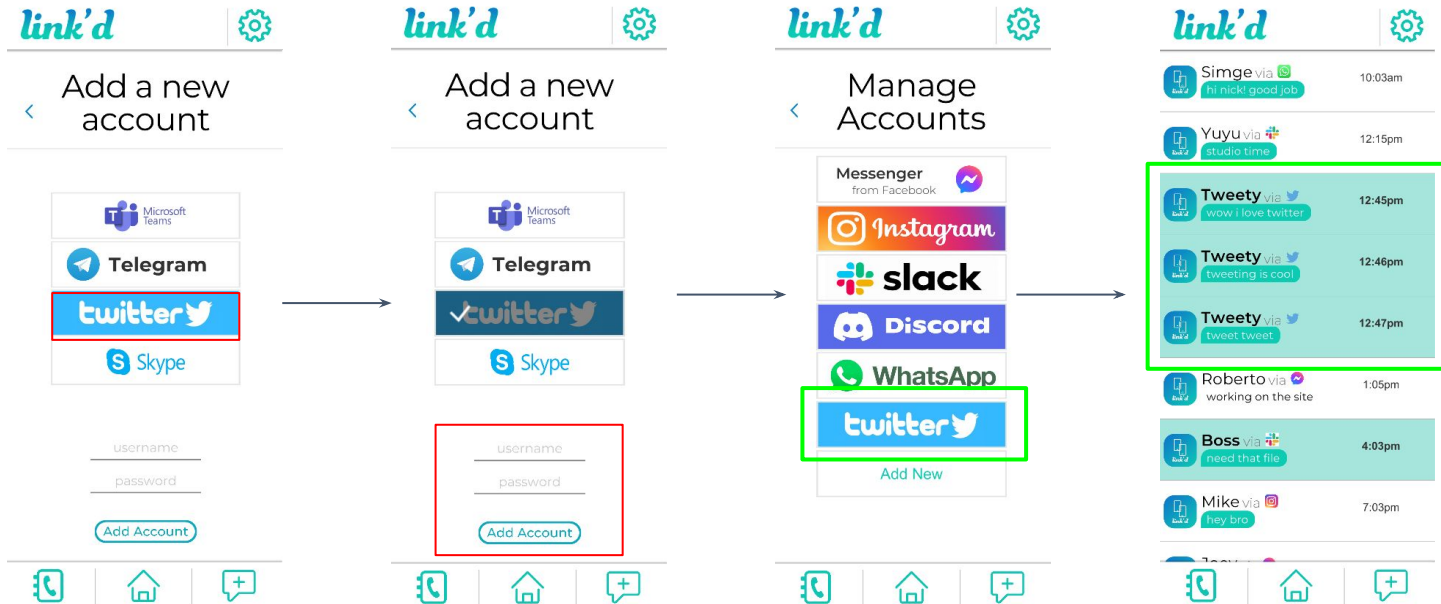
Implemented Features

Moderate Task: Add IM platform



Implemented Features

Moderate Task: Add IM platform ✓



Unimplemented Features

- Simple Task: Send and Read Message
- Complex Task: Import and Export Chat history
- Ability to navigate other settings
- Drop down filters
- Possible extras: unLink an account, sent/seen icons

Plan for Implementation

- **Messaging:** similar backend to Feed Screen - groundwork is done
- **Import/Export chats:** after messaging, use internal data structures to hold chats - easy to then move them around
- **Other settings:** simply need time to make the pages, also need to figure out what settings are actually worth doing
- **Drop down filters:** infrastructure is already created, simply need to add the proper dropdowns and buttons
- **UI:** Continue polishing for look and feel

Wizard of Oz Techniques

- We will be using Wizard of Oz to make the user believe that they have logged onto the link'd app as a user.
- We will also be using Wizard of Oz to give the experience of a user adding a new IM platform.

Hard-coded Data

- We will hard-code the contacts and messages that the users view in order to simulate the real thing.
- We will also hard-code the instant messaging platforms that the user can add.
- The profile pictures of contacts will also be hard-coded.

Issues/Questions

- Time Constraints limit the amount of implementation and design that can be done.
- Because of unequal distribution of skills, one of our team members is taking on all the responsibilities of designing the app. The rest of our team picks up the slack where we can.
- Do our tasks align with value purpose of our app?



Prototype Demonstration

Demonstration



Task: Linking an IM account

Live Demo:

Demonstration

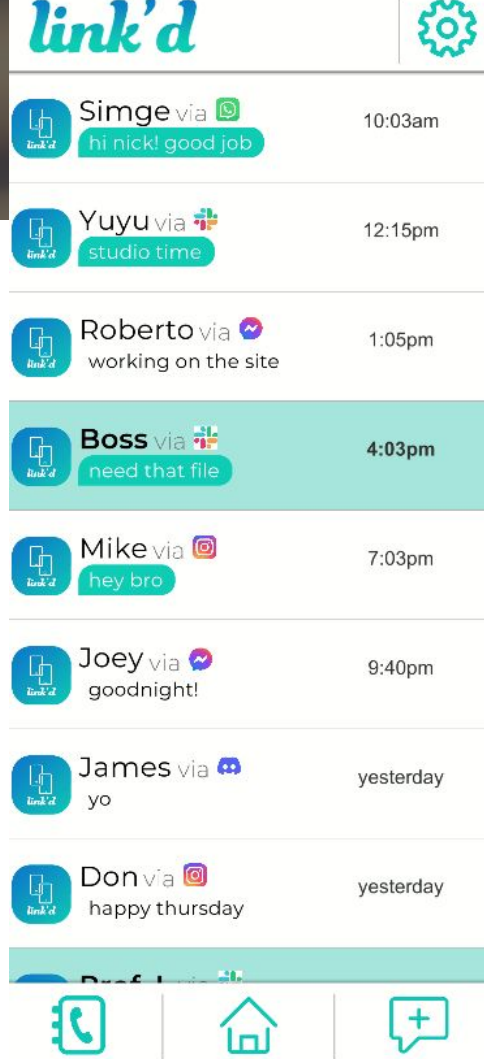
Task: Linking an IM
account

Recorded Demo (vid)

Demonstration

Task: Linking an IM account

Recorded Demo (gif)



Summary

Heuristic Evaluations

Issues in user control, error prevention, and value alignment.

Revised Design

More robust, efficient, and flexible!

Prototype Implementation

Moderate task is complete, simple and complex are work in progress.