

NightOwl: Low-Fi Prototyping

Griffin Dietz

Lachlan Green

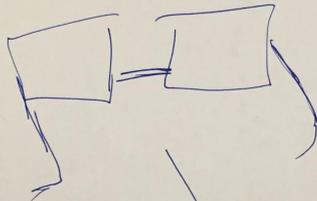
Zara Saraon

Overview

- value proposition
- interface design and rationale
- prototype design, testing, and future changes

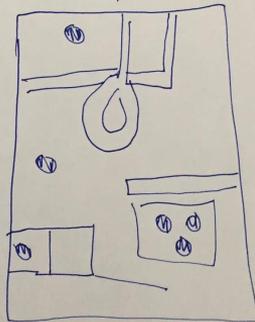
Connect with classmates. Collaborate on work.

through glasses



keep dot
to call
that
person

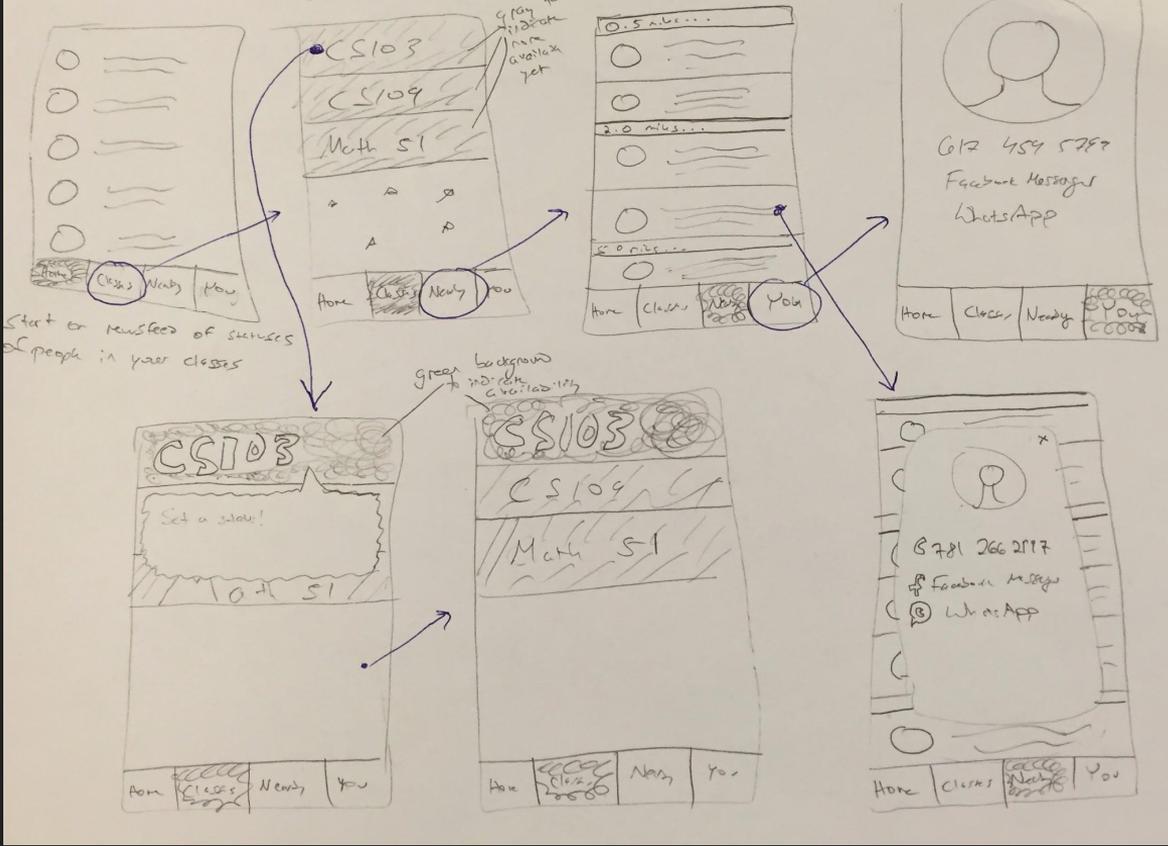
Speak about
class to
activate status
(eg. "CS 107")

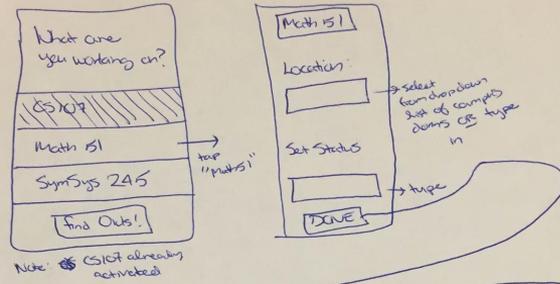


See dots of where ppl
are working on a
map

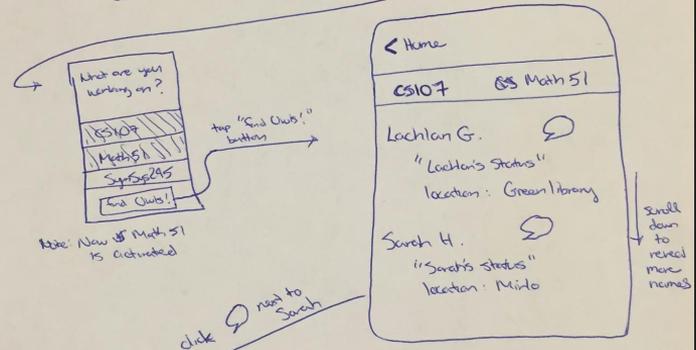
Social Approach - NewsFeed First

(having signed up, now opening app...)





Note: CS107 already activated



Note: Now CS Math 51 is activated

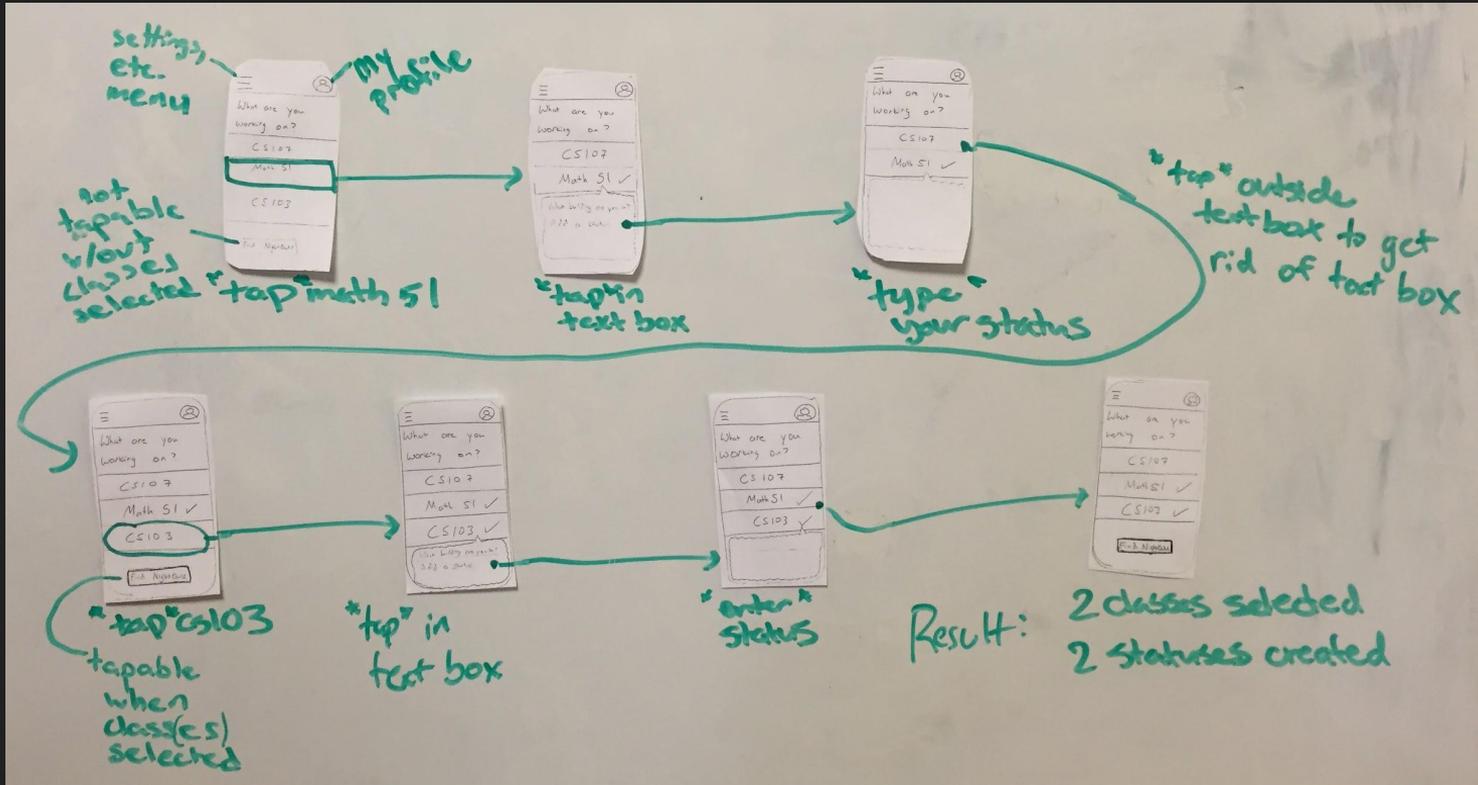
normal iPhone text message screen



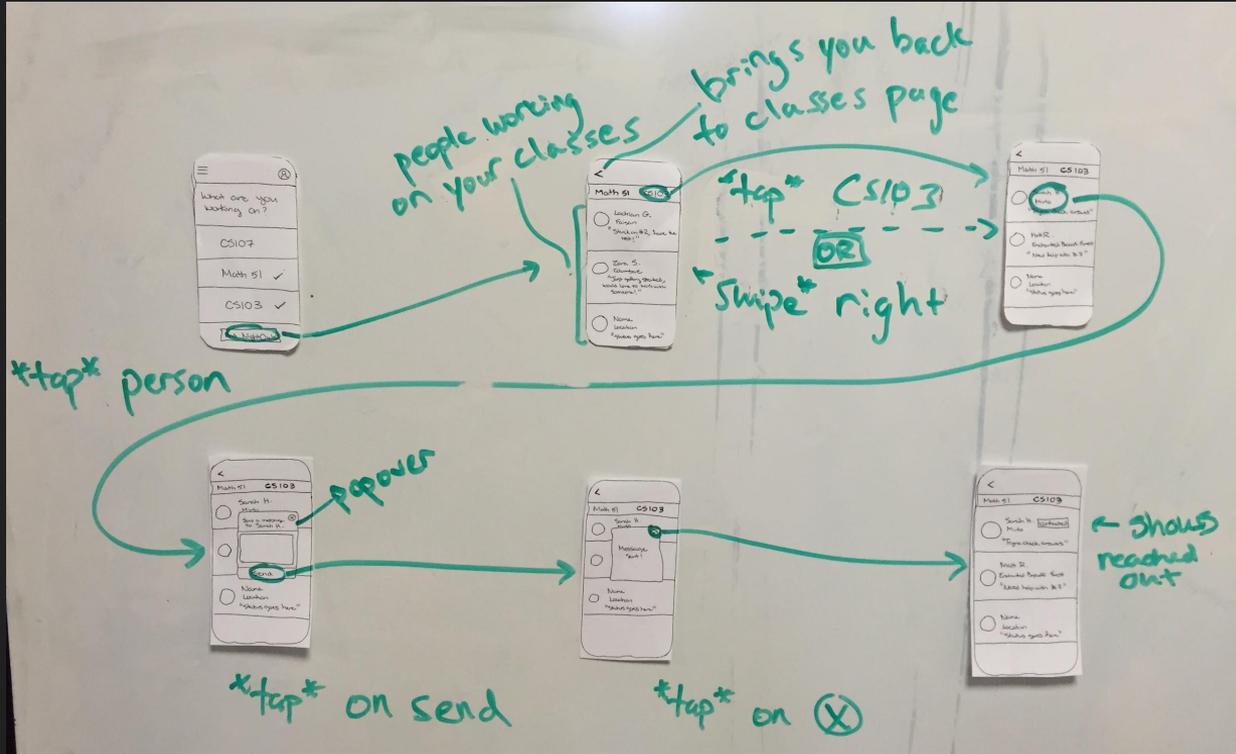
- * Selected class in white text, others in greyed out text
- * scroll L-R to toggle b/w selected classes

Individual Approach
 ↳ activate status in order to see who is available
 (a mobile app)

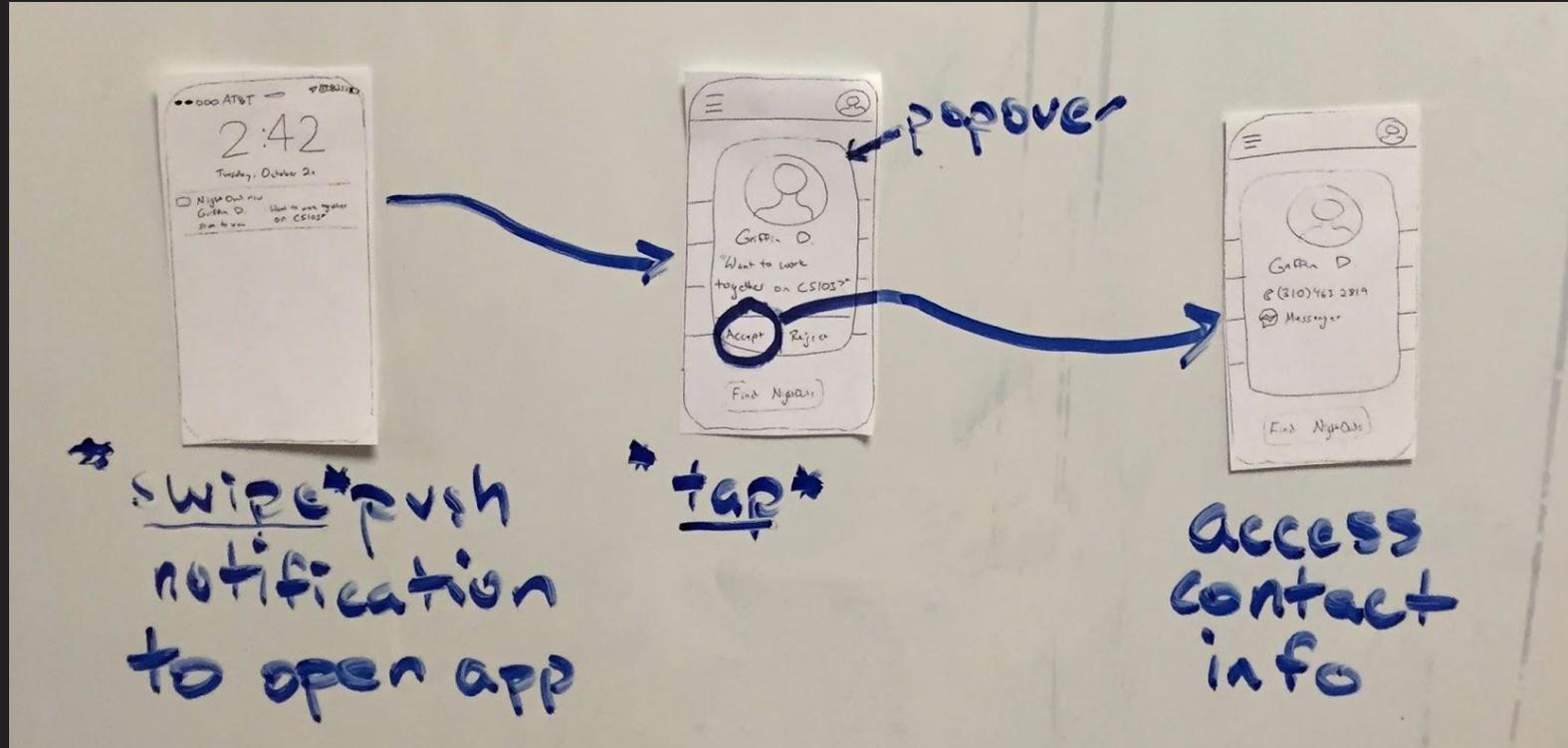
Medium Task: Become Available/Write A Status

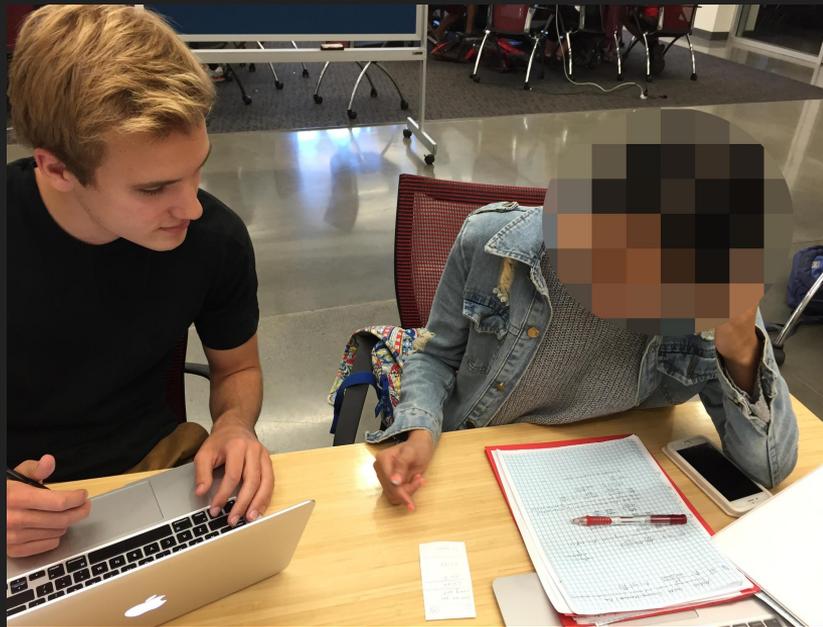


Complex Task: Reach Out to Classmates



Simple Task: Respond to Connection Request







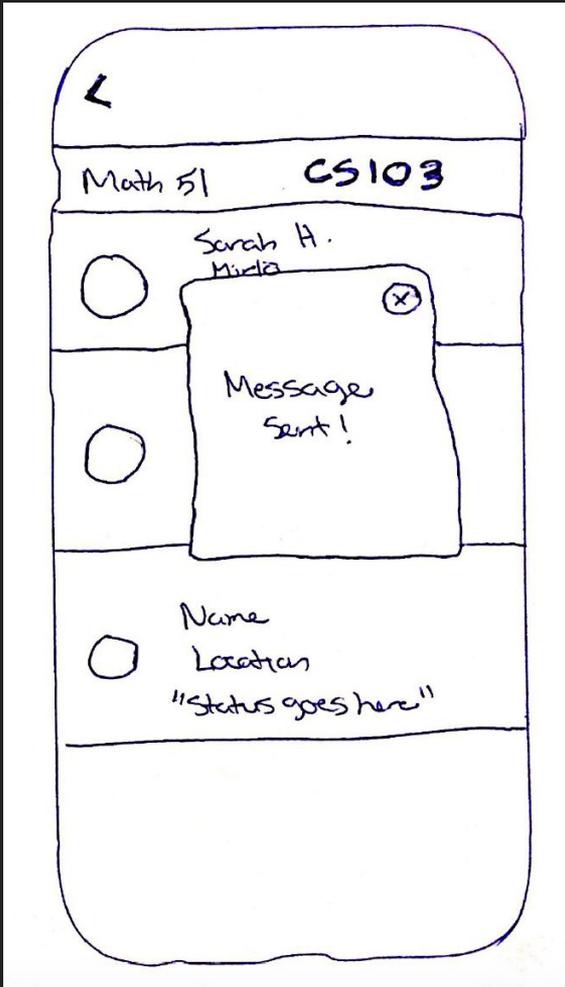
What are you
working on?

CS107

Math 51 ✓

What building are you in?

Add a status





Griffen D.

(310) 463 2819

Messenger

Find NightOwls

```
graph LR; A[Narrowed Down to One Interface and Prototyped] --> B[Received Feedback from Prototype Test Participants]; B --> C[Identified Key Changes for Next Iteration];
```

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Down to One
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