

Low-Fi Prototyping

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Overview

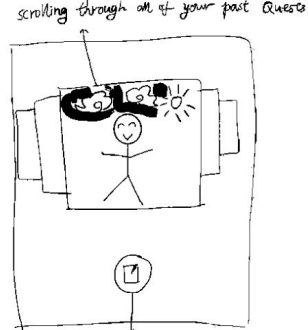
Long distance relationship is hard, long distance friendship is hard. Texting and liking on facebook just aren't enough.

Mission Statement / Value Proposition

“Make communication meaningful again”



THE CHOSEN ONE



click to initiate a new quest.

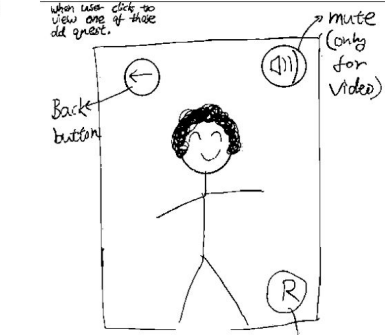
goes here!

when user clicks to make a new quest:

36 days	20 days	18 days
..
..
..

Sorted by descending days

click a friend to send a msg. (will lead to the same map interface)



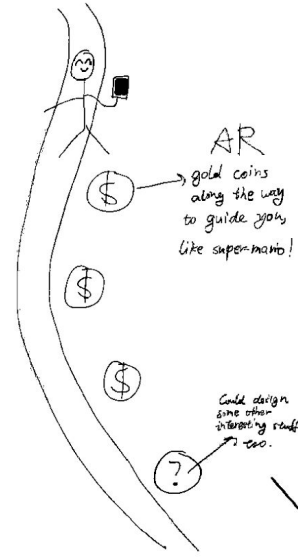
Reply to this friend's quest with a new quest

goes here with that friend highlighted!



Your friends on Quest & the last time you sent a Quest to them!

S R



Current gold coin gained

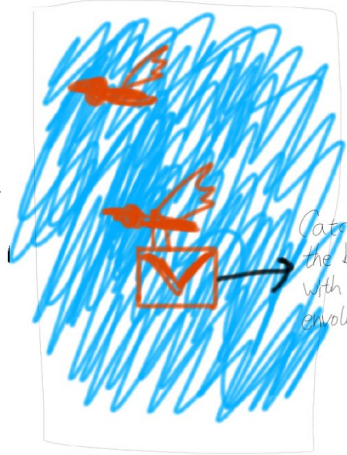


Open up your camera view & SEES an AR game w coins/stuff leading your way (could be another game)

Reaches destination

At the destination, play an AR game to Catch & open the msg!

when the rover reached the destination!

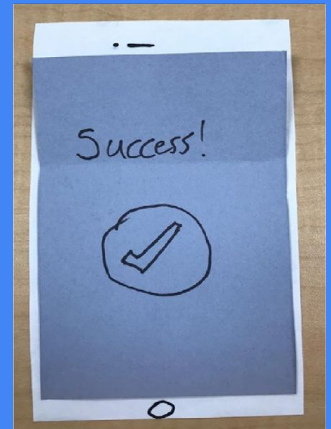
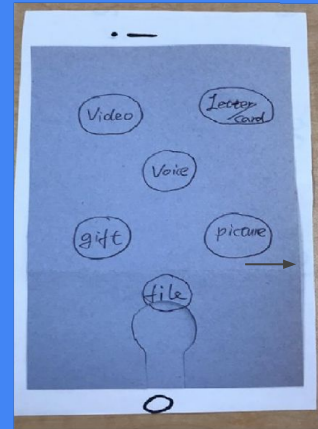
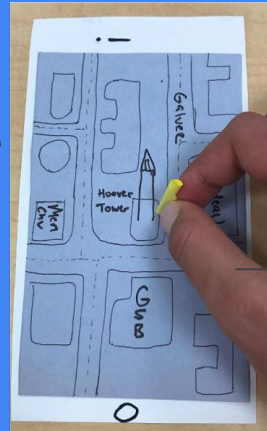
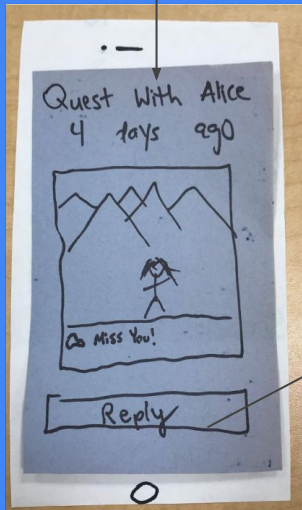
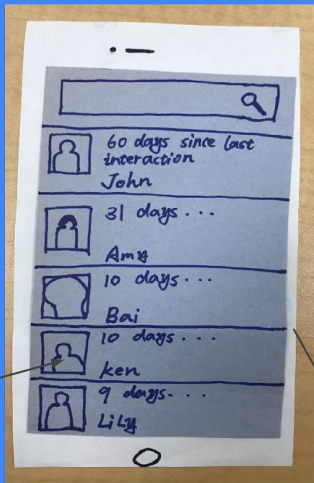
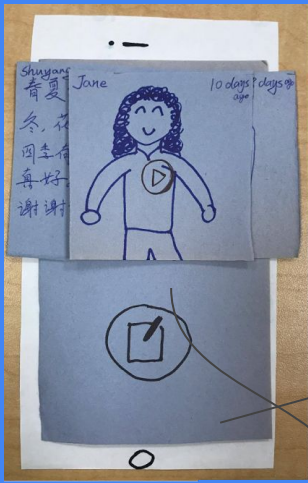


Selection Rationale

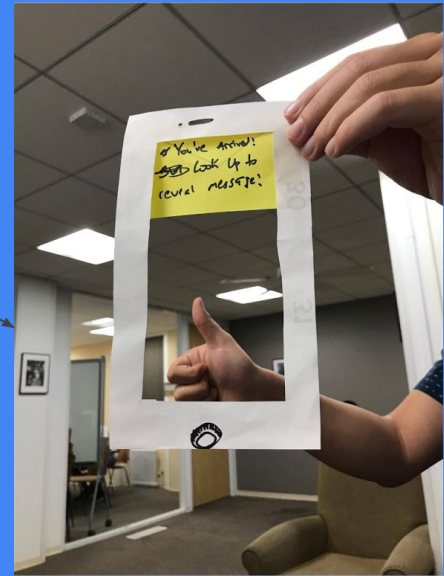
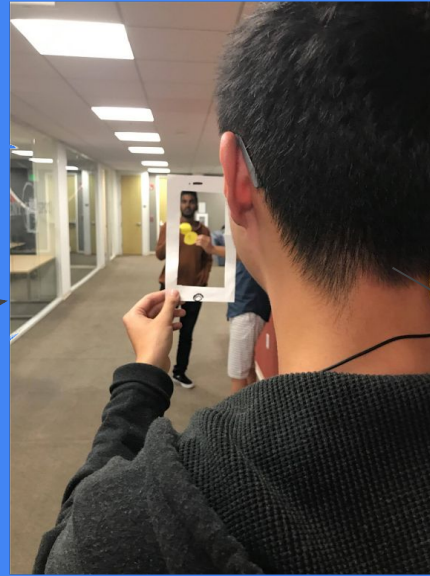
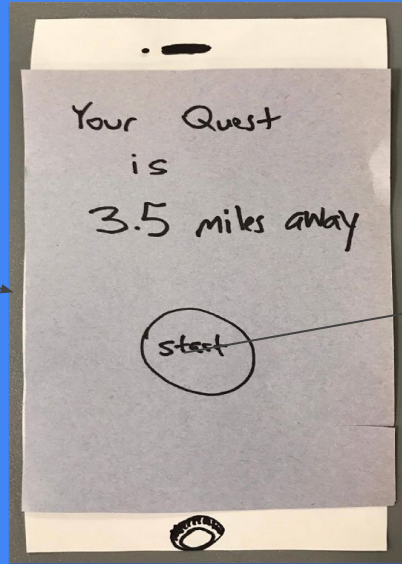
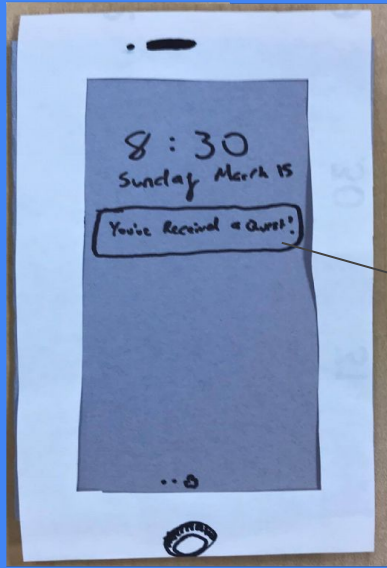
- Simple elegant UI, minimalistic
- Voting and discussion pointed us towards this design
- Design includes a game aspect
- Most AR functionality
- Simplicity of opening screen
- Most fun!

Prototype Tasks

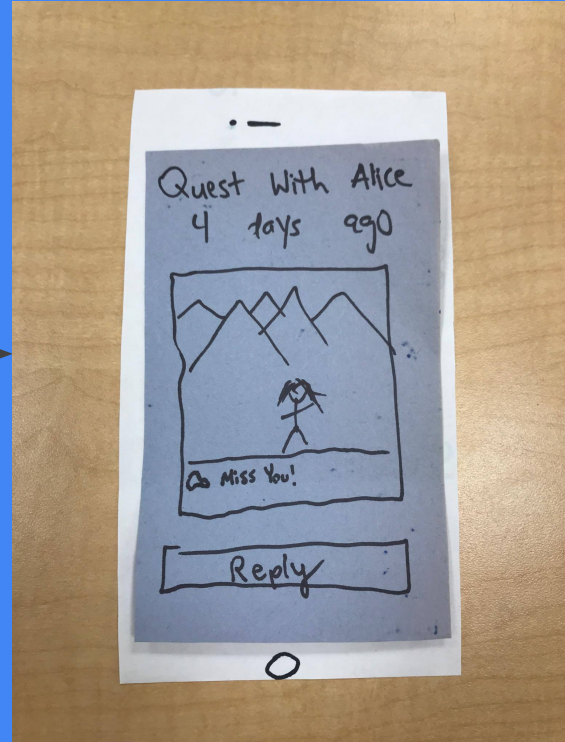
Task 1: Sender Initiates Quest



Task 2: Receiver Navigates to Message



Task 3: Receiver Opens Message



Experimental Method

Location: Private room in Old Union

Mitch - Facilitator

Rahul - Computer

Hao - Note taker, Observer

Measurements: Time to completion, Questions/comments,
Unconventional paths

Experimental Results

Participant 1:

22, Male, Chinese, Fremont

- Younger, well versed with mobile apps
- Completed tasks fairly quickly and as intended
- Unsure how often he would use our app
- Confused by how to interact with the coins

Participant 2:

59, Male, Indian, Hyderabad, Los Altos

- Older, did not find mobile experience as intuitive
- Relied on guidance from members more often
- Wished he had back button to go backwards
- Questions about geolocation abroad
- Did not interact with coins as intended
- Struggled with last step, unsure where to point screen
- “This might not be too safe on the streets for the kids”

Participant 3:

21, Female, White, Boston

- Mentioned adding text in home screen for instructions
- Like simplicity of slider view
- Generally happy and smiling throughout experience
- “If the location were actually significant to me this would be really awesome”

Suggested UI Changes

- Provide game rules before the gamified AR navigation begins
- Provide game rules when catching & opening message
- Add description of what the user could do with the coins/rewards he/she collected during navigation
- Add back button to more places like the contact list or message format selection for people to make revisions
- Allow users to save meaningful locations with their contacts
- Add more animation!

Summary

- We learned a lot from low fi prototyping
- Newfound respect for mobile developers
- Project opened our eyes to capabilities of AR