

High-Fidelity Prototype

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ABSTRACT

In this paper we describe and illustrate the high-fidelity prototype for our team's design.

CCS Concepts

• **Human-centered computing** → **Interaction design**
→ **Interaction design process and methods** → **Interface design and prototyping**

Keywords

Adoption, pet owners, usability, application

I. Application Summary

Our application aims to connect potential animal adopters to the institutional representatives who are housing the animals. Many animals go unadopted at places like rescue organizations and animal shelters because the process of adopting an animal can be arduous and there doesn't currently exist a way in which somebody can quickly discover the different options of animals available at different organizations.

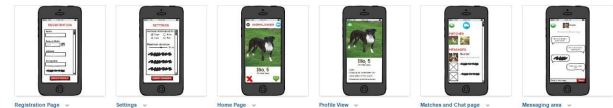
This application's goal is to make the process of adopting an animal easier by allowing for a single, universal application the user must complete and submit upon creation of a profile. All participating organizations must accept this universal application. Another goal of the application is to increase the transparency of needy animals and the speed by which potential adopters can navigate through these animals. The application will be mobile based in order to encourage efficiency.

The targeted users of our app fall into two categories: one, people who are interested in adopting an animal, and two, institutions that have animals they wish to give away.

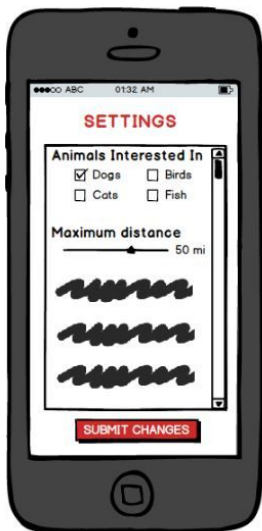
II. Concepts

- **Registration Page**
- **Settings Page**
- **Home Page**
- **Profile View**
- **Matches and Chat**
- **Messaging Area**

III. myBalsamiq Storyboard of High-Fidelity Prototype



Registration Page - User opens Animal Finder App on his/her tablet or smartphone. The registration screen appears to prompt the user to create a profile. The user fills the mandatory fields with his/her information.



Settings Page - Once the profile is created, the user is sent to the next screen to choose animal preferences and maximum distance from his/her zip code that he/she is willing to adopt an animal from.



Home Page - After preferences for pets are saved, the user will be sent to the home page where he/she will see pictures of animals that match their preferences on the screen. They can indicate which animals they are or are not interested in on this page. If not interested, the user will swipe left, if interested, the user will swipe right.



Profile View - If a user would like more information on an animal before deciding to swipe left or right, he/she can simply click on the animal's picture. The user will then be sent to the profile view page for that animal. This is where the user can read more about the bio of a potential pet.



Matches and Chat - After a user shows interest in one or more animals by swiping right, the user will be prompted to the matches and chat page. This is where the user can see all potential pet matches and chat with the organization that has the pet up for adoption. This is where a user can ask questions and start the conversation for future adoption.



Messaging - Once the user has decided on the pet he/she wants to adopt, they can navigate to the messaging page to start the dialogue with the agency who has the animal. This is where arrangements can be made and more formal meetings can be organized between the user and the organization that has the pet up for adoption.

IV. Justifications

Registration Page: A Registration page consisting of a form that the user must complete in order to load photos. This completed form serves as the universal application that all organizations must agree to participate.

Justification: The user has to register in order to use the application. This is so when they are a candidate to adopt a certain animal, the adopting agency can look at their information to determine whether or not they would be a good fit to own the animal. After evaluation, it seems that the most useful information to collect on this page is a name, date of birth, address, and occupation, so we have put these fields in the mock-up. Once the information is imputed, the user hits the Create Profile button to submit their profile for approval.

Settings: A Settings page consisting of a form with a checklist of animal categories the user selects from to indicate which animals they may be interested in adopting and a slider that determines how far away the animal can be in order for the user to still be interested.

Justification: The user has the option to modify how they experience the application. They can choose which categories of animals show up in their feed. This is because, for example, a

person may be interested in adopting a dog, but no other kind of animal. They can select any number of animal categories, so for instance, dogs and cats could show up in their feed if they so desire. Another example of a setting they can choose is the distance to the institution where the animal is hosted. The user uses a slider to determine the maximum distance which an animal is allowed to be in order to show up in their feed. They can do this because a person may not want to drive over 50 miles to go buy an animal, for example. Based on feedback and evaluation, these settings were chosen as the most necessary to be included on this page. Once the settings are chosen, the user can save these settings to their account.

Home Page: A home screen that loads photos of adoptable animals that the user swipes left on if disinterested and right if interested.

Justification: The user has a stack of animal photographs that correspond to the types of animals they chose on the settings page as possible candidates. They move the photo left if they don't want the animal, they move the photo right if they do. This was intended to be a simple enough design choice for users to learn and remember. After evaluation with actual users, it was decided that this choice would be supported by our target audience. Our evaluation processes also yielded feedback that there should be a quick tutorial for the user upon first booting up the app after registration and they can choose to view this tutorial at another time if they so please from another menu. This home page has a button on the top left that navigates to "Edit Profile," a button on the top right that navigates to "Chat," (where they can talk to adopting agencies that have selected them as candidates), and on the bottom there exists a quick blurb of the animal's information (including name, breed, etc.). There are other apps that employ this kind of functionality and we hope to be inspired by their ideas and adapt them to an animal adoption context since these apps have proven to be quite successful. This also helps provide learnability and memorability to users who may have used apps with these same concepts in other situations.

Profile View: The profile of an animal that is revealed if you click on the picture of the animal, includes a bio of the animal and basic information.

Justification: Like the Home Page, this design decision is inspired by apps that employ the swiping format. This "Profile View" page offers a picture of the animal, small buttons on the bottom to toggle through to see other photos of the animal (so adopters can conveniently and quickly navigate through these), the name and description of the animal, and a biography of the animal written by the animal's fosterer that includes additional

information the animal's fosterer finds important for potential adopters.

Matches and Chat Page: After a user shows interest in one or more animals by swiping right, the user will be prompted to the matches and chat page. This page shows potential matches from the user's preferences and animals that have been "swiped right" on. From here, a user can choose the animal they want more information on and simply click the "chat" bubble icon on the top of the page to ask the adopting agency further questions about the potential pet. The green arrow in the top right corner will take the user back to the previous page to revisit an animal's profile or to choose more animals to "swipe" on.

Justification: This page was designed to allow users to chat with the agency that has the pet up for adoption. After evaluation, it was clear that users wanted a way to be able to ask further questions about the animal without going through all the steps of contacting the agency and starting the adoption process. Here, the user can find out more details about the animal in order to make a more informed decision about potential adoption.

Messaging Area: Once the user has decided on the pet he/she wants to adopt, they can navigate to the messaging page to start the dialogue with the agency who has the animal. This page will populate with the adopting agency's contact information so the user can simply type a message and press "send" to start the adoption process.

Justification: This is where arrangements can be made and more formal meetings can be organized between the user and the organization that has the pet up for adoption. User feedback led our team to decide on a messaging system so that users could start the adoption process directly from his/her mobile device. From here, the adopter and the agency can schedule a more formal meeting, arrange a phone call, etc. to continue the adoption process.

V, Interactive PDF (myBalsamiq)

<https://usabilityengineeringcour.mybalsamiq.com/projects/animalsaverprototype/prototype/Registration%20Page?key=82e5f02de0cf0b6a13d548cbf04525cfe30380c9>

Please visit the link above to gain access to our prototype's interactive PDF.