

BiNGE BUDDiES



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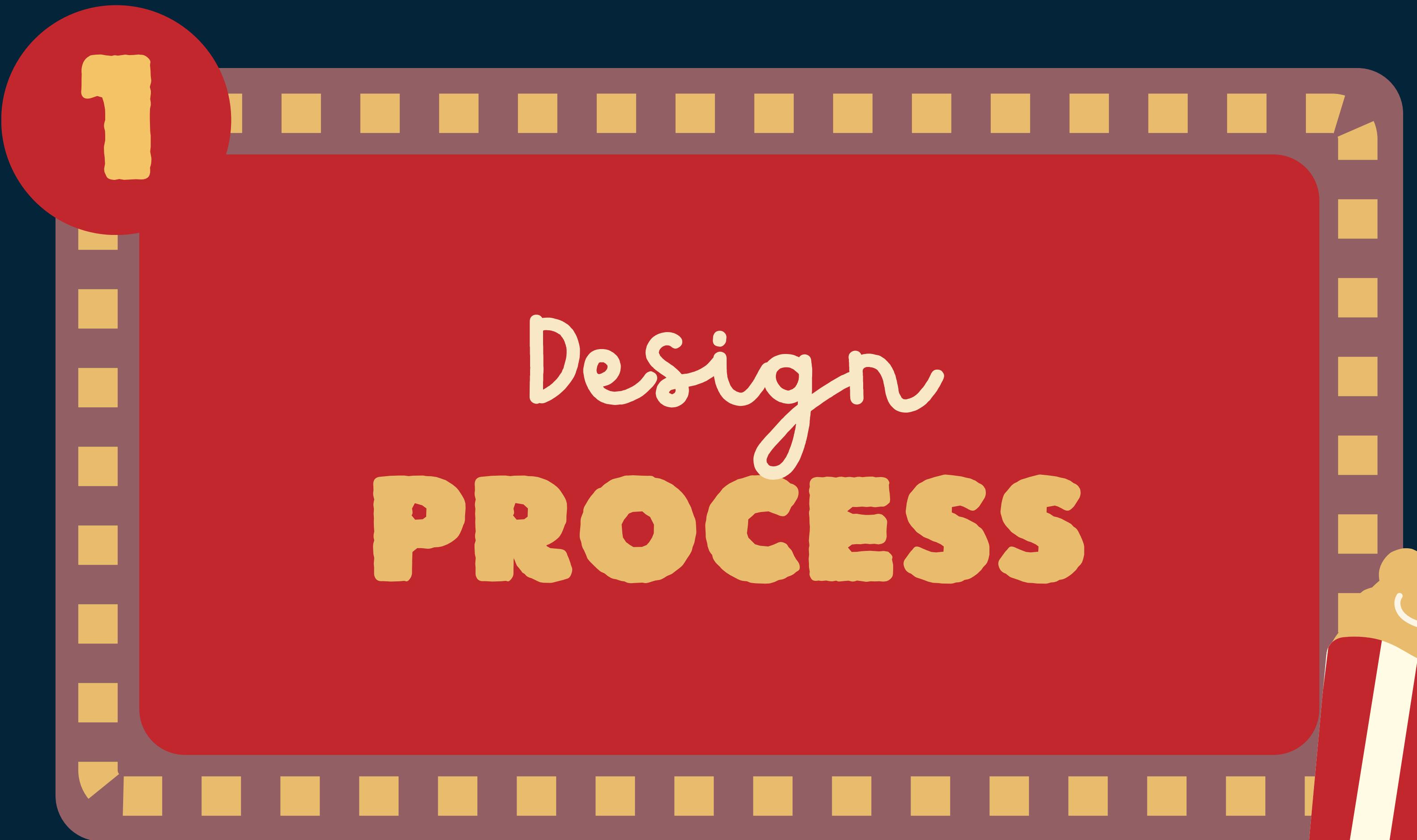
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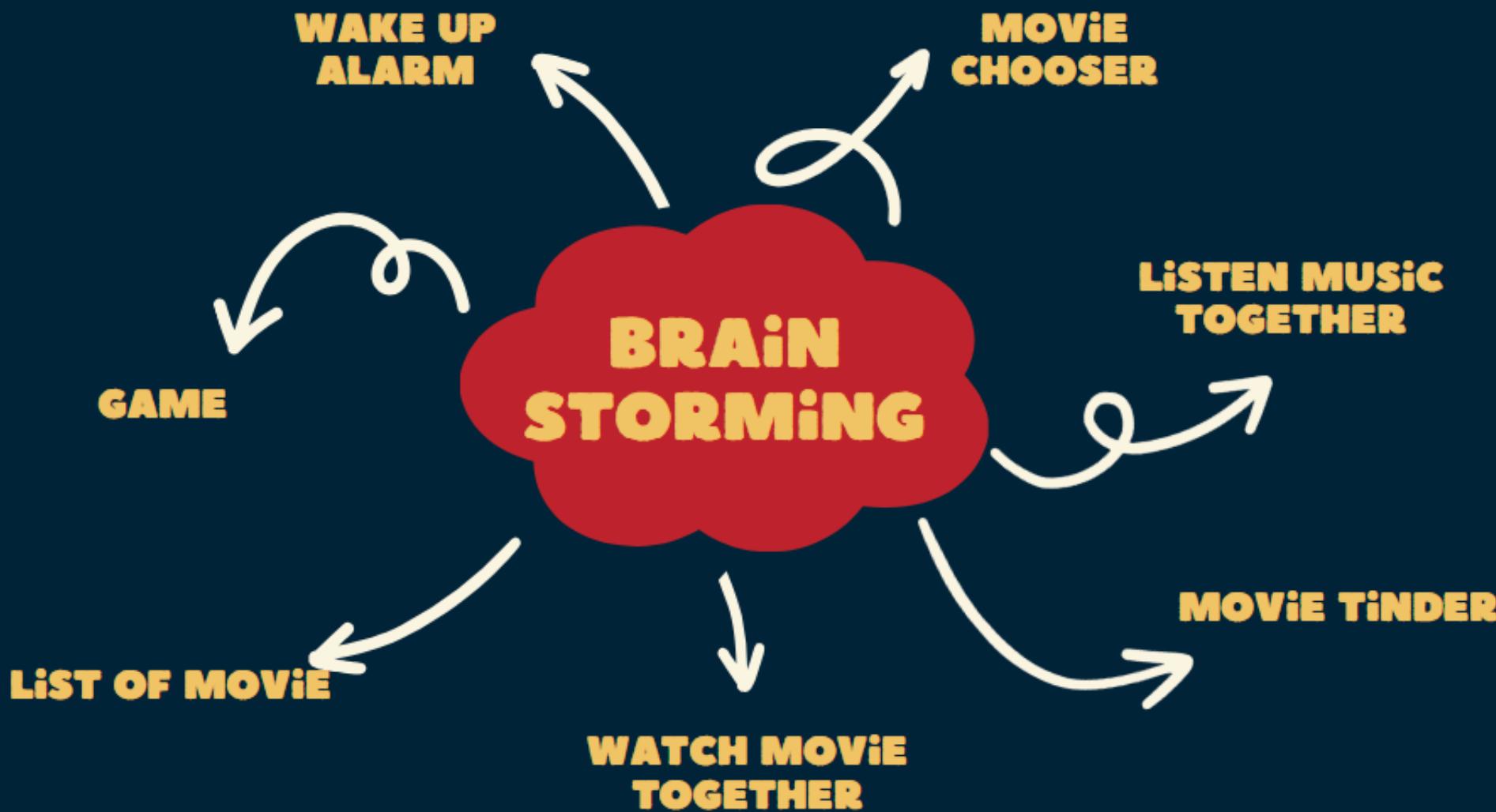
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Design **PROCESS**



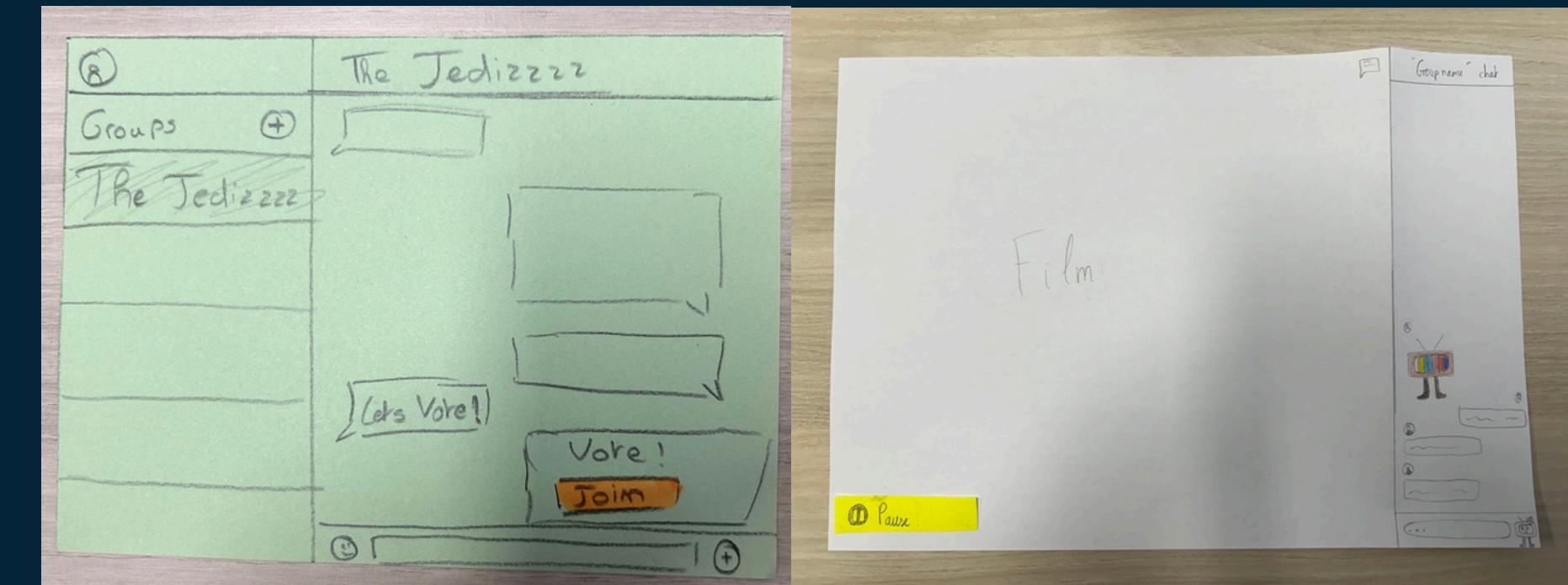
CONCEPT

A tool designed to simplify the process of deciding what to watch to, especially in group settings, and enhancing the collaboration aspect of the experience, online or not.

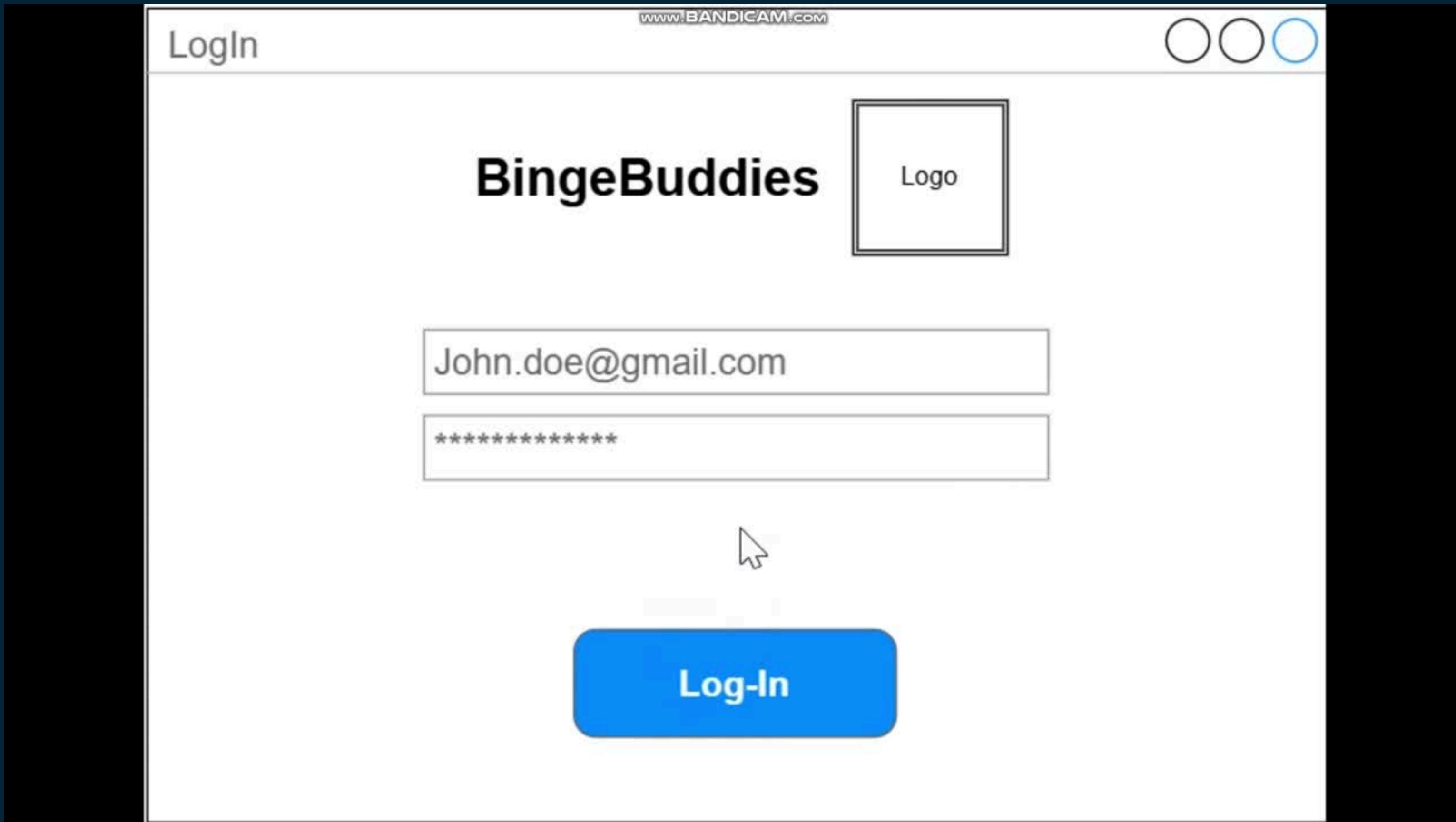
INTERVIEWS



PAPER PROTO/WORKSHOP



HIGH FIDELITY PROTOTYPE



DESIGN PROJECT 2

BACKWARDS PLANNING

18/04

ARTICLE

- Submit our article (1 second)
- Refine the article (2 days)
- Extern people check the article (3 days)

11/04

PRESENTATION

- Create slides (4 days)
- Split the speech (10 min)
- Create a video demo (1 day)

04/04

RESULTS AND DISCUSSION

- Show limitations (2 days)
- Show result (2 days)
- Discussion about what we could improve from the evaluation and what we could do in the future for a real app (1 day)

28/03

PROTOTYPE

- Identifying existing issues and potential improvements from testers return (2 days)
- Searching for volunteers for testing and feedbacks (1 day)
- Create an evaluation proposal (1 day)
- Develop an initial version of the project with core functionalities and features (3 days)

21/03

DESIGN METHOD

- Write final part with the full design process (1 day)
- Resume the methods from Design Project 2 (1 day)
- Resume every methods from Design Project 1 (3 days)
 - Interview
 - Brainstorming
 - Low-Fidelity & feedback
 - Rework
 - High-Fidelity

Continue to work on the prototype

14/03

LITERATURE REVIEW

- Write and summarize the results (1 day)
- Analyze the results (3 days)
- Read the articles (2 days)
- Find research papers about voting systems and watching content with others (1 day)

Continue to work on the prototype

07/03

BACKWARDS PLANNING

- Start working on the prototype
- Define the title & description of the project (1/2 day)
- Schedule the project/article (1/2 day)

DELPHi METHOD

GROUP DISCUSSION

group discussion app (Whatsapp, Discord)

add friends

create a group

manage the group

send messages

create a vote session

WATCHiNG PARTY

people in the group all watch the content at the same time

simultaneously actions (pause/play)

chat during the watching

close the chat.

VOTE SESSION

host of the vote select some filters like the platforms, the type of content

algorithm/AI presents 6 films according to the filters

everyone can vote for as many movies as they want

“superdislike” that works like a veto

super dislike on the winner = second round with the first most voted movie and other movies

tie = movie is chosen randomly

UX PROTOTYPE

To better test our application, we created a prototype with all of the main functionalities.

The feature of this version:

- A login/account system.
- Groups system.
- Real time chatting between users.
- Images/gif handling.
- Voting system to choose a movie.
- Watch video together system (synchronize play/pause movie)

UX PROTOTYPE

Participants

We managed to recruit 11 participants to join our testing:

- HCI Master students
- Friends
- Close families

Technologies

Tools used for the prototype:

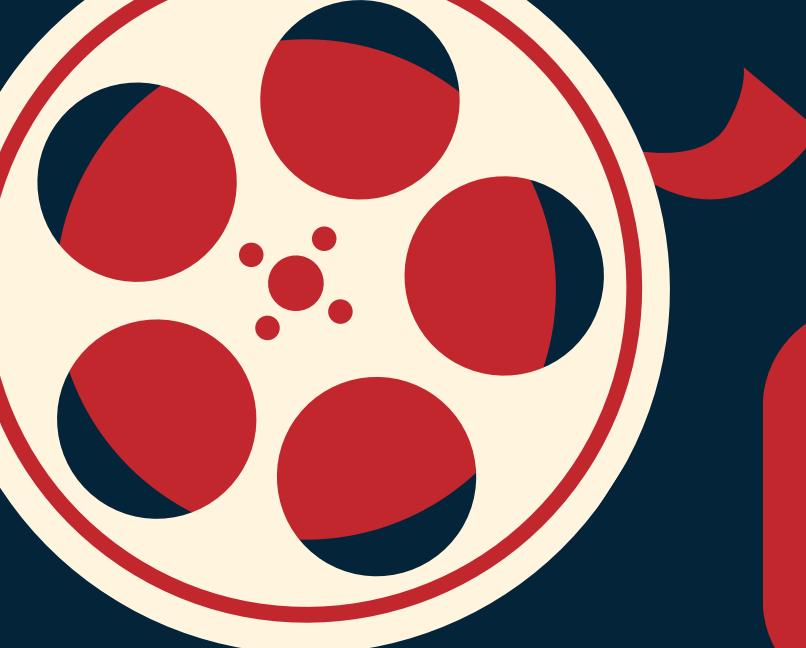
- NextJS 14 for the front-end and back-end
- MongoDB for the database
- Socket.io for the real-time communication, voting and watching system.
- Vercel.com for hosting

EXPERIMENTAL DESIGN

See this after

2

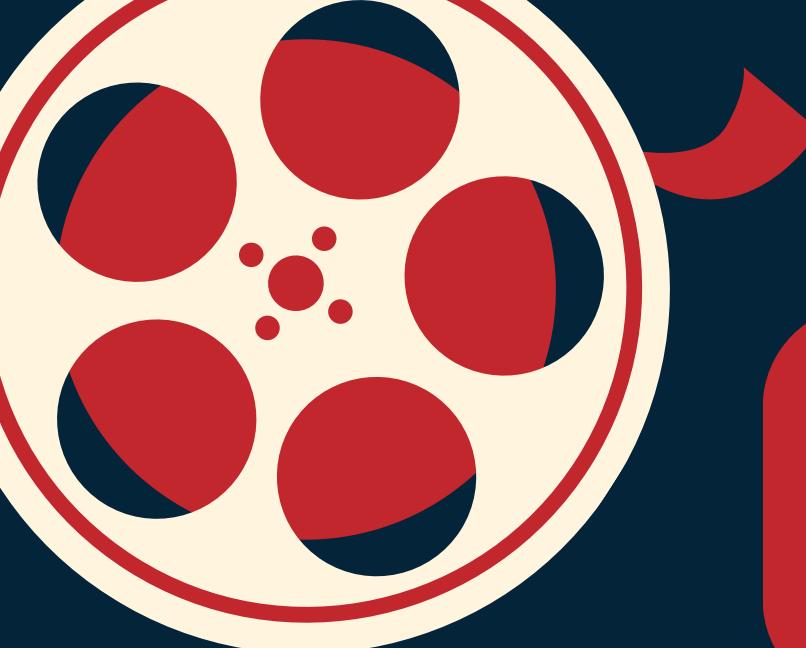
Literature REVIEW



CONSENSUS AND GROUP DECISION-MAKING

- Butler and Rothstein's work on Formal Consensus





VOTING SYSTEMS AND SOCIAL CHOICE

- Nurmi's research on voting systems for social choice

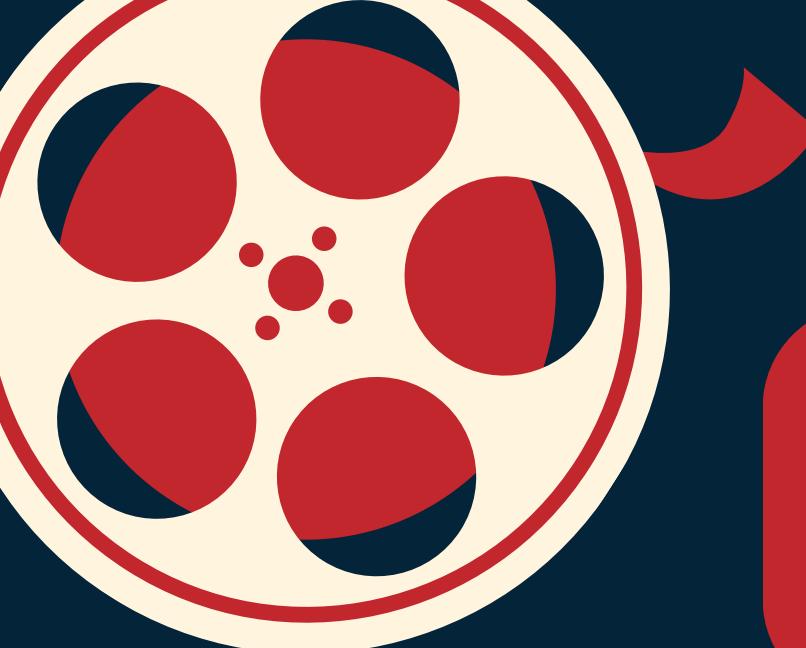




COLLABORATIVE FILTERING AND RECOMMENDATION SYSTEMS

- Schafer et al. 's study on CF-based recommender systems
- Masciari et al. 's work on AI-driven recommendation systems
- Modi et al. 's study on movie recommendation frameworks





VIDEO STREAMING AND CHAT SYSTEMS

- Apostolopoulos et al. research on video streaming
 - Dewes et al. 's studies on internet chat systems
- 



THE IMPACT OF SOCIAL INTERACTION ON CO- WATCHING EXPERIENCES.

- Rigby et al. research on pre-viewing discussions and brain synchronization
 - De Felice et al. studies on screen size and immersion
- 



PERSONALIZED MOVIE SELECTION AND EMOTIONAL CONTEXT

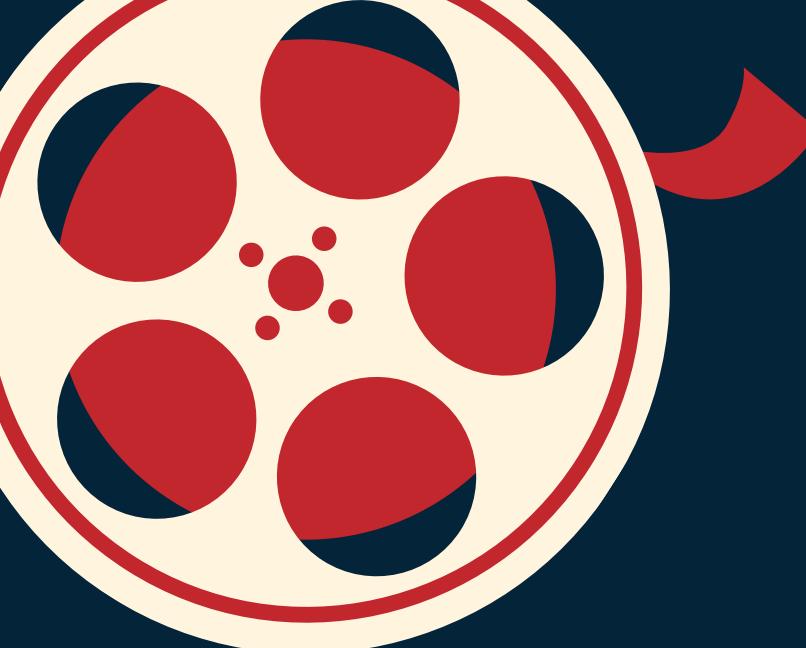
- Chu et al. explore movie selection based on users' real-life experiences and emotional context



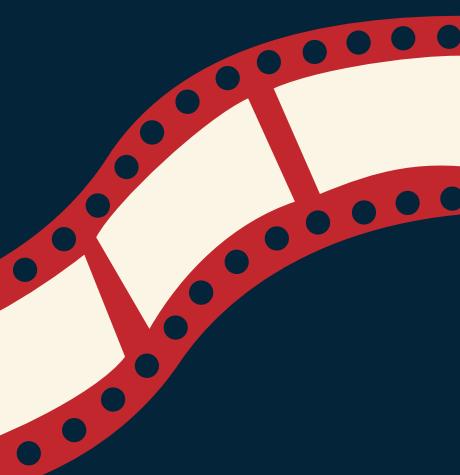
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Protocole & TESTS





PROTOCOLE



18-30 years old people, whatching often movies/series, needs to know each other

In Group: 2 peoples minimum,

Data Collected: Decision-making time, number of voting rounds, number of errors/bugs

Key-Task to do

Anyone can leave the experiment at any moment

Answering a google form about their experience



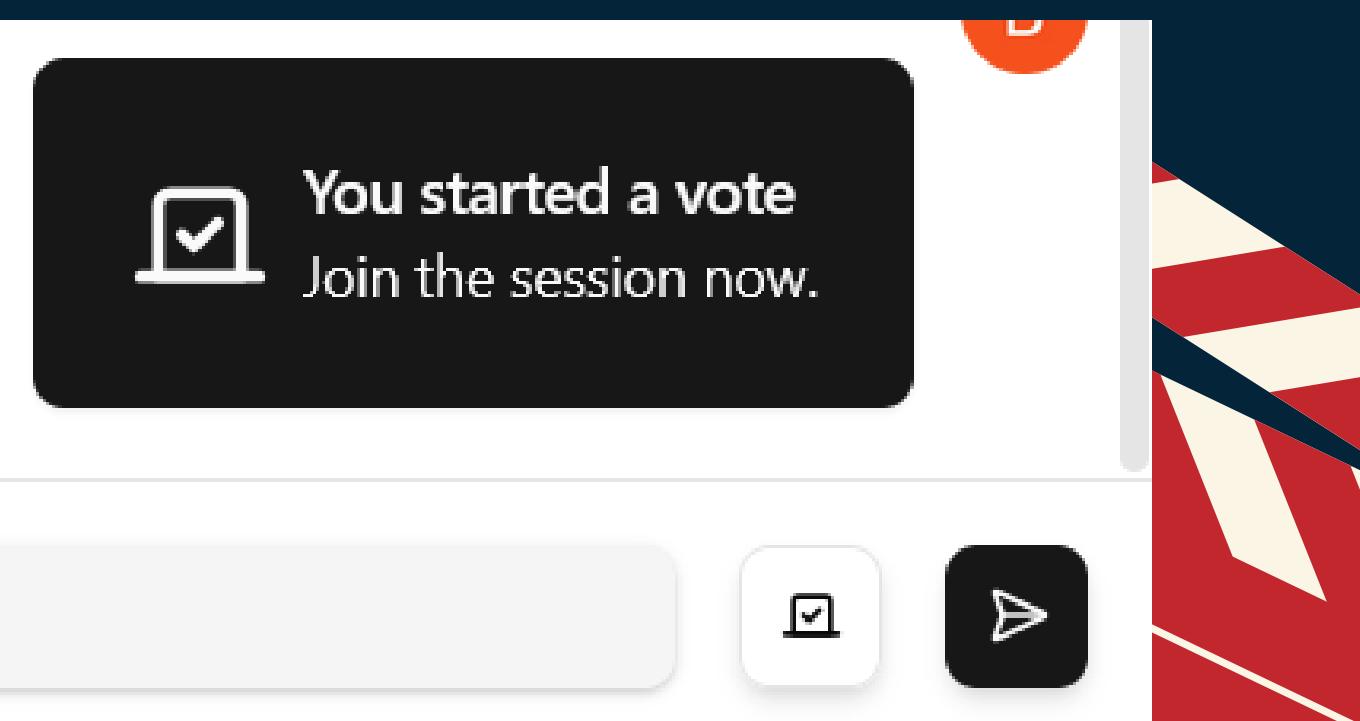
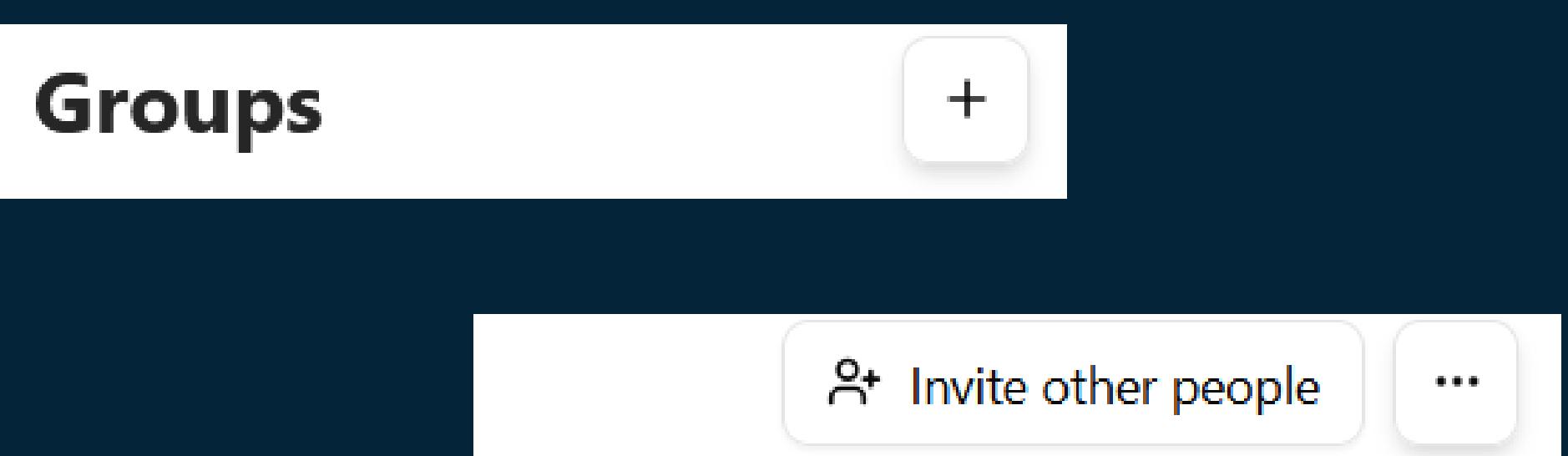
TEST

Scenario chosen or Key task:

- Creating a group and naming it
- Inviting other people
- Trying the chat
- Creating a vote session
- Use the super dislike
- Each member pause and play the film

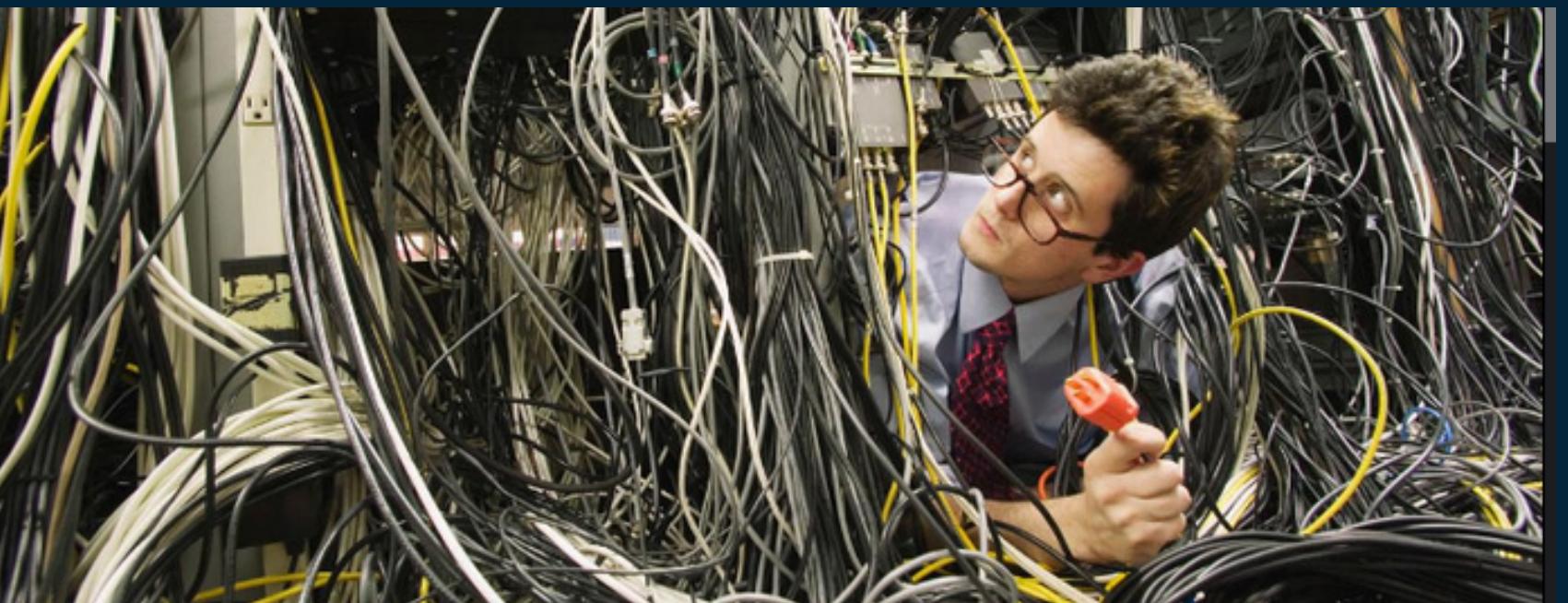
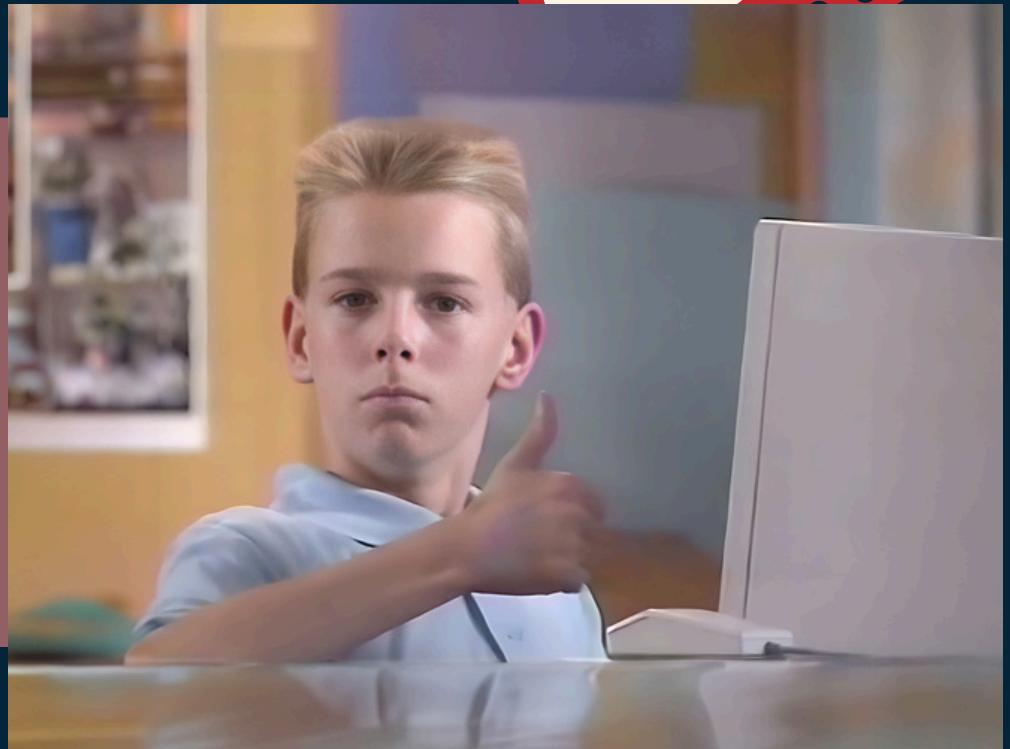
While tests, us:

- stopwatcher,
- note taker,
- IT technician,
- explainer



USER REACTION

- Users knew rapidly how accomplish tasks in a brief time
- Server and Internet issue = User frustrated
- Not everyone use the chat while voting
- More details on the Results and findings



4

Results & FINDINGS



GATHERED FEEDBACK

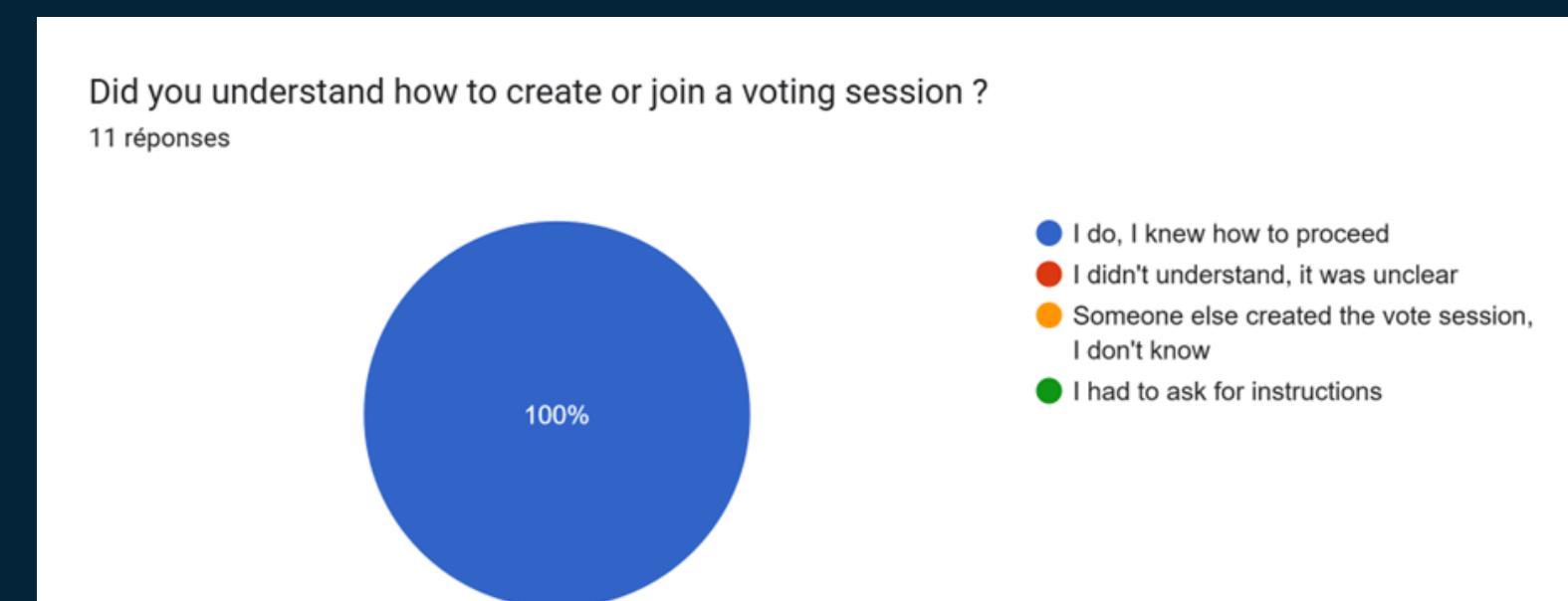
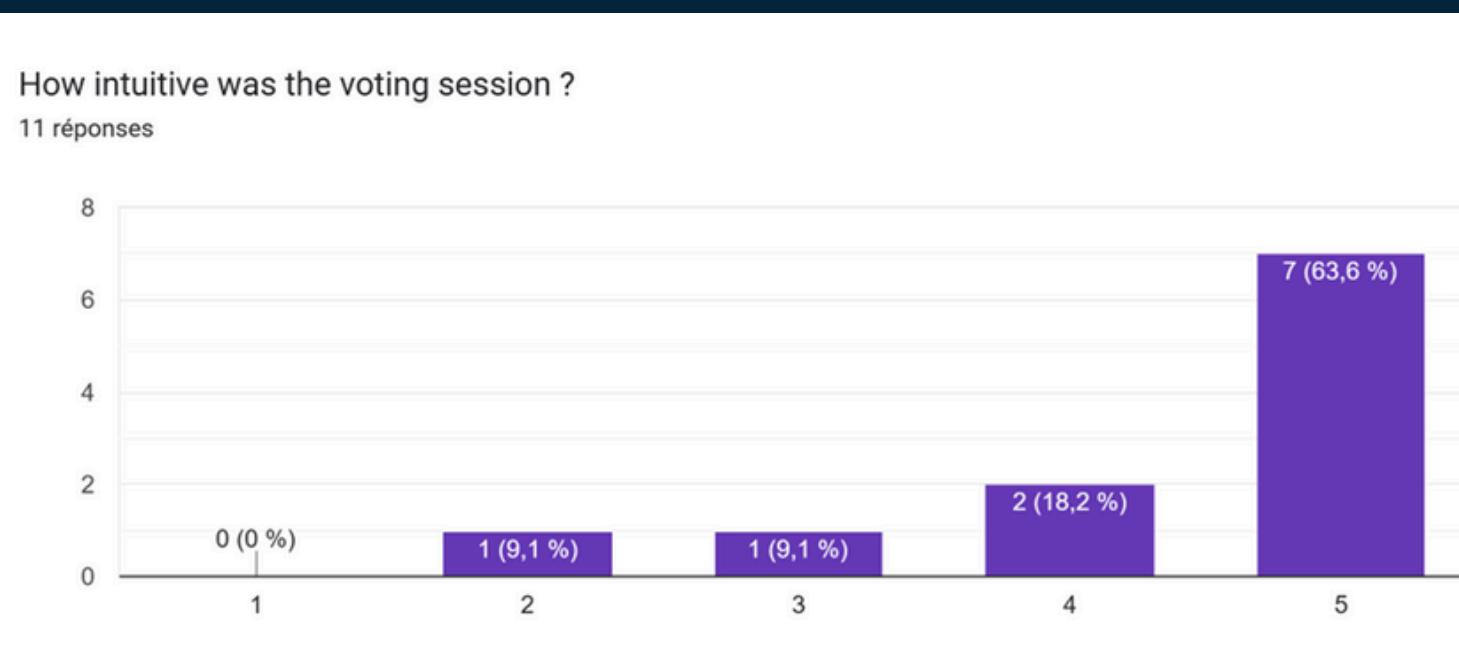
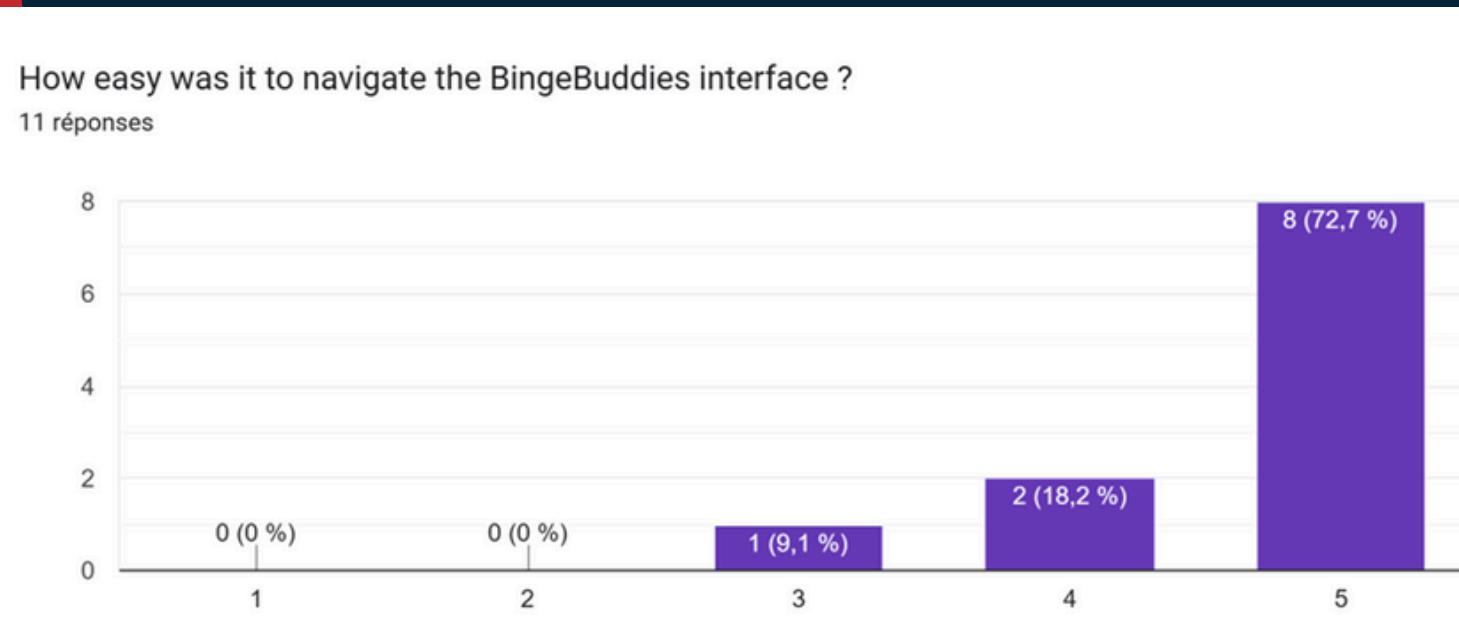
Feedback gathered by:

- Questionnaire
 - Usability & interaction with the app
 - Group dynamics & decision-making
 - User satisfaction
 - User feedback
- Direct observations notes
 - Decision-making time
 - Number of errors



OBSERVED USABILITY

- Moderately intuitive interface
- Critical features visibility (voting process, super-dislike button)

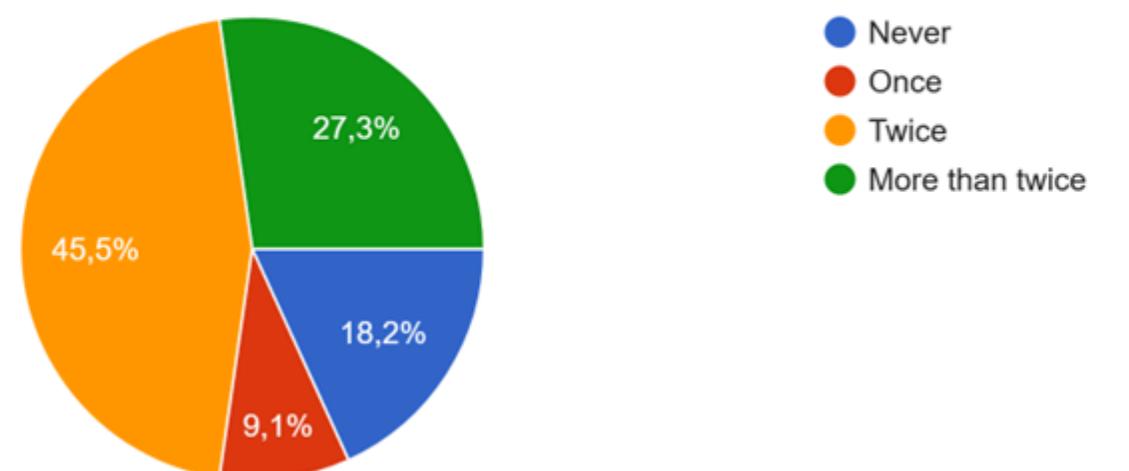


Maybe the voting could be more intuitive

TECHNICAL OBSERVATIONS

- Latency & response delays:
 - Sign-up process (e-mail verification)
 - Voting rounds (manual refresh needed)
- Location/server-related issues (Ireland)

Did you encounter any technical issues (for example delays, crashes, network problems)?
11 réponses



What frustrated you about the experience ?

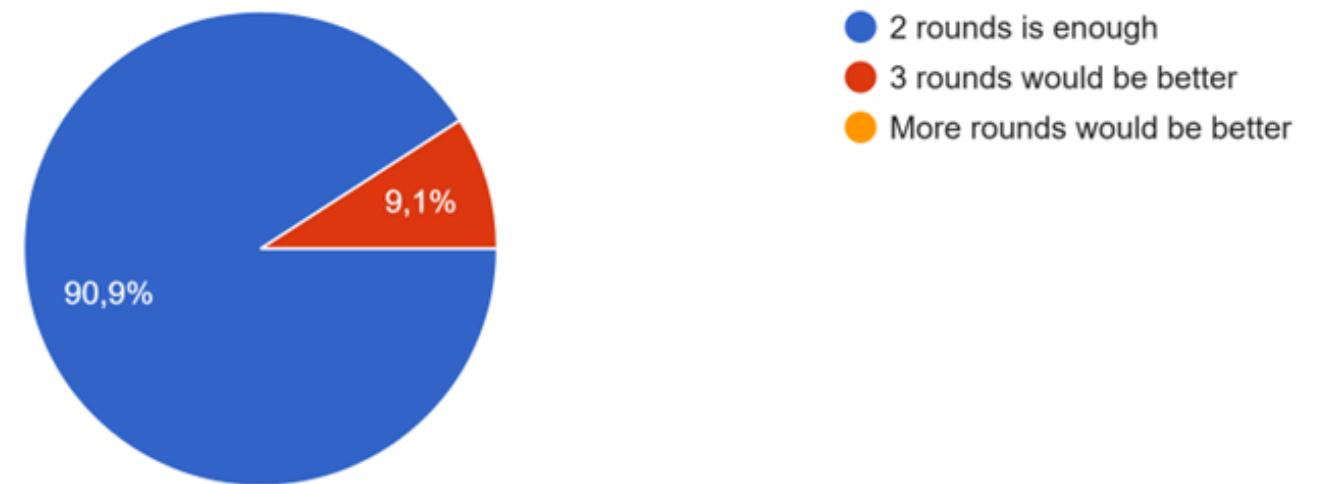
some technical issues with logging in and making voting system.

VOTING & DECISION TIME

- Two rounds sufficient for most
- Average decision-making time: 1min48sec
- Occasional “super dislike” feature malfunction

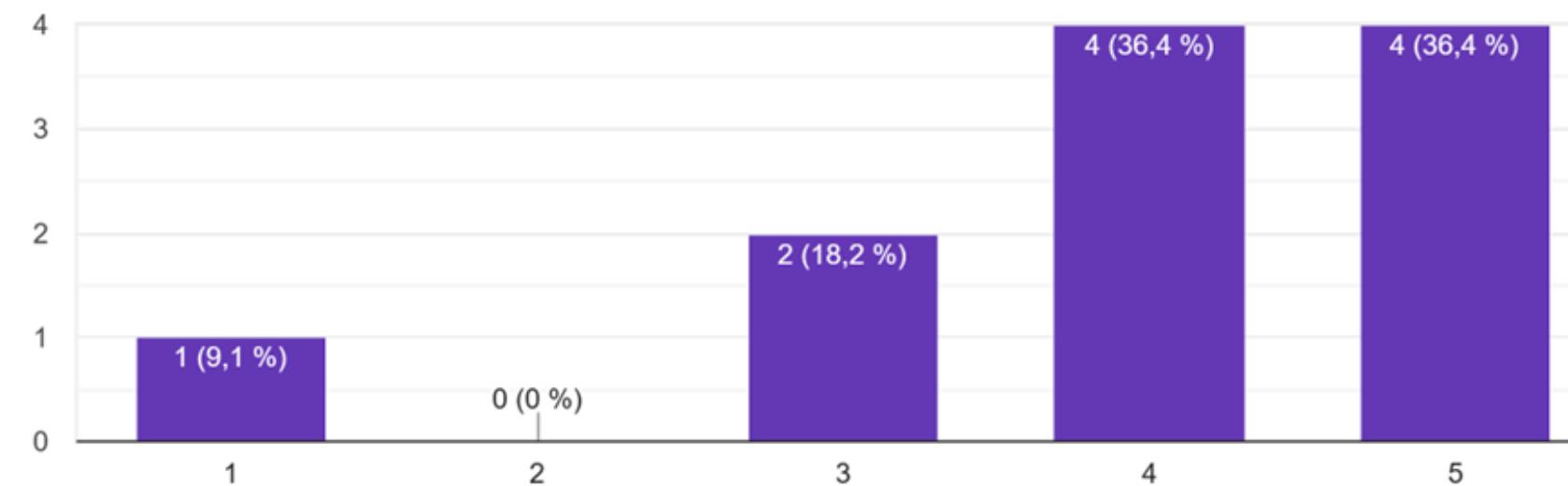
Do you think 2 rounds to decide on a movie is enough or would you prefer to have more ?

11 réponses



Were the instructions for using the "super dislike" (veto) feature clear ?

11 réponses

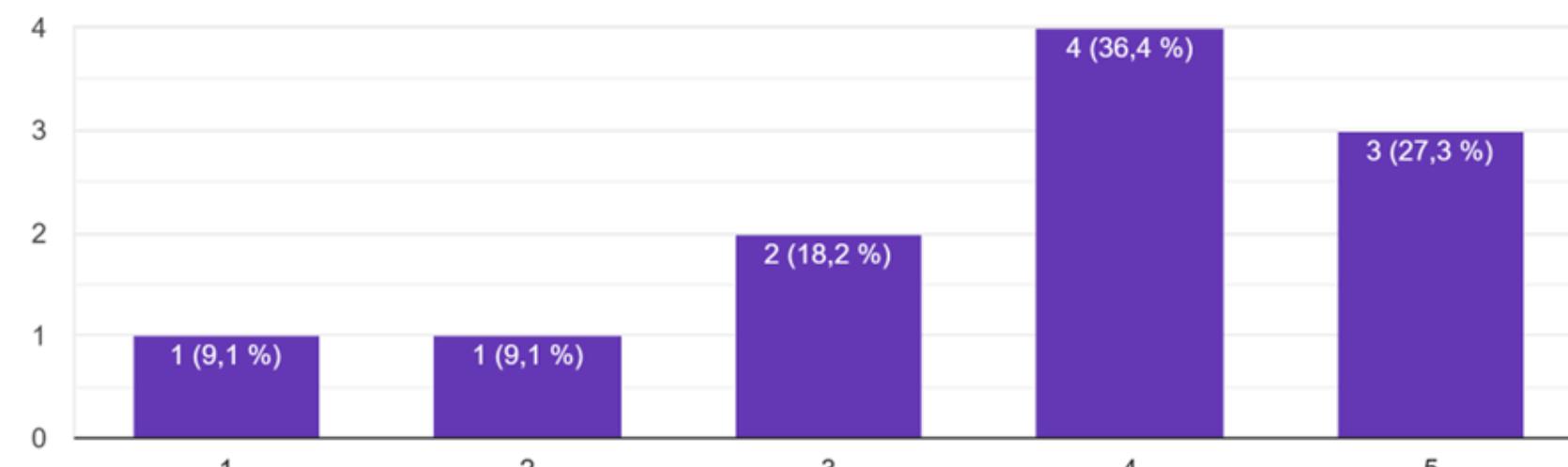


CHAT FEATURE FEEDBACK

- Positive response, enhanced transparency
- Suggestion: limit chat during playback to reduce distractions

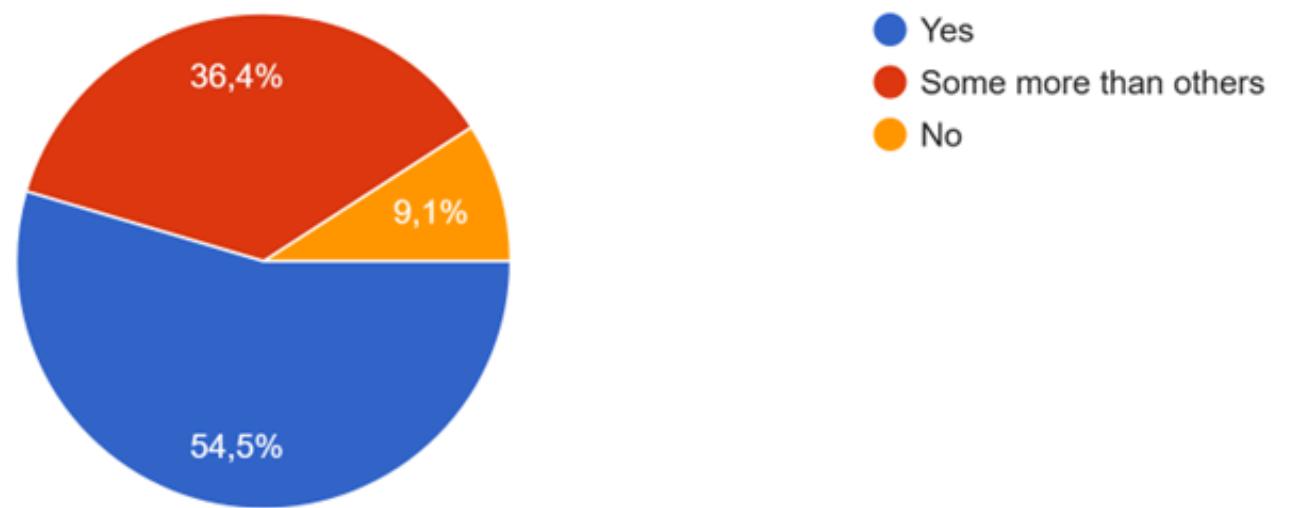
Did you find the chat useful while voting ?

11 réponses

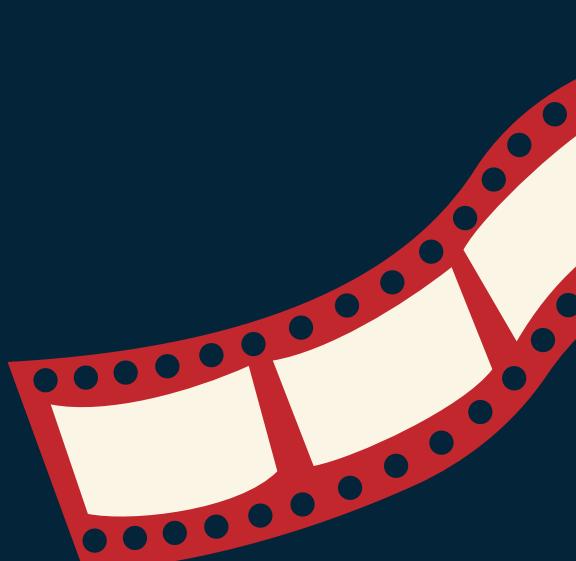


Did everyone in your group get a chance to express their preferences ?

11 réponses



Some participants voted “Some more than others” because they felt their vote had no impact on the final decision.



USER SUGGESTIONS FOR IMPROVEMENTS

- Voting system clarity
- Technical issue resolution
- Collaborative genre filtering
- Enhanced visuals (icons, emojis, avatars)

How could this app better support group decision-making ?

Give me more infos about the choices that the others made

an option that every one can choose their genre in voting rather only one person choosing the genres.

Give me more infos about the choices that the others made

Great job! Just improve the voting process to show which movies were disliked

More Colors. I would choose an avatar.

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Limitations &
**FUTURE
WORKS**





LIMITATIONS

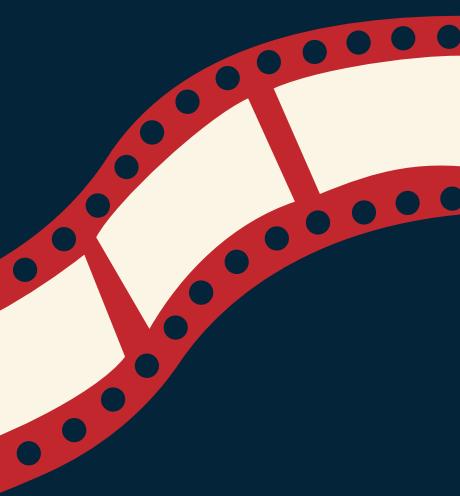


Some main limitations of the current state of our project:

- **Limited testing:** Most of our participants are people from the HCI master, could have had more variety.
- **Scope of features:** Most of the main functionalities are implemented, but some advanced one are missing: AI recommendation, admin, muting, ...
- **No film database:** No real film database to use for the prototype because of cost reason.
- **Technical issues:** Encounter some bugs when testing, especially when the user has slow internet.



FUTURE WORK



If we want to further improve our project, here are some potential improvement to our project:

- **Film database**
 - **True AI recommendation:** based on user's preference, history and current trend.
 - **Bug fixing:** Using users' feedbacks, we have listed down potential bugs in our prototype.
 - **Server optimization:** Switch to a more client side processing to reduce latency and load time.
 - **Bigger test participants pool:** More people that is not in HCI master.
- 

CONCLUSION

Where to go from here...

THANK YOU!

Any questions?

