

JoinMe GP3 Part 1

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Introduction

A main low-fidelity prototype is designed for our final decision of making JoinMe a mobile app. Our goal is to explore the design possibilities within our app, then aggregate elements for the development of the high fidelity prototype. The design concept we have chosen to work on is an app called "JoinMe," which aims to address the challenges and difficulties that people often face when it comes to making friends, meeting new people, and organizing events. Through this app, users will be able to facilitate meaningful connections, receive individual attention, and have freedom of expression.

Brainstorming

Since our initial ideation of JoinMe, we have thought of creating this solution to difficulties in connecting new people to others in events through an app. We have decided through our constraints of how we can design a solution that an app would be the best medium to create JoinMe. JoinMe has been designed as an app for its immersive and interactive experience, mobility for on-the-go event access, seamless integration with smartphone features, personalized event recommendations, and user-friendly navigation. The app's design allows for easy engagement with event organizers and fellow participants, enhancing the overall user experience and making it the ideal platform for connecting people and facilitating event participation.

JoinMe Low-Fidelity Prototype

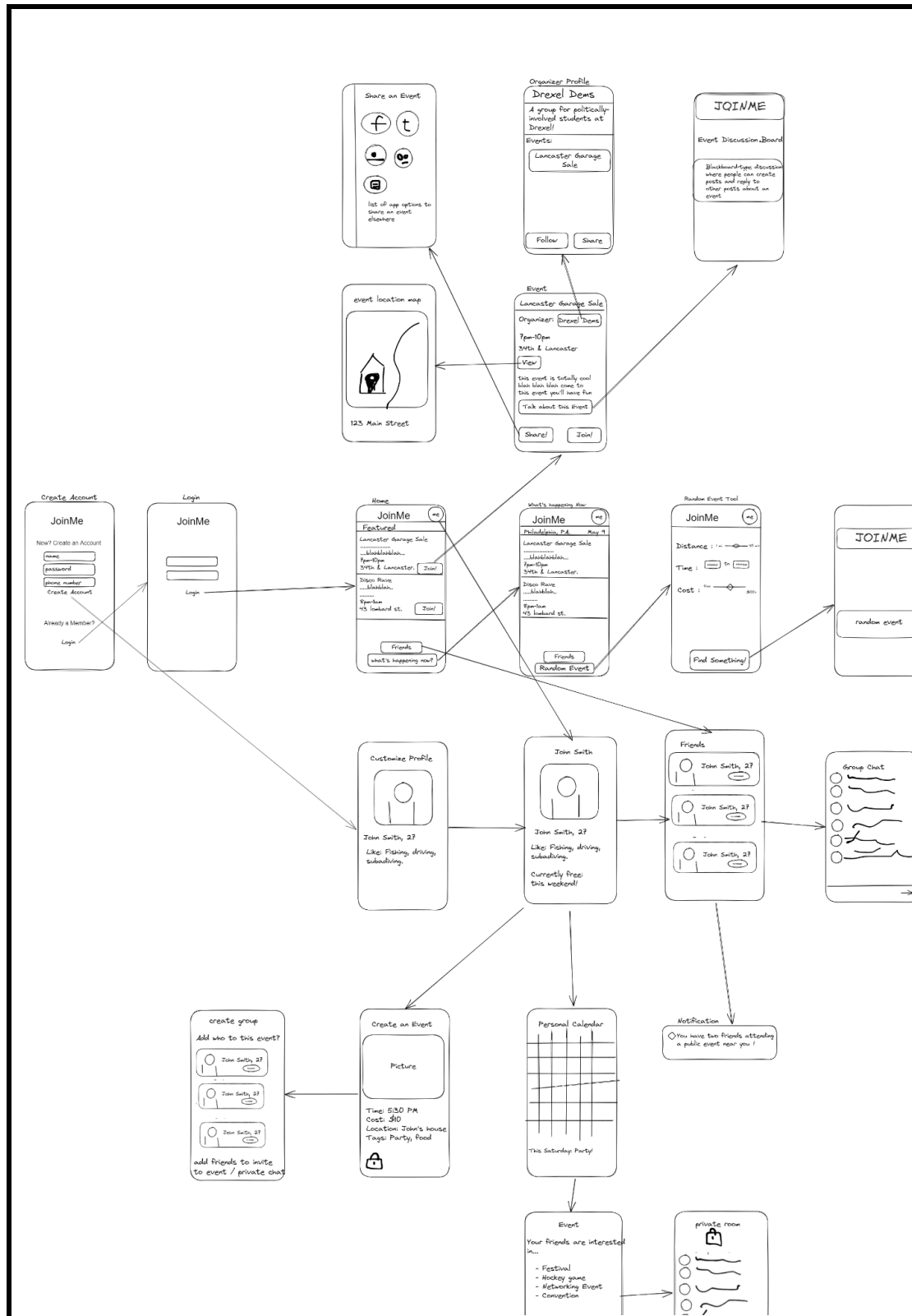
Our low-fidelity prototype consists of 21 frames that go through the basic process of creating and navigating a user's profile, viewing events and friends, and lastly sharing and chatting about this information. Utilizing Excalidraw, we went through the various user stories and features detailed previously and mapped out the various paths one would take in the app to

accomplish a number of goals, slowly collaging them together into one detailed and broad user experience. Giving a bird's eye view on the rough paths for which our app will need to be able to navigate allows us to quickly visualize and understand the basic functions and foundations that JoinMe will operate and build upon in the high-fidelity prototype.

When using the UsabilityHub, we have discovered that overall visual consistency between the app as optimal. It allows users to easily learn the app's design without having to question where to find certain features, for example. The navigation between our frames are also beneficial, though some respondents stated that having multiple screens for certain features could have been gathered into less frames. Lastly, the flow between the screens is adequate, which our high-fidelity prototype will attempt to keep that level of flow when condensing certain functions of JoinMe.

Figure 1

JoinMe Low-Fidelity Prototype App



Note. Low-Fidelity Prototype of JoinMe

Low to High Prototype

The low-fidelity prototype has our initial vision of our app. It describes every feature that the app will contain visually, while giving stakeholders or users an idea of how each feature will look like. We used different flows to connect each feature which could be embedded also on every main page. The low fidelity prototype also gives us an idea of every piece of work needed to make the app user-friendly. Our sketch was focused on these templates and focuses on what to expect when the project is done. In our low fidelity prototype, we describe what our goal is and what we try to accomplish by designing the core feature of our app by drawing every shape. For example, we have three main features such as the type of event every participant will have to choose, the location of every event, and the home which is the main screen. This low-fidelity prototype will give us an idea of our goal as we progress in the project.

From the low-fidelity prototype to the high-fidelity prototype, we have kept in mind results from our UsabilityHub respondents. The design from the low-fidelity prototype to the high-fidelity prototype gives participants or users the interaction with our project's different features as they have explored and asked what they think is missing or additions the developers should add. Overall, the high-fidelity prototype gives a greater insight into our product that illustrates respect for the feedback the UsabilityHub testing produced. For example, there are less frames than the low-fidelity prototype, as we have aggregated some features. Some frames are not involved in the high-fidelity prototype to better showcase the most important features rather than further details. We have kept the visually easy design by centrally resorting to a few single colors. Lastly, the high-fidelity prototype attempts to maintain the flow of the app given the less amount of frames through relying on a verbal presentation for better context.

High-Fidelity Prototype

Beginning with the visual appearance of JoinMe, the high-fidelity prototype builds upon the low-fidelity prototype by aggregating certain elements that were originally set as different screens into one screen. This idea originally derives from our reorganization of our Affinity Diagram that roughly modeled different sections based on what focuses the section pertained to. The first row of screens is for typical first time users' screens that they would navigate to. We ensured that users can create an account, decide what topics they are interested in, browsing current events, seeing a calendar, and making friends. The second row includes event pages that users will mainly meet. The last row contains screens to initiate further involvement with friends or new people within events that a user will partake.

The current high-fidelity prototype is a good model of each of the key aspects of the JoinMe application. However, the navigation between frames shown in the model is not accurate to how a user will actually use the application. For the purposes of presentation, the prototype navigates to the next most relevant frame rather than modeling the specific transition of each button, this is done so that multiple menus do not have to be clicked through in-order to navigate to the next relevant part of the app. For instance if we want to check our calendar from the “Invite/Explore People” we would have to back out of this, then navigate from our home screen to our calendar. Adding in quick transitions skips this process and allows for a quicker presentation whilst giving a clear overview of how the app works.

Conclusion

In conclusion, the design process of JoinMe involved creating both low-fidelity and high-fidelity prototypes. The low-fidelity prototype laid out the app's features visually and

provided a foundation for understanding user experience. Feedback from usability testing informed improvements in the high-fidelity prototype.

The high-fidelity prototype integrated user feedback, focusing on visual consistency and streamlined navigation. While the prototype's navigation may not reflect exact user interactions, it effectively presented the app's features during the design process. The prototypes have guided the design decisions and highlighted areas for improvement. JoinMe aims to create a seamless and engaging user experience, fostering connections and facilitating event participation. Continued refinement based on user feedback will help create a successful platform for connecting individuals and promoting social engagement.