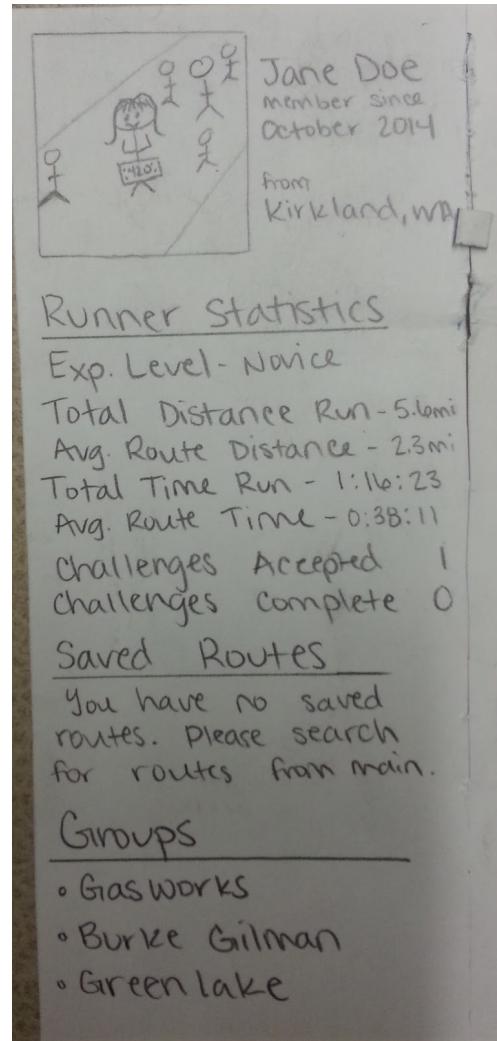
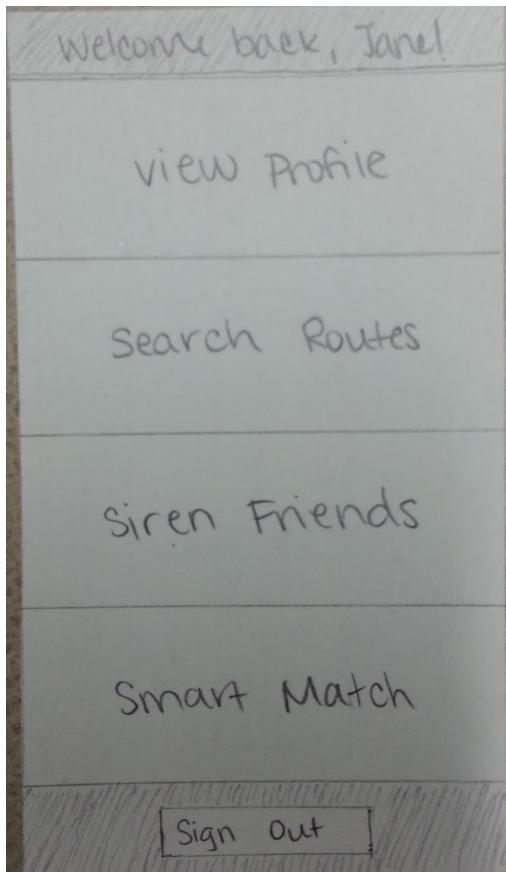
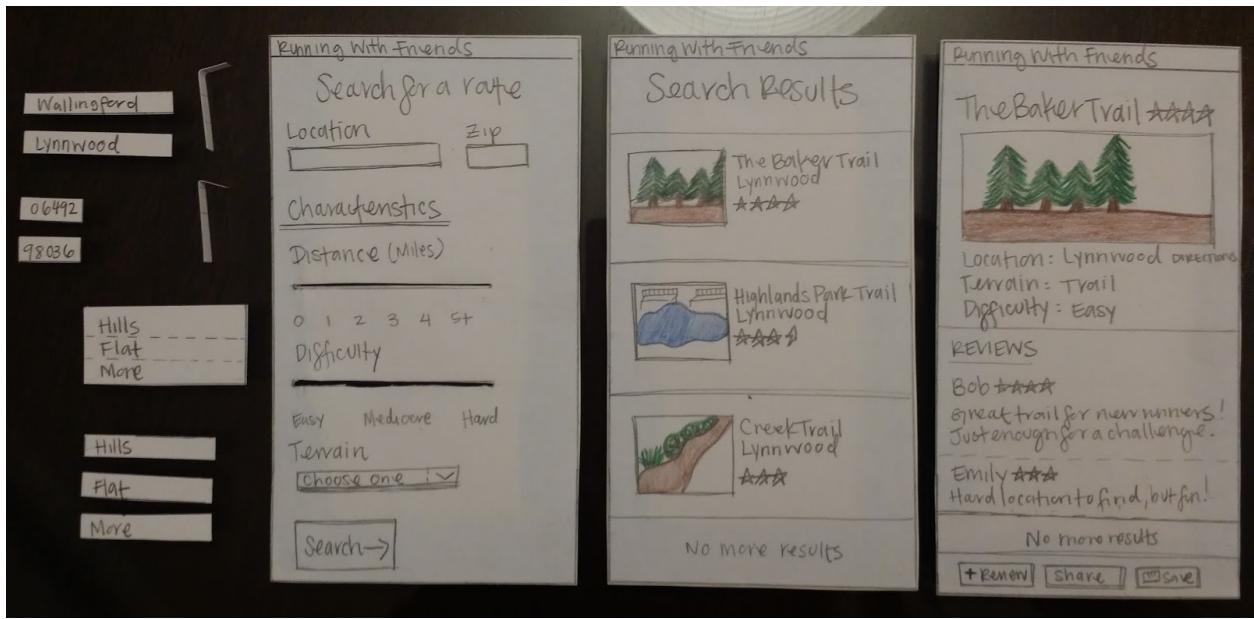


Running with Friends: Paper Prototype

Erica Putsche, Heidi So, Luke Chang, Linsen Wu



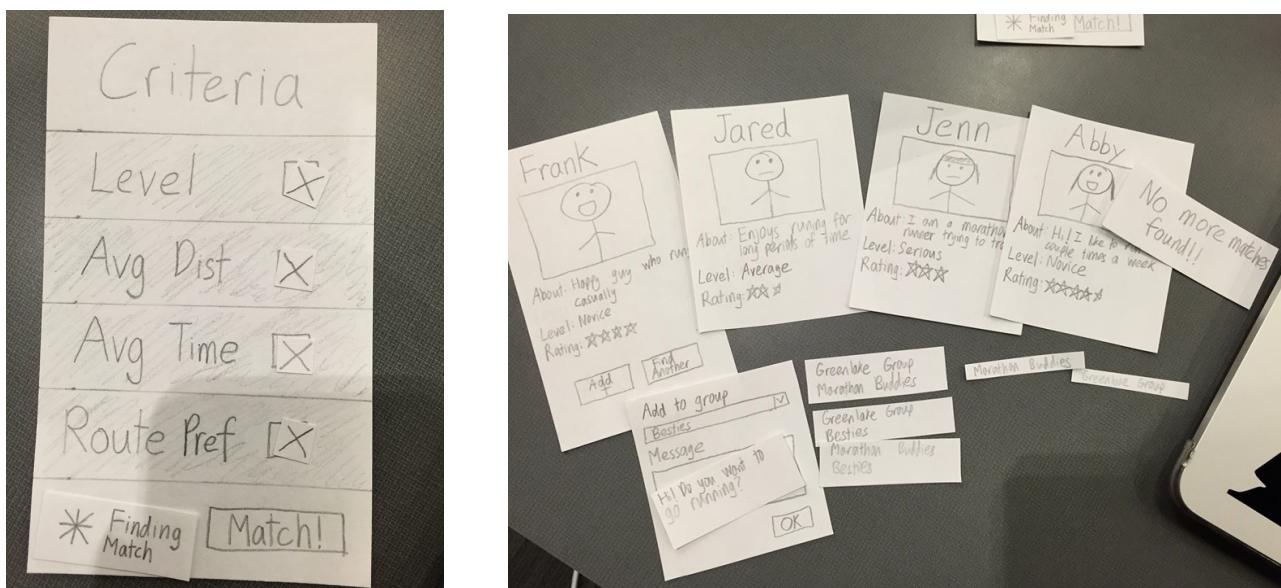
From the main menu, the user can select any of the options shown. This second screen is the Runner Profile that shows the runner's picture, their name, where they live, their running statistics, saved routes, and groups. In the screen shown, Jane Doe doesn't have any routes saved because she just got the app very recently. If she had any routes listed there, she would be able to click on it and it would go to the route page with more details and ratings for that particular route. The groups are user-made groups of friends, and if the user clicks on a group it will list the friends that have been added to that group. So Jane Doe has a group of friends that run at Gasworks, for example. The runner profile (once the phone cover is on it during user testing) will scroll down to show more information. Right now it is all shown in the screenshot.



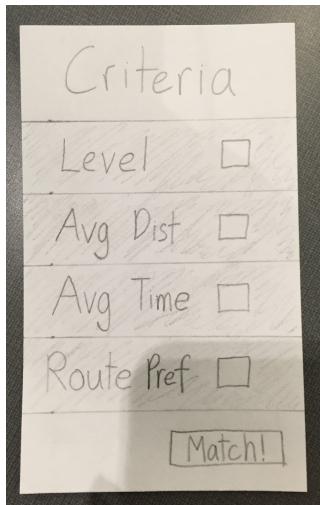
These paper prototypes demonstrate the search functionality of the application. We get to the first paper prototype screen by **clicking “Search Routes” from the main menu**. The pieces on the left will be used on the first paper prototype screen to demonstrate interactions (when the user enters in input, uses the slider, and chooses from a dropdown menu). There are two “knobs” which will be inserted into the two slits for the distance and difficulty sliders. For the input fields (location and zip code), there are a few pre-made input values and there is also a pre-made dropdown menu for the terrain.

The second screen is the result from searching for routes in the Lynnwood area and the third screen is a detailed view of a particular route (The Baker Trail) chosen from the search results.

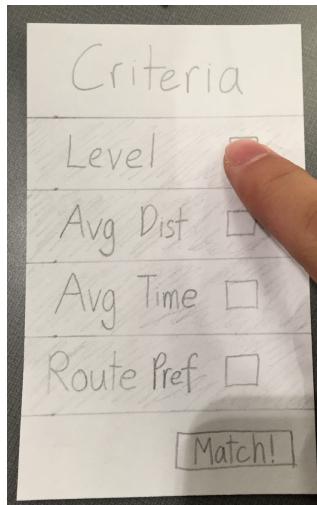
The next set of pictures are of the SmartMatch feature. We get to this feature by **clicking “SmartMatch” from the main menu**. The walkthrough of the SmartMatch task follows.



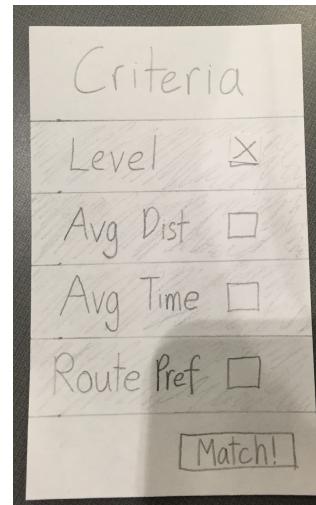
Task: Finding a SmartMatch



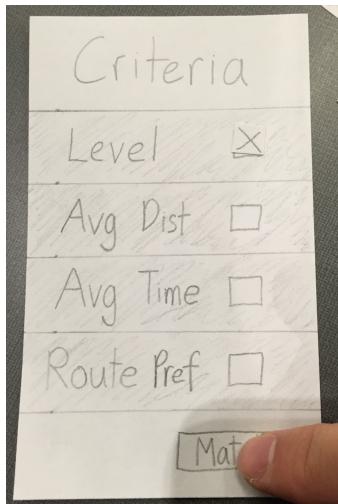
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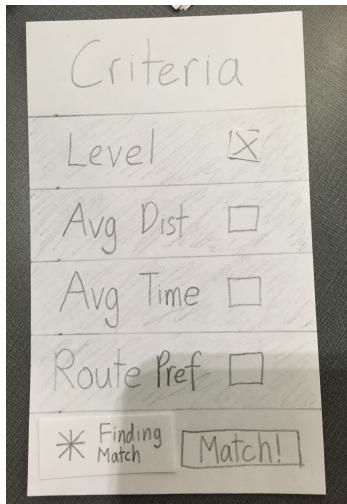
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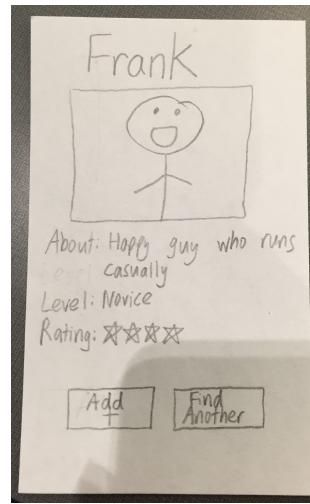
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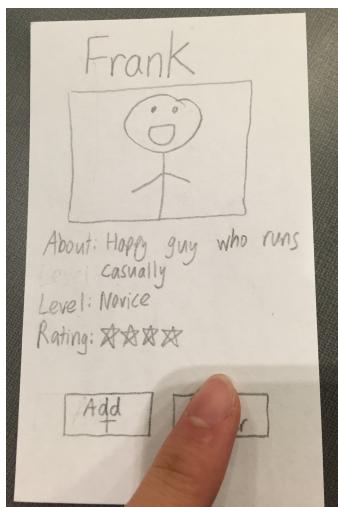
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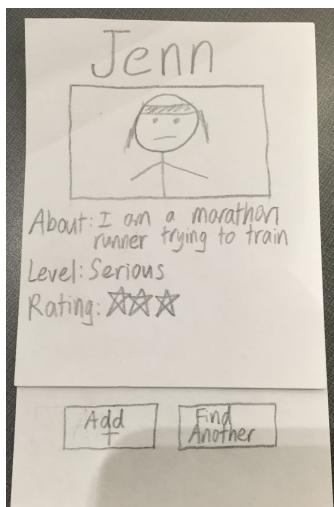
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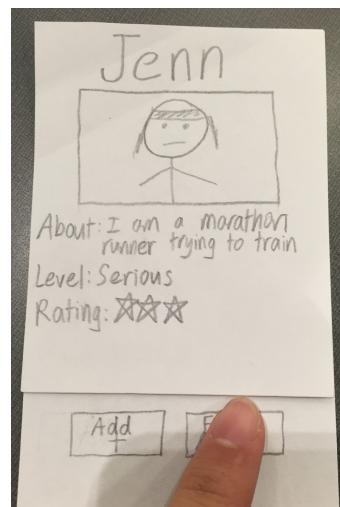
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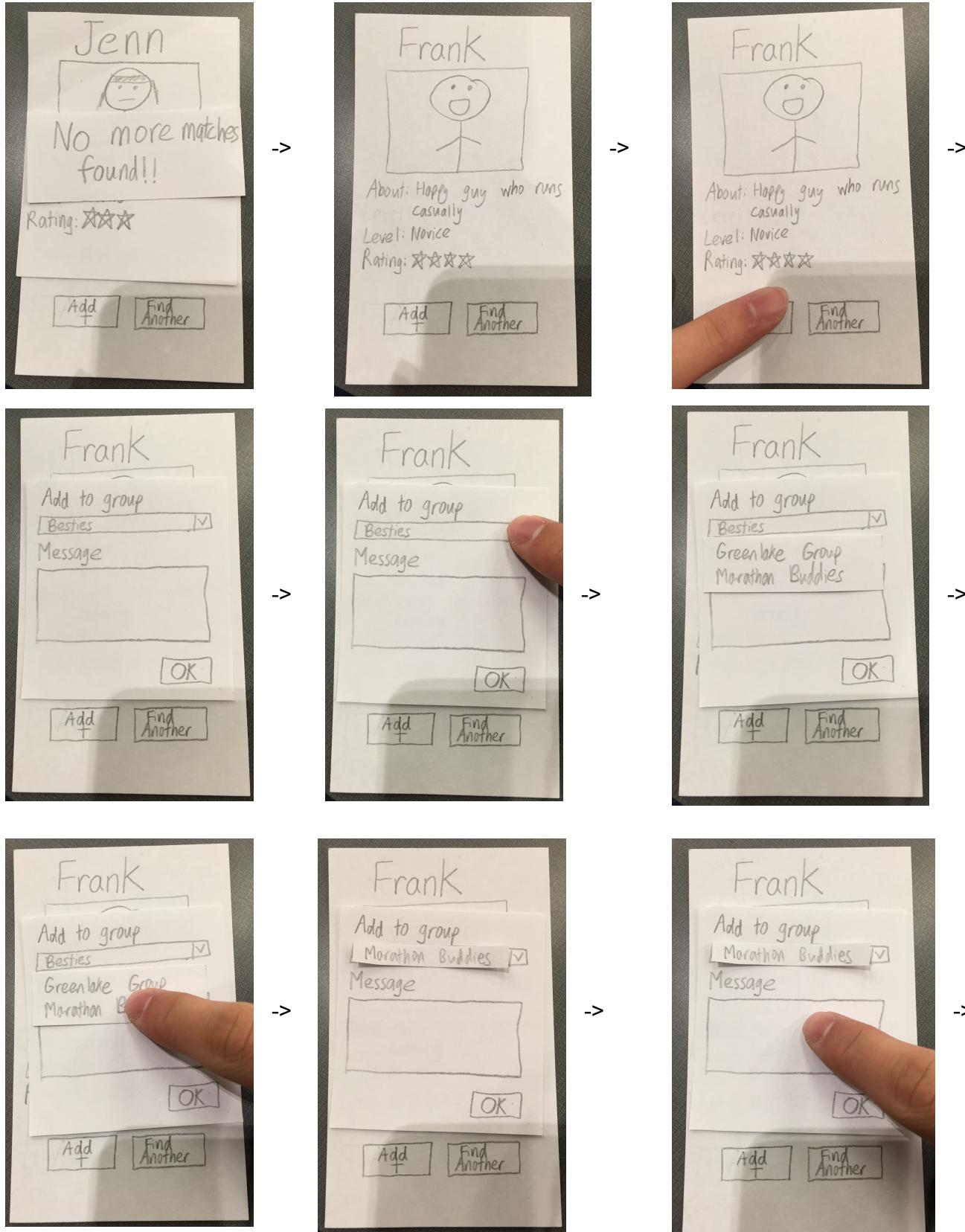
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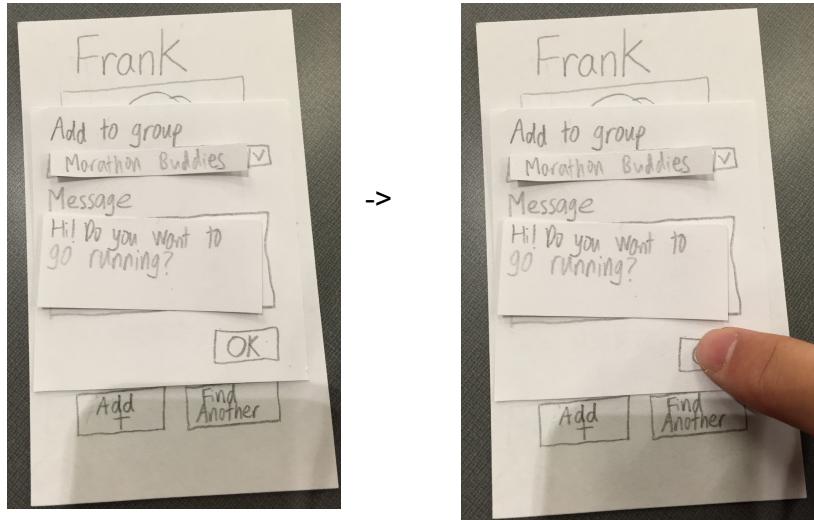


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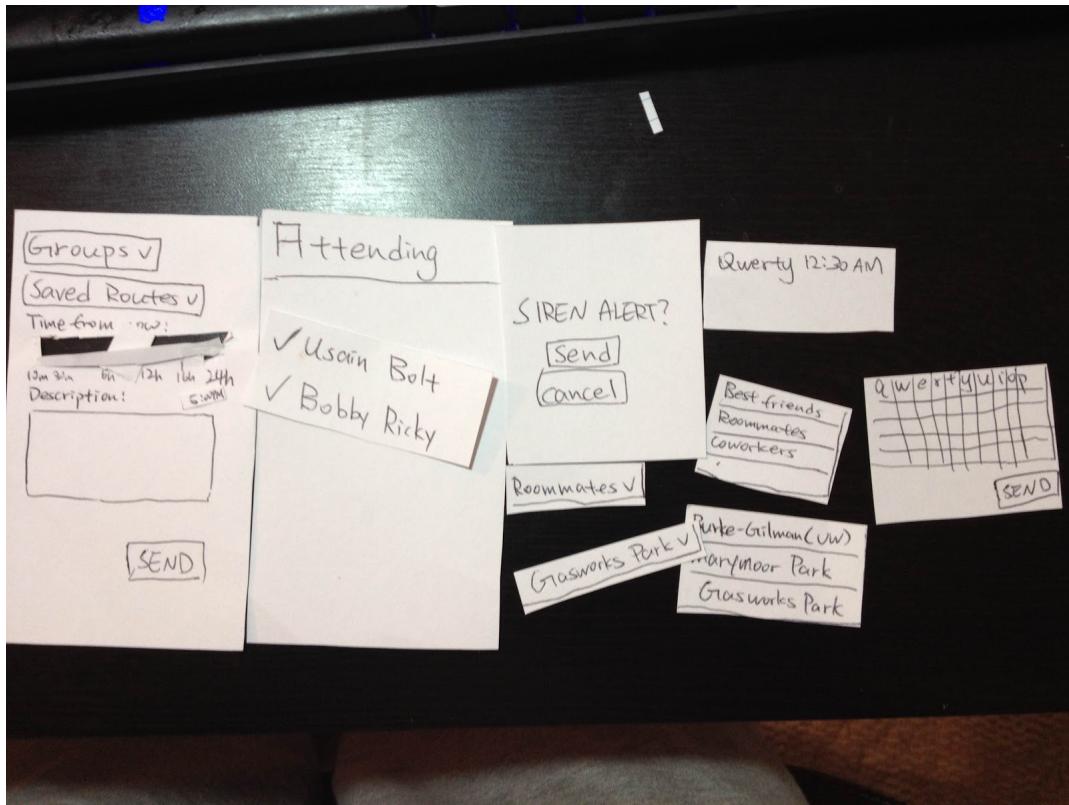


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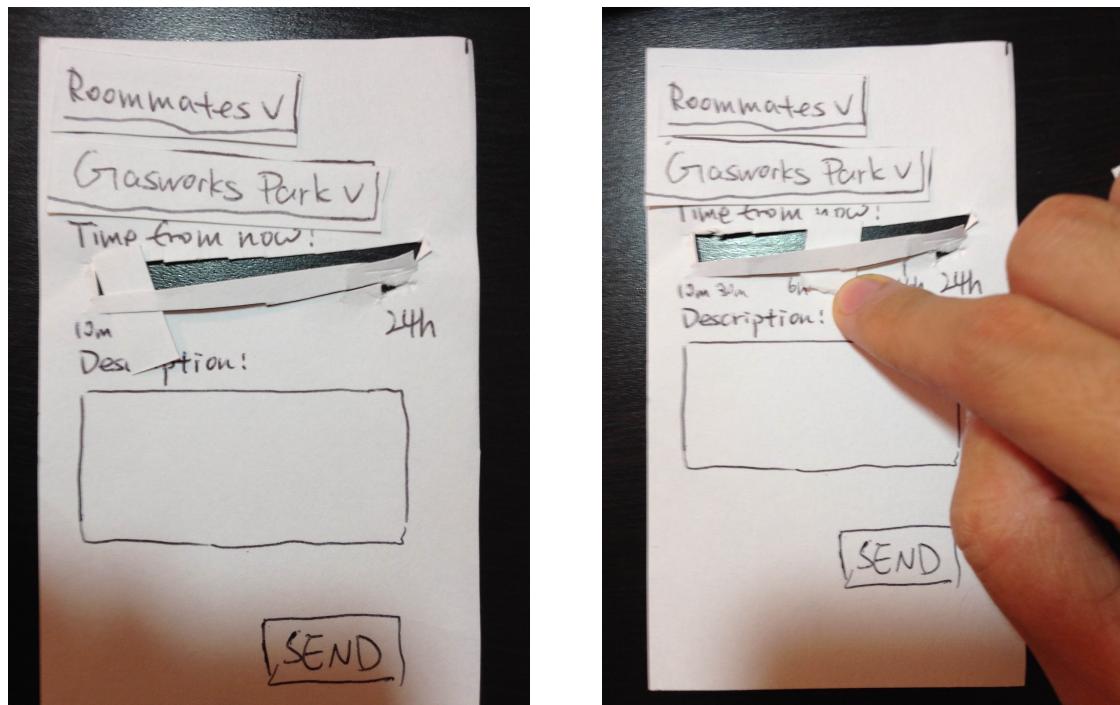
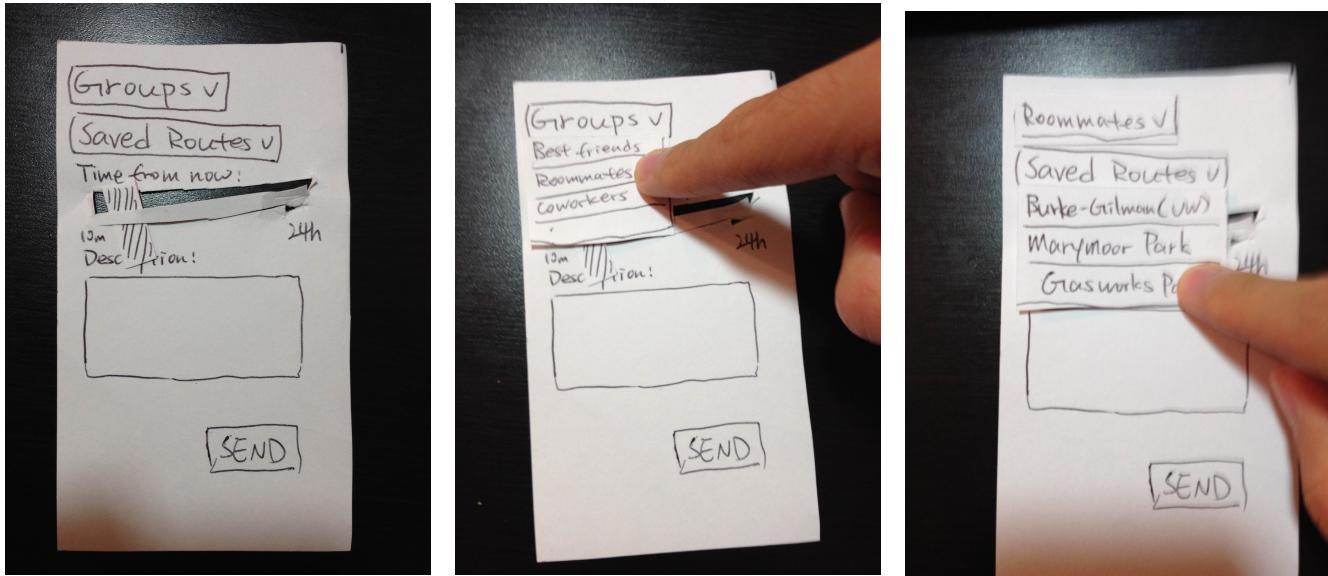


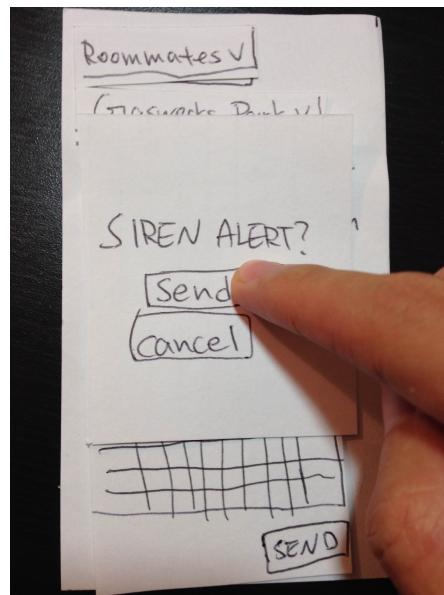
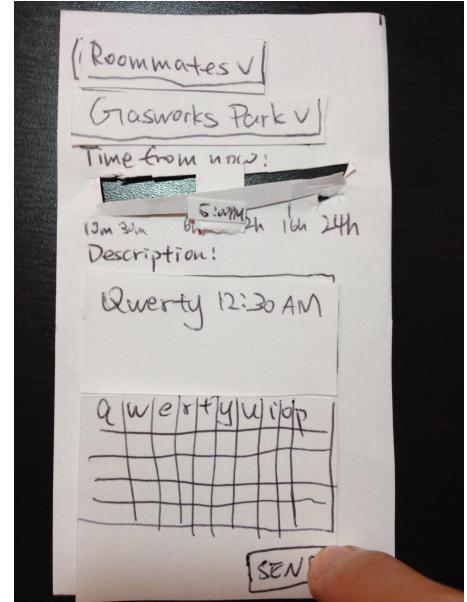
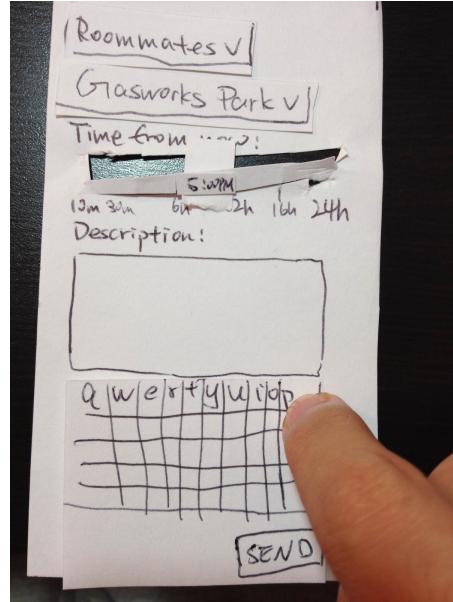
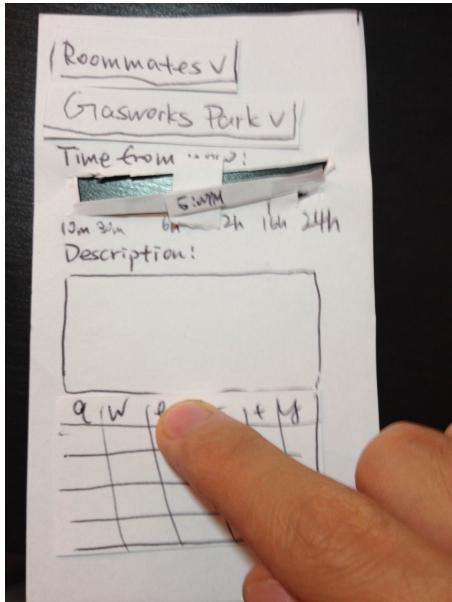


The next set of pictures are of the Siren feature that sends mass notifications to selected friends with an invite to run. We get to this feature by **clicking “Siren Friends” from the main menu**. The walkthrough of the Siren task follows.



Task: Sending out mass notification/siren





Attending

Attending

✓ Usain Bolt

Attending

✓ Usain Bolt

✓ Bobby Ricky