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CART 351

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CART351 Prototype Written Document

A: Provide a written report (in pdf format), available as a link on your class web page containing at minimum:

High level project description: a summary of what was in your project proposal

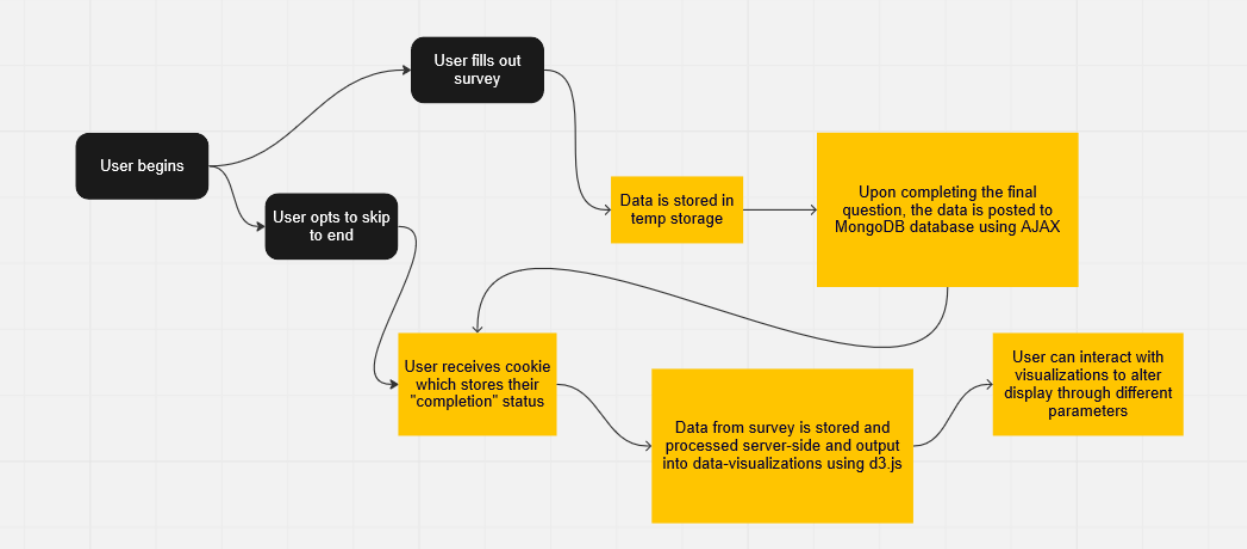
- Our project proposal was an interactive combination of visual storytelling and user survey, based around energy consumption across the world. We would tell a story while the user answers questions about themselves and their power consumption and, throughout their journey through the story, reveal small relevant information and at the end present their information vs all submissions from around the world.

Description of which stage you are at in the project: what has been completed and what is still to be completed

- So far, we have completed our ideation process and have landed on a solid foundation for the following requirements. The overall visuals and aesthetic has been decided, as well as the general flow of user journey and third party libraries. Lastly, we have our website mockup completed in Figma.

- Going forward, we will need to work on the core code and core asset creation, which most of it can be taken from Figma mocks.

Detailed images/diagrams of the overall system (i.e. how data flows between the various components)



For each component/feature, provide written descriptions on the usage/purpose and how it integrates into the project

- We decided on users storing session data until sending one whole payload because it would result in users

Have completed some basic user testing. Please provide the questions that you asked your users as well as the results.

- What kind of questions do you expect to be asked? (Ask this after explaining the concept: A website where you are told a story about power consumption while answering questions about your own personal power consumption habits)

Users expected to be asked questions like “what is your mode of transportation?” and duration of the travel, etc.

- How would you approach visualizing the data retrieved from this survey?

They visualized datasets to be presented such as graphs and pie charts.

- What do you feel when you see this art style? Does it feel childish? Too light given the subject?

Users also enjoyed seeing the simple and entertaining visuals that grab their attention which takes away the tension of the subject and makes the project more approachable.

Detailed explanations for which features/components are working and which need to be modified/adapted/scraped or reworked.

- As of now, our wireframing consists entirely of Figma based mid-fi testing. Currently, the feature with the strongest roots is the navigation of the site. I foresee the most

problems arising from data visualization + users controlling it due to potential high complexity.

B: Interactive Prototype:

A clickable Wireframe Prototype (evaluation of hyperlinking and navigation)

- Navigation is unnecessary in this case, as our website is a one-page website (Navigation is based on scrolling, see: Figma Mockup) Our prototype relies on user-feedback based on the aesthetic and questions we ask them/they tell us they expect to be asked.

A Mid Fidelity User Interface (evaluation of User Experience, Layout and Aesthetic Considerations)

- https://www.figma.com/file/BM60esHJentc8BkSv8Znzx/Project-Mocks%2C-Mood-board?node-id=0%3A1
- You can simulate the prototype by clicking on the play button at the top right corner of the screen and clicking on the little texts presented on the vertical screen.

Appropriate selection of API's and 3rd party libraries

- Currently, there are two potential routes to take:
  - 2D
  - 3D
- With 2D, we would require either Parallax.js or to code a parallax effect from scratch in CSS to achieve the 2.5D "Journey" effect we want to achieve.
- With 3D, we would require Three.js. It would most likely require quite a bit more code and research, but the end product would likely be more interesting and engaging - and potentially more "simple" to assemble, as all the assets would be based in this 3D world. We would follow the same art style as in the mocks.
- Regardless, both rely on HTML Geolocation API, HTML SSE API, HTML Web Storage API, JQuery, MongoDB, and D3.js for our data needs.

Data map illustrating the data storage and data sharing requirements (i.e. What will you be storing/retrieving from the database and how?)

C: Prototype Presentation

Our constructive feedback has been largely related to content: We received good ideas for adjusting the flow and the questions we pose, particularly by asking for users names to create a more intimate narrative, where there is a “narrator” talking to the user.

We got feedback that there should be incentive for users to answers questions, a reward system or something similar. Potential to gamify inputs, so it isn’t so dry, such as turning off the lights in a house, grabbing a bike instead of the car keys, etc. They also mentioned that if we execute visuals and narrative well, then the “bureaucracy” would fade into the background.

Based on this feedback, we think if we primarily use quick inputs, namely multiple choice, we will avoid the feeling of sluggish work and also collect more clean data for later processing. In addition, since the majority of our project will be vertical scroll based, it would be good to implement an auto scroll whenever the user confirms their answers. By doing so, the user does not have to feel as tired when scrolling too much.