6CCS3HCI
Human Computer Interaction
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Project: Young people have trouble finding people that share their hobbies.

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1. Introduction

1.1 Problem domain

In the modern world, Young people's social activities become fast-paced but ostensible, People seem like focus on talking to more people but knowing shallow about the person who they meet. According to this situation more and more young people find hard to find someone that really wanna share his/her hobbies with them. In order to solve issues of young people's deeper social interaction, Designing an software for people to know each other deeply is meaningful.

1.2 Interviewees

- Interviewee 1:

The first audience I chose to interview was Kimberly from 3rd year of London College of Fashion. The reason I chose her is that she is good at discussing many different topics with people, she has comprehensive interests at different areas. E.g. Astronomy, Physics, Black technology, Psychology, Brain neurology. As she is in the major of Fashion Sportswear, she said she needs the inspiration of plenty of aspects in life from different kind of people to design a suitable and comfortable sportswear. Her experience of exploring questions in her interests with people was very helpful and constructive.

- Interviewee 2:

The second audience I chose to interview was Jialiang Cai. He is studying in 3rd year of game design at University of Brunel. According to our friendship I know that he has a strong interest in game, include online video games and boardgames. I am curious about what he has been through in sharing gaming hobbies with people.

- Interviewee 3:

The third audience I chose to interview was Angela who is studying in 3rd year of Business management at Kings College London. She is great at social with people. But I wonder if she can really know someone's hobbies easily. The questions I

prepare to her were about how she was introduce her hobbies to the friends that just met or even strangers, and how she know these friends' hobbies.

- Interviewee 4:

The fourth audience I chose to interview was Alice who had graduated from University of Birmingham. She was in major of Business Management. She did online trading in part time. As a full-experienced seller that has talked to many young customers, she has great opinions about young people's demand when they speak. It was a unique point to analyse this topic by the way that young people talk, and how young people treat strangers.

1.3 Existing tools:

Hitup (dating APP), Soul (dating APP), Discord (gaming tool software)

2. Needfinding:

2.1 Questions prepared for interviewee 1 (Kimberly)

"Do you like sharing hobbies with friends?"
"What do you usually talk to people when u wanna know their hobbies?"
"For what kind of level of friends you will share your hobbies?"
"How did you and your friend find each other's hobbies?"
"Do you think that if two people explore/discuss same questions make them become friend with same hobbies? For example you should have been discuss with someone about astronomy, did you find someone has same hobby as you?"
"If you share your hobby first, did you find easier other people will share theirs to you?"

Because of her major, Kimberly has a strong needs to know what people like. She has a great experience about it. So I would like to know how she know friends' hobbies, and how she talk with friends in their interested field. During the interview, she even talked about how she think about why people wouldn't like to sharing hobbies. She mentioned there is a book says that people stick together because of curious, and luckily there are bunch of questions left in this world for people to discuss, These are the opportunities that people find the same interest. So she said the reason must be people are way too careless, actually if they live with a meticulous heart, it is easy to find each other's hobbies.

2.2 Questions prepared for interviewee 2 (Jialiang Cai)

"In what situation you will share you hobbies to people?"
"How's the reaction of people every time you talk about your gaming hobbies to them?"
"Have you met someone that doesn't wanna talk their hobbies to you? Why do they don't wanna share?"
"What do you think is the biggest reason that people don't want anyone else know their hobbies?"
"Can you tell me your fail experience of sharing hobbies?"
"Do you normally share your hobbies online or do it in life? Like when you chatting with someone online or talking to someone directly?"

Jialiang is a amiable person, he always talks to people gently. I am curious about how people react after he introduce his own hobby, will they show theirs to him in the future? He said when he introduces a hobby to friends, friends always react politely, but they won't have big enthusiasm on it. But there is a interesting part that if he shared hobbies during online chatting, The person always has a great enthusiasm.

2.3 Questions prepared for interviewee 3 (Angela)

"Who do you share your hobbies usually?"
"Who would like to share his/her hobbies to you usually?"
"Do most of your friends know your hobbies?"
"What kind of people don't you wanna share your hobbies to? And why?"
"How do you introduce your hobbies to friends that just know or even strangers ?"
"What relationships do you think people should know each other's hobbies?"

Angela always has a lot of friends, so I wanna ask her about how she talk about hobbies with normal friends and who she will share her hobbies to. She said only her family and the closest friends know her hobbies, but she knows most friends' hobbies. She is confused about that why her most friends don't know what she really like.

2.4 Questions prepared for interviewee 4 (Alice Zhang)

"What was your experience of talking to your customers? How were the attitude when they talk to you?"
"Do you think is it possible for a customer to talk about hobbies to you?"

"Do you have old customers that you know his/her hobbies? How did you talk about it?"

"If a person talk his/her hobbies to you, will you let him/her know your hobbies next time?"

Alice has talked to many customers before, I wanna know how she know the customers' hobbies and how young people talk like. And also I asked Alice that wether she talks to people about her hobbies if people let her know their hobbies. Alice said it is hard to say, it depended on the how she judge this person. She also felt tired when working, so she somehow disliked speak too much customers compare to before.

3. Defining the problem

3.1 Not attentive/careful

According to what Kimberly said, people focus on what they wanna do but being careless when doing social. More and more people become utilitarian, they ignore what friends' hobbies are, even friends have told them before. It is about the restless tone of the world right now. Also most dating and social softwares are served for the demand of fast-food style relationship, which won't have a opportunity for people to know deeper and communicate about hobbies.

3.2 Restrained/Scrupulosity/shy

From what Jialiang said, he found hard on finding same hobbies' people in life. People are modest when he talks about hobbies, some of them do not want to talk about hobbies of theirselves. But in the contrast, when he chats with people online, People put the restrained behind and talk a lot and deeply by words. Jialiang also mentioned about if people's hobby is not what modern society can accept, or conflict to the traditional/old values, people might don't wanna talk about it.

3.3 Pandering

From the interview of Angela, she was confused about why few people know what she really likes, but she knows literally every friend's hobbies. My point is that she tried too much to make friend with everyone, she want people like her and know deeply but forget to express her own demand.

3.4 Weary

According to what Alice said, She found too tired to share hobbies with people. Some of people would prefer enjoying their own little world after exhausted work. They usually don't have patient to make friends deeper.

4. Evaluating Existing Solutions

Hitup - A dating app that can contact people you like, it is simple and easy to use that helps you discover people around you (similar to Tinder). Users are required to edit the hobbies what they like, the hobbies are showed in the users profile. Filters are the most important part in this app, Users could filtrate the hobbies they don't wanna select, the app will only detect around people that correspond to what this user need. The advantage is that people could really make friends or even dating by same interest and hobbies by this app, but the drawback is that most users ignore the hobby part.

Soul - A dating app as well, but what different from Hitup or Tinder is that it doesn't have any photos showed in any users' profile, people only match others by same interest and high matching rate from the algorithm system calculated by users' interest areas, hobbies, nature, attributes and datas. This app can accurately address users' need and find a precise match person to users which is very great. It has a succinct GUI. And people can only match each other by 'soul', but not look, which means it is more accurate for people to find someone with same hobby on it. According to Kimberly, she said this app is helpful for her to talk with different people and find the one with same hobbies to be friend, and compare to Hitup and Tinder, this app is not that impetuous.

Discord - A voice over internet protocol freeware and digital distribution platform—designed initially for video gaming community—that specialises in text, image, video and audio communication between users in a chat channel. This software is a platform for a specific area - gaming, which means people who love gaming could find who can talk about same hobbies through Discord. Discord collect all the users that have same or similar hobbies, which make users are easily to address each other's hobbies. This kind of software is developed for the specific users. People who have interest in games certainly know about this community, it become the rallying point of people who has this same hobby. Jialiang is a user of discord, he said that most fans of games will discuss through this community. At begin it is just a voice chat tool, but because of the development of users' quantity, most of game player would like to talk their interest on it, Jailing is one of them, he found that it is way easier to share hobby through discord community.

5. POVs and HMWs

5.1 POV: Young people need to be more attentive and careful when talk/chat with friends.

HMWs:
> HMW design a GUI with more details performance to hint users know more.
> HMW hint young people being attentive and careful when chatting.
> HMW let users know that this software is aimed to help young people share their hobbies.
> HMW address users's hobbies.

5.2 POV: Young people need to talk with more positive and generous attitude.

HMWs:
> HMW hint young people being not shy.
> HMW encourage young people share their hobbies.
> HMW mining possible friendship for them to talk about hobby.

5.3 POV: Young people need to express themselves but not pander others.

HMWs:
> HMW encourage young people express their real interest and emotions.
> HMW import useful reference for young people to learn about how relationship forms
> HMW tell young people the drawbacks of pander others's interest they don't really like.

5.4 POV: Young people need to express the weary from work

HMWs:
> HMW design a succinct GUI for young people use it without sense of weary.
> HMW design a relaxing software users would like to use after work.

6. Conclusion

A software that help users to find same hobby should be aware of GUI design, which is the first contact between people and the software. A complicated interface will make users get weary and tired of using this software. In contrast, if this software is too simple but without detailed information/data on the GUI, users will not aware of other users' hobbies that are similar to theirs. And the design of this app should be in positive colour and layout, mean to encourage users expressing themselves, sharing their real hobbies and being optimistic. Also aim to design a algorithm that can address users hobbies accurately, and collect users interest precisely, to make a great match for users. And there should be a clear mind about design an app for a specific group of users, e.g. game fans, sports fans, or just let users match the other same hobbies' people.
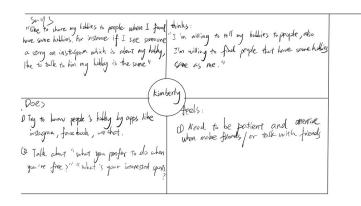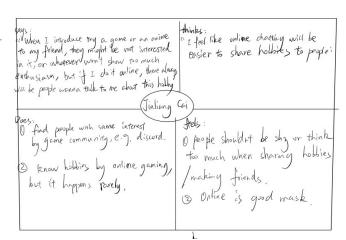
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8. Appendix

8.1 Empathy map:

Kimberly

Says:
"I like to share my hobbies to people when I found I have same hobbies. For instance if I see someone a story on instagram which is about my hobby, I like to talk to him my hobby is the same."

Thinks:
"I'm willing to tell my hobbies to people, also I'm willing to find people that have same hobbies same as me."

Does:
① Try to know people's hobby by apps like instagram, facebook, wechat.
② Talk about "what you prefer to do when you're free?" "what's your interested sports?"

Feels:
① Need to be patient and attentive when make friends / or talk with friends

Jialiang Cai

Says:
"When I introduce my a game or an anime to my friend, they might be not interested in it, or whatever won't show too much enthusiasm, but if I do it online, there always will be people wanna talk to me about this hobby."

Thinks:
"I feel like online chatting will be easier to share hobbies to people."

Does:
① find people with same interest by game community, e.g. discord.
② know hobbies by online gaming, but it happens rarely.

Feels:
① people shouldn't be shy or think too much when sharing hobbies / making friends.
② Online is good mask.

Angela

Says:
"I know most of my friends' hobbies, but I don't think they know mine."
"I am confused why this happened, I am a good friend to them, I always do my best to help them.

Thinks:
"They should know my hobbies, I can talk about their hobbies, I'm good at it, why they don't know mine?"

Does:
Remember all of her friends' hobbies, Always talk about friend's hobbies

Feels:
Confused about why friends of hers don't know her hobbies.

Alice

Says:
"My old customers sometimes share his hobbies with me."
"But I don't wanna talk much when doing work."
"I felt tired when sharing my hobbies"

Thinks:
"It is too tired to talk about hobbies with people after a tired work."

Does:
① Ask customers about their hobbies like routine business.
② Think about hobbies of customers and selling them the products.

Feels:
Feel tired about sharing hobbies, already did enough in the work.