

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

The first coursework I did is research about young people have trouble finding people that share their hobbies. To develop a software that can improve the young people's positive society, I conclude 4 basic reasons that cause this situation through the last interviews with 4 of my friends.

1.1 Not attentive/careful

According to the first interviewee, people are not attentive or careful to the social circle around. Young people focus on the funny things, the right-now hot pot, or their own study and work, but don't care about their friends' hobbies.

1.2 Restrained/Scrupulosity/shy

According to the second interviewee, people are restrained or too shy while social face to face.

1.3 pandering

According to the third interviewee, young people like pandering when social. Some of young people don't have a right way to express themselves.

1.4 weary

According to the fourth interview, young people are tired of social because of pressure from study or work.

1.5 POVs

Young people need to be more attentive to friends.

Young people need to be more confidence

Young people need to express themselves but not pander to others

Young people need a relax social way.

2. Ideation:

As the development of intelligent mobile phone, also the comprehensive demand of it, I chose to design an APP. From the research online and observation to my friends, most young people use the APPLE product, especially iPhone X.

I plan to create a social community APP based on IOS system in a simple-anime style, it contains a background story, which will satisfy young people's curious about new popular trend of social media, to attract more young users.

Through the map I designed, Social APP needs a login process, so the first step for the new users are signing up. And after the process users will transfer into a psychology test invitation page. Users need to fill in all the questions from the authority psychological test. System will record all the answers as different datasets, then will analyse users's character based on the answers, and then system will allocate users to a specific class that belong to him. In the class user will have chance to contact with the people that in the same class. The users in same class will have similar character, similar emotional feature, similar hobbies. System will allocate another user to match with this user by the similarity of them. If the similarity is higher, it means that these two users have more similar interest and hobbies.

To achieve the demand from the first interviewees, I will create a GUI that can achieve users to focus on other users interest. And as my 2nd interviewee Jialiang Cai said, Young people will have more confidence if they don't talk face to face, so I will add a function named call match, to let young people have chance to talk to the people with same hobbies on the phone, they will chat without any burden. According to the result gained from the 3rd interviewee, users must read a guide first when they login to the APP, which will briefly introduce the APP and give them some hint when social on it. To solve the 4th problem, the APP needs to give users a relaxing interface, which won't let users feel tired when using it, so I decided using pure blue-green colour, which can protect user's eyes and reduce the wearies.

3. Prototyping

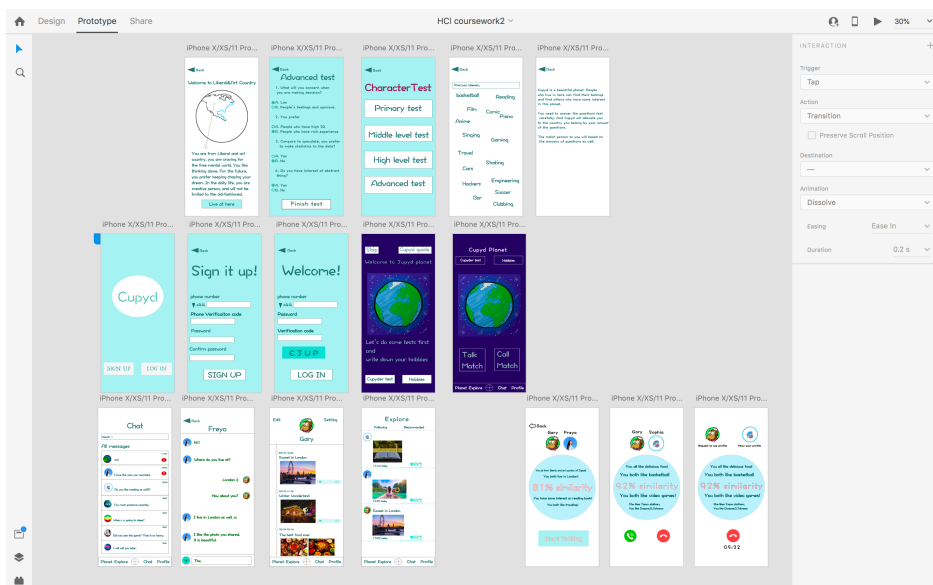
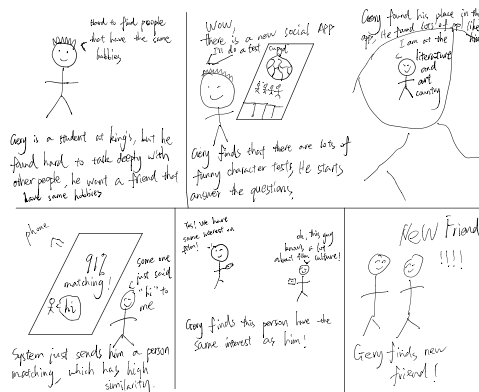
I used Adobe XD to design the user interface. Adobe is a powerful software with huge amounts of GUI kits that can download from online. And the graphic functions of Adobe are very partial. I need a software that can support me with graphic design and GUI package, so Adobe is a great choice for me.

Background:

This APP is named Cupyd, which is a symbol of a planet. And the users in here are the residents in the planet. This planet has different countries which are sorts by different features. E.g. Liberal & Art country, rationality country and so on. Every country has the same features' people, they have similar character, hobbies and interest.

- The storyboard shows the demand of young people who wanna make friends with same hobbies, and how he make friend though this APP.
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- The screen shot of Adobe prototype is my basic whole design of the GUI of this APP. Here is the link of Adobe design:

<https://xd.adobe.com/view/b24aa0ec-00f3-4164-5754-e9a859c635c6-c47b/>



4. Evaluation & Testing

Evaluation guide:

1. The Practicality, is this APP useful, is it convenient and does it contain basic functions.
2. The tiredness feeling while using this APP.
3. The evaluation of the core idea of this APP.
4. The evaluation of chat interface.
5. The design of GUI

Feedback:

1. This APP has a great idea, especially the matching part, allocate part and background story. The similarity and matching rate calculate is interesting. But the GUI design is a bit simple, there are some basic functions loss. And plus the welcome interface and the login interface are too simple, which don't have aesthetic feeling either.
2. The practicality is not very well, the chat interface is fine but other interfaces are too complicated and full of graphic, which make users tired of staring at it.

Improvement:

1. Import professional GUI kits button to form the interface, which is better than drawing by hands.
2. Change the original graphic and try to make a good decoration graph by photoshop, which can achieve the demand of aesthetic feeling.

5. References

Beins, B. (2012). *APA style simplified: writing in psychology, education, nursing, and sociology*. Chichester: Wiley-Blackwell.

We Have No Idea: A Guide to the Unknown Universe - Jorge Cham, Daniel Whiteson.

6. Appendix(Map and Crazy8's sketch)

Link of Adobe design:

<https://xd.adobe.com/view/b24aa0ec-00f3-4164-5754-e9a859c635c6-c47b/>

