

Share link:

<https://xd.adobe.com/view/57f83feb-5ddd-4460-ad46-e645611cdae4-02ab/screen/546ec126-a5e9-43fd-b192-937c62a87e62>

Concept: Color-Themed Mockery of a texting platform. Two modes: “texting” and “contacts”. Texting opens up what looks like a field one would use to send a text message. Clicking where one normally would to type a message however opens a grid of color squares color squares can be clicked (prototype only has linear clickable line of teal, green, red, purple as an example) which can then be “sent”, however sending the message generates a random color square that has nothing to do with the colors that were used to type the message. “Contacts” open what looks like a contacts screen, with an “add” button as well as one contact with a fairly universal symbol for an unread message on it. Clicking the add actually removes the only unread contact, and then proceeds to delete all the other contacts until none are left. Clicking on the “unread contact” instead removes the mark, but adds marks to other contacts, which then need to all be clicked off before another wave of contacts is marked. This loops endlessly.

Signifier Types:

Icons

- Message Icon: The message icon is usually used to represent a text message platform. The icon takes the form of a square speech bubble, which is a standard shape for a message sent through one such texting platform. This application is being somewhat true to the intended usage of this icon, as clicking on it leads to a text platform-like page, but the actual functionality of the page is very different from that of regular text messages.
- Send Message: The icon used to represent sending a message is usually a paper plane or a simplification of a paper plane. My application uses this Icon in a similar location and appearance to the normal use of the icon, but its functionality is fairly different from the actual send message Icon as pressing it sends something that was not the “message” written in the “text field”.
- Unable to add contact Icon: The icon of a person’s silhouette is usually used to represent a user or a contact. An icon of a person with the plus symbol next to it usually appears when allowing someone to add somebody to their contacts. An icon slashed out usually represents the inability to do that function at that time or that the function is turned off. In this case, the usage of the icon is similar to the usage of the base icon, but the usage of this version is to add confusion to the true function of the page.

Symbols

- Plus Symbol: The plus symbol is usually used to represent the ability to add something. In the context of its use on a page of similar visual structure, the plus symbol would usually represent the ability to add a new contact or start a new message thread. The usage of the plus symbol in this application inverts that expectation, and instead deletes your “contacts”

- Back Arrow: the back arrow is an arrow or triangle facing to the right. The universal usage of this symbol to return to a previous page means that advancing forwards through an application or website usually involves transitions that come in from the left and return by moving right. The usage of this symbol in my application is as intended.
- Type location line: a vertical line at the end of text (or before text that seems to blend with the background) is used to indicate where typing on a keyboard will place the next letter typed. The usage of this symbol is very similar to its intended use in my application, but the line represents where blocks of color go instead of letters.
- Circle in the upper right hand corner of a “contact image”: The usage of a circle in the upper right hand corner of a contact image is sometimes used to indicate to the user that they have received a new message from that contact. In the case of my application, the contacts are non-existent, and the circle instead acts as an indicator that there is a clickable function to the “contact” space.

Indices:

- “Word”: words or phrases like “comment”, “message”, and “send message” are often used to indicate where one would click/tap to open up the textbox for sending a message through a platform. The use of “word” is supposed to indicate that functionality, but also is somewhat contradictory as the contents of the messages that are being sent contain 0 words and are only made up of color blocks.
- [contact-id]: contact ID is in the place of an actual name, which would help indicate to the user who the contact they are accessing is. In the case of this application, there is no actual functionality to pressing on most contacts, and the word is only there to imply that contacts exist when they do not.

Affordances:

	Indicated	Non-Indicated
Real	-Returning to Main screen by pressing back arrow -accessing a texting page and a contacts page -opening a keyboard to type in color blocks	-Hovering over sent color to get hexadecimal code -Clicking outside of keyboard area to close keyboard -playing an infinite game of clicking on the indicated contacts
Not Real	-Clicking on a contact to open a contact -adding new contacts -sending the message you wrote	

Unfamiliar person reaction:

Thought it was a text message platform

Was very confused when it was not

Realised after clicking a few contacts that they were playing a looping whack-a-mole type game

Found it funny that the add friend button removed friends

Took a while to notice that typing a color message and then closing the “keyboard” sent a different message since they didn't realize they could close the keyboard immediately.