Hi-Five

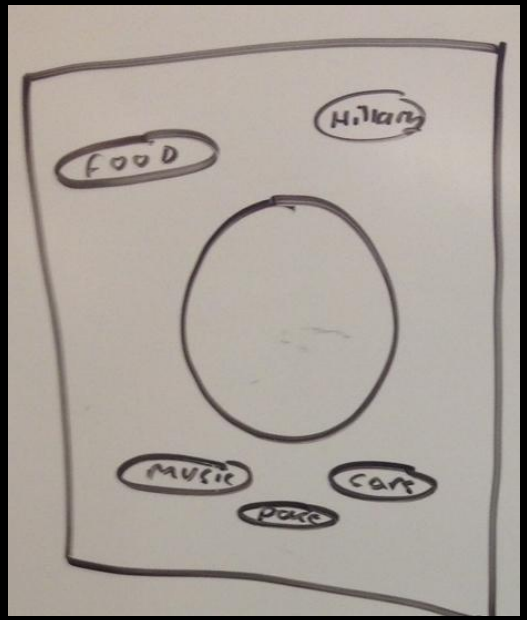
Lo-Fi Prototype

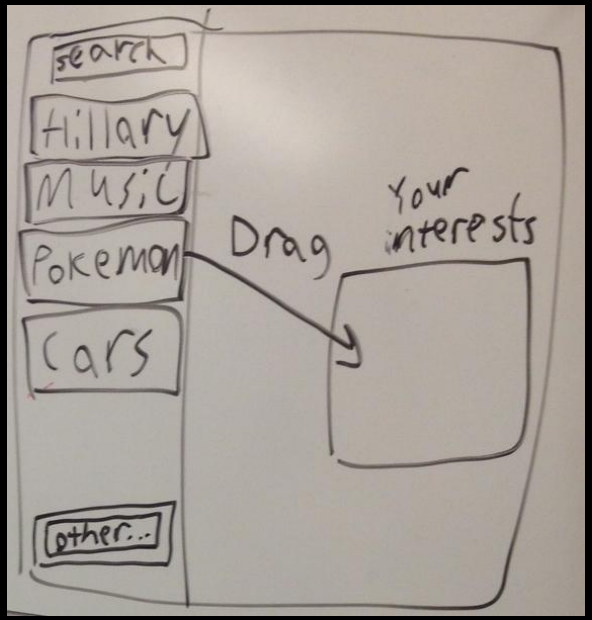
Nathan S, Lawrence Y, Cole D

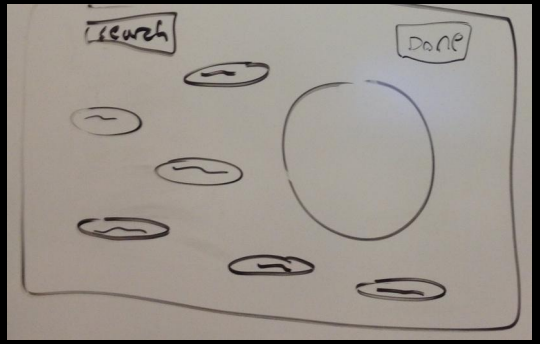
Value Proposition/Mission Statement

- “Getting ‘digital castaways’ to go out and make friends
- Mission statement: to help facilitate more face to face interaction and encourage teamwork in people who are shy or struggle socially.
- Reward their efforts with a network of friends sharing a common niche interest; also digital rewards

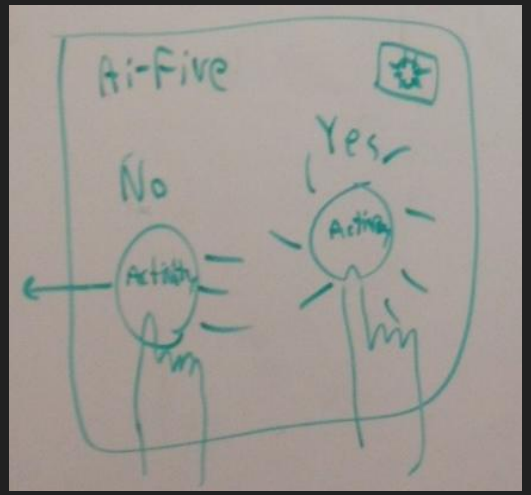
Concept sketches: Interest screen

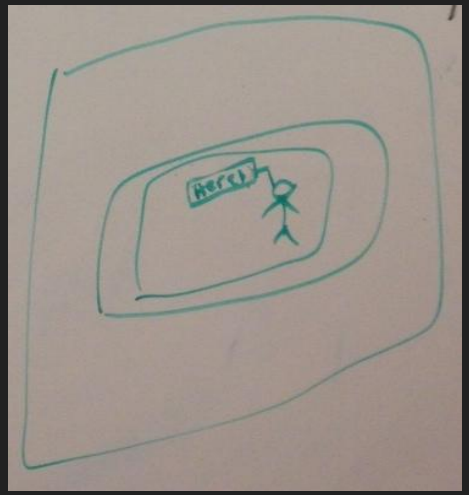


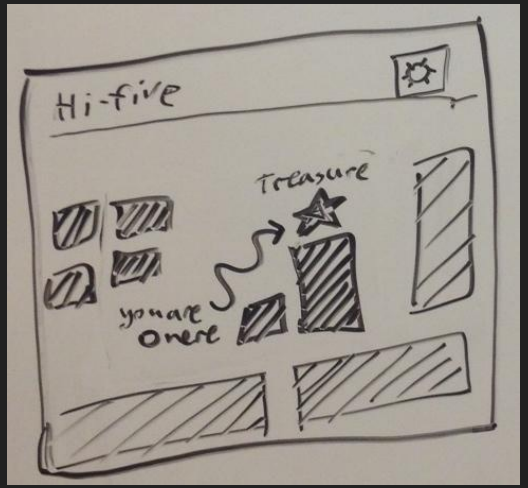




Concept Sketches: More bubbles, Map

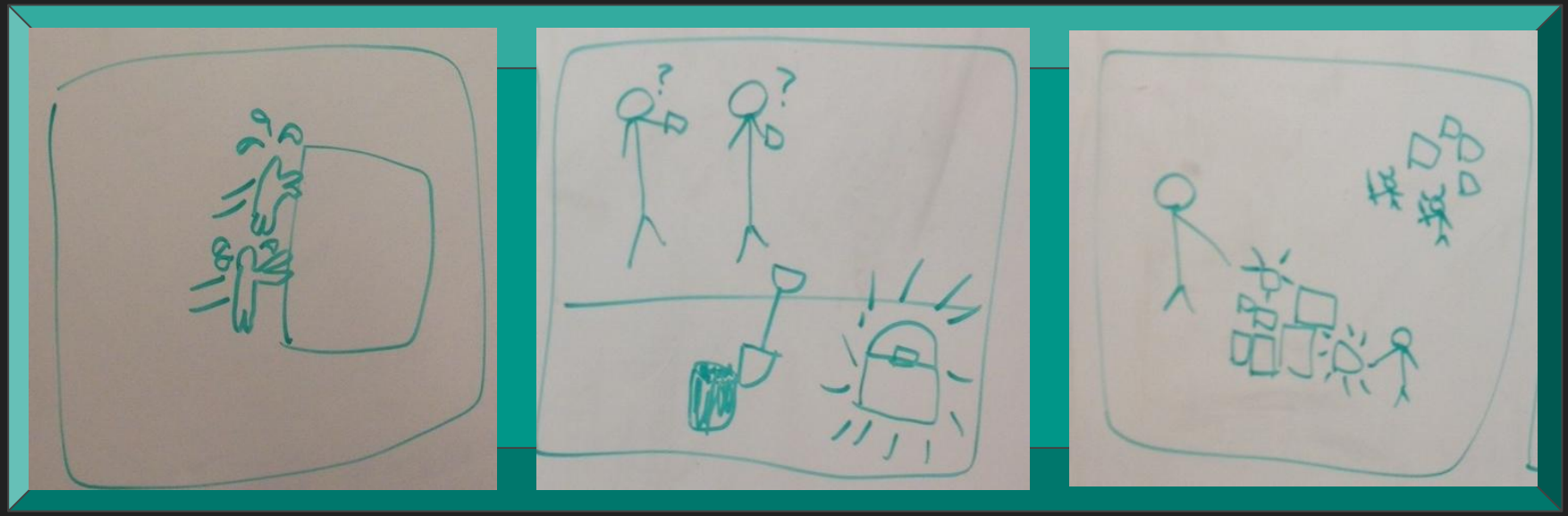




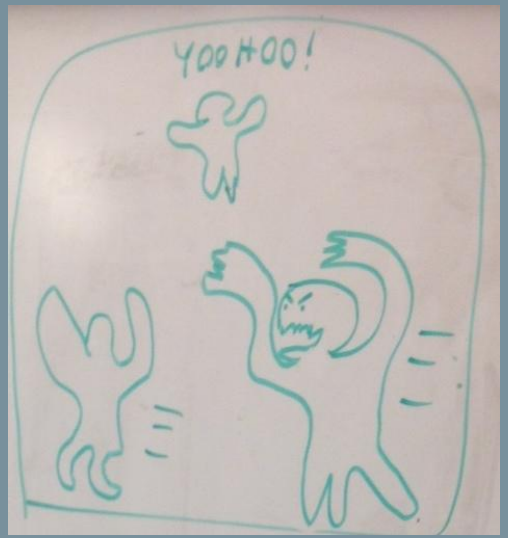


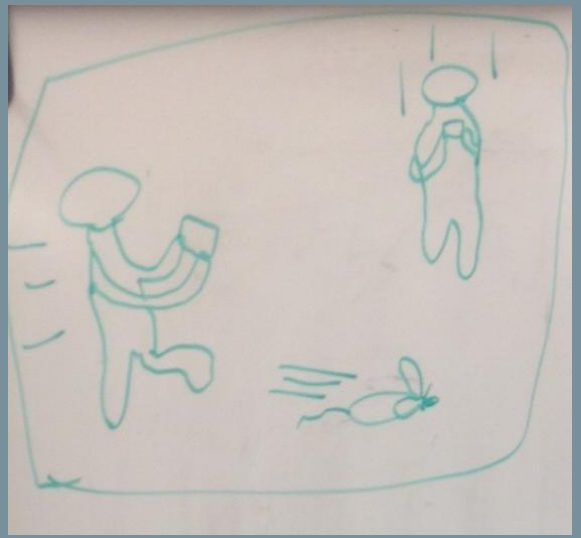
Concept Sketches: Reward Mechanism

Concept Sketches: Challenges

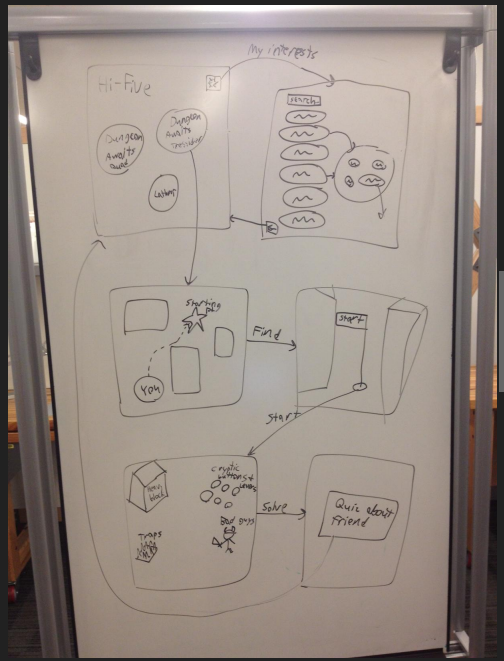


Concept Sketches: More Challenges



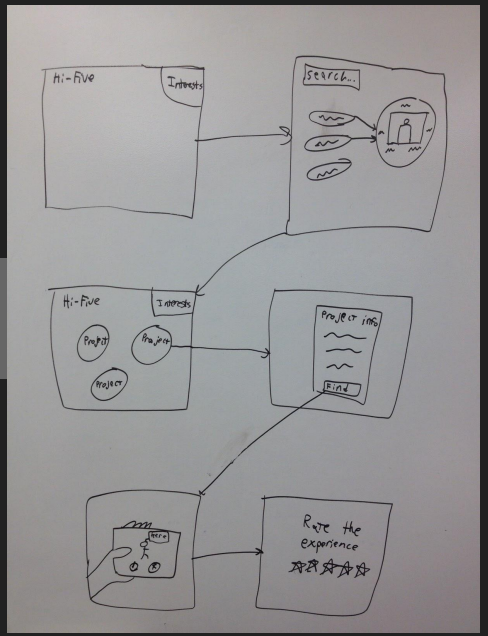


Choosing between designs



Puzzle

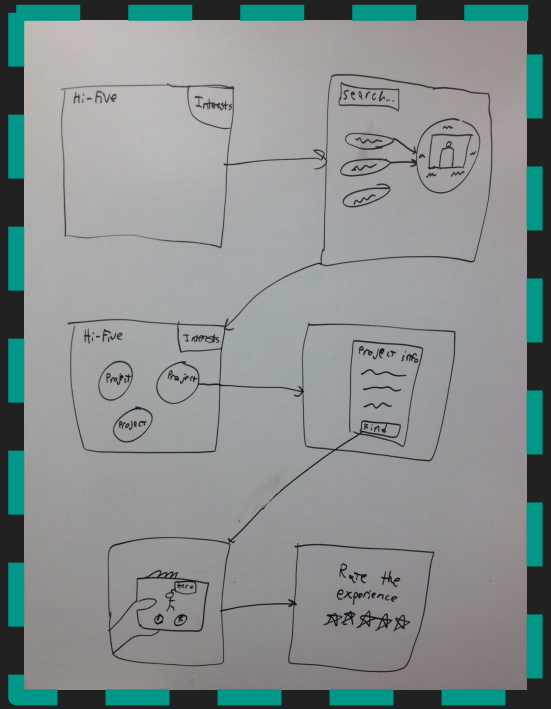
Versus



Project

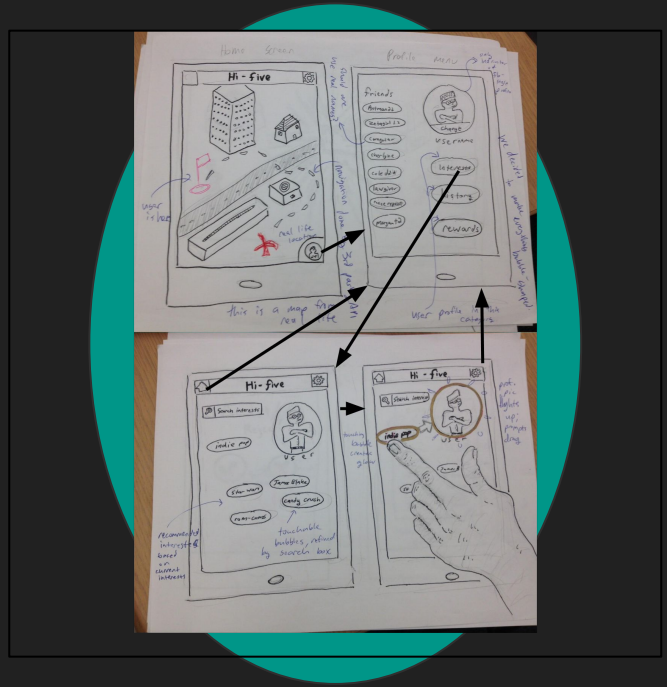
Selected Interface & Rationale

- People are excited about their passions and want to share them with others
- Easier to talk to people with a common interest, even if they are strangers
- Teamwork towards a challenge breaks the ice and encourages possible future collaboration



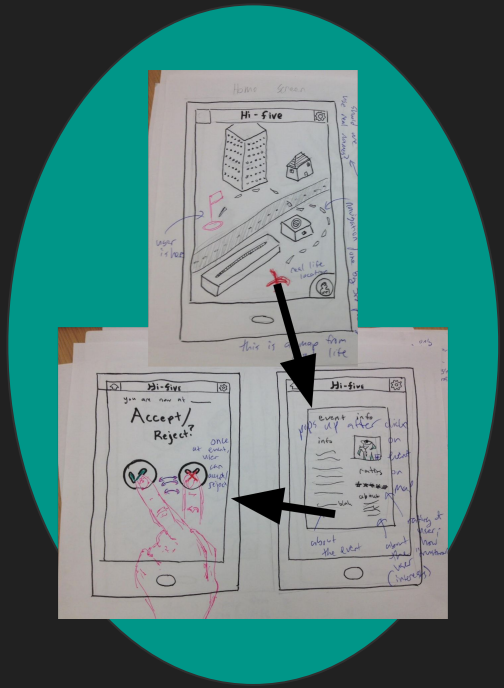
Task flows: 1. Locate people with a common interest

- Matchmaking algorithm makes this easy. *Magic*
- Based on unique interests and passions



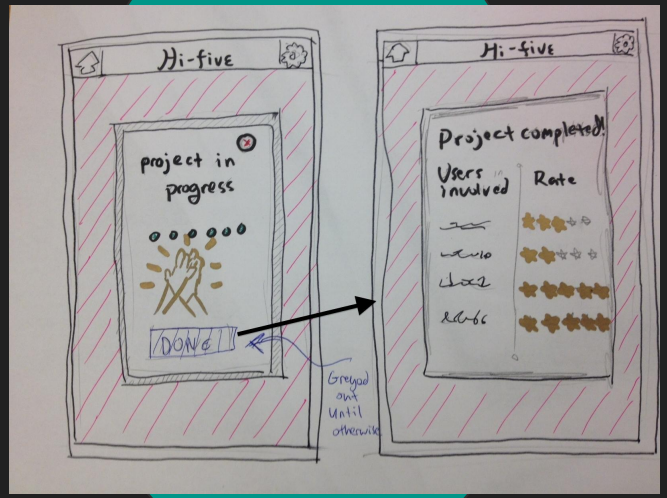
Task flows: 2. Set a gathering point

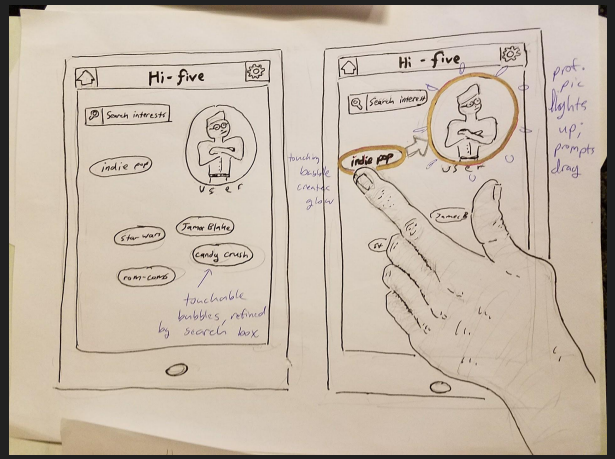
- The app would generate a gathering point on a map, derived from an created by a user who created a project.
- Users can decide whether or not the project interests them, then begin navigation to it via Google Maps or something

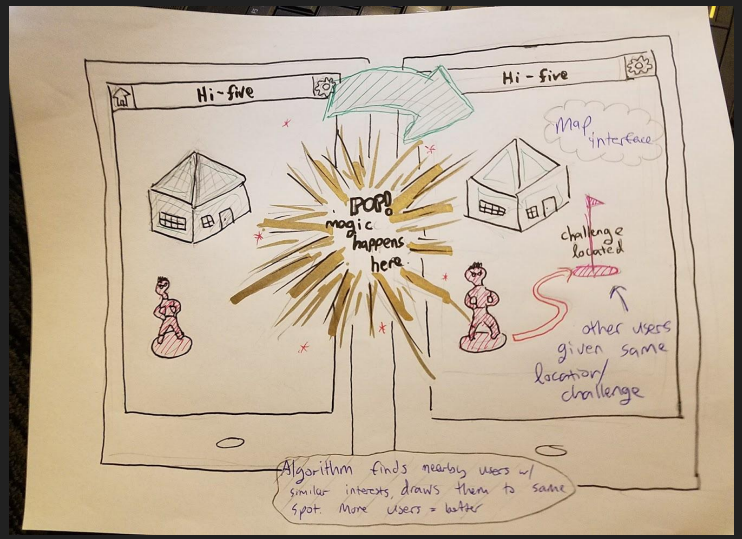


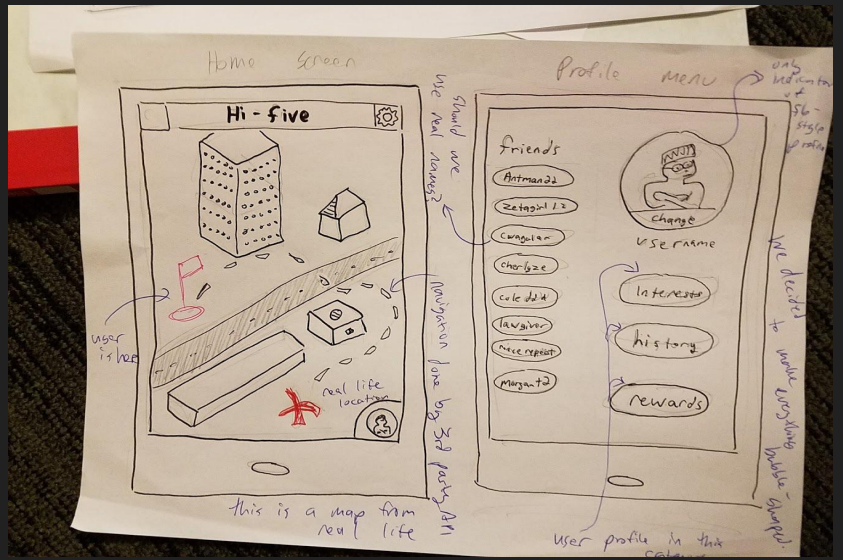
Task flows: 3. Encourage interaction to facilitate friendship

- Working towards common challenge helps break the ice
- Focus on passion distracts from the initial awkwardness of meeting new people
- Conversations and teamwork encourage friendship and follow-through
- Rating system ensures quality



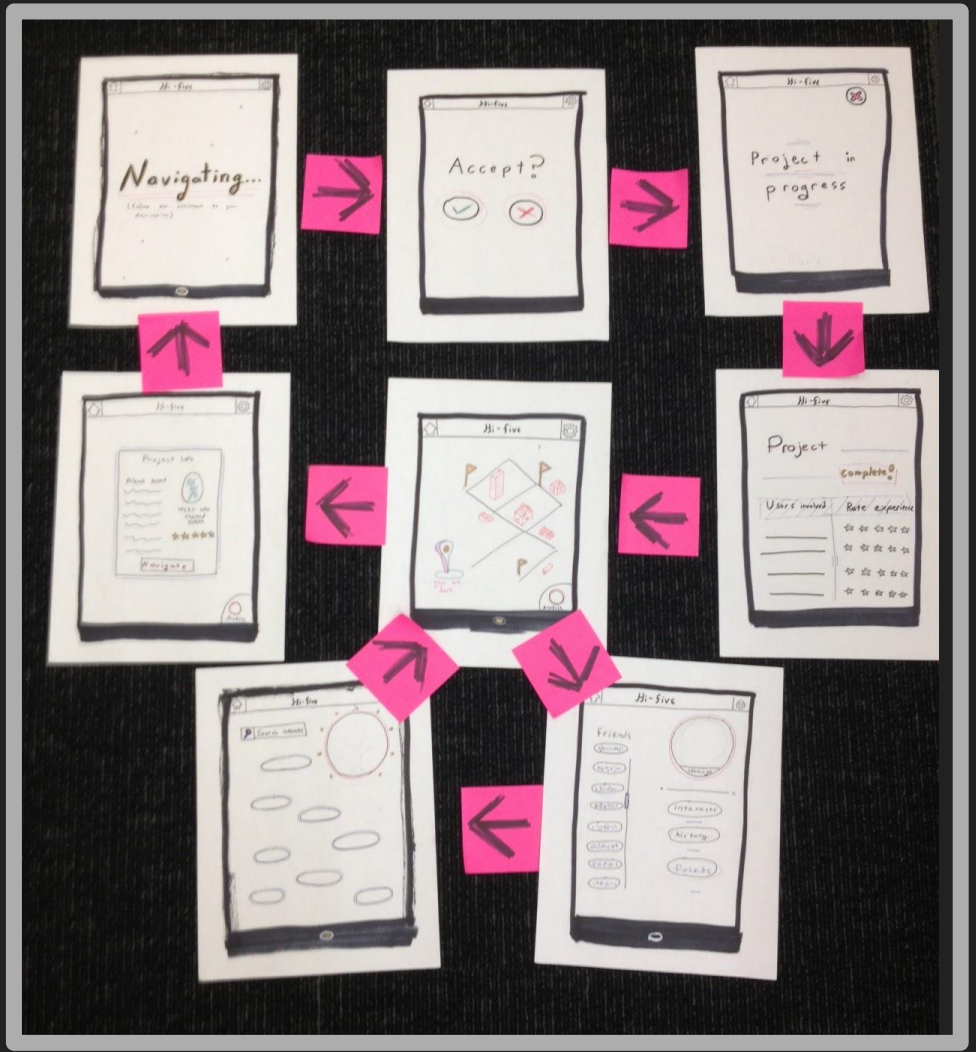

Hi-five
Search interests
indie pop
user
star wars
Jamie Blake
candy crush
rom-coms
touchable bubbles, refined by search box
touching bubble creates glow
Hi-five
Search interests
indie pop
user
prof. pic lights up; prompts drag

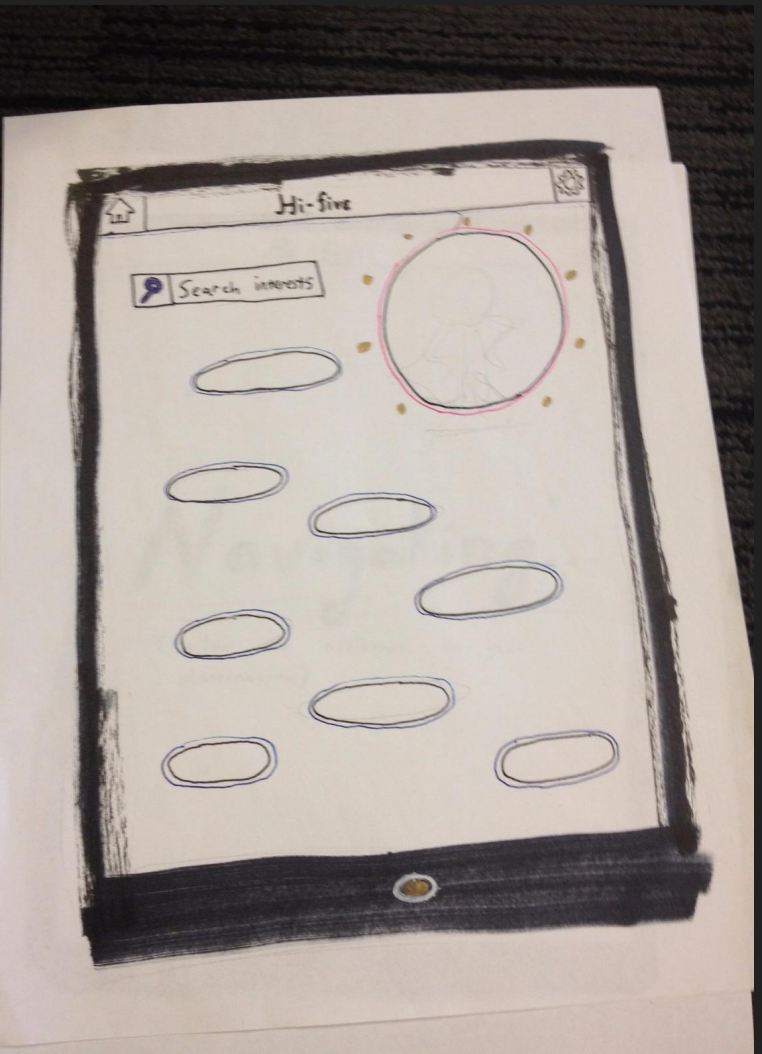

Hi-five
Hi-five
Map interface
POP! magic happens here.
challenge located
other users given same location/challenge
Algorithm finds nearby users w/ similar interests, draws them to same spot. More users = better


Home screen
Profile menu
Hi-five
friends
Antmand2
Zetagirl 1.2
cwagular
cherlyze
coleddit
lawgiver
nice repeat
Morganted
change
username
Interests
history
rewards
user is here
real life location
this is a map from real life
Should we use real names?
navigation done by 3rd party API
only indicator of 56-style profile
We decided to make everything bubble-shaped.
user profile in this

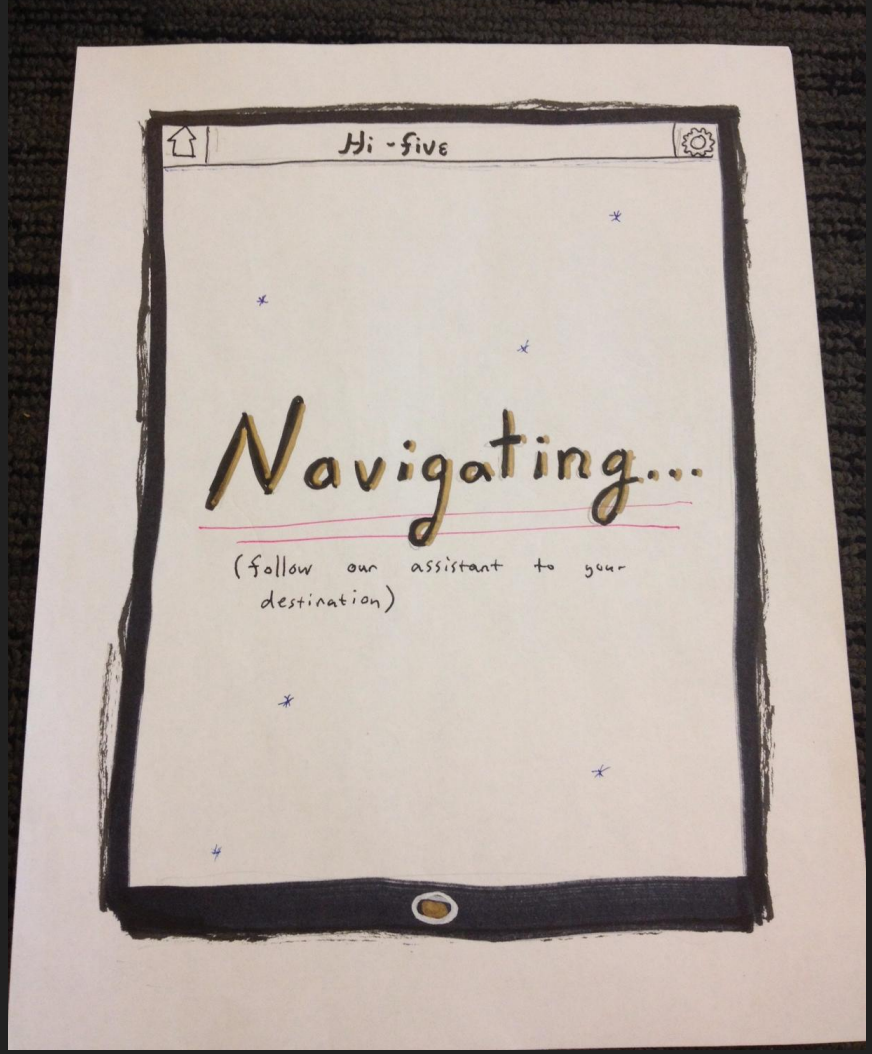
Storyboard

- Main/Map screen
- Profile screen
- Interest screen
- Project info popup
- Navigation screen
- Accept/Reject project screen
- Project in progress screen
- Project complete screen

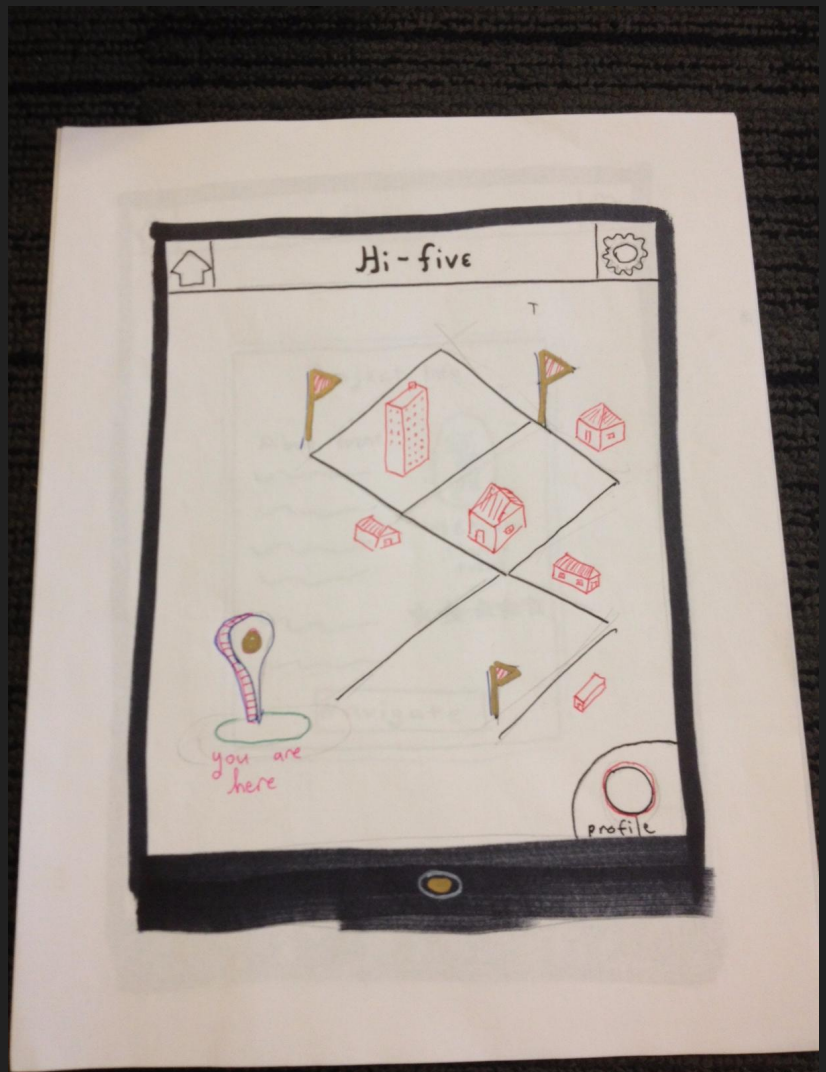




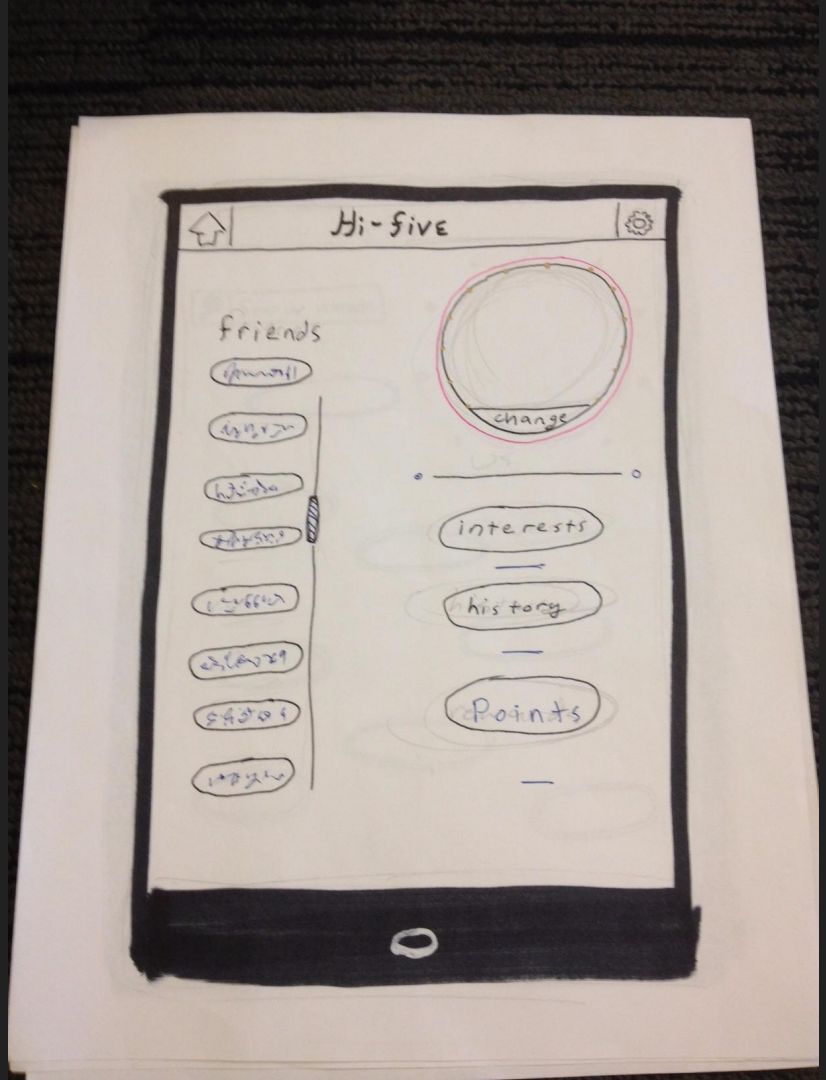
- Interests put into bubbles
- Interests that already exist will pop up first, similar to finding pages on FB
  - Important to find common interests, especially if they are quirky.



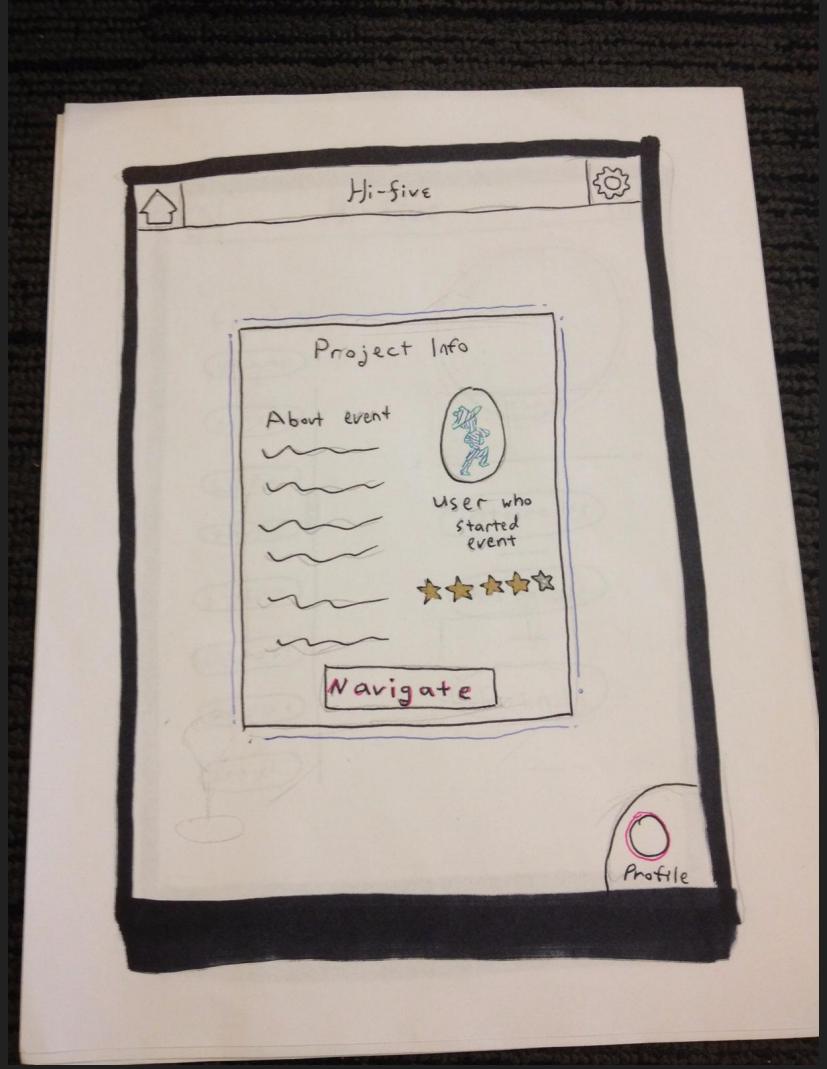
- This portion of the app would be the AR part. Users get navigated to the location of the get together.



- Home screen. Shows nearby events, where users can click and chat with other users who plan on going to those events.
- Show which events friends are going to; this will vastly increase likelihood of going
- Encourage the inviting of other friends



- Minimal profile, besides interests and profile picture, to avoid ‘manicured’ profile.
- Friends list created from friends added from previous events or from the world map



- Rating system similar to Uber; how good is the host?
- Description of events, with keywords to match users with similar interests.

Experimental method

- Participants
  - Doctor busy with medical work
  - Clash-of-clans player
  - Smartphone power user
- Environment
  - House party
- Procedure
  - Nathan--Actor
  - Lawrence--Computer
  - Cole--Note-taker
  - Subjects found their ways to the interests screen, and wrote down their interests.
  - We invented some relevant projects from which the subject could choose.
  - Subjects chose, and was led to the host (actor), who facilitated the mock-project
  - Subjects rated the others (usually just the host), and then answered some questions about the experience

Results: Subject 1

- Tested our system with non-serious interests
- Selected the flag that was closest to her
- Mistook the map for a maze
- Wished she could know the result of the project (in this case, whether or not she got a job), and the followup seemed unclear to her.

Results: Subject 2

- Initially struggled to find and read the buttons.
- Didn’t like having to enter his interests.
- Liked being led to an adventure of his choice
- Gave five stars in the evaluation, and said it was a lot of fun.
- Thought he was rating the project, rather than the experience with the people.

Results: Subject 3

- Figured out the whole process easily, with very little prompting
- Liked the idea and its originality.
- Said that the task she had to do--whistling to a cat to make it sing--was ‘her kind of public service’.
- Liked the flags on the map.
- Related the map to Pokemon GO and liked the AR aspect.

Suggested changes

- People should be able to create their own events.
- There should be a filter to prevent people from taking advantage of the system and advertising their products to their prey.
- People should have to join projects before they can start them.
- It should be more explicit what people are rating--the experience, or the people (It’s the people)
- There should also be a filter for acceptors--how do you prevent axe murderers from accepting the projects?
- Perhaps the projects should just be public service events, for safety.
- People like food. Food brings people to places and adds a ton of enthusiasm. How to incorporate this?

In conclusion...

- Our UI had some hickups
- Hard to find ‘castaway’ users in the first place; our testees were very willing.
- Still needs work; some portions need more testing.
- Needs “create project” option
- Needs to keep away axe murderers and sleazy scammers