Prototype Stage Deliverables

Group: #ieicommons
Team Members: Chopra, Datla, Hsiao, Mishra, Satarkar, Yang, Yeh

- **Tools**: tell us what you used

We choose Figma to make our prototype. The selling point of this tool is that it allows a whole team to collaborate together and work in real-time just like google docs. Same can be used for presentation as well once we are done with prototyping.

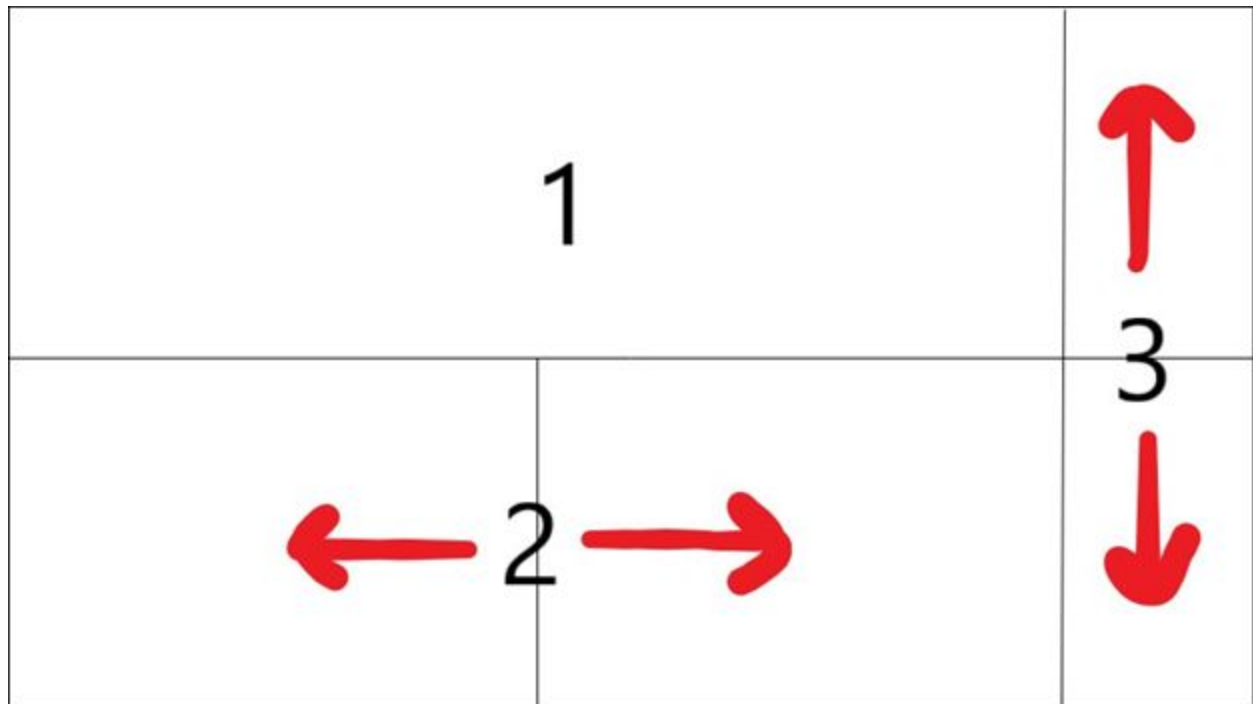- **Roles**: tell us how you divided prototyping work

Region 1-top: Mishra, Yang

Region 2-button: Datla, Satarkar, Chopra

Region 3-trivia: Hsiao, Yeh

- **Prototype**: describe your prototype with images, text, and perhaps point us to a working version with a URL

The screen is divided into 3 regions to target a wider range of audience.

Region 1
The top portion must be aesthetically appealing to grab the attention of passersby. This region aims to attract audience that are not willing to spend more than 2 min. Being the only region of the screen visible from the other side of wall, the display must be highly creative, catchy and colorful. It must have enough content to explain the context of the information. Many modern-day websites have a similar slideshows on the top to make it more appealing.

Region 2
This region is an interactive and detailed version of the first screen. While the first screen is about getting the user enticed into coming towards our interface, this screen is about helping user interact with the topics of emerging issues. We'll have two such screens present, so that multiple users can interact with the system at the same time.

Once you choose a topic for interaction, you will get the facts and issues related to the topic. These can be chosen by the users to interact by themselves. Facts and issues can be toggled through by the users, and they can even put their own facts and issues. But for the users to be able to post their own facts and issues, as well as comments, we would need to have good moderation from our side.

Users will have the option to interact with other users as well, using the option for commenting on an issue or a fact. A forum to interact with the users is the most helpful way to gather more data about the requirements of the user. Getting the users to show their approval or disapproval of other user's comments or input can also be helpful in the moderation process.

This part would be the crux of the system, as it would hold the main interaction of the system with users. So proper configuration of these is crucial to properly perform sentiment analysis to get user's thought process. Based on that, further configurations can be applied to the system to improve the interaction with the users.

Region 3
Region 3 is the trivia part, where we wish to have an interactive part of the system. The screens will be utilized for displaying questions asked about facts related to NC, or facts about topics in which we want the user to be more involved with. 3-4 options will be shown for answers, and the user will choose what they feel is the right answer. The right or wrong answer would not be important here, as in both cases, you'll be shown information about that topic based on the correct answer

This region is an interactive part that can be used to display some fun games or trivia for users who do not wish to spend more than 5 minutes on the screen. The proposed UX design uses the upper half of region 3 to display a question regarding the emerging issues and lower half displays options to answer. When a user decides to answer a question, the screen would display the result and explanation of the fact.

This is an alternative to the current UX which has floating numbers on the screen that would reveal the fact upon clicking.

Working Prototype(press [play icon] to interact with it):

https://www.figma.com/file/SaiDbWLjm188oqaII2GhDW/IEI_prototype-deliverable

Or just click this link to interact with it.

- **Trial**: describe any problems you noticed in trial run

Swipe control v.s. Button control:

Although swipe functionality is preferred on the big screen (we believe it could have better user experience for interacting with big screen), however, in figma there are only swipe-like animation for scene transition. Therefore, we somewhat makes compromisation for prototype designing decision that only allow users touch the interactive buttons instead of swiping.

Real-time random display on top screen:

Due to technical constraint in Figma, there seems to be no way for scene transition as time goes by. In ideal case, the region 1 scene should changing through different kinds of topics by time. For current state, we make it an interactive panel that when touching anywhere on the top screen, it would make change to the topics.