

Pathfinder

Team FAM

Fen Cullen, Andrew Knollmeyer, Max Fortna

Problem

- COVID isolation disrupts old routines
- Working and socializing from home
- Fewer reasons to go outside
- Easy to get **stagnant**

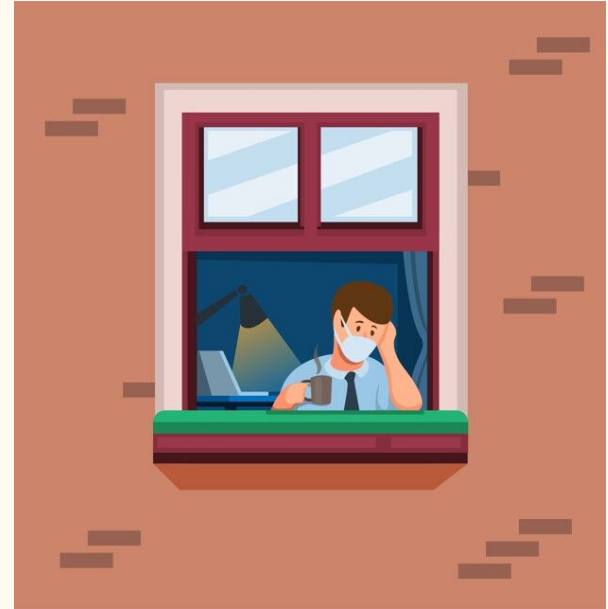


Image: freepik.com

Solution: Pathfinder

- Mobile app picks out new places to explore
- Guides along walking path
- Points out interesting things to do/see
- Break out of stagnation
- Get exercise
- Discover new places!



Image: attractionsmagazine.com

Demonstration

—

Evaluation

- Significant prototype problems:
 - Distinguishing interactable objects
 - Following state changes
 - General context
- Example: adding a point to a path
 - Multiple screens, state change
- Solution:
 - Going higher fidelity
 - Color, animation, correct data
 - Better brief
 - Set realistic expectations



Further testing

- Users actually walk a predetermined path using our app
- Evaluate how our design benefits or suffers from situational impacts of using a mobile app while navigating a real-world environment
- More realistic
- Get to evaluate part of our design that was glossed over (going for a walk)

Pathfinder

By team FAM

Thank you! Any questions?