SwapMeep

Made by Project Group 24:

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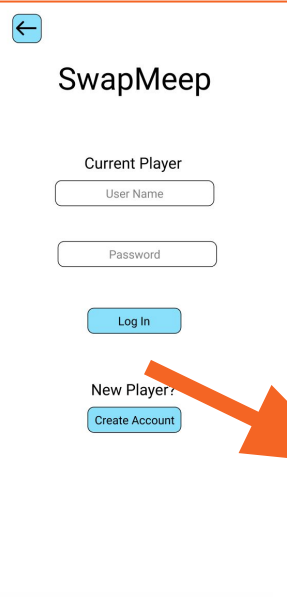
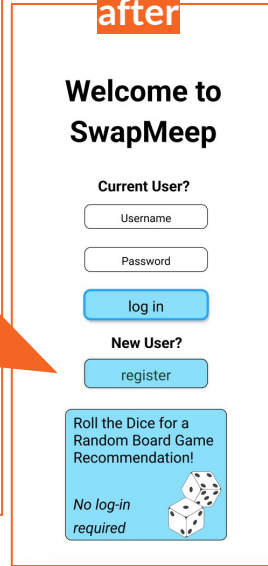Samantha High | User Research and Communication

Prototype Link: SwapMeep

before

Welcome to SwapMeep

Take me to log in!

Log In

SwapMeep

Current Player

User Name

Password

Log In

New Player?

Create Account

after

Welcome to SwapMeep

Current User?

Username

Password

log in

New User?

register

Roll the Dice for a Random Board Game Recommendation!

No log-in required

Welcome Screen and Account Creation

Users initially land on this screen as they open the app. It serves to welcome them and give them a path forward for accessing the functionality of the app.

User Research / Design Feedback:

1. Users expect to land on a page where they can immediately start entering their login information. In previous versions users would have navigate through an additional screen to log in.
2. Users wanted a quick way to generate board game recommendations.

Insights / Main Design Choices:

- Combined the welcome page and login page and added the option to register for new users
- Implemented a random game generator button for users that would like to use that functionality without logging into the application

SwapMeep

Your Randomly Generated
Board Game Recommendation Is:

Board Game Title

Board Game Picture

Board Game Attributes:
Theme
Player Count
Game Length

Not to your liking?
Why not try a **different**:
<randomly generated theme>?
<randomly generated player count>?
<randomly generated game length>?

Random Board Game Recommendation

The main functionality of this screen is to generate random board games for users. This was intended as an additional feature for users that weren't ready to commit to registering an account.

User Research / Design Feedback:

1. Users mentioned that they would like the ability to select a new random board game from this screen with a randomly generated selection, as previous versions lacked this capability.
2. In a previous version, where users select a new random board game, the user control and freedom heuristic was violated because the back button no longer took users back to the correct screen after users tried to generate more random selections.

Insights / Main Design Choices:

- Added the ability for users to select new random board games with randomly generated selections.
- Fixed the functionality of the back button.
- Animated the dice when a new selection was chosen to make it appear like they were rolled.
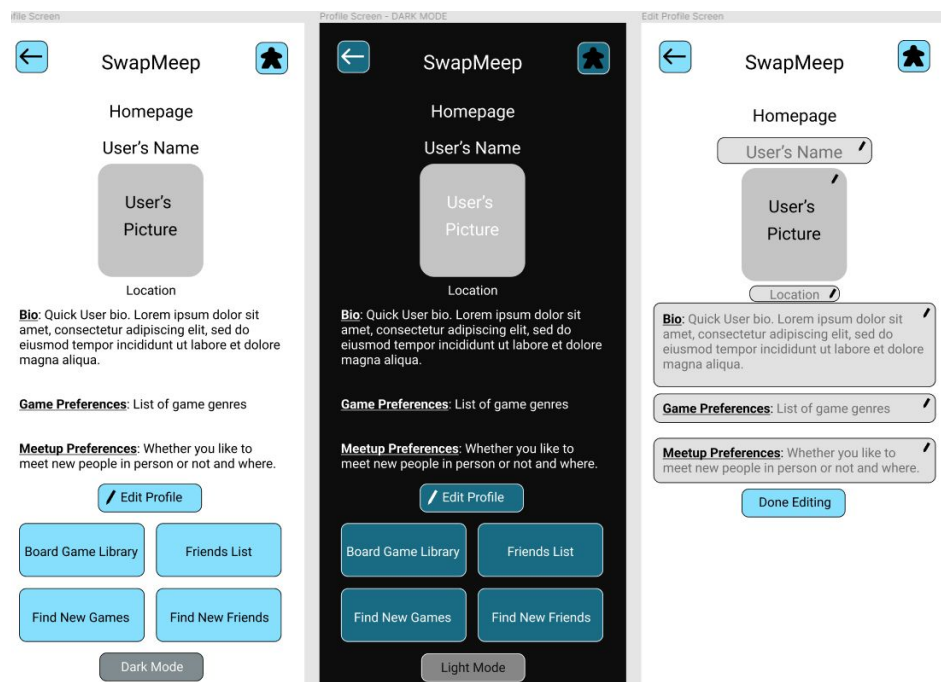
Profile and Edit Profile

On the pages related to their profile, users may navigate to other parts of the application or edit their profile.

User Research / Design Feedback:

1. Users mentioned the bio section was too large and cluttered the page
2. From their experience with current application options, users expected the option for Dark Mode.
3. Users expected the option to edit their profile.

Insights / Main Design Choices:

- We broke out the bio section into small categories to declutter the page and make it easier to read
- We also used this screen to demonstrate what Dark Mode could look like for user testing.
- We added in the ability to edit portions of the profile, accessed from the profile page.

Reflection on a previous iteration:

"There is the bio section, which is shorter and more concise, a game preferences section, and a meetup preferences section. The bio allows users to write a few sentences about themselves which other players can use to get to know them."

before / after

SwapMeep

User's Name

Board Game Library

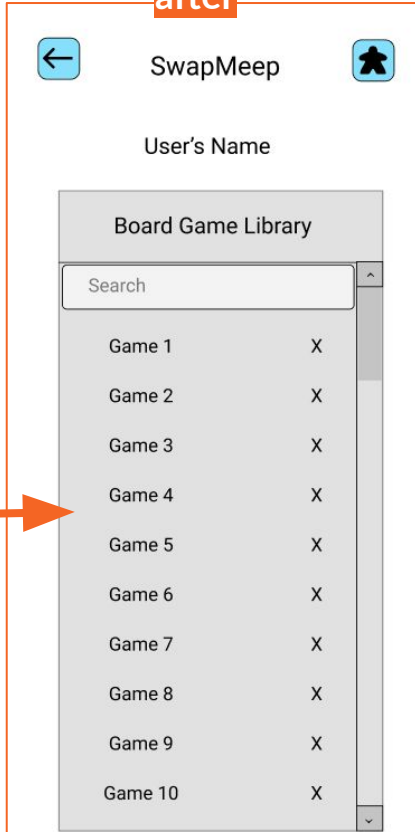Profile

User's Name
Location

Bio: Quick User bio over a few lines. Lorem ipsum dolor sit amet, consectetur adipiscing.

One of the initial iterations of the board game library was within the Profile page. This screen had so much information that the user wasn't sure what to look at first.
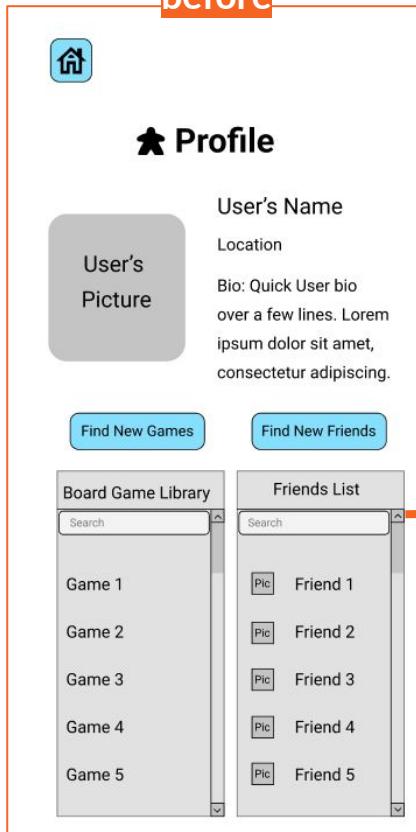
Game Library

This screen displays all of the games in a User's Board Game Library. Users can interact with the games on their list.

User Research / Design Feedback:

1. Users suggested they want a feature to remove games from the list.
2. Users generally want to interact with screens that have fewer functions and less visual clutter.

Insights / Main Design Choices:

- We implemented an "x" which would remove the game from the user's Board Game Library
- Moved forward with prototypes that had a separate page for this function, rather than as part of the profile page.

SwapMeep

User's Name

Friends List

Search

Pic	Friend 1	X
Pic	Friend 2	X
Pic	Friend 3	X
Pic	Friend 4	X
Pic	Friend 5	X

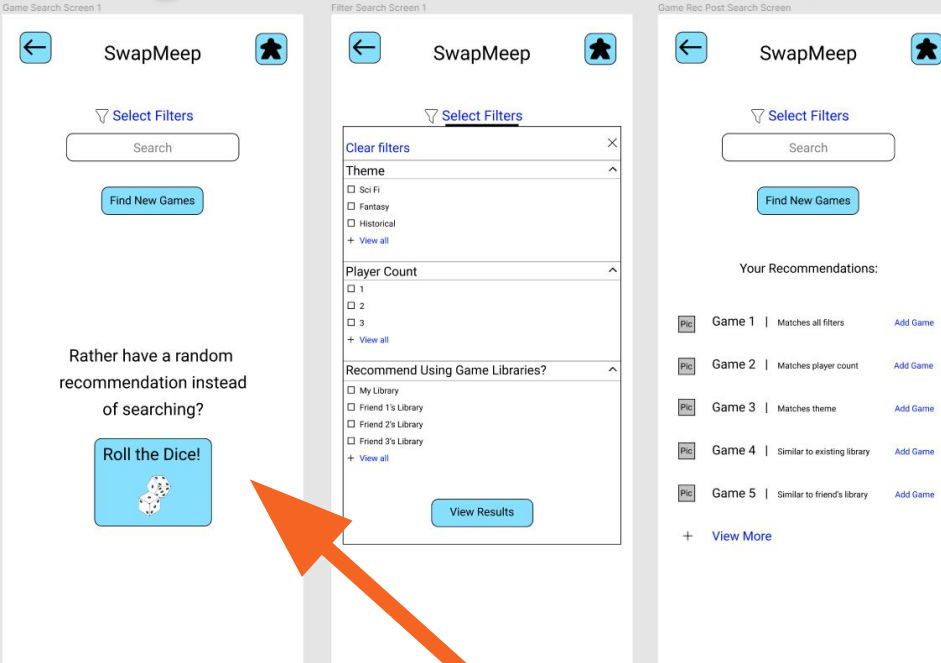Older Iterations of the Signifiers

SwapMeep

Friends List

This screen displays all of the friends in a User's Friends List. Users can delete friends from this list by clicking on the "x" icons.

User Research / Design Feedback:

1. Users provided feedback that they want a feature to remove friends from their friends list
2. Users were unclear about what the various iterations of signifiers at the top of the screen did
3. Previous iterations had the friends list on the profile screen which violated the aesthetic and minimalist design heuristic.

Insights / Main Design Choices:

- We added the "x" so a user can remove any unwanted friends from their Friends List
- We streamlined the icons at the top to include only a "back" button and a Meeple button for a menu overlay
- We made the friends list its own separate screen to increase minimalism

SwapMeep

▽ Select Filters

Search

Find New Games

Rather have a random recommendation instead of searching?

Roll the Dice!

SwapMeep

▽ Select Filters

Clear filters ✕

Theme ︿
☐ Sci Fi
☐ Fantasy
☐ Historical
+ View all

Player Count ︿
☐ 1
☐ 2
☐ 3
+ View all

Recommend Using Game Libraries? ︿
☐ My Library
☐ Friend 1's Library
☐ Friend 2's Library
☐ Friend 3's Library
+ View all

View Results

SwapMeep

▽ Select Filters

Search

Find New Games

Your Recommendations:

Pic	Game 1	Matches all filters	Add Game
Pic	Game 2	Matches player count	Add Game
Pic	Game 3	Matches theme	Add Game
Pic	Game 4	Similar to existing library	Add Game
Pic	Game 5	Similar to friend's library	Add Game

+ View More

From a class discussion board:

"The constraint you've included that only allows a user to find a random board game from the welcome screen could be frustrating. I would expect this functionality to be on other pages like the filters page so that if I'm already logged in I can find a game without logging out."

Game Search and Filters

Users can search for games from the first screen. This portion of the app also affords users the ability to filter results by various attributes.

User Research / Design Feedback:

1. Users indicated that they would like to generate random board games while logged in, not just on the first screen before logging in.
2. Users indicated that they would like to be able to filter by multiple attributes at once.

Insights / Main Design Choices:

- Integrated the "Roll the Dice" functionality to this screen
- Chose aspects from the initial prototype which had all attributes for filtering on the same page

SwapMeep

Find Players Near You

▽ Select Filters

Address, City, or Zip

Find Players

People In Your Area:

Player 1 - 3 Miles Away -
1 Mutual Friend
Add Friend

Player 2 - 10 Miles Away -
2 Mutual Friends
Add Friend

Player 3 - 25 Miles Away -
0 Mutual Friends
Add Friend

SwapMeep

▽ Select Filters

Clear filters   ✕

Preferred Theme   ⌃
☐ Sci Fi
☐ Fantasy
☐ Historical
+ View all

Preferred Player Count   ⌃
☐ 1
☐ 2
☐ 3
+ View all

Age Range   ⌃
☐ Under 21
☐ Over 21
+ View all

View Results

These filters were made collapsible to help minimize visual clutter.

Player Search and Filters

Users can search for players from the first screen. This portion of the app also affords users the ability to filter results by various attributes.

User Research / Design Feedback:

1. In previous versions the buttons next to each filter selection were not toggleable which violated the consistency and standards heuristic.
2. Users did not like how cluttered the filters were when they had to view all of the selections

Insights / Main Design Choices:

- Added toggleable buttons next to each filter selections so users could turn them on and off.
- Added the ability to collapse the filters so users could have a more minimal experience.
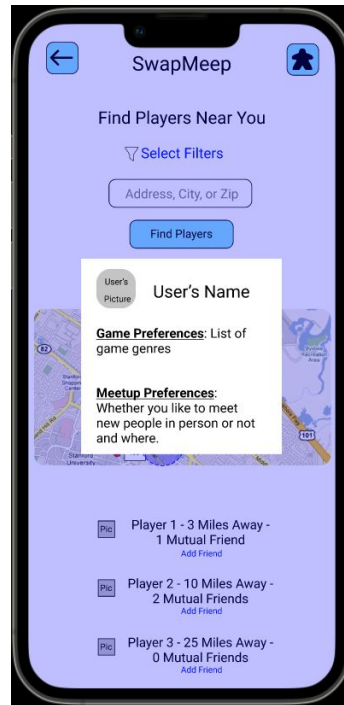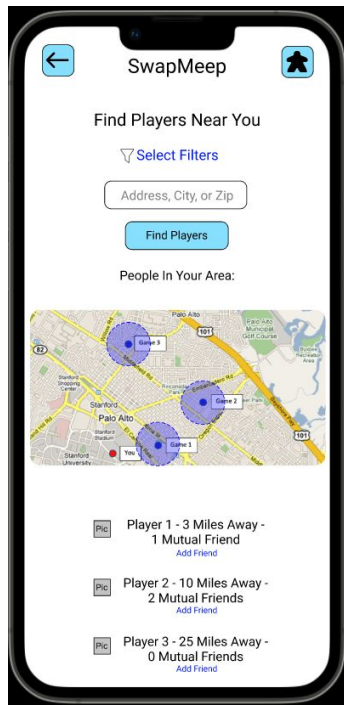
Player Search Map

Instead of searching, users can also interact with the map of "People in Your Area". Clicking on one of the blue circles allows users to see more information about these players. The blue circles allow more privacy than exact locations.

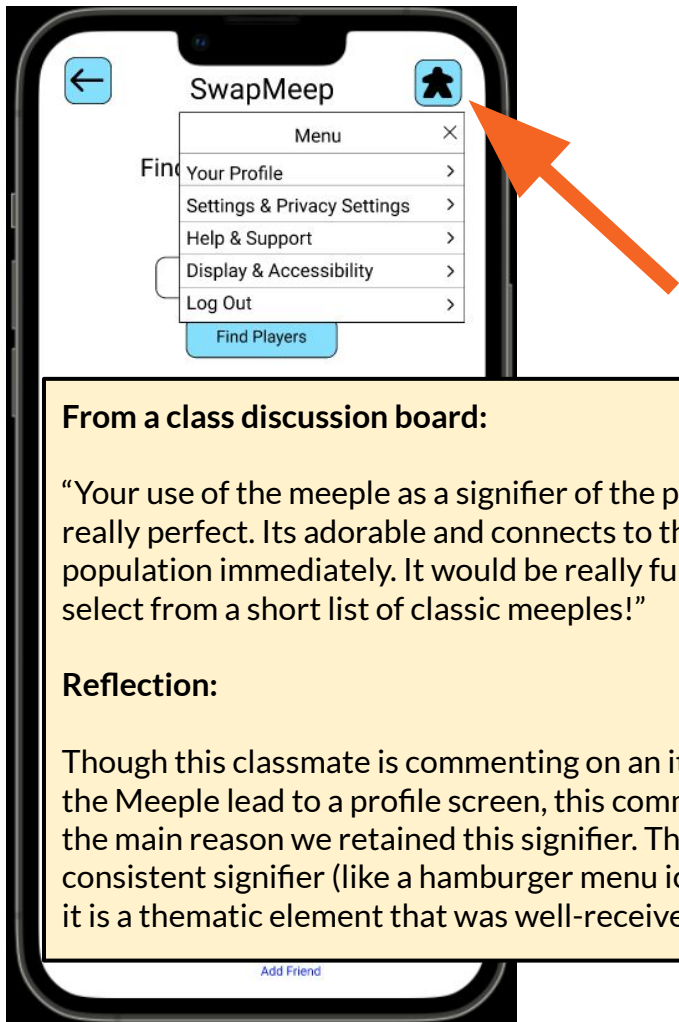## User Research / Design Feedback:

1. Users expressed a desire for more information about the players on the map.
2. Users needed some privacy regarding their location on the map.

Insights / Main Design Choices:

- In later iterations of this screen, users were able to click on player pins to learn more.
- Instead of an exact location, users are represented by shaded circles giving an approximate location to other users.

Thoughts from a User during Testing:

"What would show up on the map? User ID? In that case, what is anonymity here? Current game played, top game played, favorite game, or recently played games would be ideal pieces of information to find out about nearby players."

Meeple Menu Overlay

The Meeple icon in the upper right corner opens up to a menu. This icon is present on all screens, aside from the account creation and login pages. This allows users to find key functions from every screen.

User Research / Design Feedback:

1. Versions without this menu violated the consistency and standards heuristic.
2. Previous versions contained a menu that was not an overlay and instead its own screen, which users disliked.
3. Based on user feedback, a previous versions violated the User control and Freedom heuristic because the x button did not properly close the menu.

Insights / Main Design Choices:

- Added a menu overlay so that users could still view the page they were on underneath the menu.
- Made the x button functional so users could use this to close the menu
- Used a meeple as the signifier for the menu instead of a traditional menu icon as users enjoyed the unique icon.

From a class discussion board:

"Your use of the meeple as a signifier of the profile page is really perfect. Its adorable and connects to the user population immediately. It would be really fun if users could select from a short list of classic meeples!"

Reflection:

Though this classmate is commenting on an iteration where the Meeple lead to a profile screen, this comment reveals the main reason we retained this signifier. Though it is not a consistent signifier (like a hamburger menu icon might be), it is a thematic element that was well-received.