

Individual Project one

Title: Platform to make friends and play sports

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Abstract:

Building a system to connect students interested in playing similar sports or games. Implemented login feature with school credentials for data security and safety so that only students with valid university credentials can use the application. Users should complete their profile information which includes Name, pronouns, a few sentences about themselves, Sports they are interested in, and level of experience in the sport. Users will be able to make a request to join a preexisting group or create a new group based on the game and level of the user. Furthermore, users receive friend recommendations, and the search functionality will make it possible to find friends or groups along with features to view their current friends and groups they are part of. Users can navigate messages and talk to their friends or groups they are part of, so that they can have a partner to play games with. In addition, the groups can be public or private, meaning private groups are only invite based or accessible to certain levels of players the group owner is looking for. In contrast, public groups are visible to anyone on the application. This application would be a cross platform mobile application for IOS and Android users. In conclusion, it solves the problem of feeling left out when you do not know anyone to play with and helps connect like-minded people together.

Questions for Cultural probe:

- 1) Have you ever faced a situation where you would like to join a game, but you do not know anyone?
- 2) What kind of features would you like to have in these applications?
- 3) Are there any privacy concerns you have for this application?
- 4) Do you prefer to use an application and form a group to play a game or just go to a location and randomly ask people who are playing?
- 5) How would you choose a group or other players?

6) What kind of information would you like to know about the user or the group?

User Population:

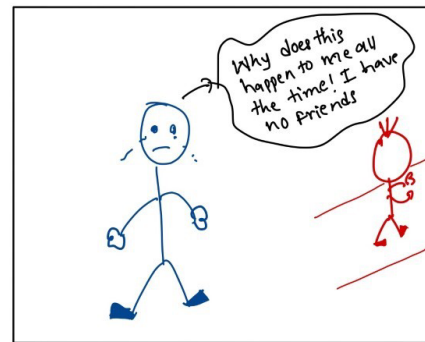
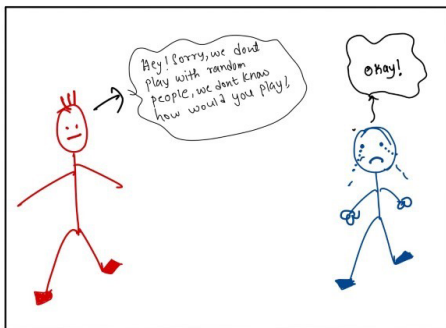
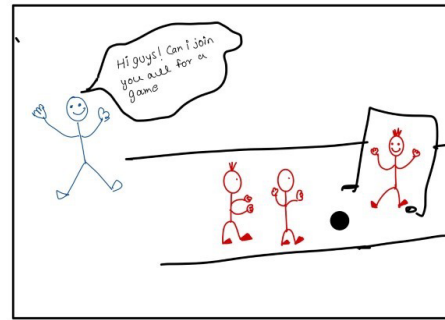
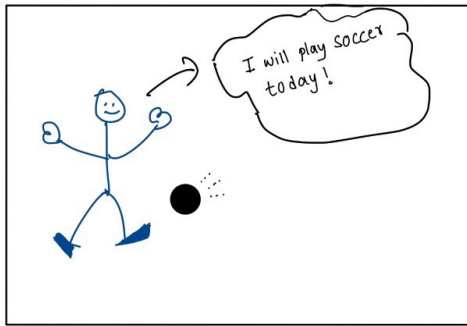
My user population is college students, and I primarily choose this user population because my project focuses on connecting college students to other college students for playing sports and games. As this is a general problem, I went to the recreational Centre and chose people waiting outside the court to join the game and other random college students in the library for the cultural probe. Participants in the cultural probe are all college student's levels ranging from freshman to senior year and majoring in various fields.

After considering the culture probe, it is evident that a problem exists, and the need for an application that solves this problem by connecting students interested in playing similar sports and games. Participants would like to see features such as recommendations of people and groups with similar interests, the ability to send messages to friends connected or groups they are part of search for people with similar interests, etc. Most users prefer to choose other players based on their interests and experience in the sport.

Story Board:

Jamie is a new college student, It's the initial stage of the semester, so Jamie wants to play badminton to pass some time, but Jamie doesn't know anyone who plays. Jamie goes to the recreational center and finds a bunch of people playing, so he asks them if he can join them. They replied yes, next match you shall play, but they kept on playing every game without allowing Jamie to play. Jamie was sad and went home disappointed as he had no chance to play. A simple application that can connect people based on sport and level of play can solve the issue of Jamie not having an opportunity to play.

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Design decision for prototype:

The design decisions for my prototype are focused on achieving the goals and objectives of the project, as well as addressing the needs and preferences of the target audience. User testing has been an essential part of the design process, as it allows me to gather feedback and make improvements to the prototype based on user input.

In the final low-fidelity prototype, users are required to log in using their college-associated email addresses to maintain security and control over the diversity of users. This is because the target audience of the application is college students.

Once a user has successfully authenticated, they are directed to the home screen, where they can choose from a variety of features, such as creating, sharing, and, joining sports groups, and

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accessing resources and tools for maintaining healthy relationships. The user experience is intuitive and user-friendly, with clear navigation and easy-to-use features.

Overall, the design decisions for the prototype are focused on enhancing the user experience and providing college students with valuable resources and tools for maintaining healthy relationships and staying active through sports. Below is the breakdown of applications main functions:

Profile:

A user profile page is a feature of the application that displays information about a specific user. This profile page typically includes basic information about the user, such as their name, pronouns, a few sentences about themselves, sports they are interested in, and their level of experience in those sports. The user profile page may also have a profile picture or avatar. The purpose of a user profile page is to provide other users with information about the user and to help them connect with the user. In this application, user profile pages are important for connecting students who are interested in playing similar sports or games.

Groups:

When navigating to the groups section of the application, a user is presented with two options:

1. **Create group:** In the create group option, users can create a public or private group. To create a group, users must enter information such as the group name, sport type, level of sport, capacity, and status.
2. **Join group:** In the join group option, users are presented with a list of preexisting groups created by other users, which can be both private and public. Users can join a group based on their requirements, such as the type of game, level, and status of the group. The application also includes a function that allows users to view other members of the group and message the group owner.

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Overall, the group's section of the application provides users with the ability to create and join groups based on their interests and preferences. This makes it easy for users to connect with others who share similar interests and find partners to play games with.

Friends:

The application includes a page that displays a list of the user's friends, along with an option to message them. This is similar to the friend list feature found on many social media applications. On this page, users can also view and manage their friend requests. They can accept or reject incoming friend requests, as well as cancel any pending requests they have made to other users.

Overall, the friend list page provides users with an easy way to manage their connections with other users on the application. They can view their current friends, send and receive messages, and manage incoming and outgoing friend requests. This helps users stay connected with others who share similar interests and makes it easy for them to find partners to play games with.

Message:

In this part of the application, users can see a list of other users they have previously messaged, like the message history feature found in most messenger applications. Additionally, there is a function that allows users to send and receive message requests to users who are not yet friends. This allows users to connect with others who share similar interests and initiate conversations with potential friends or group members.

The messaging feature is intuitive and user-friendly, with a clean and easy-to-navigate interface. Users can view their message history with each user and see the status of their message requests (pending, accepted, or rejected). They can also send and receive messages in real time, making it easy to coordinate games and activities with other users on the application.

Overall, the application's messaging feature is an important part of the user experience, as it allows users to connect with others, initiate conversations, and stay connected with friends and groups. It provides a convenient and effective way for users to communicate with each other and coordinate their activities.

Findings from the cognitive walkthrough:

In the first cognitive walkthrough, I presented users with a low-fidelity design. During the cognitive walkthrough, I did not observe any instances where users deviated from the design. The users were able to navigate through all of the functions without any difficulty.

The message function was one major design improvement I discovered from the first cognitive walkthrough. Initially, the message function was not as user-friendly as it could have been. However, based on user feedback, I made several improvements to the design, including making the interface cleaner and more intuitive and adding new features, such as the ability to view message history and manage message requests.

Overall, the cognitive walkthrough was a valuable experience that helped me identify areas for improvement and make changes to the design of the prototype. The feedback I received from users was instrumental in making the prototype more user-friendly and effective.

In the second cognitive walkthrough, I made several changes based on feedback from users who participated in the cognitive walkthrough. These changes were designed to improve the application's functionality and user-friendliness and address any issues or concerns identified during the cognitive walkthrough.

One key change I made was adding authentication using university-associated email addresses. This helped to improve security and control over the diversity of users, as it ensured that only students with valid university credentials could access the application. This was an important change, as it ensured that the application was only accessible to the intended target audience (college students) and helped protect users' privacy and security.

In addition to the authentication feature, I also made changes to the design of the prototype. I made the overall design cleaner and more detailed, with clear navigation and easy-to-use

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features. I added new features, such as the ability to view message history and manage message requests, to improve the user experience and make the application more functional.

Overall, the changes I made to the prototype in the second iteration were based on user feedback and were designed to improve the functionality and usability of the application. I believe that these changes will make the third iteration of the prototype even more effective and user-friendly and that users will find it even easier to connect with others, create and join groups, and manage their connections and friendships.

For the final walkthrough, I focused on adding a few useful elements to the application that had been removed after the first iteration based on user recommendations. These elements were added back into the design based on additional feedback and testing and were designed to improve the functionality and user-friendliness of the application.

I explained to the user the purpose of this project and the goal of the project, and I provided the user with final low-fidelity prototype and gave the user a few scenarios to see their understanding of the application:

Scenario One: Asked user to navigate to message and message User-A

User response: The user started with the authentication part, then navigated to the home page, selected the message, then selected user A to message (the user didn't find any problems in navigating to the specified task)

Scenario Two: Asked user to navigate to message and accept a pending request

User response: The user started with the authentication part, then navigated to the home page, selected the message, then navigated to req to accept a message request (the user didn't find any problems in navigating to the specified task)

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Scenario Three: Asked user to navigate to group and create a group

User response: The user started with the authentication part, then navigated to the home page, selected the group, then selected create a group, and created a group (the user didn't find any problems in navigating to the specified task)

Scenario Four: Asked user to navigate to join groups and message the owner of a group

User response: The user started with the authentication part, navigated to the home page, selected the group, and join group. Once the user entered join group page, the user selected one group from all the open groups and selected message group owner (the user didn't find any problems in navigating to the specified task)

Questions users asked during cognitive walkthrough:

1. Will the user be able to modify their profile information, including their name, pronouns, and a few sentences about themselves? Yes, the user will be able to modify their profile information, including their name, pronouns, and a few sentences about themselves.
2. Will the user be able to specify the sports they are interested in and their level of experience in those sports? Yes, the user will be able to specify the sports they are interested in and their level of experience in those sports.
3. Will the user be able to request to join a preexisting group or create a new one based on the game and level of the user? Yes, the user will be able to request to join a preexisting group or create a new one based on the user's game and level.
4. Will the user be able to receive friend recommendations and search for friends or groups on the application? Yes, the user will be able to receive friend recommendations and search for friends or groups on the application.

Future iterations of the designed prototype:

One potential opportunity for future iterations of the prototype is to improve the search and discovery functionality. Currently, the prototype allows users to search for friends and groups based on certain criteria (such as sport type and level of experience), but it may be beneficial to add more advanced search and filtering options. For example, users could search for groups or friends within a certain distance of their location or based on other interests or preferences.

Another potential opportunity is to improve the messaging feature. Currently, the prototype allows users to send and receive messages with other users, but it may be beneficial to add additional features and functionality to the messaging feature. For example, users could be able to create group conversations with multiple users or use emoticons and other visual elements to enhance their messages.

Additionally, there may be opportunities to integrate the prototype with other services or platforms. For example, the prototype could be integrated with social media platforms, allowing users to share information about their groups or activities with their friends on those platforms. This could help to increase awareness of the application and attract more users. Overall, there are many potential opportunities for future iterations of the prototype. By gathering user feedback and making improvements based on that feedback, it is possible to create an even more effective and user-friendly application that helps college students connect with others and find partners to play sports or games with.