



Low-Fi Prototyping

Kendall Costello, Tina Jiang, Andrea Shulman, Steve Weyns



- **Mission Statement**
- **Selected Interface**
- **Low-fi prototype**
 - Three task flows
- **Experiment**
 - Method and Results
- **UI Changes + Summary**





reflection made simple



Mission Statement



Empower people to
consistently record and
reflect on their memories

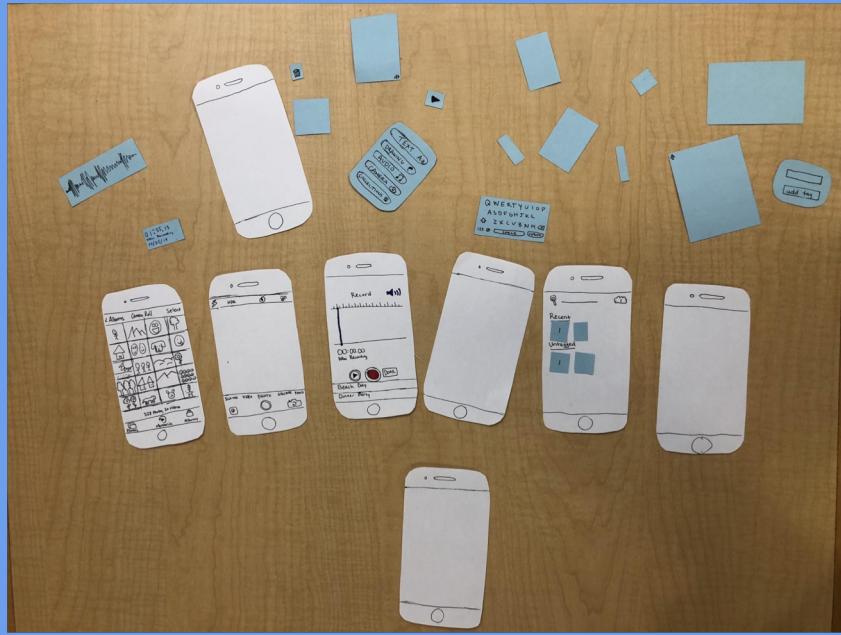


Interface



Reasoning

- Most simplistic
- Reduces friction for the user
- More conducive to active recording
- Provides more malleability
- Infinite space (zoom in and out) represents thought structure
- Streaks encourage consistency
- Streamlined organization





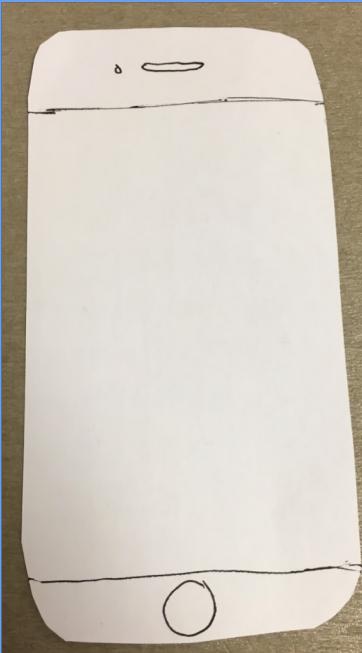
Task Flows



Simple Task

Creating mementos at the time of/day of

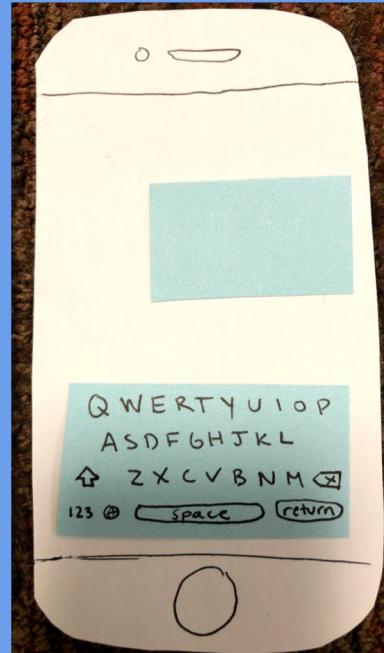
Landing Screen



Menu



Adding a Medium



Task 1: Creating Memories at the time of/day of

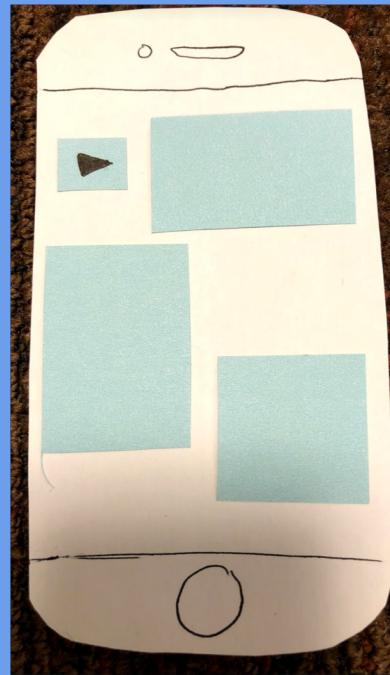
Menu



Adding a Medium



Working Collection

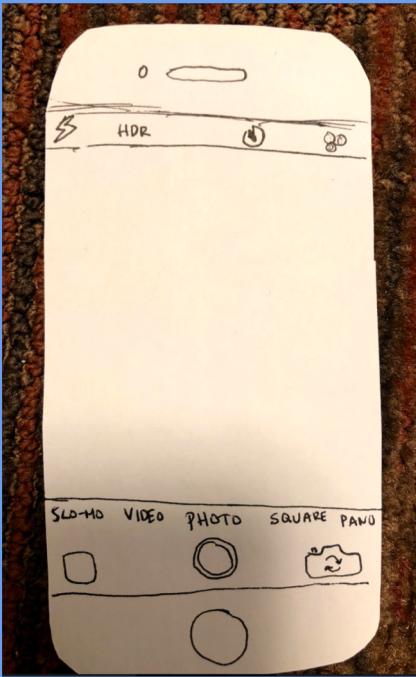


Task 1: Creating Memories at the time of/day of

Menu



Taking a Photo

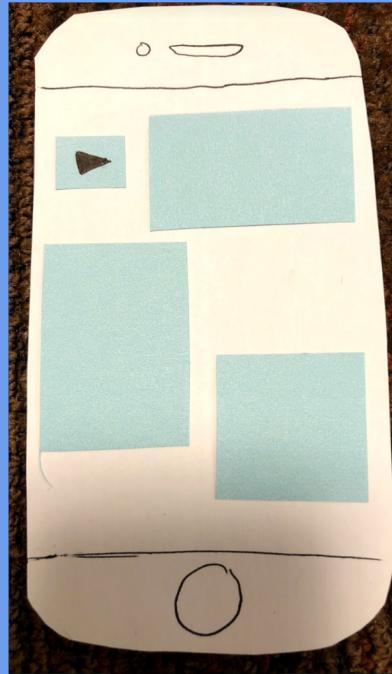


Selecting a Photo



Task 1: Creating Memories at the time of/day of

Working Collection



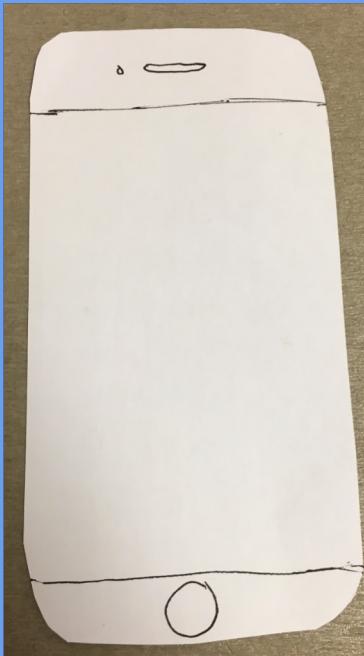
Task 1: Creating Memories at the time of/day of



Moderate Task

Reflecting about specific memories

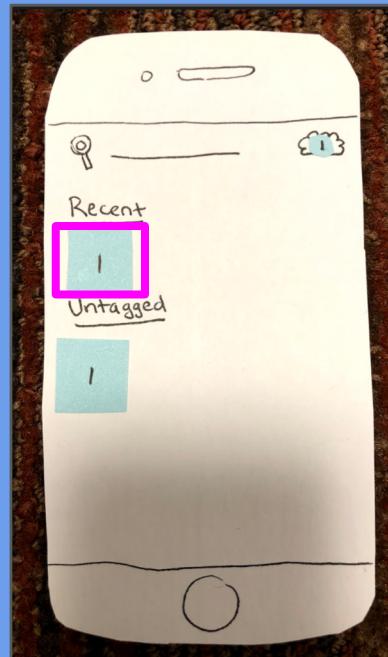
Landing Screen



Menu

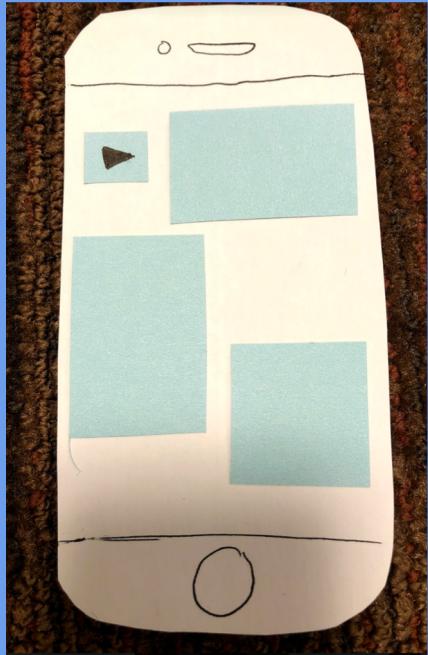


Accessing Collection

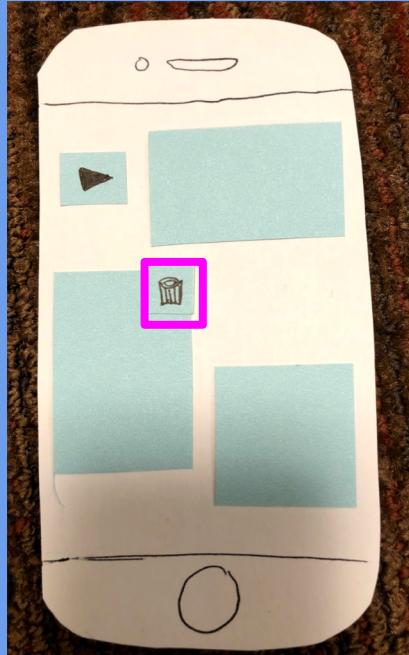


Task 2: Reflecting about specific memories

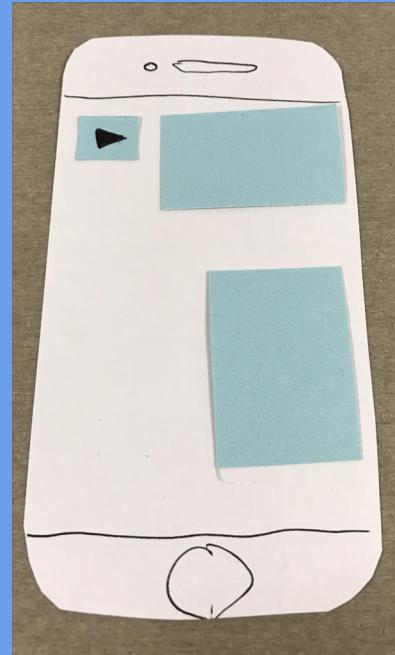
Blank Slate



Editing



Edited Blank Slate



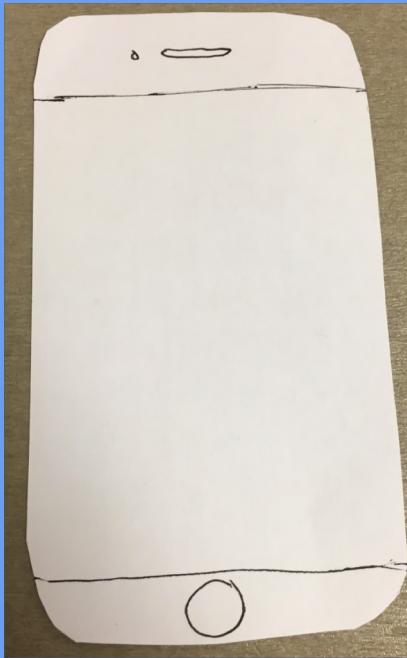
Task 2: Reflecting about specific memories



Complex Task

Mapping mementos by creating relational associations

Landing Screen

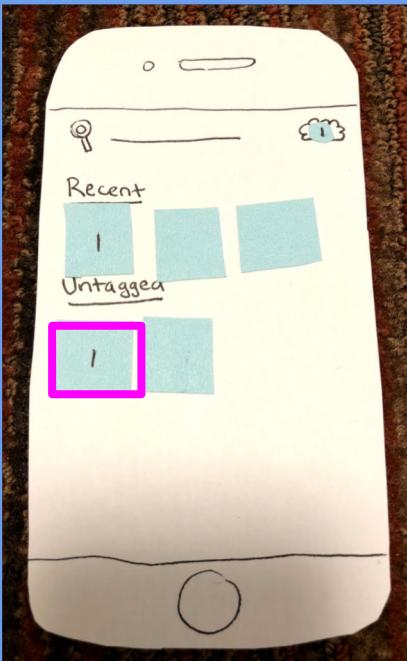


Menu



Task 3: Mapping mementos by creating relational associations

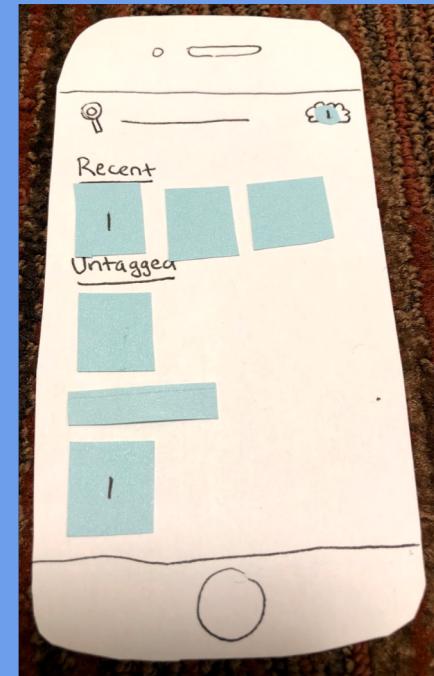
Collection



Adding a Label



Labeled Collection



Task 3: Mapping mementos by creating relational associations



Experimental Methods



Participants:

- A global citizen man in his thirties and has a preference for recording memories using audio
- A 65-year-old Caucasian man who is visiting Stanford on a business trip
- A Hispanic Stanford Student in her freshman year





Environmental Set-Up

- Location: Tresidder
- Initial high-level overview of basic functionality
- Had each participant attempt simple, moderate, and complex tasks
- Measured successes and severity of incidences



Experimental Results

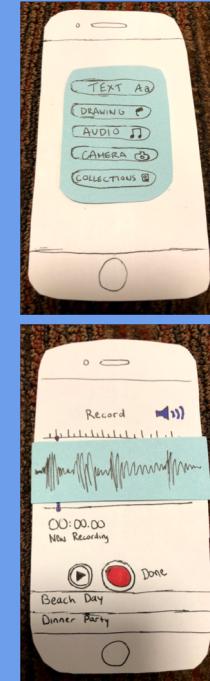
Task One

Successes

- Users easily created multimodal memories
- Rapid onboarding to central gestures (i.e. hold mechanism for pulling up main menu)

Incidences

- Adding audio took very long
- Confusion upon saving a memory
- Unclear how to zoom out on the blank slate





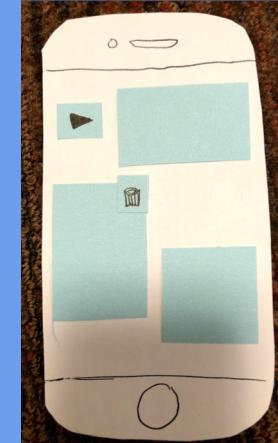
Task Two

Successes

- Easy navigation to memory editing

Incidences

- Lack of “Collections” button use on the menu
- Trouble with the ‘hold’ mechanism





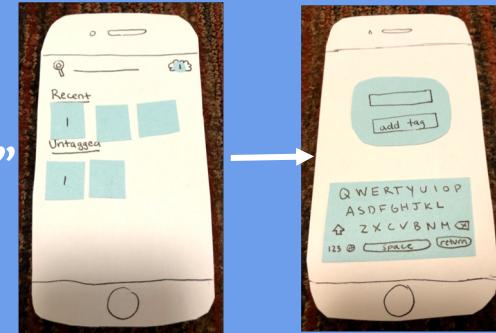
Task Three

Successes

- Organizing/labeling was “enjoyable”

Incidences

- Tagging mechanism confusing
- Holding down thumbnail unintuitive
- Hit “add tag” without typing anything





Changes for Next Iteration



For the Creation Experience

- Add stretch and remove icons
- Pressing media brings it to the front
- Add media partly offscreen to show infinite space

For the Editing Experience

- Enable memory export and deletion

For the Organizing Experience

- Add more ways to tag
- Make “return” key work for adding tags in pop up



Summary



- Users found our simple task (the crux of our product) intuitive to understand

Main Issues:

- Some gestures are confusing (holding mechanism)
- Tagging should include more options

Future Steps:

- Re-evaluate certain key gestures
- Creating a minimalist teaching UI



Thank you