

Bubble

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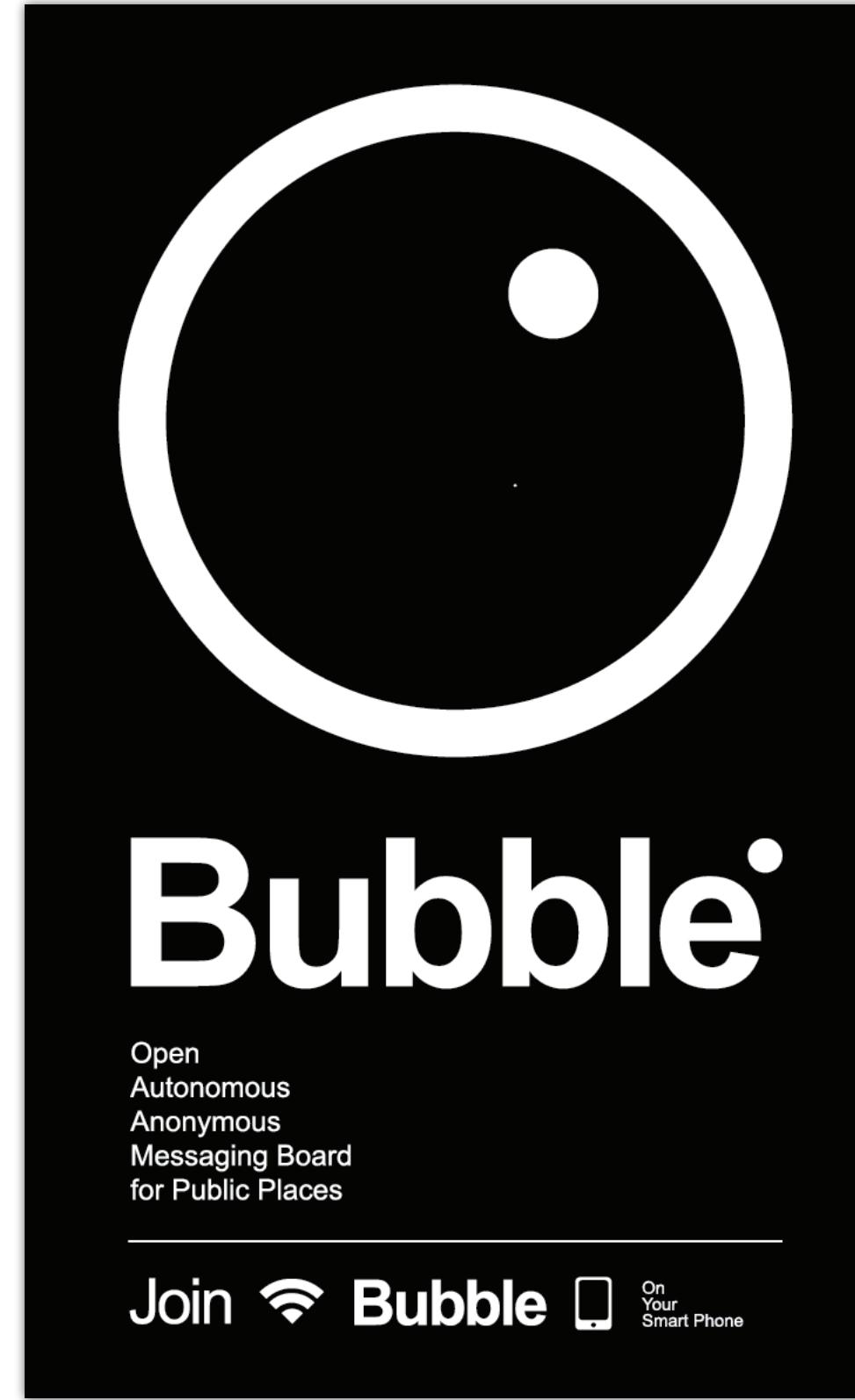
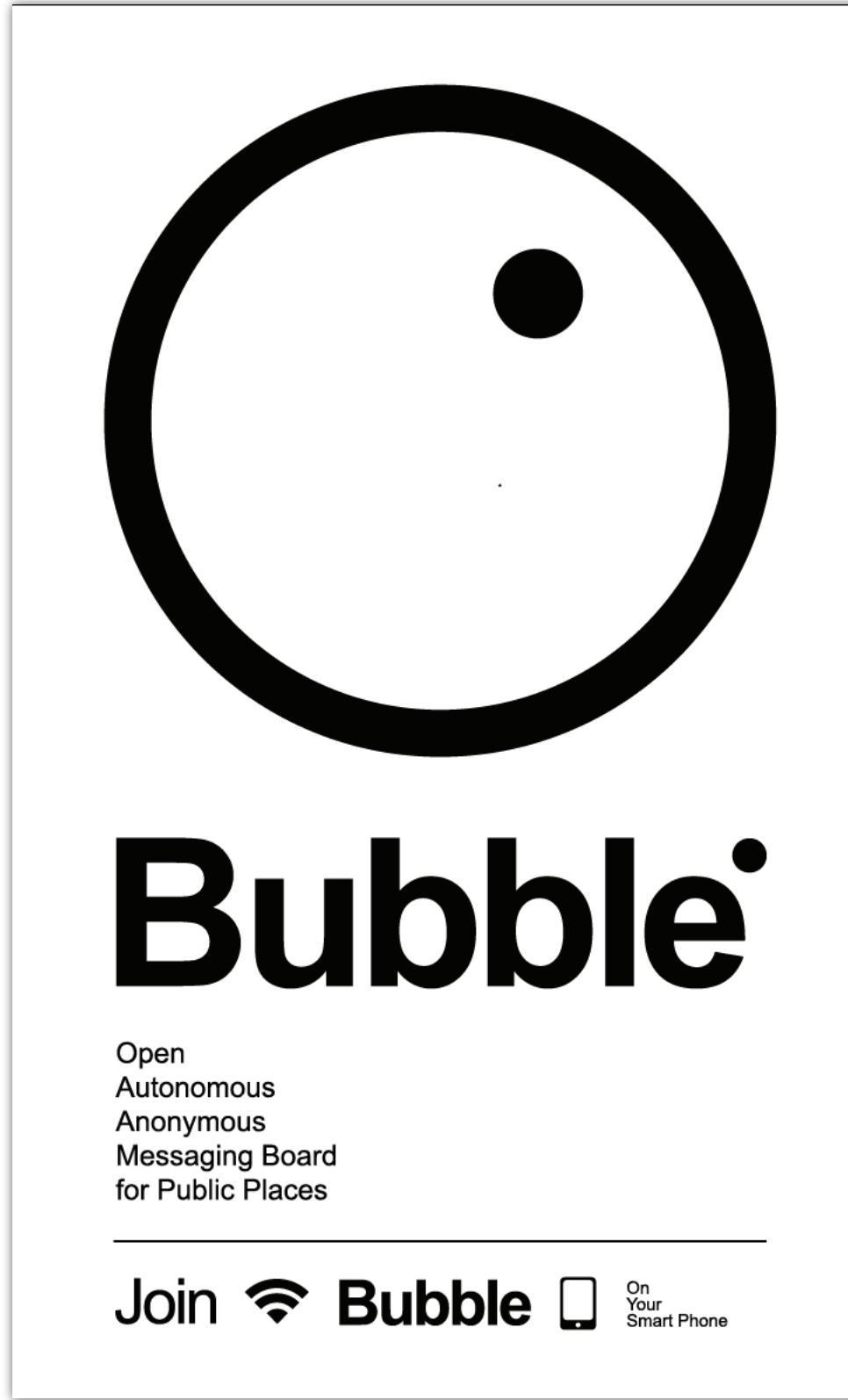
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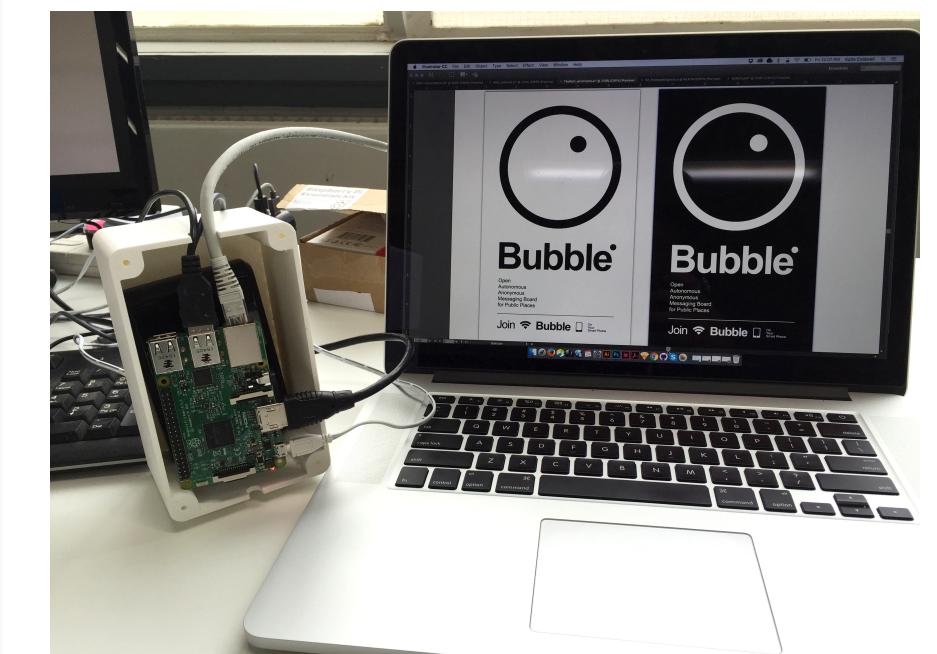
ABOUT

Bubble is an open, autonomous, anonymous, messaging board for public places. Using a wifi hotspot, Bubble creates an invisible layer for hyper-local conversations in disconnected spaces.

MORE INFORMATION

On github:
<https://github.com/autonome/bubble>

#Slack:
<https://openiotstudio.slack.com/messages/bubble/>



OPEN ISSUES / QUESTIONS TO CONSIDER

- **General**

Are public messages open and threaded (vs. closed in an envelope)?

Are the most recent responses at the top or the bottom of a thread?

At what point do threads collapse and become scrollable (vs moving the camera to read more?)

- **Tapping to add a message**

Is the "+" static? or does it move to where the user taps their finger?

- **Adding private messages**

How does the user make a message private?

- **Unlocking / accessing Private messages**

When a user returns to a Bubble zone, how do they unlock a message? If the user knows the unlock code, but doesn't have the camera positioned where the locked message is - what happens? Do we use arrows to direct user to message they have unlocked?

If the user knows the location where a message is posted and locked, can they tap on that message (ex: left window over the door of building 'x') and enter the code?

- **Returning to a Bubble zone**

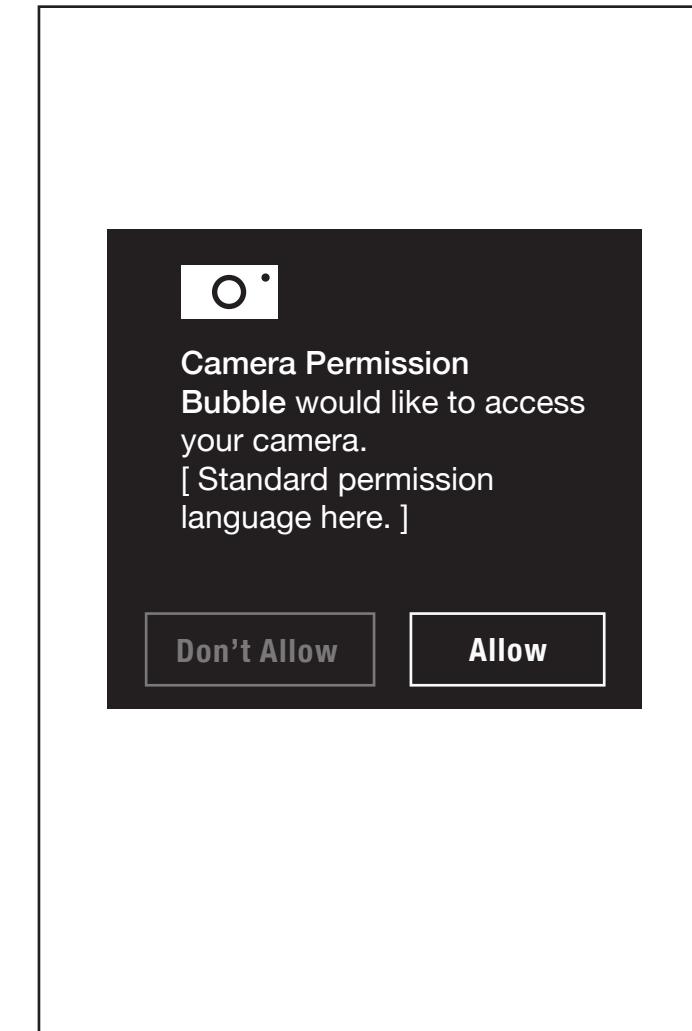
Is it important to show # of new responses in a thread?



See symbol posted in area indicating proximity to open “Bubble” zone area.



Open Wifi Settings and select network “Bubble”



Camera Permission Request
Tap ‘Allow’

If user taps ‘Do Not Allow’ - load static background image.

MESSAGE VIEW



Camera opens. Displays messages over surrounding area

- tap any open area to leave a message
- tap on existing envelope to read a message

Note:

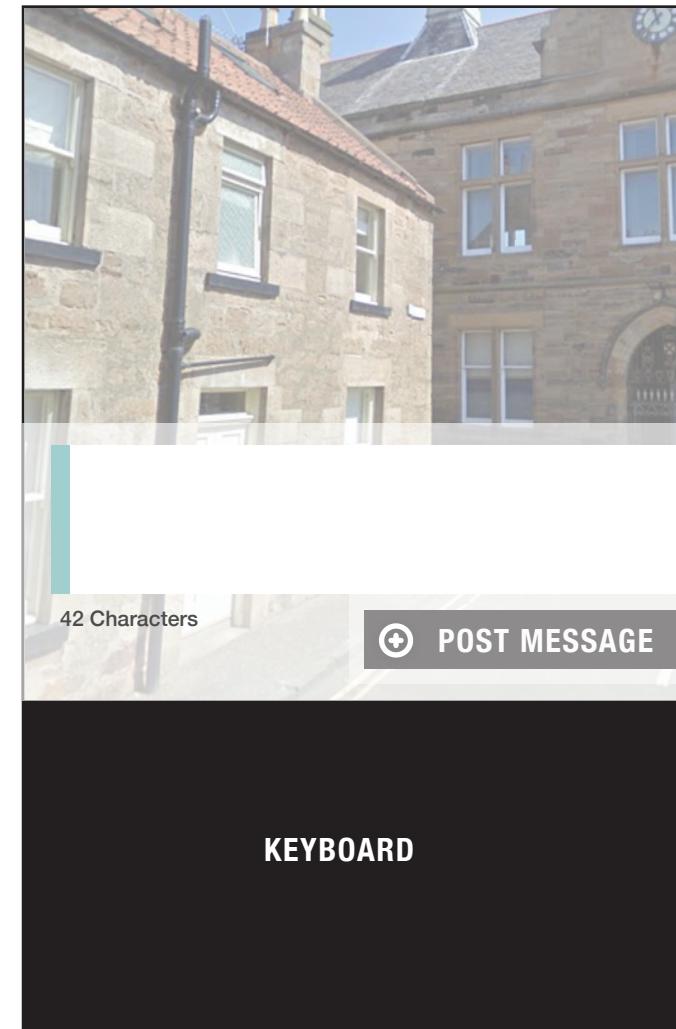
For our prototype we decided to use envelopes for simplicity. The original plan was to show open messages.

ADD MESSAGES



Move camera around in all directions

Tap the "+" to leave a message in that location.



Keyboard revealed.

'Post Message' button is disabled until 1 character has been entered into the text field. Tap inside text field to start typing.

When message is ready, tap "post message". Keyboard goes away, thread remains visible.

Character count number counts down as user types. Number becomes **red** when only 5 characters remain.

Tap outside of keyboard and text field area and exit "message."

Messages are anonymous
Messages have character count limit: 42
Messages fade 10% every day



For v1.

Once the user has clicked "Post Message" keyboard disappears and envelope icon appears in the location chosen by the user.

Add Message "+" button active



Envelope / Message fades 10% for 10 days.

Message are not saved for more than 10 days.



REPLY TO A MESSAGE

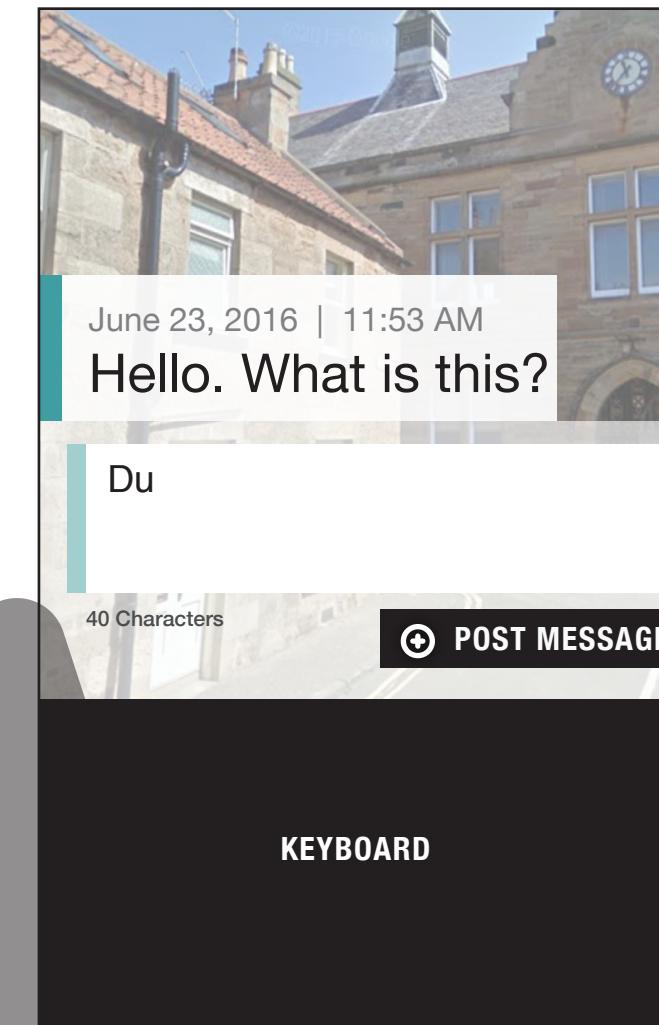


Tapping on an envelope opens the message



Tapping on an open message, opens up the keyboard for the user to reply.

- If a message is open, tapping another envelope, closes open message and opens new envelope message



Keyboard revealed.

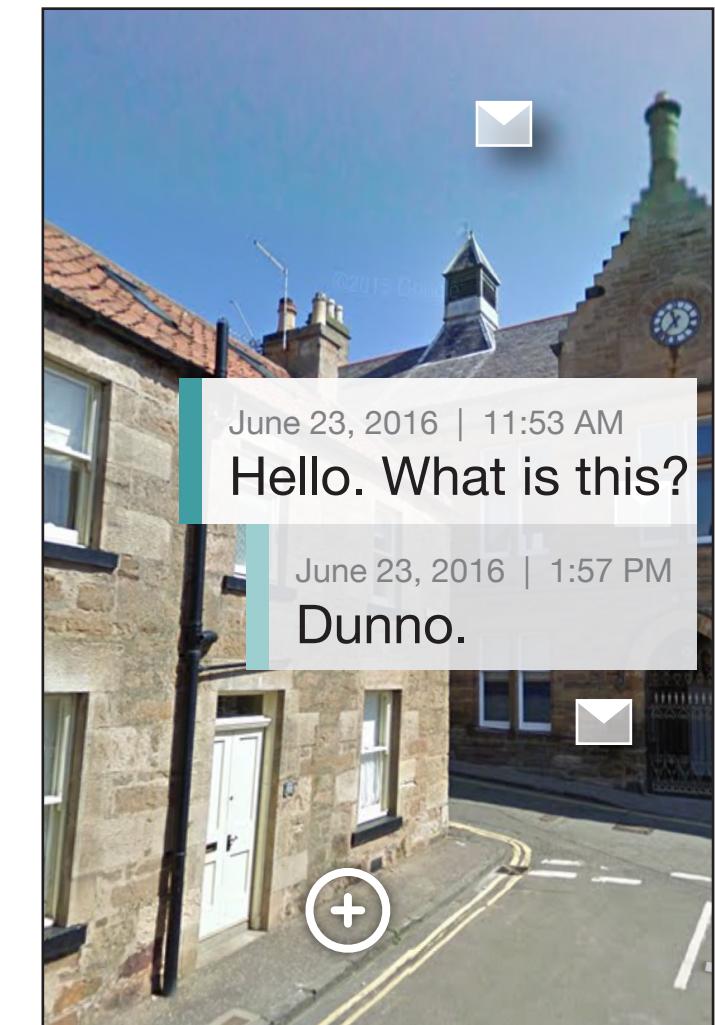
Tap inside text field to start typing.

When message is ready, tap “post message”. Keyboard goes away, thread remains visible.

Character count number counts down as user types. Number becomes red when only 5 characters remain.

Tap outside of keyboard and text field area and exit “reply”. No reply posted.

Once reply is posted, 10 day countdown resets. Fades 10% over 10 days.



Return to Camera View with message open over surrounding area.

After <x> seconds, message animates closed to envelope icon.

- tap any open area to leave a new message
- tap on envelope to open a message

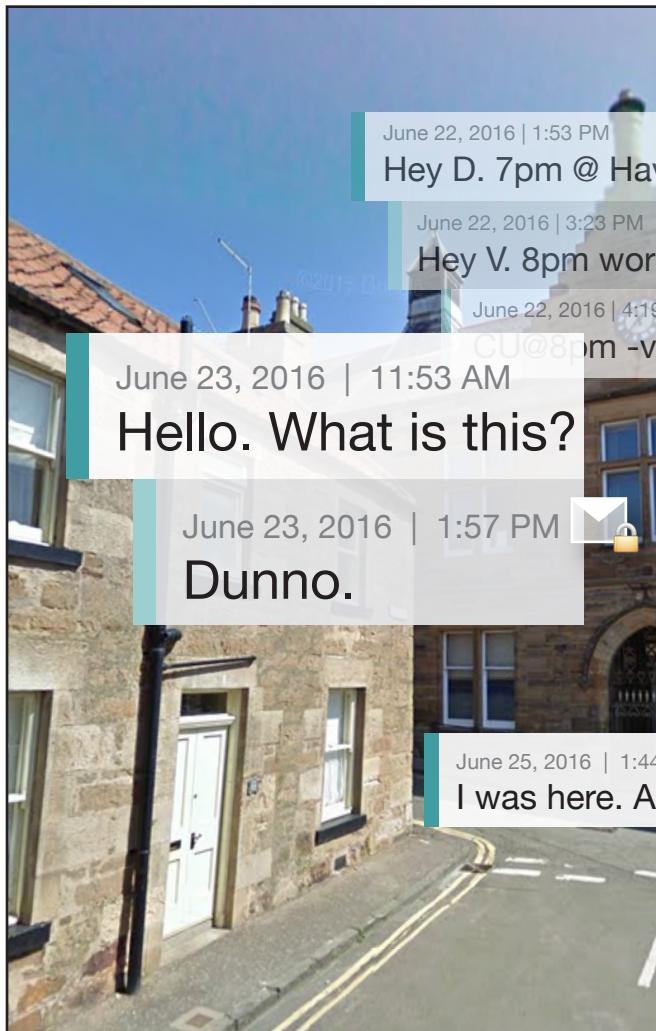
Messages are anonymous
Messages have character count limit: 42
Messages fade 10% every day
Messages are public (or private v2)

“Some messages exist. Some don’t.”
- Nietzsche

RETURN TO BUBBLE

When user comes back to a Bubble hotspot and there has been activity, show notifications ③ of # of new replies.

Private messages have locks 🔒 and require 5 digit unlock code

RETURN TO BUBBLE v2

v2.

Display all “public” messages as open.

- messages have date and time stamps
- messages do not text wrap into multiple lines. Single lines only. User may need to move camera to read full message.
- replies are indented

Private messages have locks 🔒 and require 5 digit unlock code

FOR V2: ADD PRIVATE / CODED MESSAGE

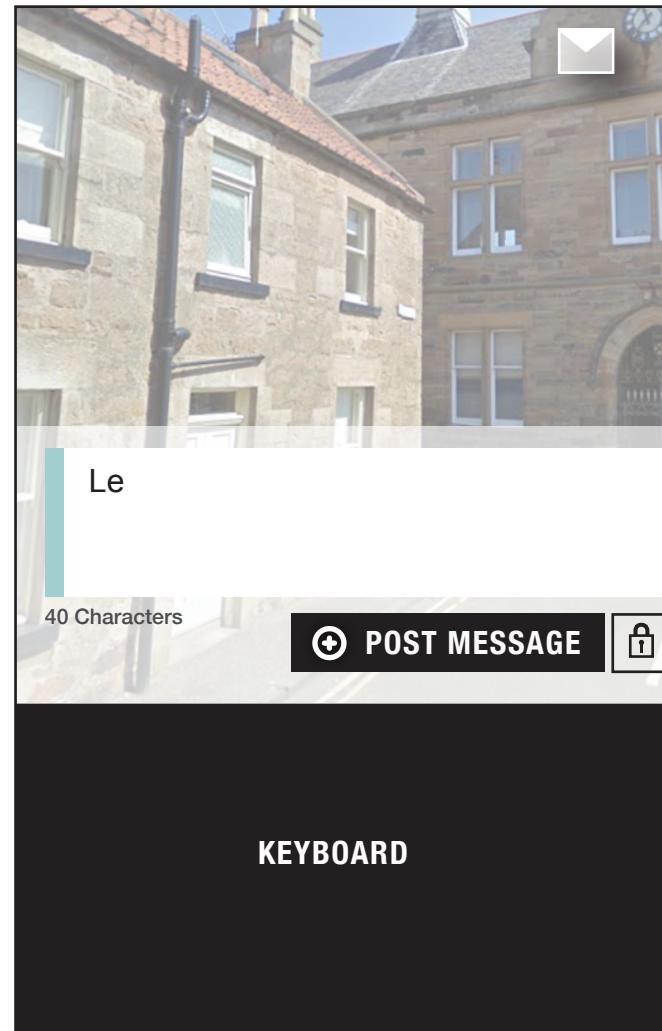


Move camera around in all directions

Tap the "+" to leave a message in a specific location.

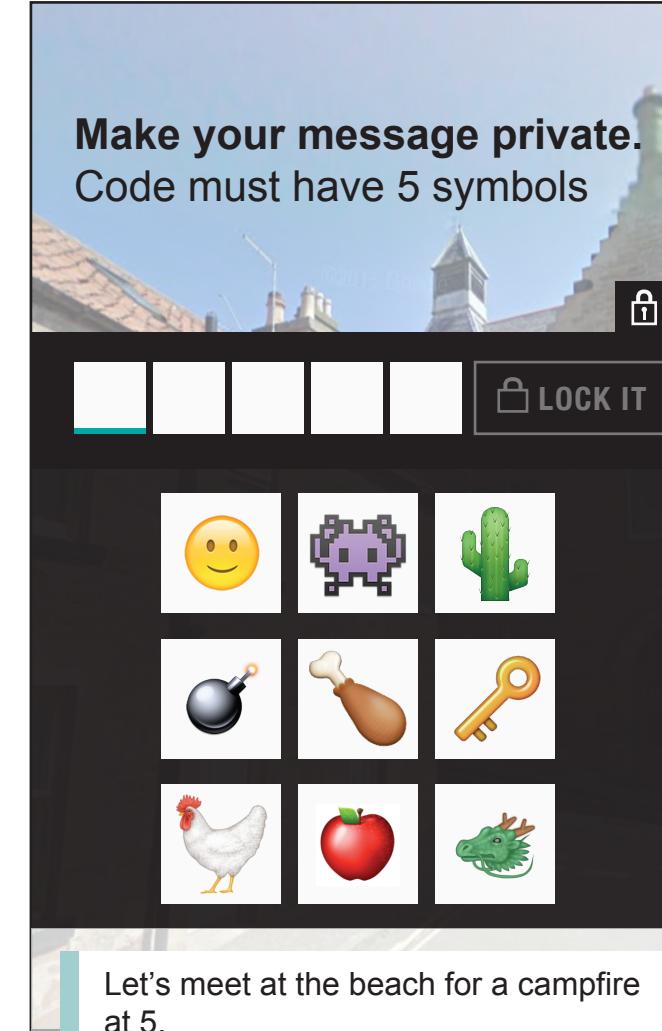
NOTE:
Private messages require more interaction design thought

Questions:
If a user has an unlock code - how do they know which envelope to unlock?



Tap Lock icon to Lock message / make private.

Lock keypad slides up, message and keyboard slide down.

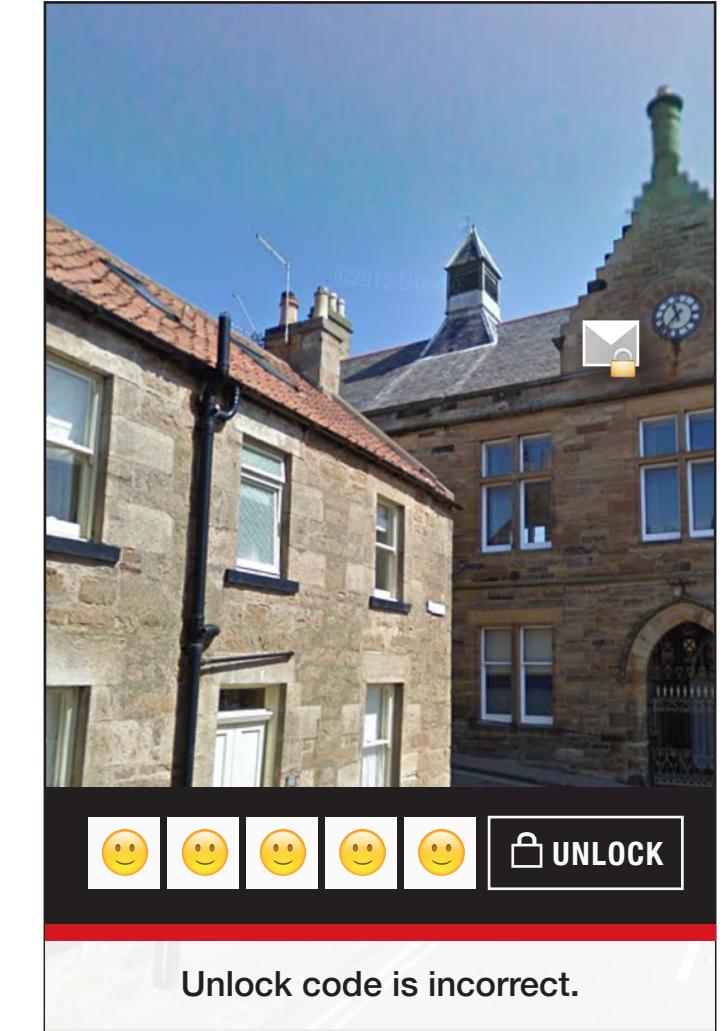


To make a message private, user must create a 5 digit code .

- tap into any position (1-5) to add/change symbol
- tap outside of lock keypad to exit and return to message preview

Enter 5 pin code to enable the "lock it" button. Button is disabled if less than 5 digits entered.

Tap "Lock It" when ready. Returns user to message preview. Lock icon button is now enabled.



user taps locked envelope to enter code. Lock Keypad slides up from bottom of screen.

If code does not unlock envelope, display: "Unlock code is incorrect."

Tapping into 5 symbol code (1-5) reveals full lock keypad.

Tapping anywhere outside of 5 symbol code slides visual down and out of view.





user successfully unlocks message.

Tap on message to reply

tap anywhere outside of message to return
to regular view and close/re-lock message?

QUESTIONS:

display unlock code once unlocked?

Add button?

- Close (& Re-lock Private Message?) or
- Exit Private Message

Once a message is unlocked, does it remain
open and visible to the user for the duration
of their visit to the Bubble zone? ...or does it
collapse to locked envelope icon if user
taps outside of message area?