

HOMEWORK 4: PROTOTYPING INDIVIDUAL MINI-DESIGN

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SearchMe

An application to locate missing belongings following a disaster.

CS/PSYC 6750 HUMAN COMPUTER INTERACTION

PROTOTYPING TOOL

I used proto.io in order to create a high fidelity prototype of the **SearchMe** application. It offered good offered a good level of customisability. It seemed to be the best application to prototype SearchMe because it didn't have a very high learning curve unlike Axure but still allowed me to demonstrate all the various features of the application.

I have included a video of me using the application on the last page of this document.

The link to the prototype is: www.proto.io

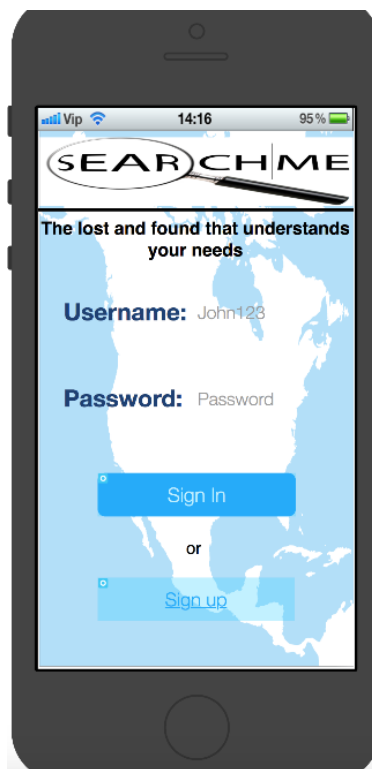
Username: auzitai@gmail.com Password: **Auzita**

Click on Projects -> Mouseover on SearchMe -> Select Preview and then click through as if it were a fully functional application.

PROTOTYPING PROCESS

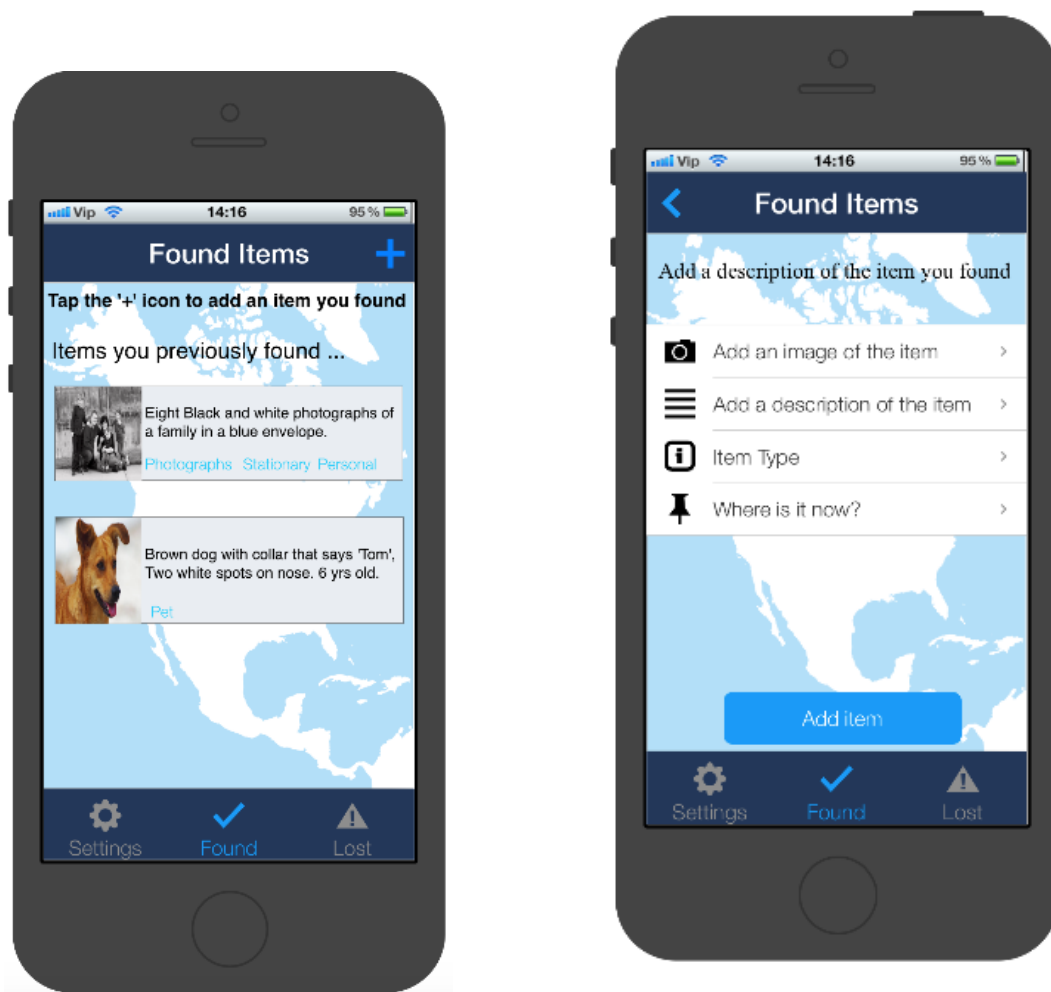
The process of prototyping the app was time consuming but very engaging and fulfilling. In the ideation phase the only thing I concentrated on was the functionality of the application and the various things I wanted to include in it. As I began to prototype it however, the interactions and ease of use came into play. I had to focus on maintaining consistency throughout the application and keeping it very simple so that users of all ages could navigate through it without much difficulty. Because the application is going to be used following a disaster it was essential to maintain a low learning curve and ensure that the application was easy to use. I decided to use a tab bar to allow users to quickly switch between the three main features that the application provided. I didn't want them to navigate through multiple screens to get to the information that was vital for them.

LOGIN AND SIGN UP



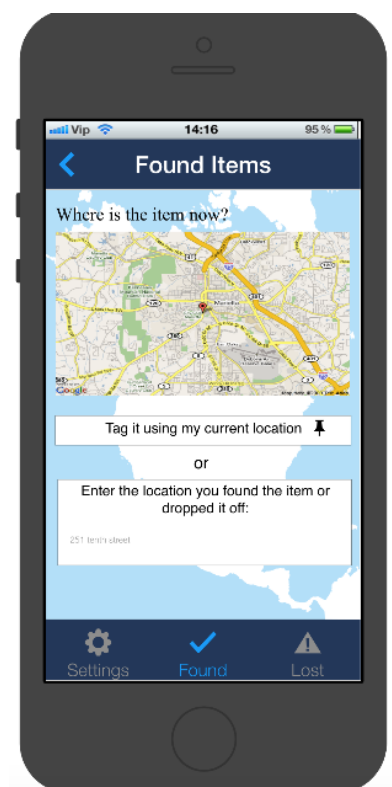
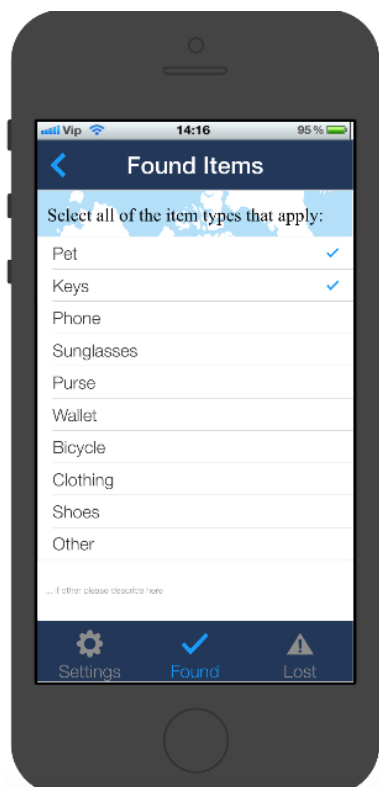
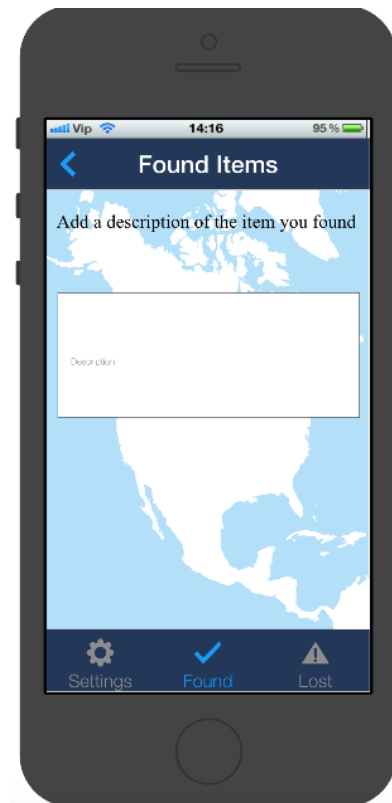
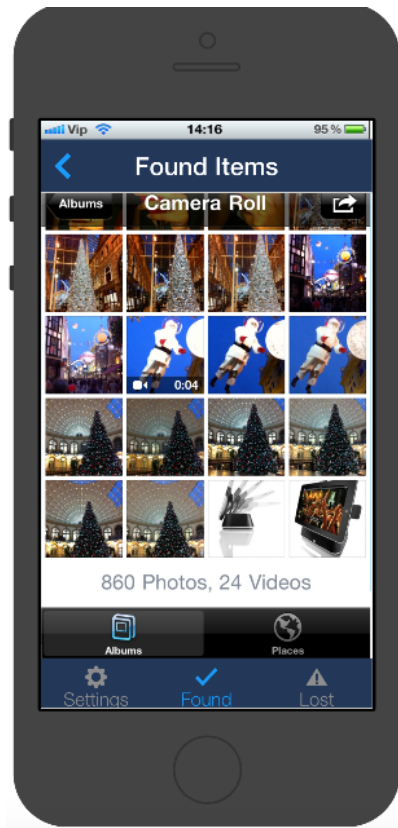
I wanted the Login page to be as simple and uncluttered as possible. This application is not intended for entertainment. It has a very sombre and functional use and I wanted to convey that through the simplistic no frills design. The Login page requires the users Username and Password that can be entered through a text box. If the user does not have an account they can simply click on the Sign Up button provided at the bottom that will redirect them to the Sign Up page. There are very few fields that need to be filled in so that the process is kept simple and headache free.

FOUND TAB

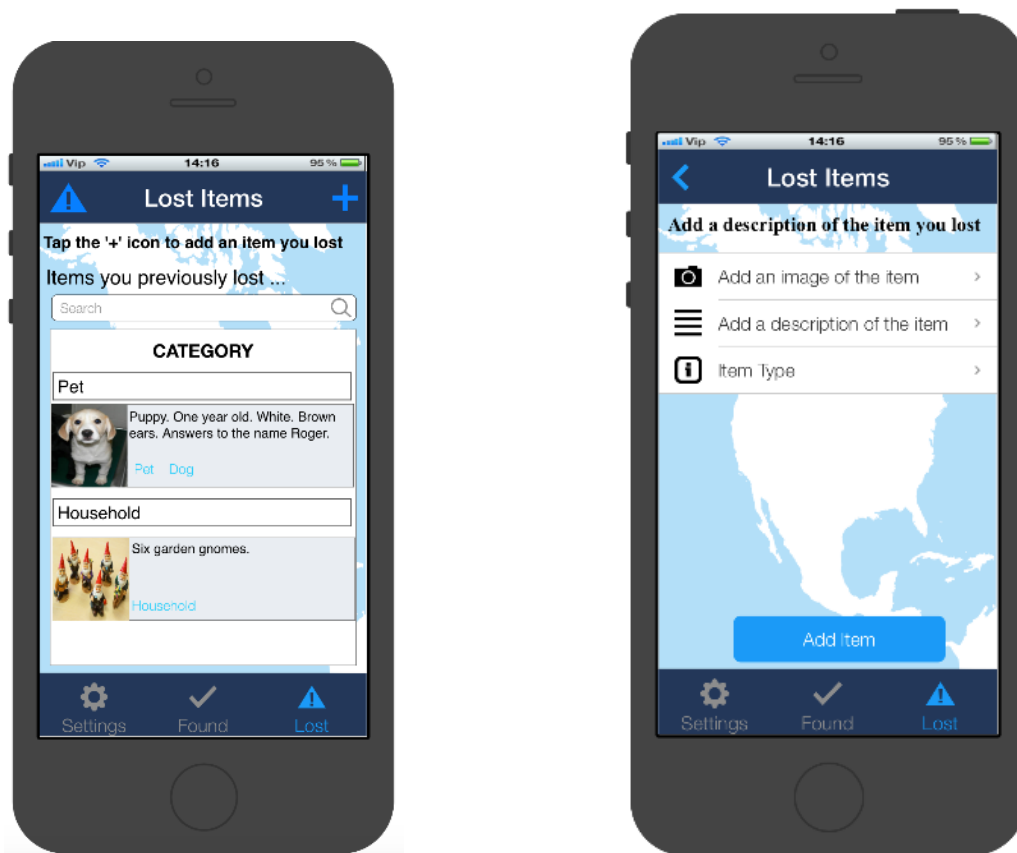


The found tab is the first tab that is active when the user successfully logs in. In this tab the user can see the various items that he has found and reported. On clicking the '+' icon in the top right hand corner he can add a new item that he has found. The items are categorised according to type. The user can add an image, description, type as well as the item's current location by clicking on any of the items in the list that is provided under the add items functionality.

ADD A FOUND ITEM

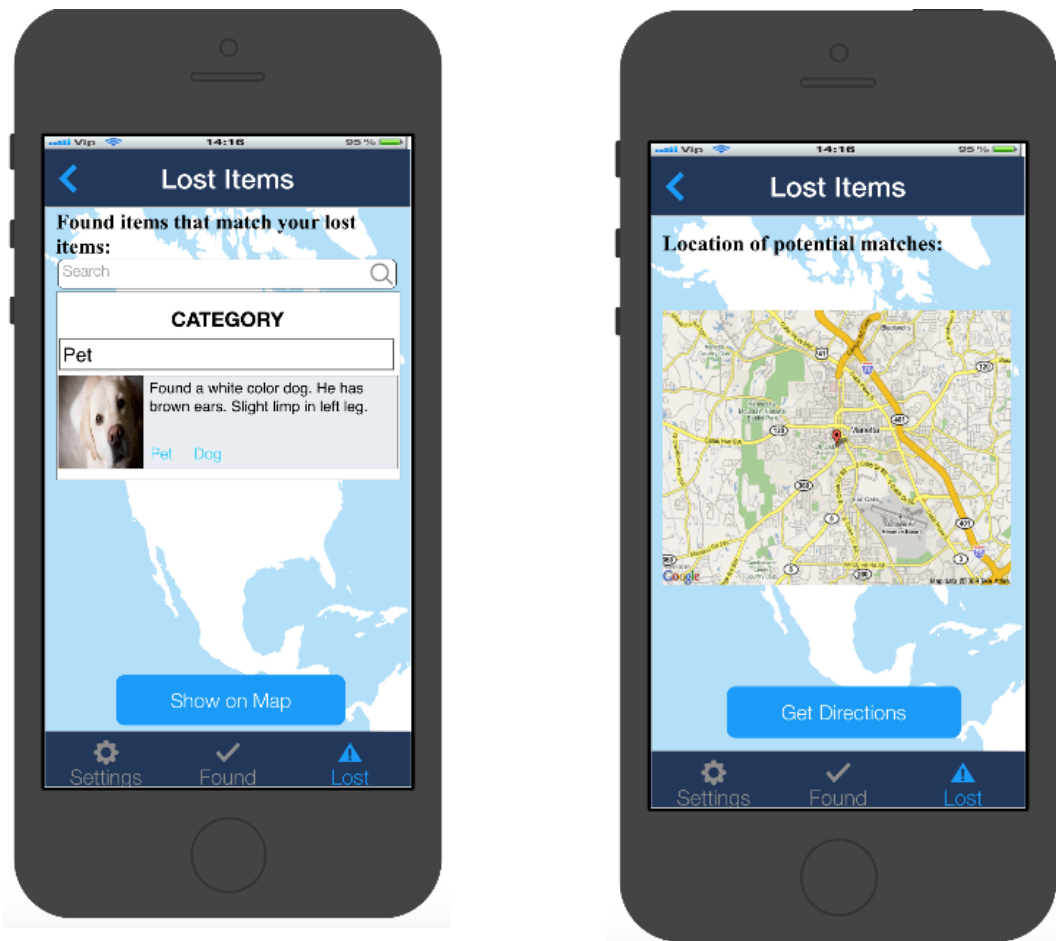


LOST TAB



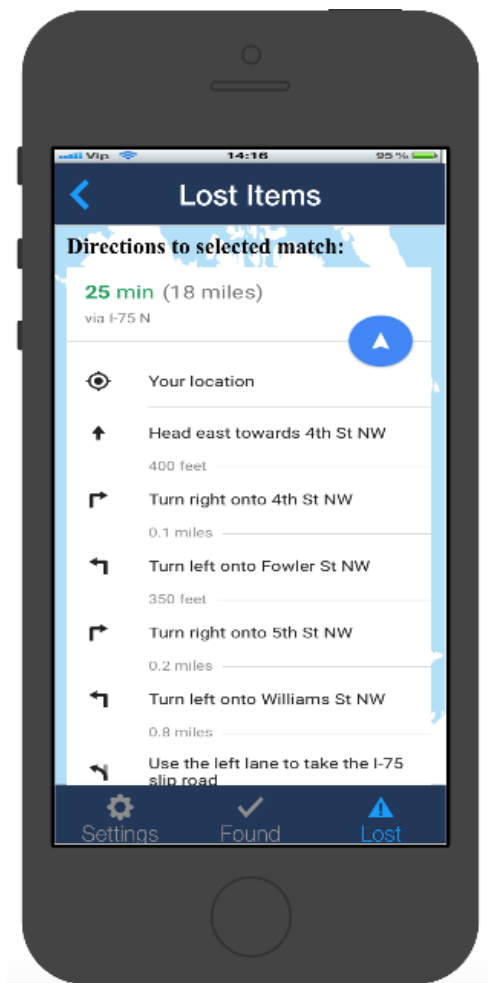
The lost tab is the allows the user to see which items he has previously reported as lost and even provides a search option so that he can search certain keywords to easily find an item when he as many reported lost items and cannot possibly scroll through all of them. On clicking the '+' icon in the top right hand corner he can add a new item that he has lost. The items are categorised according to type. The user can add an image, description and type by clicking on any of the items in the list that is provided under the add items functionality. The options that appear upon clicking all of these various list items are similar to the options available upon adding a found item and hence I haven't included screenshots of the same. The options are however completely functional in the prototype and clicking on them will direct the user to the appropriate screens.

LOCATING YOUR POTENTIAL ITEMS



On clicking the icon on the top left hand corner (the exclamation point inside the triangle), the user can view potential matches that the system has found. These matches include the items that the system believes could possibly be the users. This is done by matching the keywords and the item types and displaying all the potential matches so that the user can scroll through them and see if any of the items belong to him. A search bar is provided for ease of use and finding the items. Upon clicking the show on Map button, the user is taken to a screen that displays the potential matches on a map with location pins. Once the user taps on a particular location pin he can get directions to that item.

DIRECTIONS TO SELECTED ITEM



On selecting a particular items location pin on the map the user can click on the get directions button to get a detailed description of how to get to the item. The application uses google maps to allow the application a high level of accuracy and ensure that the user reaches the item as fast as possible.

SETTINGS TAB



The settings tab allows the user to decide how he should be contacted upon knowledge of a potential match. He can also choose if he wanted to be notified about a potential match or not. If the user is uncertain about what 'Notify me about matches' includes, clicking on the little 'i' icon besides it that indicates information. Therefore the app is simple and intuitive to use and allows the user to quickly and easily add items as well as view matches therefore facilitating quick recovery of lost items.

CONCLUSION

I designed the application keeping in mind that the users were those who were under great emotional distress following a natural disaster and more than anything else they would be worried about recovering things important to them such as their pets with ease and without unnecessary and frustrating paperwork or having to put up lost and found posters all over town. I wanted to leave the information required as minimal as possible and make the sign up process efficient and easy. I also kept the number of tabs minimal so that it is easy to navigate through the application.

This is a video of me using the application:

