

# **CPSC 481 - Team K - Stage Three**

Teaching Assistant: Philmo Gu

Tutorial Section: 02

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## **Team Members:**

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**Project Description:**

Our project will be an event organization application intended for use on iOS and Android mobile platforms. The application will allow registered users to create, browse and find events in their local area or anywhere around the world. An intuitive and interactive map interface will be central to the app, allowing users to explore and learn about what events are going on in their region or city as well as how best to get there. Event planners will be able to create and work with highly customizable event pages that can be tailored to variable levels of detail in order to provide potential participants with all the information they need to engage in the event. The Search system will allow users to explore a selection of events in their area based on a variety of search factors such as time, distance, event capacity, event type, organizer profiles and so on. To further enhance the power of the search system, events will be defined and categorized by tags as selected by event creators.

**Github Link:**

<https://github.com/mperror/cpsc481-TeamK>

**Portfolio Link:**

<https://mperror.github.io/cpsc481-TeamK/>

## Horizontal Tasks

- Creating / managing profiles
- Connecting with social media
- Event liking review system
- Rudimentary chat system so participants can ask event organizers questions
- Navigating to events / getting directions to events
- Logging into Profiles
- Viewing events similar to one currently being viewed

## Vertical Tasks

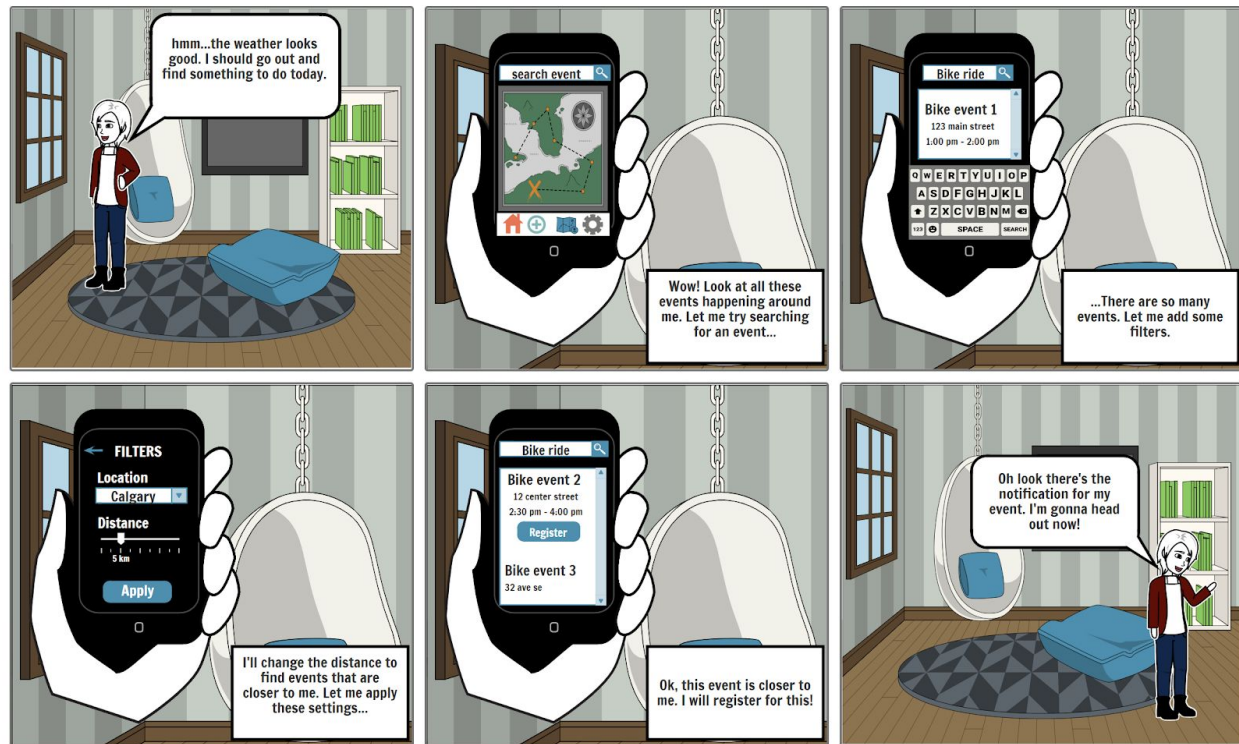
Three promising ideas:

- Finding Events
  - Search function
  - Relevant events will be shown on homepage
  - Would consist of the map starting with your current location (similar to Google Maps)
  - The central hub to connect to all other features in the application
  - By default, a prompt would show up to ask what categories you are interested in to display events relating to that category, but if the user doesn't input an initial category/interest, show everything around them
- Creating Events
  - Users have access to lots of attributes for their events
    - Date, time, location, description
  - Categorization (tags for event association/differentiation)
    - Ex: sports, physics, electronics, technology
- Managing (Editing) Events
  - Deleting events user has signed up for
  - Viewing upcoming events user has signed up for

## Storyboard

### Scenario: Finding Events

The problem would be some person who is bored and wants to find an activity to do. So, they use our app to find some event near them.



### Discussion of Cognitive Evaluation, Processes and Findings

From our analysis, we noticed that most of the tasks were easy to walk through however, there were some confusing icons and labels. Users might not understand what some icons mean such as the filter and event status symbols which would require them to learn and experiment. The user might also not immediately know just by looking which icons are clickable and interactive. We decided to modify this by using common icons like checks and exes to indicate yes and no. In addition, we added colour to certain icons so that green would indicate “good” and red would indicate “bad”. We also found that the ability to do a task in different ways, such as finding an event, was useful. The interface with the map is familiar to most people from apps like Google Maps, and it was intuitive that you could interact with the map and click on events. Compared to our tasks in stage two, we decided not to implement the “passive” and “active” status from stage two as it didn’t seem to match the actual use case of the core event finding functionality.

**Reflection**

What went well for this stage was our initial prototyping session where everyone created similar, yet different representations of the app. We all had a great, common understanding of the app's objectives and this allowed us to have cohesive design elements. It was also easy to collaborate on integrating all of the prototypes together to show our vertical tasks since we used Balsamiq Cloud, though actual integration itself was still a challenge. Furthermore, it was helpful for our group to ask questions to Philmo who helped clarify information regarding the affinity diagrams and prototypes. What went poorly was that we felt slightly crunched for time due to the amount of tasks that were required which didn't allow us to be as creative as we could have been. The amount of tasks required also led to some time management issues for our time. Additionally, the affinity diagram was hard to understand which made us spend too much time on the early portions of this stage. What we would do differently is to firstly have been more organized with our approach to this stage since there were so many tasks. We could have created a concrete schedule and structure, as well as had more frequent meetings with each other. Secondly, the prototyping portion helped us realize what was feasible and what was overly ambitious for this stage. As a result, we will more closely analyze the feasibility of our ideas in the future.

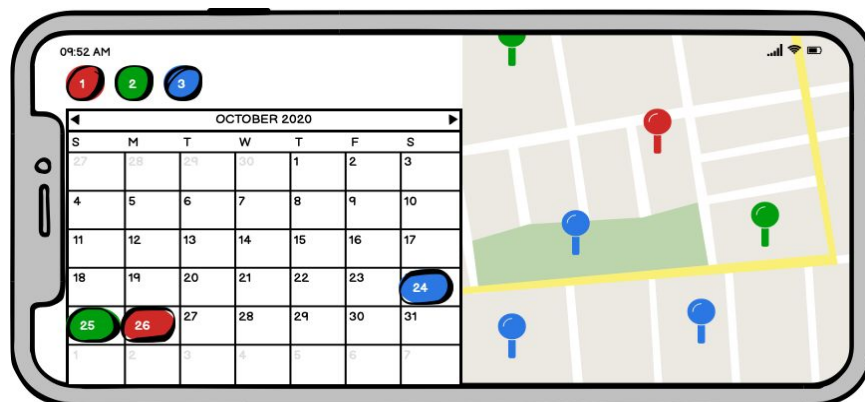
## Appendix

### Prototype Designs

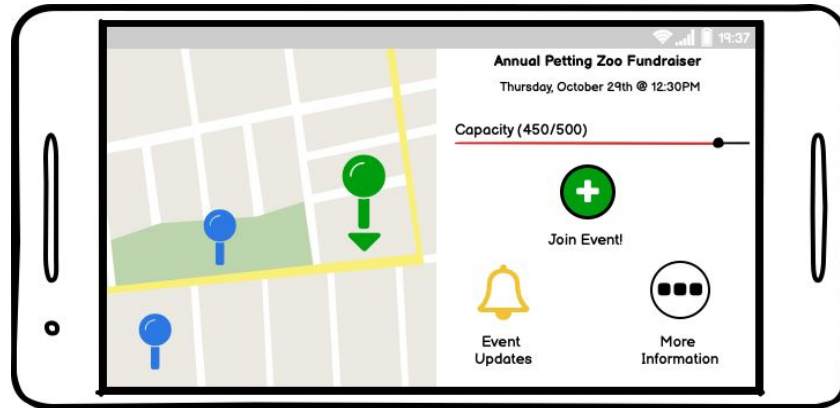
Evan's Designs



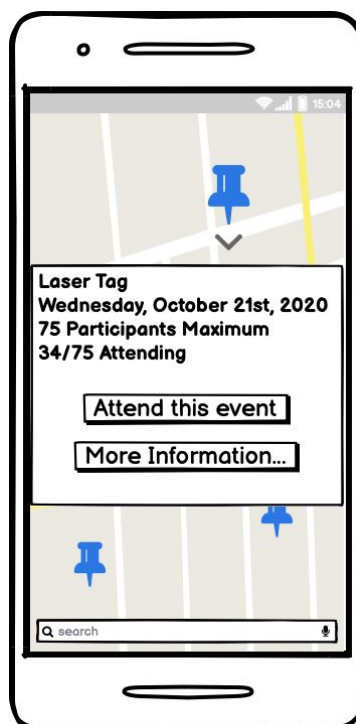
This is a simple search prototype on the home screen which brings up the keyboard to type in an event. It also features a small bar underneath which shows suggested events based on location, your preferences, or even events that are almost full (so you might want to join them before they get full).



A landscape design of the homepage that features a calendar to occupy the left side of the screen. By tapping on a day on the calendar, it will highlight pins on the map a certain color and display how many events are on that day on the top left in their respective color. Multiple days can be highlighted and will be displayed corresponding to their color to avoid confusion.

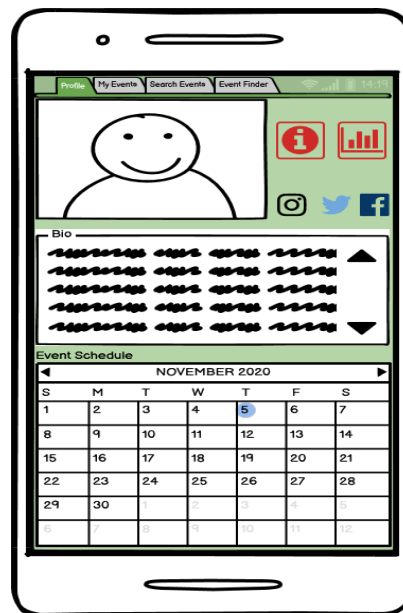


A landscape design of what it could look like if you tapped on a pin for an event. It would give a simple overlay and only display the most important details right upfront such as the name of the event, date, capacity, and some buttons to interact with. If a user wants to learn more, they can tap more information, tap event updates to see the history of the event or changes made, and join the event if they are interested.



Another design of what would happen if you clicked on a pin on the homepage, except with the device in portrait. It would give the simple but important details such as name, date, maximum capacity, and how many participants are attending. From here, you could attend the event or click more information to find out more about the event.

## Brett's Designs

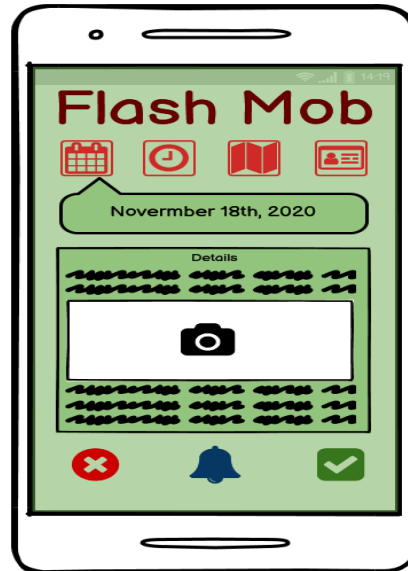


This is meant to be a user profile page as part of a central hub interface within the app. Users can see information about their profile on this page like their bio and app statistics. Via the tab at the top users navigate to other elements of the application such as searching for or creating events. Users can link to their social media on this page and view upcoming events on the calendar.

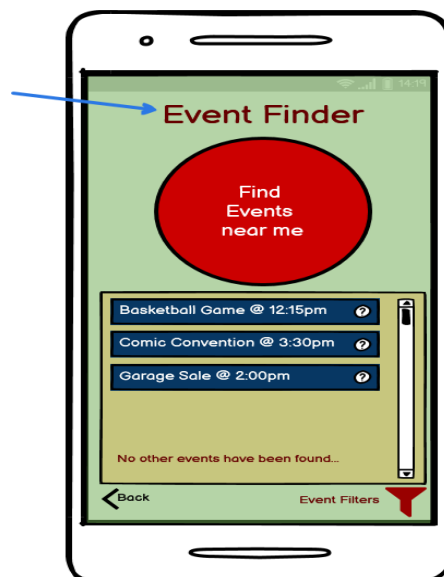


This is the map interface for the application. Users will be able to navigate a virtual map that is pinned with various events the user has scheduled or is interested in. Users will be able to select these pins to access and view more information about an event.



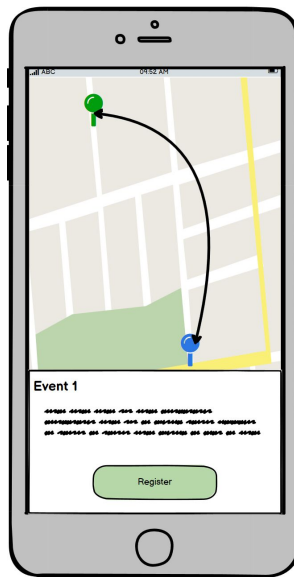


This is an event details page. By selecting the 4 main icons along the top underneath the events title, users can learn more about the event such as the time, date, location and event host. Users can browse the event details window below to get even more info about the event. Event organizers can create and edit these event detail pages and can store pictures and videos in them. Users can select the red x icon in the bottom left to ignore the event and remove it from their notifications and feed. The blue bell beside it can be selected so that the user starts receiving updates for the event. The Green checkmark beside that can be selected by a user to confirm that they are attending this event.

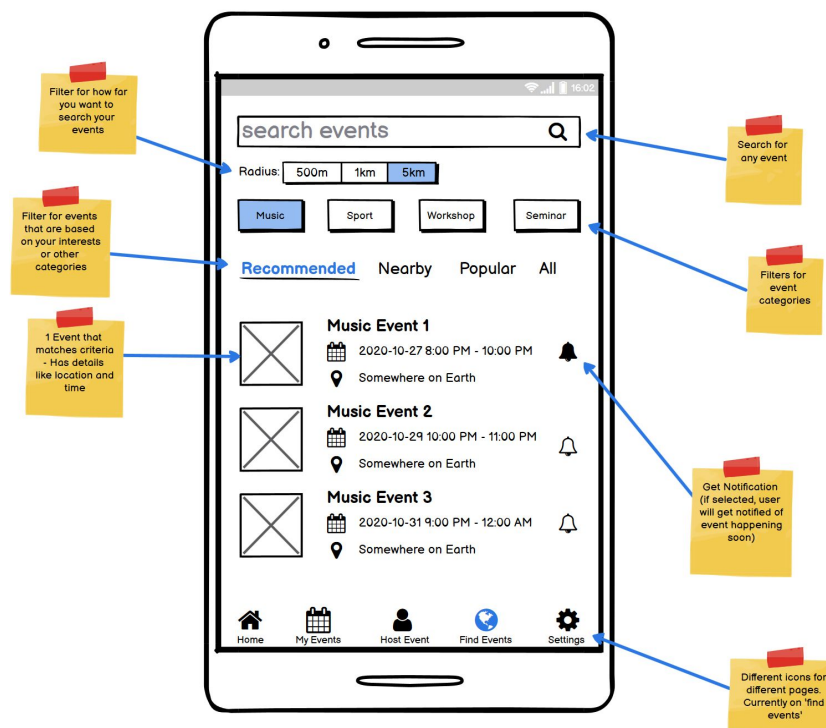


This is an event finder feature for the application. Users can select the Event filter button in the bottom right to edit their event interest preferences. Then they simply toggle the big red main button central to the page. Now the application will begin actively searching for events on behalf of the user until the toggle it again. Events that are found are displayed in the central scroll window below where the user can select these and be taken to an event detail page.

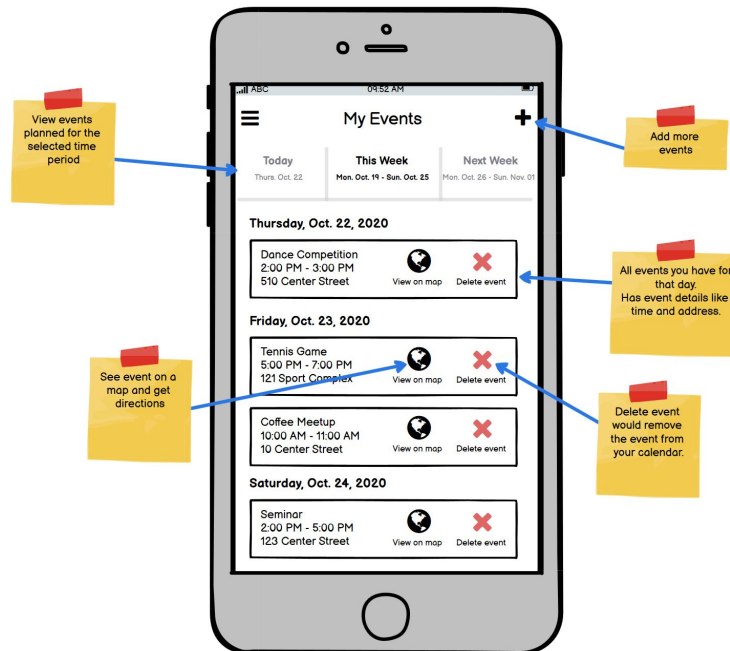
## A's Designs:



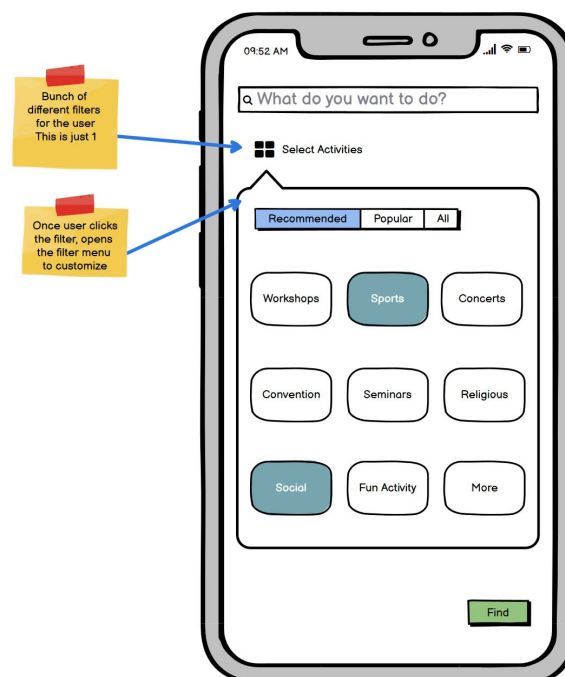
This is a simple design which shows a map and events around you. Once you click an event the map would find the shortest path and then a little pop up at the bottom for the user to register. Along with that, there will be some basic description of the event.



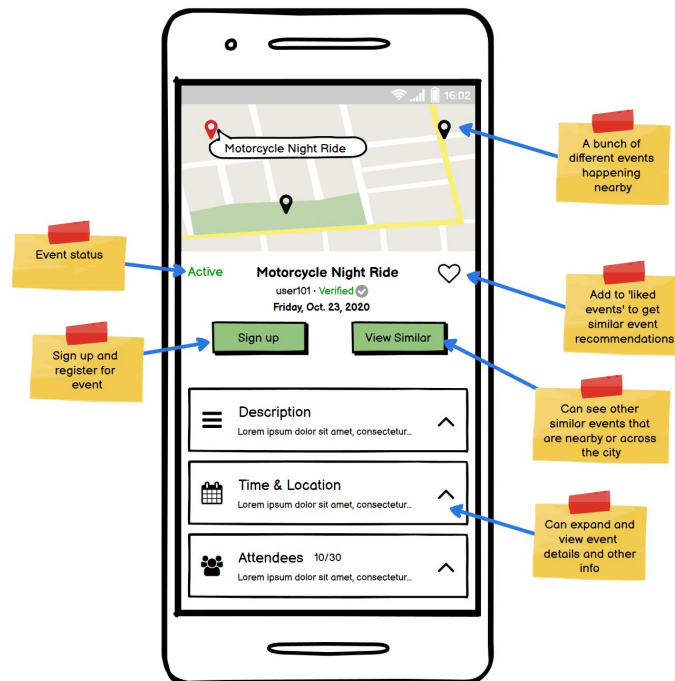
This is a more detailed search for an event. The user has options to filter and personalize the way they like their events. There are also options for recommended events, nearby, popular or just to view all events. As you start to type, events come up and you get more details and from there you can click the event to sign up and view more details like location, cost, attendees, etc.



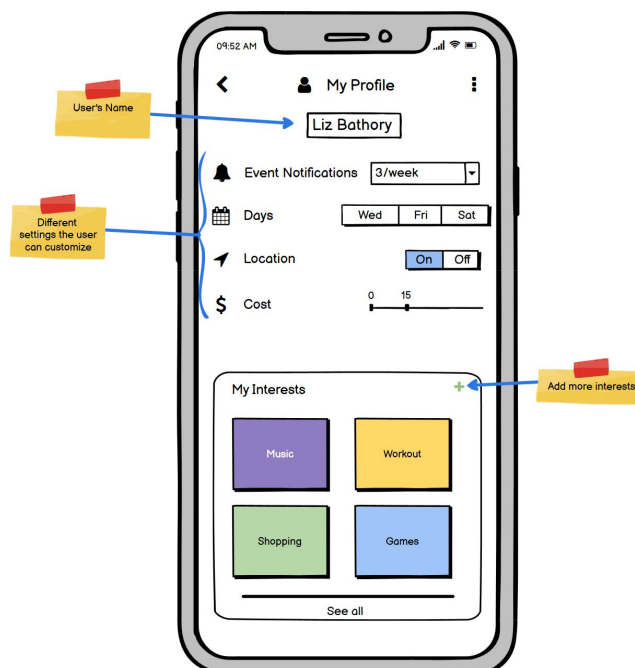
This is for managing events. The user would have options to see what events they have coming up and view the details page again or simply delete the event. They can also add more events. This page is organized by date so the user can switch between today, this week and next week.



This is a page where you can apply filters for your search. It is meant to be more visual and less text, so the user would not be overwhelmed. The user would have familiar icons that they can click to add to their filters and then after clicking the find button, it would take you to map where the events that fit the criteria would show up.

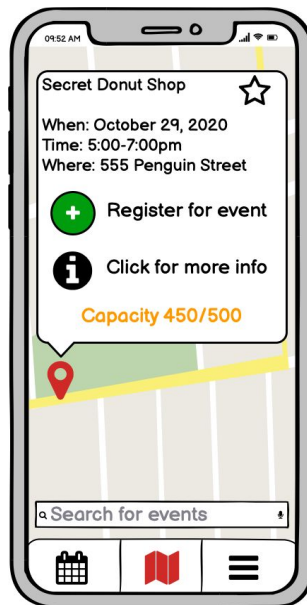


This is a detailed events page. After clicking on an event, the user will be taken to the hosts page where they see this simple layout and can view details they need. From here, the user can sign up for the event, like the event or see other similar types of events.

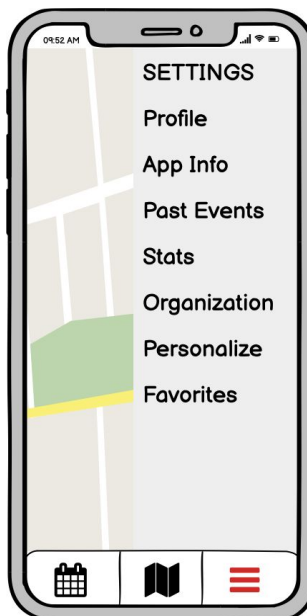


This is the settings page of the app. The user can change their settings which includes things like notifications, their location, and interests. These settings would be reflected immediately in the app and the suggested events would change.

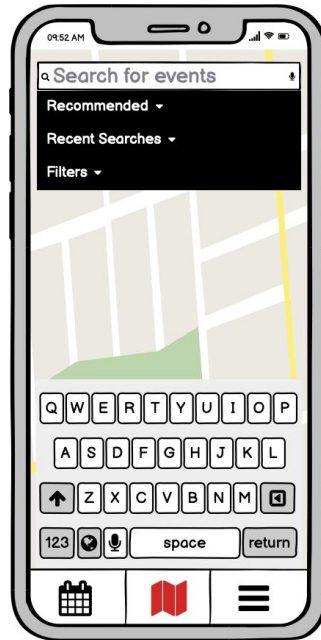
## Mohit's Designs:



This design shows the main screen where a user would spot an event by navigating through the map and clicking on a pin to view more details about the event. The user also has an option of “starring” the event in case they want to come back to it later, or categorize it as a favourite event.



This design shows the settings menu which can be accessed by clicking on the hamburger logo in the bottom left. This will allow the user to access information about their profile, app, past events, any statistics about the users activity, access the “organization” view which lets the user create events, personalization settings, as well as viewing favourite events.

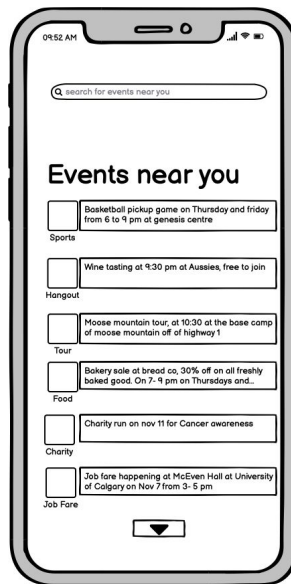


The design is of the search functionality which can be accessed on the top of the main page. The user can type for events or categories, as well as access filtering options such as sorting by recommended events, recent searches, or filters related to event size, type, location, time etc...



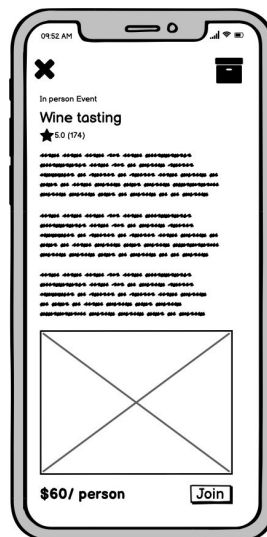
This design is the calendar view which shows upcoming events that the user is signed up for. It also colour coats dates on the map to signify different meanings. Green means that event is good to go to, yellow means that the event has had changes made to it, and a red colour could be used to indicate a cancelled event.

## Mohsin's Designs:

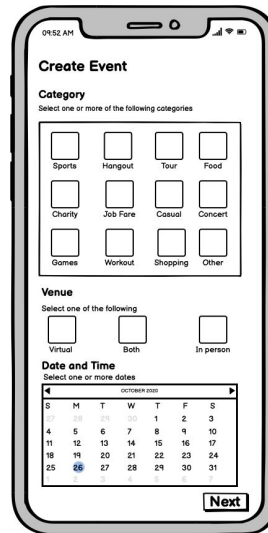


This design illustrates the home screen of the project. It will have a search bar at the top which can be used to search up specific events or type of events which may be taking place near you.

Further down the user is able to discover other events that are taking place close to them. These events will have their main categories mentioned on the bottom with the title of the event being shown on the right. By clicking on the bottom arrow the user can browse more events.



This is what the event would look like once it is clicked on it would mention the type of event that it is, for example whether it is taking place in person or is a virtual event. Followed by the title and the rating of the event if it is a recurring event. Furthermore the description of the event will be shown along with the pictures of the event. At the bottom of the screen the customer will be able to see the price of the event and by clicking on join the user will be able to sign up for the event. By clicking on the icon on the top right corner the user can archive the event in order to look at it later. On the top left corner the X can be used to exit the event description.



**Create Event**

**Category**  
Select one or more of the following categories

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sports	Hangout	Tour	Food
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Charity	Job Fare	Casual	Concert
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Games	Workout	Shopping	Other

**Venue**  
Select one of the following

☐ Virtual    ☐ Both    ☐ In person

**Date and Time**  
Select one or more dates

OCTOBER 2020						
S	M	T	W	T	F	S
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

**Next**

This design demonstrates what the Create event screen would look like where at the top the customer would be able to select the different categories that would best describe the event. The user has the option to select one or multiple categories as an event may align with many different categories. Following this it has an option of where the event is taking place (online or virtual). Finally on the bottom the creator of the event can select what dates the event will take place and once a date is selected it will prompt the user to select the time on that day when the event will take place. By clicking on the bottom Next button the customer can go to the next screen.



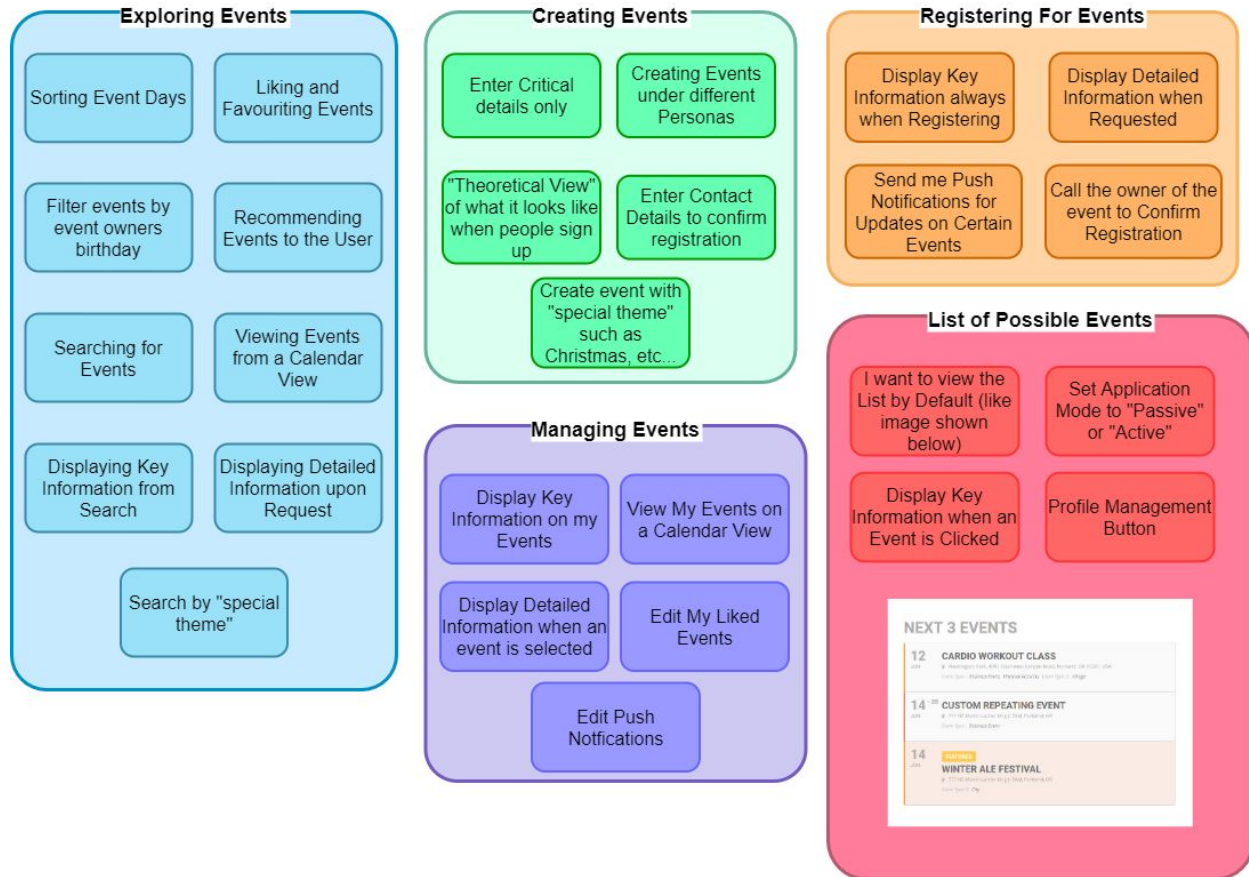
Map screen showing a map with event locations marked. The map includes a search bar at the top, a location pin, and several event categories labeled: Tour, Food, Sports, Casual, and Workout. Below the map, there is a "Recommended" section with three event cards, each featuring a star rating and a right arrow. The bottom of the screen has a home indicator.

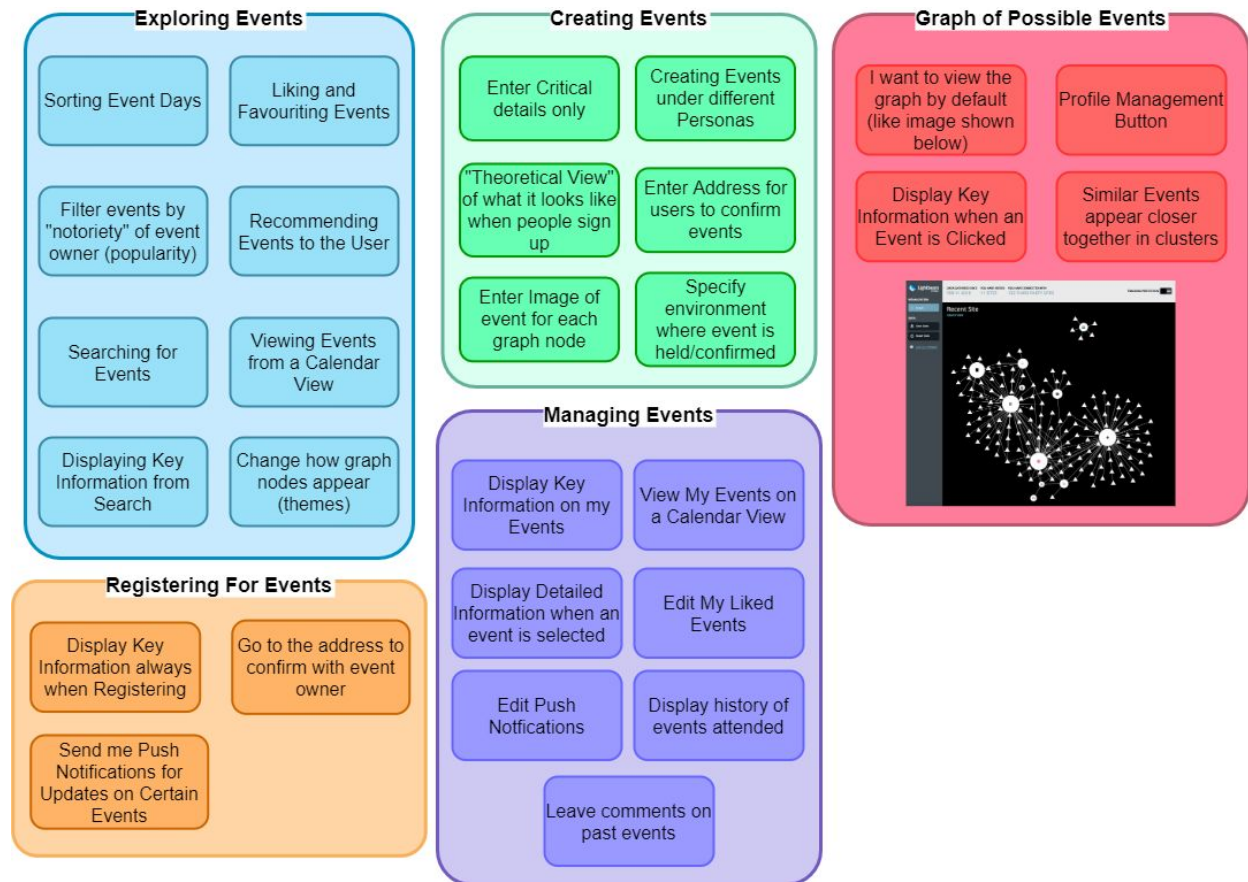
This design shows the map of all the events that are to the customers interest near their location. On the top, the customer can filter events by either selecting the distance where events occur, or the date when the event occurs. Additionally the customer can simply search for events. Furthermore, the screen would show all of the recommended events according to the customers interest and can be scrolled through by clicking on the side arrow. The events will also be given a star rating if they are recurring events. By clicking on the bottom arrow the user would prompt a screen which would show all of the recommended events and hide the map.



## Affinity Diagrams







## Task Centered Design Walkthrough

### Task 1: Finding Events

Step #	Description of task step	Does the user have training or knowledge to do this step?	Is it believable that they would do it?	Are they motivated?	Comments (including possible solutions)
1	Download, open app and sign up/login	Yes	Yes	Yes	The user would have to download the app first. Once that happens they need to sign up in order to do anything.
2	User wants to apply filters to personalize the events they see	The user might not be familiar with the filter icon and not know its functionality.	Yes	Yes	There is a filter icon on each page, and the user can simply click that and a filters page opens up. There, they can change the filters however they like.
3	User applies filters	Yes	Yes	Yes	User clicks 'apply'
4	Browse the map to find events	Yes	Not always because they can also use the search feature to find events.	Yes	The User can click and drag to see events happening in the area. They can also click on an event directly through the map.

5	User uses the search feature to search for specific events	Yes	Yes, if they want to look for something specific.	Yes	The user would simply click on the search and start entering keywords for the event they are looking for.
6	User scrolls through events, and finds an event they are interested in	Yes	Yes, if they want to see all the results.	Yes	The user can scroll through the list of events that would show up from the search results.
7	User selects the event they are interested in	Yes	Yes	Yes	The user can either click from the map or from the list of results. The user selects "Paintball".
8	User wants more details about the paintball event.	Yes	Yes	Yes	On the events detail page, the user can expand/collapse the description, location and attendees.
9	User signs up for the paintball event	Yes	Yes	Yes	User clicks "sign up" button
10	The user is now signed up and they close the confirmation window	Yes	Yes	Yes	The user just clicks the "close" button and they are done.

**Task 2: Create Event**

Step #	Description of task step	Does the user have training or knowledge to do this step?	Is it believable that they would do it?	Are they motivated?	Comments (including possible solutions)
1	Use account or use a different account	Yes	Yes	Yes	The user would need to select which account they would like to post the event from.
2	Write a title for the event and description	Yes	Yes	Yes	The user creating the event will need to write the title of the event and the description
3	User selects categories they would want to post in	Yes	Yes	Yes	User clicks on the category that they would like to post the event to
4	Select where the event is occurring	Yes	Yes	Yes	The User will select where the event is taking place and can select whether it is in person, virtual or both as well as give the location where it is taking place.
5	The customer can select the time when the event will occur	Yes	Yes	Yes	The user would simply write down the time when the event would occur

6	Select whether the event is a single event or a recurring event	Yes	Yes, if they want to create a recurring event or just a single time event	Yes	The user would simply click on the single or recurring event and then just select the dates when it will be held.
7	The user can select how many people can sign up for the event	Yes	Yes	Yes	The customer can simply write down the number of people they want to attend the event and they can select a range.
8	The user can select which type of audience they specifically want to target	Yes	Yes, if they want to specifically target a certain audience	Yes	The customer can select age, gender distance or other things and that audience will be targeted with the event.
9	The user can select the price for attending the event if any.	Yes	Yes	Yes	The customer can select free, and or write down the price for attending the event
10	User selects the highlighted features of the event	Yes	Yes, if they want any features highlighted	Yes	The customer would write down highlighted features which would pop out in the description of the event.

11	User adds images to their events	Yes	Yes, if the customer wants to add visual details to the event	Yes	The customer would just select the images that they would like to display of their event
12	Users can select how far they would like to show their event.	Yes	Yes, if they want to select a radius in which the event should only be advertised	Yes	The user can simply write down the radius in which they would want to show the event
13	User wants to select who they want to show the event to	Yes	Yes, if they want to only show it to specific people or to everyone	Yes	Th user will simply just click the button and it will select and only show it to those people
14	User can enable notifications	Yes	Yes	Yes	Users click notifications on or off resulting in people who signed up for the event getting notifications for the event or not.
15	The user is now signed up and they close the confirmation window	Yes	Yes	Yes	The user just clicks the “close” button and they are done.



**Task 3: Managing Events**

Step #	Description of task step	Does the user have training or knowledge to do this step?	Is it believable that they would do it?	Are they motivated?	Comments (including possible solutions)
1	User wants to see where they can manage their events	Yes, but the calendar icon might not be obvious that it is for managing events.	Yes	Yes	The user clicks on the calendar icon which will take them to the “My Events” page.
2	User wants to view dance competition event status	The user might not be aware that the status icon is clickable.	Yes	Yes	User clicks on “status” icon
3	User wants to view the dance competition event on the map	Yes	Yes	Yes	User clicks on “view on map” button
4	User wants to see a monthly view of their events	Yes	Yes	Yes	User clicks the “month” view button
5	User wants to view status of other events	Yes, but user may be unsure of exact symbol meanings	Yes	Yes	User can view the status symbol or click on it to view a detailed description

6	User wants to cancel dance competition event	Yes	Yes	Yes	User clicks “cancel event” then confirms with “yes”
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## Sources (Images)

[https://www.google.ca/url?sa=i&url=https%3A%2F%2Fwww.myeventon.com%2Faddons%2Fevent-lists-extended%2F&psig=AOvVaw1qqkhDnhXof74lJOA7reqC&ust=1604703235102000&source=images&cd=vfe&ved=0CAIQjRxqFwoTCQjDsse\\_7OwCFQAAAAAdAAAAABAD](https://www.google.ca/url?sa=i&url=https%3A%2F%2Fwww.myeventon.com%2Faddons%2Fevent-lists-extended%2F&psig=AOvVaw1qqkhDnhXof74lJOA7reqC&ust=1604703235102000&source=images&cd=vfe&ved=0CAIQjRxqFwoTCQjDsse_7OwCFQAAAAAdAAAAABAD)

[https://www.google.ca/url?sa=i&url=https%3A%2F%2Fmedium.com%2F%40danplater%2Fflightbeam-firefox-beam-of-light-3b359b18a513&psig=AOvVaw1jl3mP38ZBd2MaQTsE2GRd&ust=1604703342645000&source=images&cd=vfe&ved=0CAIQjRxqFwoTCLjO9Pe\\_7OwCFQAAAAAdAAAAABAD](https://www.google.ca/url?sa=i&url=https%3A%2F%2Fmedium.com%2F%40danplater%2Fflightbeam-firefox-beam-of-light-3b359b18a513&psig=AOvVaw1jl3mP38ZBd2MaQTsE2GRd&ust=1604703342645000&source=images&cd=vfe&ved=0CAIQjRxqFwoTCLjO9Pe_7OwCFQAAAAAdAAAAABAD)