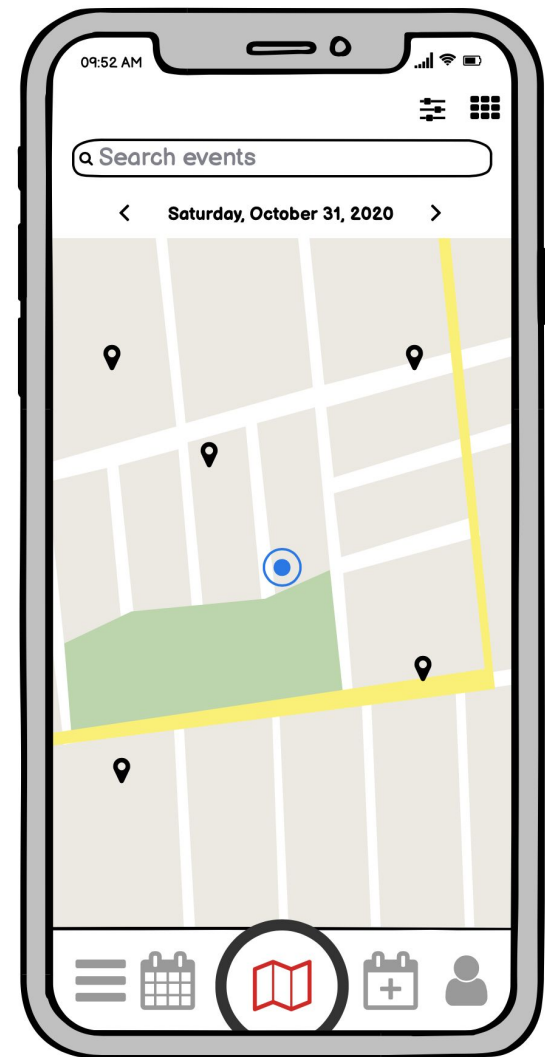


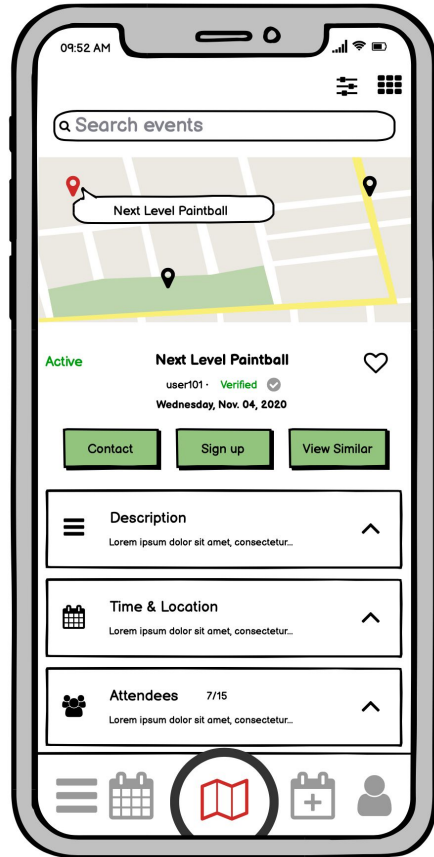
Xplore

Stage Three Presentation - CPSC 481
TA - Philmo Gu
November 7, 2020

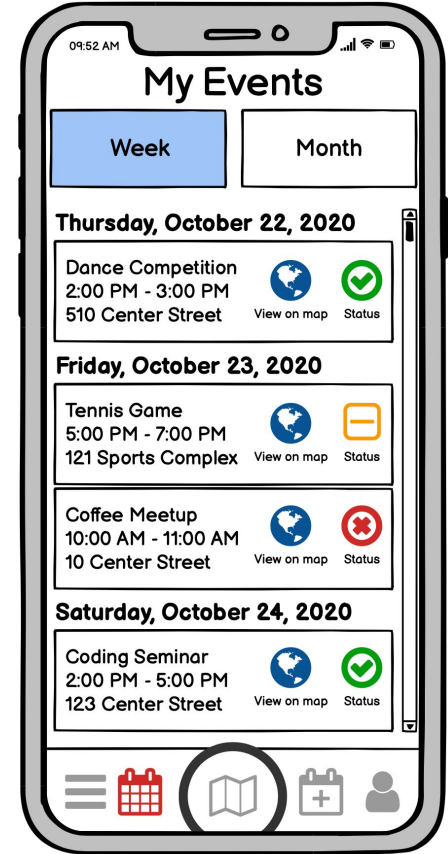
Team K:
Evan Argenal-Garcia, Brett Gattinger,
Ahmed Hasan, Mohit Parmar,
Malik Mohsin Raza



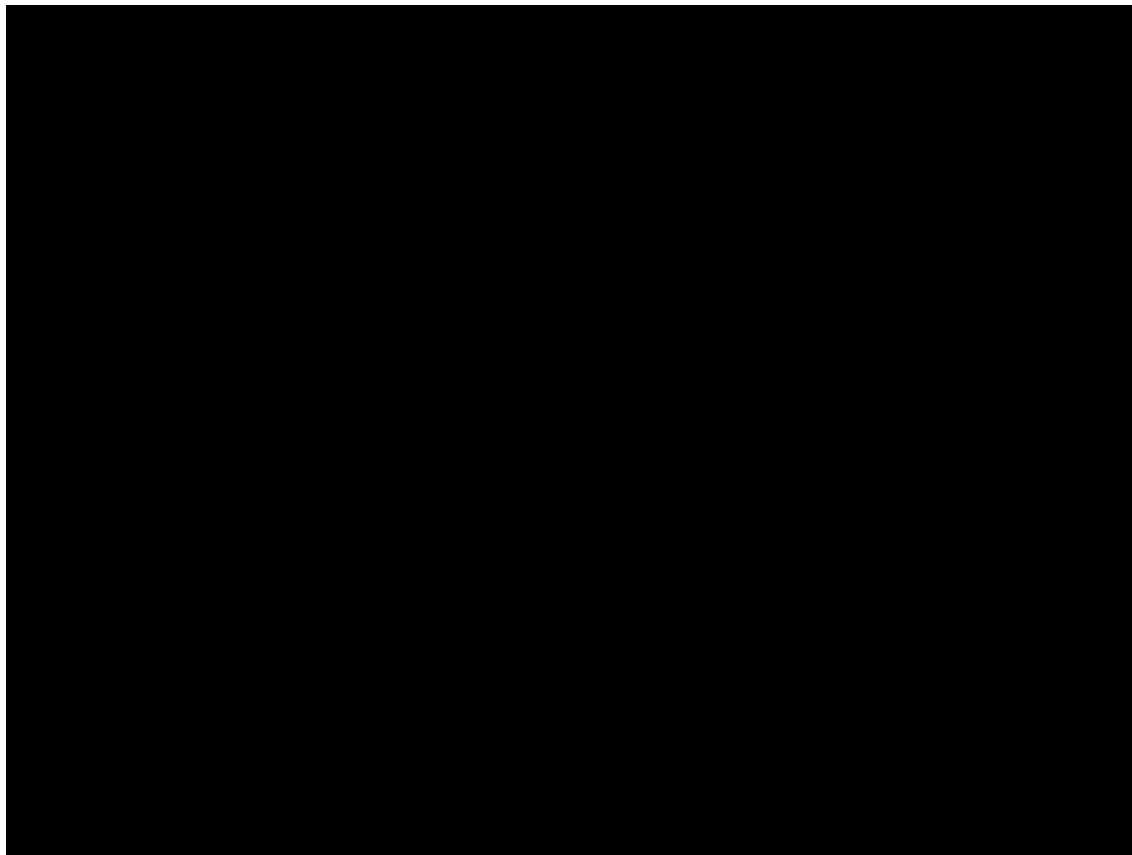
Project Idea - Xplore



- Find and host community events
- Easily get directions and information
- Get connected with people near and around you
- Be involved within your city
- Create a greater sense of community
- Have fun!



Prototype Demo Video



Journey in Stage Three

What went Well:

- Ideation process was easy and consistent
- Creating sketches and implementing low-fidelity prototype was smooth

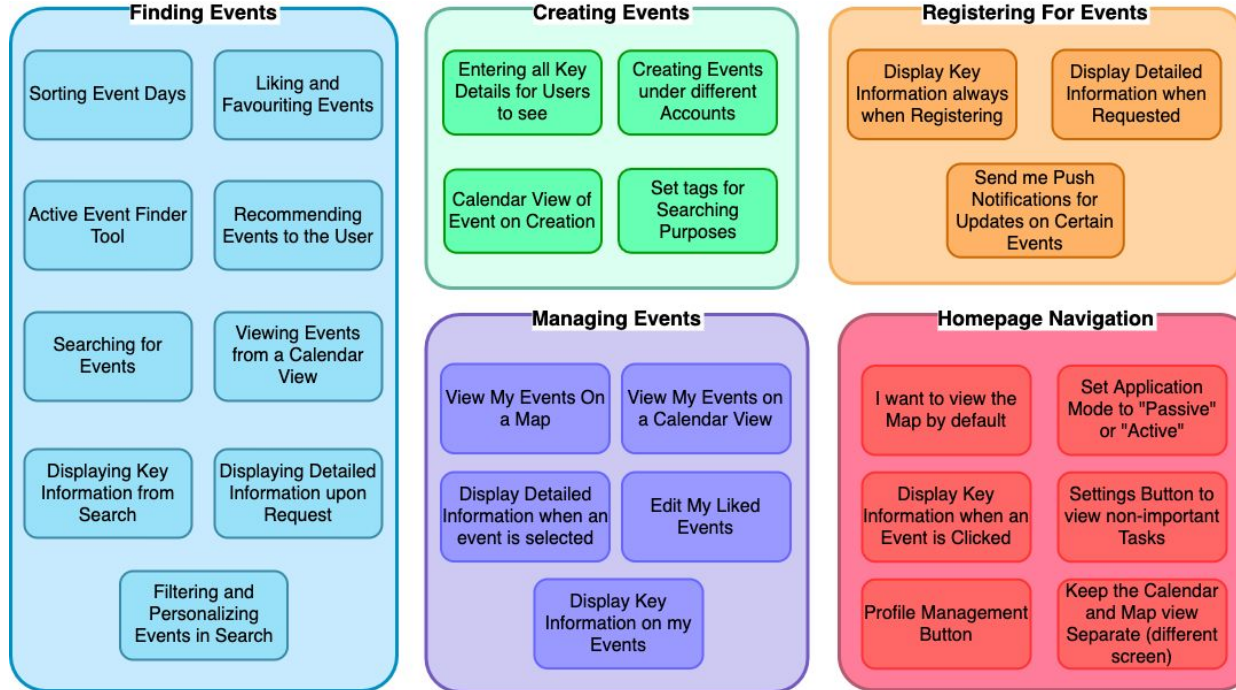
What didn't go so Well:

- Affinity Diagram Confusion

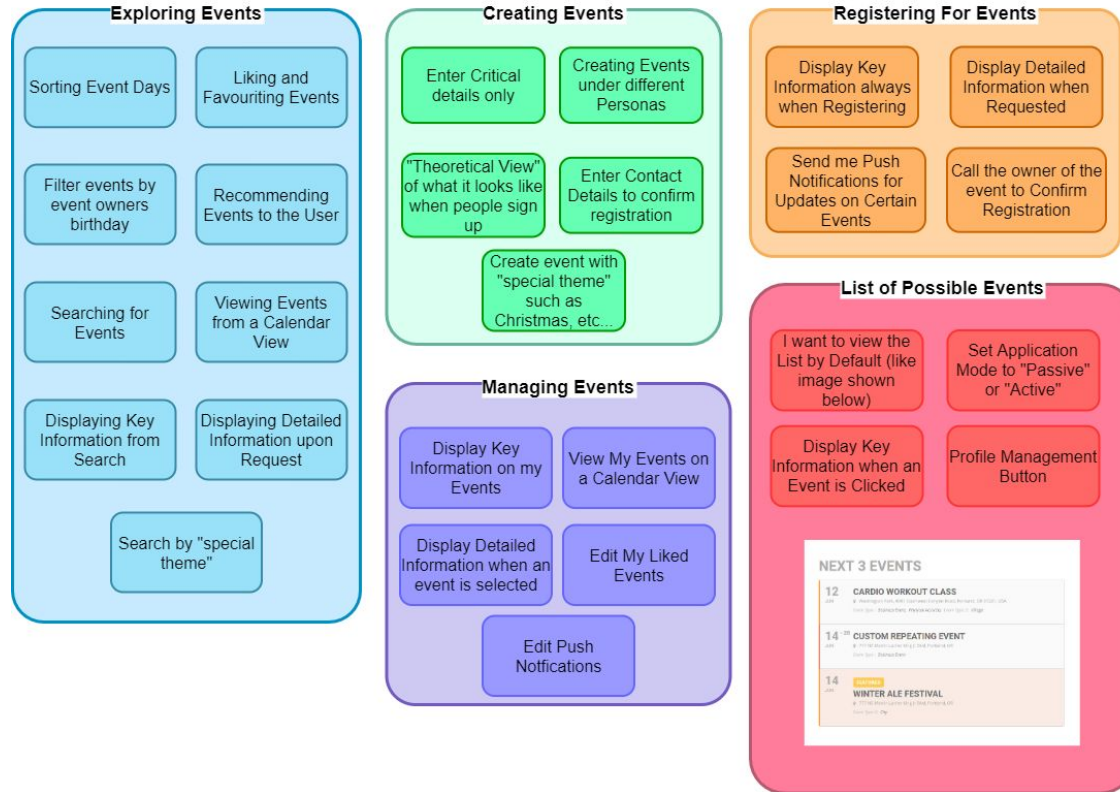
Challenges Faced:

- Integrating ideas together was somewhat volatile
- Picking out the pros and cons from our ideas was overwhelming at first

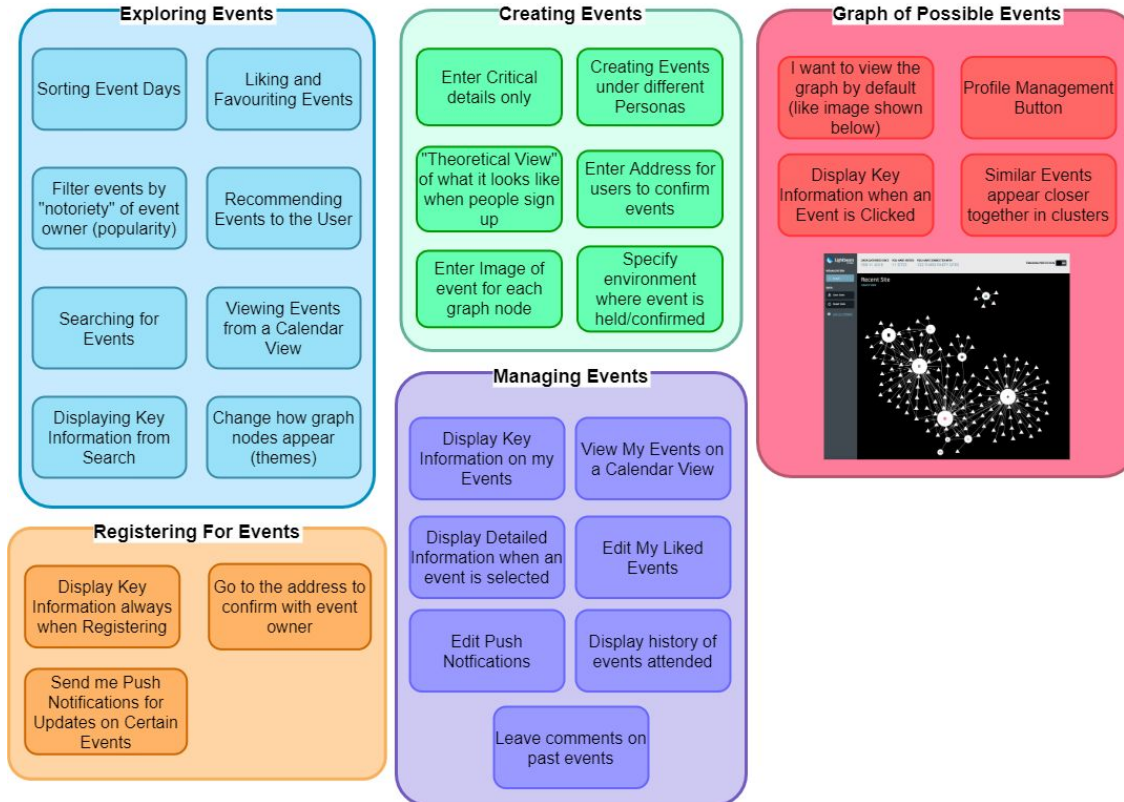
Affinity Diagram - I



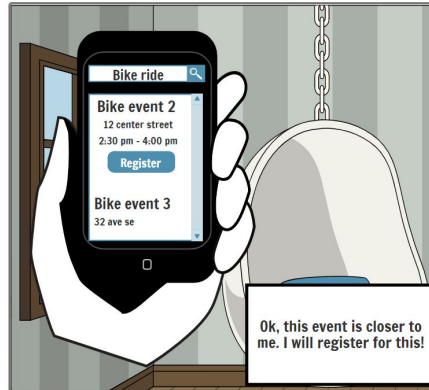
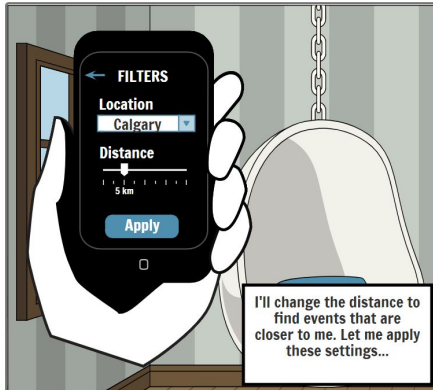
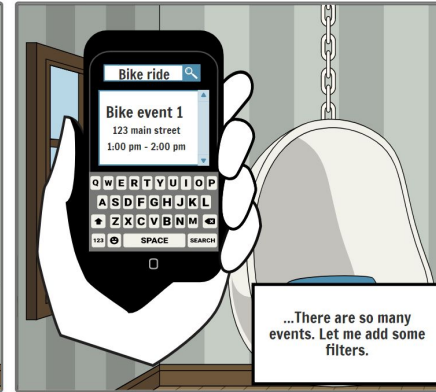
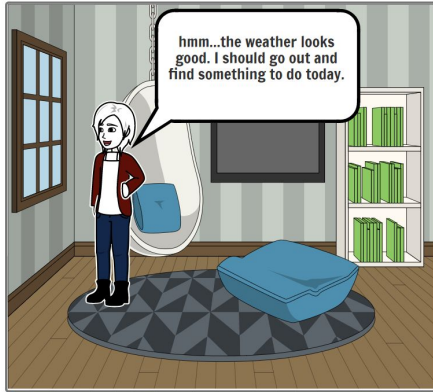
Affinity Diagram - II



Affinity Diagram - III



Storyboard



Lessons Learned (During Lo-Fi Prototyping)

- Prototyping is more nuanced than expected
- Most initial ideas usually end up getting scrapped
- Good ideas shared common desirable characteristics
- Bad/Initial ideas shared common undesirable characteristics

Cognitive Walkthrough Evaluation

- Points of Vagueness in Interface require more user Experimentation to learn Interaction
- Equifinality of tasks increases usefulness
- Exploiting Transfer Effects increases intuitiveness and decreases confusion

What did you change/what did you learn?

- Improved iconography recognition and colours
- Learned how to integrate and create a cohesive user-experience
- Learned how to prioritize and differentiate between essential and non-essential tasks

Thank You For Your Time!