atlas — *pin your history, share your story*

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Link To Prototype:

Introduction

Atlas is an app for users to share pieces of oral history tied to significant locations. Our focus is to make older adults feel comfortable and safe sharing intimate parts of their lives with us and to keep listeners of all ages interested and willing to engage with the platform.

During our interviews, we came upon the idea when older adults expressed that they were hesitant to share crucial parts of their lives with others for reasons such as embarrassment or a desire to protect those close to them from a rough past. We wanted to address this problem by making an attractive, streamlined, and welcoming environment for sharing and viewing other stories.

Instructions about Application

1. Follow the link here to access the Figma prototype
2. Feel free to use the app with a mouse and keyboard! If you get confused, possible actions will be highlighted in blue after a number of attempts
3. Please follow the user task instructions below:

User Tasks

A user trying the app should complete the following tasks (with an answer key below):

- View/Listen to a Story
- Search for Stories

- Share a Story
- Create a Story Guide

Answer Key

1

View/Listen to a Story

- Tap on pins on the map or use the central button to toggle nearby available stories

2

Search for Stories

- Use the search bar to search for a topic and related stories will show up

3

Share a Story

- Use the plus (+) button on the map screen to open a menu for creation choices
- From there, simulate the recording and transcription of a story through our recording view
- Follow the flow to publish a story!

4

Create a Story Guide

- Use the plus (+) button on the map screen to open a menu for creation choices
- Organize existing stories or record new stories to collect into an interactive guide on the map for others to explore

Prototype Tools & Limitations

We used Figma to create the prototype and linked different screens together to emulate a working application. However, as a result, there were a number of limitations for our prototype, including the following:

Limitation	Description
Audio & Action	Users are unable to actually listen to a given story or comment on stories
Changes Made	Stories created in the "share a story" task are not necessarily reflected in the "create a story guide" (since story changes are not reflected in the prototype)
Functionality	The recording, playback, and transcription of new stories are only simulated and are not fully functional in the prototype
Notifications	Users cannot receive notifications (a large part of the app, in which users are notified once they stumble across a new story while exploring either virtually on the app, or while traveling outside)

Wizard of Oz / Hardcoded features

Default Map Location: We currently set the map location as the Stanford Psychology Department as a default. This acts as a placeholder to give users a sense of what navigating through the app is like. Users are not able to change the map's initial location dynamically yet. Setting the default location allows us to simulate a "storyline" in which the user follows a specific path.

Available Stories: The available stories for viewing are hardcoded. This gives the user an understanding of how story content will appear and function once fully implemented.

Mock Profile Content & Story Feature: When users view their profile, users view a a mocked "story" experience that simulates both a recording and its accompanying transcript. Despite that, there has not been a fully developed feature that allows users to do a real-time recording and conversion to a transcript. A placeholder is used to imitate what users will eventually encounter.