

# Atlas Lo-fi Prototype

Pin Your History, Share Your Story

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## Our Name: Atlas

An atlas is both a map and a book collecting information and history about certain places. We chose this name for its simplicity and relevance to our app's mission.

**Pin your history, share your story.**

We keep our proposition concise and to the point: our aim is for readers to immediately understand the value we add with this one line.



# Problem:

Despite having rich histories and experiences spanning across the world, older adults often feel hesitant and apprehensive about sharing their stories with outside audiences.



# Our Solution:

Atlas allows older adults to publicly or anonymously contribute to our **shared map** with pieces of **oral history**.

Users can explore the map and **listen to stories of interest**, or record their own stories and create curated guides about topics or locations.



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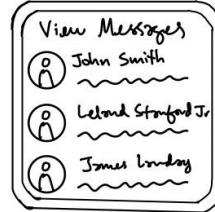
**Discussion**

06

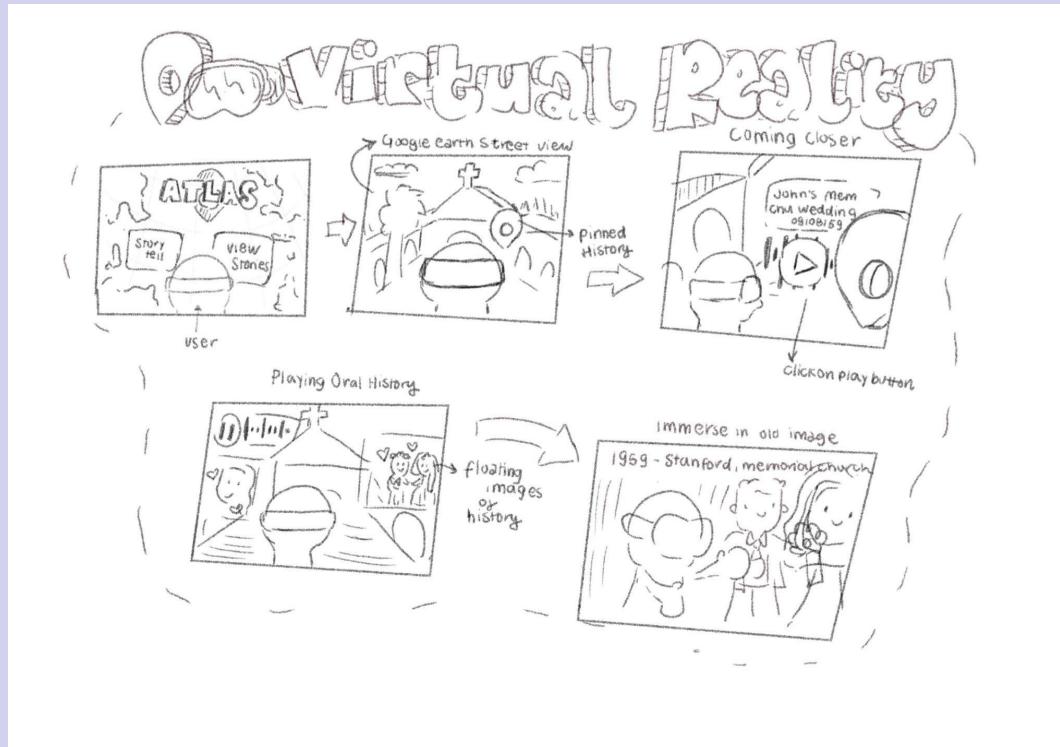
**Appendix**



# Realization 1: Wearables



# Realization 2: AR/VR



# Realization 3: Mobile

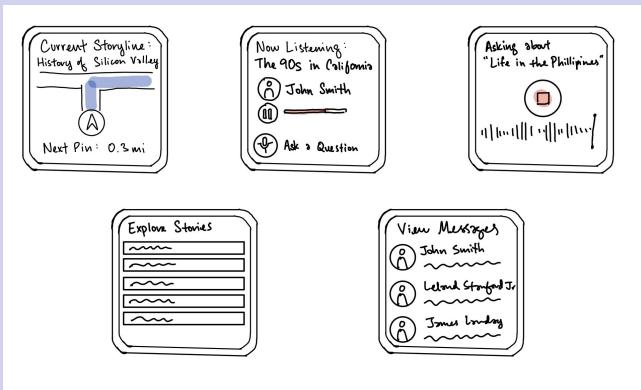
The mobile application interface for ATLAS is designed to facilitate sharing personal stories. It includes features for exploring nearby stories, searching by topic, and viewing user profiles.

- Welcome Screen:** Displays "Nearby Stories" with a map showing locations like Mexico City and San Francisco. It also features "Explore by Topic" sections for "your favorite fed" (Vietnam War, Gulf War) and "recommended" (PILOT STORIES, MARINES).
- Explore by Topic Screen:** Shows a grid of topics including "your favorite fed" (Vietnam War, Gulf War) and "recommended" (PILOT STORIES, MARINES). It includes "MY STORIES" and search, map, profile buttons.
- Nearby Stories Screen:** Features a map with a dog icon and a bridge. It lists stories from Joe and Sarah, with options to "Listen" or "View".
- Vietnam War专题 Screen:** Shows a map with a green dot indicating a story location. It lists "Nearby Stories" and "Popular & Trending" stories. It includes "Search", "Map", and "Profile" buttons.
- User Profile Screen:** Shows a profile for "Bob" (33 years old, 8 stories). It displays "UPLOADED STORIES" (Mendie Wedding, 1973 SF PRIDE), a "Question we think you can answer!" (What was it like to be gay in the 1970s?), and an "Answer" button.

+ probably an onboarding experience



# Realization Sketches



## Smart-Watch

A small screen experience that facilitates real-world navigation while listening to stories

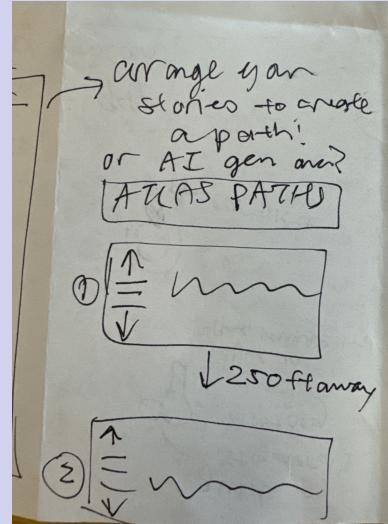


## VR Experience

A Fully immersive experience where users can explore the scene using a google street view-like experience with pop ups

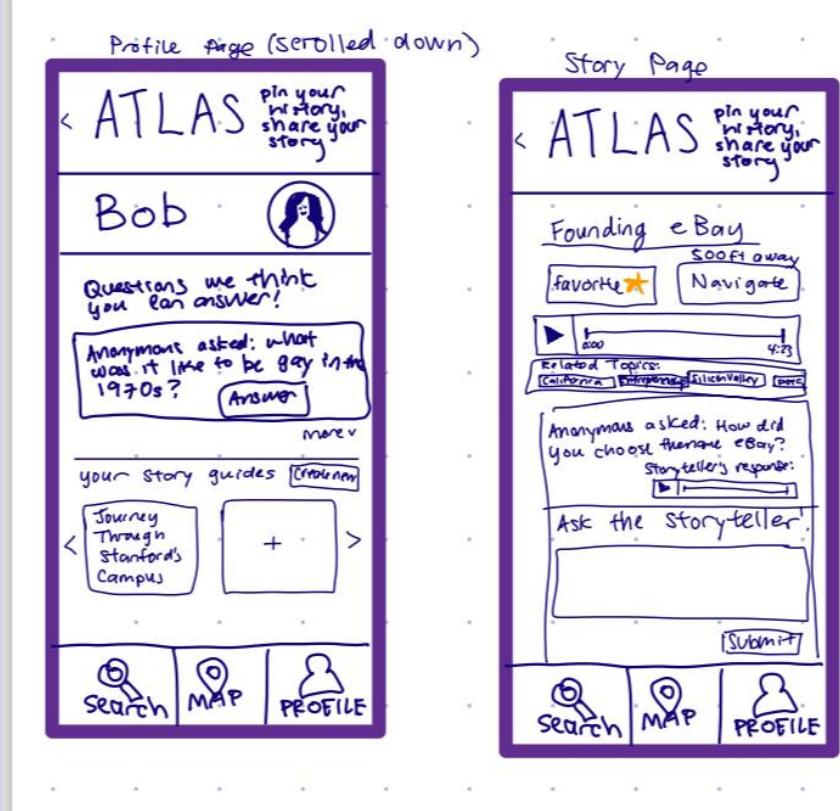
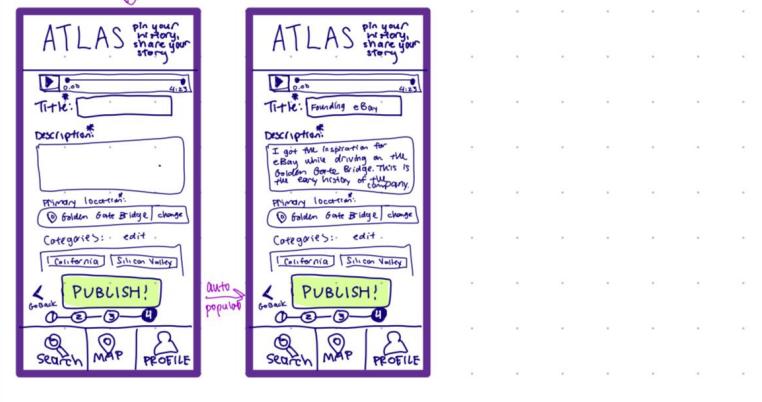
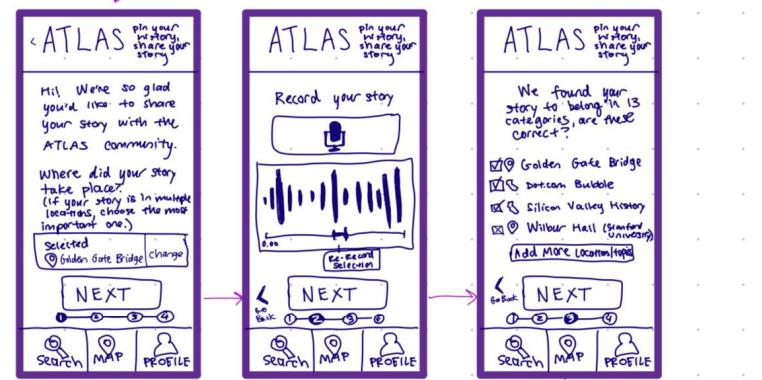


# Concept Sketches

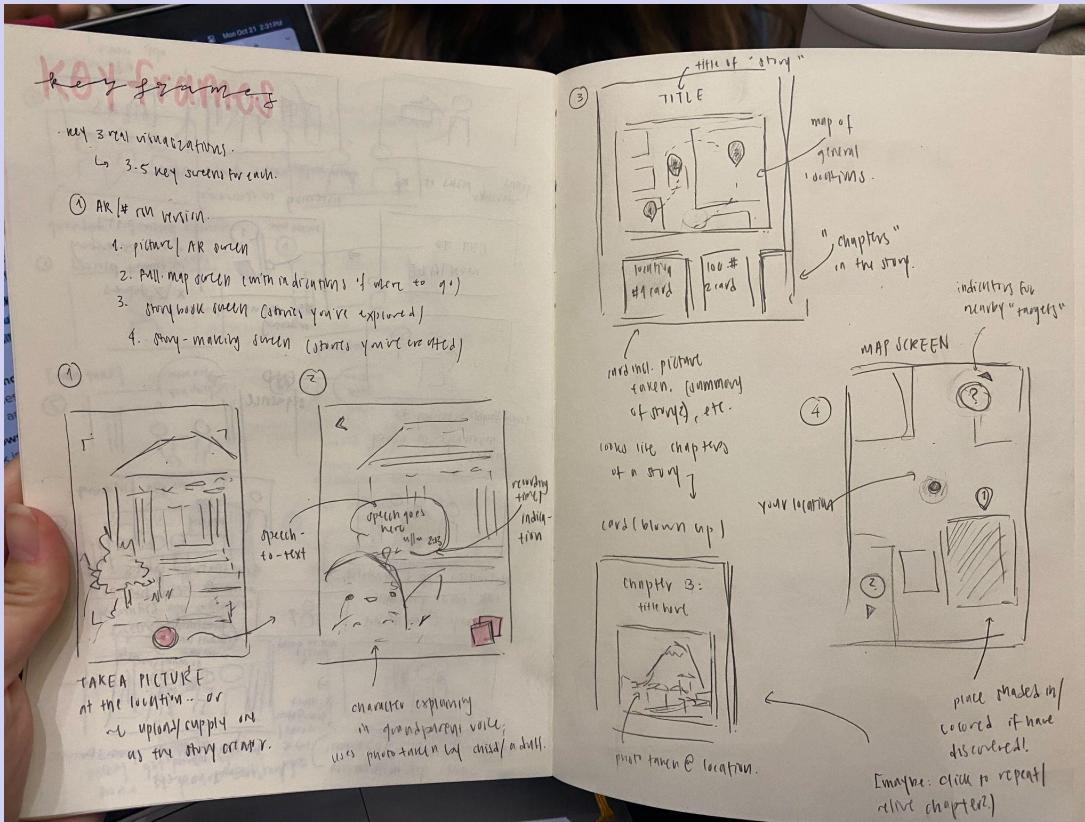


Kid-Friendly

# Mobile, cont'd



# AR, cont'd



# Evaluating Pros/Cons

For this portion, we combined the AR/VR component with the mobile interface, and compared this against a wearable interface/realization.



# Mobile Pros and Cons

## Pros

Simple and Easy-To-Understand

60% of adults age 65+ own a mobile phone (Pew 2022), while only 3.3% of older adults own wearable devices.

## Cons

Normal users might not have the incentive to record their stories, and for this app to work usually other family members of the elderly need to be an active user as well



# Wearables: Pros and Cons

## Pros

Easier to simultaneously navigate the world and interact with stories at the same time

## Cons

Smaller screen sizes limit accessibility and functionality of the app

Previous slide also mentions lower adoption of wearable tech in older adults

Atlas!



# Chosen Interface: Mobile

- Mobile apps are more ubiquitous than wearable interfaces
- Larger screens allow for better accessibility amongst older adults
- Primary focus is creating comfortable environment for storytelling, world exploration comes second

# Prototype Construction



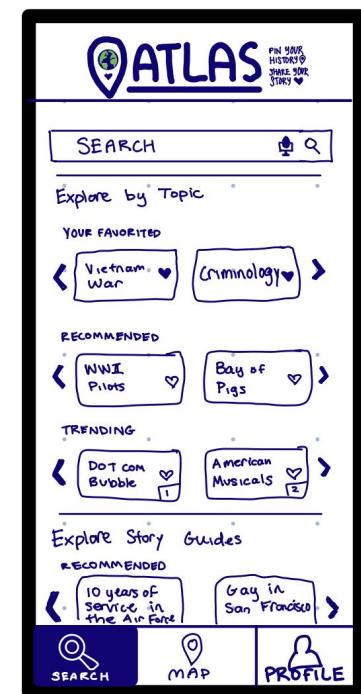
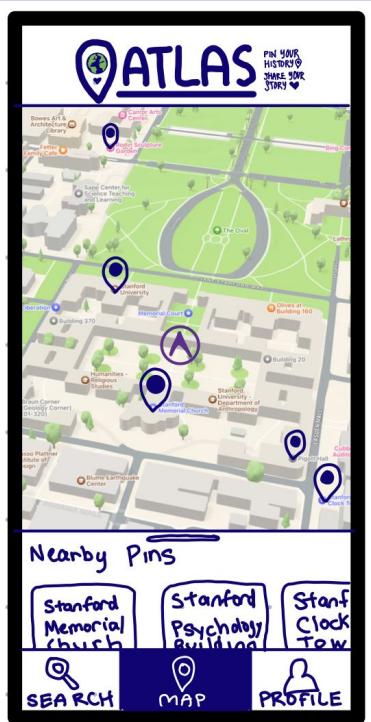
# Building the Prototype

- Key workflows for mobile drawn on iPad and then printed and cut out
- Pages implemented: map exploration, story search, profile page, recording a story, and creating a guide
- Each screen was numbered and labelled to organize a flow of tasks, during interviews, screens would be “displayed” based on user interaction



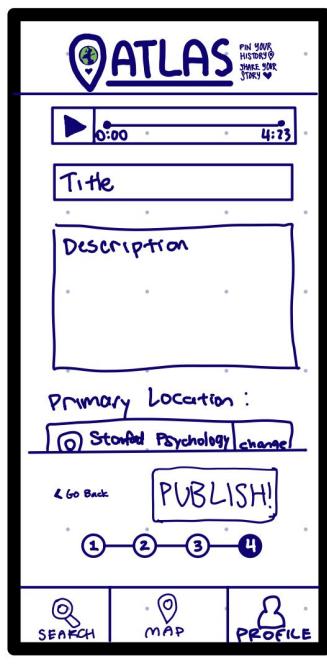
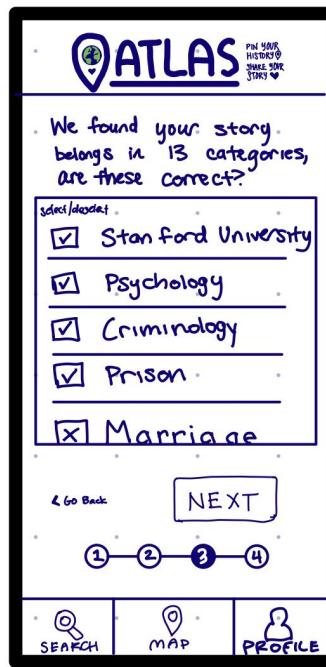
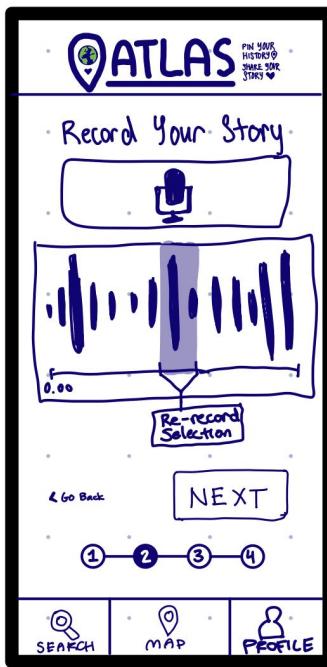
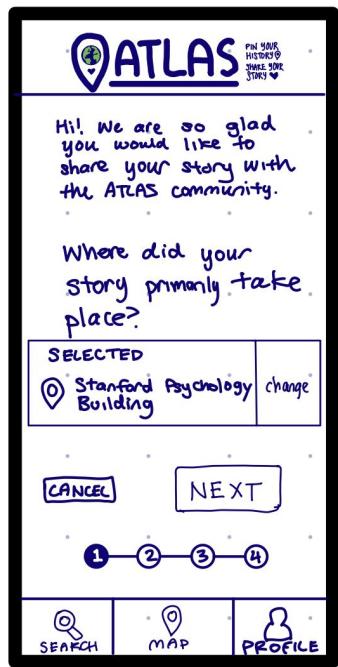
# Simple Task

View/Listen to a Story



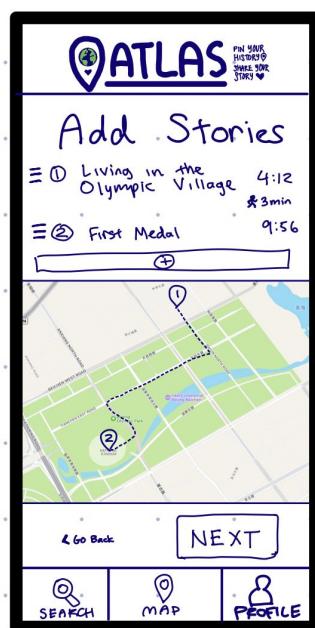
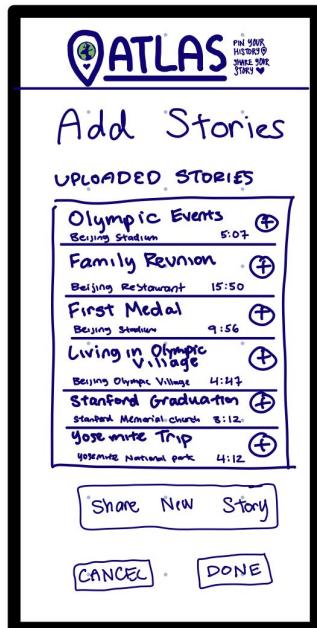
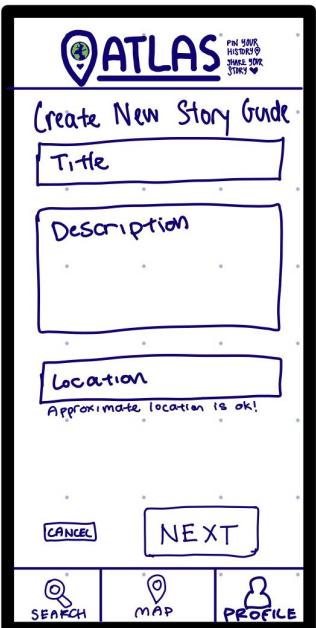
# Moderate Task:

Share a Story



# Complex Task:

Create a Story Guide



# Goals/Metrics

1

Complete Tasks

2

Navigate Guided Screens

3

# Times asked for Help

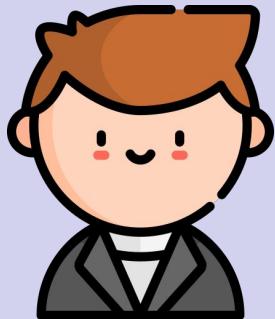
4

Time Spent per Task

Interviewing Location:



Main Quad/Oval



Mid-20s, young  
startup founder



Mid 60s, from Palo  
Alto/Bay area  
(occupation  
unknown)



19-21, CS student  
at Stanford



Mid 60s, Physician  
Assistant at  
Stanford Hospital

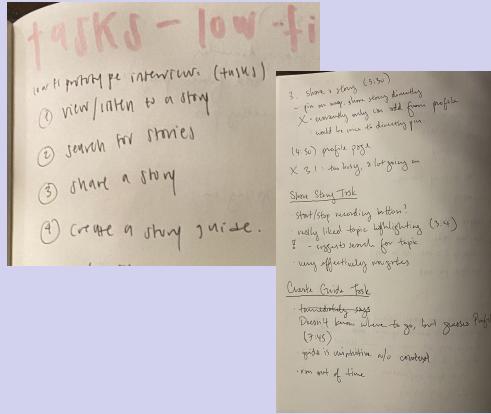


# Testing Methodology



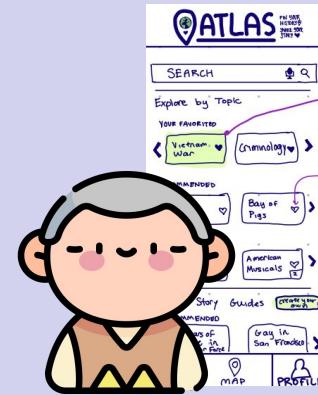
## Introduced Lo-Fi Model

Told participant to interact as if it is a real mobile app



## Complete Tasks

Asked participant to complete tasks + track their interaction/feedback



## Overall Thoughts

Asked participant to give overall feedback + thoughts on the app

# Participant #1 Feedback

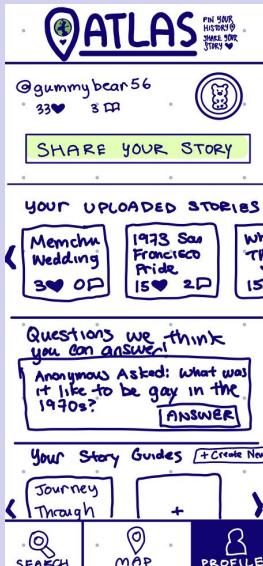
Quickly understood how  
The app works upon first  
“using” the app and  
interacting with the  
screens and buttons

When participant got  
To the search it was  
2:30mins in,  
understood the tap  
swipe and scroll  
features

Thought that the map  
was confusing... asked  
“Were stories attached  
to the buildings?”

Since we can only  
currently add a story  
from going to profile,  
he said “it would be  
nice to directly pin”

Suggest  
search for  
topic



Too much  
going on  
here

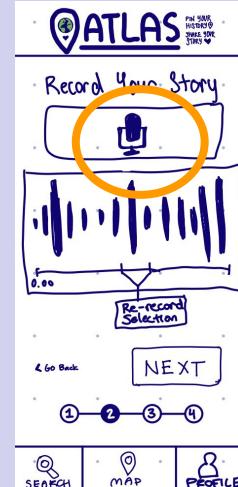
Make start  
and stop  
button more  
clear

Don't know where to  
go, so guesses go to  
profile, Says “the  
guide is intuitive  
without context”,  
however

Interviewee:



Mid-20s,  
young startup  
founder



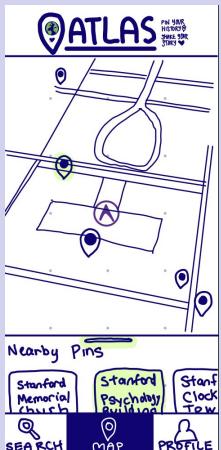
# Participant #2 Feedback

At first, he didn't really know the App's context and asked a lot of questions about what is going on.

From search for story part, it started to make more sense for him and things became intuitive (such as where to click+ understood tasks)

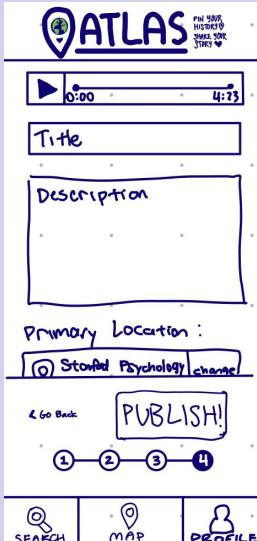
Takes a while to click on the pin, and says "want to be able to search from the map"

Concerned about privacy



Wants to create/pin story from map

Wants to search for labels



Successfully made it to the end and publishes

"Title and description filling is too lengthy", suggests AI implementation to make things easier

Suggests having an option to explore rather than just opening the map

**Interviewee:**



Mid 60s, from Palo Alto/Bay area

**Final Thoughts:**  
He **WOULD USE** this a lot as he goes around stanford, and knows a lot about the niche history such as the ones with the statues, sees potential for short topics

# Participant #3 Feedback

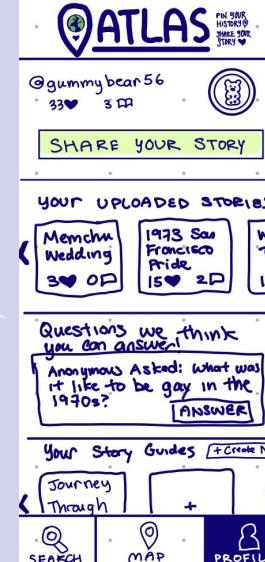
All the pages seems very self explanatory to him, very minimal guiding questions and knew where to click and toggle right away

"UI of profile page can be improved, looks a bit too cluttered and use more icons rather than words"

He says "he's a scroller not a poster", so he will likely be hearing stories rather than be a storyteller

Seems to like the idea of the app a lot, and the set up was overall intuitive to him and only needed minor tweaking

Fast at clicking



Interviewee:



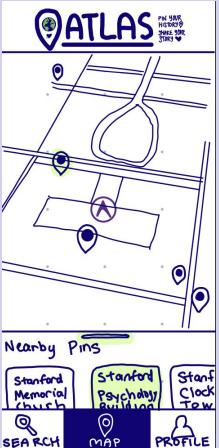
19-21, CS  
student at  
Stanford

# Participant #4 Feedback

Interviewee:



Mid 60s, Physician  
Assistant,  
Stanford Hospital



Navigated from the home page very fast, seems very intuitive to him and he was able to understand most of the aspects such as typing boxes and clicks

The scrolling was very intuitive



Adding more stories was a point of confusion

# Process Data

- 1 participant was concerned with the privacy/anonymity of users who chose to share stories.
- All 4 participants were able to fully complete the simple and moderate tasks.
- All users found the buttons and interface of our app intuitive and easy to use.



# Bottom Line Data

- Users took ~10 minutes to complete our tasks while asking questions.
- 2 users requested clarification on how to create stories.
  - Point of Confusion: they wanted to share stories directly from the map view, not just the Profile Page or on a page for a geolocation.
- 3 out of 4 participants fully finished all screens & activities.
  - One participant ran out of time during interview on final stage.



# Key Takeaways

- Workflow for simple and moderate tasks are very clear + intuitive.
- Participants were eager to use this app in real life!
- Two participants commented that the Profile Page was a bit cluttered
- Some participants thought guide creation was intuitive, while others found it confusing without instructions.



## Profile Revamp

- more icons to abstract details
- Reduce clutter/crowded feel

## Going Forward: Easier Story Creation Access

- Add ability to create stories on map screen in addition to profile + location pins
- Eg: Add button similar to Instagram's create or X's post composition button

## Simplify Guide Creation

- Add a screen that gives info on what guides are
- One interviewee suggests using AI to generate descriptions!
  - Tedious to do by hand

# What Testing Couldn't Reveal

- Flows were “constrained:” not all possible flows were tested in this iteration
- Inclusivity for varying levels of tech literacy: most participants appeared well-verses in technology, more diverse participants could reveal more



**Than  
k you!**

