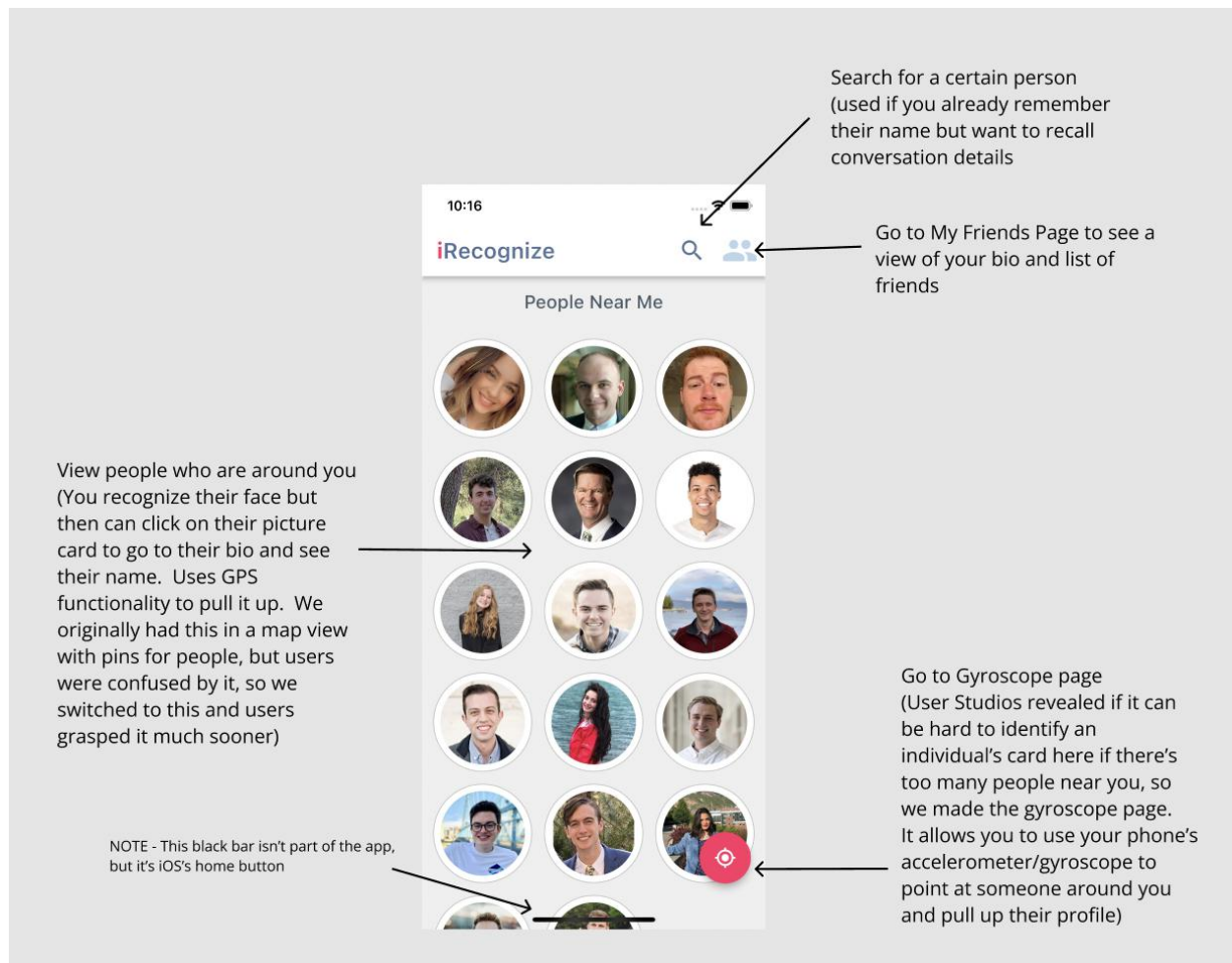


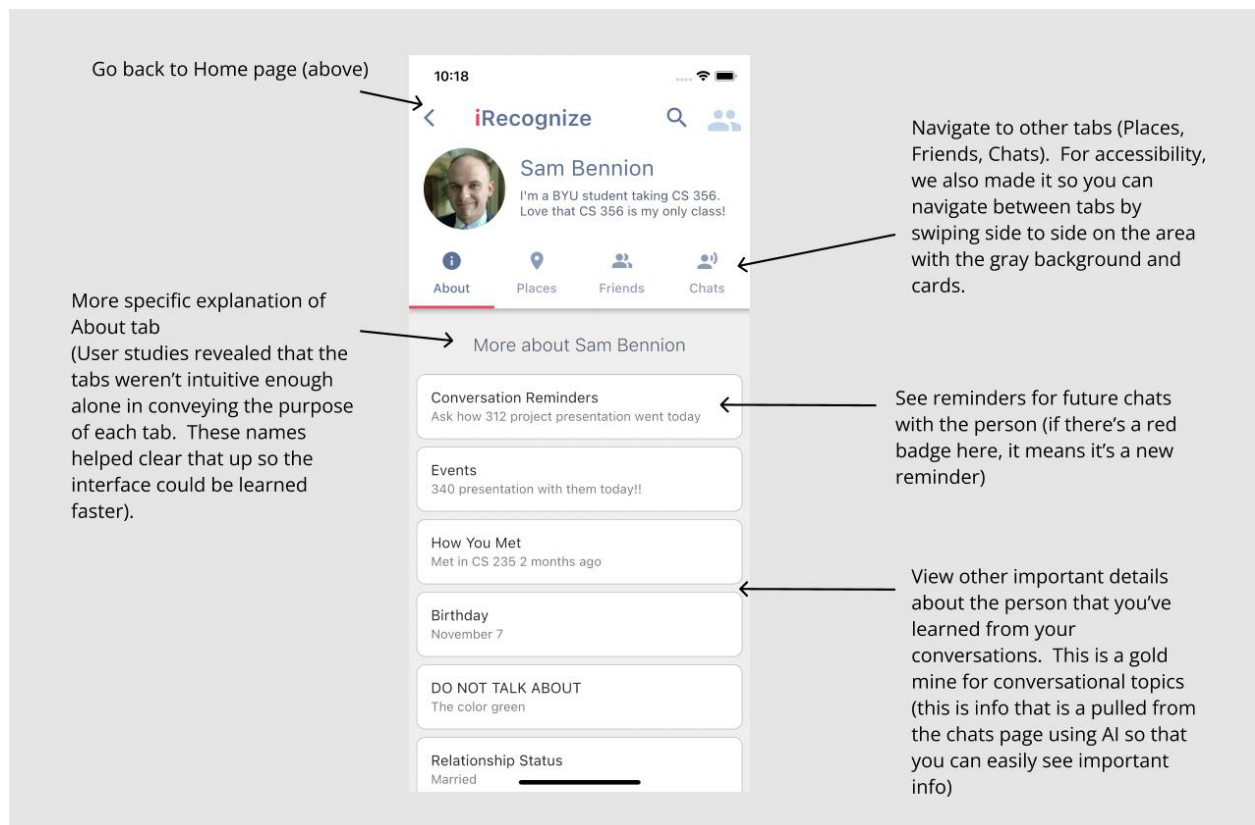
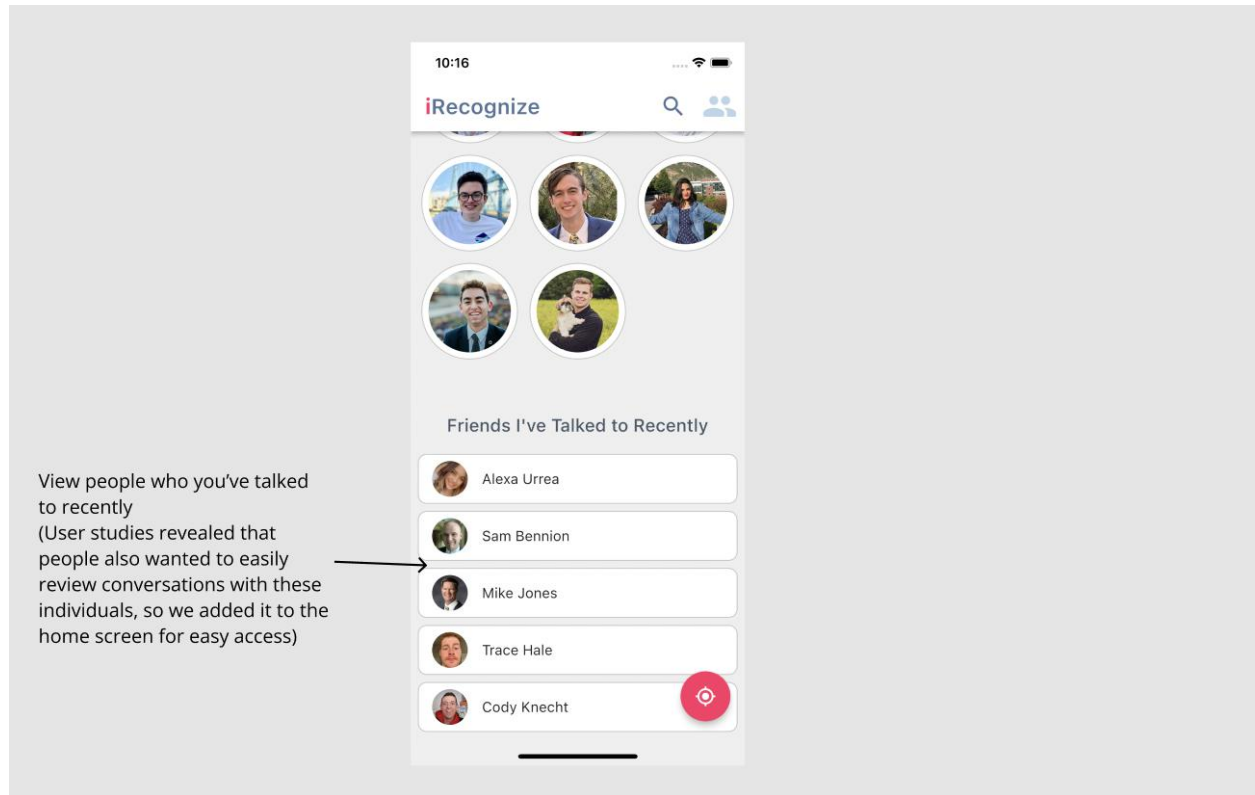
Final Turn-in for iRecognize

Team Members:

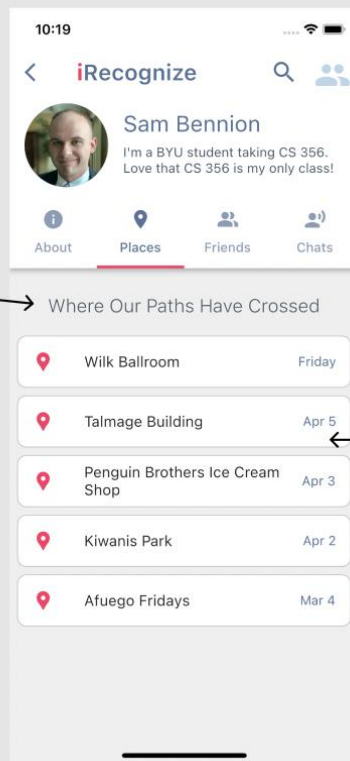
- Alexa Urrea
- Brigham Andersen
- Samuel Bennion

User Guide Screenshots



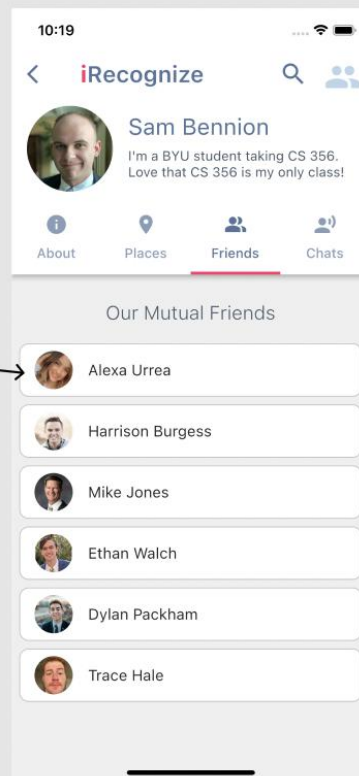


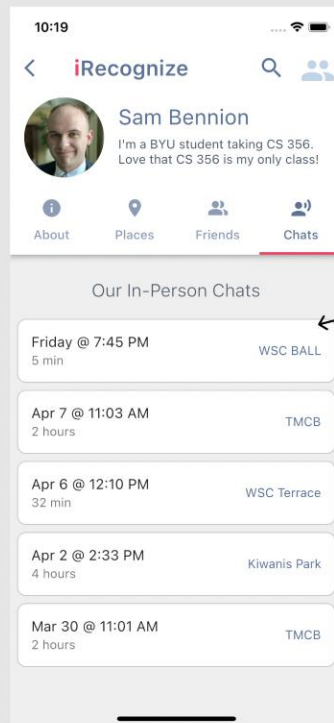
More specific explanation of Place tabs
(Users originally thought it was just places they'd been, they didn't realize that they were mutual locations where you'd ran into each other before)



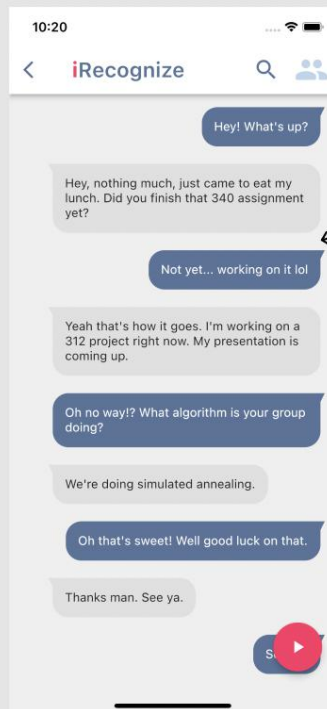
View locations where your paths have crossed previously / where you've ran into each other (In user studios, sometimes they would forget what a location was or what it looked like, so we made these cards clickable so they redirect the user to the Google Maps pin for that place where they can see more details)

See list of mutual friends and click on a card to view the person's profile (Obviously Facebook and other social media platforms already do this, but we found from our user studies that users wanted this information all in one place for their convenience, so we added the functionality).



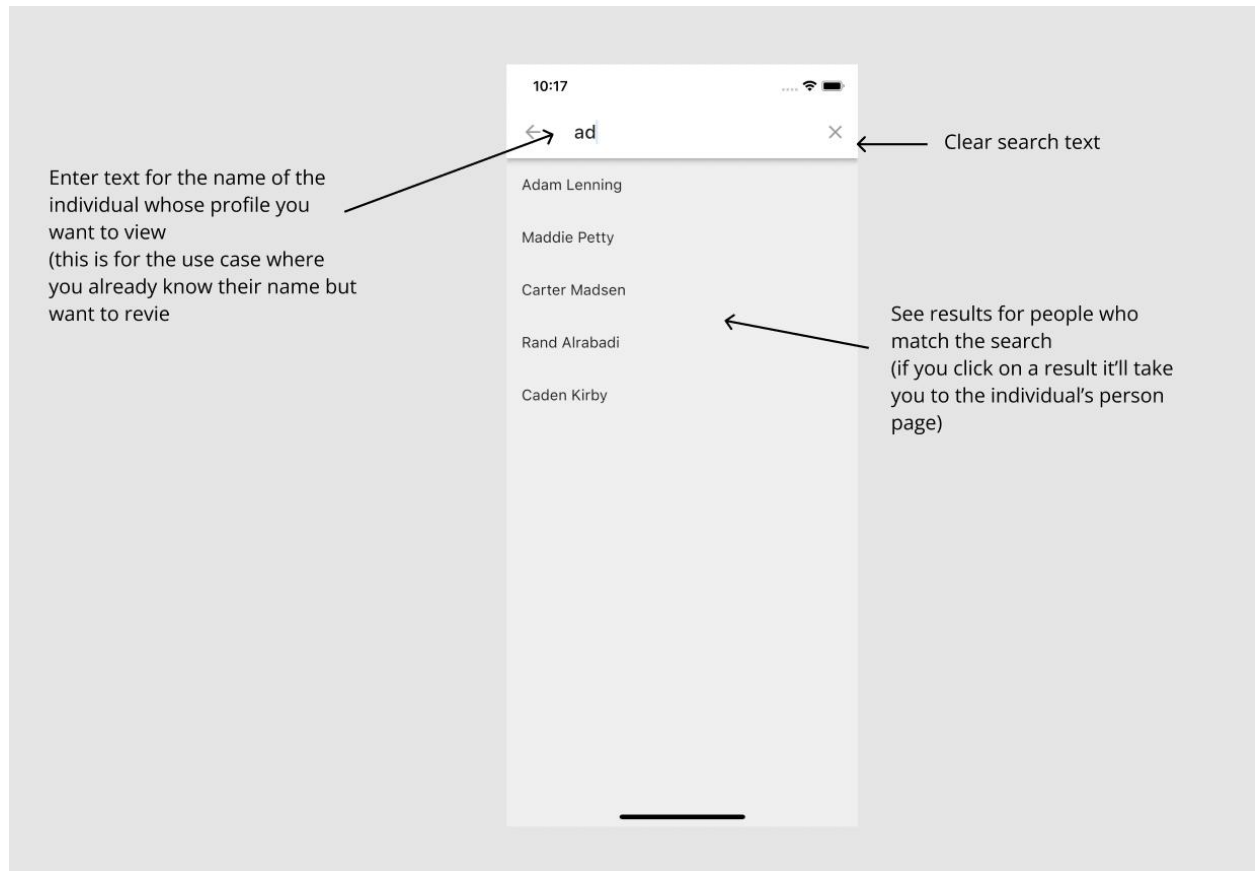


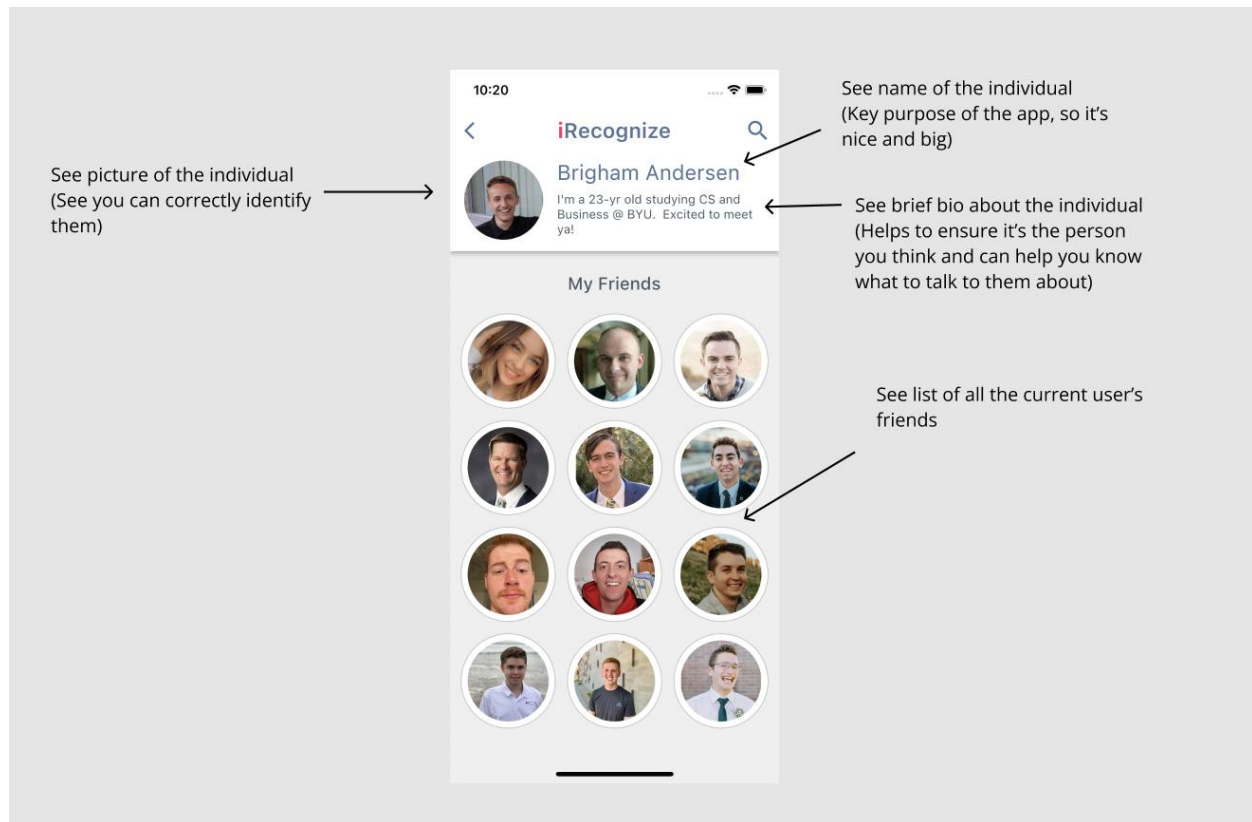
See conversation history list of the separate conversations you've had with the specific person and where and when you had them
(User studies revealed that if we left it as one big conversation, it was too similar to text and users became frustrated that they couldn't respond back. Changing them to individual conversations like this helped fix that.)



See the transcript of a previous conversation you had with an individual displayed in a chat-like view
(Uses microphone to gather data then uses AI to parse it)

Play back a conversation with audio
(Users particularly enjoyed seeing this feature for entertainment reasons and for accessibility reasons if they were ever in the car)





Links

- [Demo Slides](#)
- [App Usability Beforehand Demo](#) (used in demo slides)
- [App Usability Afterwards Demo](#) (used in demo slides)

Why the UX is Delightful

From user stories we learned that a main concern that keeps adults from interacting with people they commonly encounter is not knowing their names. As a result we created an app that makes it incredibly easy to see the faces of those around you and simply see the name of that individual. On top of that, we realized that the embarrassment of forgetting other conversational details kept conversations from happening, so we plugged in the relevant data to be viewable after seeing someone's

name on their profile. The app of itself is quite simple, but its simplicity and ability to see relevant info quickly (within an aesthetically-appealing interface design) makes it not only worth using, but also delightful to use.

Impact of User Studies on Design

Our personas and user studies were extremely influential in the making of our final product. Our personas were created mostly from our group members' experiences as this app was primarily targeted to people in our demographic. Our main persona, Brad, allowed us to narrow down the main problem--which was to connect with people that looked familiar, but not sure why. Identifying this problem then helped us come up with the different features of our app such as providing name, important information, and other features that would help the user remember where they know this person from and how they met.

After prototyping these features, our final product turned out to be quite different than our initial prototype thanks to our user studies. The biggest difference we had to make was on the home page. Originally, we were excited to implement a map view of the people that were near the user. However, after some studies, we realized that this map view turned out to be quite confusing. The users did not understand what the map was for. After that, we decided to scrap the map view completely and focus on purely providing images of the people that were near the user instead. Another major design change we had was removing the bottom navigation bar and removing a lot of unnecessary pages. In our original prototype, we had at least 3 more pages than we did for our final product. We made this change after our user studies showed that the bottom navigation bar and the extra pages made our app feel scattered and too complicated. Instead, we reduced the number of pages and added a swipe bar instead. The last feature that our users thought was very cool was the use of a gyroscope. Our users mentioned this would be useful for events where there are many people (like a convention) and where it would be hard to find the exact person you're thinking of. The gyroscope allows you to point your phone towards a person and figure out who that person is in a quick and easy way. For time purposes, we did not demo this feature. Our users helped us make more changes, but these are just a few of the main ones.



NOTE

Of course a big concern with our app is the breach of privacy, which we know we weren't concerned about for this class. The two major concerns are tracking location via GPS and recording conversations via microphone. If we were to continue working on this app, we would make sure that new users of the app would agree to those two things so that they could in turn see that information about others. We would also likely add in privacy restrictions like enabling when conversations would be recorded and how much info was visible to others.