



LIFE PHILOSOPHY

"Your most favorite memories come from your most unplanned moments."

ABOUT

BAE ARIYA



21



BA Urban Design and Architecture



Student



Lives in San Francisco, CA

BIO

Bae spent most of her childhood and early adulthood in the suburbs, but finally felt that opportunity was best found within the city. She usually spends her time inside, a home-body, and only really goes out to run errands or to spend some quality time with close friends. But ever since moving to the city, she realized there was way more to life than just living in her bubble, and hopes to be more spontaneous even if it initially scares her. Bae hopes that moving to SF to start her career will motivate her to explore and get out of her shell.

MOTIVATIONS

Getting out of her comfort zone and being more open to spontaneity.

- Find/indulge in their hobbies
- Saying yes to things, despite having an initial plan
- Trying new things that don't feel "like themselves"

FRUSTRATIONS

Sometimes she can be lazy and feels no need to get up and try new things. She is already comfortable with her life and sees no prize in opening her mind to new opportunities.

- Loves to rot in bed
- Is indecisive and can't figure out how to plan their day
- Doesn't have friends in the area and it's more nerve-racking to go alone

GOALS

Being more comfortable with her independence and decision making.

- Going on solo-dates
- Setting expectations and plans for herself to fulfill every week
- Detaching from social media and standards and doing things that she genuinely enjoys

CHALLENGES

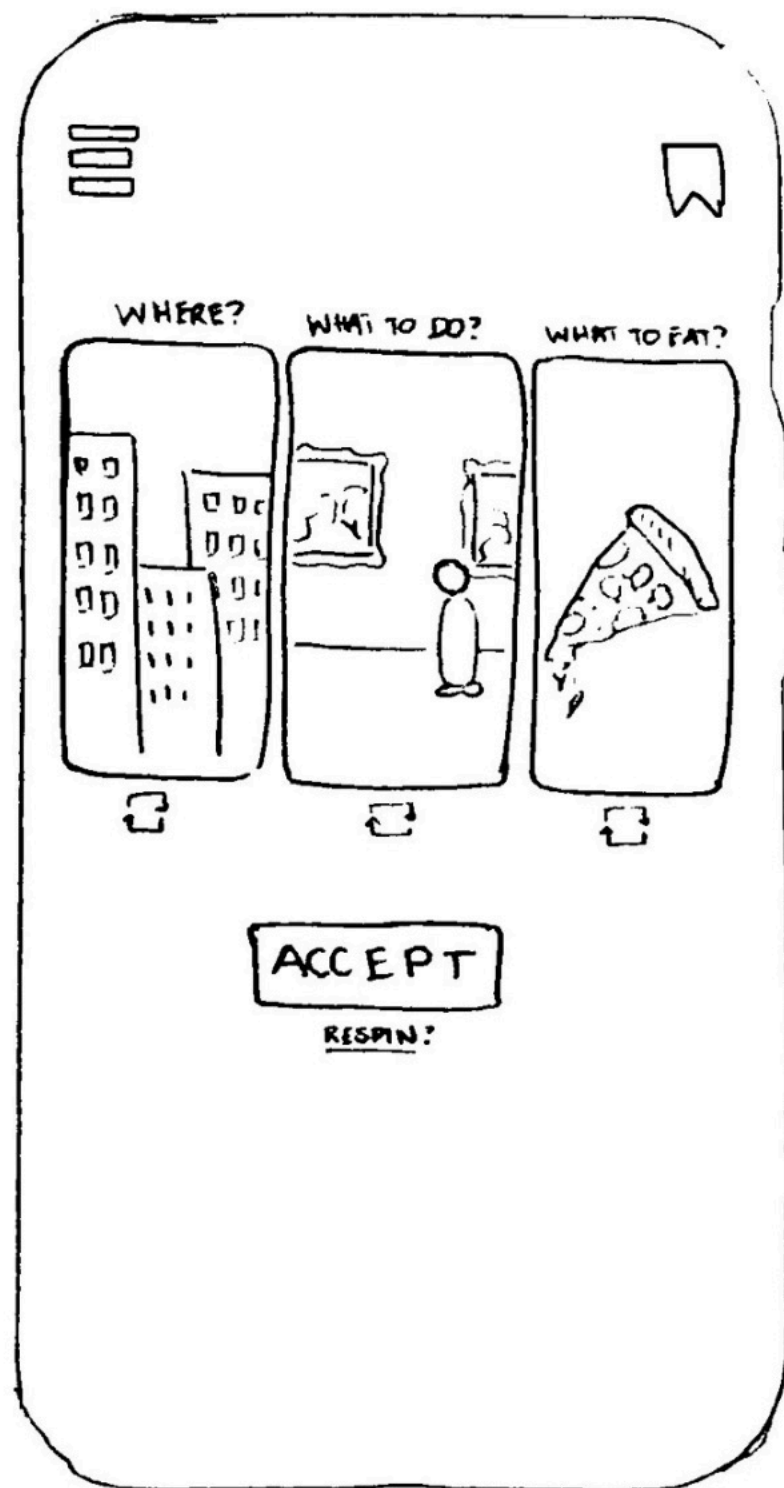
Anxiety to be out by herself and the societal expectation that people always need to be doing a certain amount to be happy/successful.

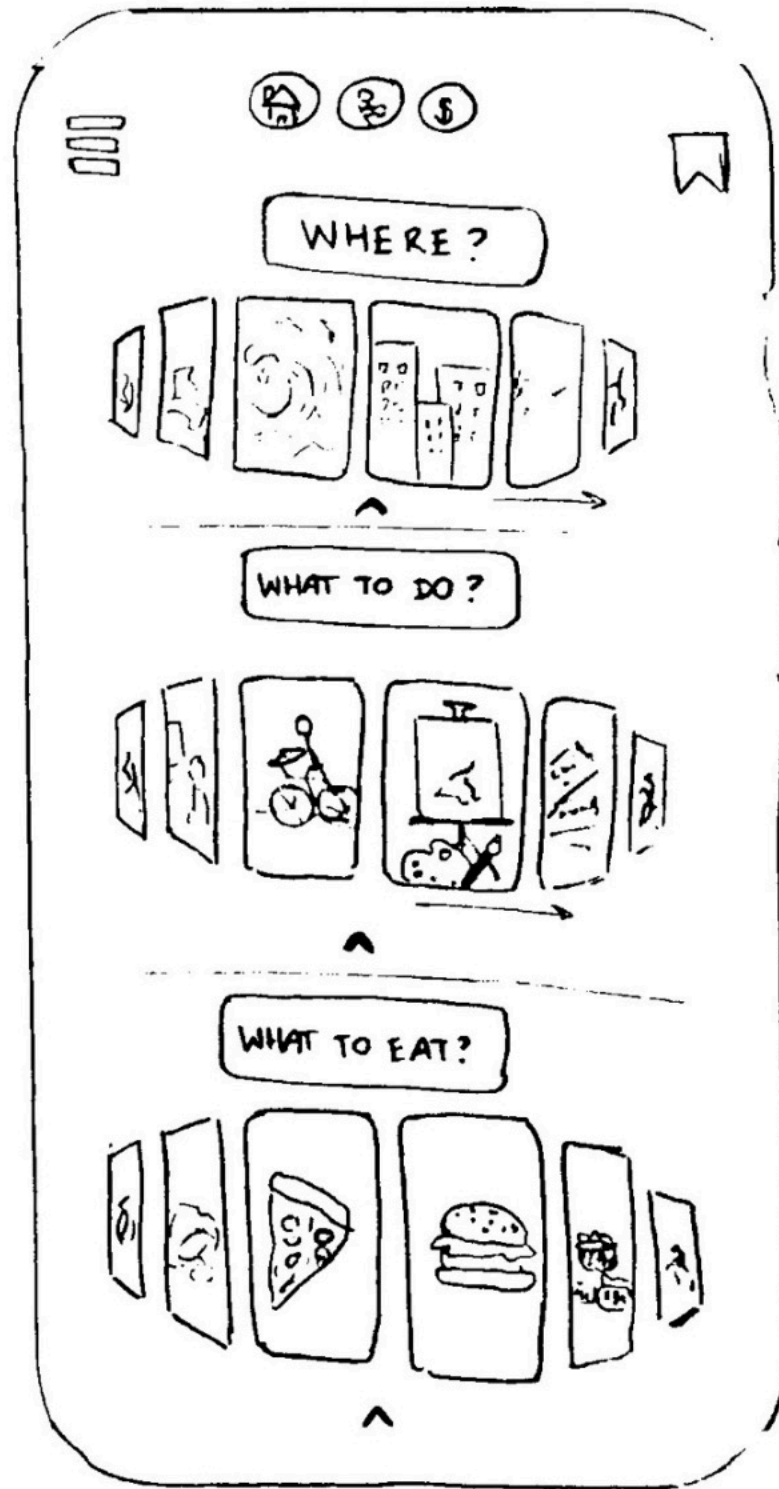
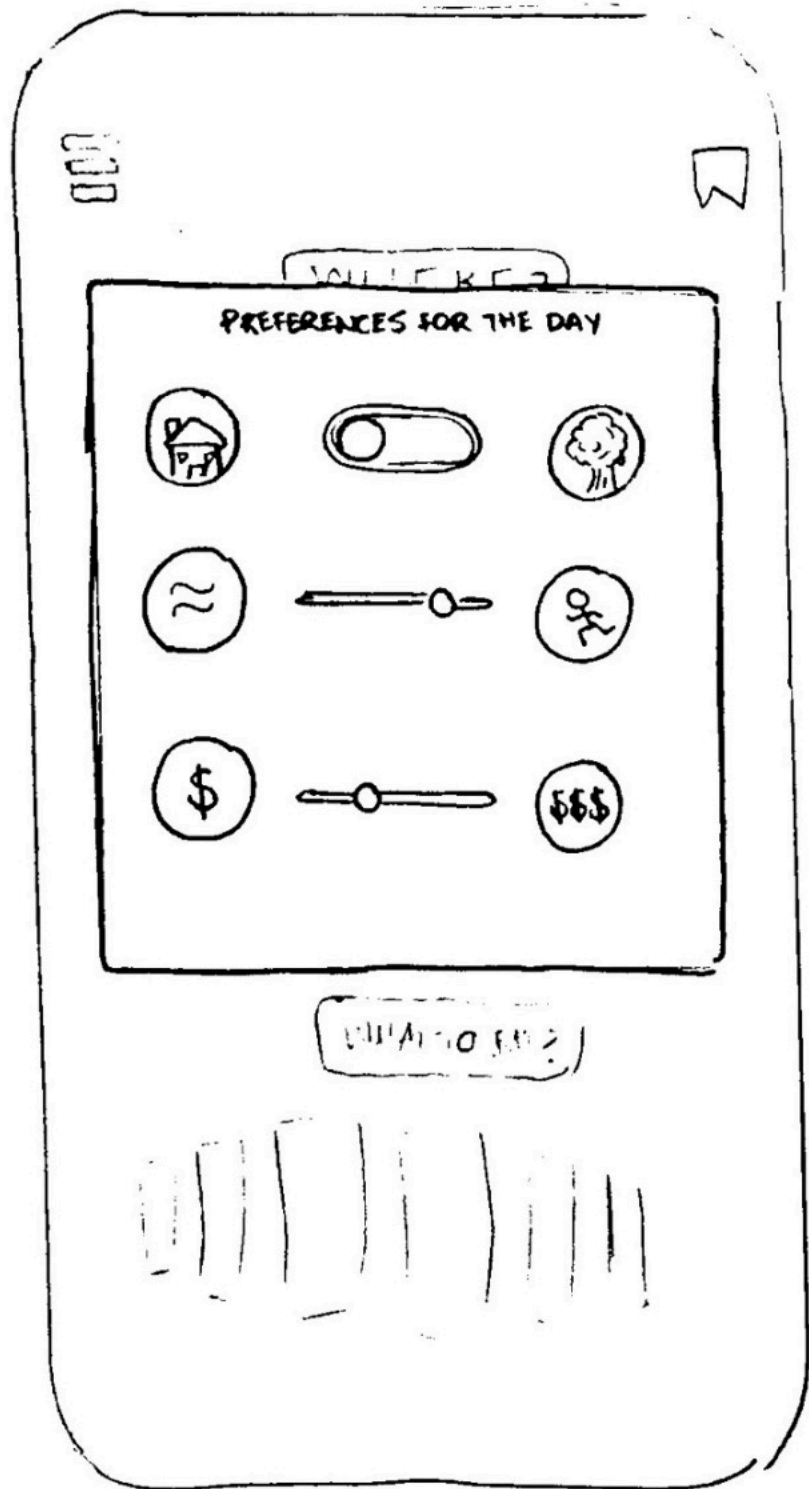
- Social media standards and everyone around them already being locals that don't experience things the same way they do
- Not being familiar with the area
- Already not feeling the need to go out, so it's less motivating to actually follow through with plans

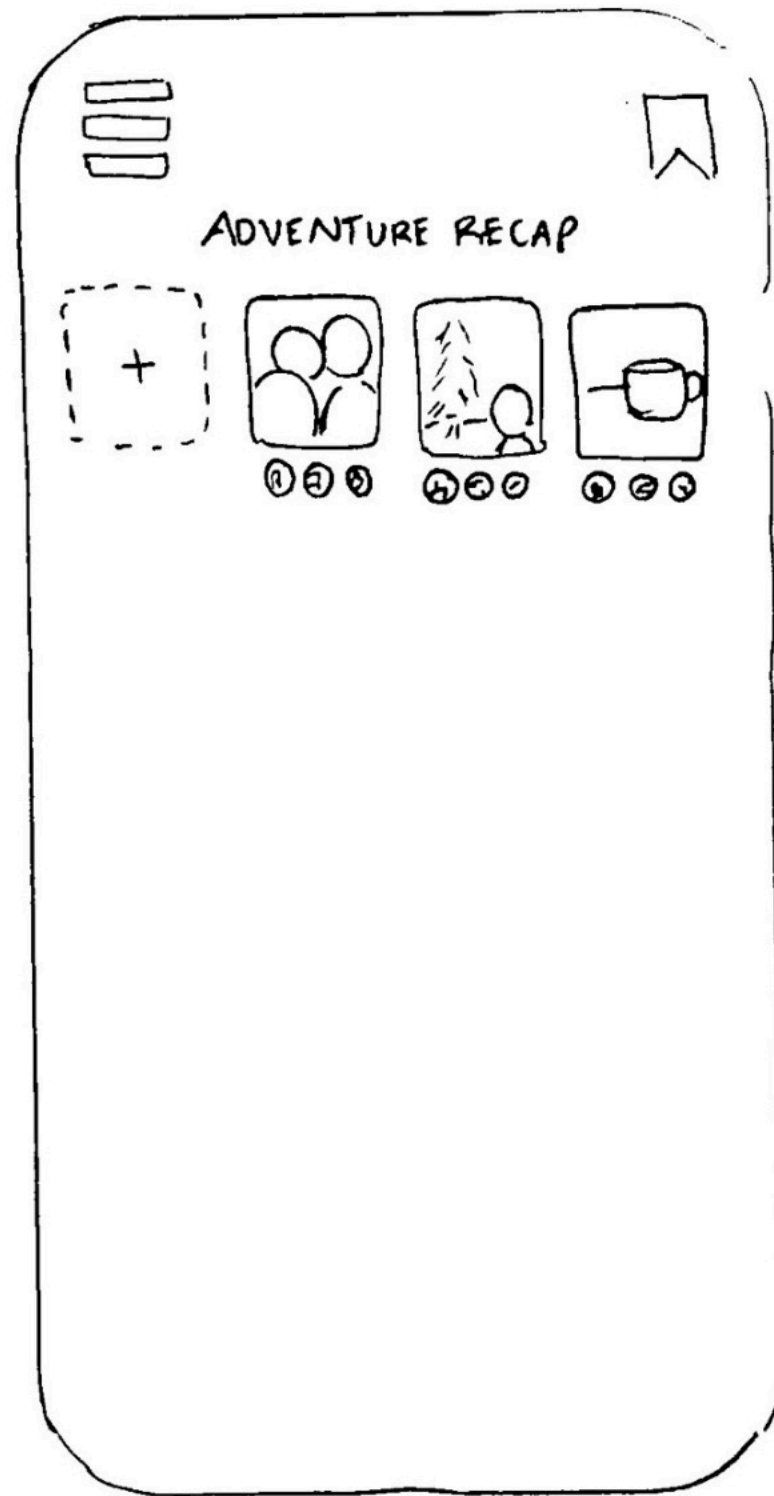
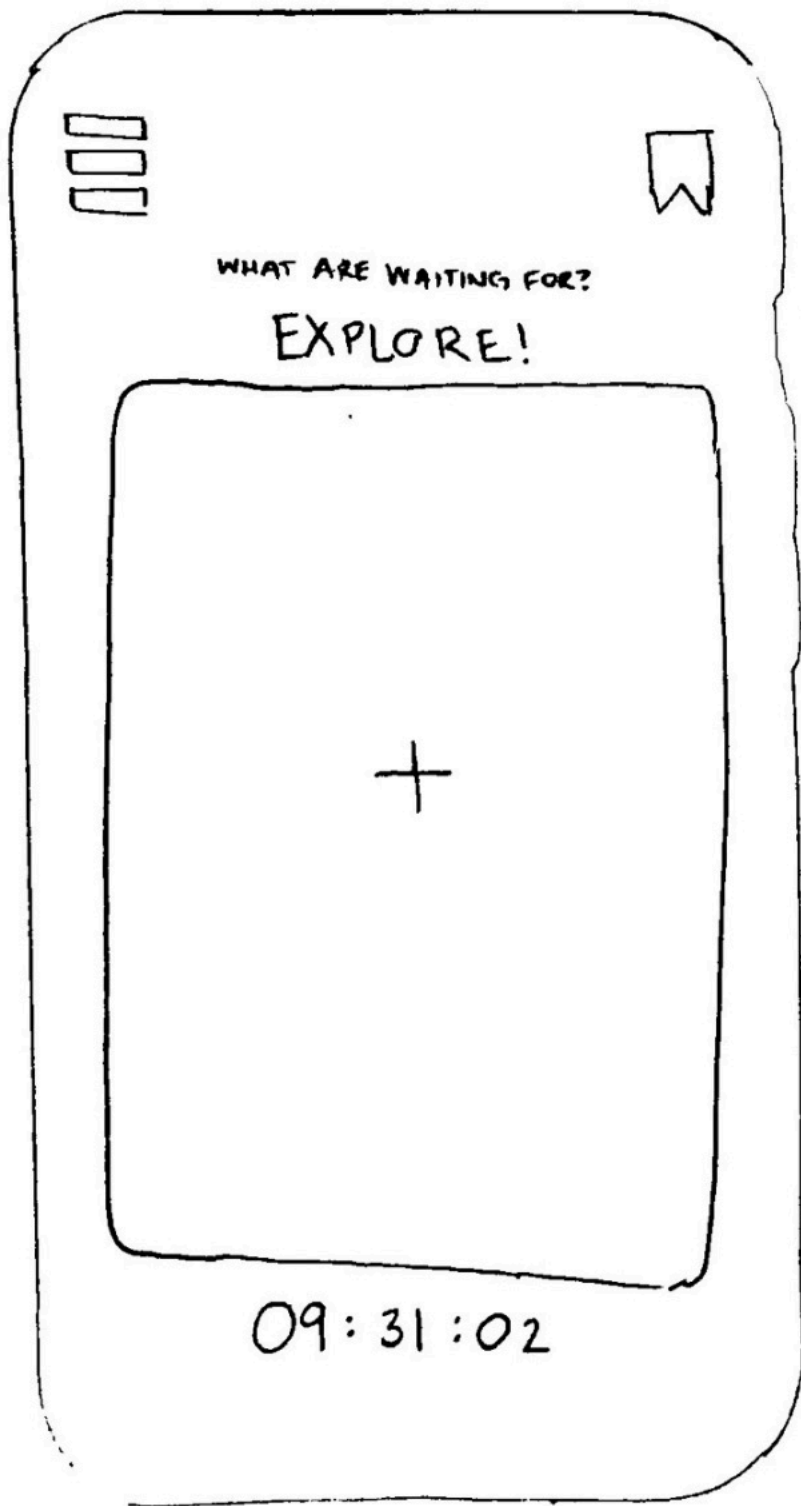
PROJECT 1

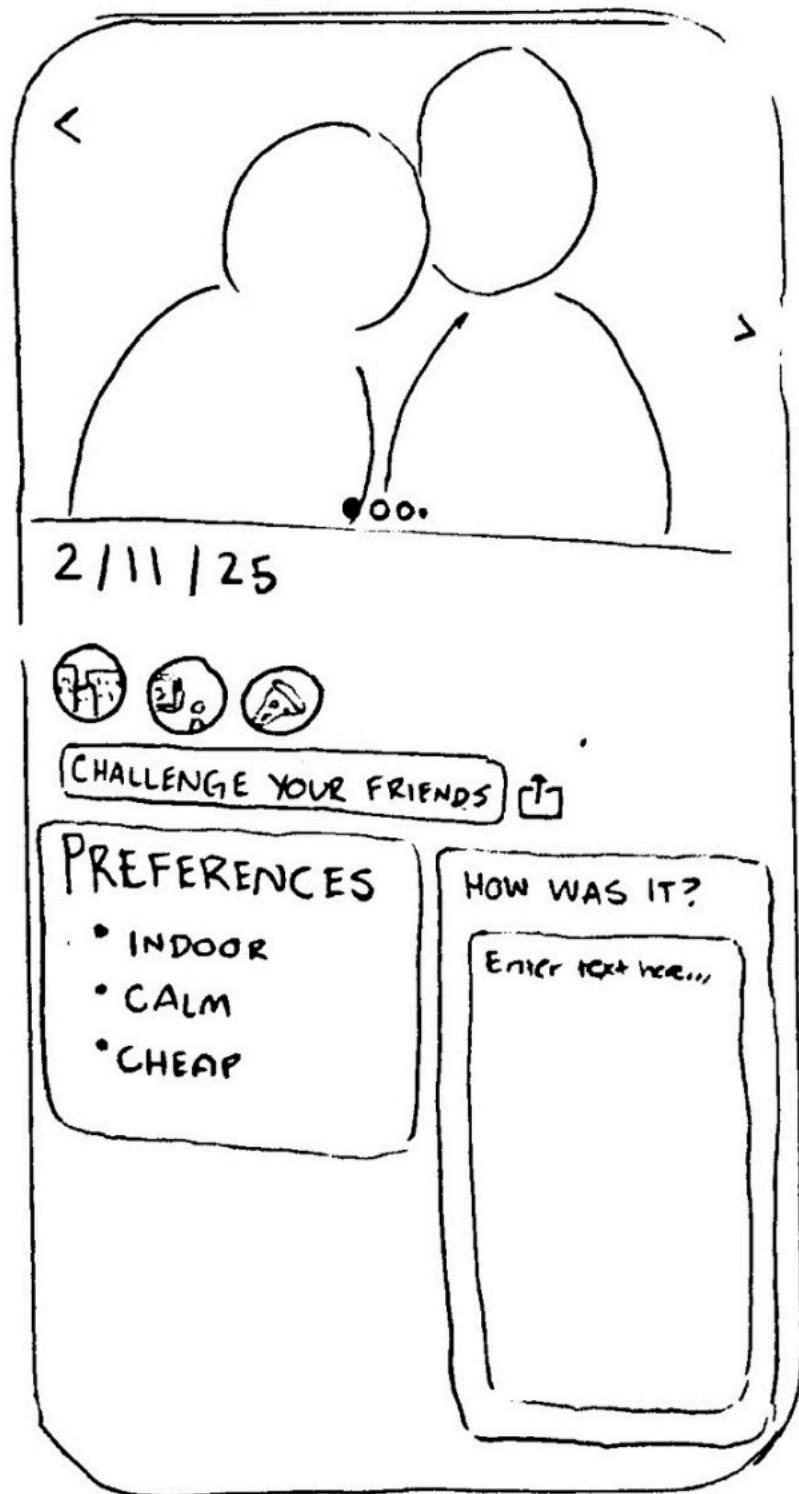
BRIEF

This app lets people randomly generate an itinerary for the day – where to go, what to do, and what to eat! The app supplements the random generation with specific suggestions for each category based on where you live. It will serve a community that likes to go out and preoccupy themselves with activities, but is indecisive and has trouble figuring out how to make the most of their day. This may also be beneficial for people encouraging themselves to get out of their shell and need some inspiration to start their journey and explore new hobbies. This app unburdens users from having to do their own research and saves them from wasting time on debating their itinerary instead of doing said activities. The randomness of the draw also helps users practice opening their mind up to new opportunities.









style Tile



#F5F4F3



#71A0A6



#D94640



#7F4D4D



#ECB05A



#516EA4



#453635



#46404E

Heading

Protest Revolution

abcdefghijklmnopqrstuvwxyz
abcdefghijklmnopqrstuvwxyz

Labels

Afacad

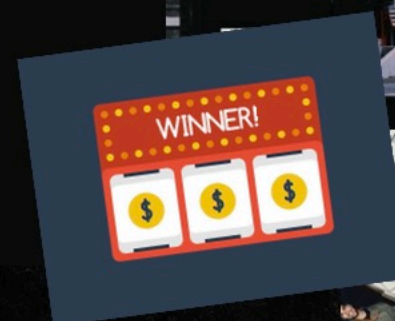
abcdefghijklmnopqrstuvwxyz
abcdefghijklmnopqrstuvwxyz

Body Text

Alike

abcdefghijklmnopqrstuvwxyz
abcdefghijklmnopqrstuvwxyz

COLLAGE
SCRAPBOOK
BOLD
CLEAN CUT



950+ Ransom Letter Cuts
Animated Ransom Letter Alphabet



	Q1: How did you feel about the general purpose of the app? <i>(How can it be clarified?)</i>	Q2: How did you feel about the navigation of the app? <i>(Did it feel like a nice, natural flow, or do you think it needs more navigation tools?)</i>	Q3: What would make this app more motivating/enjoyable to use – or what about the app doesn't feel necessary?	Spontaneous Feedback:
User 1 Mary Lavapie	<ul style="list-style-type: none"> • It's cool! I want color, no instructions – new app so it needs instructions. • Lots of space on the results page. "This is what your day looks like" "Recs for the day" • More words. Not clear what to do and how to do it. More instructions. • Maybe add a guide? Before the app starts 	<ul style="list-style-type: none"> • Not sure how spinner goes to results – without animation it's kinda confusing • Navigation makes sense • Picture heavy • Pretty simple 	<ul style="list-style-type: none"> • Lapse has opening sequence • Color! • More captions, more catchy phrases • Add video feature? • Or a commenting feature? So like social media. Maybe add a chat? 	<ul style="list-style-type: none"> - Icons on the top thought they were other features, didn't connect to preferences (maybe add word "preferences") - Maybe make icons with all three preferences in it (or a different shape) - "Where" pop up is good! - Put labels on each randomly generated topic.
User 2 Garrick Cordova	<ul style="list-style-type: none"> • Likes the purpose! It's very clear 	<ul style="list-style-type: none"> • Don't know what to tap, don't know how to get from one screen to the other 	<ul style="list-style-type: none"> • the respins! • Likes the countdown page 	<ul style="list-style-type: none"> • maybe add button to "generate" • looking for Home Screen • Put adventure spinner at the top • Preferences at top are unclear • Responses icons clear • Preferences clear after a

				little more exploration <ul style="list-style-type: none"> • Likes rating activities part • Instructions unclear • Have a danger rating? • Wants to click nav bar
PR 1 Nicole Szeto	<ul style="list-style-type: none"> • Understood the app because of the menu • Labels help • Pictures • Confused without the animation • Needs instructions on what to click 	<ul style="list-style-type: none"> • More indication of what to do • More instructions • Doesn't know how use features • Maybe add back button? 	<ul style="list-style-type: none"> • Confused what to do next • Words would help • Have instructions before generate 	<ul style="list-style-type: none"> • Looks like forgiveness is hard • Results dont seem clickable • Preferences on top thought as buttons (thinking home preference is home page) • Make homepage spinner page • Explore page needs camera – doesn't know how it works
PR 2 Jess Aguilar	<ul style="list-style-type: none"> • Get the purpose! • Not clear unless theres animation 	<ul style="list-style-type: none"> • More nav tools or labels or prompt before generation • Maybe more prompt for bereal feature (add camera?) • How to get back to main homepage maybe add back feature • Add home icon 	<ul style="list-style-type: none"> • Likes the carousel! 	<ul style="list-style-type: none"> • Looks like she was confused on navigation • Label preferences

Conclusions	The app needs instructions or some sort of guide. Also needs pictures to clarify the purpose of the app.	People were a little confused on what happens without the animation features. Needed more navigation tools to return to specific screens. Without labels or navigation tools, the features are confusing.	People wanted it to feel more human, catchier labels, and liked the entry feature.	Everyone was confused with the preferences icons at the top, thinking they were like a navigation bar. People also didn't know what to click – didn't know what was clickable. Everyone wanted to try and find a navigation flow, but were confused on how to get back to certain pages.
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Additional Questions:

If you could change anything about the setup of this app what would you change?

Why would you see yourself using this app – what feature is the most appealing to you?

Chrissa Lavapie

Professor Tomasevich

DES 327

23 March 2025

Interactive App Prototype Reflection

What kind of projects might use interactivity in your future creative projects?

I hope to get into web design, and will definitely need to utilize interactivity when designing the interfaces. So this project has really set the stage for my front-end development career projects.

How might you apply what you learned to future interactive projects?

I learned that simpler is better, and sometimes being too creative or diverging from common design icons and layouts can complicate the user experience. Creating a program that users interact with is much like designing a conversation from human to human, which will be helpful when developing navigation based programs.

Do you have any suggestions for future students regarding how to best study & engage with this project?

I think students should really take the user testing to heart and not take it personally – look for the patterns amongst all your tests and if they all are looking for a specific feature or icon, that probably means you need it.

Spend a few minutes searching for Figma tutorials. List at least one source here that could help you learn more about prototyping and designing with Figma.

<https://youtu.be/L-VwAxJ9hnY?si=ArqW8LMDqY8sFLsr>

https://youtu.be/Kf8L3CeiWzQ?si=qeNfdme_xOQNSIwP

<https://youtu.be/GVUchbe86HE?si=jD8iN9KAL9U468I8>

<https://youtu.be/NfqdWTfNYKI?si=pyUyR7GIV4GF2JJD>