



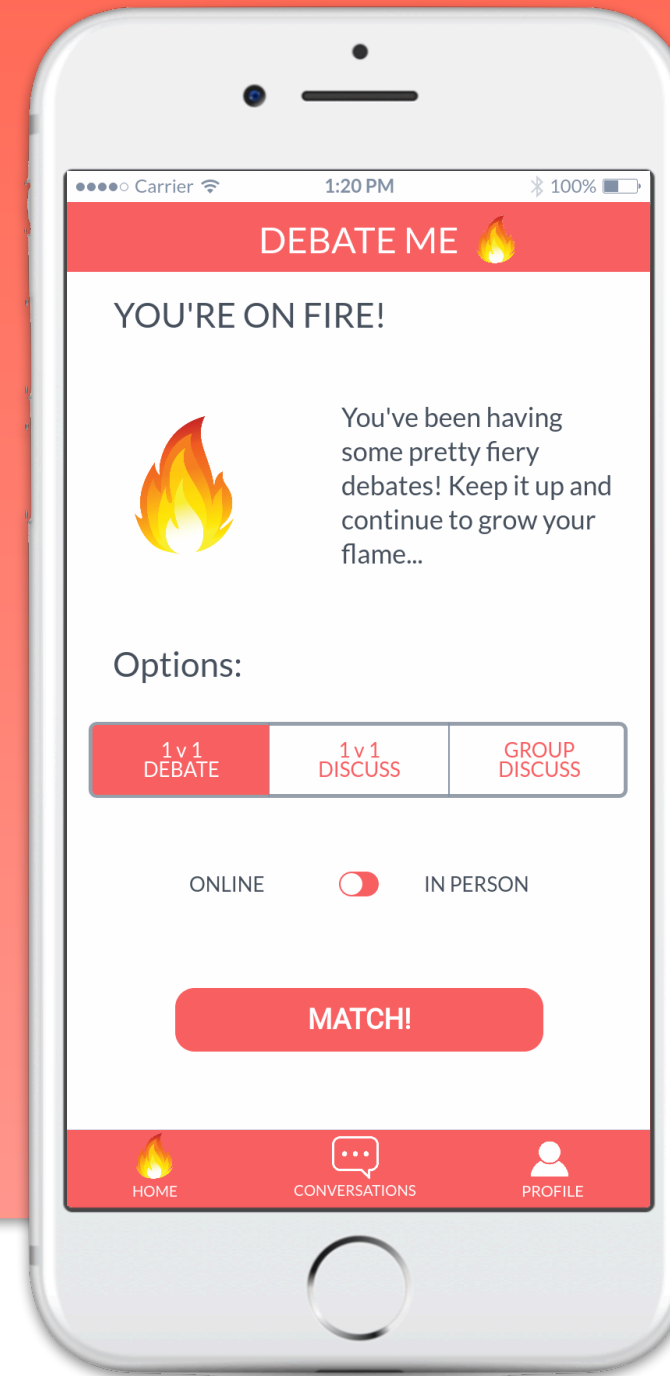
DEBATE ME

Problem Space:

Forming friendships in university can be a daunting task for many students, but with Debate Me, barriers between students can be broken down, engaging them in a conversation of shared interest.

Solution:

Debate Me is a social, mobile application that allows users to engage in intellectual debates and conversations with peers. We all know that people connect with others based on shared passions and interests, and this is the basic idea behind the app. With Debate Me, you can connect with likeminded people around you, and form a network of 'Debate Mates'.



Final Product:

Online:

- The online system of Debate Me is offered in two modes, 1v1 Debate, and 1v1 Discussion.
- Both modes are targeted at majority of users, but could help introverted users feel more comfortable with using the app initially.
- When matched with another debater, users are given a topic (based on shared interests) and a position in the debate (for/against).
- These online modes are delivered through a custom HTML chat system with a built-in timer for each debate round, to decrease issues regarding conversational turn-taking.



In-Person:

- The in-person system of the app allows for a more personal conversation that could lead to further discussions and potential friendships.
- Offered in 1v1 Debate, 1v1 Discussion and Group Discussion, this mode is aimed towards more extraverted users who are comfortable and confident with meeting other users face to face.
- When a debate is started, a meeting point at the university is randomly chosen, and GPS functionality helps to guide them to the spot. Once at the location, users can use customised prompts on the app to guide their discussion, and continue their conversation.

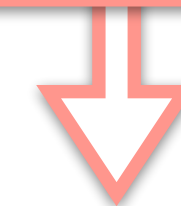


Design Process:

Research and Questionnaires

Questionnaires were conducted to give a better insight into the problem space and determine app feasibility. This involved questions that gauged interest in the idea of debating online, and prompted the user on conceptual design preferences.

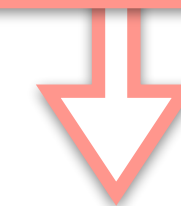
User testing was conducted throughout the design process to give a better understanding at each step of how components should look, feel and run.



Paper Prototype

A basic paper prototype was designed for the most important aspects of the app. The home page and debate selection/start, the chat interface, rating system and the user category selection were all aspects that were focussed on.

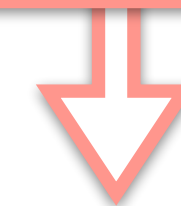
This paper prototype allowed for continual and simple iteration of the design, taking user input and creating a more robust, simplistic design.



Marvel Prototype

An electronic prototype was designed using Marvel software which added a lot of functionality to the app such as timer, sliding animations and page transitions. This created a more interactive experience for user testing and answered a lot of questions regarding debate timing structure, page designs etc.

Don't just read this poster, go check out the prototype!



High Fidelity Prototype

In the early stages of the prototype, Facebook Messenger was the apps communication medium, and users were navigated to this in testing. For authenticity however, a web based chat system was developed using HTML, CSS, PHP and Javascript.

This system was integrated in Marvel App with external links. Using this system allowed components unique to the app to be implemented such as the Debate Me timer.