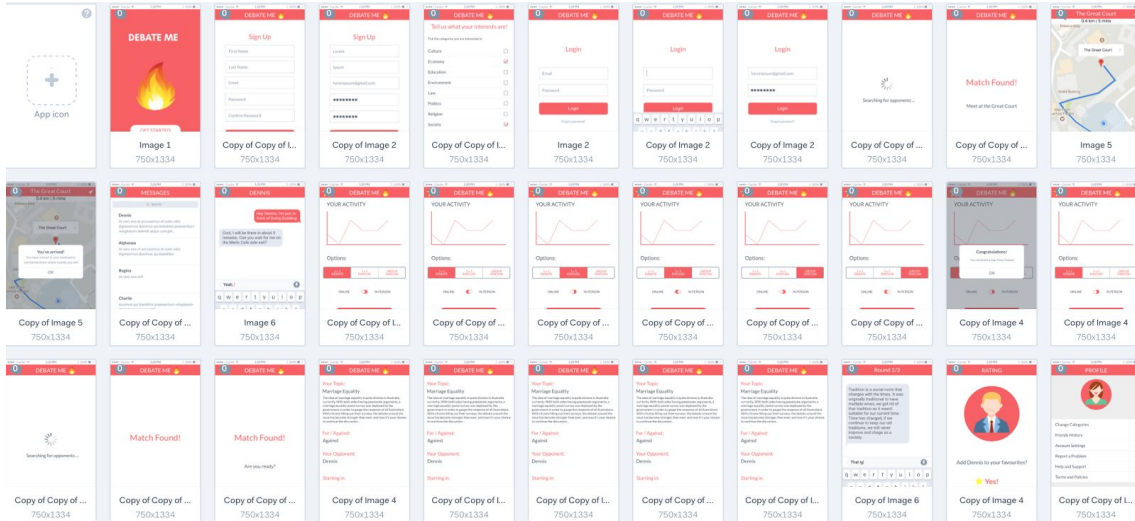# Digital Prototype Progress

## Current prototype:

Improvements:

Originally, user was able to select the topic through categories before debating or discussing. However, since this lessens the number of available opponents, it might result in increasing the user's waiting time until they match with their opponent. Therefore, the topic and for or against are now randomly selected by the app and time to read topic description etc. is displayed at the bottom of the screen. This design choice also forces the users to efficiently improve their debating skill since they cannot stick to the topic and the side that they prefer.

Digital Prototype Progress
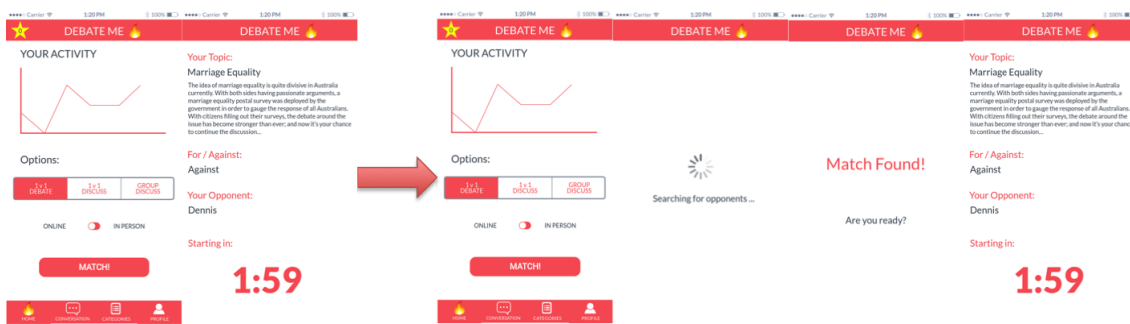
After correcting the issue of topic selection, another user test was conducted. The problem the user encountered originally was the transition of one page to another. They were confused with what was happening after clicking the 'match' button. Therefore, 'searching for opponents…' page and 'Match Found! Are you ready?' page were created and added between the two pages shown above. This helped the users understand that they needed to be prepared for the debate.
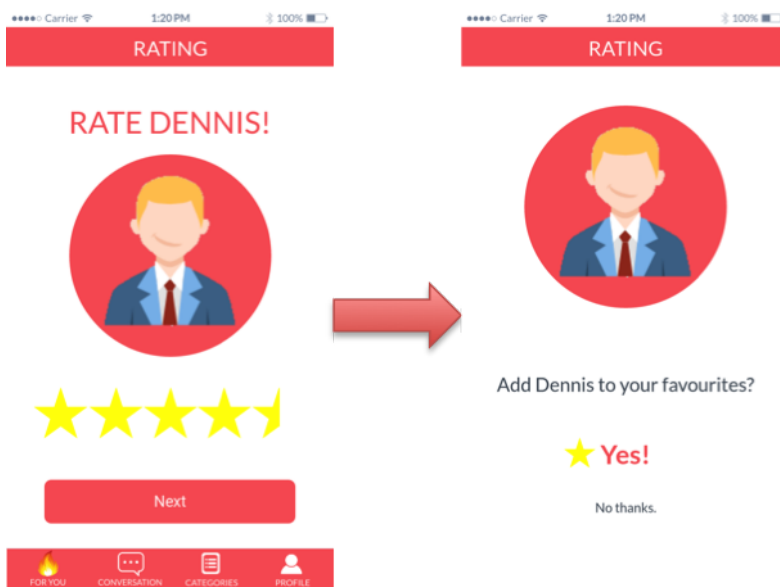
Original idea of the rating system was to rate the opponent with stars out of 5. However, majority of the users were confused with this page since they did not understand whether the star indicated the level of their debating skill or their attitudes during the debate. This could also cause bias rating and inaccurate rating result. Throughout the user tests and thorough analysis, it was determined that the best way of rating the opponent is to have a 'star' system. This star system is presented after the debate is concluded and the user is given the option to add the other user to their favourites if they had a positive experience during the debate. The favourite system allows the user to revisit their 'opponent' and have a debate or discussion in the future or exchange social media details or even meet in person. This way we are able to avoid conflicts and confusion associated with having a ranking system which can be easily exploited as mentioned through the user tests.

Digital Prototype Progress
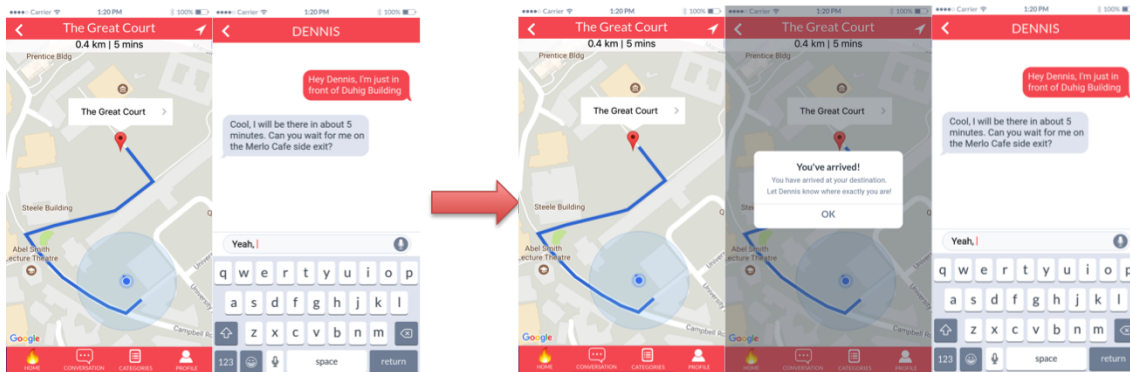
After arriving at the location to meet the opponent in person, the app automatically scrolls to the message page. However, the user was not sure of what the message was for. Thus, simply a alert box is used to show that the user has arrived and the option to message the opponent/partner is displayed.