# Paper prototype

### 1. Design artifacts

#### Content of Website:

- Home Page
- account info page sign in/up
- filter post function
- Popular post post that has highest click rate / view rate
- Trending post post that has the most discussion
- search bar with category selection / suggestion
- search result based on post category / article tag
- add tags automatically from the post (e.g. sensing words which were referred a lot in the post)
- comment section in each post
- Event hosting for public outing / face to face group meeting group event planner
- gather events related to interest / hobby from online newspapers and let elderly people join them

# Website function for elderly:

- View and search post
- post and share
- post comment
- join social group event
- join group chatroom

#### Website function for visitor/ non elderly people:

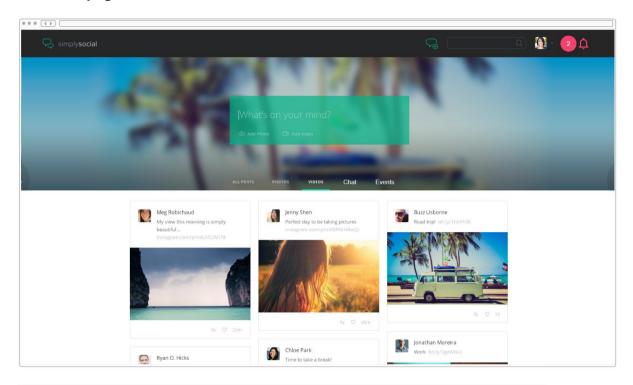
- View post
- search post
- post comment
- can't edit or post on website
- can't join chatroom

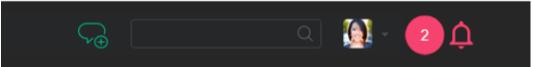
Speech to text feature or speech to text chat room

Speechnotes. (n.d.). Retrieved September 11, 2017, from https://speechnotes.co



# 1.1. Homepage





(Pink round button as notification alert)

# Home page with 5 navigations

- all Post
- Photos
- Videos
- Chat
- events

Search bar on top right header section, beside the account info.

Notification on most left of header.

All post samples displayed in block form with caption and thumbnail.

# 1.2. Personal information



Account info sample page

Avatar and username on top middle, navigation bar:

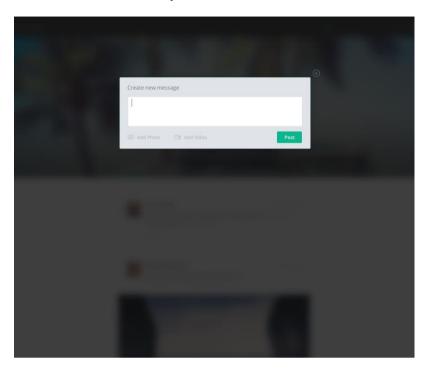
- all post
- Interest setting
- events navigation button
- chat navigation button
- Comments

# 1.2.1. Template of sign up / register interface template



Used for user to pick their interest or hobby.

# 1.3. Post comment on post



# Post comment on post:

- pop up window
- "Create new message" replace with "Create new comment "
- text field to type comment
- Post button to post the comment



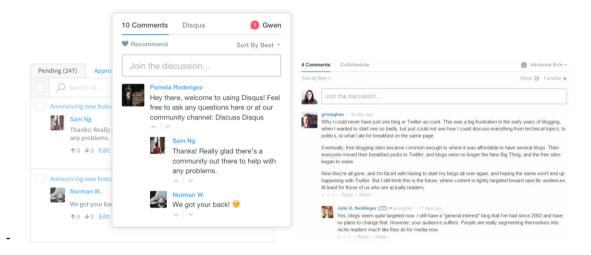
Attach link / file button

# 1.3.1. Sample of viewing single post with photo

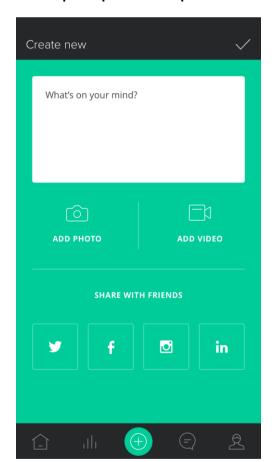
View single post with photo:

- pop up window with blurred background
- close button on top right corner

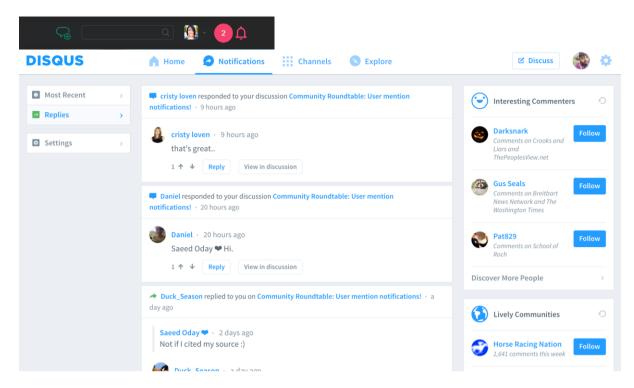
## 1.3.2. Viewing post comment template



#### 1.3.3. Upload post / share post interface



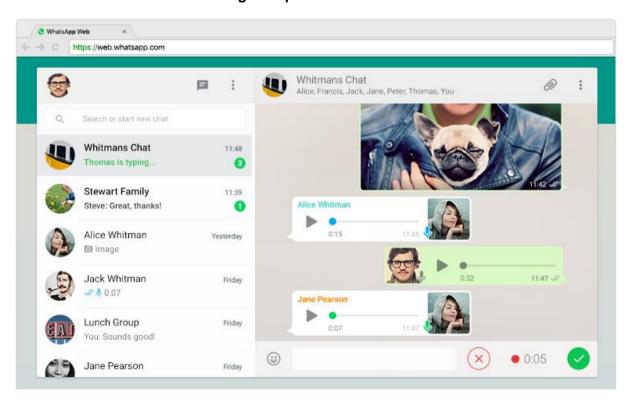
### 1.4. Notifications template

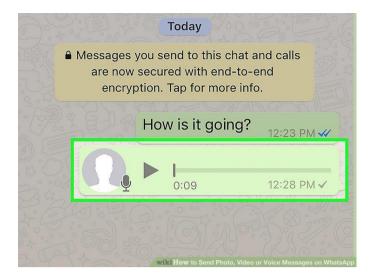


#### Notifications:

- voice input
- speech to text (if users record/post comments from their speech, it translated to text and post/comment it) & text to speech

### 1.5. Chatroom with voice message template

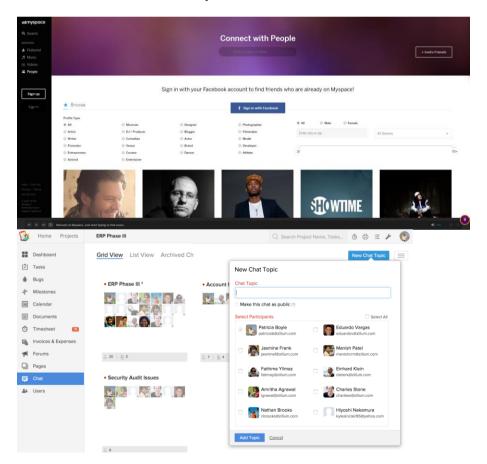




The voice message will be translated into text and display on top of the voice message

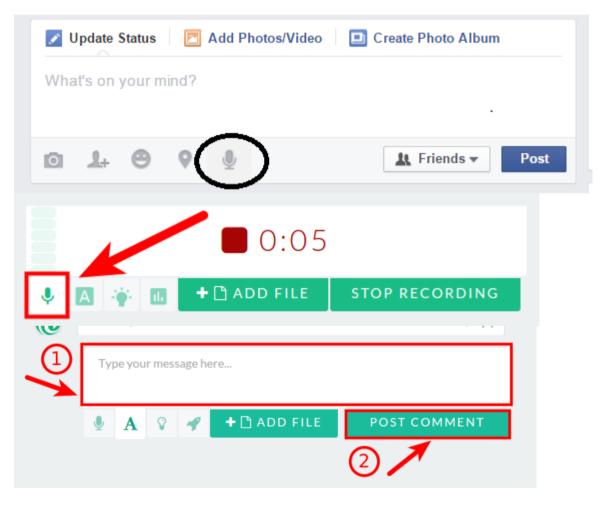
Elderly people with bad hearing are able to read the text if they can't hear the voice message clearly.

# 1.5.1. Online chatroom template



### 1.5.2. Speech to text feature or speech to text chat room





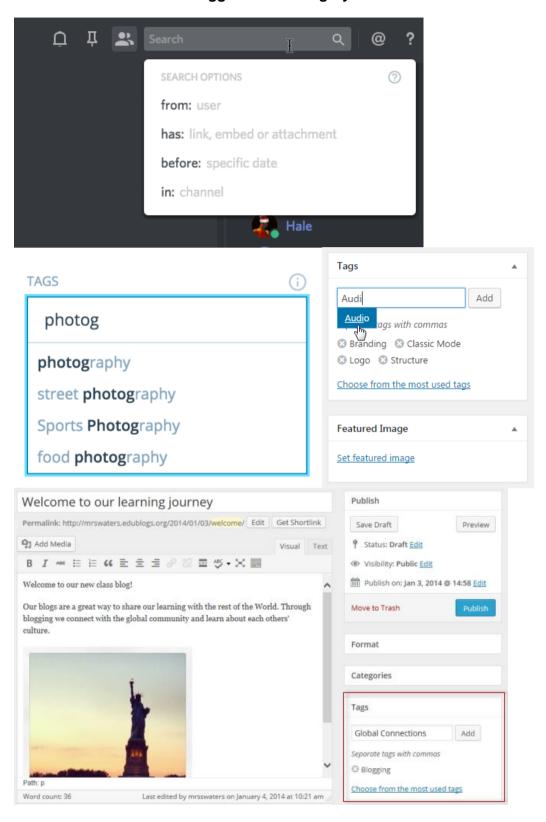
Mic icon to record speech for comment

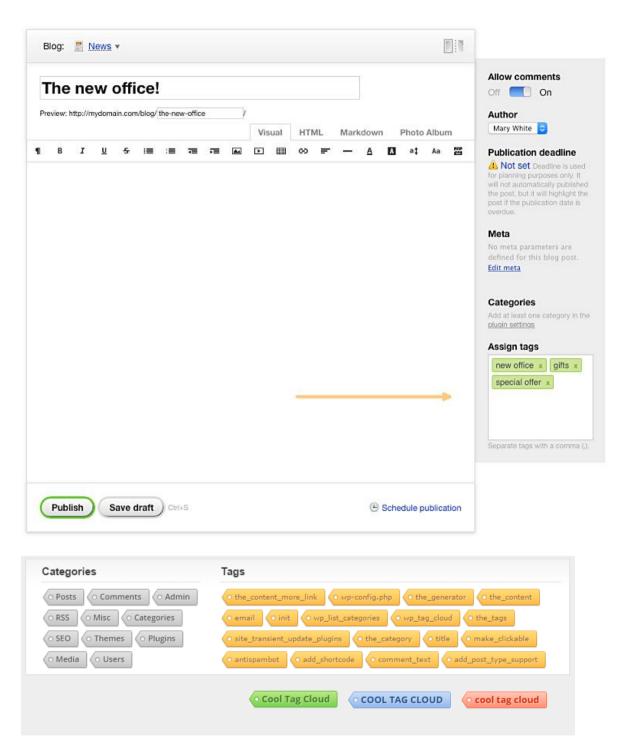
#### Reference:

Speechnotes. (n.d.). Retrieved September 11, 2017, from https://speechnotes.co

Kaizena, Team. (2016, March 25). Sample Group: Conversations. Retrieved September 11, 2017, from https://kaizena.zendesk.com/hc/en-us/articles/214664208-Sample-Group-Conversations

# 1.6. Search function with suggestions / category selection





Add tag feature in blog post.

#### 1.7. Group event planner



# 2. Promotional material

### 2.1. User Testing & Goals

Before week 8 stand up workshop session, we have confirm our final project idea, the target users, to make sure our project is suitable for our users to use, it is not a hard platform for all of them to understand and use it. We had thought of some question to question itself, such as the security problem, user interaction. We need to make sure our problem will provide a safe and easy platform for elderly to use it. Also we had implemented a digital prototype, our first prototype that include all the basic function and interface for our web platform. We will invited few people from different background as participants to use and join our user testing session. Before we start the test, we are clearly explain to them what our project is, what our project for, and make sure they are in the comfortable area to start our user testing, we will let them to sign a form to agree the user testing process, they can leave during the test if they want. After all the explanation, we will start our user testing session, we will provide some task that need them to finish, and we will use timer to count their time they need for get it done, at the end, they need to finish a questionnaire that ask simple question base on the project task.

This website prototype was made by Balsamiq

### 2.2. Target users/audience

Our target users are elderly people with different background who had interest to share their skill to other people and people who want to learn something from elderly.

### 2.3. Structure of the testing survey

- User background: understand our user basic background and information
- Design Functionality: how user feel when they are using our web platform
- Design Aesthetic: how is our interface, is it easy for user to use, is it useful
- Suggestion: Anything that can be improve and what we can make it better

### 2.4. Protocol for low-fidelity prototype user session

- 1. Preparation before participant arrives
  - Prepare the low-fidelity prototype, video recording device, timer and consent form so that everything is ready.
  - Have the questionnaire ready to go on a laptop to ensure a smooth transition to the second part of the session.

## 2. Introduction

- o Introduce yourself to the participant.
- Provide a high-level overview of what the website will do.

### 3. Consent

Ask participant to fill in and sign consent form as shown blow.





#### Sample of Informed consent form

Because this is an in-class educational exercise, performed by course students with UQ students, family or friends only, formal ethics approval has not been sought.

#### 4. Instructions (TBD)

#### 5. Observation

- When participant is ready, start the video recording and ask the participant to start on the task.
- Start the timer and take hand notes as the participant works.
- If the participant goes a bit quiet, ask "what are you thinking now?" or "what are you working on now?"
- When the participant indicates they are finished or when 15 minutes have elapsed,
  say: great—we now have the information we need for that part of our session.

## 6. Questionnaire

- o Open web browser and guide the participant to the questionnaire.
- Clarify anything necessary.
- When the participant has finished filling in the questionnaire, check over the responses to make sure that all parts have been filled out clearly.

#### 7. Closing

- Tell the participant that the session is at an end.
- Thank the participant for their time and reinforce that their help has been extremely valuable for improving the website's functionality, and let them know they are free to go.

# 3. Milestones before next stand up:

- Do a user testing up to 50
- Elderly to make sure our test is accurate.
- Group all the feedback from our user testing users, and check that which feedback is useful for us to update our project.
- Implement a new prototype after we receive user idea.
- Do some research about our project target user, to see what they need, and what we can improve.
- Design a new questionnaire for further testing.

# 4. Group Contributions

Name	Contributions
Chenwu Han	Documentation, Interface design
Weiguang Hou	Questionnaires
Kin San Poon	Documentation, Research, Interface design
Yau Ga Sheng	Paper prototype, Persona, Interface design
Jemin Yoo	Protocol for low-fidelity prototype, Screen Layout