

**Presentation plan (10 minutes)**

Section	Time	Responsible people
Slide presentation / background	0 - 3 minutes	Aidan, Shelby
Website discussion and demonstration	3:30 - 6:30 minutes	George, Diego
How it fits course values, User testing for final design	6:30 - 8:00 minutes	Any
Questions and audience/tutor interaction	8 - 10 minutes	All (relevant members)

**[Slide 1]**

(Title slide)

**[Slide 2]**

With news transitioning to a digital medium, the **majority** of news is read or watched from a screen. However, there are many times in daily life where visual information would be distracting or unavailable. This is where radio and podcasts have been **successful** as an audio medium for distributing information to the masses.

**[Slide 3]**

We identified three key contexts in which a person is unlikely to view a screen, but may still like to keep informed.

One. Car commuters, who wish to consume news of their choosing (not the radio's choosing).

Two. Bus or train commuters, who wish to still keep up to date without the eye-strain or motion sickness usually associated with viewing a screen whilst moving.

Three. People walking or travelling, who wear headphones and don't like the hassle of walking with a phone, but still want to keep informed.

**[Slide 4]**

We condensed this into one clear idea. It was intentionally broad, as we knew we would refine it through the design process. We wanted people within these key contexts to still be able to access news of their choosing whilst still minimising or completely removing the need for a screen.

Our idea is: A project that aims to deliver relevant *narrated* news articles to those who cannot otherwise read or watch a screen.

**[Slide 5]**

Continuing on from our chosen idea, our initial requirements were:

- The narrating of news articles by users.

- The system is managed by a community driven reputation system.
- We wanted a 'news of the day'.
- We wanted it as an web-app.
- And we wanted it sorted by tags.

**[Slide 6]**

We put together some ideas of what elements from other web apps that we would like to incorporate into our design.

**[Slide 7]**

We identified the Netflix formula of streams organised by category for our home page.

**[Slide 8]**

The spotify formatting of the side-slide-in submenu.

**[Slide 9]**

A pinterest-style account-creation menu.

**[Slide 10]**

And a spotify-style article stream or now playing menu.

**[Slide 11, 12]**

From these, we put together wireframes of the main pages of our site, as well as a mockup of some of these pages.

**[Slide 13]**

We designed a colour palette and some ideas for the web app's logo.

**[Slide 14]**

Our design saw several improvements and revisions. After settling on our area of focus, we began to explore tasks the users may want, work out how the content sorting would work and gather user feedback.

**[Slide 15]**

Finally, we built our design. We wrote the javascript to sort the narrated articles that the users will upload. This is our area of focus, as it is how the content is curated for delivery to the listener. We built the website, added features for our user tasks and created some narrations for use in the demonstration.

Finally, we user-tested our design and implemented any changes necessary based on these results.

**[Slide 16]**

(Project demonstration)

**[Slide 17]**

Our design fits within the values of this course, as presented in the lectures.

- Computer Supported Cooperative Work. Our design enables the delivery of journalism over a digital, audio medium.
- Mobile software. By utilising responsive design, we were able to build a web app that all devices with a modern internet browser can access.
- Tangible and Embodied Reactions. We use responsive design and a rich graphical interface; users are able to navigate our web app using touch.

If this project were to continue, with the right incentive to the users, we believe it could become a successful and disruptive product.

**[Slide 18]**

User testing of our final design showed that users were receptive to our design. Emotionally, our design invoked feelings of happiness, calmness and contentedness. Users also considered the reputation system of our project useful with potential future employment.

**[Slide 19]**

Questions.