half step

climb higher

med - ti

prototype

outline

about half step

tasks

revised interface design

prototype overview

half step

climb higher



Stefan Swaans B.S CS 2018



David Mora B.S CS 2018



Khoi Le B.S SymSys 2020

music

learn

one step at a time

Music practice can be unfocused, filled with self-doubt, lonely, and disconnected from your goals and dreams.

half step helps you climb higher by providing bite-sized tasks, near-peer support, and progress tracking.

tasks

reworded to focus on learning



simple

complete current lesson

medium

add new music learning goal

complex

find someone on the same step to meet and learn with simple

<u>learn next "skill bite"</u>

new

medium

add new music learning goal

complex

find someone learning the same thing as you to be inspired by

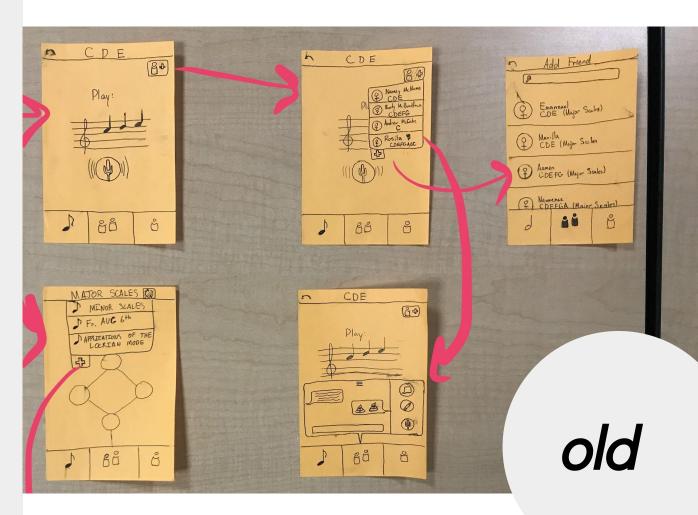
revised interface design

3 biggest changes

change 1: redefine & design social support

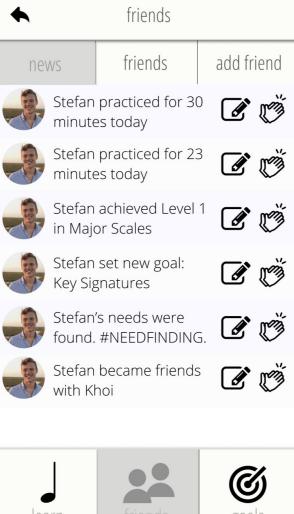
issues:

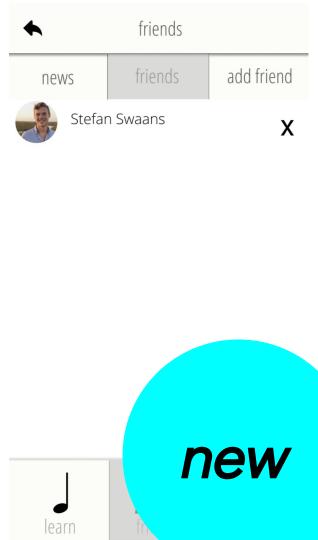
- adding friend unintuitive
- interfearswithpractice



redesigns:

- tab view
- get inspired via "news"
- clearer adding interface





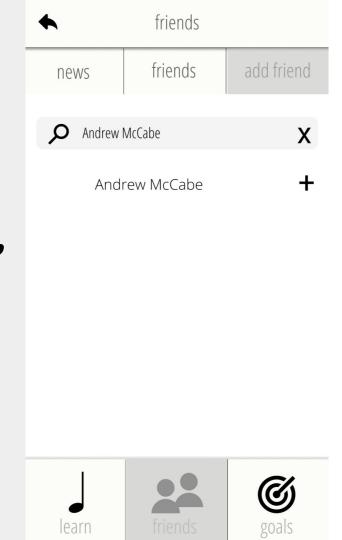






redesigns:

- tab view
- get inspired via "news"
- cleareraddinginterface

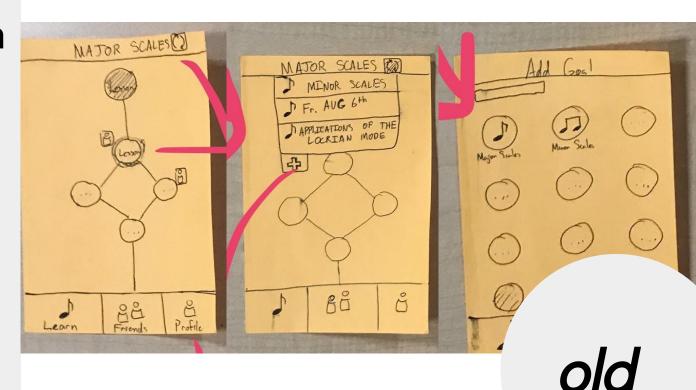




change 2: redesign goal setting & finishing

issues:

- progression unclear
- difficult to asses what goals entail

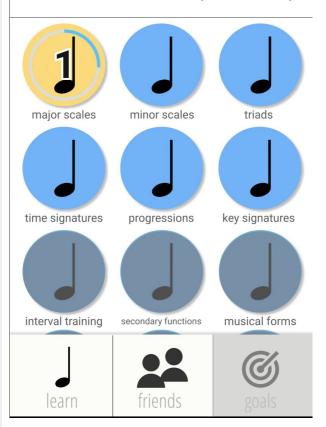


redesigns:

- color indicatesstatus
- infopopup
- progressarc



These are your goals! Yellow ones are ones you are making progress on, and your progress is shown in the ring around the center number, which represents your level for that skill. Blue ones are ones you have yet to start. Select one to learn more about it, then start it. Gray ones are not available yet.



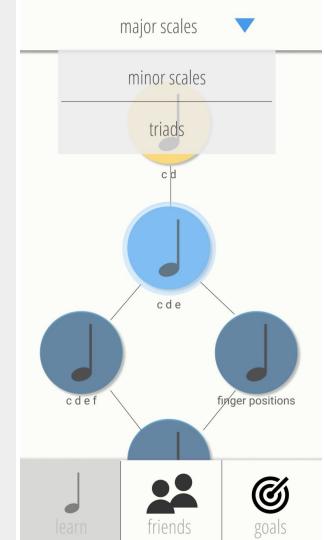


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redesigns:

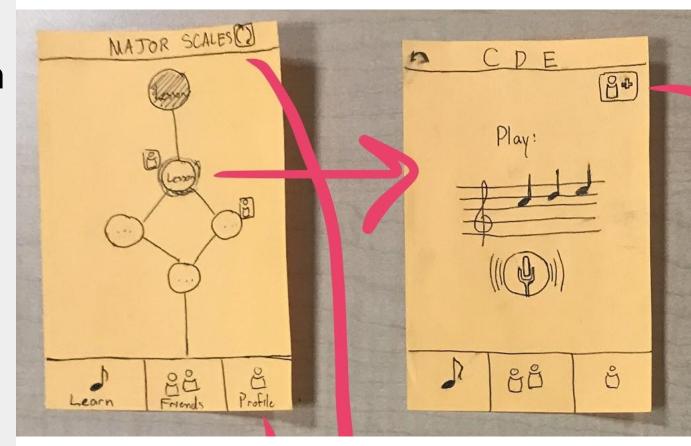
goaldropdown



change 3: clarify, unify, fun-ify lessons

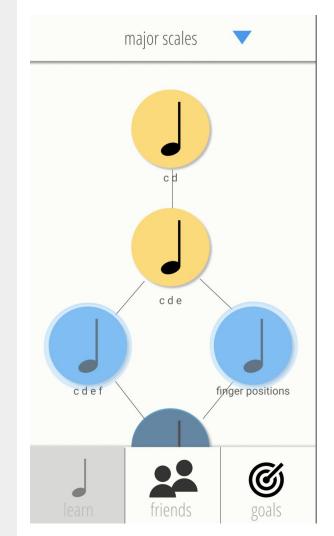
issues:

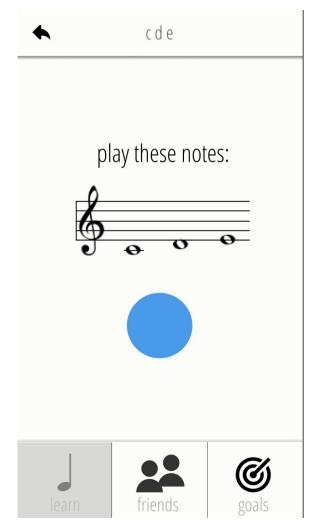
- progression unclear
- difficult to asses what goals entail



redesigns:

- consistent circle paradigm
- "delightful" completion
- animation
- indicative colors



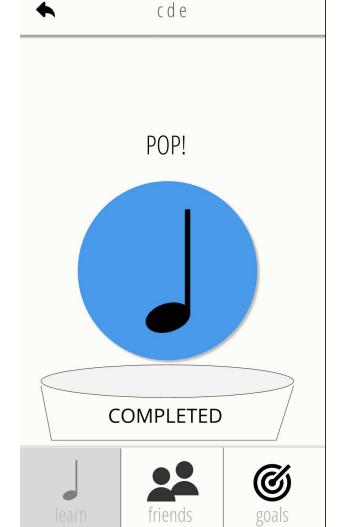


redesigns:

- consistent circle paradigm
- "delightful" completion
- animation
- indicative colors



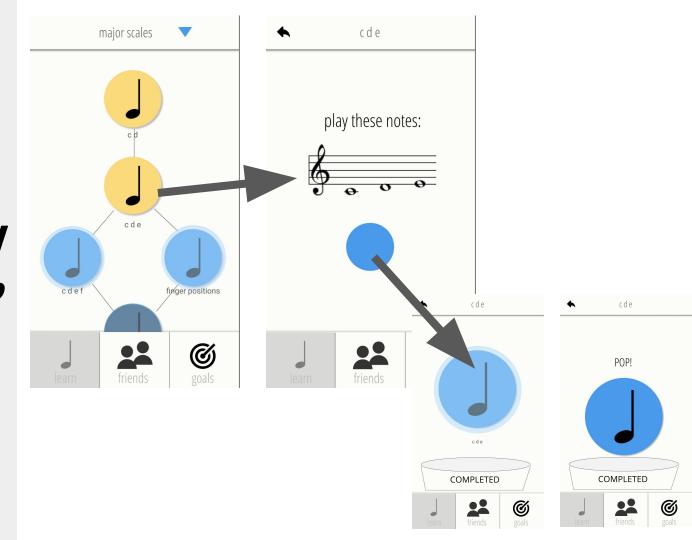
cde



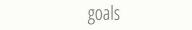
revised interface design

task flows

learn new "skill bite"



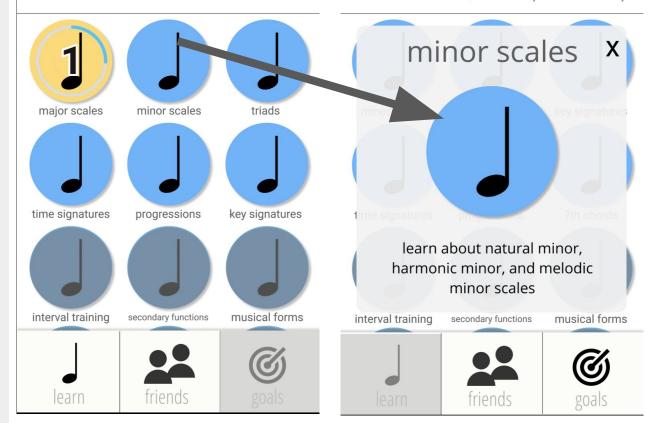
add new goal



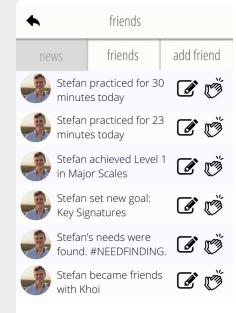
These are your goals! Yellow ones are ones you are making progress on, and your progress is shown in the ring around the center number, which represents your level for that skill. Blue ones are ones you have yet to start. Select one to learn more about it, then start it. Gray ones are not available yet.



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find friends



Ø



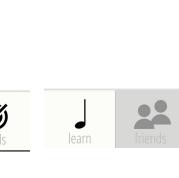
friends

Stefan Swaans

news

add friend

X



news

Andrew McCabe

friends

friends

Andrew McCabe

Χ

+

prototype overview

tools && limitations

figma

pros:

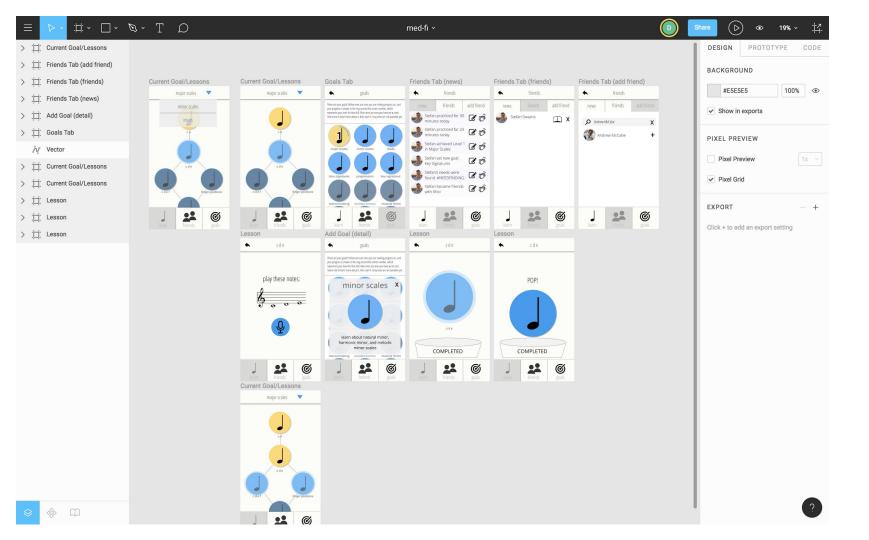
google docs version of Sketch

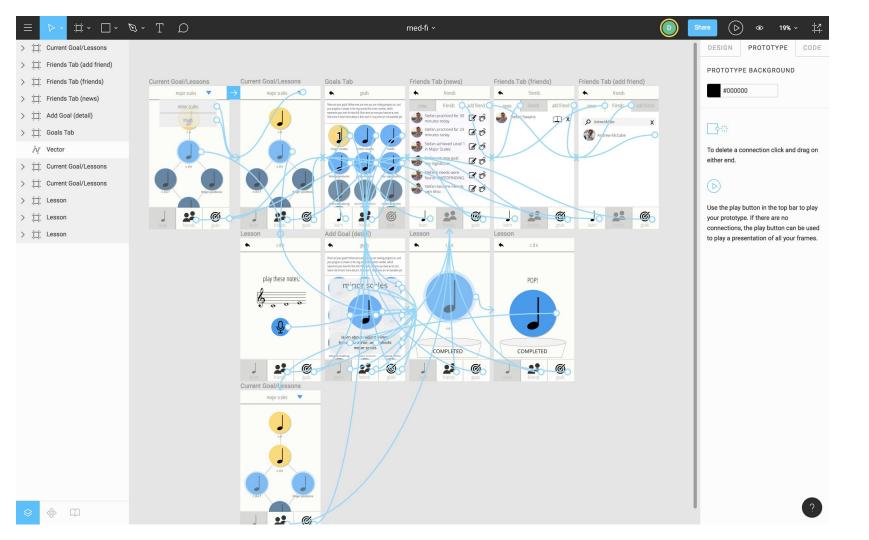
reusable components

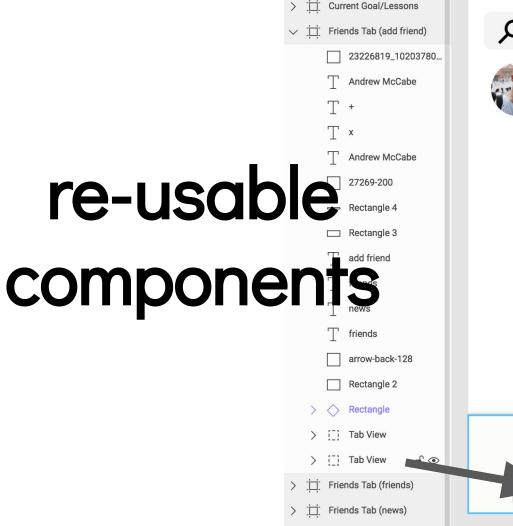
prototyper build-in

cons:

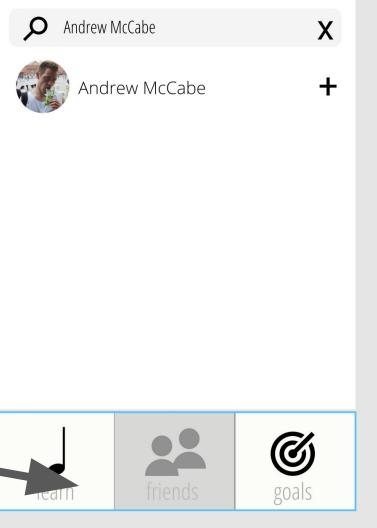
free version only allows 2 collaborators (Khoi, David, Khoifan)







> '□' Add Goal (detail)



limitations

- unable to test
 "delighfulness" of interactions
- hard coded, can't adapt to skill level
- can't test follow through over time

Questions?