Timothy Gallagher
Alexandria Labossiere
Brandon Williams
Tobi Otepola-Bello

Phase 3: Design
SupportBox
CS 470 Fall 2018

Introduction

SupportBox is a tool that supports personal growth which is accomplished through the use of social computing and creative building to help assist in a person's decision making. Our app and physical box combination will be an aid to help in a person's battle with addiction.

Prior Phase

The feedback we got from the previous phase was really good. There are two comments that we felt stood out which were "Great presentation with clear modifications since phase 1" and the second one was good choice on choosing to use Arduino. This was important feedback to us because it shows that we are making clear progress from phase 1 and the confirmation of going with the Arduino being a good choice was nice because that shows that we had good evidence to support our choice in technology.

Low-Fidelity Designs

- **Storyboard**

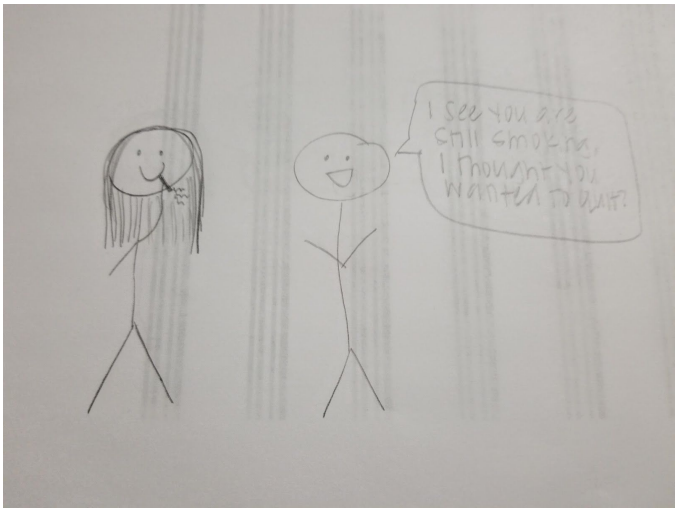


Figure 1: Susan is a smoker and her friend Bob is talking to her about her wanting to quit.

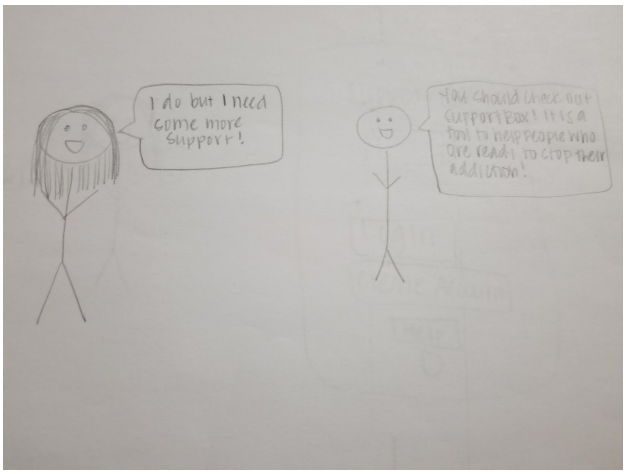


Figure 2: Susan knows she needs support so Bob provides a recommendation to help.

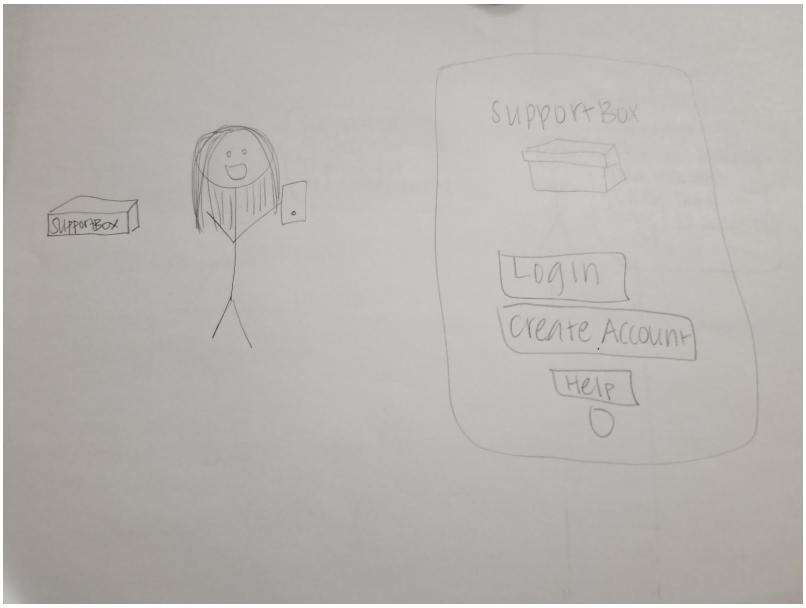


Figure 3: Susan decides to sign up for the app, SupportBox, to provide her with help in order to aid in combating her addiction.

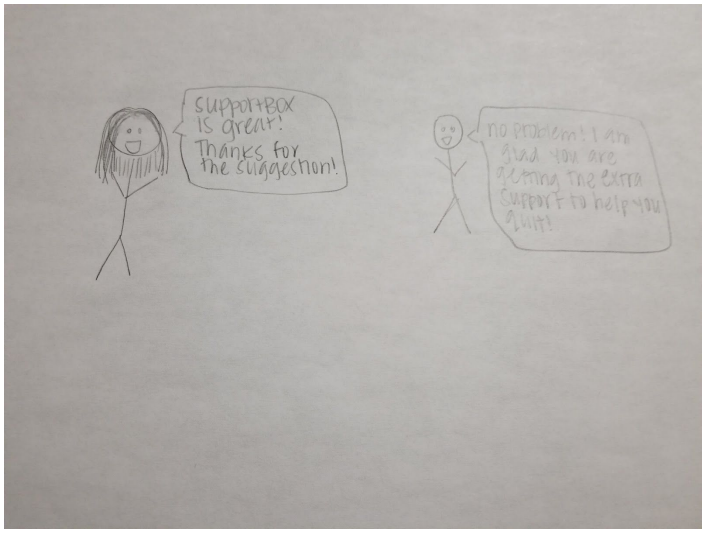
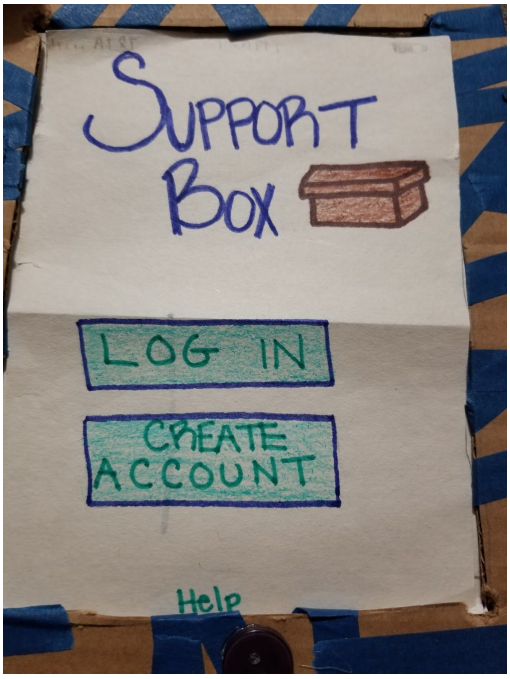
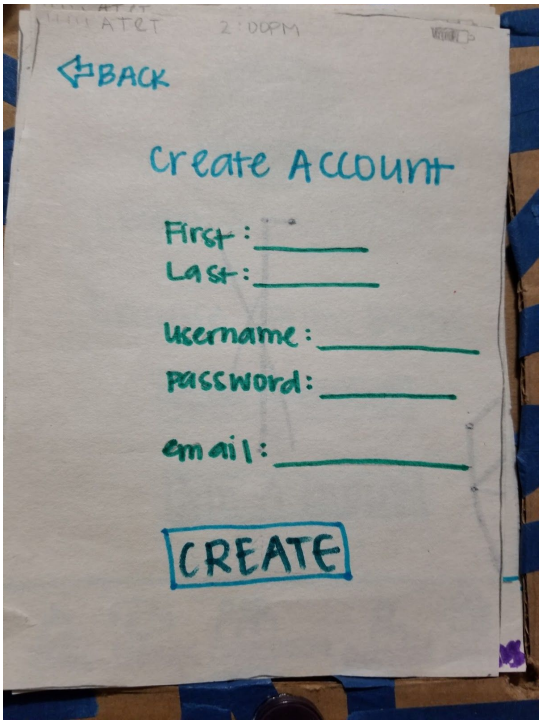


Figure 4: Susan loves SupportBox and Bob is happy for her because she is getting the support that she has been looking for to help her with her goal of wanting to quit smoking.

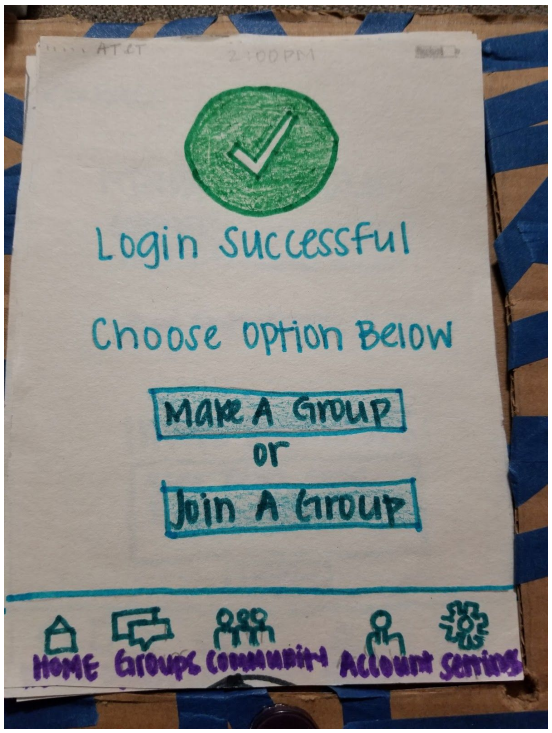
- ## Makerspace



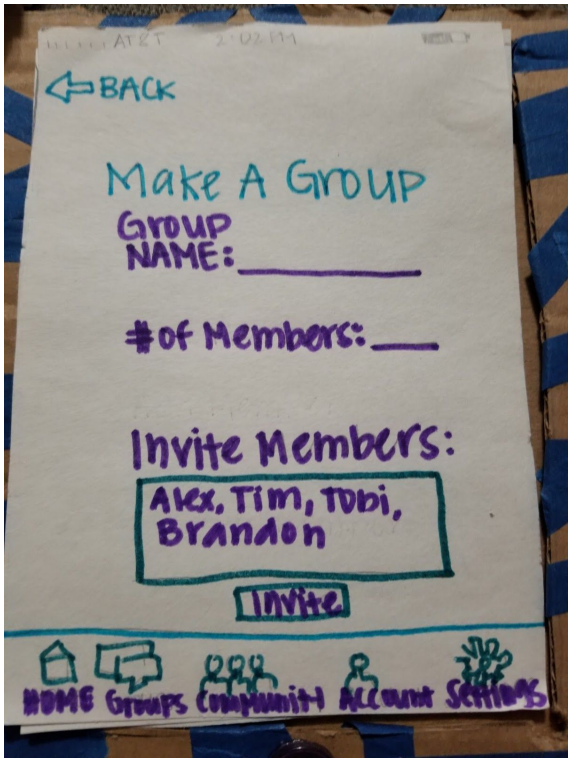
Makerspace 1: SupportBox app home screen where you can decide if you want to login, create account, or if you need help.



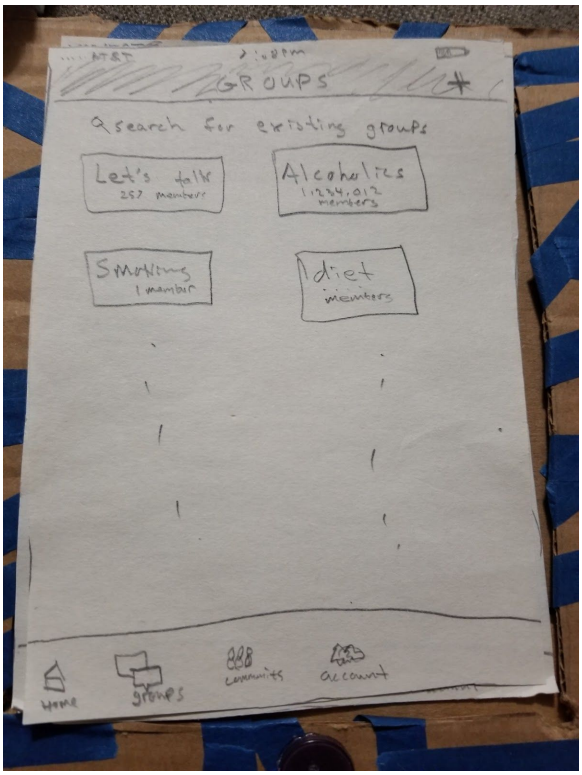
Makerspace 2: Screen after you click on create account from the home page of the app.



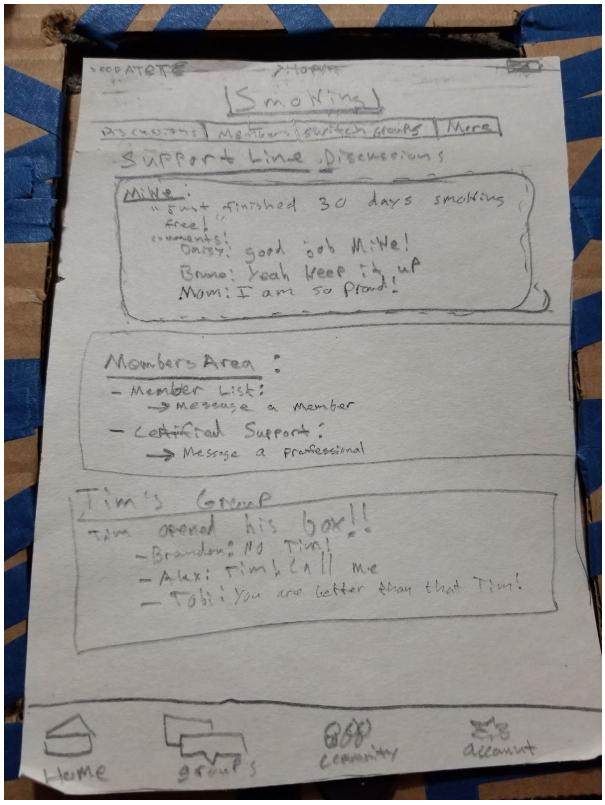
Makerspace 3: Screen displayed after logging in or creating an account for the app. It confirms your login and then asks if you want to make or join a support group.



Makerspace 4: Screen you see after clicking on make a group from the login successful page.



Makerspace 5: Screen you see containing the different groups you can join.

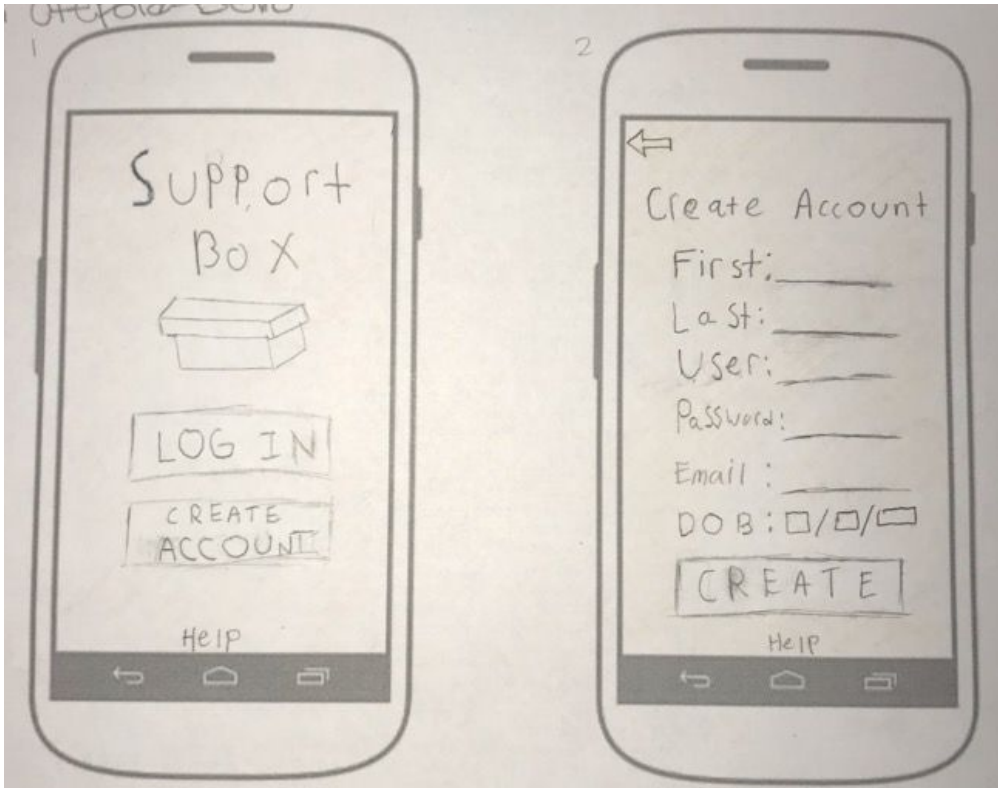


Makerspace 6: Discussion screen inside of a group.

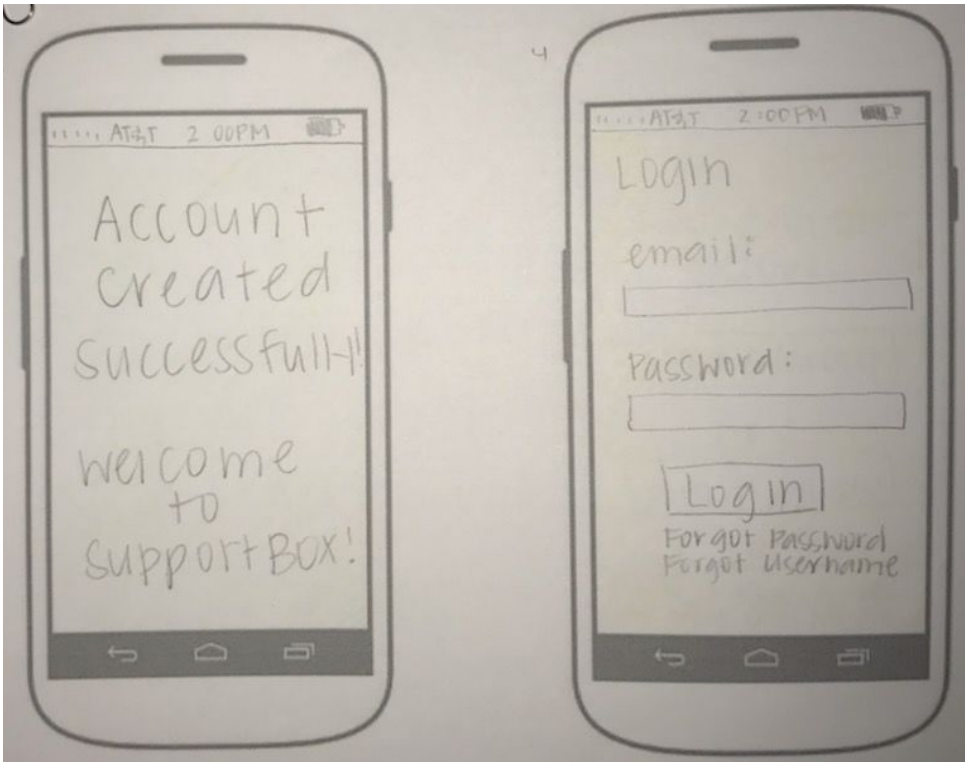
Physical Box:

Makerspace 7: This is the box that we made in the makerspace. The idea is that you would put whatever you are addicted to in the box and we would be using a Raspberry Pi to connect a sensor so that we know when the box is opened.

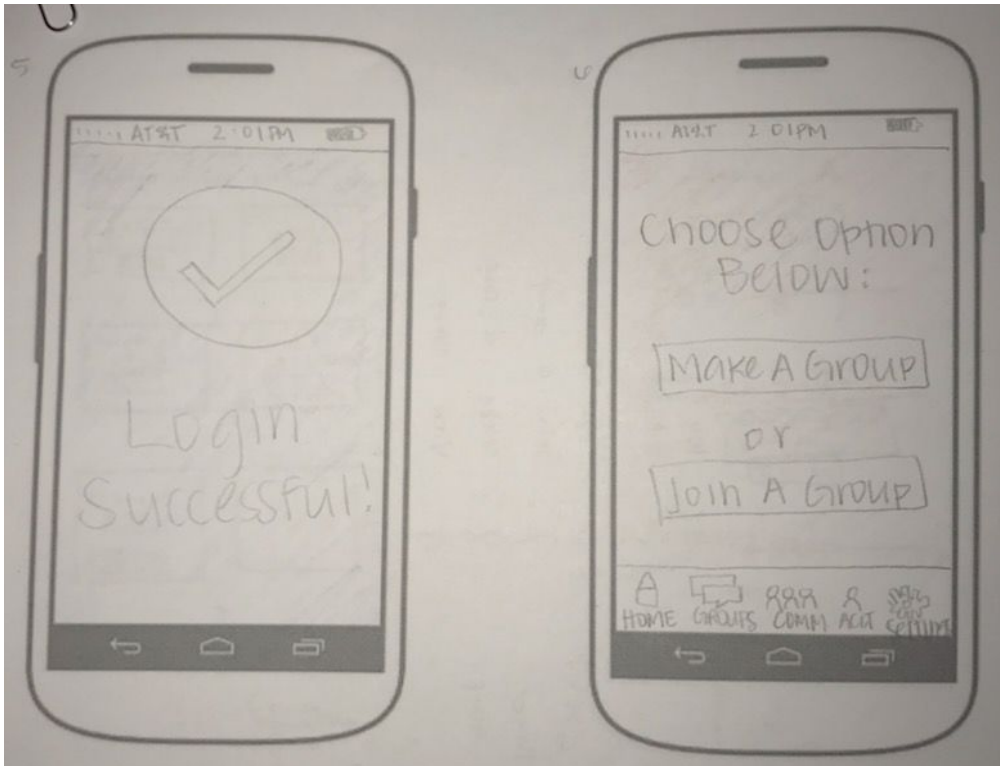
- **Wireframe**



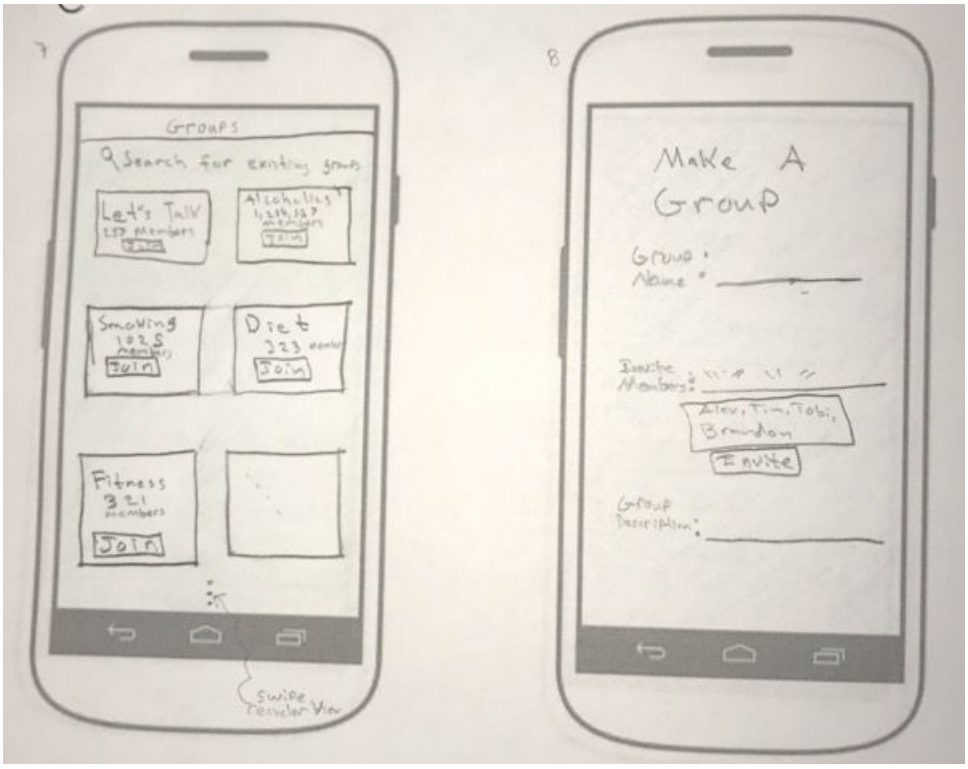
(Left) Home page when opening the SupportBox app.
(Right) Screen you see after clicking on create account from the home page



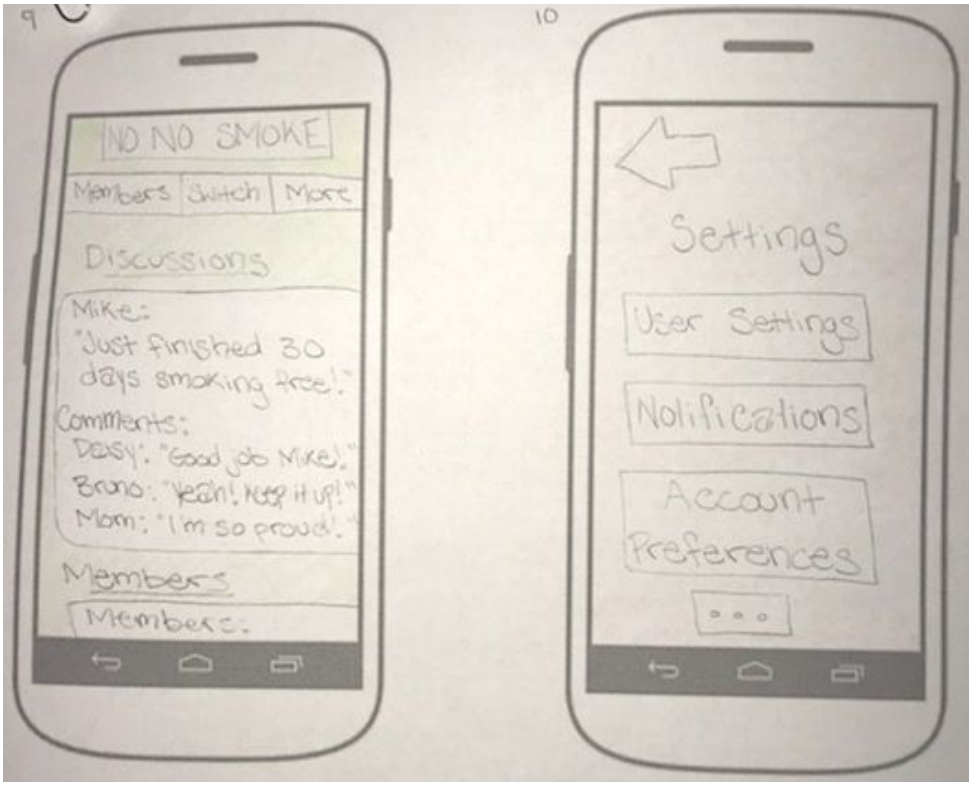
(Left) Screen you see after creating an account on the create account page
(Right) Screen you see after clicking on LogIn from the home page



(Left) Screen you see after logging in on the login page
(Right) Screen you see after creating an account/ logging in



(Left) Screen you see once you click on Join a Group
(Right) Screen you see after clicking Make a Group



(Left) Discussions and Member screen
(Right) Settings page

Mid-Fidelity Design

Below is our video prototype. You can view the video by clicking on the link below.

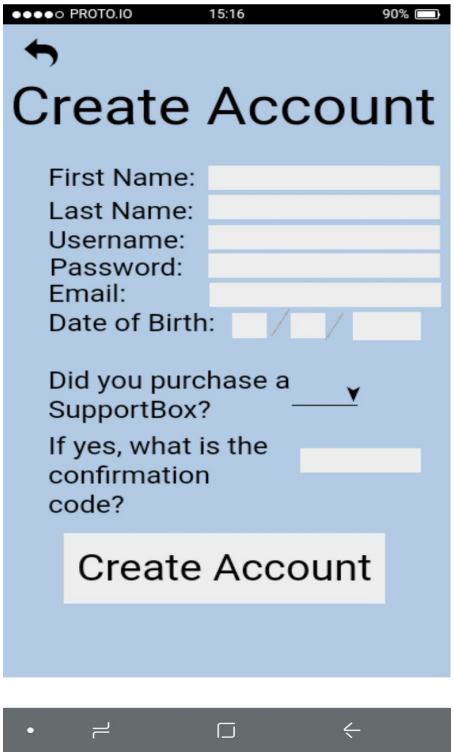
https://drive.google.com/file/d/1ti6ecpLA_Urn5UdHn0AueVROQhQ20HBh/view?usp=sharing

High-Fidelity Prototype

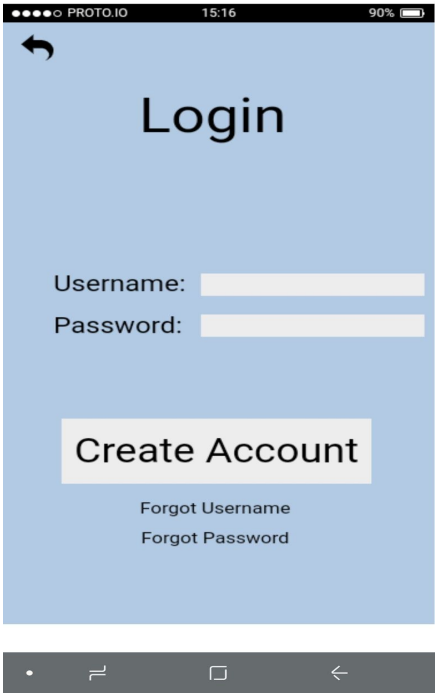
The prototype we chose to evaluate was our high fidelity prototype because we felt like we had made progress from our storyboards to our wireframe and with the information and feedback we got from those, we created a high fidelity prototype. Our high fidelity prototype is a reflection of what we ultimately want our final project to look like. By using our high fidelity prototype for our evaluations, we were able to collect data as well as insight about where user's eyes initially go when using the app, what they want to click on, and how to make the user interface smoother for the user.

The current version of this app has some functionality with moving around. As we develop our app, we intend to continue to use this prototype as a test.

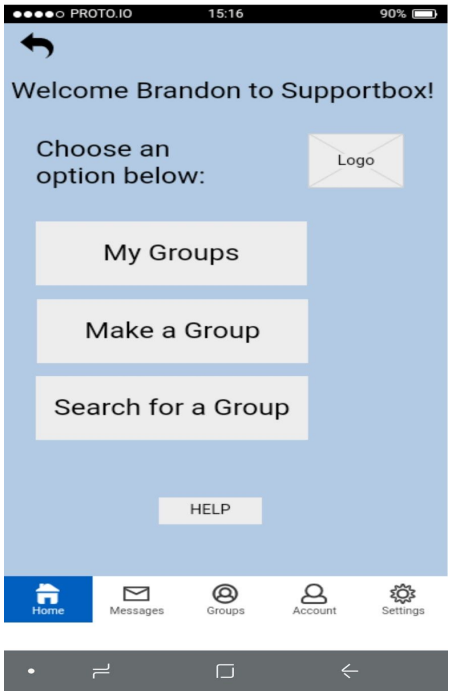
High Fidelity 1: The screen above is the homepage to SupportBox. There is a login, create account, and help option.



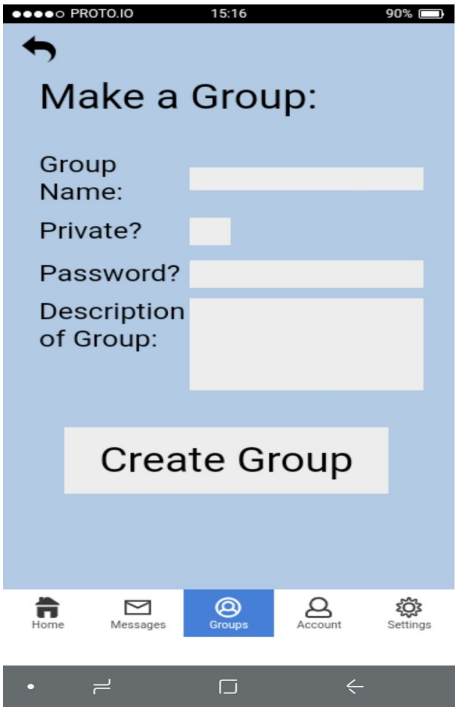
High Fidelity 2: The screen above is what you would see after clicking on create account from the homepage. You would fill in the information it is requesting and then you would click create account to complete your account.



High Fidelity 3: The screen above is what you would see if you clicked on login from the homepage.



High Fidelity 4: The screen above is what you see once you have created your account and logged in. You are able to see your groups, make a group, or join a group.



High Fidelity 5: The screen above is what you would see after choosing the make a group option from the previous page.

High Fidelity 6: The screen above is what you see after choosing to search for a group on the app.

Usability Test

	A	B	C	D	E	F	G	H	I	J	K	L
1							Question #					
2	#	Pre Questions	#	Post Questions			1	2	3	4	5	6
3	1	Age	4	How did it feel navigating the app? (Based on a likert scale from 1-5. 1 being difficult, 3 being neutral, and 5 being easy)		1	23	5	5	Yes - Great!		
4	2	Are you comfortable with technology? (Based on a likert scale from 1-5. 1 being strongly disagree, 3 being neutral, and 5 being strongly agree)	5	Did you find/interact with the group section? If so, what feature would you add or take away?		2	25	5	4			
5	3	What type of technology do you use daily?	6	Any suggestions or feedback?		3	24	5	5	Yes		
6						4	20	5	5	Yes		
7						5	30	5	5	Yes		
8					We added pre Q #3 on this line	6	27	5	Computer, PS4, Iphone	3, navigating back is not great	Yes	Make sure it is easy to navigate with minimal taps
9						7	32	5	PC, Android, PS4	5	Yes	Make logout button
10						8	24	5	PC, Phone, XBox	5	Yes	Fix that home button
11						9	23	5	Mobile, Console, Kitchen tech etc.	5		Love the concept!
12						10	23	5	PC, Laptop, Phone, PS4	5	Yes	Fix the home button

These were the results from our in-class usability tests. We felt the class was strong in the tech category, and most had some issues with the UI. We got good results that are leading to good design decisions.

The test for our two participants went well. When we asked them pre questions it provided a sort of evaluation that allowed us to determine what type of person we were working with. As the participants interacted with our prototype they were not only able to provide commentary as they interacted with it, but also it allowed us to gain insight on how users interact with technology. As we wrapped up our evaluations and asked post questions we were able to gain a deeper understanding of what the participants were thinking and feeling after they interacted with our app. In conclusion, we now know what steps we need to complete next and we also have valuable suggestions on how to make our app more user friendly so that it applies to a broader audience.