



Digital Democracy: **First Task Hi-Fi** **Prototype**

Sharewaves

Garrick F. | Gen S. | Grace W.



Garrick

Coterm, CompSci
ran out of facts



Gen

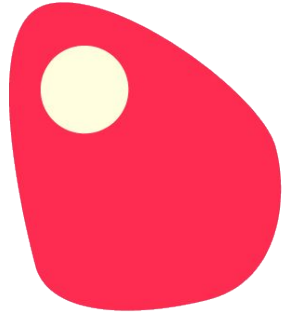
Senior, SymSys
flamed for liking honeydew



Grace

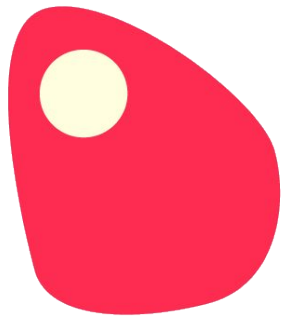
Senior, Econ
loves filet-o-fish

Our mission is to help people **harness the activation energy** from reading and sharing news into **getting involved** with political issues in their own communities.



The Problem

Online communities, discourse, and news divide and isolate people, leaving them feeling hopeless, unenergized, and without clear ways to participate in politics.

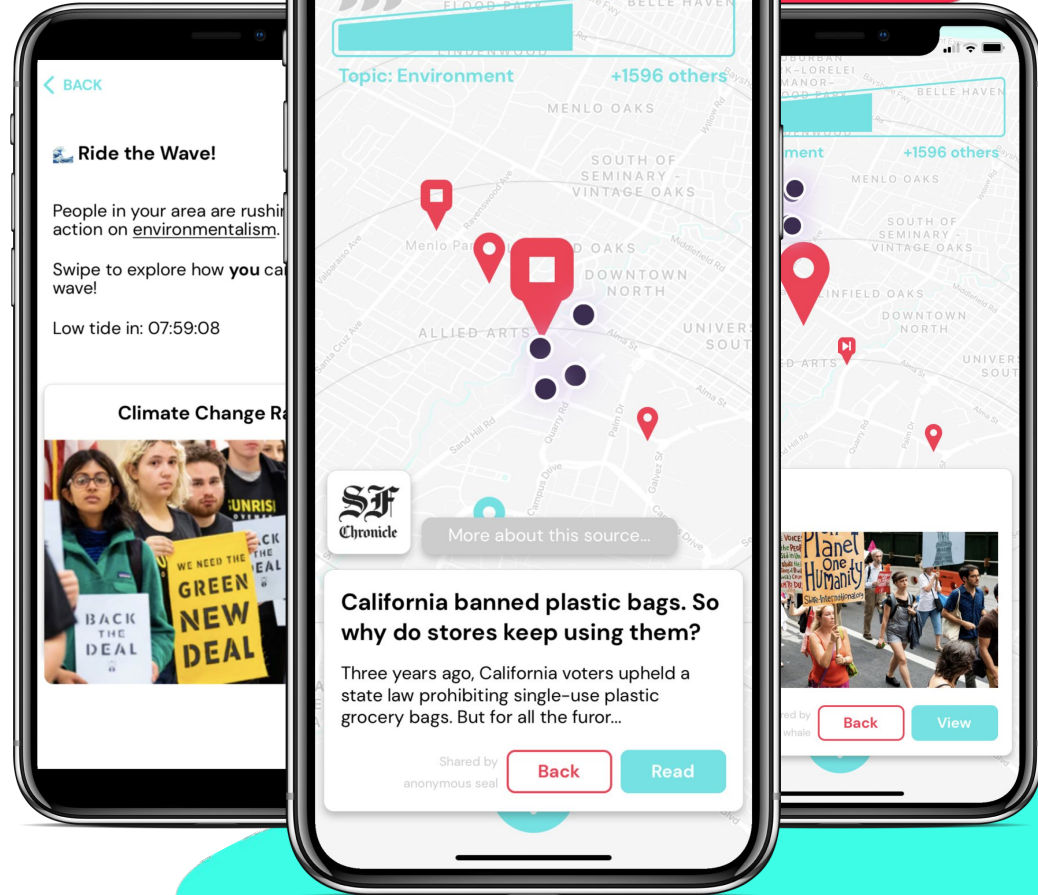


The Solution

We provide a platform for people to rally around stories they care about, see people like them, and *get offline*—sparking political conversation and action in their communities.

sharewaves

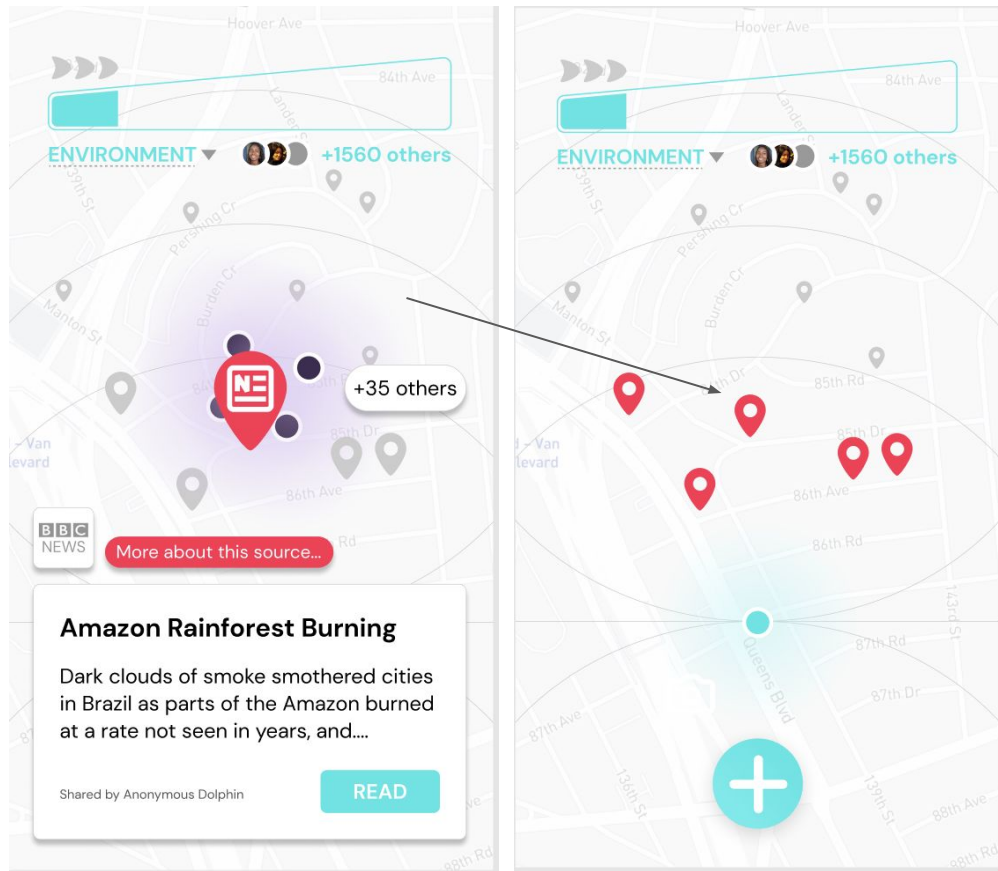
see the change, be the change



Heuristic Evaluation Feedback & Overview of Revised Design

Feedback themes:

- Unable to go 'back' and cancel actions (user control & freedom)
- Issues understanding features (trending bar, 'Ride the Wave' action, wave metaphor)



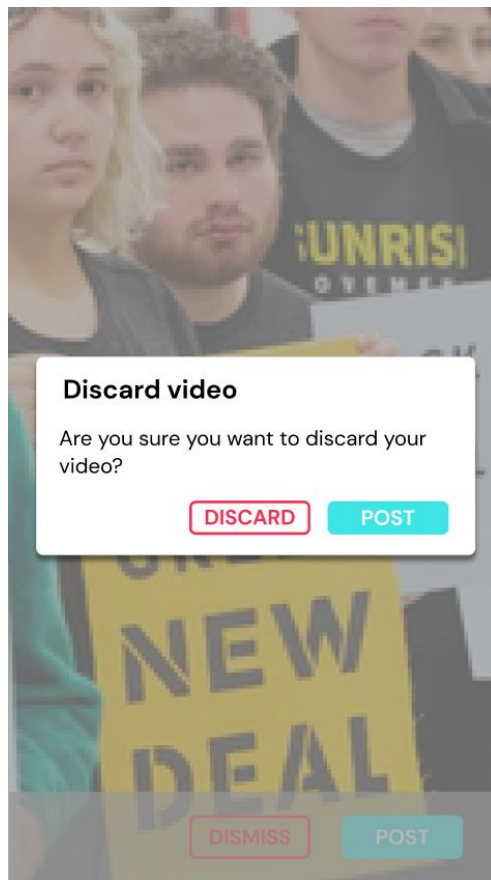
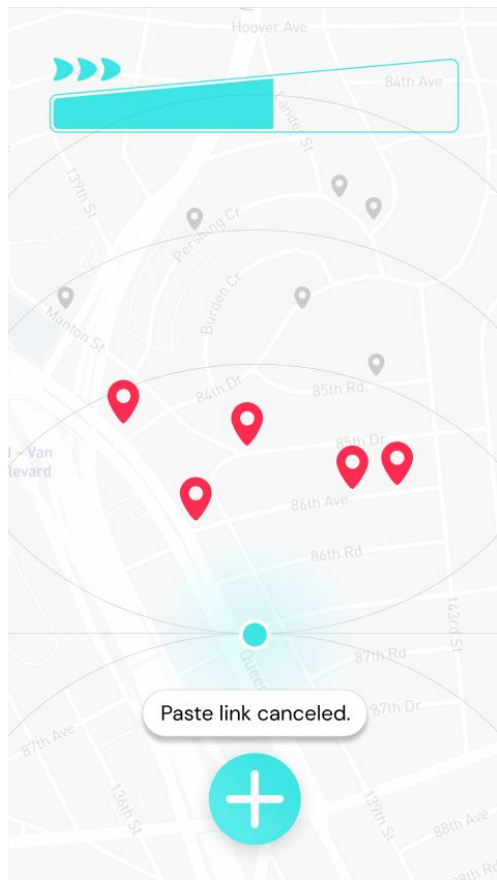
Feedback: users found it difficult to go back once a pin was selected.

Solution: users can click on the map to go back and unselect a pin. Explicit back button in the works for hi-fi



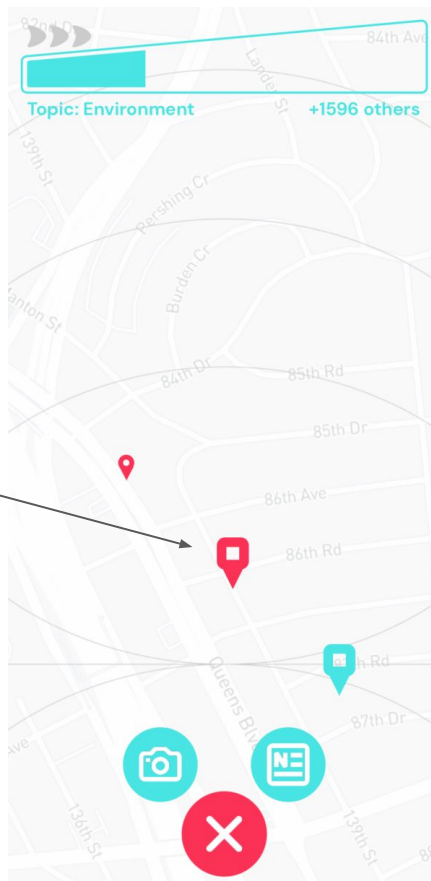
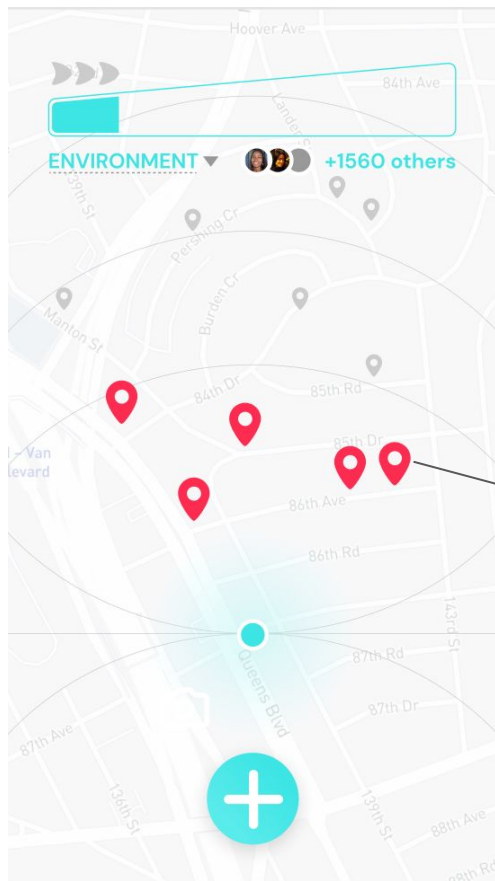
Feedback: users were able to go back to the map once they clicked on a video.

Solution: added a close button to the video/media screen.



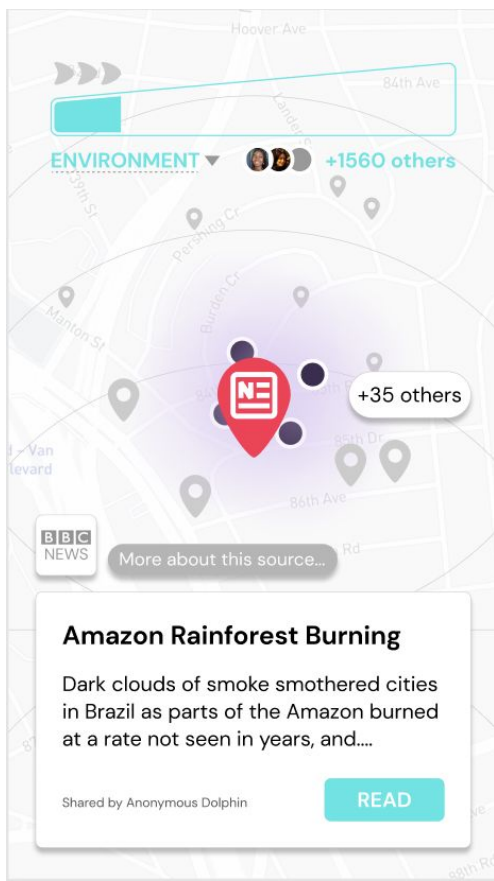
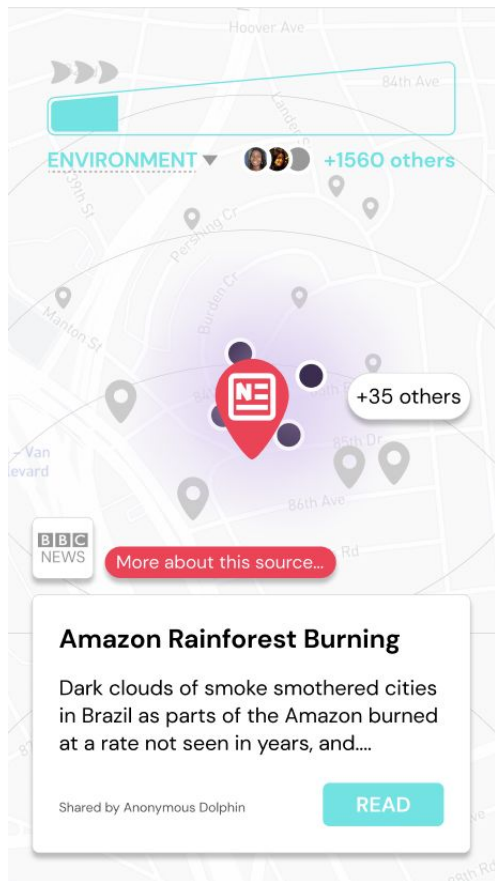
Feedback: Users wanted to confirm negative actions (e.g. discarding a video or link.)

Solution: added a pop-up to the discard video, added a toast for discarded links



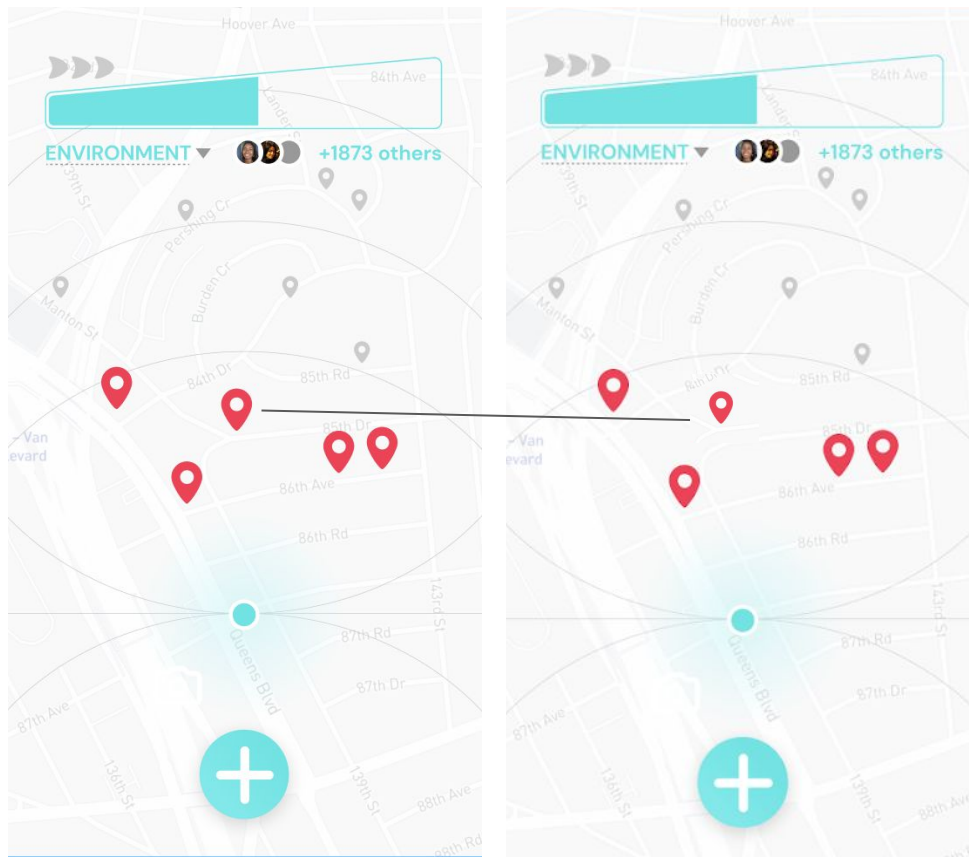
Feedback: Users wanted to distinguish types of pins and content creator on the map.

Solution: added rounded pin for video, rounded square pin for news and used color to distinguish between “mine” and “yours” (i.e. who posted the content)



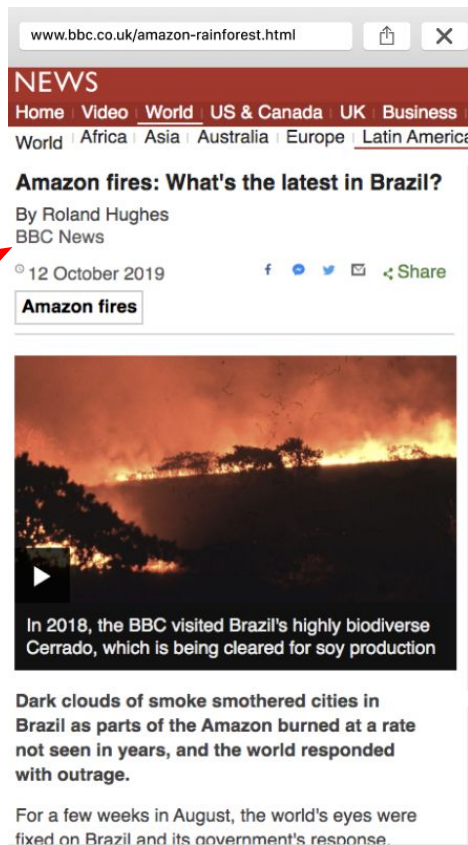
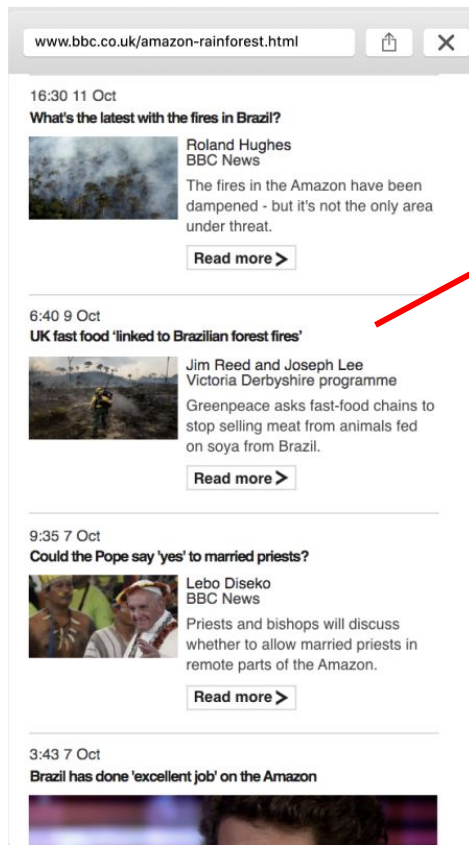
Feedback: the 'More about this source' was distracting.

Solution: changed the color of the 'More about this source' button to a more neutral color.



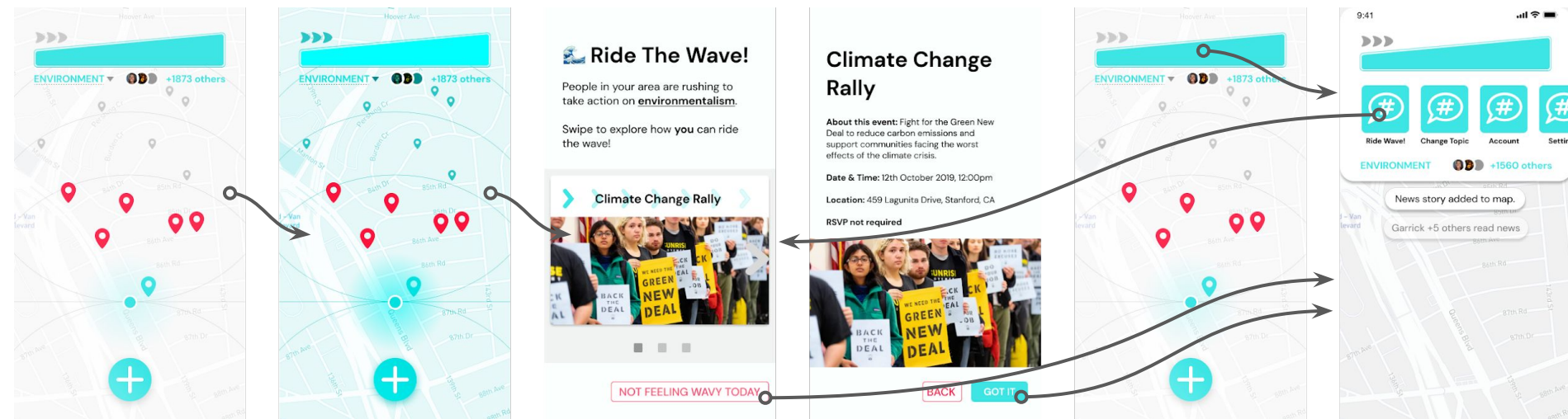
Feedback: the map didn't update to show when the pin had already been read or watched.

Solution: the pin turns smaller after the user has viewed/read the story.



Feedback: the image used to represent a news article was confusing because it wasn't congruent with the pop-up; users were also expecting to see an article.

Solution: changed the 'website' displayed to an article that was more relevant to the initial pop-up.



Feedback: Wave icon appeared clickable, no way to go back to see wave events, wish for context/textual menus and information about how actions are filling the pressure meter

Solution: Wave icon grayed out, add menu with option to go back and see active wave events, provide mini-feed underneath pressure meter

A few more comments:

- Visibility of system status (Severity 3): nothing indicates how the map shown is determined. How far does the map go?
 - We want to emphasize local stories, but are considering allowing the user to scroll and explore areas by moving the map.
- Aesthetic and minimalist design (Severity 1): UI can be obstructive to the view of the map and pins, ex) the “+” button is pretty big.
 - We experimented with a smaller one, but felt like it would be too difficult to click on and interact with. We want to be clear about what elements the user should interact with.

- Confusion on 'profiles' vs 'anonymous' sharing
 - Everyone starts as anonymous, but they will have the option to create an account later on. For our high-fi version, we won't be working on creating profiles/accounts and first focus on our three tasks.

Prototype Implementation Status

- Tools being used:
 - React Native + packages (e.g. Stack Navigation, React Native Camera)
- Implemented Features:
 - Task 1: Add News
 - Basic navigation structure
 - Animated pins
 - Clicking on pins to show preview of stories
 - Trending bar with menu

Prototype Implementation Status

- Unimplemented features:
 - Ride the wave task flow
 - Tutorial flow
 - Making the map more dynamic / enabling scrolling, zooming in/out, etc.

Prototype Implementation Status

- Wizard of Oz techniques: none (later, resetting/filling pressure meter)
- Hard-coded data: mock news stories, pins, map background
- Issues/Questions
 - Where should we put the menu? Does the top make sense?
 - What do you think about the blue color (is it easily readable)?
 - What do you think about the square and circle pins?
 - Any other feedback?