

LO-FI PROTOTYPING

FOR CONVERSTATION



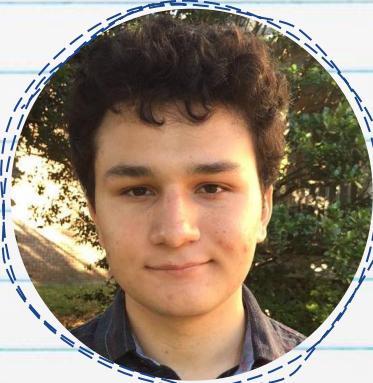
# TEAM



Jake R.



Fiona H.Z.



Eli V.



David R.B.

# AGENDA

- Mission Statement + Value Proposition
- Why Mobile?
- Lo-fi Prototype
- Task Flows

Meet → Plan → Gather

- Method
- Results
- Plan



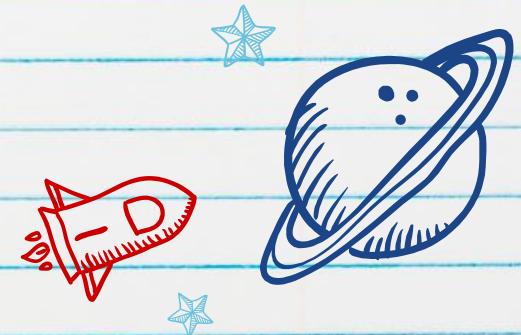


# VALUE PROPOSITION

Meet new people,  
find new perspectives.

## MISSION STATEMENT

Our goal is to introduce users to new people and encourage discussion in a way that fits into their everyday lives.



# I. INTERFACE IDEAS

5 Different Interface Sketches

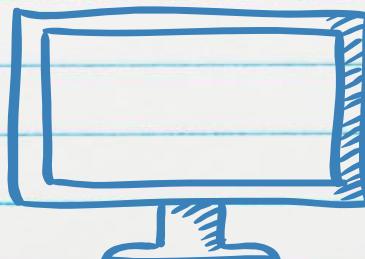
# STATIC OPTIONS



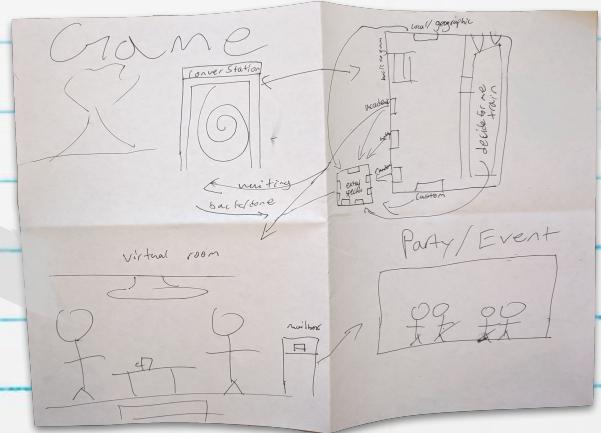
## Desktop

A browser-based or desktop application in the same place you do your homework

Physical stations provide set meeting places and the simplest interface



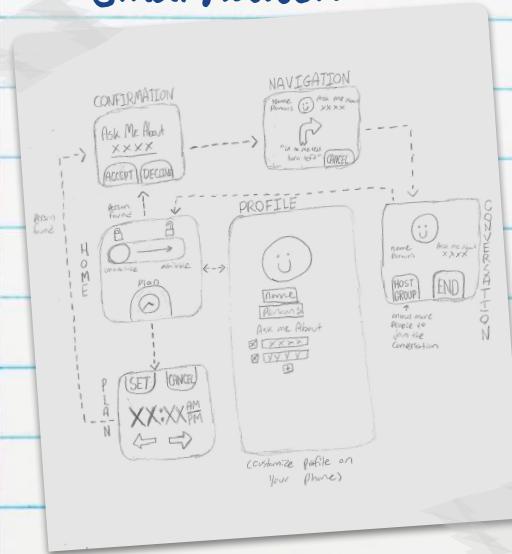
## VR



Smoothly break up gaming with real conversations

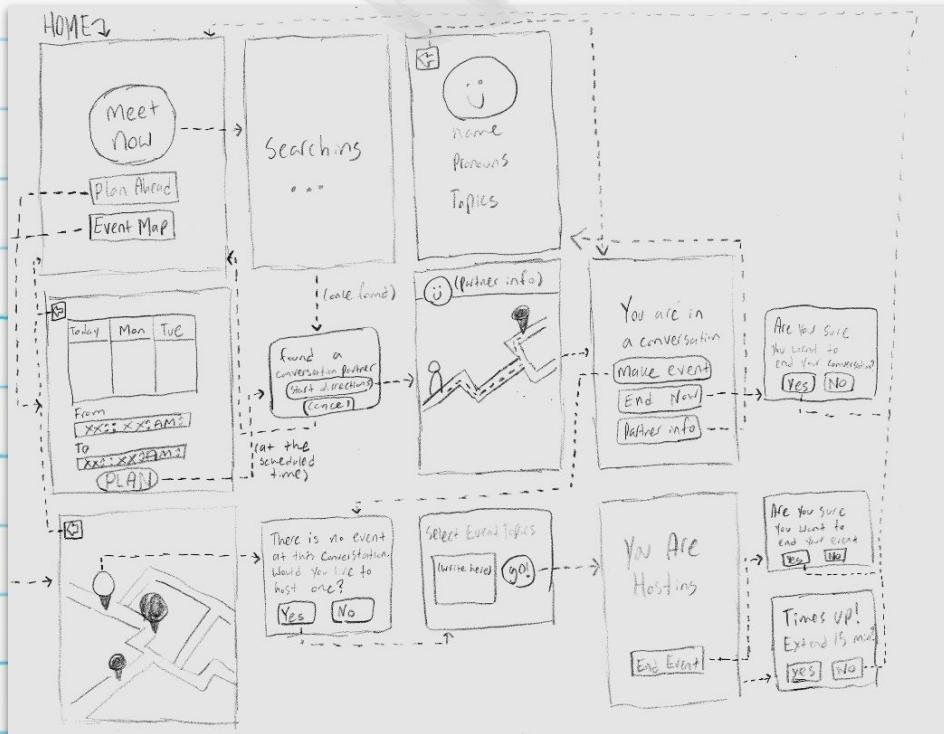
# MOBILE OPTIONS

# Smartwatch

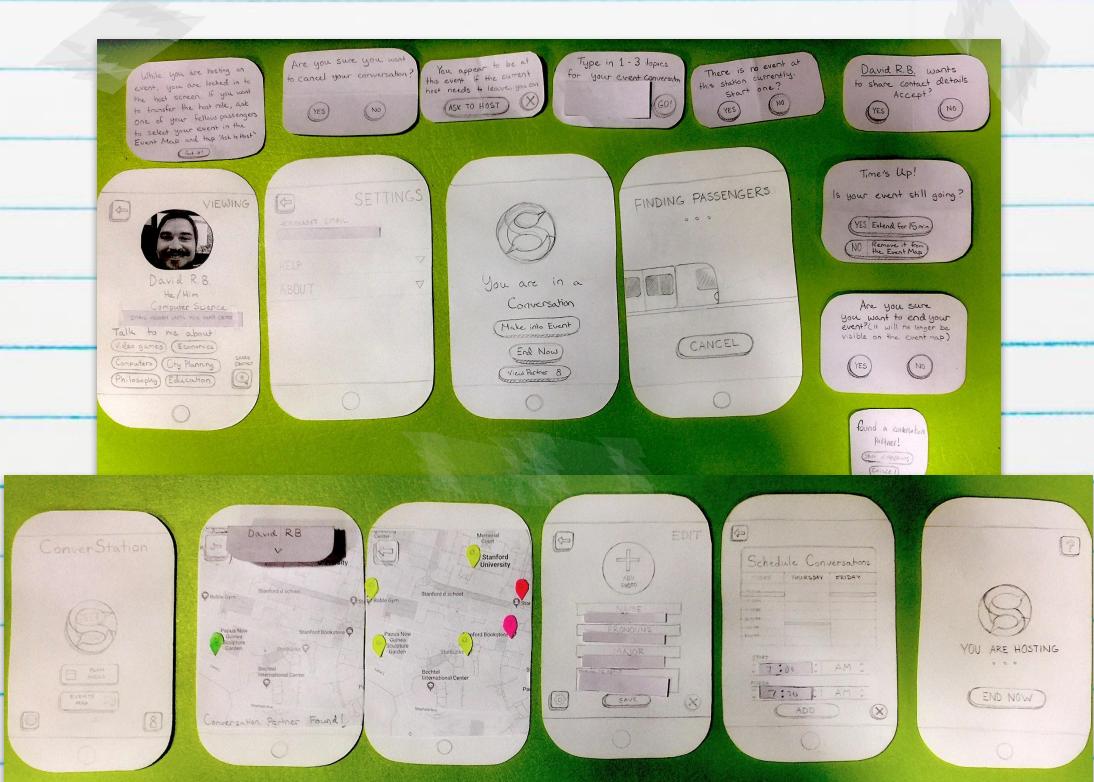
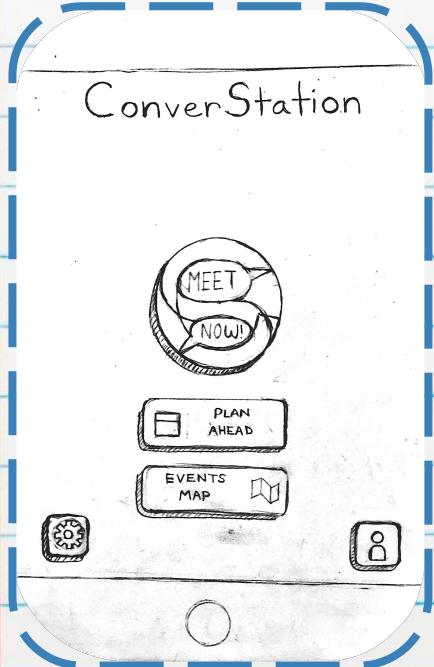


Highlight the “pockets of time” connection and simplify the interface.

# Smartphone App



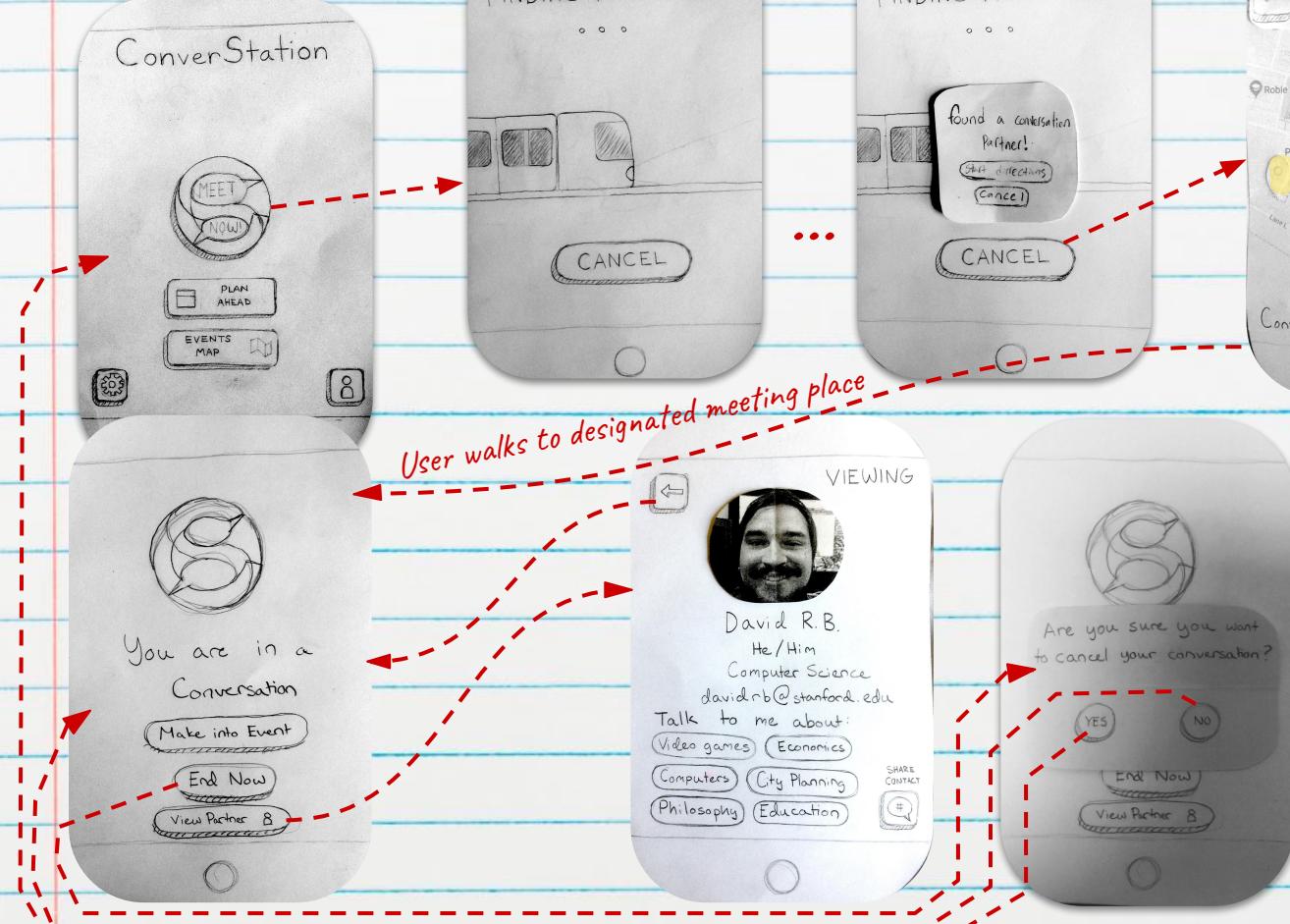
# 2. LO-FI PROTOTYPE: SMARTPHONE APP



### 3. TASK FLOWS

Meet → Plan → Gather

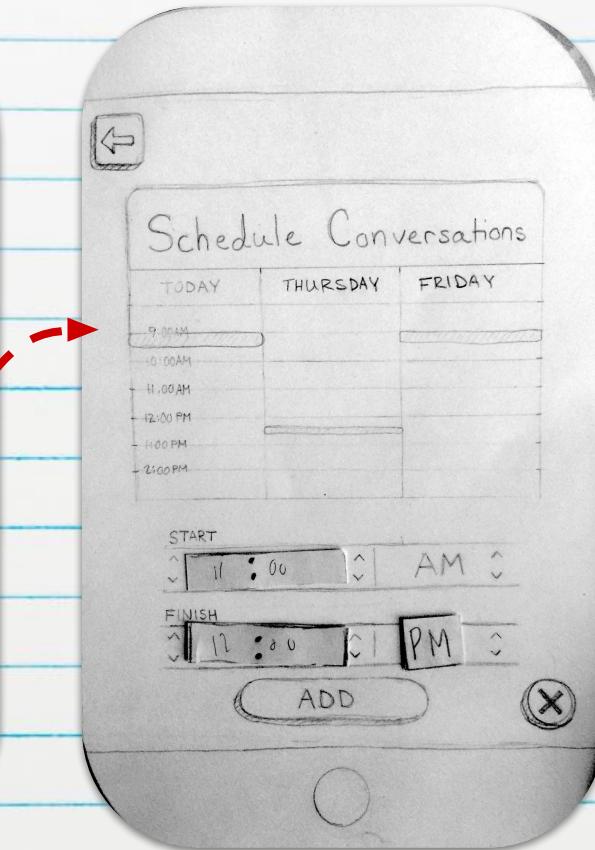
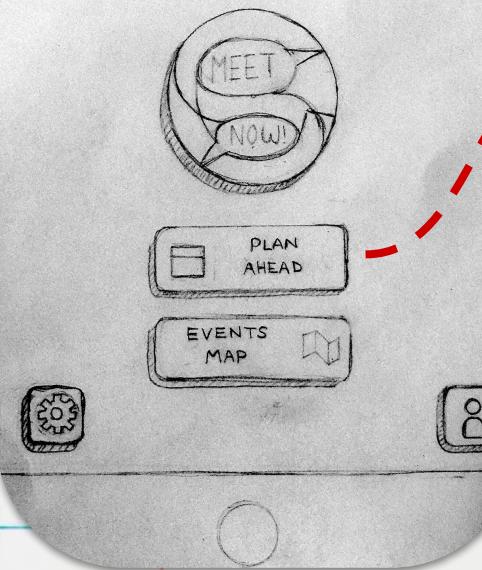
# MEET



# PLAN



ConverStation



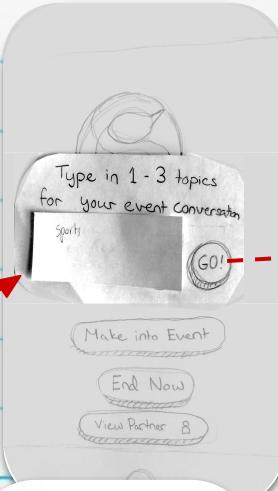
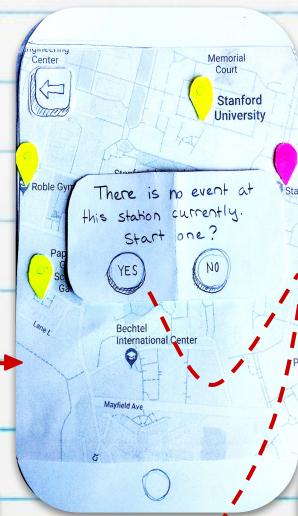
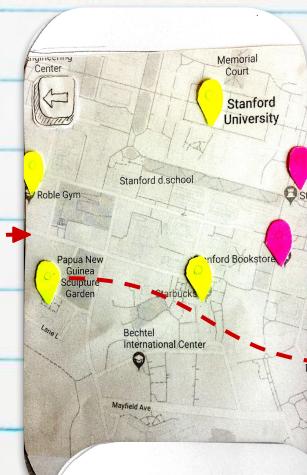
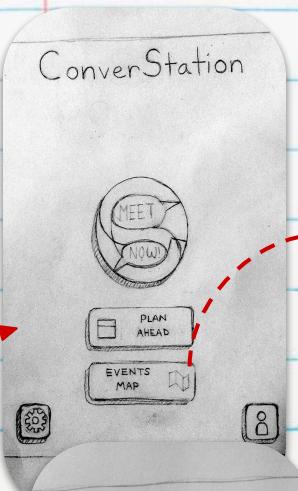
Functionality similar to Google or Apple Calendar. The app will alert you at the scheduled time once it finds you a conversation partner.

See next slide for turning a Conversation into an Event.

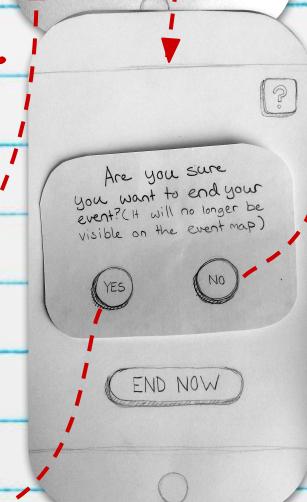
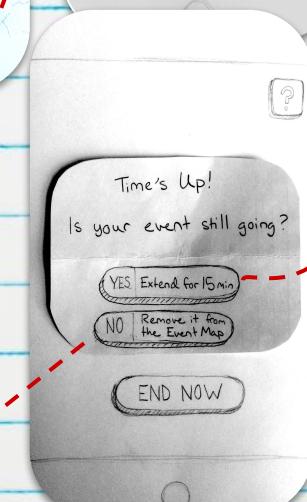
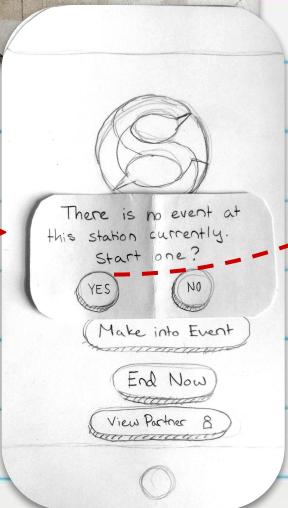
# GATHER (MAKE AN EVENT)

12

From  
homescreen



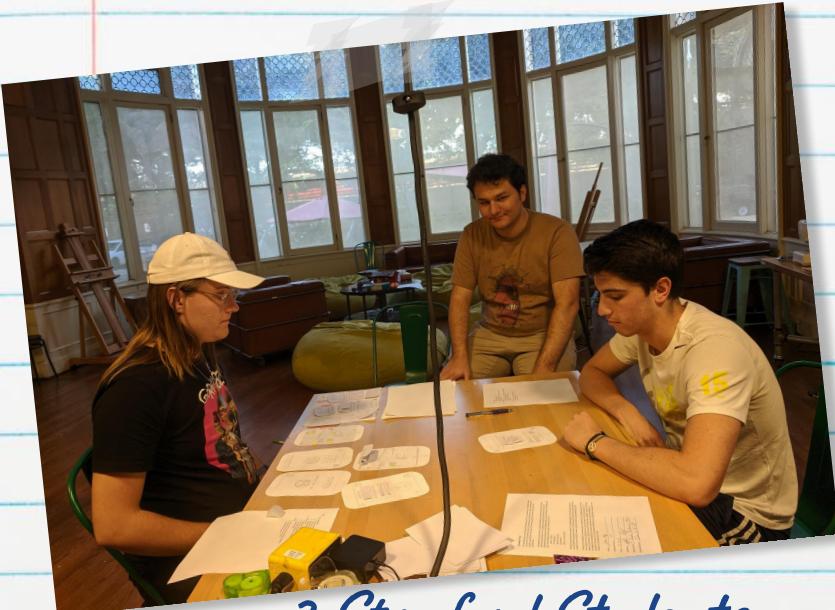
From  
existing  
conversation



## 4. EXPERIMENTAL METHOD

2 Stanford Students, 1 Adult (30s) Non-Stanford Student

# PARTICIPANTS AND SETTING



2 Stanford Students:

Juliana + George

in the *Roble Maker Space*

Adult, Non-Stanford Student: Sid

at *Tresidder*

## Tasks

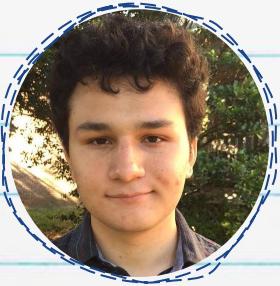
1. Find a Meeting
  - a. Find someone to meet with
  - b. Go to your meeting
  - c. Request contact info from your conversation partner
  - d. End the meeting
2. Plan ahead
  - a. Schedule a conversation on Wednesday from 7:00AM to 7:20AM
  - b. Go to your scheduled meeting
  - c. Turn the conversation into an event
  - d. End the event
3. Event
  - a. Host an event at your current Conversation Station
  - b. Extend the event for 15 minutes
  - c. Cancel the event early

# ROLES

15



Jake R.



Eli V.



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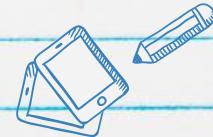
COMPUTER



GREETER  
+  
FACILITATOR



OBSERVER



PROTOTYPE  
ARTIST

## 5. RESULTS

Confusion about Events: both starting them and their purpose

## KEY RESULTS

- All participants correctly tapped “Meet Now” to start a meeting as their first tap. 1 participant hesitated, thinking it might be a logo.

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- All were confused by exterior events which had to be described to them (i.e. walking to a new location, time passing, etc).
- 2 participants found it easier to find a new conversation and turn that into an event rather than figure out how to host one from the event map for task 3

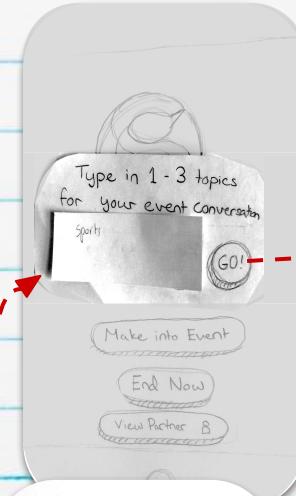
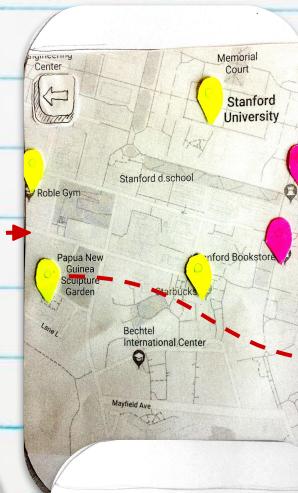
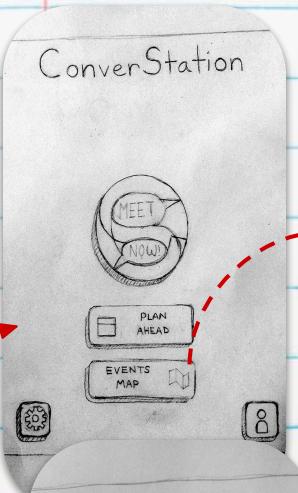
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- All were confused by exterior events which had to be described to them (i.e. walking to a new location, time passing, etc).
- 2 participants found it easier to find a new conversation and turn that into an event rather than figure out how to host one from the event map for task 3
- All participants had trouble understanding how to host an event from the event map. 1 figured it out eventually. 1 went to the screen but didn't try tapping the location markers. 1 never visited the screen. All were confused about what an "event" is when instructed to host one.

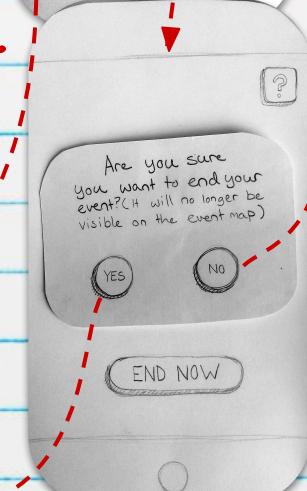
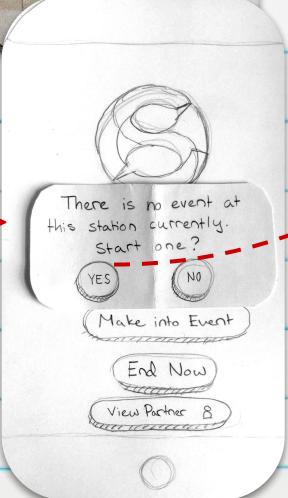
# UNDERSTANDING THE EVENT TASK FLOW

21

From  
homescreen



From  
existing  
conversation



## 6. PLAN

Change Event Terminology + Add more tutorial and help text

# CHANGE EVENT TERMINOLOGY

Participants were confused on what exactly events were. Changing our terminology from “events” to “group conversations” might help to reduce this confusion.

## MORE TUTORIAL AND HELP TEXT

In our paper prototype we did not fully implement a planned “Help” feature on the settings page. Such a feature would give a description of the purpose of the app as well as, potentially, a walkthrough of the key possible activities: meeting, planning, and hosting. This would help users to understand both the function and the purpose of the app.



# SUMMARY

5 Interface Ideas (3 static + 2 mobile) → 1 Smartphone App Prototype

3 Participants (2 Stanford Students + 1 Adult Visitor to Campus)

3 Tasks: Meet → Plan → Gather (Make an Event)

Participants generally liked the UI, but found Events confusing and were left questioning the purpose of the app.

Plan: Change our terminology surrounding "Events" possibly replacing that term with "Group Conversations", and generally add more help features to the app to elucidate function and purpose.

