



Roam with Me

HCI 541

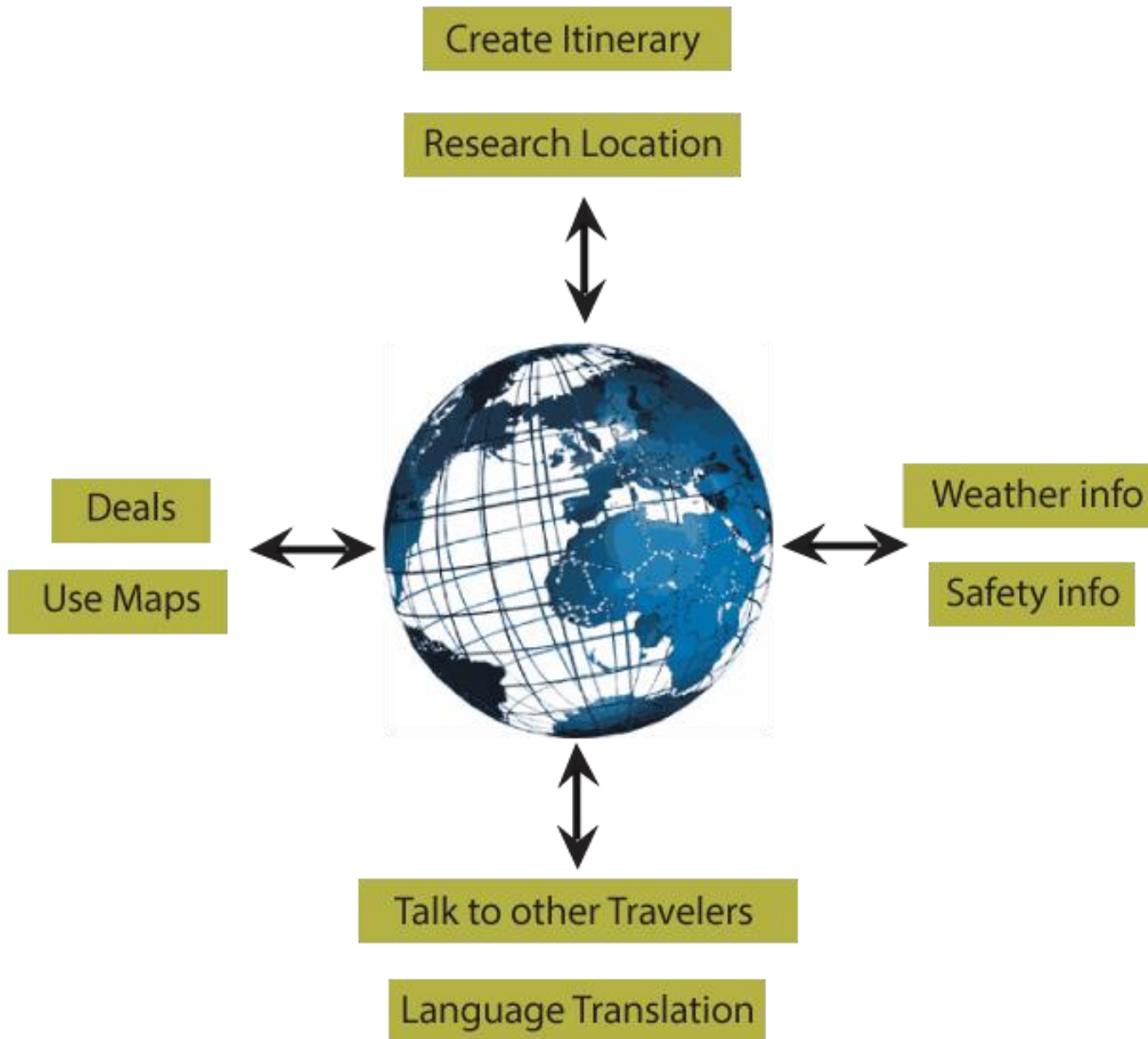
Team 4

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Results from Initial Research



Goals

- A traveler's goal is to explore new environments, learn about the location they are visiting, and find context that is relevant to their interest. Ultimately travelers want to make the most of their time when visiting new places.



Problems When Traveling

- Difficult to retain others suggestions easier to map and save for later use
- When traveling with groups you may want to split up- need an easy way to reconnect
- Need an easy way to find things while out like drug stores or restaurants
- If you get lost it may be difficult to explain unfamiliar location may be easier to share visually

Purpose



Provide communication to fellow travelers through groups.

Allow travelers to find interesting locations from others.

Create itineraries based on others travelers input and places of interest.

Share maps and location

Usability

Effectiveness:

share information while out through gps mapping, and provide real-time communication.

Utility:

Users can join groups, create groups.

Memorability:

- Visual clues and mapping will allow users to easily remember point of interest.

User Experience

- Enhancing Sociability:

Connecting travelers to share interesting destinations, through geo mapping and enabling travelers real-time communication.

- Engaging:

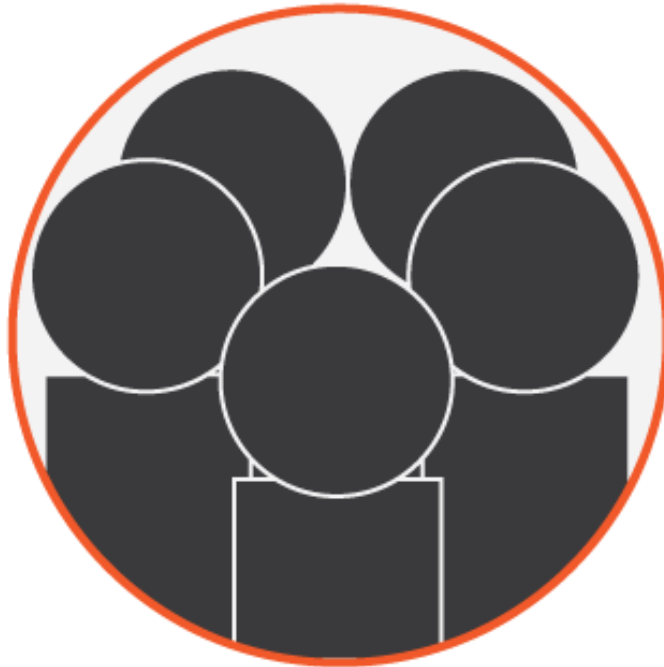
By connecting with others, travelers can find new and interesting locations, great deals, and unexpected entertainment that would interest them.

Helpful:

Real-time communication

Target Users

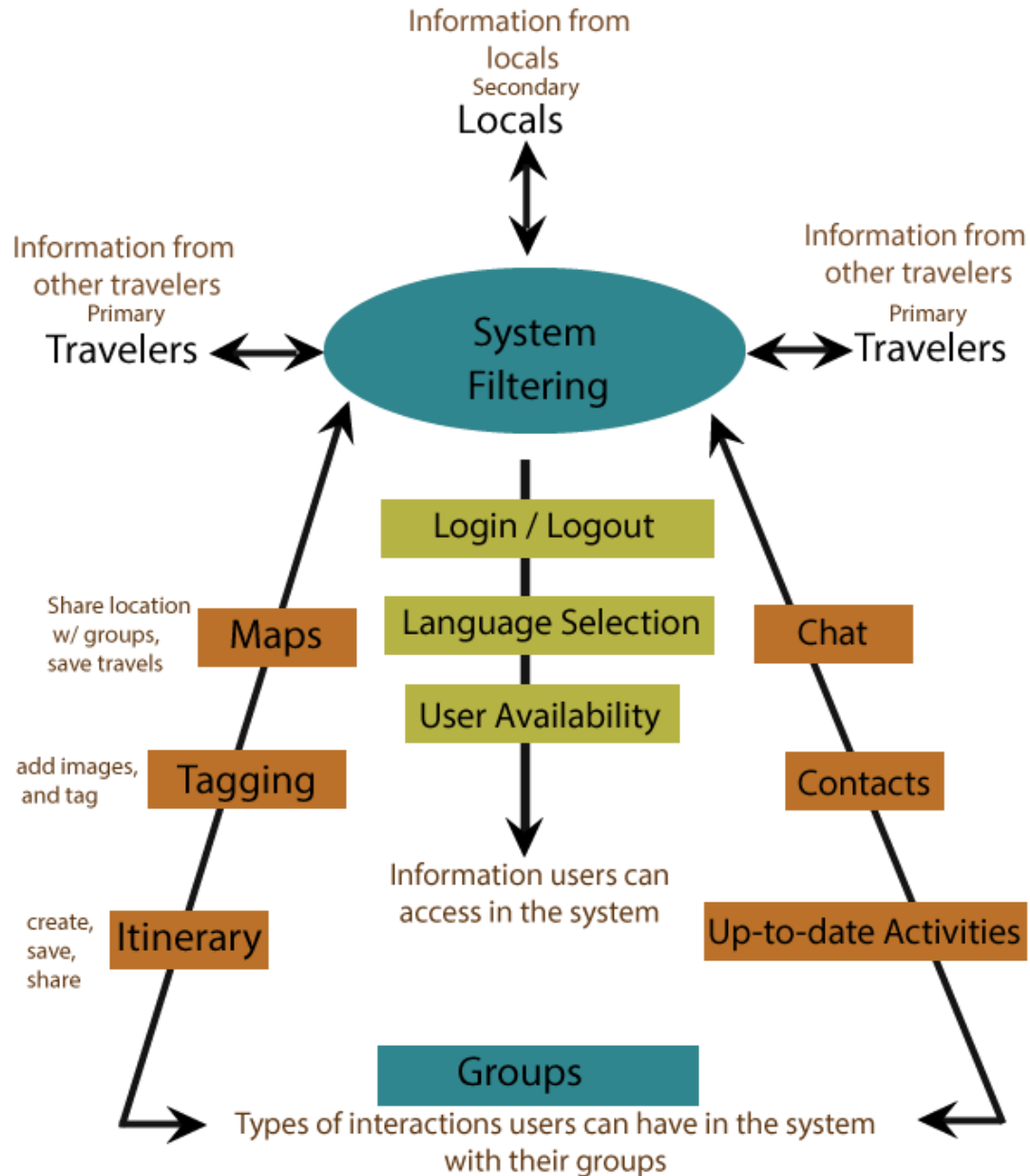
Travelers



Locals

Conceptual Model

All users communicate thru the system



Key CMS Elements

Groups:

Users will have the ability to create groups or join open groups to share tagged images, chat, and share their location on maps. Sharing your location on a map is not available in open groups.

Chat:

Users can stay in constant communication with their group through synchronous chat.

Maps:

Users can trace others location visual on a map, or save their travels visually to a map to refer to later or share with their group to support exploration.

Interactive Components

Tagging:

Through their phone users can take pictures to add to their maps to share interesting sites with other travelers.

My Trips:

Through researching local destinations users can create an itinerary to refer to or share with others.

Location Tracking:

Travelers can choose to broadcast their location details to other travelers within their group in real time if they need to meet up at a particular place or they may choose to simply tag information in a shared map.

Requirements: Components / Functionality

Broadcasting:

Travelers can broadcast information to members in their groups.

Contextual Information:

Travelers can view local hotspots and places of interest.

Map Sharing:

Save a history of your travelling experiences and be able to share them with other people through interactive maps.

Key Scenarios

Scenario I

- Group of friends on trip together have a lot of places on their itinerary.
- Each has a different interest.
- They split up to visit the places and then meet up again easily using the app

Scenario II

- Group of friends go to a foreign country with a different language.
- They want to try out the local cuisine in the best restaurants that are the closest to them.

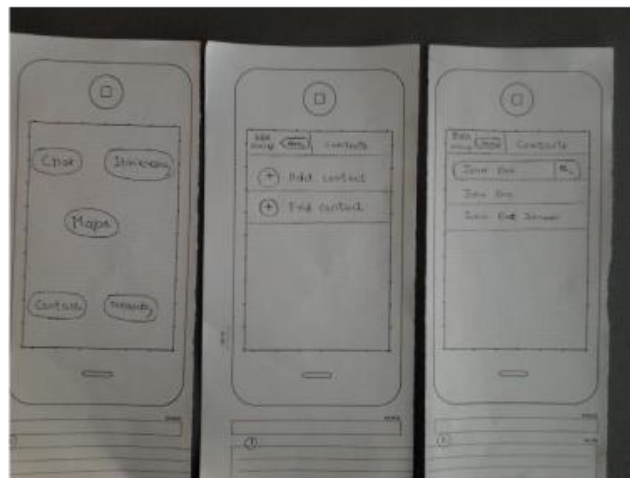
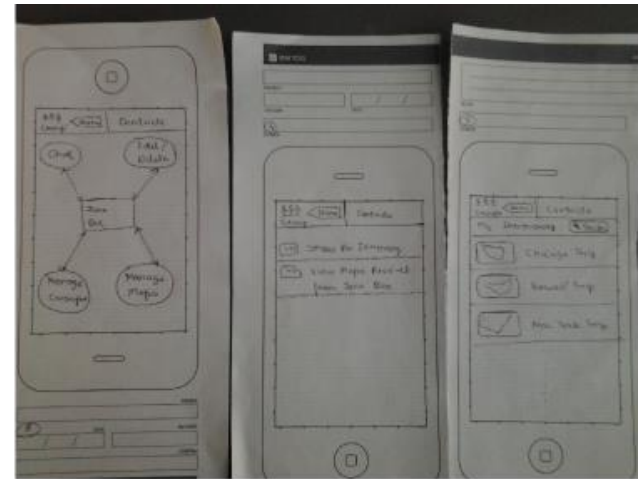
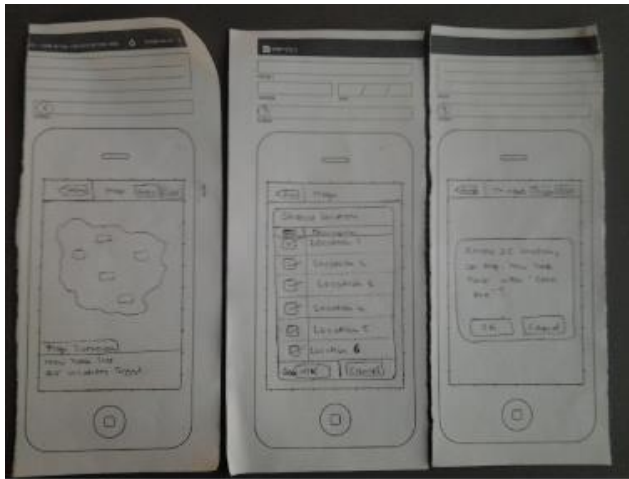
Scenario III

- Your group is visiting an interesting site. You want to share a picture of it with your friends in another group who is at another site

Paper Prototype



Paper Prototype



Cognitive Walkthrough

Presumed our paper prototypes to be interactive screens and recorded video sessions.

Findings

- Many icons were not clear and did not depict system features.
- The paper prototype did not provide an integrated experience.
- Some of the labels were confusing and were not in proper context.
- Needed a better mechanism to display in and around places while viewing a map. We came up with a design comprised of layers.

Dynamic Prototype

<http://share.axure.com/WR9BA0/>

Password: HCI541



Validation

Demography

Age	25-30	2
	30-41	1
Gender	Female	2
	Male	1
Experience	2-10 years	2
	10-15 years	1
Travelling more than two days in past six months	0	1
	3 times	1
	5+ times	1

Usability Study Findings

- Tasks

1. a traveler find out the locations of the sushi restaurants around
2. back home from trip, sharing itinerary with your contact group of Family friends.
3. on the road in the middle of the city, taking a picture of a building and sharing your location with your group

- Task Error

- Unexpected results/ screens

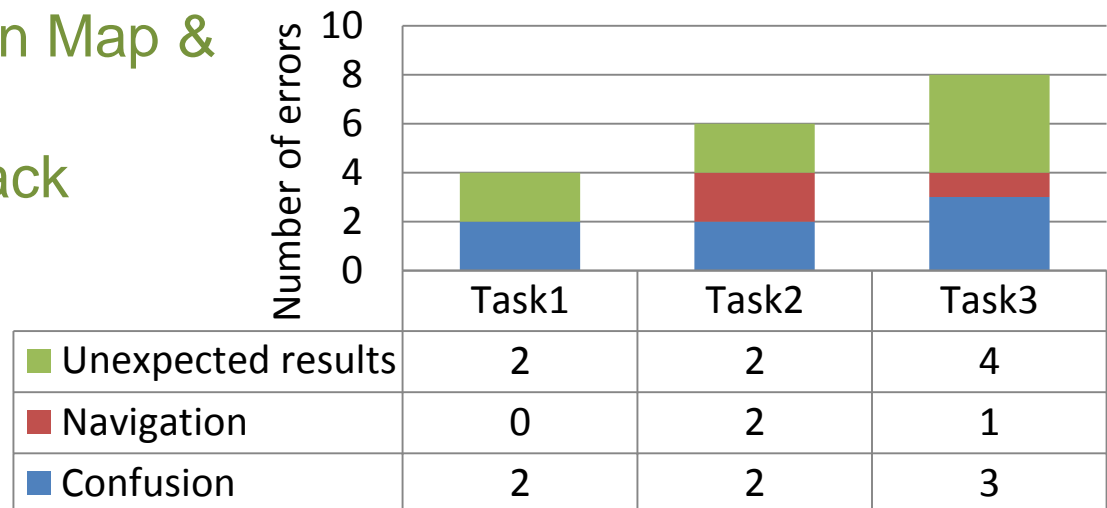
- Switch between Map & Chat
 - System feedback

- Navigation

- Confusion

- Icons
 - Labeling

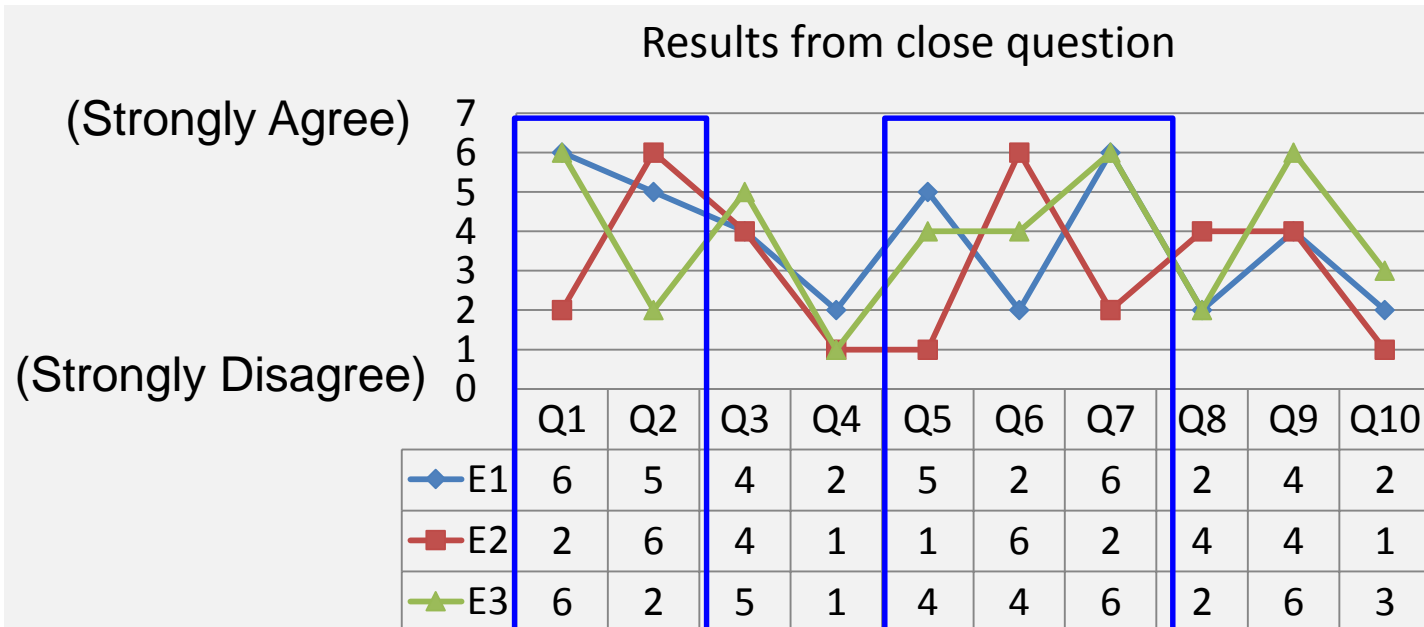
Error summation of each task



Usability Study Findings

Post-Task Questionnaire

- Extremely Difference (*max-min >4, average $\neq 4$*)
 - Q1: use this application frequently
 - Q2: unnecessarily **complex**.
 - Q5: this application were well **integrated**.
 - Q6 : too much **inconsistency**
 - Q7: most people would **learn** to use this application very **quickly**.



Summary of Product Assessment

- Problems with the Product

1. Confusions in first page

- Main purpose
- Labeling

➤ *Recommendations*

-start by showing the main function of the application

-put other options as the side functions



Summary of Product Assessment

2. Unclear meaning of 'My trip'
 - “Are these past trips or?”

➤ *Recommendations*

-Separate trips in to past, future and shared with me



Summary of Product Assessment

3. Communicate with groups in Map
 - Too much steps in sharing (bug)
 - Switch between chat view and map view

- *Recommendation*
 - *Fix bugs*
 - *Add indicator after group name*
 - *Video clips to provide dynamic sharing*



Summary of Product Assessment

4. Colors Contrast

- *Recommendation*
 - *Change the background color*

5. Icons & labeling

- Meaning of those orange push pins
- 'Maps Around Me' is not clear
- *Recommendation*
 - *Showing names on icon*
 - *'What's Around'*

