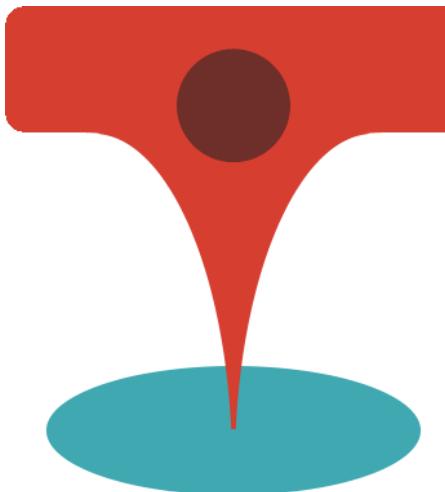


Interação Pessoa-Máquina**2024/2025****Trippin'****Stage 3: 1st prototype****Authors:**

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Sketches

At first, a rough sketch was made to obtain a clear idea of the flow of the application. Figure 1 contains a picture of these initial sketches.

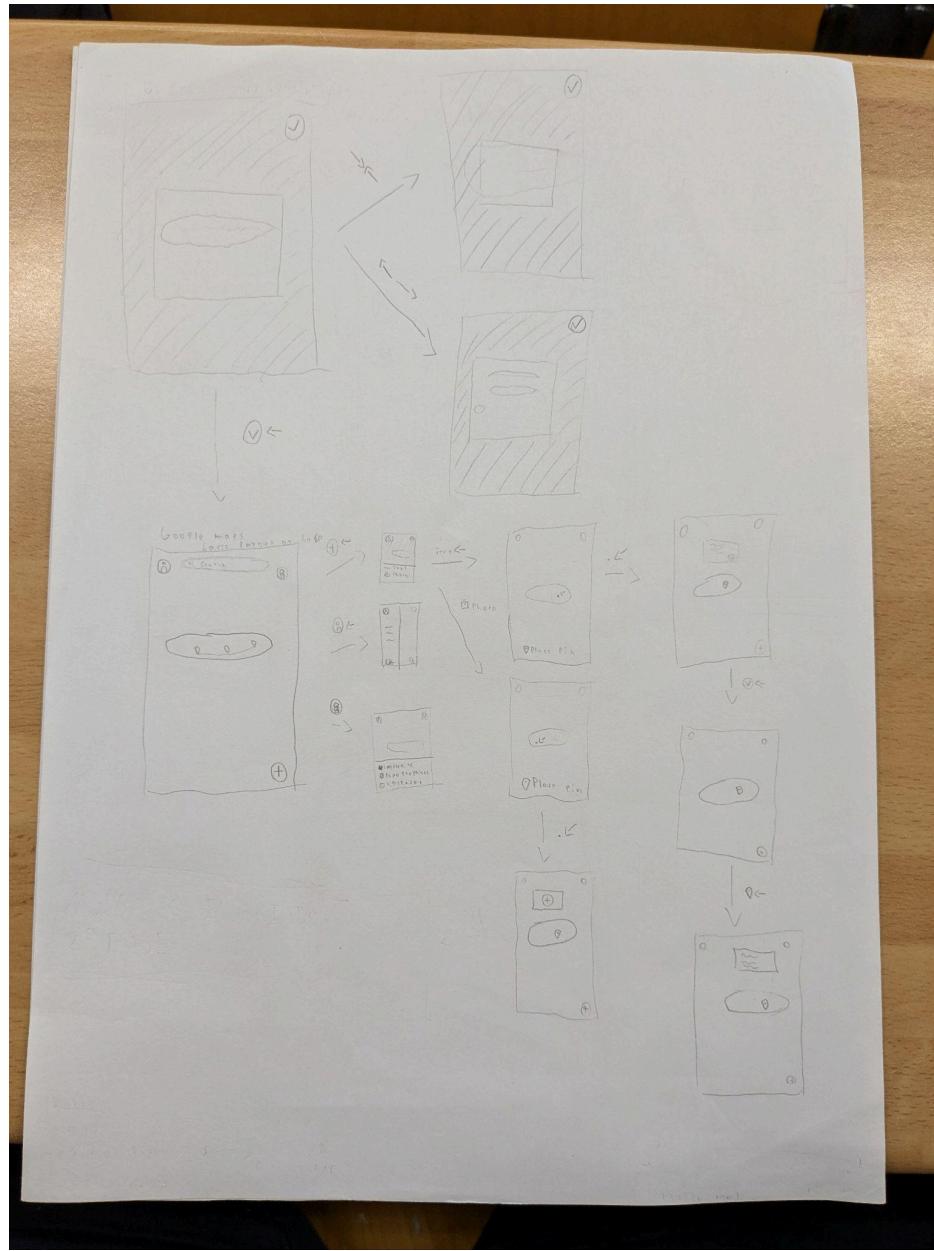


Figure 1: Initial Storyboard Sketch

With the initial rough sketch made, we moved on to making decisions about the design. This sketch is a lot more faithful to the paper prototype. Figure 2 contains pictures of these sketches. As we can see, designs such as the home page and the buttons on the map were already present.

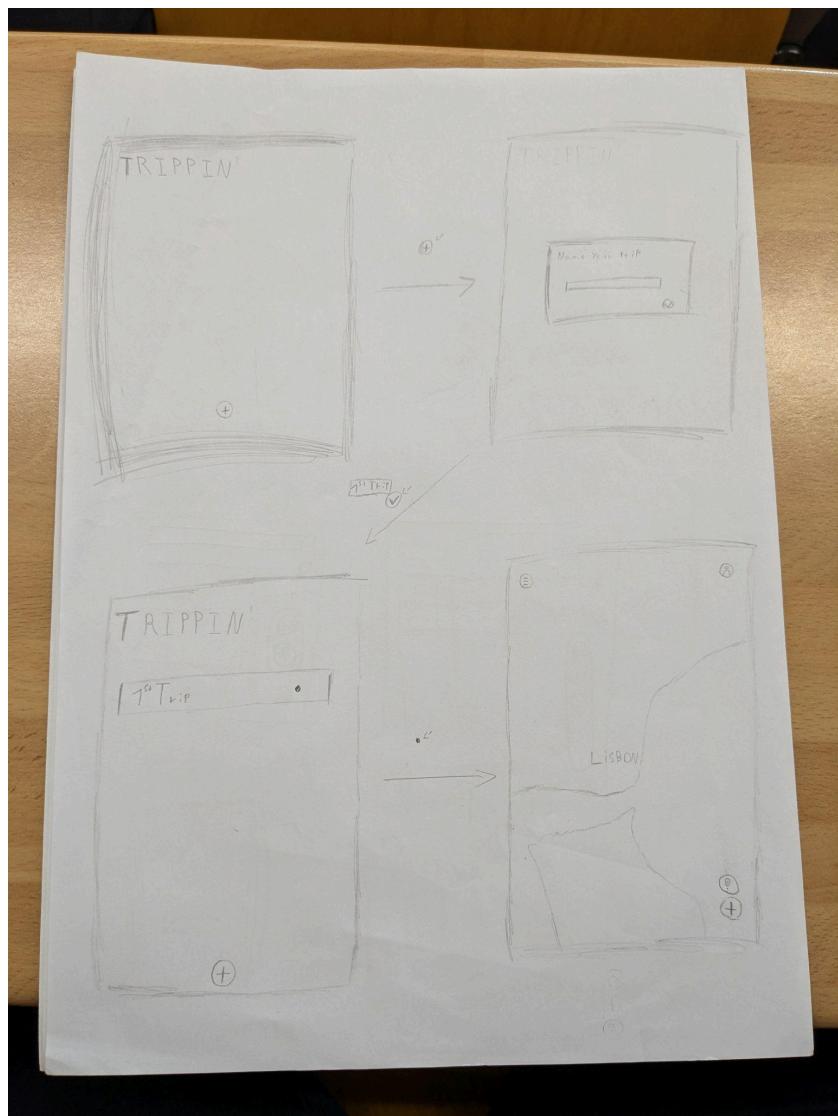


Figure 2: Page Design Sketches

Prototype Photos

Starting at the initial page, as seen in Figure 3, we see a layout containing the user's trips. There are, however, other options, such as pressing the menu in the top left or searching for a specific trip's name. When opening the menu, we can observe the content of Figure 4.

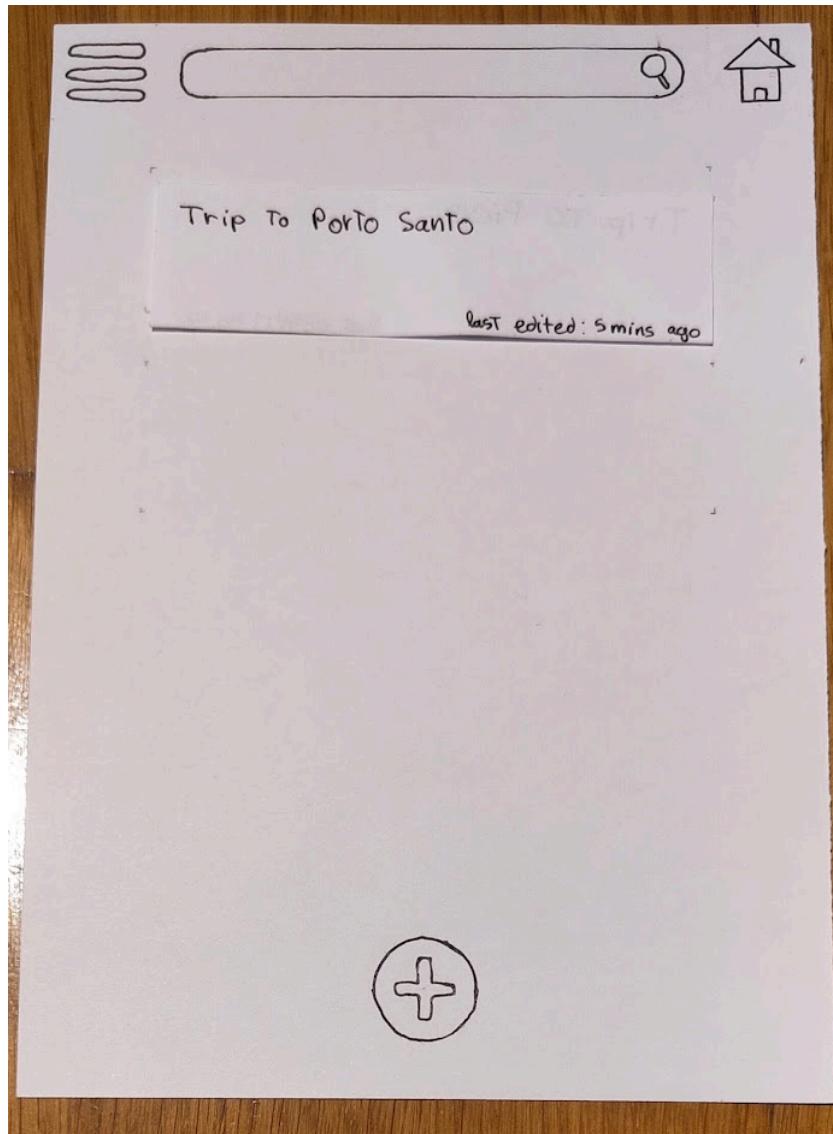


Figure 3: Initial Page of the Prototype

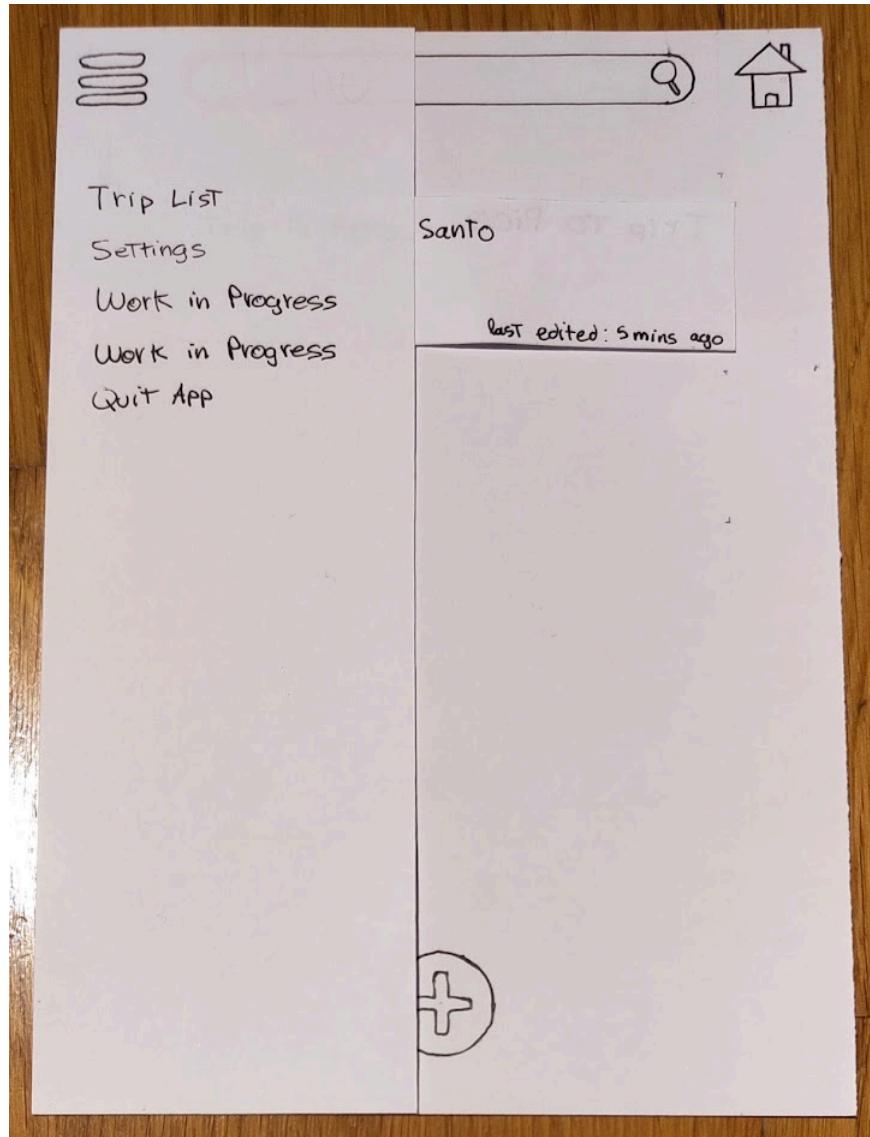


Figure 4: Initial Page of the Prototype With Menu Open

Upon selecting a trip, the user is taken to a different view, that of the map. In the prototype, the map already presents the target location for the scenario being played out but it was already decided that the default portion of the world the map would show would be the current location of the user. Figure 5 contains the view of the map corresponding to the trip in the figures mentioned above.

You'll notice how the frame in Figure 5 contains a few things to interact with besides the map. The search bar is meant to allow the user to search for locations in the world and the buttons in the bottom allow the user to switch to the calendar view or add a new event, respectively.

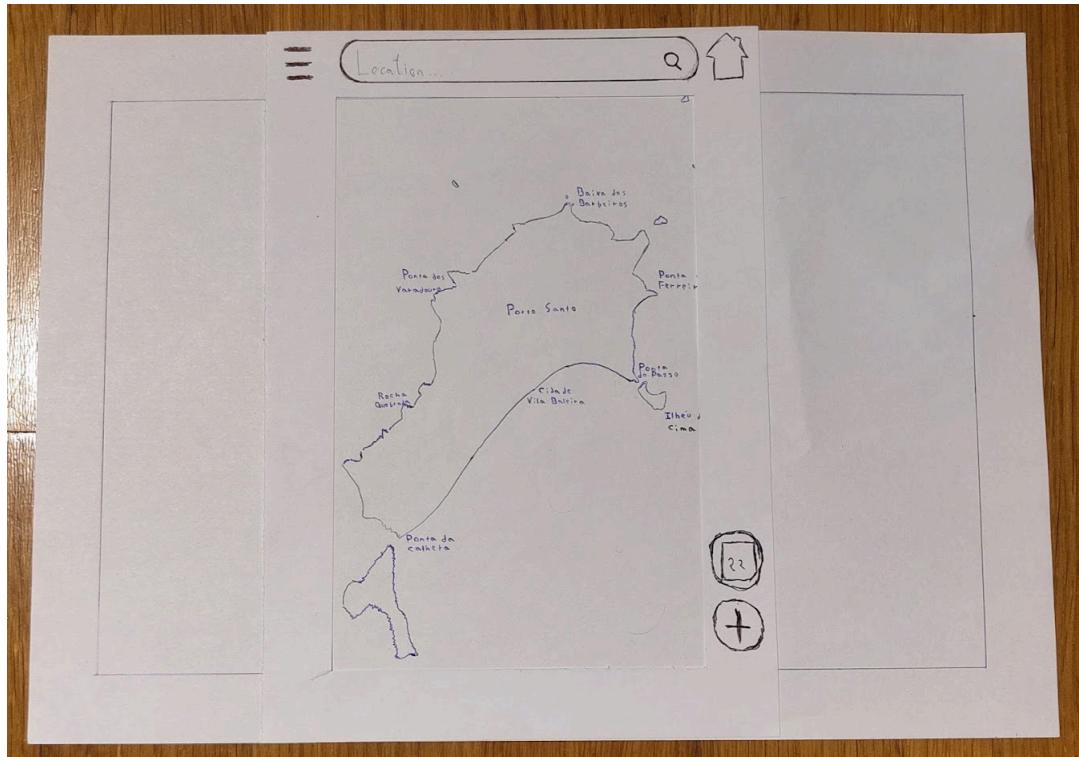


Figure 5: Prototype's Map View

Upon selecting the calendar, the user is presented with the view depicted in Figure 6. This view allows a side scroll along the days of a month within a specific year. To change the year or the month, the user simply has to interact with them on the top of the frame and select the desired month and year.

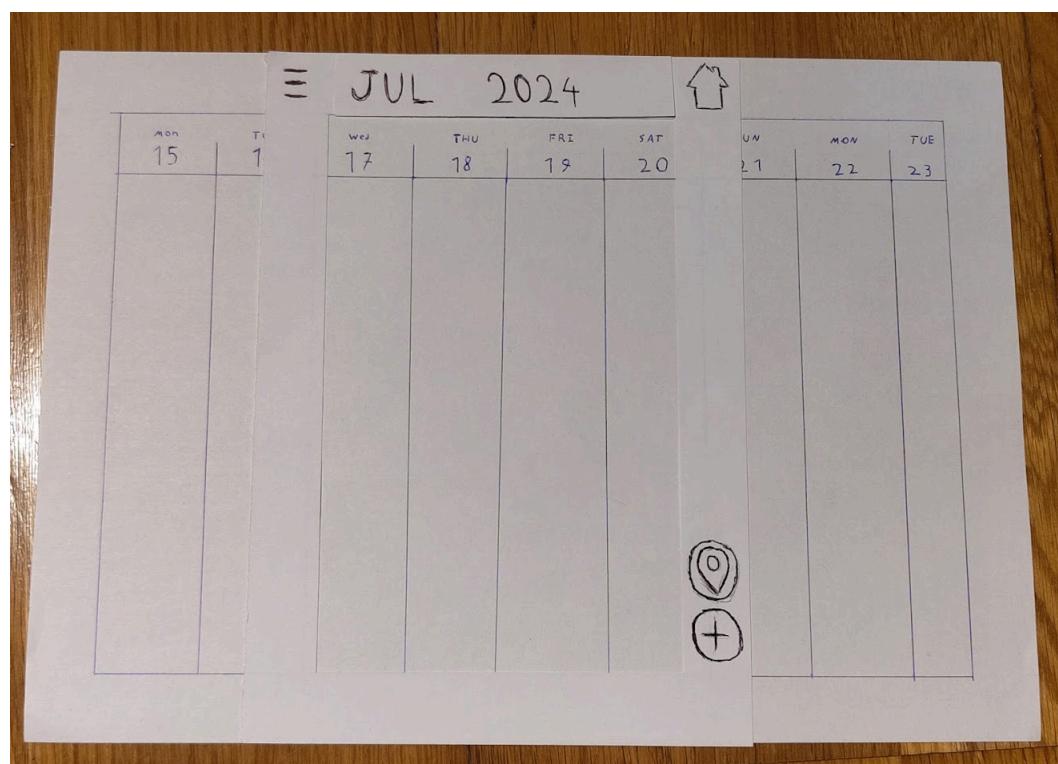


Figure 6: Prototype's Calendar View

Finally, Figure 7 contains a depiction of the page that allows the user to add or edit an event. Starting at the top the user must first set a title for the title of the event. During the tests we would put a post-it note above this portion of the page to indicate the user had edited. This method is used in any place the user is required to put input.

Under the title we find the time and date. The time can be set by tapping it and selecting the desired time. The date can be changed by selecting it and choosing a new day from a pop-up calendar.

After this we find the location, which is already set in case the user created an event by tapping the location on the map. To change it, the user must select this field, which takes them back to the map view to select a geographical point.

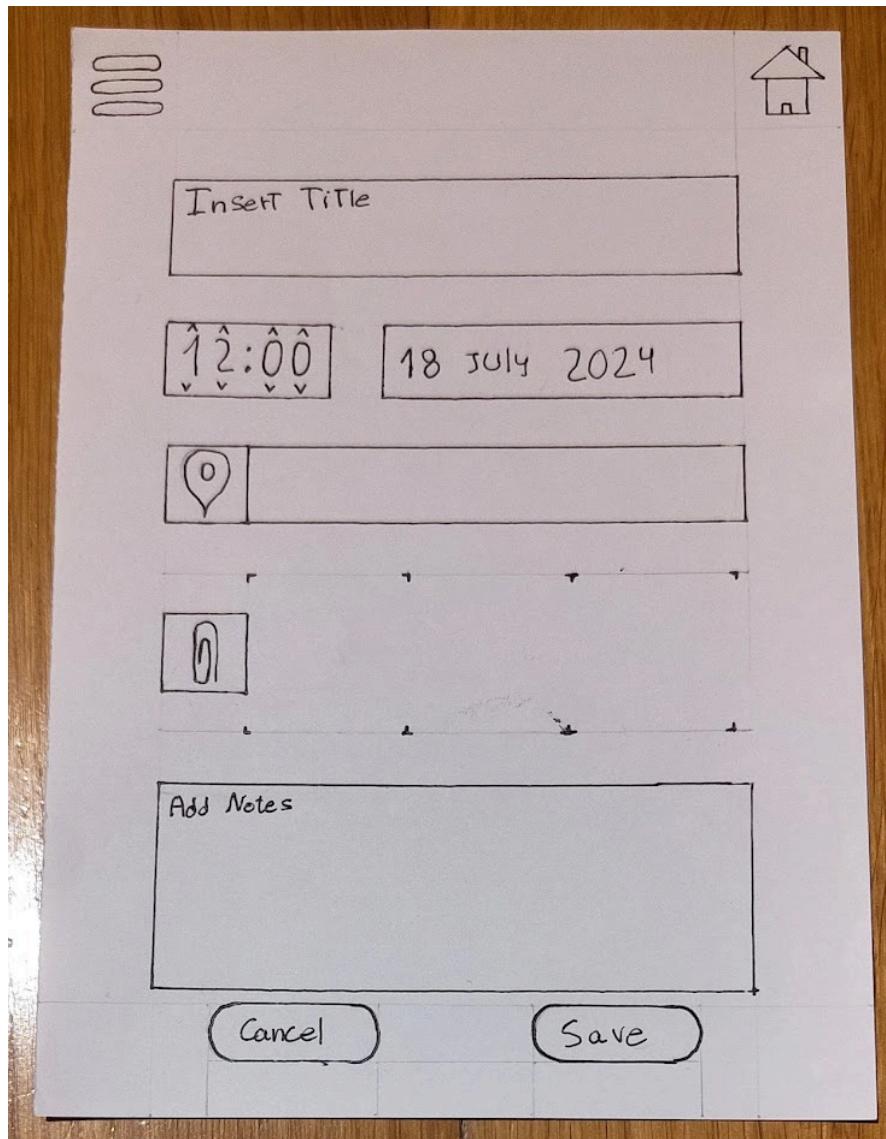


Figure 7: Prototype's Calendar View

Moving downward we find the media, which will show up if already associated with the event. In case the user intends to add pictures or audios, they must select the media

icon and then the media type from a pop-up. Images can be selected from the user's gallery and audio files can be recorded at the moment or uploaded from the user's files.

Finally we find the note section where the user can add some notes about the location, allowing them to store their thoughts along with other forms of media.

Storyboards

Figure 8 contains the depiction of a few tasks which were played out during the scenarios. In order they were:

- Creating a trip
- Opening a trip (opening both the map view and calendar view as the basic view)
- Creating an event (by both clicking on the plus sign and also on the map itself)
- Switching views



Figure 8: Storyboard

Briefing

This was the briefing provided to the users:

"Trippin is an application aimed at helping you keep track of your trips and easily look back on them. The app offers a timeline with all the events you went through as well as their locations and any pictures, notes or audios that you might want to associate with it."

This timeline is then easily accessible by you and allows you to relive the memories you made during the trip.”

Scenarios

Scenario 1

You and your friends have just started a trip to Porto Santo and you have some pictures you'd like to store. These were taken at Ponta do Passo on July 20th. You register the trip and upload your images to their corresponding location.

Scenario 2

You just finished a trip to Pico Island and recorded it using the application. However, your friend sent you more pictures that they took and you'd like to add. You add these pictures to the trip already present and then exit. Another friend sends you a review they left of the pico mountain and you decide to add this review to the trip.

Friend's note: “The wind was crazy and I managed to see the clouds beneath me!”

Scenario 3

You're about to go on a trip, and you'd like to record it so you register it in the application. Afterwards, you plan out the locations you'll be visiting. In total, you plan to visit three separate locations in the S. Miguel island - Farol da Ferraria, the natural pool ruins and Miradouro da Vigia das Baleias das Feteiras. The days you'll visit these locations are July 18th, July 19th and July 20th of 2024, respectively.

First Location - Sam's Recipe

When visiting the first location, you met someone named Sam, she gave you a recipe for a cake that you'd like to try, so you note it down:

STEP 1

Heat the oven to 180C/160C fan/gas 4. Butter a 30 x 20cm deep baking dish.

STEP 2

Put the butter and 250g caster sugar in a bowl and beat for 5 mins until pale and fluffy. Whisk in the eggs, then sieve over the flour and baking powder and fold in until you have a batter. Stir in the lemon zest, reserving a little for decoration.

STEP 3

Spoon the sponge batter into the dish and smooth over the top.

STEP 4

Mix the lemon juice with the cornflour in a heatproof bowl to make a smooth paste. Mix the remaining 130g caster sugar with 300ml boiling water in a jug, pour over the cornflour mix and whisk until smooth. Pour this over the sponge. Bake for 45-50 mins until golden and set, and the sponge springs back when touched.

STEP 5

While the pudding is baking, make the lemon drizzle. Mix the icing sugar with enough lemon juice (about half of it) to create a loose consistency. Drizzle over the sponge while it's still warm and decorate with the reserved lemon zest. Serve straightaway with cream or custard.

Second Location - Bird Sounds

In the second location, you hear a very curious bird, but can't quite see it so you record audio of it to listen again later and search about it.

Observations

The most immediate problem we noticed was how the users would tap instead of holding in order to create an event (map or calendar view). We decided to add a small caption whenever a single tap occurred in the event creating area (map or calendar). It could also be better to directly make taps create events.

On top of that, we noticed how the first users always seemed to want to attach the required media to the events before closing them, showing us that the application was not good for planning out trips, especially if certain locations or dates are not specified yet.

Another common behaviour we took note of was the fact that users tended to always prefer the default page that showed up upon selecting a trip. In some users we gave the map as the default view and in others we gave the calendar as the default view. In both cases the user ended up barely using the other view if at all.

Additionally, we noticed that, when a user has selected a trip, it can be confusing to keep track of which trip is selected since there is no indicator for it. We made the decision to add the name of the trip to the top of the page both in the map view and in the calendar view. In order to keep all the interactive portions in the same locations, we chose to add a small message to the home page which just says "Your Trips".

Finally, we found out that the prototype lacked the ability to delete events (something none of the scenarios required), but after playing around with it, it became obvious. To fix it, a single "delete" button next to the "cancel" (changes) and "save" buttons should be added.