Critique of Story

by Team Spider

Things that look good...

- Looks to be cleaner and less cluttered than a typical social media site
- Large target demographic
 - Everyone has stories to tell
 - Don't need to be tech savvy to benefit (Grandma will be happy)
- New solution to age old tradition of "telling stories"
 - Plenty of history of this tradition to take advantage of
 - Appealing and clear-cut theme/metaphor to guide both development and user experience

Potential Design Challenges

- Should be explicit about privacy/publishing protocol
 - Do users need to create an account to view public Stories?
 - Can you include a friend's private Facebook post in your public Story?
- Simple ideas like Story often seem similar to existing things
 - Story is different, but making it clear how/why is not trivial
 - Make sure users are guided enough to use Story in a way that highlights its differences from existing solutions to the storytelling problem
- Can users also create content on Story, or only pull from other sources?
 - UI (which is the key to this app) relies heavily on this choice
 - If you feel that creating content on Story itself is not that important, it might be better to disallow it completely, as to not distract from the real focus of Story

Potential Implementation Challenges

- Do sites such as Facebook limit which posts/photos can be embedded in a website (can user profile photos be embedded)?
- Including posts/photos from multimedia should be simple (ideally drag and drop)
- Is any content (text/photos/video) hosted by Story, or does Story just provide links to content hosted by other sites?
- Page load issues due to large amount of content in stories

Suggestions

- Allow multiple authors to a Story
 - Collaborative Stories would be a great feature for things like group trips and events
- Allow outside users to view Stories without signing up for an account
 - This may already be your plan, but it seems like an important feature of your app so make it obvious