



Project ***Harmony***

Jennifer Apacible

David Mailhot

Eric Oltean

Eve Yi Zhao

Overview

Mission Statement

Representative Tasks

Prototype Structure

Three Task Scenarios

Experimental Method

Experimental Results

UI Improvements

Summary

Mission

*Project Harmony seeks to empower people with
the improvement of their social performance.*

Task 1:
Find Friendly People



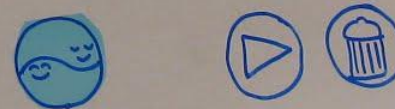
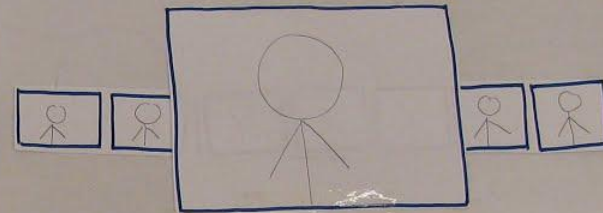
Task 2:
Real Time Feedback

Task 3:
Review Performance



Prototype Structure

project harmony



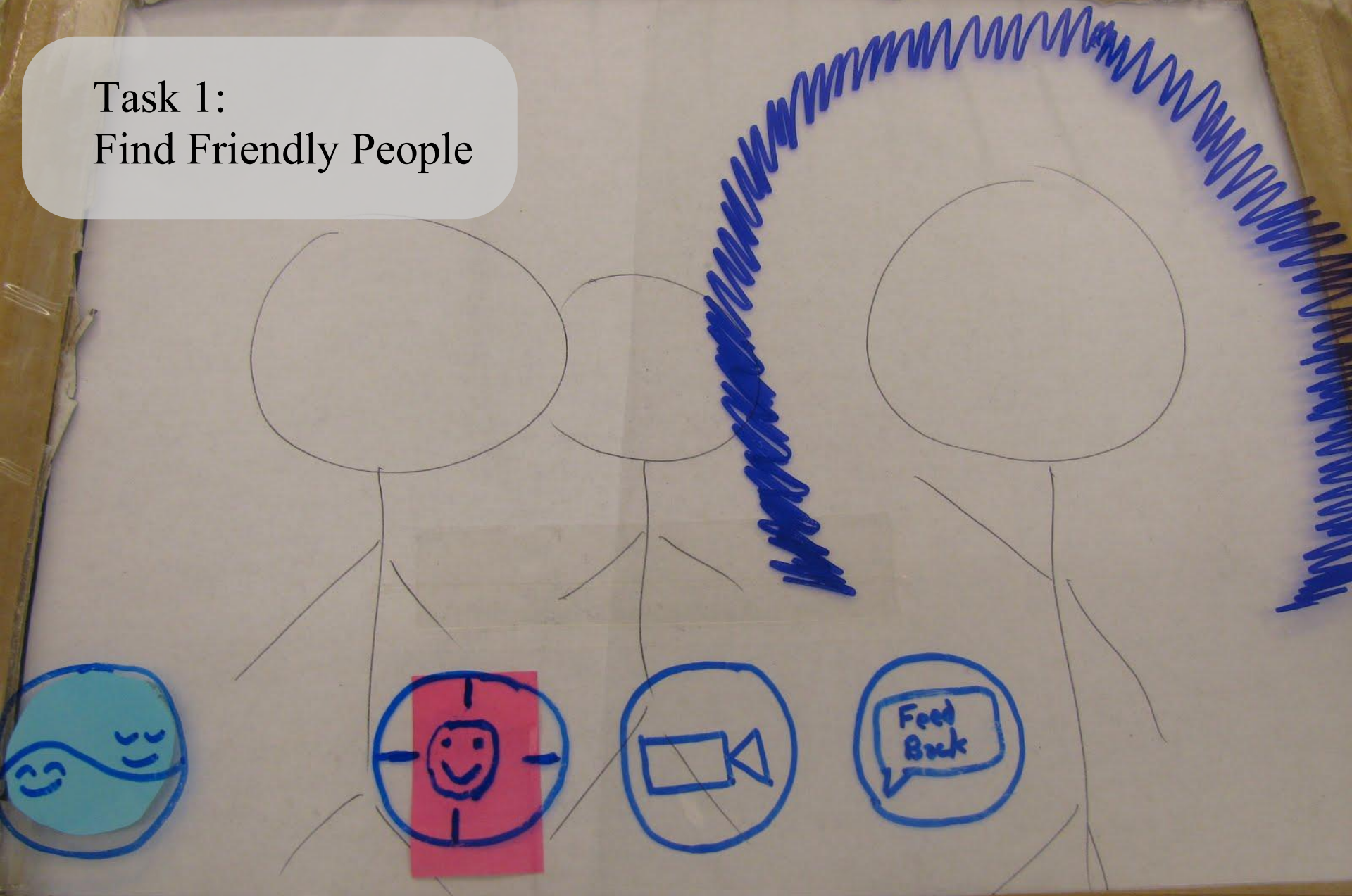
Speak louder

Maintain eye contact

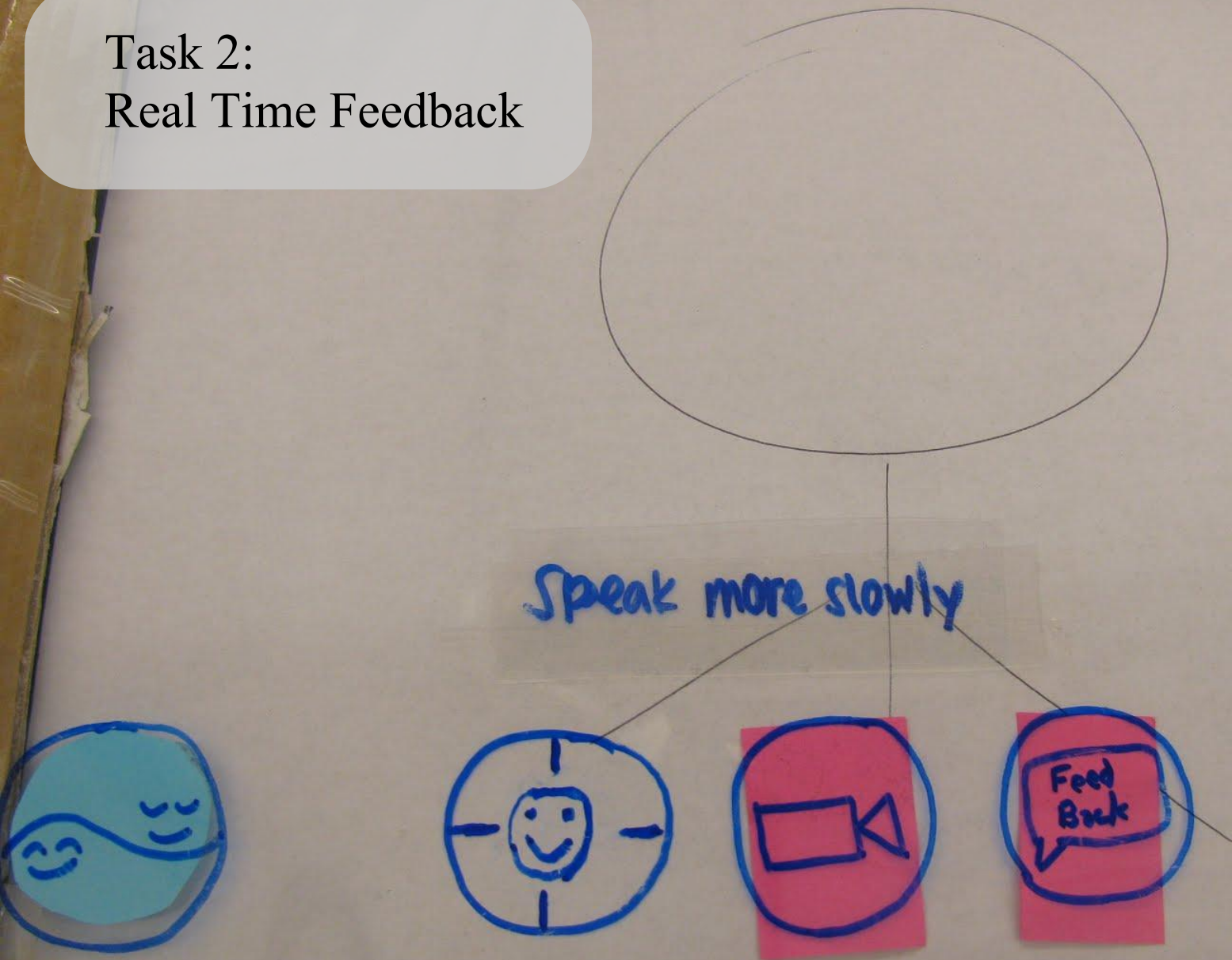
Speak more slowly



Task 1:
Find Friendly People



Task 2:
Real Time Feedback



Task 3:
Review Performance

Speak more slowly



Method

Participants

- Different levels of social comfort

Location

- Public room, but without interruption

The Test

- Demographic questionnaire

- Actors simulated social encounters

- Subjects directed to think out loud

- Closing questions about UI experience







Method



Topic	Results
Icons, icons, icons	Icon meaning often unclear. Finding friendly people & social feedback icons.
Starting a recording & video playback	Confusing that starting a recording was not activated from video playback screen.
Screen elements distract when not in use	Controls felt distracting when subject was in conversation.
App must be discreet during conversation	Feedback in danger of overwhelming subject while in middle of conversation.

Topic	Improvements
Icons, icons, icons	<ul style="list-style-type: none">- Clearer, simpler graphics- Add text descriptions 'onhover'
Starting a recording & video playback	<ul style="list-style-type: none">- Distinguish between 'video playback' mode and 'conversation' mode
Screen elements distract when not in use	<ul style="list-style-type: none">- Hide screen elements when not in use
App must be discreet during conversation	<ul style="list-style-type: none">- Always keep feedback language short, clear, and direct

Summary

- Simplistic design
 -  Confusing iconography
 -  Icons need text
- Discreet interface
 -  Touch commands > voice commands
 -  Short, direct feedback text
 -  Hiding screen controls
- Performance review
 -  Enjoyable video playback