HCI part 6: HCI specification and design

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1 First exercise

The first exercise is the following:

> *Imagine an innovative interactive system. Illustrate it through a storyboard (drawn by hand or using a storyboard editor available on the web). If a storyboard editor available on the web is used, provide its name.*

One possible solution can be seen in figure 1 and 2 for the vendor profile.
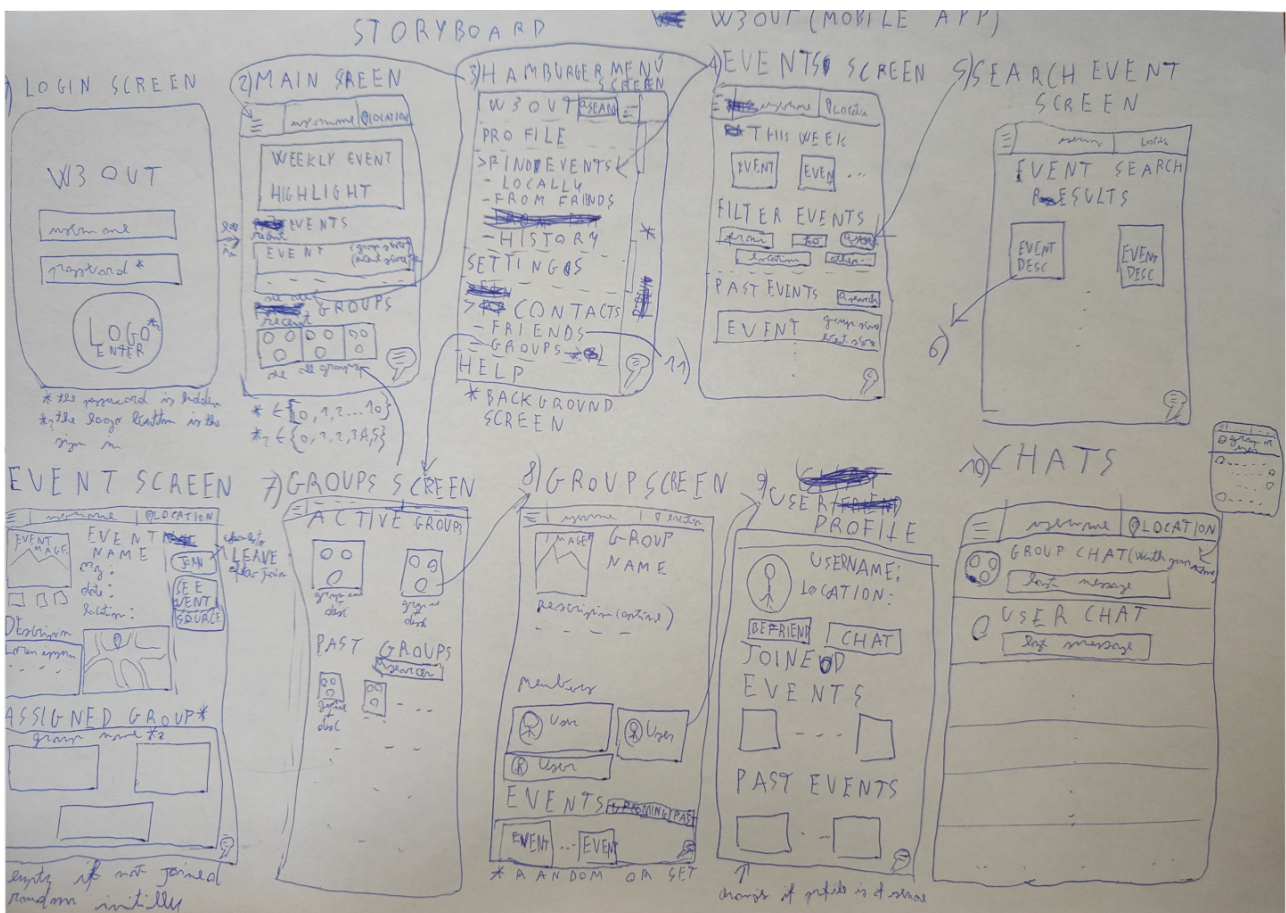

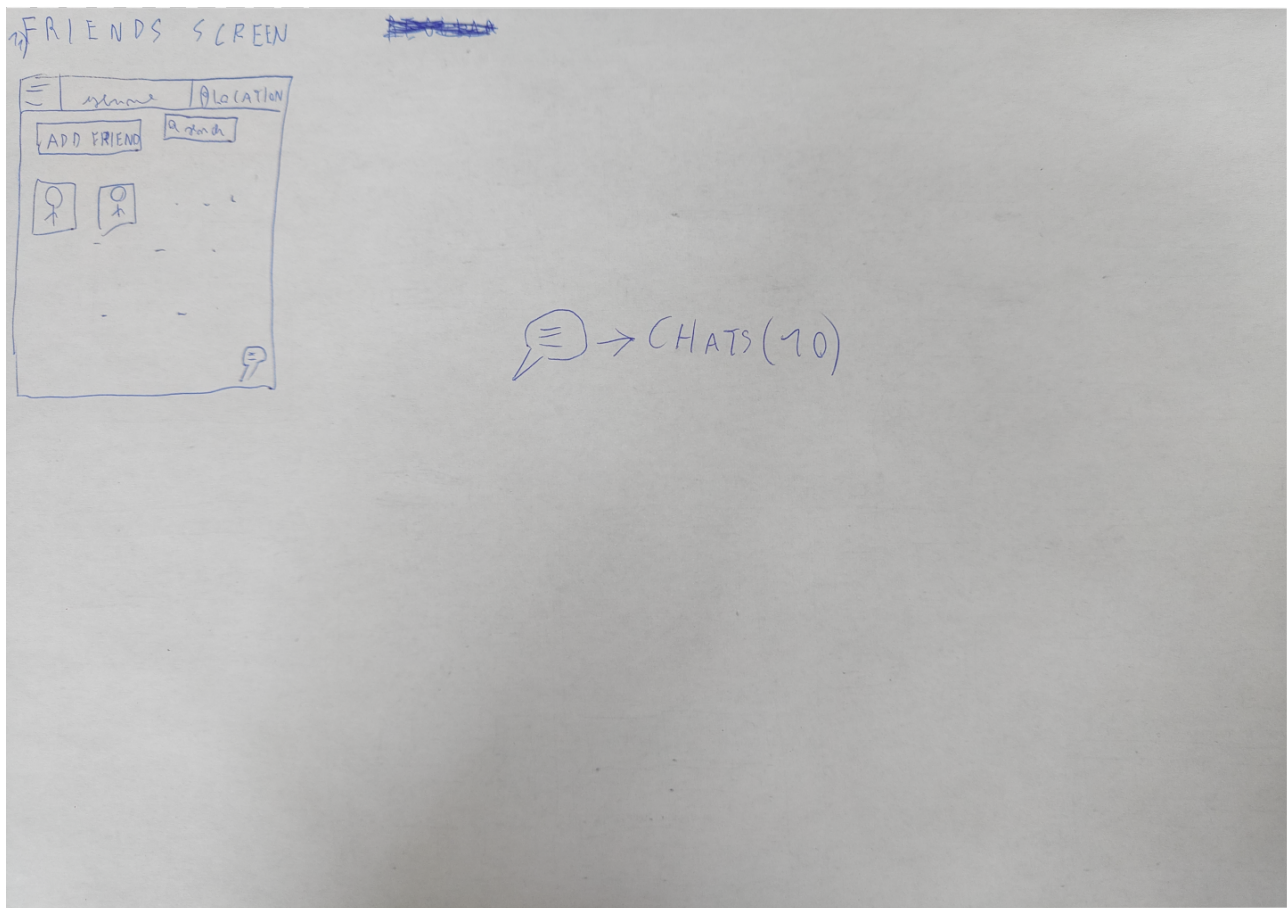Figure 1: First page of the storyboard for W3OUT

Figure 2: Second page of the storyboard for W3OUT

For this exercise, a mobile application storyboard was created for a mobile (and also web for the next exercise) app that locates events in a location that the user wants, and when the user joins the event, it assigns the user to a group of 2 other people that have joined the event from a pool(to go to the event together or something along those lines). This app is called **W3OUT**

The storyboard has 11 steps for an almost complete user experience of the mobile app(but it can also be transposed to the web app as well since most of the functionalities are possibly present even in the web app):

1. A **login screen**

2. A **main screen** (I forgot to add a home button in the higher section but the home section can be reached by the 2 hamburger menù by clicking the W3OUT logo)

3. An **hamburger menù** accessible from every page after login, where all the possibilities of the system are listed (some of them won't be seen here since there could be a lot)

4. An **events screen**, accessible by clicking on **see all events** in the main screen or with the **find events** button in the hamburger menù.

5. A **search event screen** where the results from a query in the **events screen** are shown, these are all the events that match the query specification(given by the user).

6. An **event screen** to see the details of an event and join it. After joining the event, the event screen will be expanded with the **Assigned group** section and the button to join the event will change in the **leave** button. It also has a button to display the event source(the event page since, in my mind, the events are taken from the internet via Facebook, groups, or whatever API is available to list events)

7. A **groups screen** where information about the groups are shown (joined groups, active groups, inactive/past groups)

8. A **group screen** where the details of the group are shown

9. A **user profile screen** (could be of the user or of another person since it shows almost the same information) to show user information and the joined events

10. A **chats screen**, always accessible(after the login) from the little icon on the bottom left of every screen (I forgot to add it to the groups' screen but it is also there). It shows chats between friends or between groups(if two people are not friends, they can only talk via joined groups).

11. A **friends screen** that shows the friends of the user and their activities (or a short description of their activities since they are available in their profiles)

I could have added more screens as well but I think that it is a complete enough storyboard to show the interactions and the functionalities of the system via the mobile.

2 Second exercise

The second exercise was the following:

> *In the same document, propose a first mockup concerning this innovative interactive system. This mockup should be composed of three page screens. A tool available on the web should be used. Don't forget to provide the name of the tool used.*

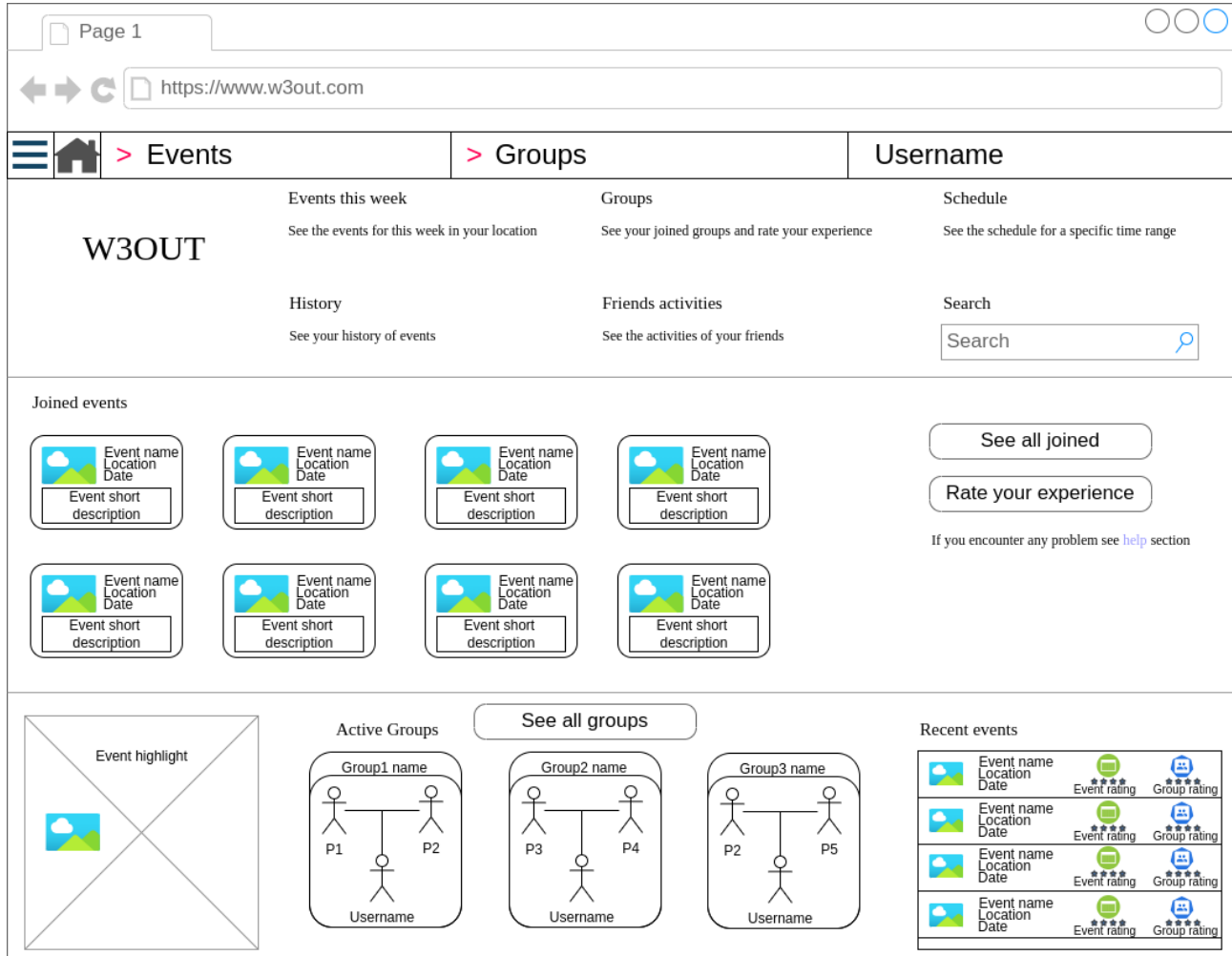One possible solution can be seen in figure [3,4,5].

Figure 3: Mockup web screen: homepage

The homepage in figure 3 shows the same functionalities seen in the mobile app, that is a **recent events** section and an **active groups** section, while it adds some additional sections since the format of a web page is better for display more information, those are a **joined events** section to show currently joined events, an **event highlight** to see a trending event, and a **starting section** where various preferences and pages are listed.

In the **Events** web page in figure 4, almost the same sections are available from the mobile app as well (an **event this week** section, a **joined events** section, an **event history** section and a **search** section used to search for specific events). Additional sections are the **recent events** (sorry for the same name as the one seen on the main page on the mobile app but that is related to the history) where the events waiting for rating are listed along with the possibility of seeing similar events.

In the **Joined event** web page in figure 5, the description of the event is given along with the possibility of leaving the group and seeing the source page, and the assigned group with the possibility of updating information, joining the group chat, and report a problem (almost the same as in the mobile app).
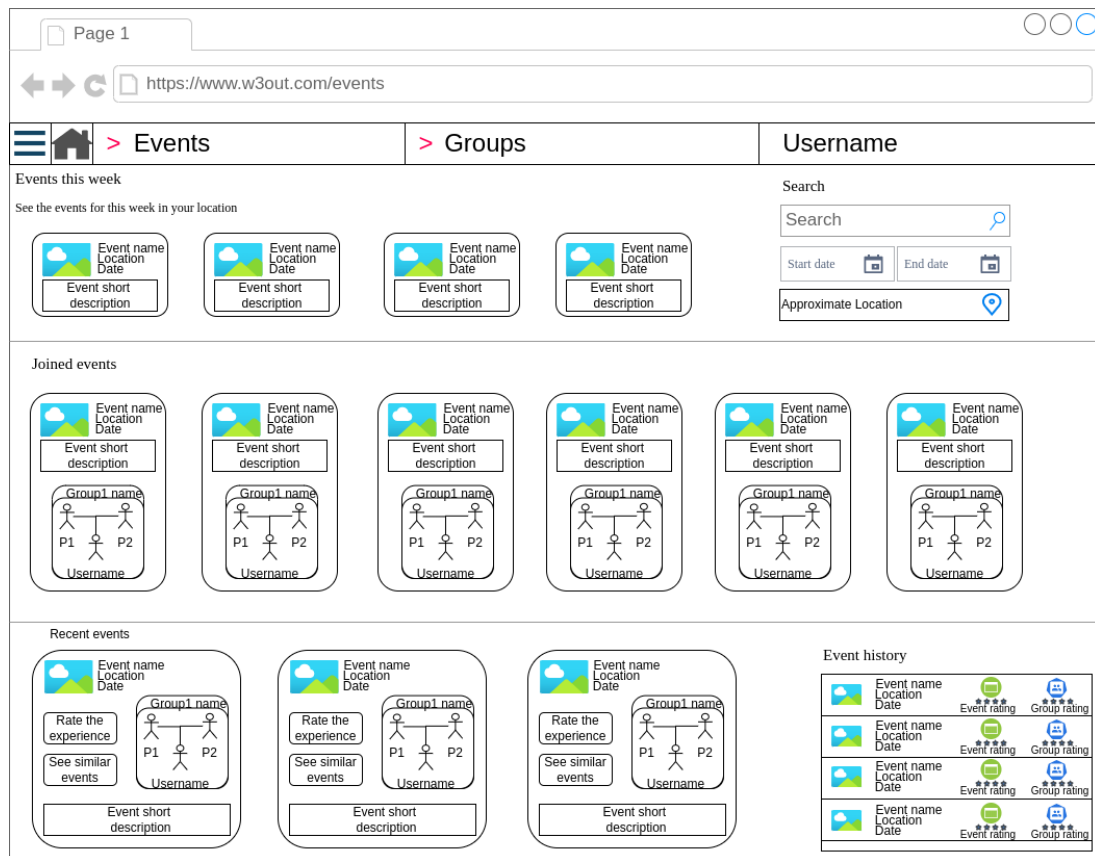
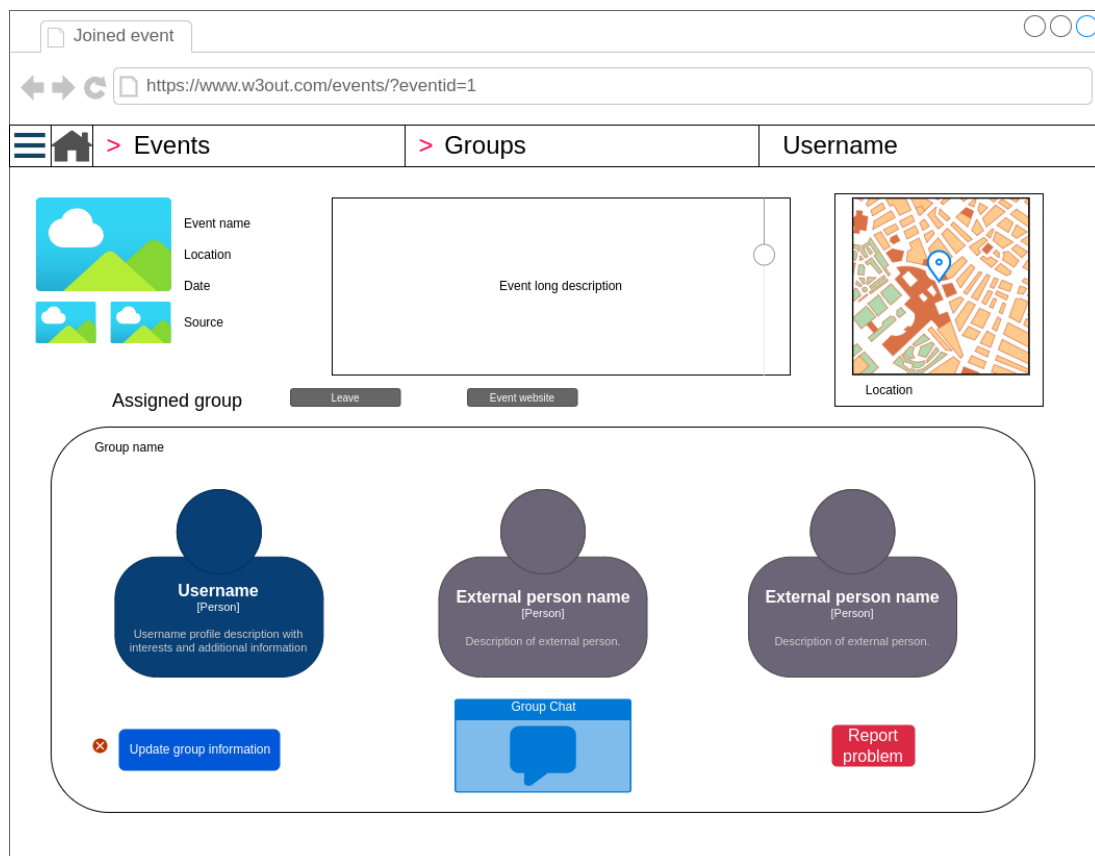Figure 4: Mockup web screen: Events web page

Figure 5: Mockup web screen: Joined event web page

I have chosen to use the web page screens for this exercise since the previous exercise was about the mobile app and I wanted to change the environment, but also maintain the context of the system since the functionalities are the same.

The software used to create the mockups of web pages is a web application called diagrams.net capable of generating a large range of diagrams (UML, use case, sequence, etc...)