Walk Together

ITIS 3130 Human-Centered Design

12/4/2019

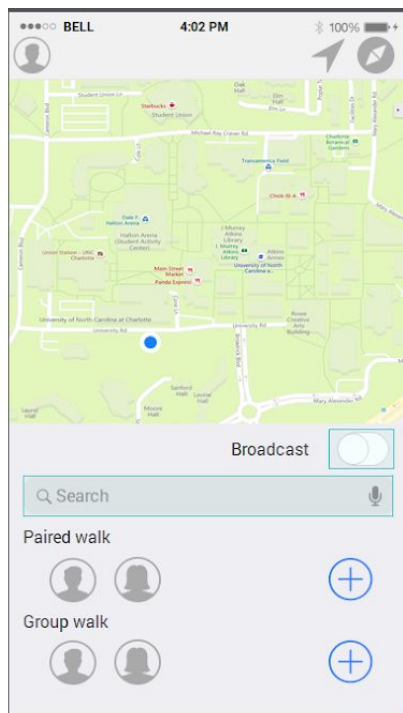*Lythe Elhulu*
Nathan Adams
Jesse Espinoza

Figure #1.1

Figure #1.2

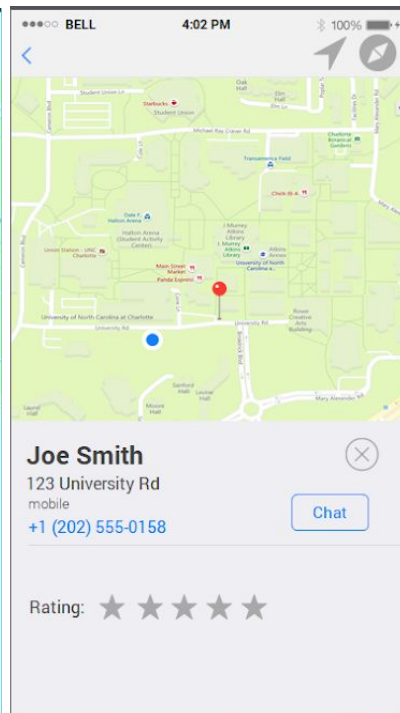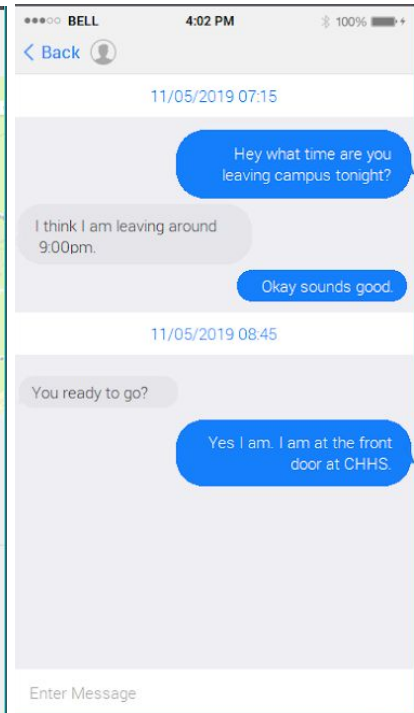**Figure #1.3**

Introduction

The Walk Together design project report covers our design group's process of understanding and solving a problem through a design process. The problem that our project centers around is that students can often feel unsafe when walking on campus at night. Finding other students who are still on campus at night can often be hard for students since most people are back home or at their dorms. They usually won't be able to find anyone, unless they run into someone they know or unless they find a random person willing to walk with them, and even then, trusting a stranger can also be dangerous. Over the course of this semester, we have gone about solving this problem by working through the design process, getting in touch with possible users, and gathering information on the significance of our problem and the effect it has on students at UNCC.

Needfinding

User Background Research

The users for our application are students who stay on campus late at night for a number of reasons, like schoolwork, clubs, or other activities. We put out a needfinding survey earlier in the semester with a set of questions, with the goal of learning about our possible users. Most of our users are usually in the age range of 18-22 since most of the students who attend UNCC are undergrads. The majority of our users are on campus at night at least once per week and of those who walk, half of them walk by themselves. The problem our design will focus on is safety during night time at school. When students stay on campus late at night, there aren't as many people around to walk with, and students can often feel unsafe since they run a greater risk of being approached by someone dangerous without anyone around to help. It's hard for people to find anyone to walk with, without calling friends or resorting to talking to random people at wherever they happen to be. If you're asking a stranger, you never know if they mean well or if you're putting yourself in even more danger depending on the person. Being able to call a friend isn't helpful either unless you plan to inconvenience them by having them come to get you. It would be great if students had a way to find friends who are around them at night, or find people who have a mutual connection with one of their friends. If someone has a mutual connection with one of your friends, then it's less likely that they would be dangerous, since your trusted friend knows them enough to be friends with them as well.
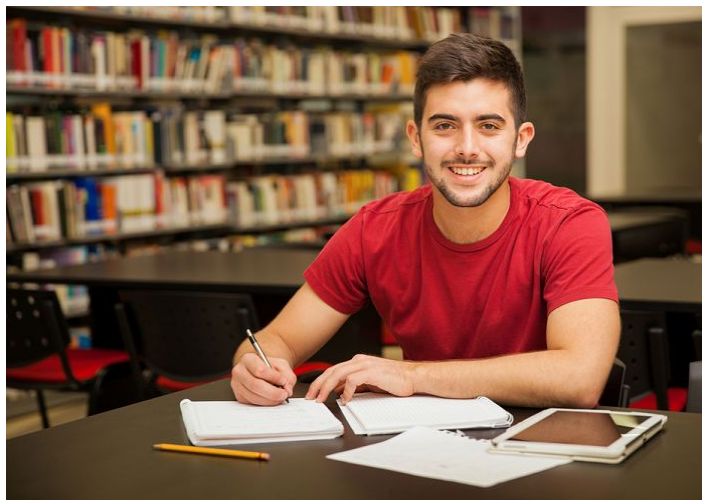
Figure #2

Persona 1: Thomas Wallace

Thomas Wallace is an 18 year old Freshman at UNCC, and wants to graduate from UNCC with a Bachelor's Degree in Communications. Thomas is living on campus in Laurel Hall, and has a smaller friend group. Thomas' family has a middle class income, and because of this, his parents are only able to pay for half of his tuition. Thomas doesn't currently have a job, but he is looking for summer internships so that he can start to help his parents pay for his tuition. Thomas likes to run in the morning before class and during night after class. Thomas is running to get in shape, as he believes that being healthy and fit is important to his mental condition. Thomas is also on campus usually 1 or 2 times per week and doesn't usually let anyone know when he's walking on campus at night. Thomas has a night class on Tuesday nights and often stays in the library to study on Thursday nights. He also doesn't have a system set up to let his friends and family know where he is. He usually feels safe on campus, but he sometimes feels unsafe when running trails or running on the edges of campus when it's dark early in the morning and late at night. Thomas feels like he can't run as far as he wants to because the blue light system is only within the bounds of the campus and there are only so many places he can run while still staying within the safety of the blue light system. Thomas would like to have a system where he could find people to run with so that he could run further away from campus instead of only running around inside the campus blue light system.

Figure #3

Persona 2: Elizabeth Harris

Elizabeth Harris is a 20 year old junior at UNCC, and she hopes to graduate with a Bachelor's Degree in Biology. Elizabeth's family is in the upper income class and as such, is able to fully fund her college tuition. Even though she doesn't need to pay for her college herself, she still works as a Lab assistant in the Biology department here at UNCC. She lives on an off-campus apartment with a few of her friends. She has a normal sized friend circle, and keeps in touch with many of them both in person and over the phone. She believes that having friends is very important to her happiness, and that having supporting friends can help one live a healthier life in general. She also wants to join clubs on campus, in order to connect with other students and widen her friend circle. She is already a member of the Biology Club and has met a few friends through that. Elizabeth is on campus at night around 3 or 4 times per week, and she always tells one of her friends where she is when she studies late so that they can know where she is and if she's ok. She doesn't feel very safe when walking on campus at night and whenever she feels unsafe at night, she calls one of her friends and lets them know where she is. After her night classes, she has to walk over to the parking deck in order to get to her car, as she commutes to campus via car. Elizabeth would like to have a system to find people to walk with on campus at night, since it would both make her feel much more safe, and could also help her make more friends in the process.

Surveys

In completing our User Research Report, we conducted an online survey and conducted interviews with ten participants in order to guide the design of our application. We asked our participants 10 questions and polled their responses by sending them a Google Forms survey titled "Safety at Night." From the results of our online google survey, we found that 17 of the 34 respondents said that they had felt unsafe while walking on campus at night. Most participants also reported being outside at night, with 85.3% reporting they were on campus at night at least once per week. From our survey, we gathered that 61.8% of our participants were female, where 38.2% were male. When our participants feel uncomfortable while walking around at night,

47.1% just check their surroundings and carry on, while 32.4% call a friend to let them know they're feeling uncomfortable. This lets us know that they have a measure of awareness of their surroundings and are ready to react when they feel unsafe at night. A majority of our respondents drive a car to campus, with 67.6% taking a car, and 23.5% walk to and from campus. All of our participants had to walk at night in some capacity, since those that drive a car still have to walk to the parking deck in the dark to reach their car. As for who people are walking with when they're walking at night, 54.5% walk by themselves, where 45.5% walk with at least one other person. This tells us that students might be walking alone because they aren't aware of who is around them and available to walk with them. The use of some form of tracking was also prevalent, with only 36.4% not having some sort of tracking system set up, and 63.6% having a system set up.

Diary Studies

In completing our User Research Report, we conducted a diary study with one participant over the course of a week. We had this user report back to us each day with a report which detailed how late they stayed on campus, if they felt safe on campus at night, if they were on campus at night or not, and if they didn't feel safe, why they didn't feel safe. Our participant didn't run into any real danger over the course of the week, with the only notable event being them feeling unsafe when having to walk past a patch of woods at night. They stayed out on campus at night in some capacity 7 out of 7 days, since we're counting night as being after sundown. The reasons for staying at night varied, with some being from night classes, some from studying late, and some from hanging out at a friend's place. Even though our participant didn't encounter any real danger, they could still have a use for our app, as it not only helps keep you safe, but also opens up opportunities to meet new people and make new connections with other students.

Competitive Analysis

In our User Research Report, we were tasked with evaluating Discord, an instant messaging application used by video game players to communicate and organize communities online. Discord is relevant to our application because of the simplicity of it's design, an aspect we tried to learn from and incorporate into our own design prototype by implementing proper whitespace and making sure icons and options are placed in locations that would be intuitive to the user. The Discord application is very easy to use for a wide range of users, and not just those who play video games, but casual computer users as well. We have also tried to make our application easy to use for a wide range of inexperienced users, making it one of our design goals for the application. Our use of simple menus and labels on critical controls are two techniques we implemented in order to meet this goal. Discord also has many interactive components that users can interact with in order to accomplish what they want to do with the application. We also tried to add interactive components to our application, with the ability to control if you broadcast your location or not, the ability to chat with other users and interact with them, and also the ability to receive visual feedback on the location of users through the interactive map.

Design Goals

Design Goals
The main reason we created Walk Together was to have an application where a user who does not feel safe to walk somewhere can locate someone else to walk with. Safety is our top priority of the app for all users. We want to achieve this goal by making our application interface extremely easy to use for any user even if they do not have any prior knowledge of our app. We help the user feel safe by helping them locate other users who are safe to walk with. We help the user decide who to walk with, by implementing a star rating system. The user will be able to rate other users and see other users' ratings before walking with them.

Scenario
Finals are next week and many students are staying on campus to study late. One student has lost track of time, it's now one in the morning, it's dark outside and they need to go back to their dorm. They have nobody to walk with and they do not feel safe walking back to their dorm alone. The student then pulls out their phone and opens up our app to find any nearby users who are also looking for someone to walk with. The user first logs into their account and broadcasts their location. The student then looks for nearby users. They locate a user and click on the nearby user to look at their rating. They see that the user has a "5 Stars" rating and they hit the chat button to communicate with the user and see if they want to walk together. After exchanging messages, they decide to walk together and meet up at the star quad. Both students meet up at the star quad and then proceed to walk to their dorm together. After they get to their dorm, the student goes back to the app to give the other user a 5 star rating. The student felt much safer walking with the other user.
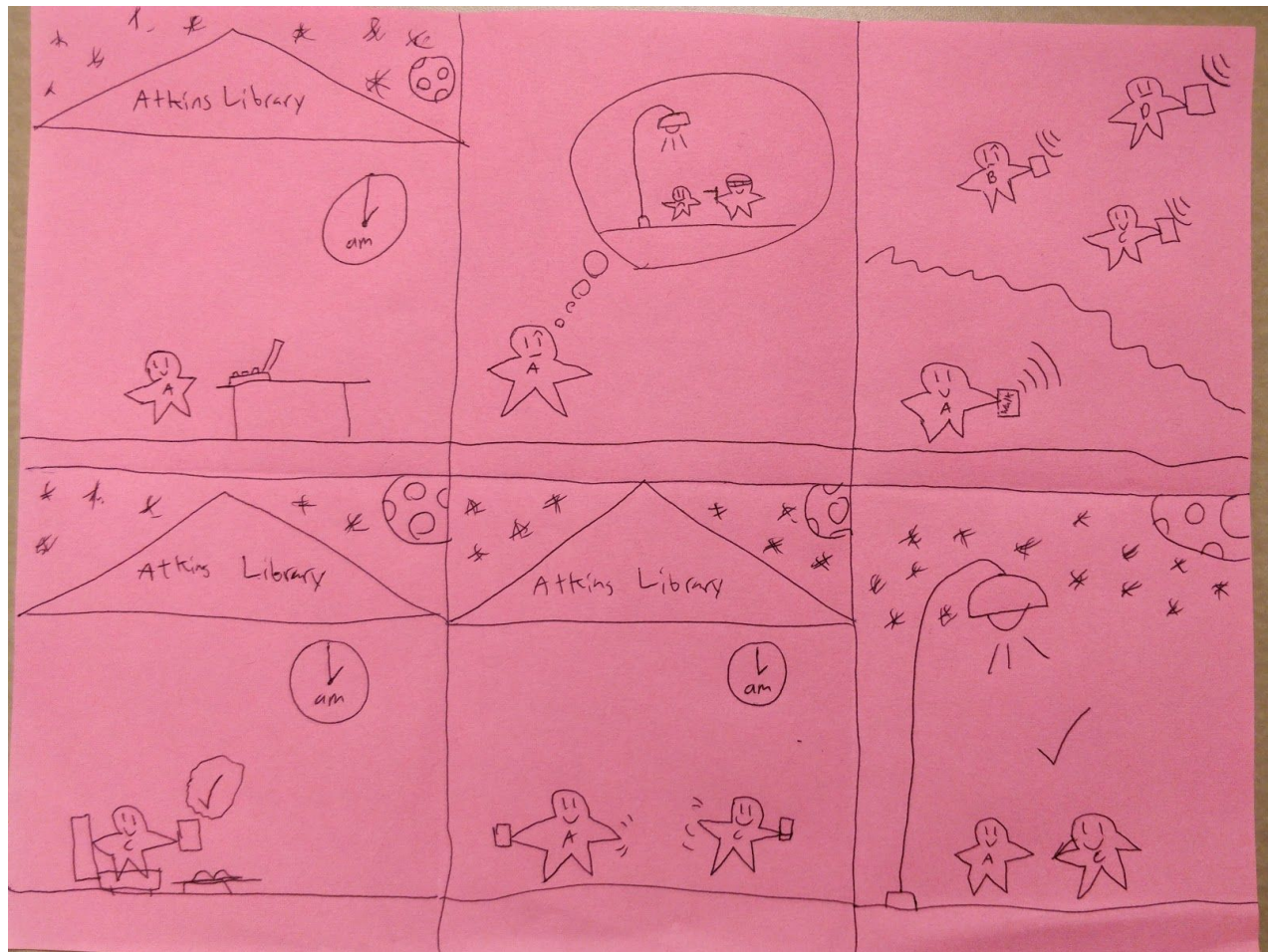
Storyboard

Figure #4

Design Description

Design Concept

One of the major components of the design is chatting with other users that are currently on the app. The map that is in the app will always show your current location. Since not everyone wants their location to always be broadcasted, we added a feature to turn on and turn off the broadcast. The user can click on nearby users and view their profiles, and there they can see the star rating that the nearby user has received from other users. The user can also give a star rating to other users after walking with them. After they decide who they want to walk with, they can directly chat with them within the app. They also have the ability to call the other user, since the other user's phone number will be colored blue and included in their profile.

Design Prototypes
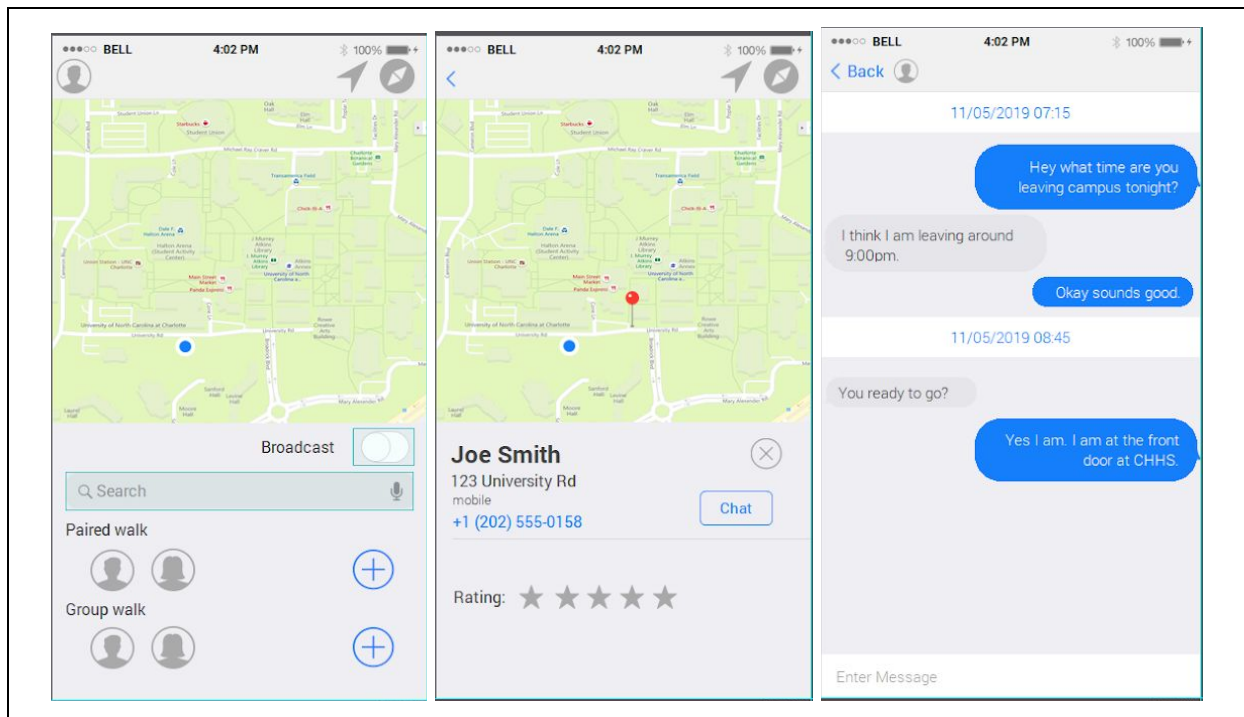
Walk Together : Visual Design

Signifiers - The map on the top half of the application takes most of the visual design.
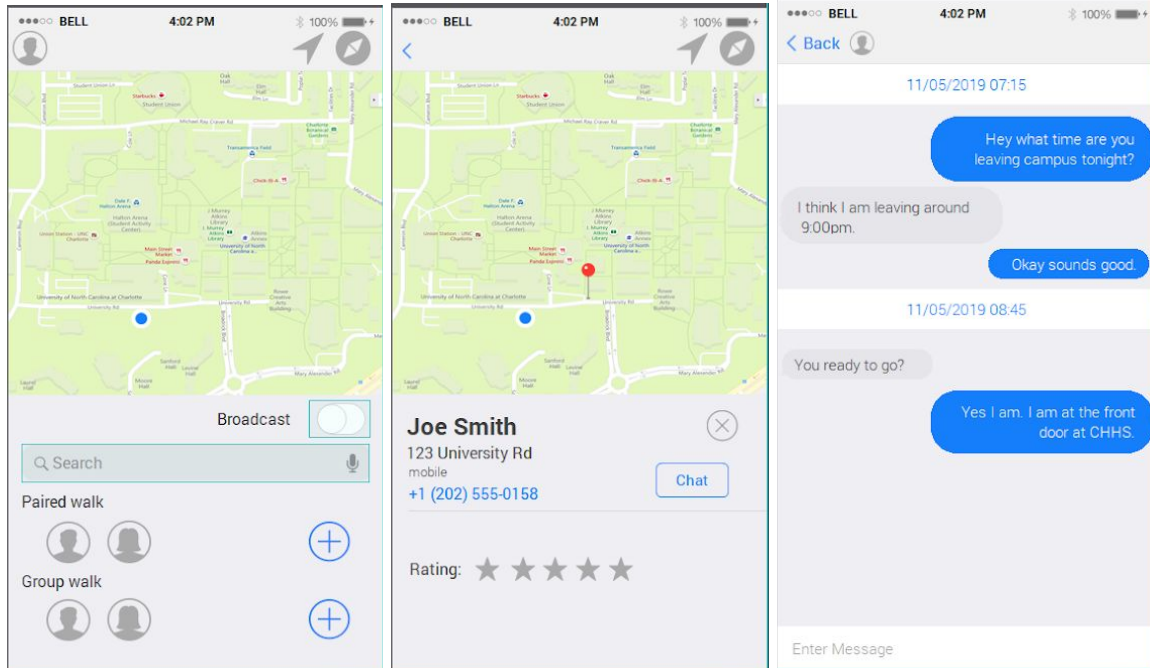
Affordances - The map showing you your current location indicates that it will be used in the application.

Modalities - Touch and Mobile interface types.

Applicable metaphor: The application exhibits the device metaphor because the user interacts with the application to find where they're currently located. The user must interact with the application for the application to work and have a purpose.

Description of mapping between metaphor and signifier/affordance/modality:

The mapping between the signifiers, affordances, and modalities is that the user interacts with the application by moving around the map, and they can see how it reacts to the user's touch.

Walk Together : Icons

Signifiers - The text "Chat" on the Chat button tells the user that clicking the button leads to the Chat window. The text "Paired/Group Walk" tells the user that the different groups of profile icons have different meanings.

Affordances - The chat button being a button, which implies that it's clickable. The profile icons looking like people implies that the button is related to or representative of a person.

Modalities - Touch and Mobile interface types.

Applicable metaphor: The application exhibits the device metaphor because the user interacts with the application to find another user to walk with. The user must interact with the application for the application to work and have a purpose.

Description of mapping between metaphor and signifier/affordance/modality:

The mapping between the signifiers, affordances, and modalities is that the user interacts with the application by pressing buttons and reading the label text, which is equivalent to the device metaphor.
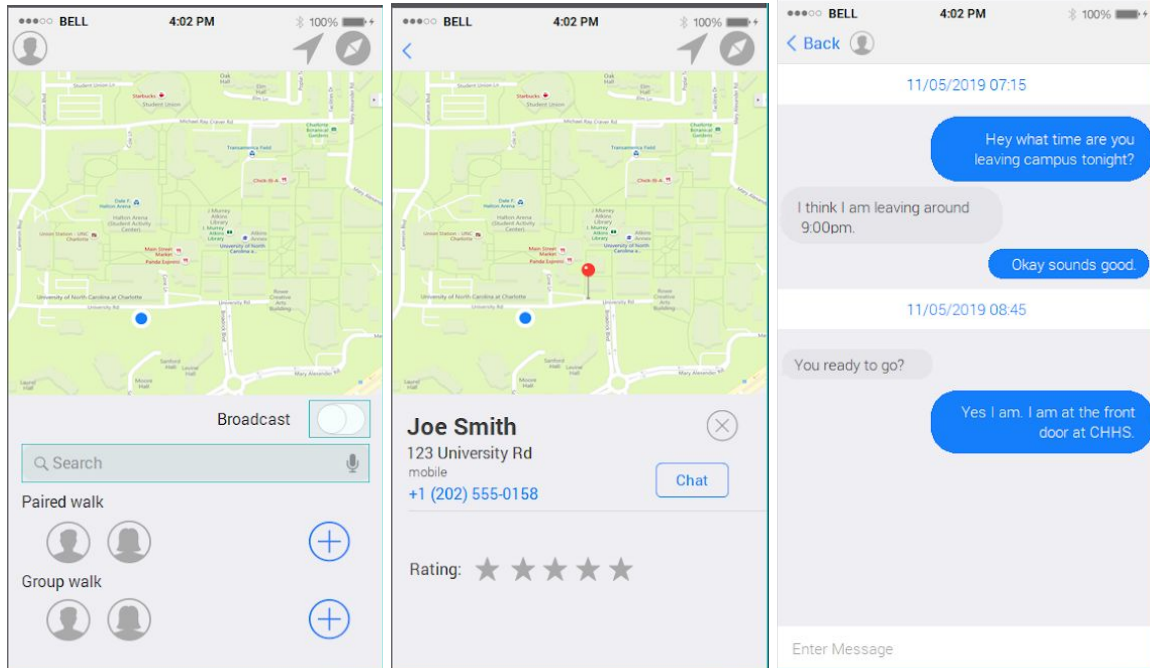
Walk Together : Typography

Signifiers - The bold text, blue colored text

Affordances - The bold text indicates that it is the users name, the phone number being blue helps show users that it can be clickable.

Modalities - Touch and Mobile interface types.

Applicable metaphor: The application exhibits the device metaphor because the user interacts with the application according to the typography. If the user wishes to call the other user they can do so with one click of a button.

Description of mapping between metaphor and signifier/affordance/modality:

The mapping between the signifiers, affordances, and modalities is that the user interacts with the application by reading the application's titles and smaller text.
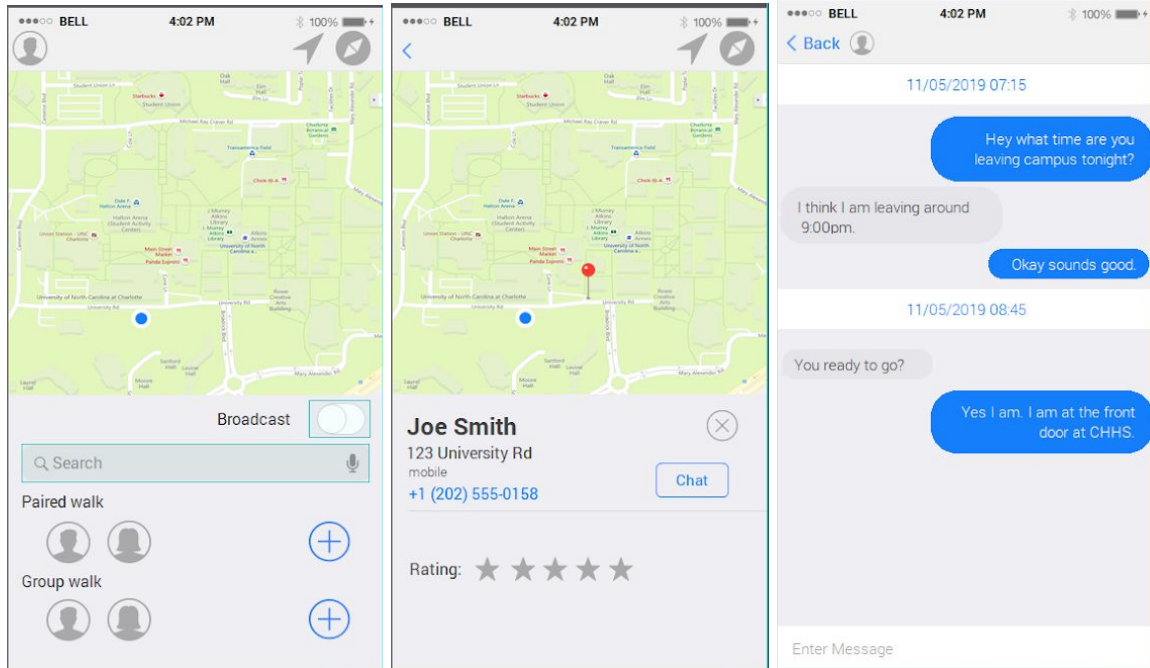
Walk Together : Navigation

Signifiers - The "Back" text on the top of the screen tells the user that even if they have done something there is always a way back.

Affordances - The back button being a button, this implies that it's clickable. The "x" button next to the user name implies that you can leave the profile.

Modalities - Touch and Mobile interface types.

Applicable metaphor: The application exhibits the device metaphor because the user interacts with the application to find another user to walk with. The user must interact with the application for the application to work and have a purpose.

Description of mapping between metaphor and signifier/affordance/modality:

The mapping between the signifiers, affordances, and modalities is that the user can interact with the application by pressing the back buttons, allowing them to go back through the pages of the application.
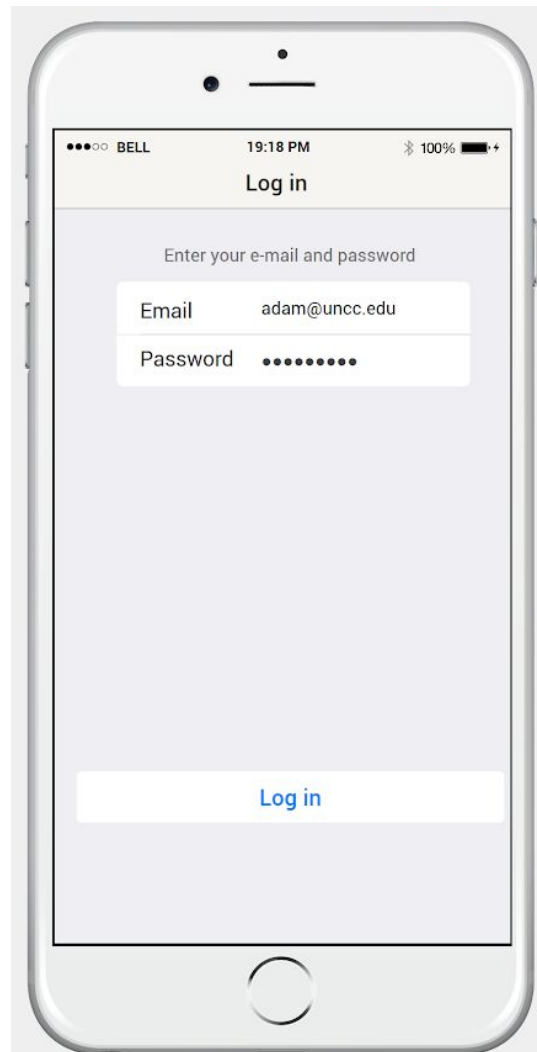
Design Prototypes

Figure #5.1

In this figure the user will interact with the application to login to their account. The user will be able to type in their credentials and then click the login button that is located in the center of the bottom of the screen. After logging in, the user will be taken to the home page of the application.
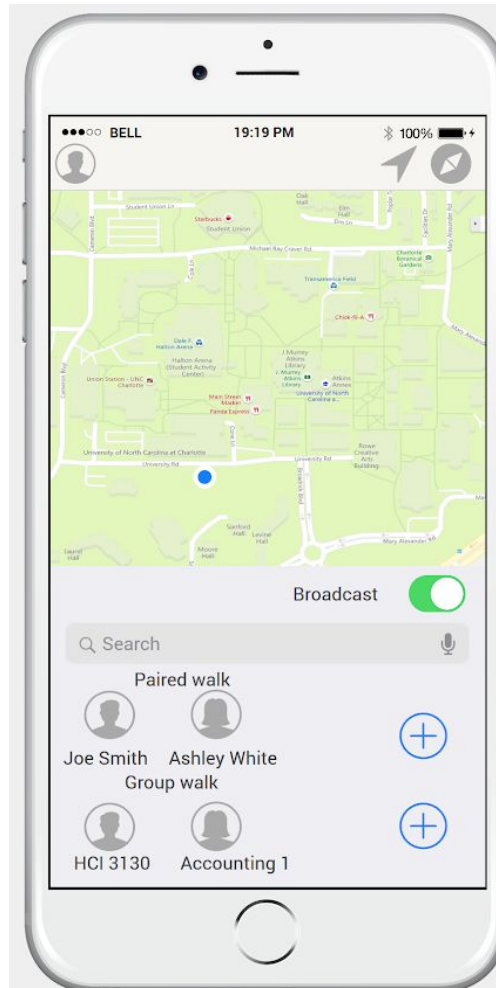
Figure #5.2

After logging into the application, the user will be presented with the home screen. From this screen, the user will have many options to decide on. The user may broadcast their location, or if they do not want their location shared to other users, they have the option to turn it off. The top left corner of the screen shows the user's profile icon. The bottom half of the screenshot is where you can choose the group you would like to chat and walk with. The paired walk is a walk with only one other student while the group walk is with more than one student.
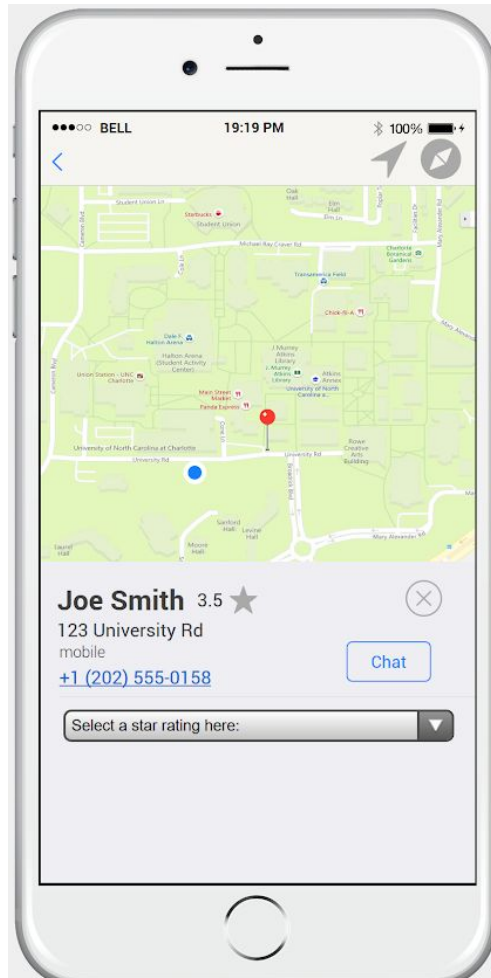
Figure #5.3

This figure is shown after clicking one of the nearby users. After clicking the user you will be directed to their profile. The user's profile consists of their name, phone number and rating. You will be able to rate the user you are walking with and also chat with them. You can rate the user by clicking the drop-down arrow where it says "Select a star rating here." You will be able to chat with the user by clicking the chat button next to the user's information.
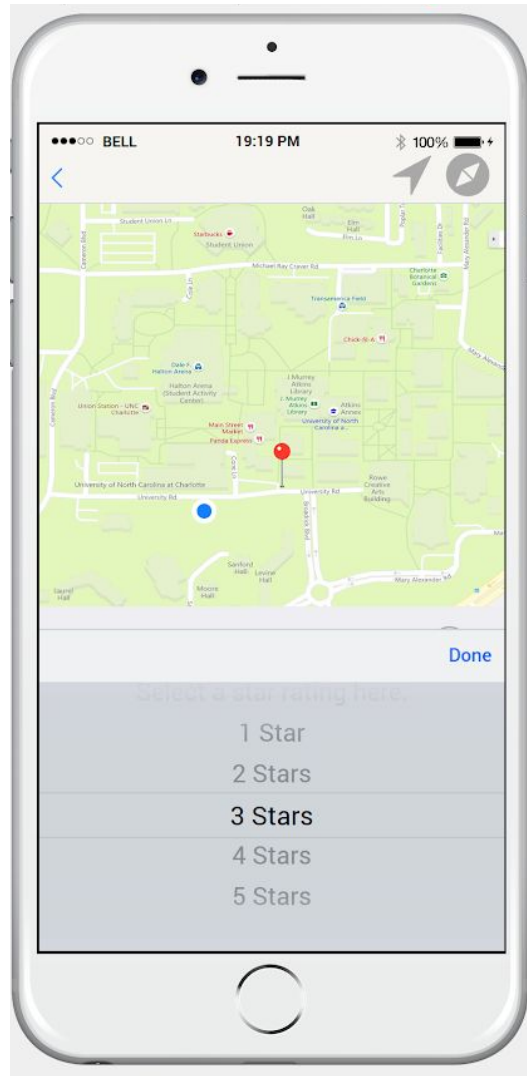
Figure #5.4

After walking with another user, you can go back and rate that user. You will be given the option to choose from "1 Star" all the way up to "5 Stars." Once you click the rating you wish to give, you will select "Done" and their rating will update.

Figure #5.5

This screenshot shows the user interacting with another user on the application. Here the user can chat with the other user and can decide where to meet the user.

Figure #5.6

This figure appears after clicking the group walk option. The group walk action is exactly what it sounds like, as you walk in a group instead of walking with just one other person. You will see each user's profile in the group. You just have to click one of the chat buttons and it will automatically take you to the group chat screen.

Usability and Evaluation

Usability
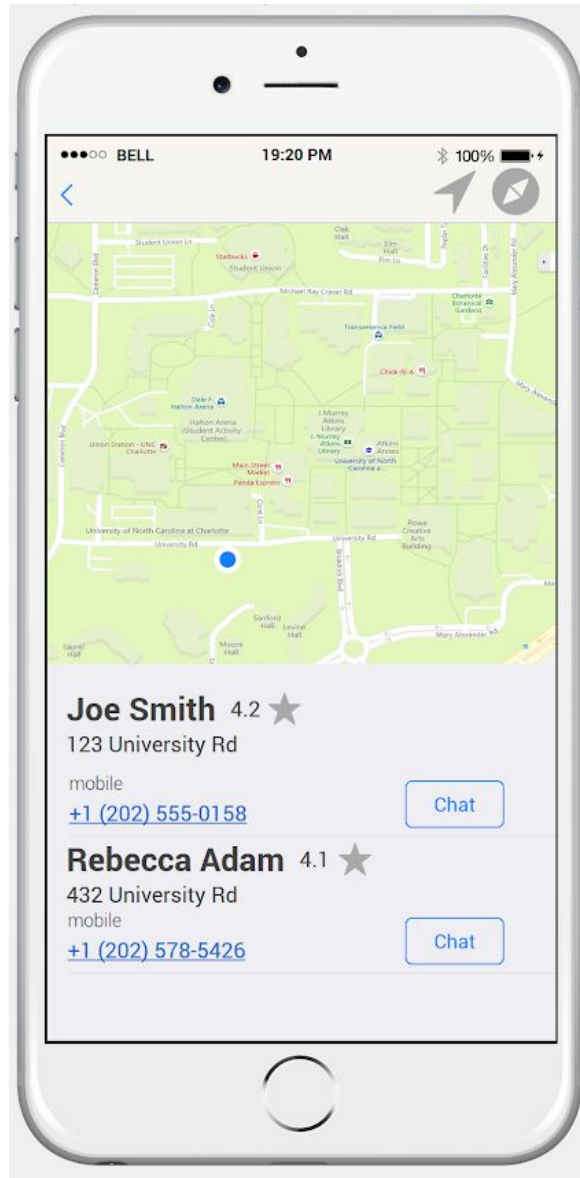
Our design goals are to have an application where a user who does not feel safe to walk somewhere can locate someone else to walk with. Safety is the top priority of the app for all users. We want to achieve this goal by making our application interface extremely easy to use for any user, even if they do not have any prior knowledge of our app. We will help the user feel safer by helping them locate other users who are safe to walk with. We can help the user decide who to walk with, by implementing a rating system.

In task one, we asked the user login to our application. This task helps us achieve our design goal of making sure that the interface of the application is easy to use. If the users are able to sign in without any problems, then we know that we are creating an easy to use interface. In task two, we asked the user to turn off their location broadcasting. This task helps the user feel safer because they might not feel safe broadcasting their location all the time. Our goal is to make the user feel safer when using the app and walking on campus at night. In task three, we asked the user to give another user a star rating. This task helps the user feel safer because they can see how other users rate the person that they are walking with. This helps us accomplish our goal of making an app that makes users feel safer when walking at night. In task four, we asked the user to send a message to "Joe." This will help us determine whether our application interface is easy to use or not. From the results, we will see if users had trouble using our application or not. If people have trouble, then that means that it interferes with our design goal of making the application simple and easy to use. In task five, we asked the user to access a previous group walk. In this task we can see if our application is easy to use, as well as if it makes the user feel safer. People will feel a lot safer when they walk in a group versus walking alone or with one other person. If users make errors when doing this, then we will need to change the interface of our application.

Evaluation

One of our design goals was to make the app easy to use, but according to our findings, some people had some difficulty finding the back button. They would click the text "Back" instead of clicking the arrow, and this indicates that our prototype doesn't fully align with our goals of making an interface that is easy to use. We can help the user feel safer by helping them locate other users, and our findings show that it was very simple to locate the previous paired walk and to locate those other users. They also found that the rating system was very helpful in determining if the person was safe to walk with or not. Also, they found it confusing to leave a star rating for the person that they walked with. They found it confusing because they were not sure if the star rating submitted by itself or not. Given all the points that we have discussed, we would change the "Back" button's functionality to where both the "Back" text and the arrow would both go back. We would make this change because it would cause less confusion for the

users when they are interacting with the pages. We would also change the star rating since many people were confused if the rating actually submitted or not, and we would do this by adding a submit button after they selected a star rating. This will make it clear that their response was accepted.

Summary

Our design concept for this report is to create a solution that allows students to find people to walk with, so that they feel more safe when they have to walk around at night. We have endeavored to make this solution easy to use and enjoyable to interact with by performing design analysis, considering design interaction modalities, creating a prototype, testing that prototype, and creating this design project report. Our design concept adopts the design modalities of Touch and Mobile. It does this by being a mobile app and by using touch inputs to navigate through the user interface and select desired options. The metaphor of device that our application embodies is device, because it's a utility that can be interacted with by a user in order to initiate certain tasks to meet certain goals, and doesn't function without user-initiated interactions. Our prototype met our design goals by being relatively easy to use, by providing our users with a functional simulation of locating other users to walk with, by being able to chat with those simulated users, and by being able to assign them star ratings with a user interface that was intuitive to navigate. I think that the future of this project could be improved either by securing discounted university licenses for students to use some sort of premium prototyping software, or by locating a high-quality free option for users to create their prototypes in. The deadline for the software that we used made the prototyping process more complicated than it otherwise would've been.

Appendix

<u>**Evaluation Methods**</u>
Participant 1:
- **Method: Participant Observation**
- **Log into the application**
  - Successfully logged in without issue.
- **Stop broadcasting your location to other users**
  - Successfully changed broadcast without issue.
- **Give another user a star rating**
  - Was confused between the user's current rating and the select menu to give a user a star rating, suggested to add number by the name.
- **Send a message to the user "Joe"**
  - Successfully sent message without issue.
- **Access a previous group walk using the previous menu**
  - Clicked a previous user instead, then tried to click the add user icon instead of the previous group, then clicked the group icon.

Participant 2:
- **Method: Participant Observation**
- **Log into the application**
  - Was unable to click the login prompt, was then able to click the login button.
- **Stop broadcasting your location to other users**
  - Successfully changed broadcast without issue.
- **Give another user a star rating**
  - Was confused between the user's current rating and the selectmenu to give a user a star rating.
- **Send a message to the user "Joe"**
  - Successfully sent message without issue.
- **Access a previous group walk using the previous menu**
  - Successfully accessed previous group walk without issue.

Participant 3:
- **Method: Participant Observation**
- **Log into the application**
  - User was able to login with any problem. User entered their credentials and then clicked on the login button like they should. Was prompted to the next screen.
- **Stop broadcasting your location to other users**
  - User took longer than expected to turn off their location. They suggested changing the name to broadcast location instead of just broadcast.
- **Give another user a star rating**
  - User took a little longer because they did not know that they had to click on a user before rating them. After clicking on a profile the user was able to rate them quickly and complete the task.

- **Send a message to the user "Joe"**
  - User saw the chat button and went to it and clicked on it right away. User did not have any problems with this task.
- **Access a previous group walk using the previous menu**
  - User had trouble with previous group walks. User did not know where previous group walk was located. User eventually found it because of the name of the group and was about to complete the chat. User said they overlooked where it said "Group walk."

Participant 4:

- **Method: Participant Observation**
- **Log into the application**
  - User logged into the app without problems.
- **Stop broadcasting your location to other users**
  - User located the broadcast on the application and tried swiping to the left not knowing they just needed to click.
- **Give another user a star rating**
  - User was not sure on how to change the star rating. Thought the rating would be under a different tab. Located the star rating in about 10 seconds.
- **Send a message to the user "Joe"**
  - User found the profile with the name "Joe" and selected their contact. After that, the user did not take long to find the chat button. They sent a message of "Hello" to the other user.
- **Access a previous group walk using the previous menu**
  - User took two clicks to go back. User took longer than other tasks to complete this task. Wasn't completely sure where it was but figured it out.

Participant 5:

- **Method: Participant Observation**
- **Log into the application**
  - User was not sure where to click on the application. They clicked on the "Email" text for a couple seconds and realized that it was the wrong place to click.
- **Stop broadcasting your location to other users**
  - User did not know if they should click and hold the bar or just click once.
- **Give another user a star rating**
  - User was not sure if the application took the star rating, and recommended adding a submit button.
- **Send a message to the user "Joe"**
  - User clicked the chat button and typed the message but did not see any submit button for the message to send.
- **Access a previous group walk using the previous menu**
  - User found the previous group walk very efficiently.

Participant 6:
- **Method: Think-Aloud**
- **Log into the application**
  - User had no problems with the login process, asked if they needed real information, and then plugged in a fake email and password and clicked the login button.
- **Stop broadcasting your location to other users**
  - Saw the broadcast button, read aloud the label "Broadcast" and then clicked the broadcast toggle button.
- **Give another user a star rating**
  - Read aloud the name of "Joe Smith" and clicked on the profile picture, confirmed that they read the text in the select menu, clicked on it, then selected "1 Star."
- **Send a message to the user "Joe"**
  - Remarked that there was a button with the text "Chat" and then clicked on it, typed a message, and pressed enter.
- **Access a previous group walk using the previous menu**
  - Tried to click the back text, said that it didn't work, clicked it a few more times then paused and said they'll try the back arrow, clicked the back arrow and was taken to the home page. Remarked that the heading said "Group Walk" then clicked on the "Accounting 1" group.

Participant 7:
- **Method: Think-Aloud**
- **Log into the application**
  - The user questioned the lack of a signup link, tried to click too far to the left of the input field and asked why it didn't work, then clicked to the right and selected the input field. They suggested we improve the click area of the input, then put in fake info and then clicked "Log in."
- **Stop broadcasting your location to other users**
  - Saw the broadcast switch right away and toggled it. Suggested that we add an additional visual indicator that the broadcast had been toggled.
- **Give another user a star rating**
  - Clicked the user name text, remarked on how it didn't do anything, and then clicked the profile picture, read the star rating select menu text, and selected "4 Stars" and said it was because they thought Joe was a good guy.
- **Send a message to the user "Joe"**
  - Clicked on the "Chat" button and said they clicked it because it had a label on it. Clicked the input bar and typed some text, then clicked return.
- **Access a previous group walk using the previous menu**
  - Clicked "Back" text, wondered aloud if they needed to double click the text instead, double clicked the text and paused, then clicked the back arrow. The user didn't recognize the "Group walk" section right away and looked around the page asking where they needed to click. Read the group walk text aloud and remarked how the selection was like navigating to the individual user in the previous task, then clicked the "HCI 3130" group icon.

Participant 8:
- **Method: Think-Aloud**
- **Log into the application**
  - User clicked and typed into email and password fields and then clicked return, remarked that they thought that should've submitted the form, then clicked "Log in" instead.
- **Stop broadcasting your location to other users**
  - The user claimed that they read the "Broadcast" label and recognized it, they then clicked the green area and then the white circle and said they thought that clicking on the green area should've toggled the button.
- **Give another user a star rating**
  - User clicked on Ashley White's profile picture, and mentioned that the user had a high star rating, then clicked the select menu and gave the user a "5 Stars" rating.
- **Send a message to the user "Joe"**
  - User then wondered how to go to the previous page, then clicked the back arrow, and clicked Joe's profile picture. They read out the "Chat" button label and clicked on it. They clicked on the input field and remarked how the field didn't move up with the keyboard like it does on an actual iPhone, typed their message, and clicked return.
- **Access a previous group walk using the previous menu**
  - User clicked the back arrow, clicked the "HCI 3130" icon, and accessed the group.

Participant 9:
- **Method: Think-Aloud**
- **Log into the application**
  - User clicked email, typed in their email, then clicked password and asked if the password needed uppercase letters or if it needed numbers. Clicked login.
- **Stop broadcasting your location to other users**
  - User assumed that since the broadcast is green that it was defaulted to on. User asked if they should swipe or click on the broadcast but user tried both ways.
- **Give another user a star rating**
  - User looked at the two pre-made contacts and clicked the first one. Clicked on the drop-down arrow and choose the option "4 Stars." Asked if the drop-down bar submits by itself.
- **Send a message to the user "Joe"**
  - Clicked the chat button and typed in the message.
- **Access a previous group walk using the previous menu**
  - User clicked the back arrow on the top-left corner and went to the label at the bottom that said "Group walk." Selected the first group on the list.

Participant 10:
- **Method: Think-Aloud**
- **Log into the application**
  - User said that they were going to click on the email and enter their email. User then said they were going to click on the password to type in their

password. After typing in their password the user clicked return. Then the user clicked on login.
- **Stop broadcasting your location to other users**
  - The user tried swiping on the broadcast control. Then the user tried clicking and it was successful.
- **Give another user a star rating**
  - User took a while and was not sure where to click. User first clicked on the search bar to look for the rating. Then the user clicked one of the profiles he saw. He then clicked the down arrow where it said "Select a star rating here." The user gave the profile a "3 Stars" rating.
- **Send a message to the user "Joe"**
  - User said they were already on Joe and tried to click on the phone number. After that they clicked on the chat and typed a message to Joe.
- **Access a previous group walk using the previous menu**
  - User hit the back arrow. User took a while to find the group walk section. User first clicked on their profile on the top left of the screen and then clicked on the second group walk icon.

Diary Study
Day 1: Monday
- **How late did you stay out on campus?**
  - Stayed out on campus in the student union doing homework until ~10:30pm, walked back to the dorm.
- **If you were on campus at night did you feel unsafe?**
  - No, didn't feel unsafe.
- **If so, why?**
  - N/A

Day 2: Tuesday
- **How late did you stay out on campus?**
  - Stayed out on campus for a class until ~8:15pm because they had a night class at 5:30pm.
- **If you were on campus at night did you feel unsafe?**
  - No, didn't feel unsafe.
- **If so, why?**
  - N/A

Day 3: Wednesday
- **How late did you stay out on campus?**
  - Went to eat dinner from 5:30pm to ~6:30pm, and went back to the dorm.
- **If you were on campus at night did you feel unsafe?**
  - No, didn't feel unsafe
- **If so, why?**
  - N/A

Day 4: Thursday
- **How late did you stay on campus?**
  - Stayed out on campus until ~9:45pm because they had a night class at 7:00pm.

- **If you were on campus at night did you feel unsafe?**
  - Yes, felt unsafe.
- **If so, why?**
  - Was worried because it was late, had to walk close to the woods to get back to the dorm, thought they heard something rustle in the woods, worried that it was a wild animal.

Day 5: Friday
- **How late did you stay on campus?**
  - Stayed on campus in the student union until 4:00pm, went over to a friend's apartment, walked back at ~1:00am.
- **If you were on campus at night did you feel unsafe?**
  - No, didn't feel unsafe.
- **If so, why?**
  - N/A

Day 6: Saturday
- **How late did you stay on campus?**
  - Left dorm room and ate dinner at 5:00pm, walked over to a friend's apartment, walked back to dorm ~2:00am.
- **If you were on campus at night did you feel unsafe?**
  - No, didn't feel unsafe.
- **If so, why?**
  - N/A

Day 7: Sunday
- **How late did you stay on campus?**
  - Stayed on campus in the student union until ~8:30pm, walked back to their dorm.
- **If you were on campus at night did you feel unsafe?**
  - No, didn't feel unsafe.
- **If so, why?**
  - N/A