

Map Demo

<i>Contents</i>	<i>Page</i>
1.0 Horizontal Prototype.....	3

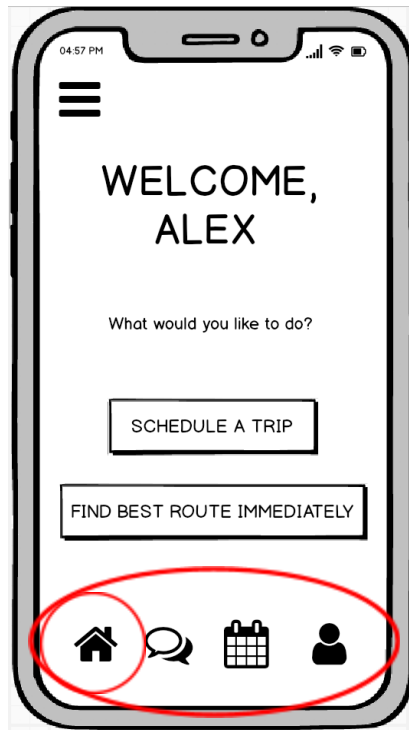
1.1 Design Decisions.....	5
2.0 Vertical Prototype.....	6
2.1 Identify 8 Important Functions.....	9
2.2 Scenario Screens.....	12
2.3 Dummy Data.....	18
2.4 Design Decisions.....	19

Horizontal Prototype

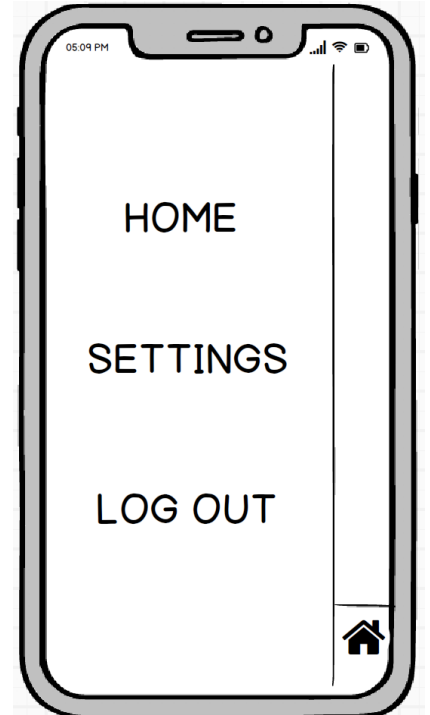
Entry Point



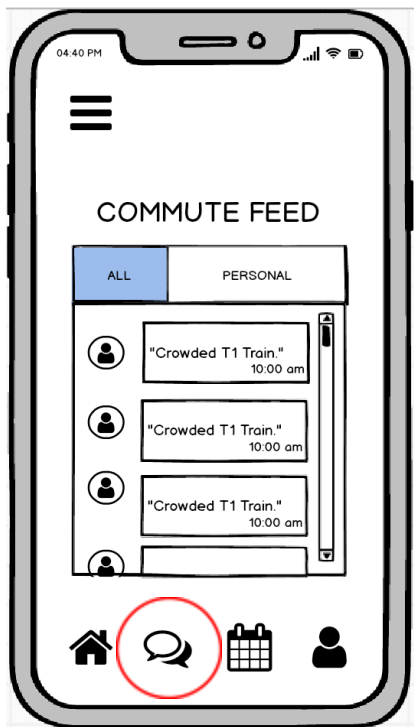
Main Menu/Home



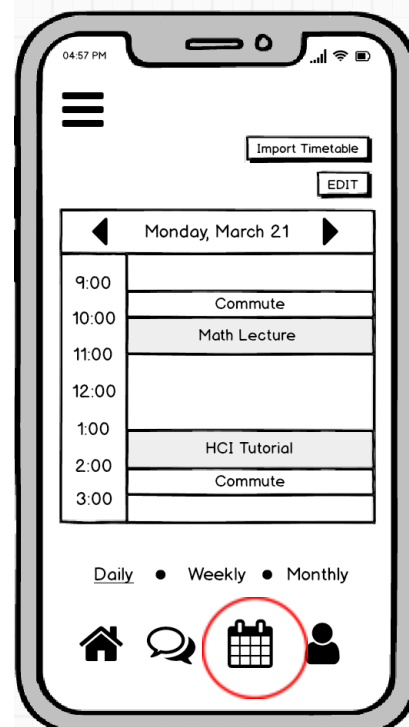
Sidebar Menu



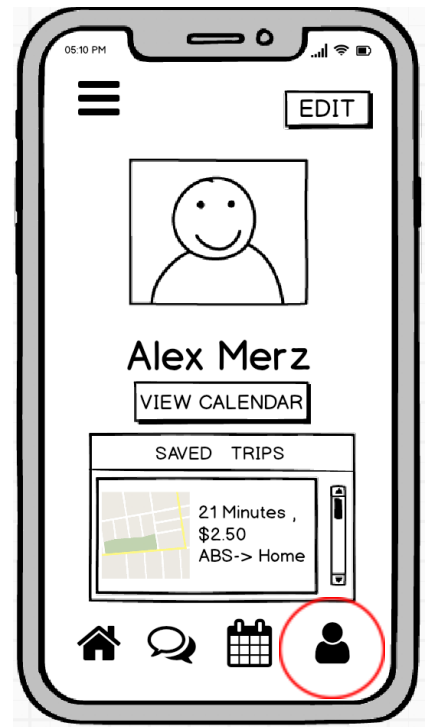
Commute Feed



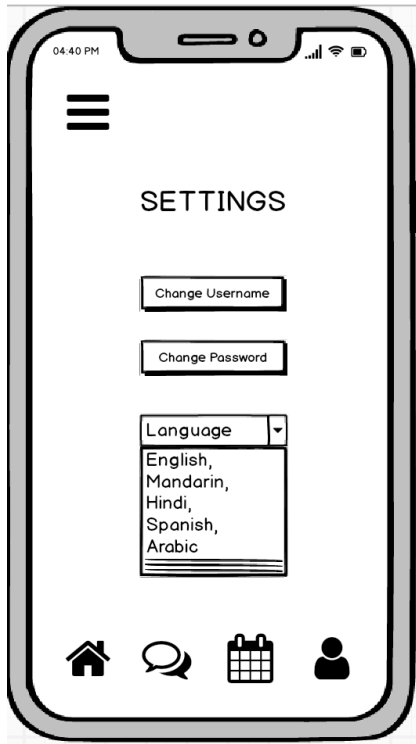
Calendar



Profile



Settings



Horizontal: Design Decisions

Platform: iOS

- The iOS platform was selected for our app to be designed on. This is because the iOS platform is viewed as being more user-friendly, uniform and intuitive in its design than that of Android. Although Android is known to be more customisable, our group's focus is directed at the overall usability of the application, including learnability, memorability, efficiency and effectiveness.

Colours

- A grayscale colour palette was selected to be implemented in the Balsamiq prototype. This colour palette maximises contrast between text, functions and their background. Furthermore, this gives the prototype a sleek and simple design that will enable users to more easily navigate the app and perform tasks, whilst eliminating any distractions colours may cause. Colours include: Black, White, Greys

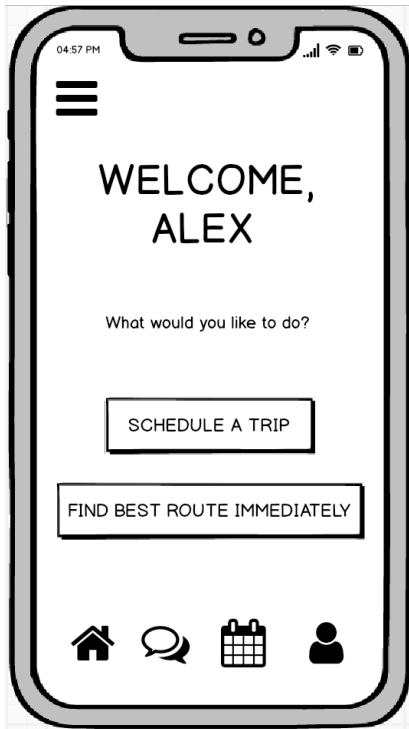
Additional Screens

- A notification page was added to the prototype. This illustrates the app taking initiative and alerting the user how much time they have until a certain mode of transport is leaving from their usual route.
- A settings page was added to the prototype. This illustrates elements of personalisation, including the ability to select another language, to change username, and to change password.

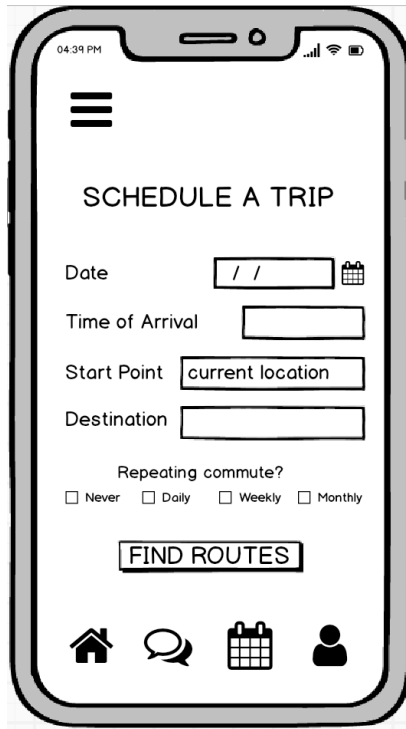
In conclusion, the majority of components from the paper prototype were included in the implementation of the Balsamiq prototype. There was no instance of omitting a design that was found within the paper prototype. Instead, only the above mentioned added design decisions represent the changes made between paper and hi-fi prototypes.

Vertical Prototype: Commute Planning

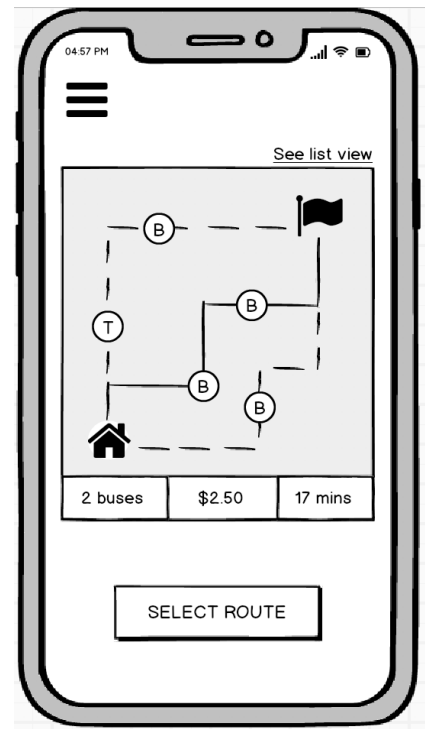
Home



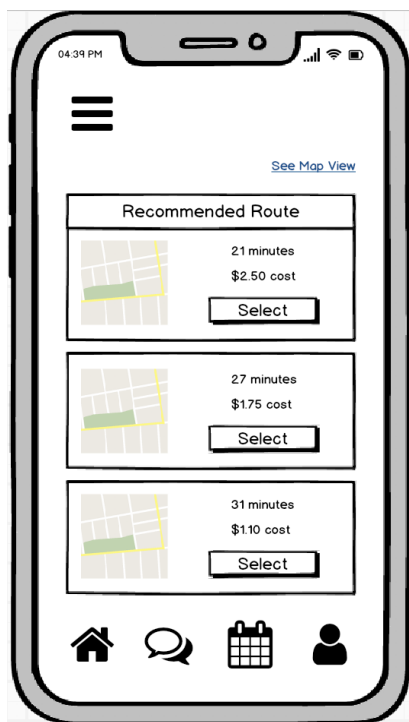
Schedule a Trip



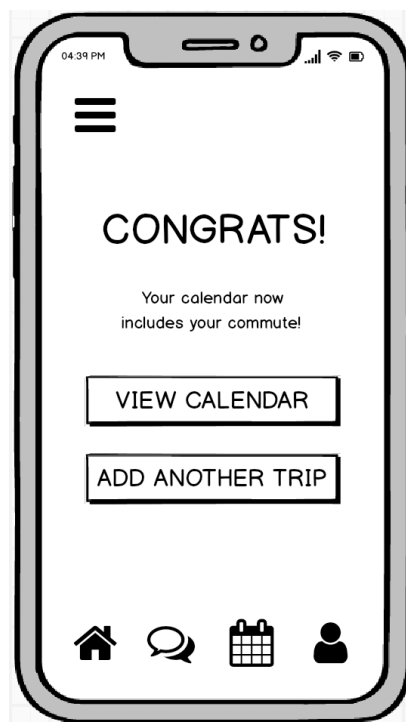
Find Routes - Map View



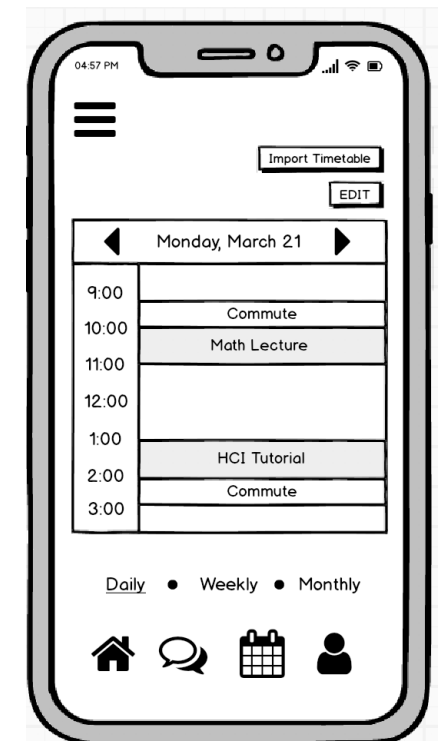
Find Routes - List View



Route Confirmation

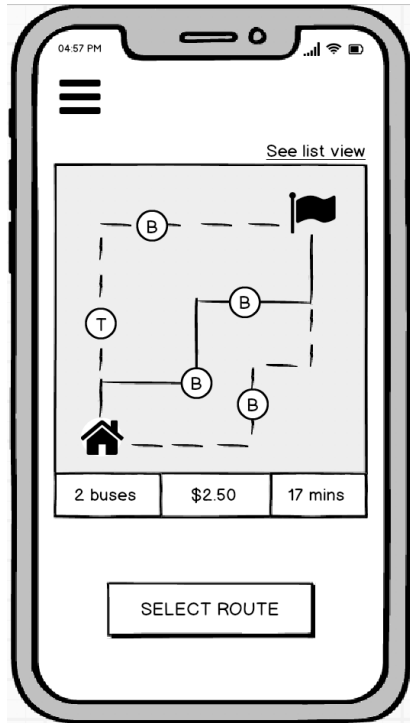


Calendar View

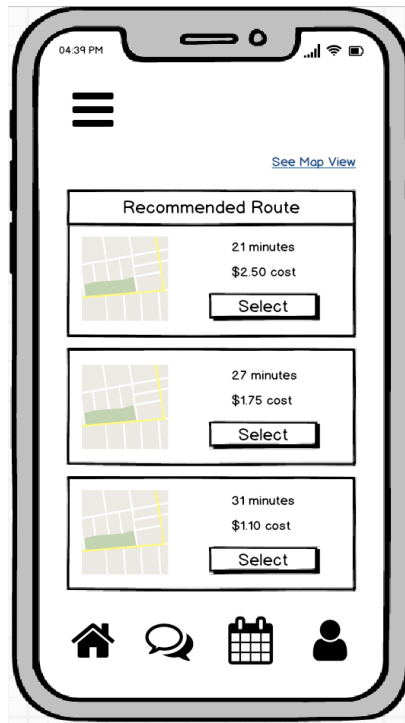


Vertical Prototype: Visualizing Routes

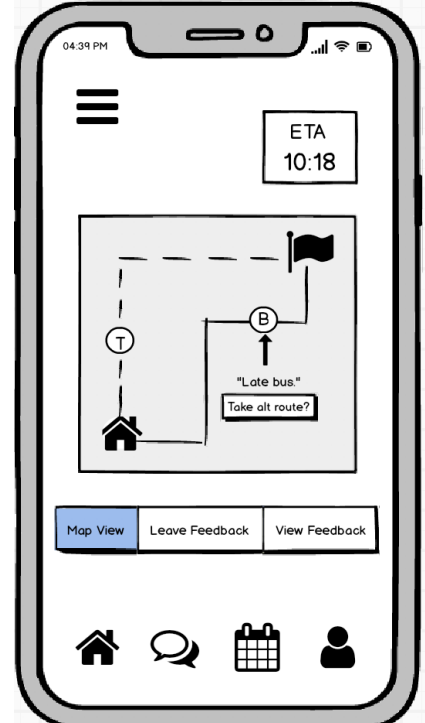
Find Routes - Map View



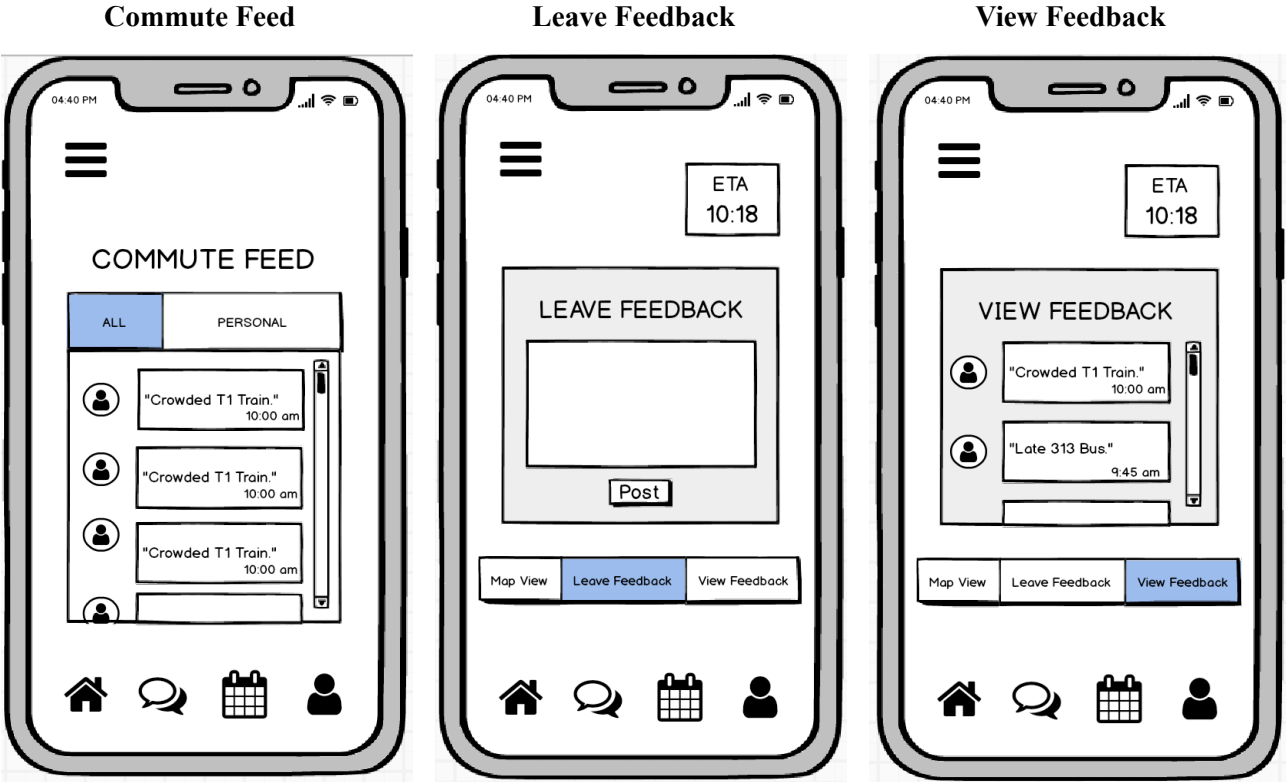
Find Routes - List View



Commute Navigation



Vertical Prototype: Giving Real Time Feedback/ Sharing Information



Identify 8 Important Commute Planning Functions

1. Configuring beginning and destination

&

2. Configuring timing information

A screenshot of a mobile application interface titled "SCHEDULE A TRIP". The interface includes a hamburger menu icon in the top left corner. The main content area contains the following elements: a "Date" field with a date picker icon, a "Time of Arrival" field, a "Start Point" field with a dropdown menu showing "current location", and a "Destination" field. Below these fields is a section titled "Repeating commute?" with four radio button options: "Never", "Daily", "Weekly", and "Monthly". A prominent "FIND ROUTES" button is located below the radio buttons. At the bottom of the screen is a navigation bar with four icons: a home icon, a speech bubble icon, a calendar icon, and a user profile icon.

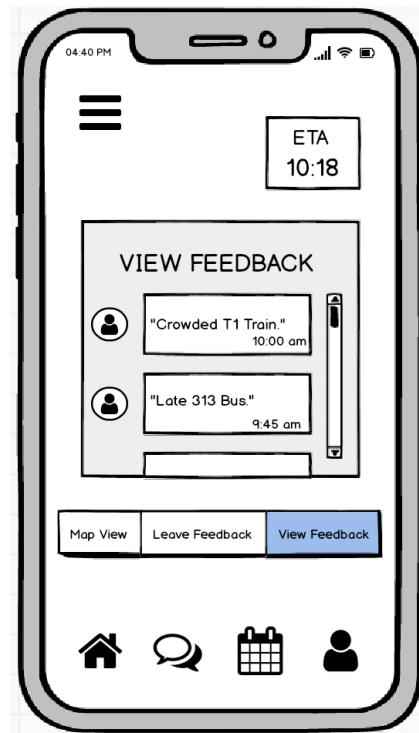
3. Managing frequent routes

&

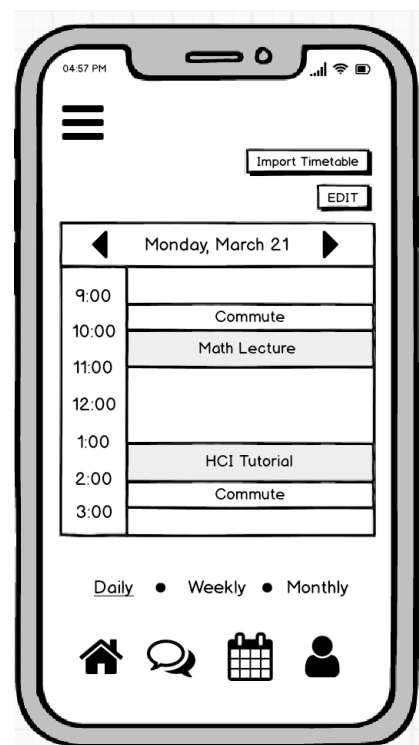
4. Accessing past routes

A screenshot of a mobile application interface showing a user profile and saved trips. The interface includes a hamburger menu icon in the top left corner and an "EDIT" button in the top right corner. The main content area features a user profile section with a placeholder image of a person's face, the name "Alex Merz", and a "VIEW CALENDAR" button. Below this is a section titled "SAVED TRIPS" which displays a map snippet, the text "21 Minutes , \$2.50", and "ABS-> Home". At the bottom of the screen is a navigation bar with four icons: a home icon, a speech bubble icon, a calendar icon, and a user profile icon.

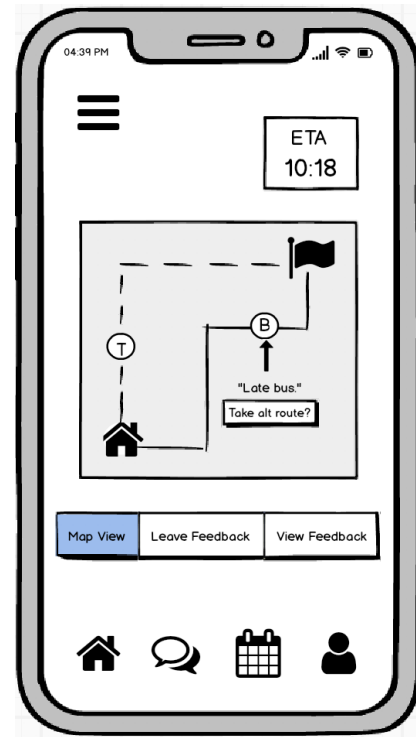
5. Entering and visualising of shared information



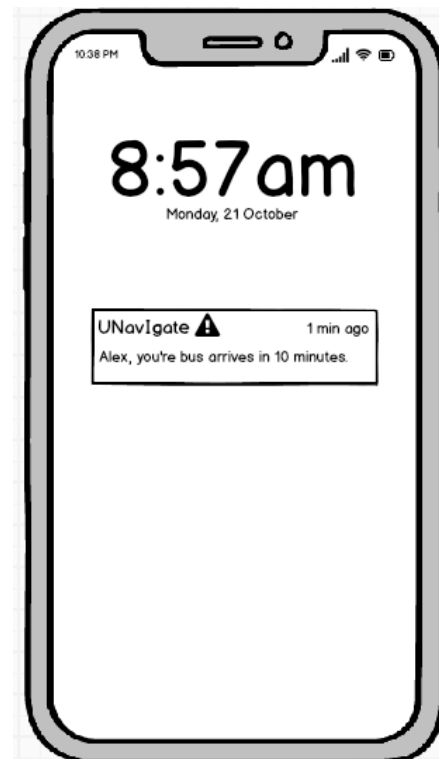
6. Utilising calendar information and personal preferences



7. Visualising real time information

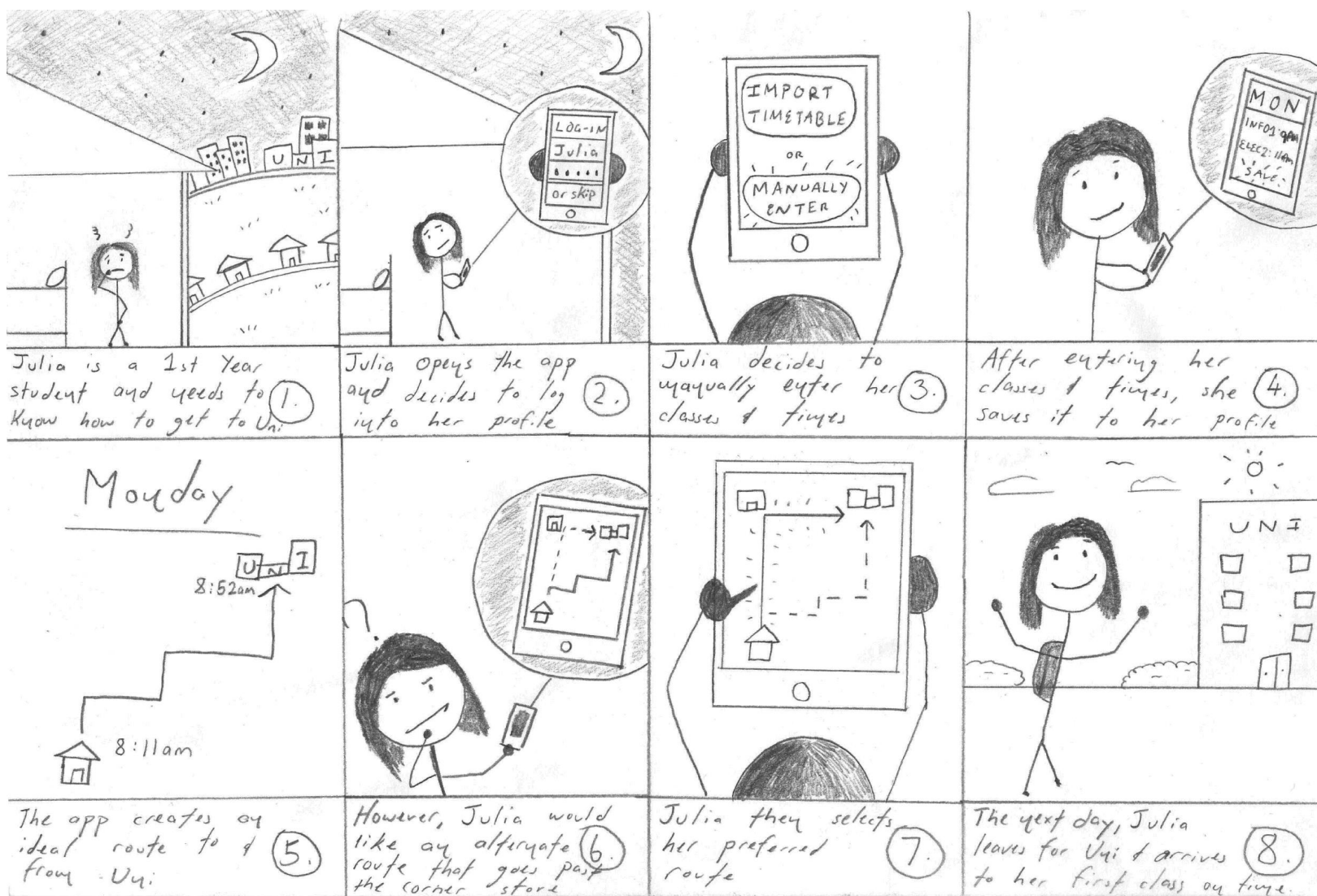


8. Commute reminders and notifications

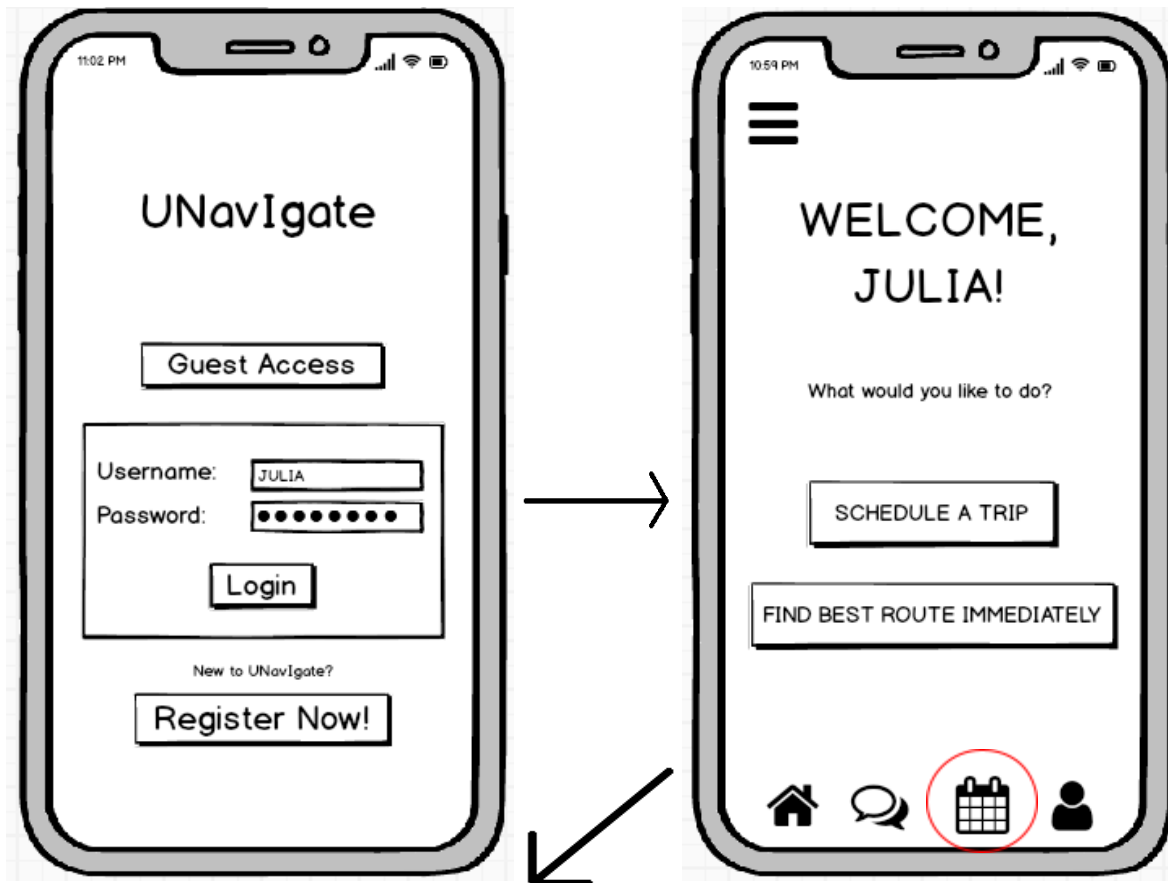


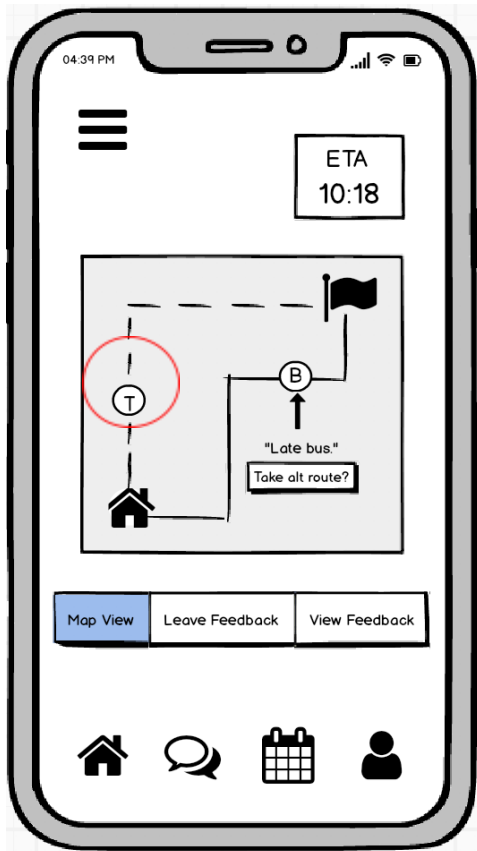
Scenario 1 Screens

- Managing Commuting Habit Storyboard: Julia (Refined)



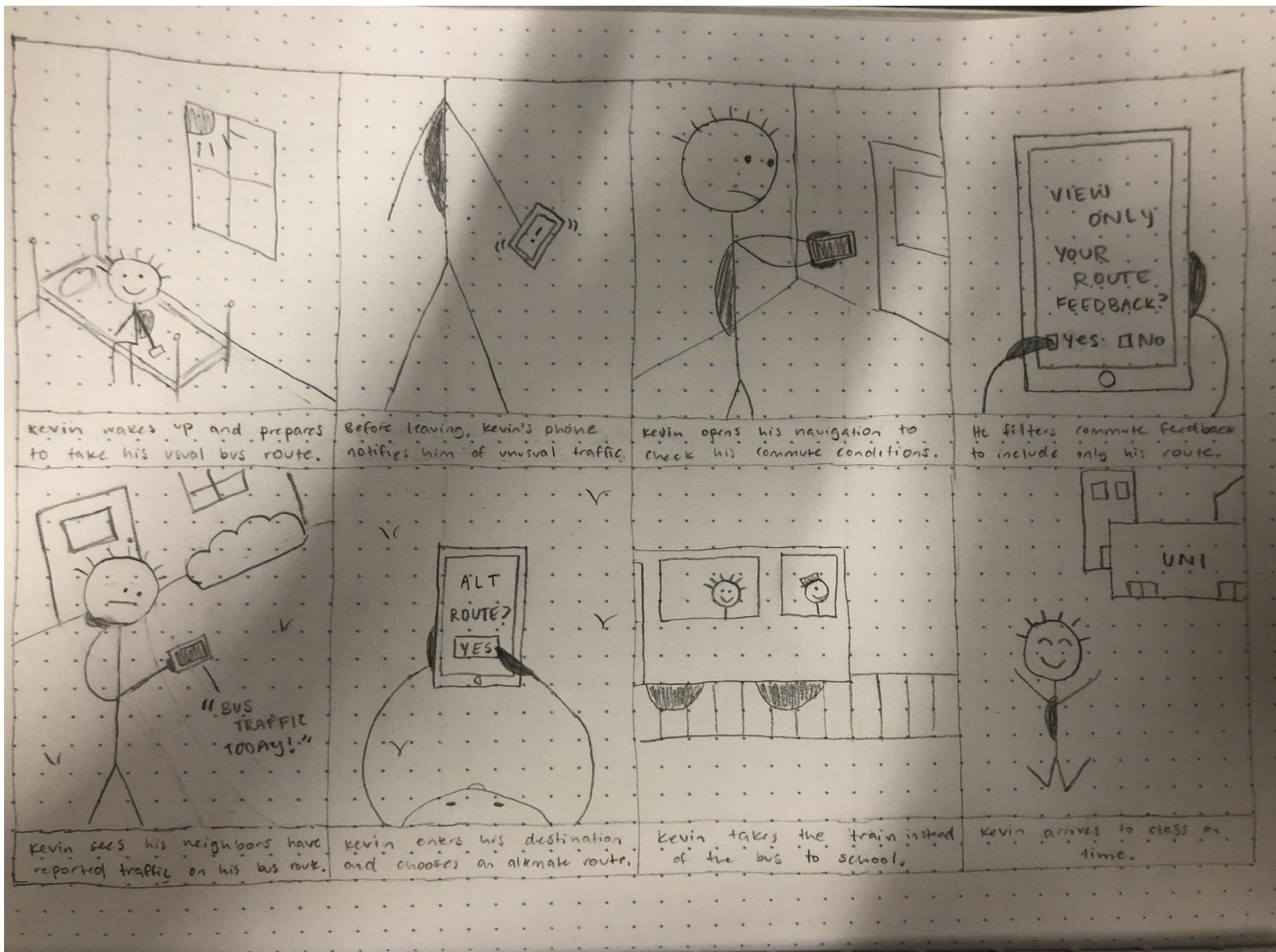
- Managing Commuting Habit: Screens



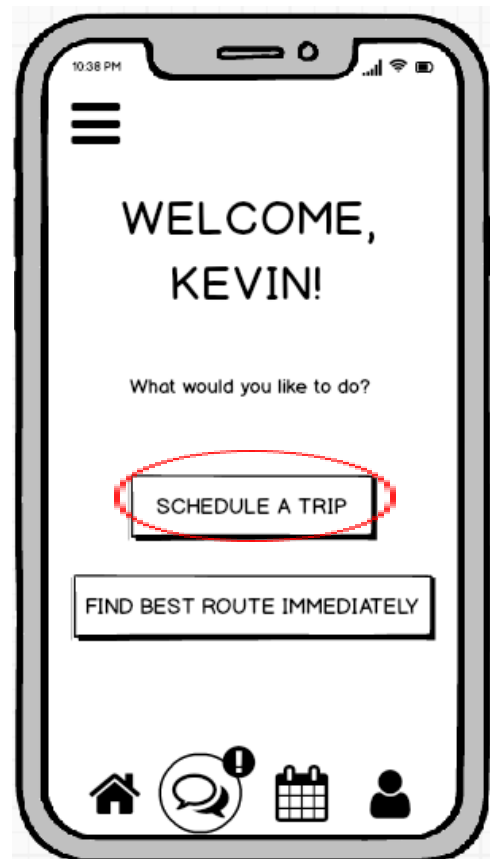
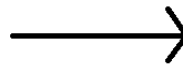
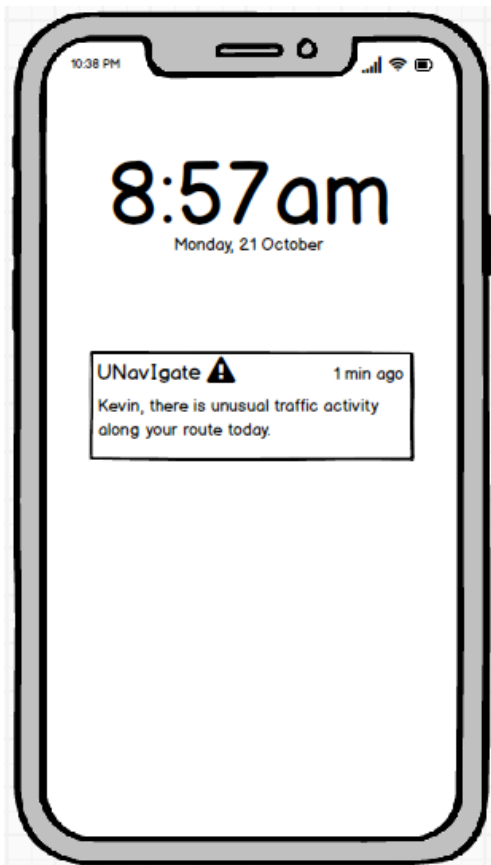


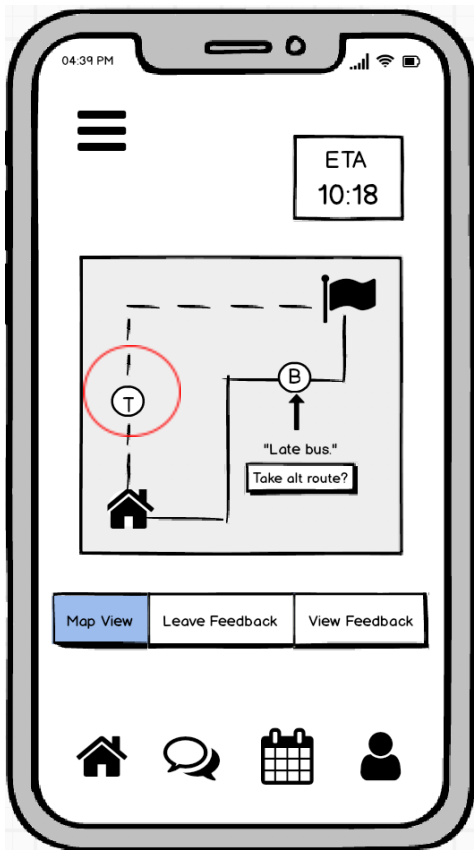
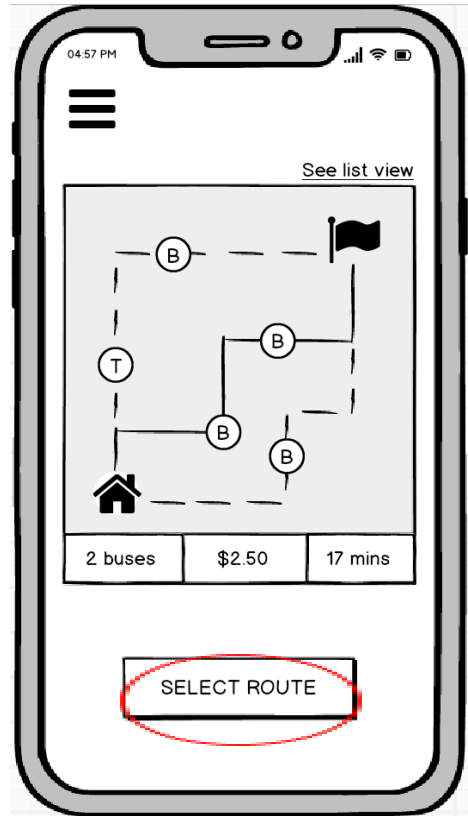
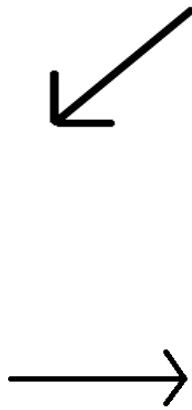
Scenario 2 Screens

- Using the App to Communicate and Share Information Storyboard: Kevin (Refined)



- Using the App to Communicate and Share Information Storyboard: Screens



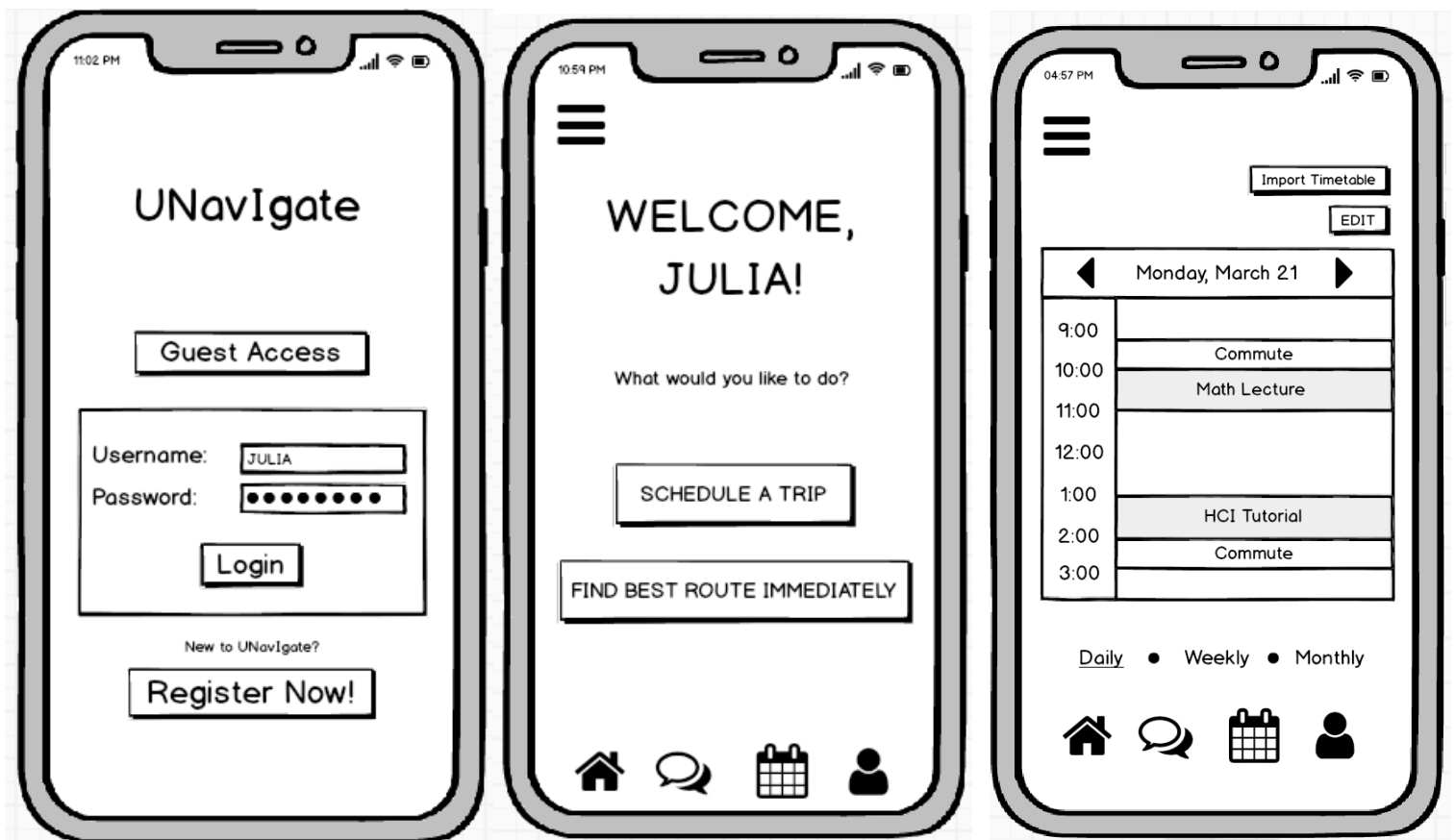


Dummy Data

List of Data needed:

- Login / Register details: Username, Password, Name
- Route Information: Date, ToA, Departure, 'To' Location, 'From' Location, ETA
- Recommended Route Information - based off of user's location
- Commute feed - based off of information reported by other users
- Geographic Information: Roads, Home, Destination Point, Transport Type
- Additional info: Cost, Time, To-From - all based off route information given as input
- Personalised Info: Language spoken, Calendar / Timetable information

Dummy data has been implemented within the group's Balsamiq prototype to cater for the above mentioned information. Specifically tailored screens were developed to clearly demonstrate the storyboards' users interacting with the application. Scenario 1 utilises the persona 'Julia' and Scenario 2 utilises the persona 'Kevin'. However, when regarding the prototype without the use of storyboards, the persona 'Alex Merz' is used. Examples of Dummy data can be seen here:



Vertical: Design Decisions

1. One of the most important design features of our app involves the use of reminders such as notifications and alerts. These reminders enable users to explore alternative options if their route has been identified as having abnormal and busy activity. Furthermore, reminders can also alert the user to prepare to begin their trip. This design feature uses the commute feed as its source of information. When multiple reports are posted on a particular route within a relatively short amount of time, the app will alert other users who have saved that route to their profile.
2. Another important design decision was to include the ability to select an alternative route. After inputting route information, either from importing a timetable or manually entering information, the app presents to the user a highlighted line representing the most ideal route according to the least amount of time. However, user's are presented with several other options / routes if available. These options are represented as a broken-dotted line. They are represented as such to distinguish to the user which route is ideal and which routes are not, but are presented anyway to provide more flexibility.
3. The final important change that was made to the design when translating from a paper prototype to a Balsamiq design was in the navigation screens - specifically, including a three-way toggle between Map View, Leave Feedback, and View Feedback. We made this change in order to make switching between modes seamless and easy while on-the-go, and to encourage users to make use of the information posting and retrieval functions.

Complete Prototype

