

Design Evolution

In the previous deliverable, we created two paper prototypes and carried out usability testing with two users. Based on the results of those tests, and the feedback received from our peers, we learned several important lessons that gave us ideas to improve our design. However, we did not include some of those design changes and updates in our computer prototype, for two reasons:

- 1) Limitations of Framer (the prototyping tool we used for this deliverable), especially when it comes to audio
- 2) Several design updates we plan to implement are focused on visual elements, and we believe that improvement of the visual design will elevate the user experience and consequently improve usability. However, at this stage of prototyping, we chose to prioritize functionality over aesthetics. Therefore, such design changes will be implemented in the alpha system in the future.

	Lessons from peer feedback and test results	Design evolution ideas
1	People generally liked the “bottle” metaphor.	Keep the metaphor incorporated in the design. How? Add short animations and sound effects, e.g. when opening a bottle, play a cork popping sound, or when sharing a bottle, play a splash sound as if the bottle has been tossed into the ocean. (To be implemented in next iteration)
2	The second prototype was easier to use and consequently provided a more favourable user experience.	Base the computer prototype mainly on the second paper prototype and avoid most design elements from the first prototype. (Implemented)
3	The functionality of buttons was confusing when there were only	Add text to the buttons to indicate what each button does, as the icon alone may not be clear. (Implemented)

	icons and no accompanying text.	
4	<p>The usability goal “feeling heard” may be difficult to measure. Since there is no way for the user to know if someone actually listened to their bottle or not, they may or may not feel heard by merely sharing their bottle.</p>	<p>Our peers suggested that we include some sort of system where the user is notified when their bottle has been opened by another user. We are hesitant to do include such a system, because as our initial research for the “Observations and Proposal” deliverable showed, a lot of the negative effects of social media usage stem from the user’s “obsession” with quantifiable feedback and engagement from other users (number of likes, comments, followers etc). So we stand by our decision to not include a quantifiable feedback system. However, we may consider a simple “heard/not heard” feature. This did not implement this in the computer prototype, but we could do it for the alpha system, as an extension of another feature that we plan to implement anyway. We plan to have a “bottle history” feature, which is essentially an archive of all the bottles shared by a user, visible only to the user themselves. As an extension of this feature, we could have an indicator next to each bottle of whether someone heard it yet or not.</p>