



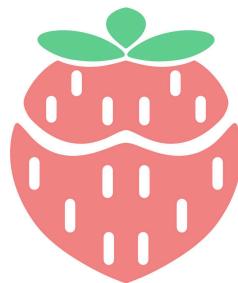
NOVA SCHOOL OF  
SCIENCE & TECHNOLOGY

**Interação Pessoa-Máquina**

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# **Capsumi**

**Stage 3: 1st prototype**



**Authors:**

Markian Voloshyn 75528

Valerii Matviiv 75176

Wiktor Szydłowski 75135

Nuno Pequeno 60491

**Lab class Nº P2**

**Group Nº 15**

**Professora:** Teresa Romão

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## Briefing (Provided to Users)

“Thank you for participating in this usability test.

We are testing a paper prototype of Capsumi, an app that allows people to create digital time capsules — collections of photos, videos, and notes — to be opened on a future date. You’ll be shown printed screens and asked to interact by pointing, describing your choices, and explaining what you expect to happen.

Please think aloud while you interact — say what you find easy, confusing, or interesting. There are no right or wrong answers. We’re testing the design, not you.”

## Scenarios

### Scenario 1 — The Family Anniversary Capsule

#### **Context for the participant:**

“You and your sister are planning to surprise your parents on their 25th anniversary. You want to create a shared capsule and invite family members to add photos, videos, and audio messages.”

### Scenario 2 — Ana’s ‘Year in Review’ Capsule

#### **Context for the participant:**

“You are a creator who makes a capsule every December to reflect on the past year. You want to add highlights of your work, travels, and favorite songs, then open it on New Year’s Day.”

### Scenario 3 — Alexandre’s Graduation Capsule

#### **Context for the participant:**

“You are a 24-year-old student finishing your engineering degree. You want to create a capsule called ‘My University Journey’ with photos, team videos, and a note to your future self to open five years from now.”

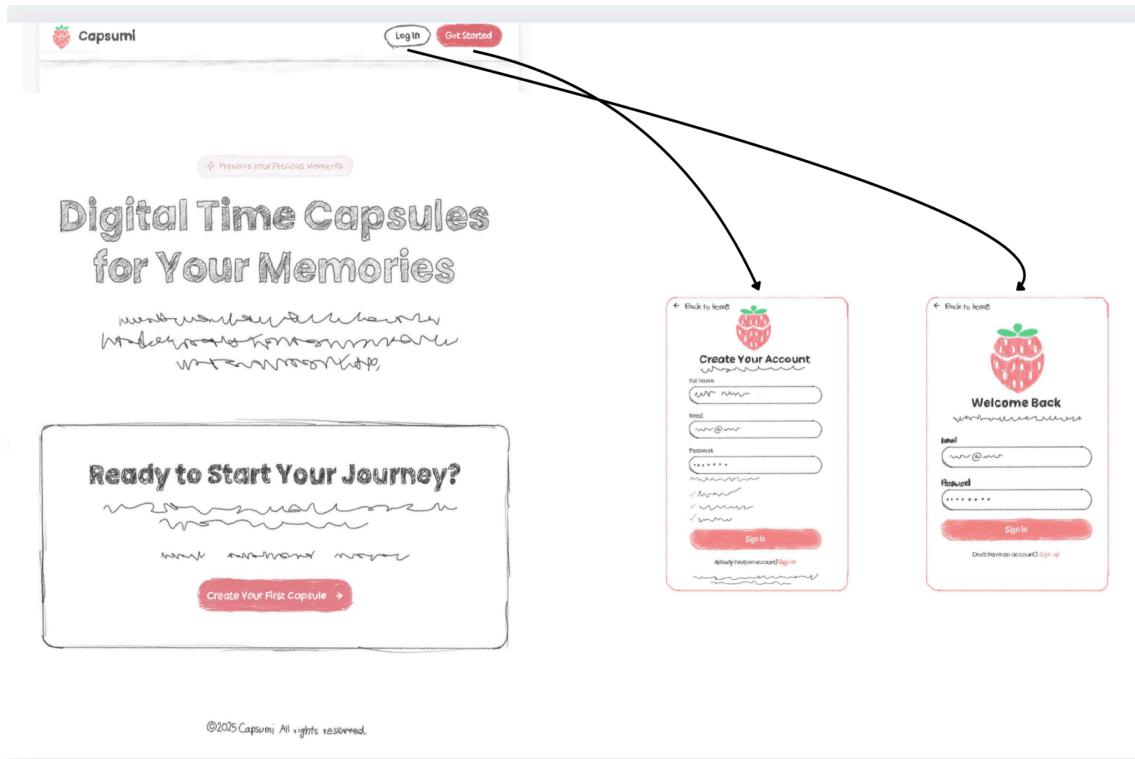
## Sketches & Storyboards

Following are the first sketches, which represent early design ideas for the Capsumi interface. These explore the core user flows for:

- Creating an account
- Creating a new capsule

- Adding multimedia content
- Inviting collaborators
- Viewing the capsule dashboard and countdown timers
- Open the unlocked capsule with Animation and Timeline Layout
- Change the site visibility to dark mode.

**Prior every user should start by creating an account**

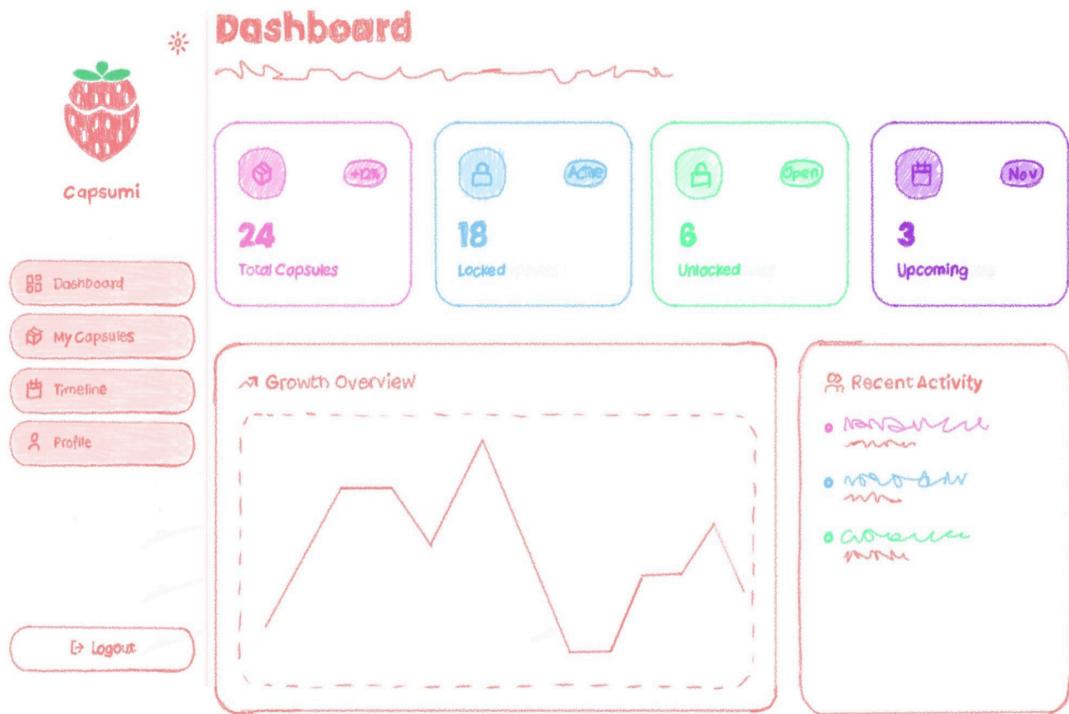


## Key Screens Sketches:

We encouraged every user to explore these pages before giving them the task.

### Dashboard Page

Shows the indicators about your capsule activity.



## My Capsules

Shows the capsules the user created and has a filter tab so it's easier to manage them.

No capsules found

Or View With capsules

## Timeline

Show a timeline of the users capsules that are ordered by date of unlocking.

The Timeline View interface features a sidebar on the left with a strawberry icon and the word "Capsumi". Below it are four buttons: Dashboard, My Capsules, Timeline (which is highlighted), and Profile. At the bottom is a "Logout" button. The main area is titled "Timeline View" and shows two capsule cards:

- Beach**: Created 10/19/2025, Opens 10/21/2025. Status: Unlocked. Tags: TAG1, TAG2, TAG3. A "View Capsule" button is at the bottom.
- Forest**: Created 10/19/2025, Opens 10/31/2025. Status: 2 days left. Tags: TAG4. A "View Capsule" button is at the bottom.

## Profile

A page where the Users can manage theirs information.

The Profile interface features a sidebar on the left with a strawberry icon and the word "Capsumi". Below it are four buttons: Dashboard, My Capsules, Timeline, and Profile (which is highlighted). At the bottom is a "Logout" button. The main area shows account settings and preferences:

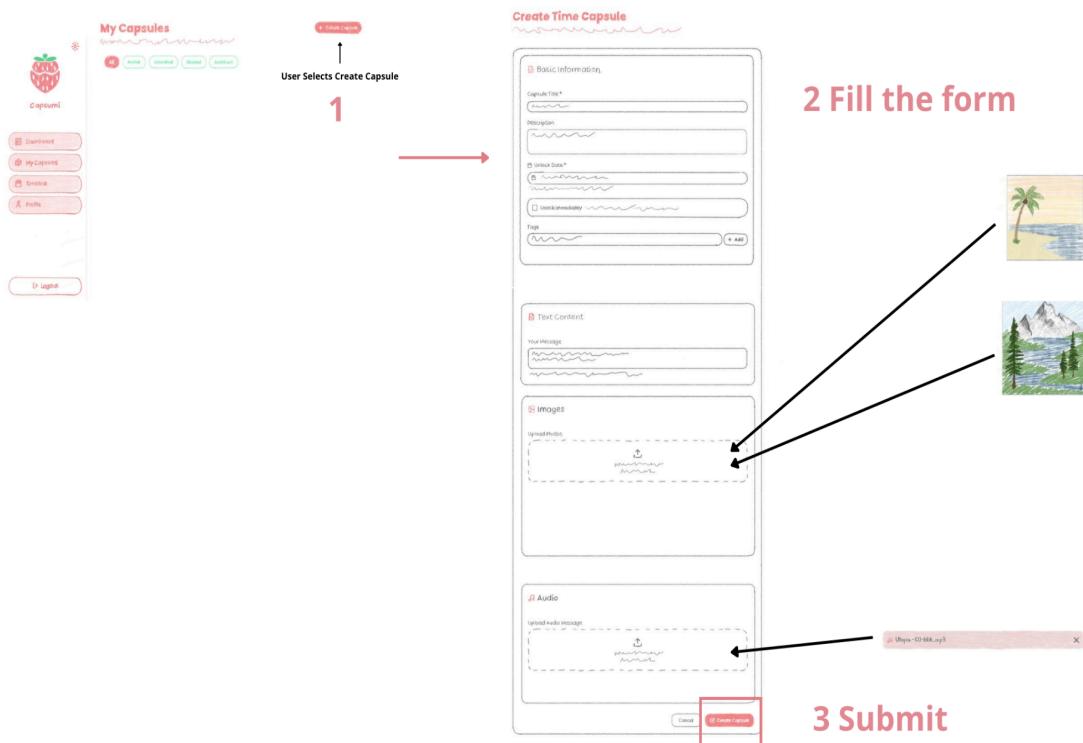
- Account Settings**: Includes fields for Full Name (Marcin Wiatrak), Email Address (marin@gmail.com), and Change Password. Buttons for Save changes and Cancel are at the bottom.
- Preferences**: Includes three toggle switches: Email Notifications (Enabled), Reminder Notifications (Enabled), and Public Profile (Disabled).

# Storyboards Tasks

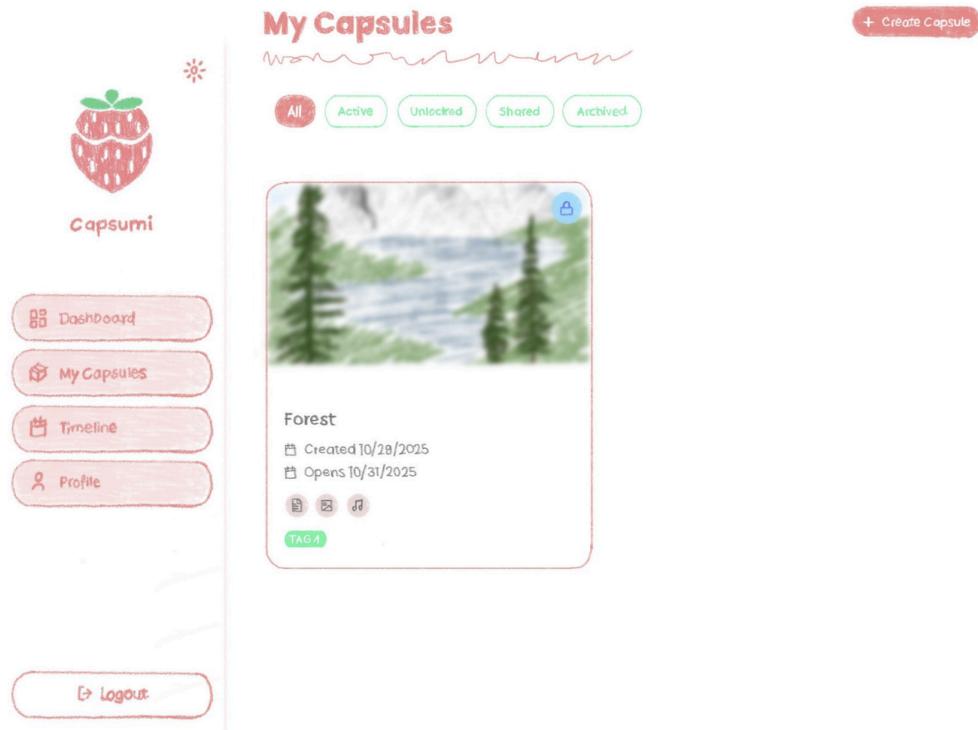
Overall this storyboard illustrates the sequence of user actions and interface responses for key tasks required to fulfill the user scenarios.

## Storyboard

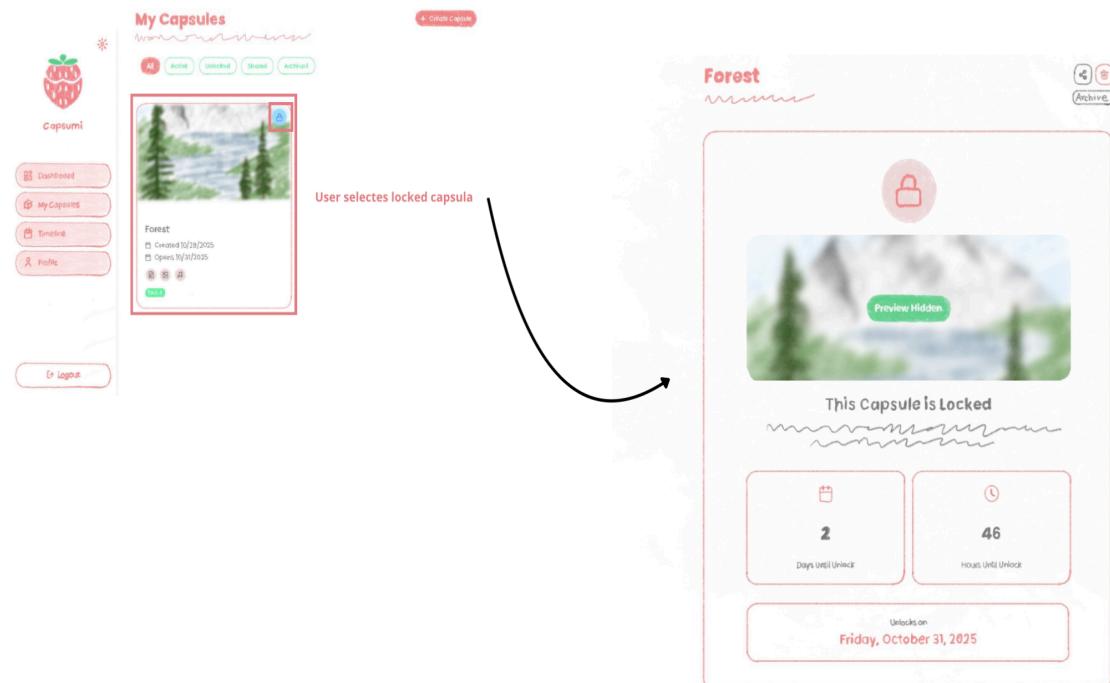
1. User taps “+ Create Capsule”
2. Adds name “25th Anniversary”
3. Uploads family photos
4. Sets unlock date

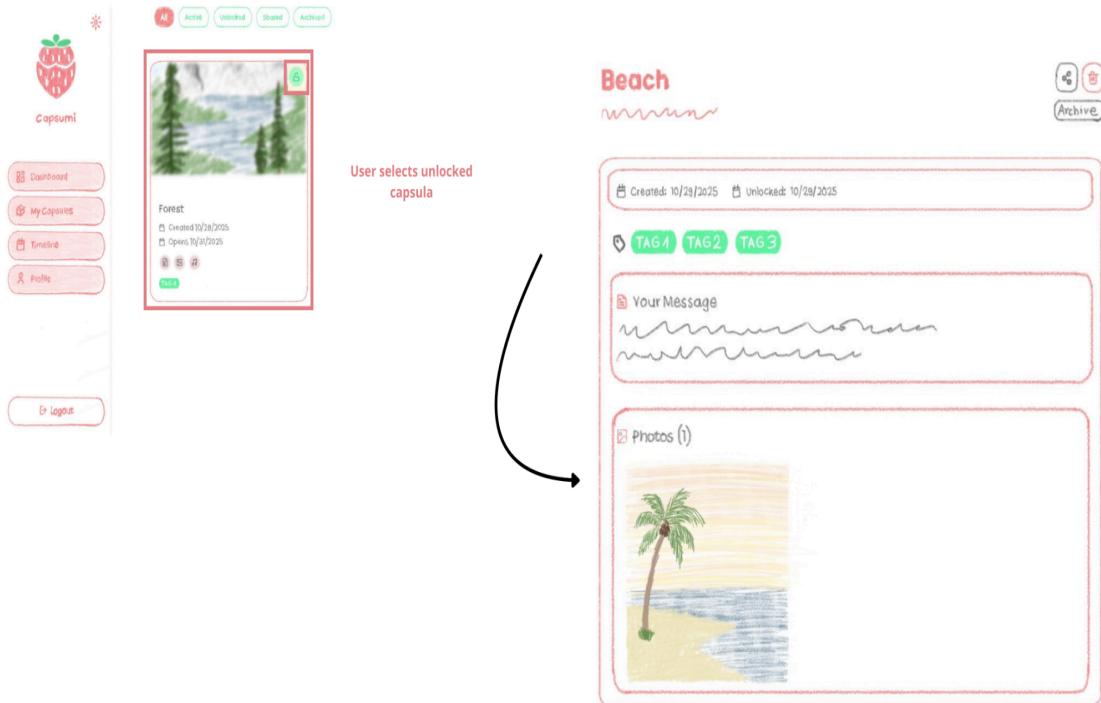


5. Capsule saved and visible in dashboard

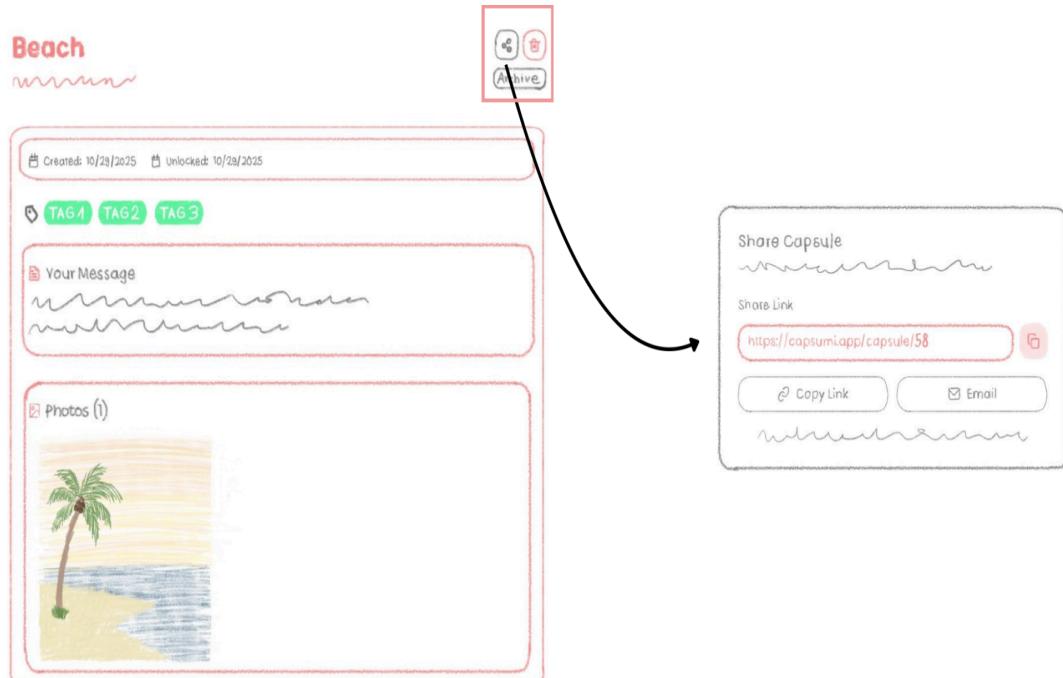


6. Tries to open a locked capsule
7. Tries to open an unlocked capsule





8. Shares a capsule
9. Deletes a capsule



10. Activate dark mode



## Observation (Usability Findings and User Feedback)

### Overall User Impressions:

- Intuitive and appealing was the concept to the participants.
- The timeline and countdown features were immediately understood.

### Usability Problems:

- A bit hard to find the Light mode button (the users are expecting it to be in the web page extremes (left or right)).
- The user felt like they should have an option to keep the capsules private or public.
- Users wanted to react or comment after viewing capsules.