

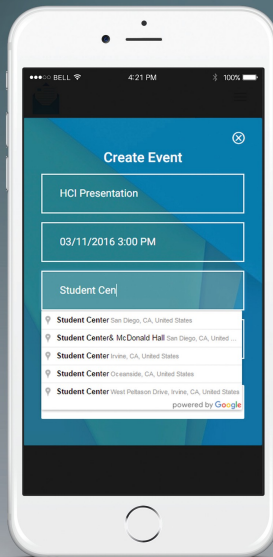
# !Maybe

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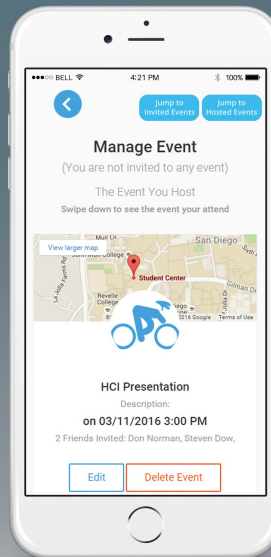
## A GOAL without a plan is just a WISH.

Event Manager without Maybes

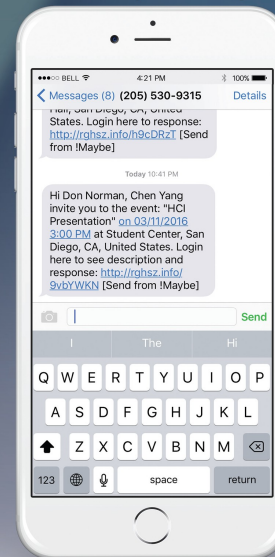
### Fast Create



### Easy Manage



### Friendly Prompt



You can't ignore this FOREVER!

### Overview

#### User Need

Hosting events are often a hassle. One person is generally responsible for many and all the logistics for the event. The bulk of the problem usually comes from people that may or may not go, resulting in the addition of massive frustration for the host.

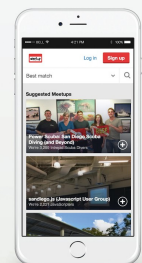
#### Solution

We discovered users want an application that can manage and handle the most frustrating part of planning events: waiting for people's decisions. To fix this problem, our app manages invitees with constant texts to participants, awaiting for their responses and reminding them of the event.

### Insight into Application

Our app is often compared to Meetup, and similar apps, whose purpose is to connect individuals to activities they may not know about and introduce others to events in their community.

!Maybe is more about connecting small knitted groups of people to plan event. Our app focuses on improving communication between friends and improving decision-making of event logistics.



### Paper Prototype

Paper prototypes allow us to quickly construct a concrete design for our app and pull out users' thoughts about it.

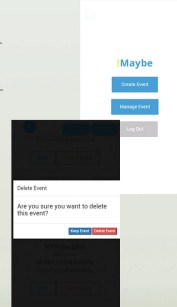


We initially thought the old iTunes scroll wheel was pretty functional and nostalgic. However, after the first round of paper prototype evaluations, most users actually preferred the convenience of a simple button menu to get where they want faster.

### Functional Prototype

After we've completed our first iteration, we continue prototyping and iterating on our functional prototype.

We refined our features and gathered feedback from users to add more convenience and usability to the app.



### Iterative Design/User Testing

In-person testing lets users chip in on their perspective of the app. We discovered that too many fields frustrate users, especially

since it takes up a lot of screen real estate and increases the amount of scrolling on a page. To solve this problem, we separated event creation into a two-step process, which gives users more room and space to fill out fields more efficiently.

