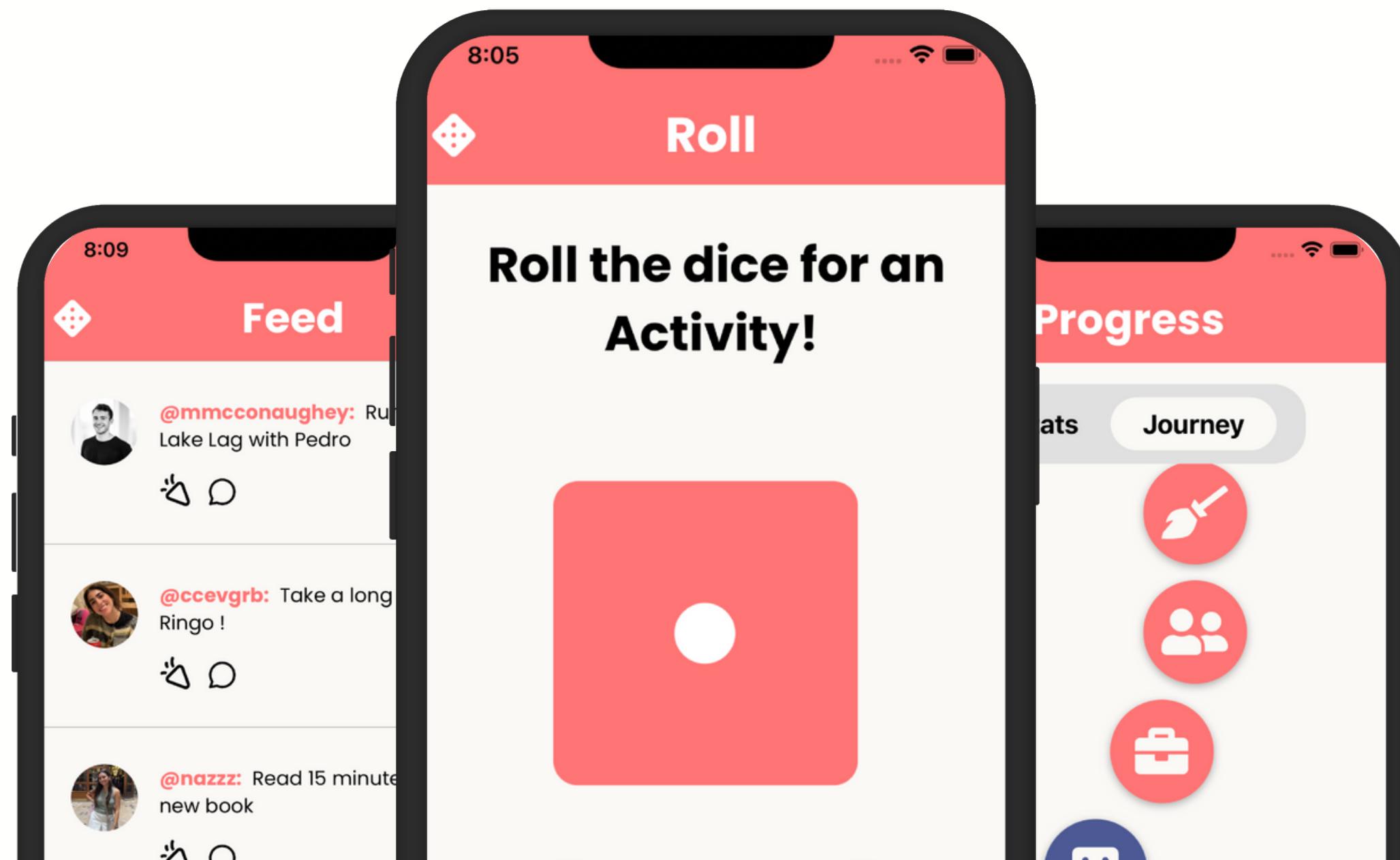


turno

Roll your way through the day



our team



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UI/UX Designer



Malina Calarco
Web + Mobile Developer
UI/UX Designer
Member of Fall 2023 Team



Abbie Maemoto
Web + Mobile Developer
UI/UX Designer



Karina Li
Web + Mobile Developer
UI/UX Designer

problem

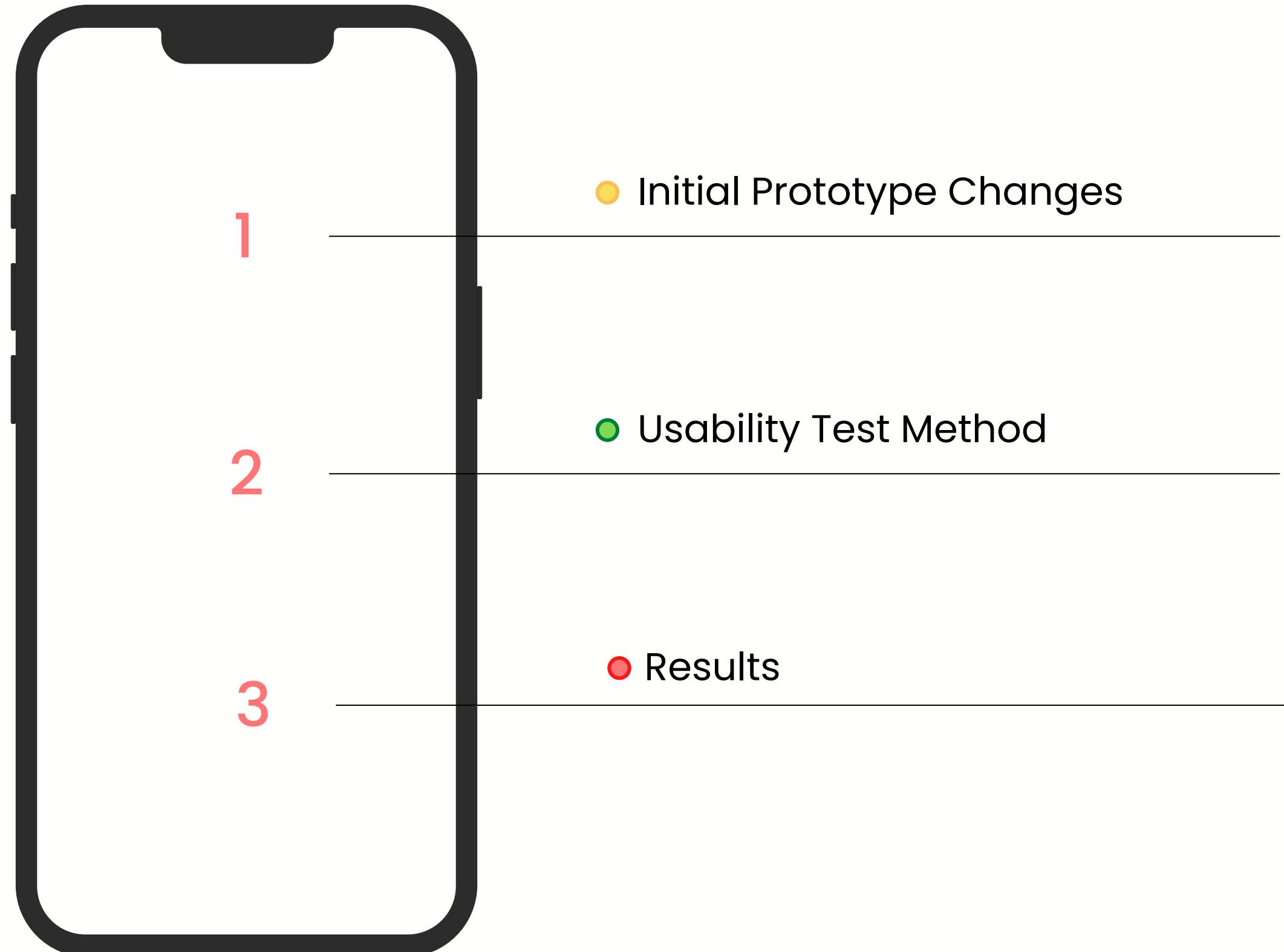
Our world is **saturated with choices**, from what to eat to what to watch, wear, or buy. This barrage of decisions leads to **endless debates, indecisiveness, and precious time lost** that could be spent actually doing those tasks

solution

Turno simplifies choice-making with a digital dice where each side maps to user-input options. It's a **streamlined activity prompter** that **transforms the chore of choosing** into a fun and quick activity, freeing up time and mental energy.

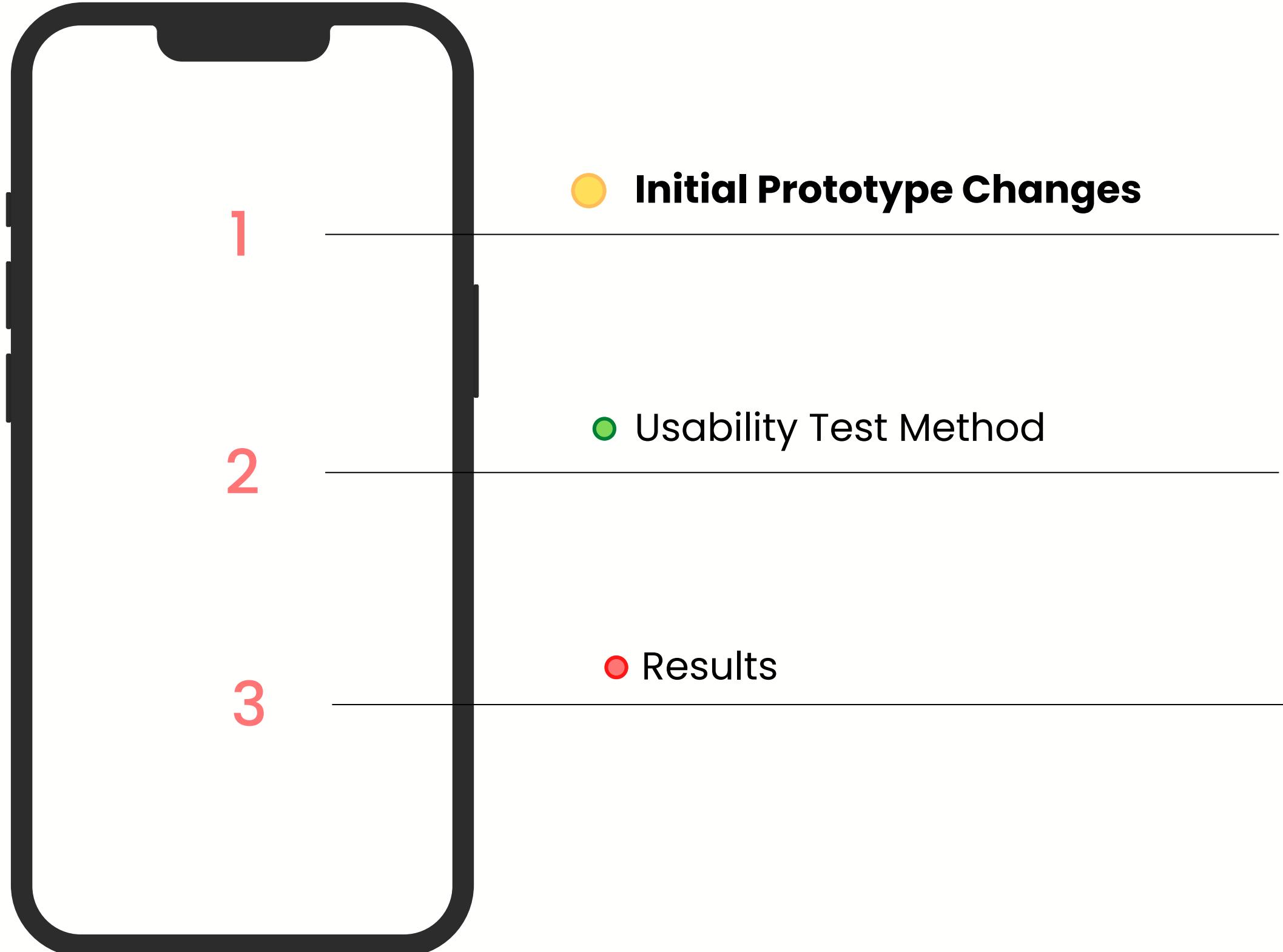
Turno

Agenda



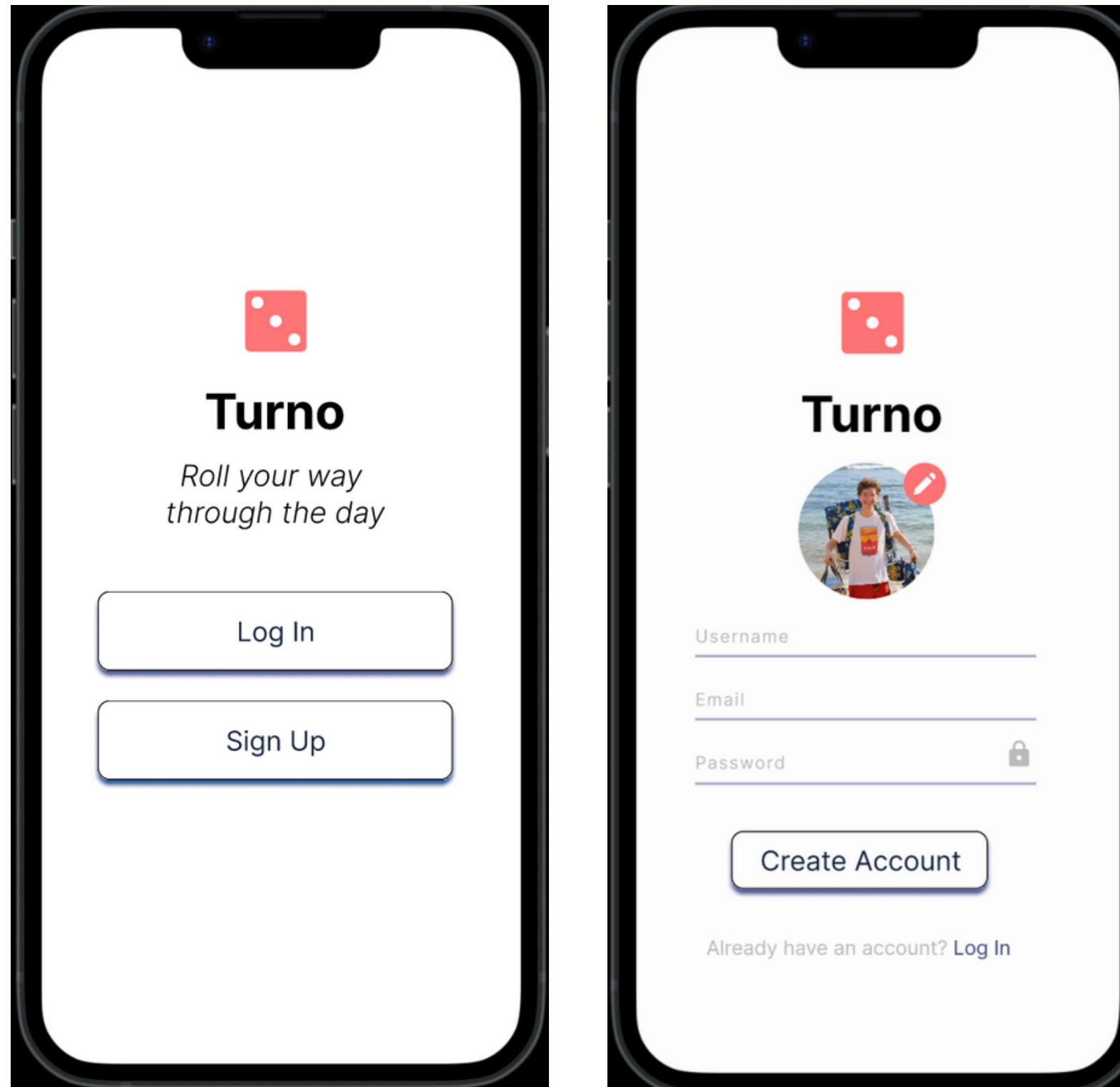
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● Initial Prototype Changes

Onboarding

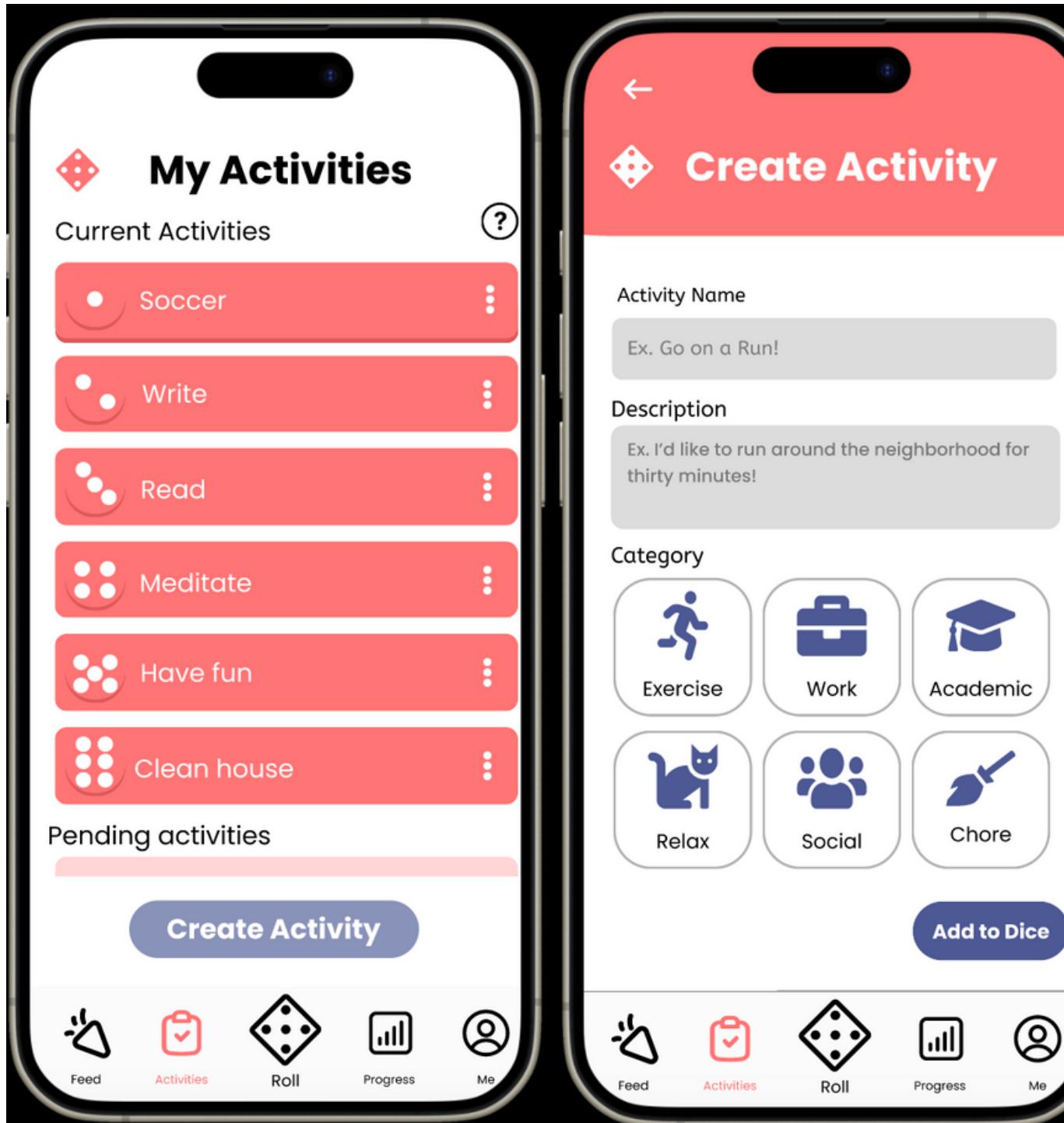


- Implemented the ability to create a unique Turno account through Firebase Authentication
- Gives flexibility to store user data in a database in the future (ex: saved dice, search history)

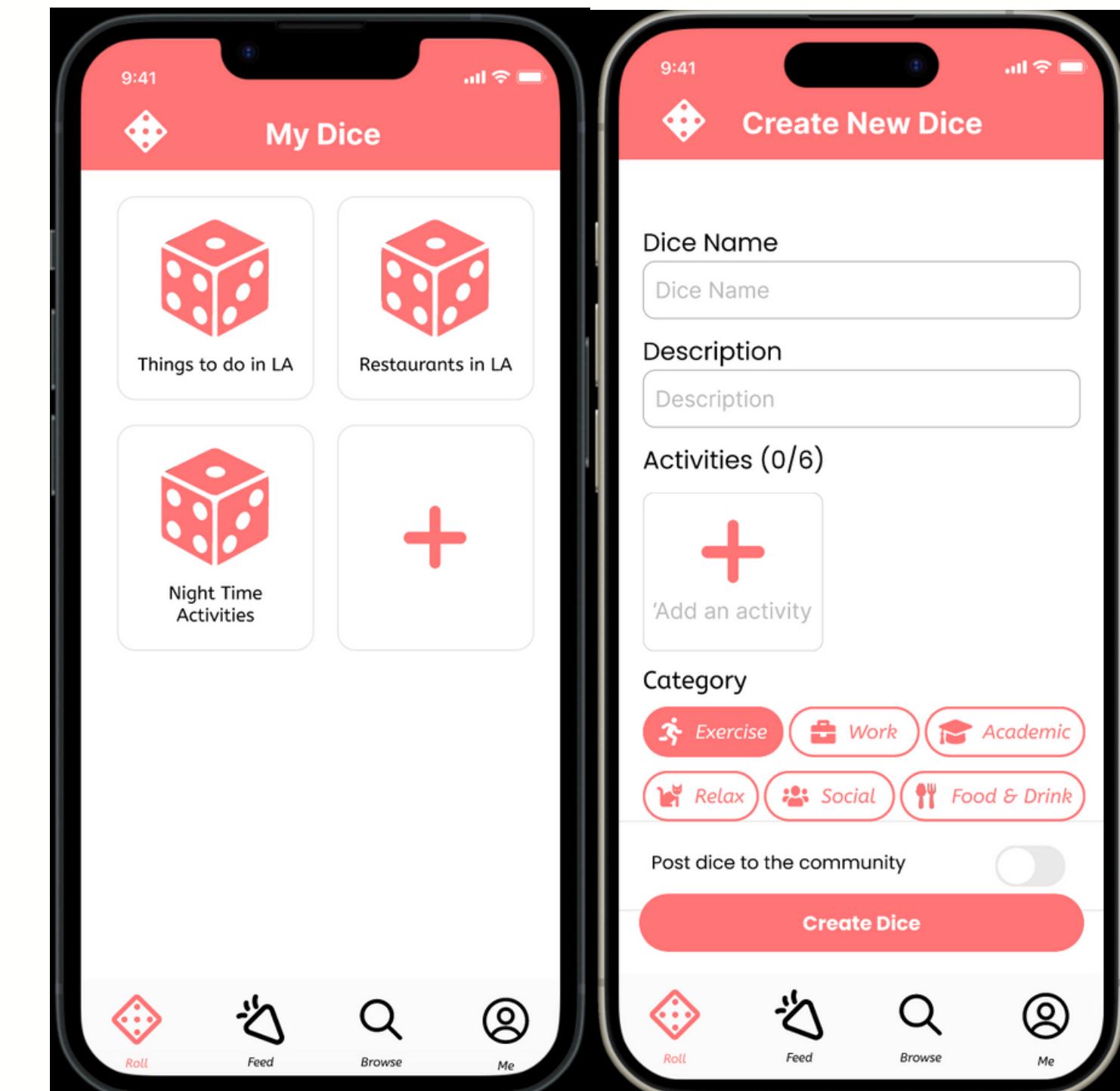
● Initial Prototype Changes

Design Changes: My Dice

Before



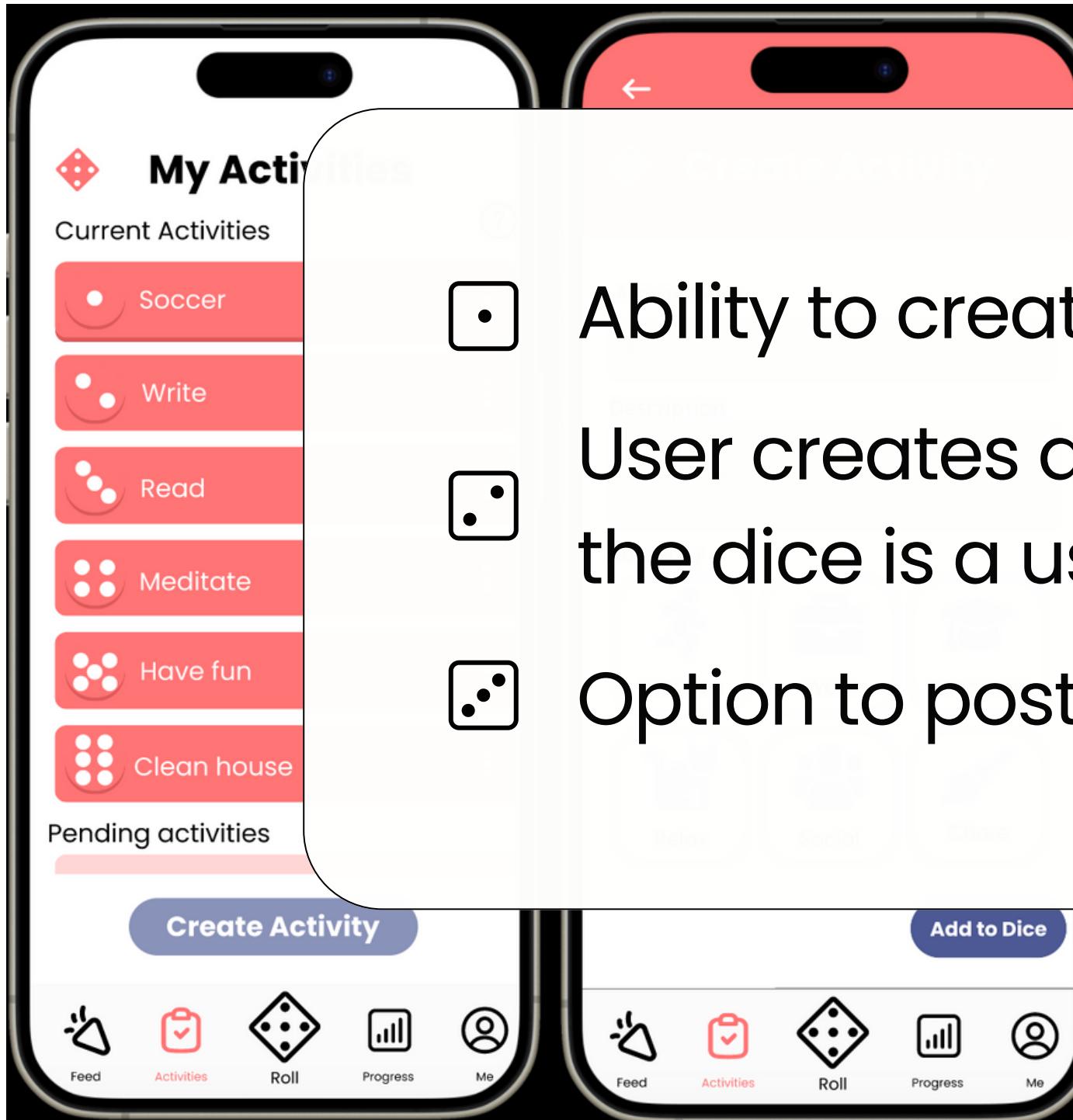
After



Initial Prototype Changes

Design Changes: My Dice

Before



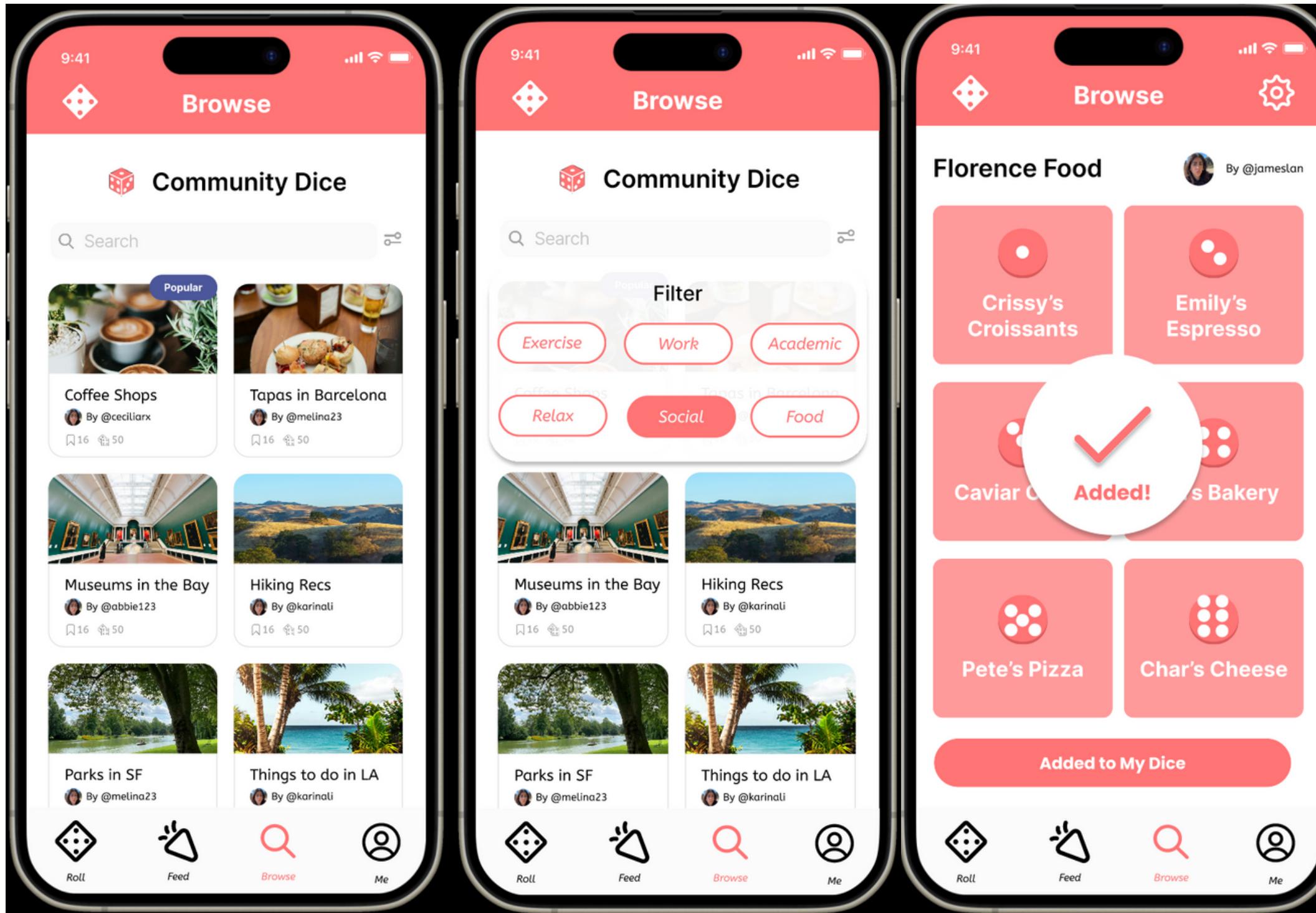
After



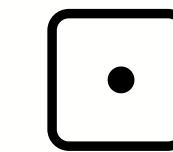
- Ability to create multiple dice
- User creates dice where each side of the dice is a user-selected activity
- Option to post to community dice

Initial Prototype Changes

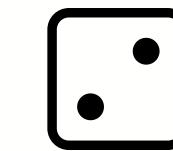
Design Changes: Browse Dice



Ability to search for & roll other users' dice



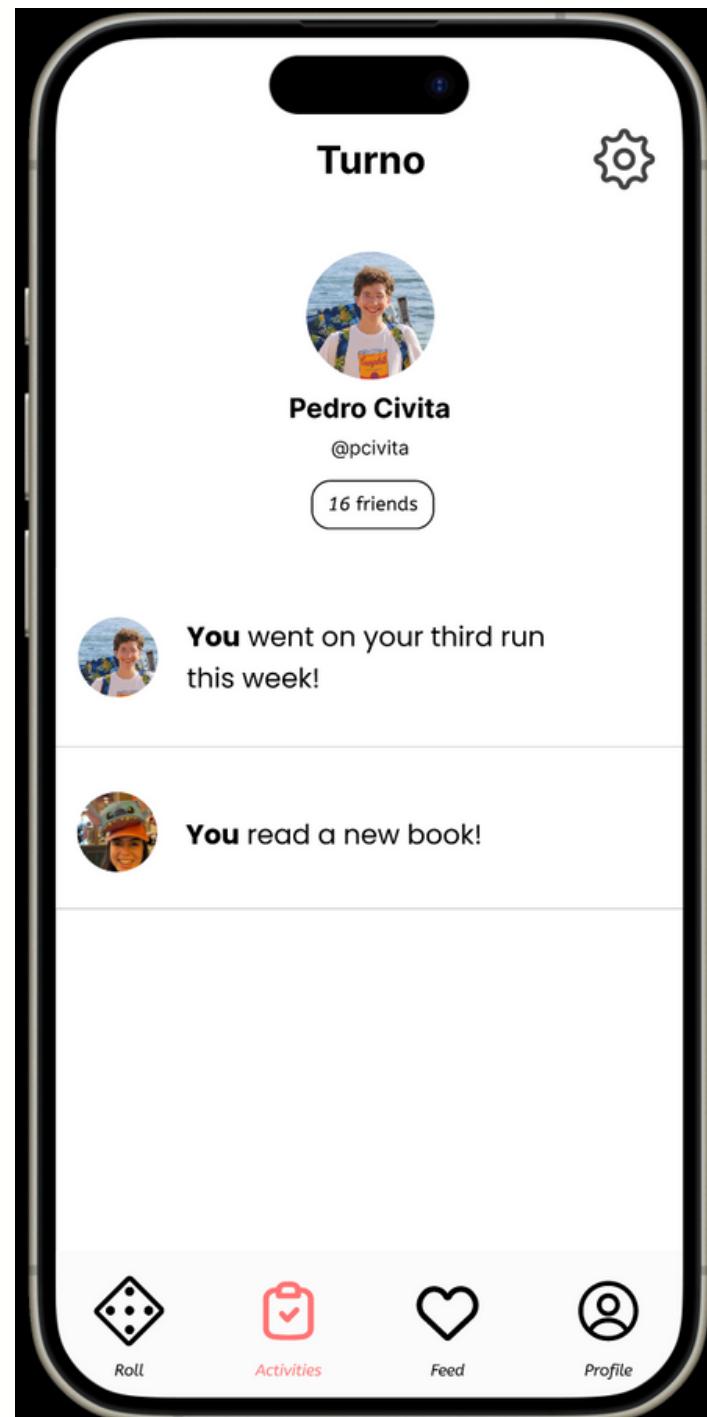
Can add community dice to personal suite of "My Dice"



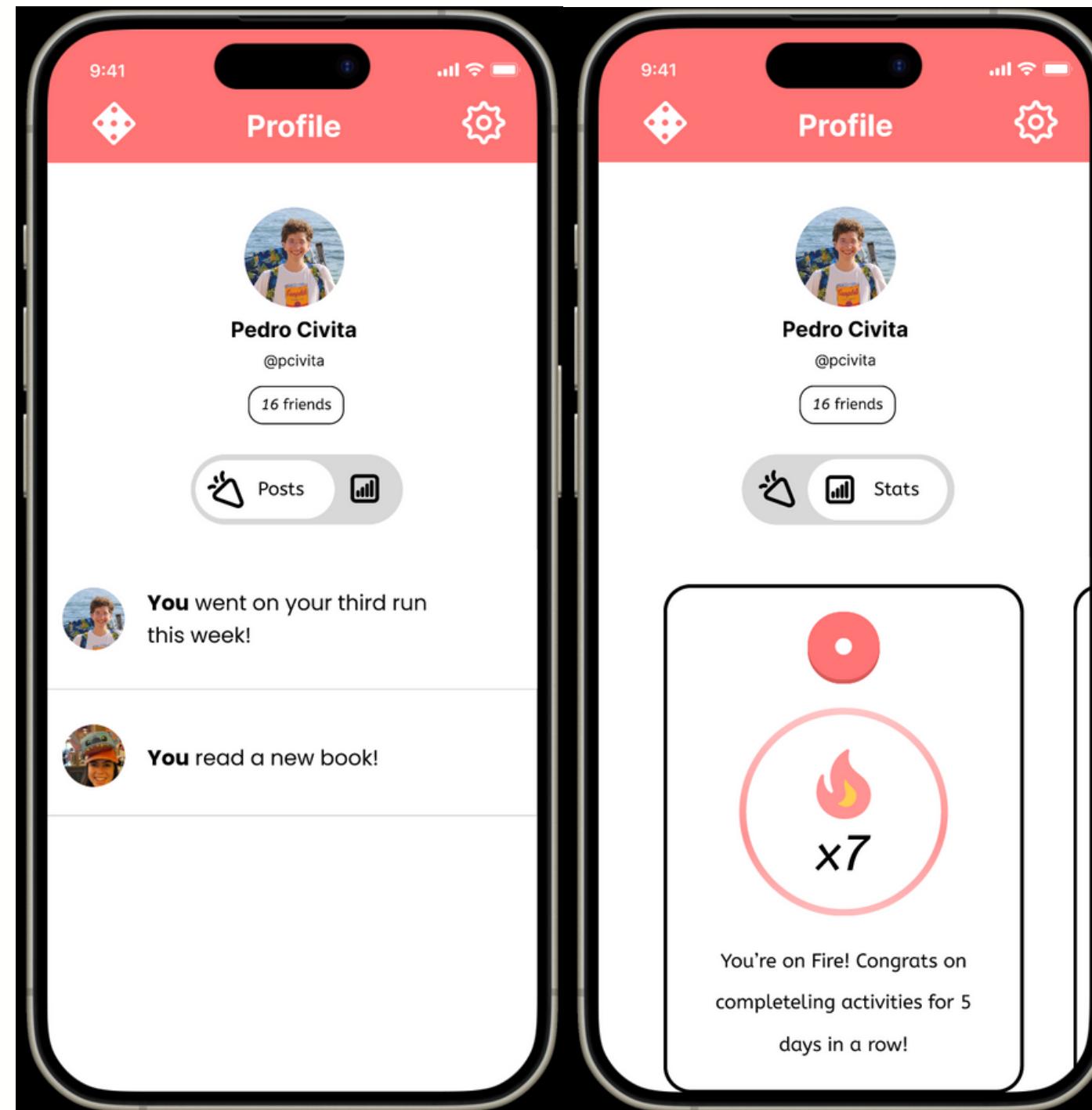
Initial Prototype Changes

Design Changes: Profile

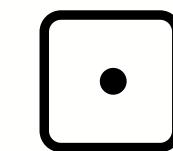
Before



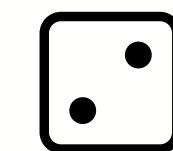
After



Consolidated the “progress” and “me” page into a single profile screen

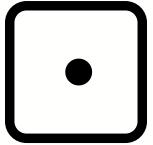
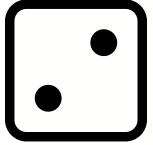


Updated the types of Stats that are available



Code Changes

Major

-  Restructured roll process to incorporate selection or creation of a dice, followed by rolling action (instead of the previous direct roll prompt)
-  Moved database calls from Supabase to Firebase
-  Created Browse page for users to explore Community Dice

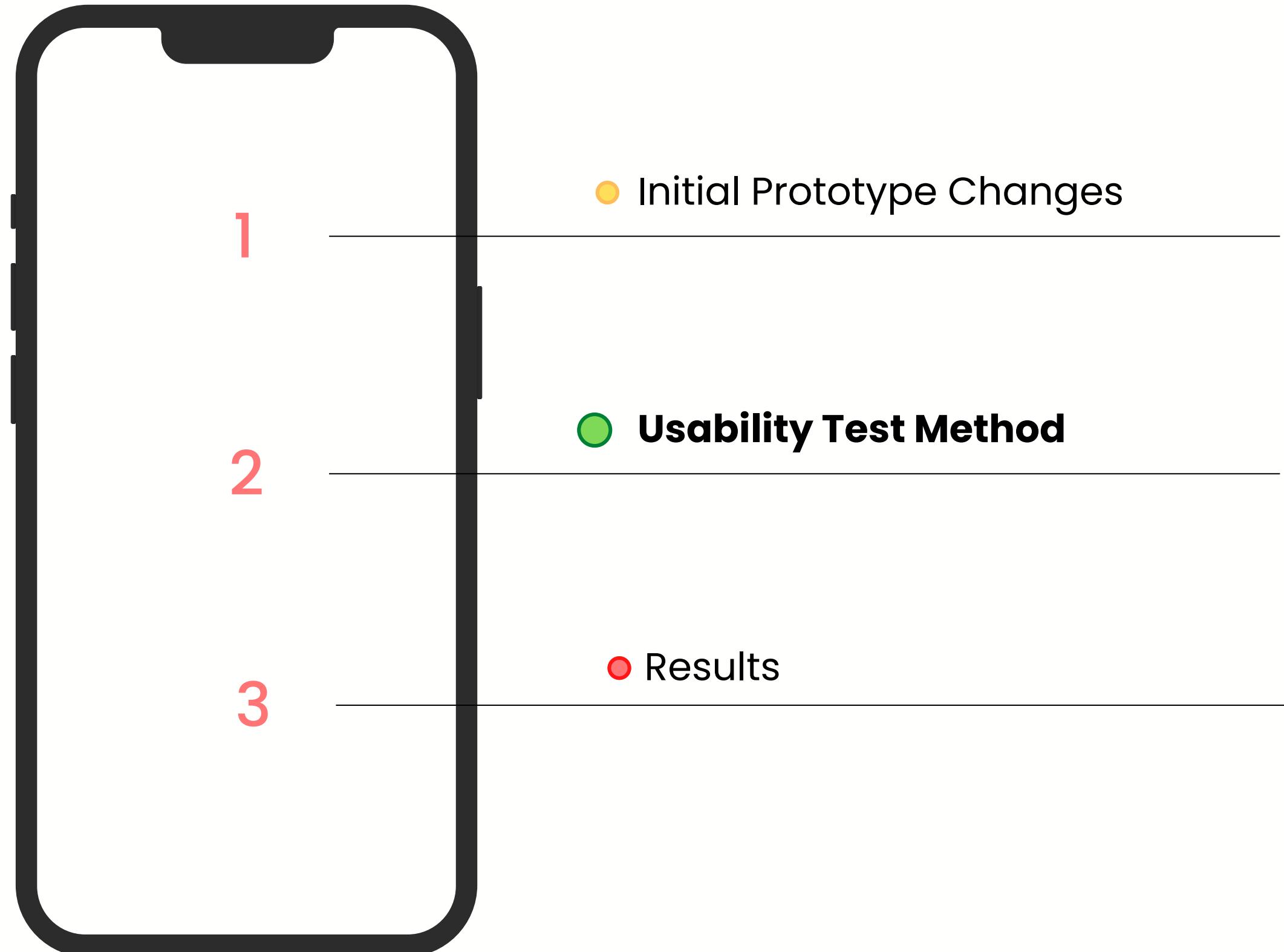
Code Changes

Minor

-  Removed Journey component to focus more on engaging with a variety of activities rather than following singular dice and path
-  Moved Stats component to be featured on Profile page
-  Added additional animation & shadow to dice when rolling

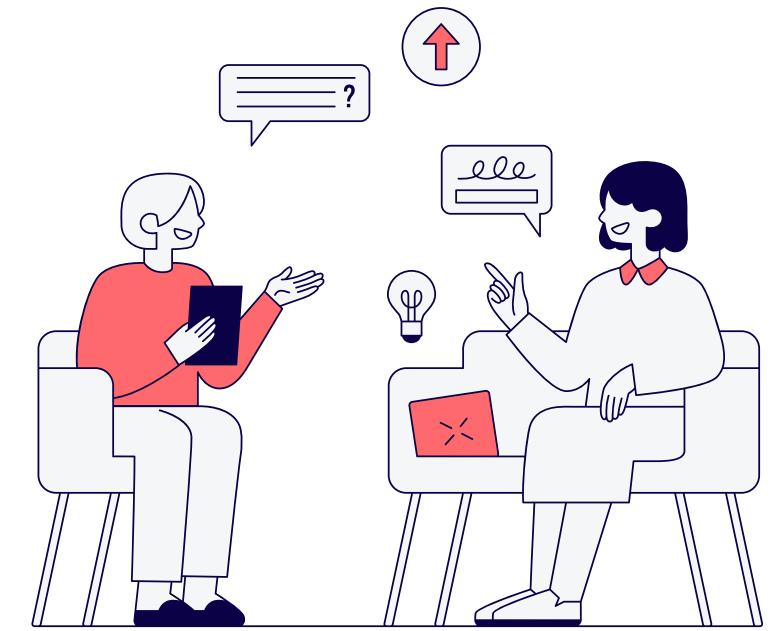
Turno

Agenda



Usability Test Method

Participants



Target audience: Young people who would find our approach to the gamification of solving decision paralysis useful and entertaining

How: scheduled & randomized interviews

- Pre-scheduled interviews with potential users from our personal networks
- Randomized interviews with people sitting at dining halls/Tressider for greater variety

Compensation: promise that they could be our first set of users in our final usability test of the quarter :)

● Method

Method

Participants



DALL-E

Kabir J.
Stanford Student



DALL-E

Alex P.
Stanford Student



DALL-E

Emily L.
Stanford Student



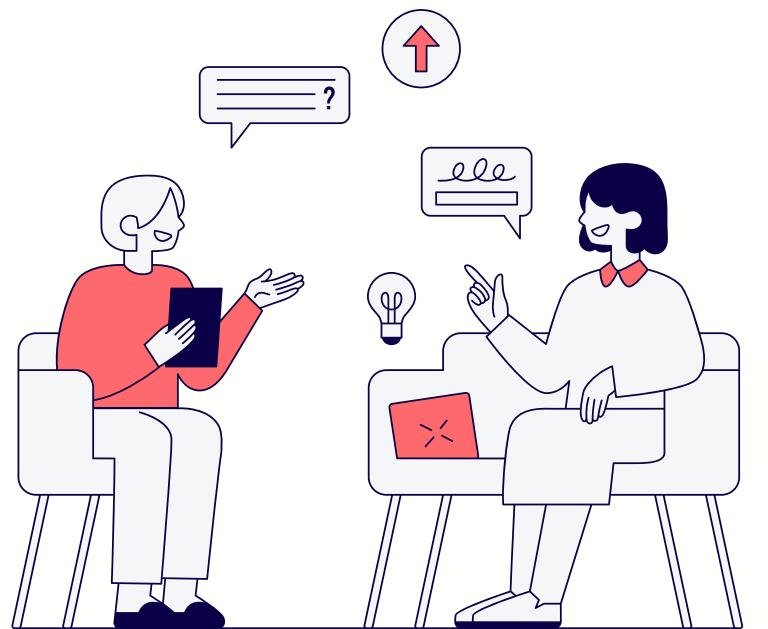
DALL-E

Gaby C.
Stanford Student



DALL-E

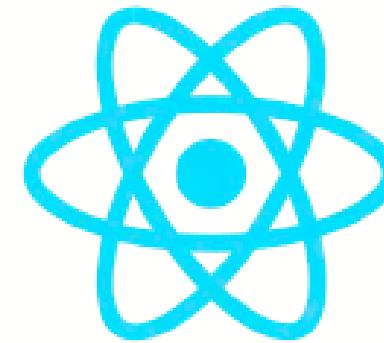
Josh K.
Stanford Student



- Method

Method

Apparatus



React Native



Software: Expo Go, React Native, video camera, Excel sheet for recording usability metrics

Equipment: iPhone to run Expo prototype and record usability test

Locations: Twain lounge, Toyon lounge

● Method

Method

Tasks



Task 1: Create an account and log into the app

Task 2: Roll a dice and complete an activity

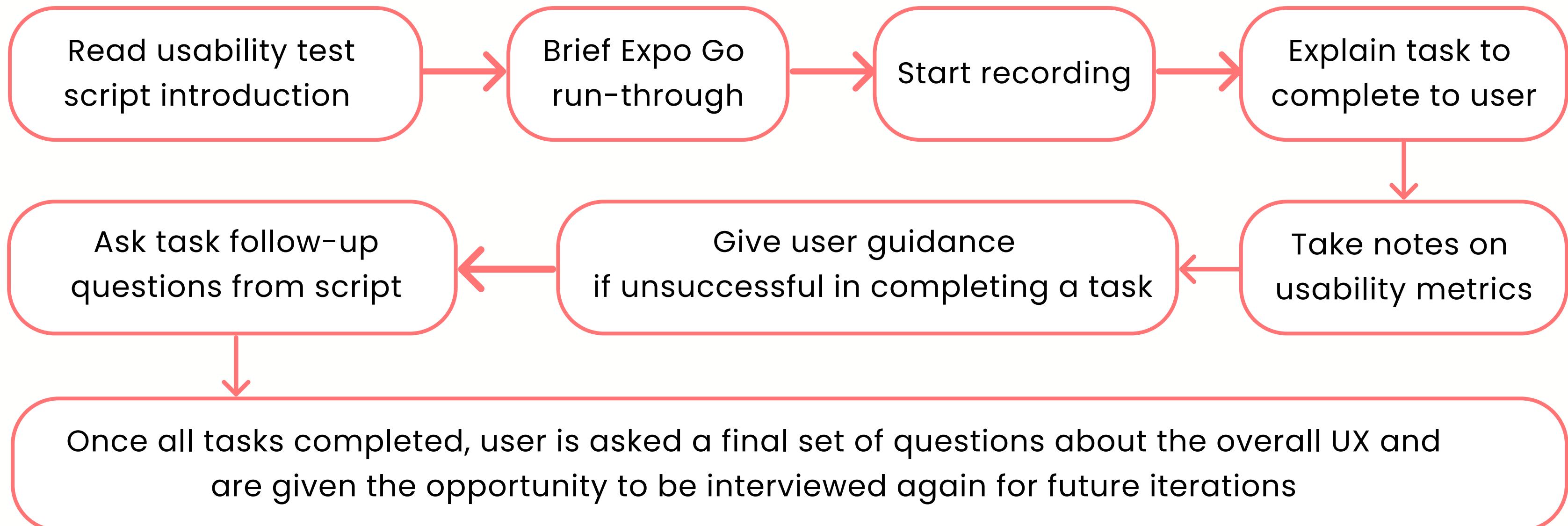
Task 3: Interact with user posts

Task 4: Find a dice on the community page and add to “My Dice”

● Method

Method

Procedure



Method

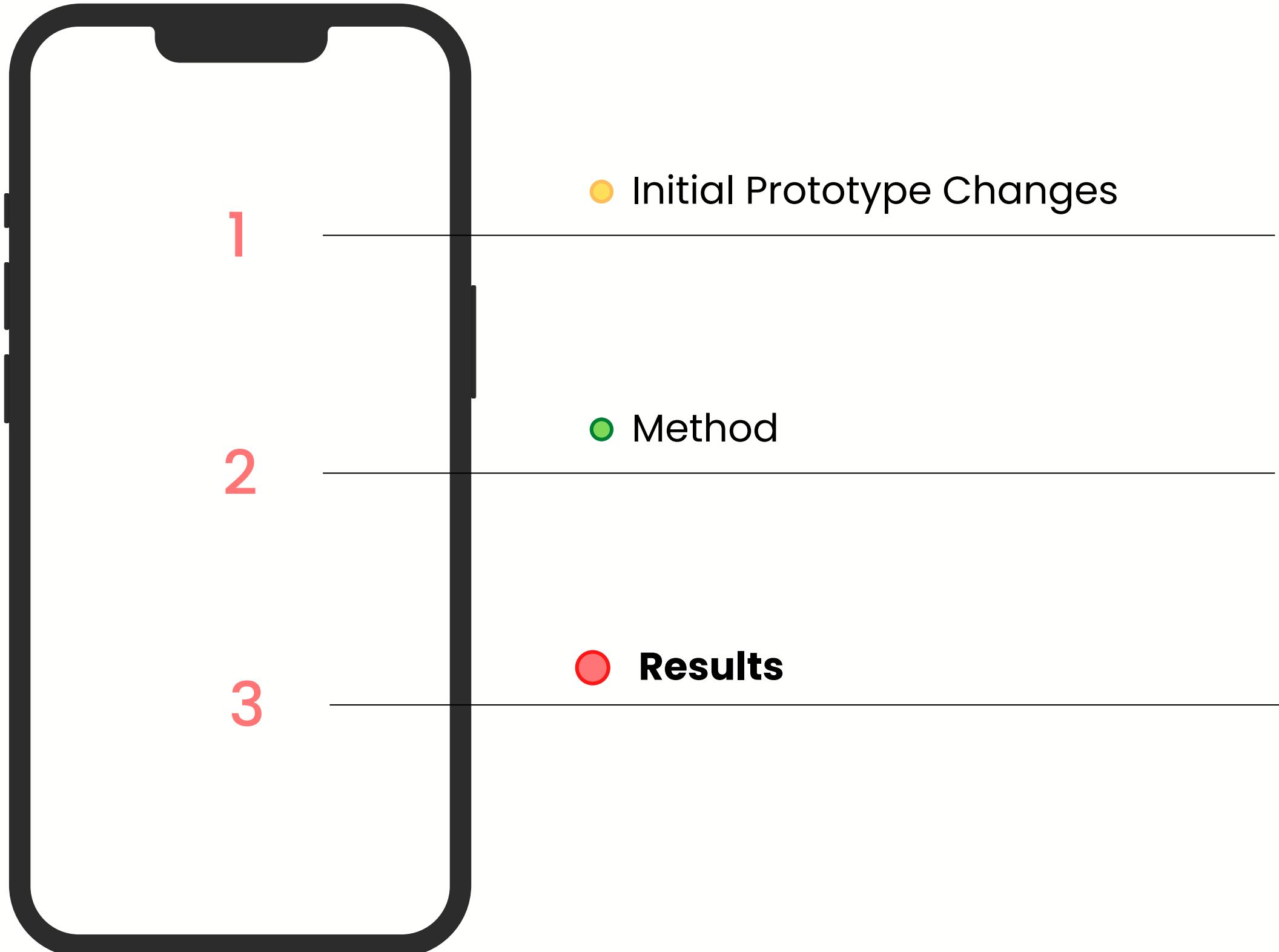
Test measures

1. Time spent creating an account
2. Number of errors when completing an activity
3. Ratio of users clicking “Post” vs “Done” upon activity completion
4. Number of people who choose to comment
5. Miscalculations when interacting with user posts



Turno

Agenda



● Results

Results

	Time Spent Creating an Account	# errors when completing an activity	Clicked "post" vs "done"?	Did the person comment?	Misclicks when interacting with user posts
Alex	46s	5	Post	Yes	7
Emily	32s	3	Post	Yes	4
Kabir	57s	2	Done	Yes	2
Gaby	39S	4	Post	No	2
Josh	19s	1	Post	Yes	3

Creating + Rolling Dice



Key Findings

- Confusion about how to roll dice
 - Tap/Shake phone
- Dice creation felt repetitive/tedious
 - Two separate description fields
- Unclear about having to create 6 activities in total
- Navigation bar unclear that “Roll” is the “My Dice” page

Modifications

- Including an arrow with a pop up when rolling so user knows to swipe
- Simplifying dice creation by making descriptions clearly optional
- Change messaging on Activities “Up to 6”
- Modify navigation bar titles

Interacting w/ User Posts



Key Findings

- Wanted clickable and expandable posts
- Icons were difficult to click
- Interface had slow responsiveness
- Issues with keyboard disappearance

Modifications

- Add ability to click on profiles such that comments and “Kudos” are expandable
- Larger icons for interaction points
- Make all icons clickable even when keyboard is available

Browsing Community Dice



Key Findings

- Was not intuitive that community dice were located under “Browse”
- Users liked the community aspect of the app
- Users thought the filter and search would be helpful

Modifications

- Change “Browse” on the navigation bar to “Community” with a corresponding icon
- Need to implement updating the database in “My Dice” when user adds from the community page
- Need to make filtering and searching functional

Lack of Instruction + Help



Key Findings

- Users were very confused about how to roll a dice
- Navigation bar was not clear. The page details and the text on the tab did not align.
- Confusion when creating a dice
- Confusion on how to actually get to rolling the dice

Modifications

- Add background information about the app and basic functionality in the onboarding
- Implement automated tags and pop-ups throughout the app to provide more clarity on functionality

Next Steps

- Implement all design modifications
- Make more progress on database integration
- Field Usability Test on non-students

Thank you!

