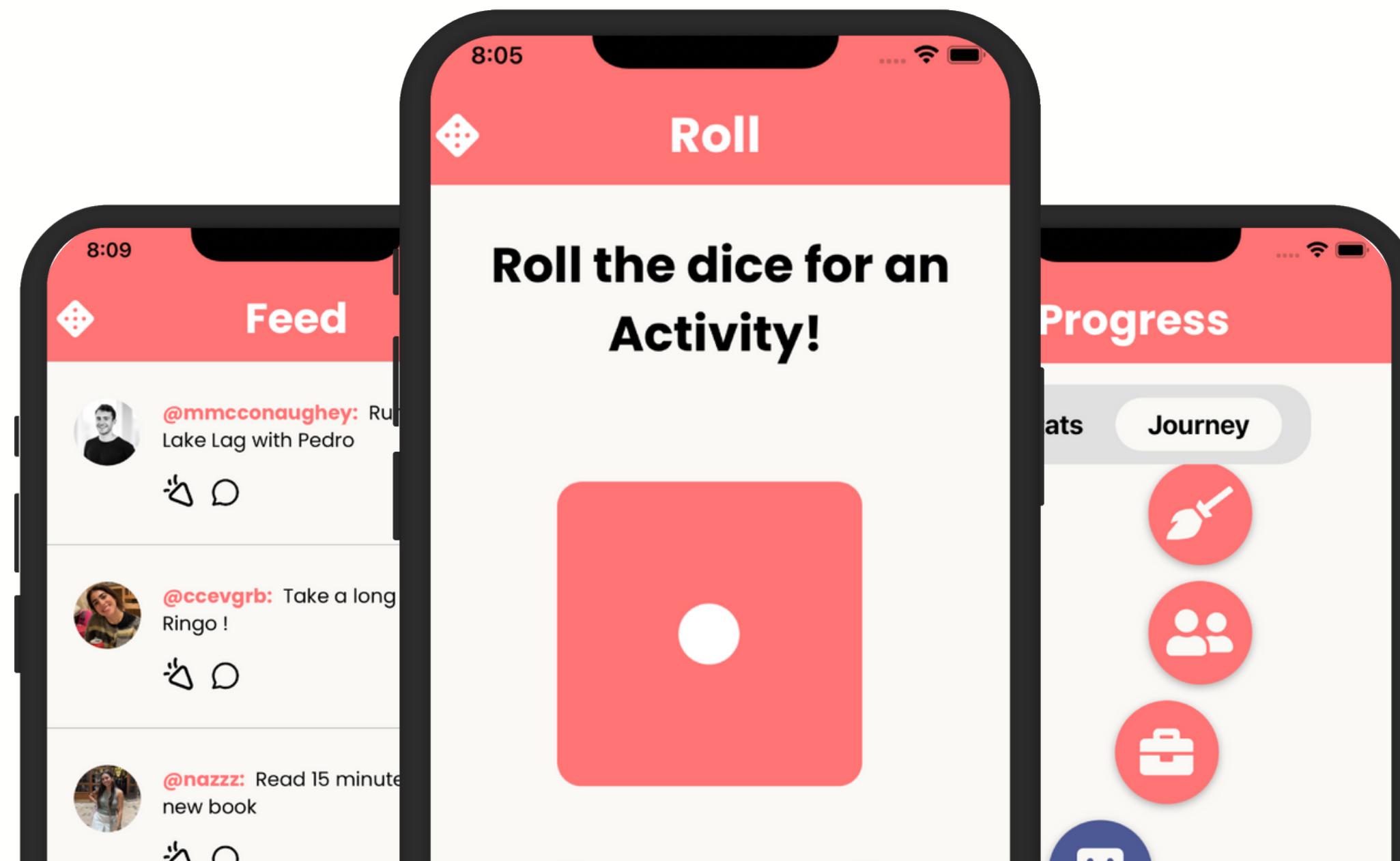


turno

Get rolling on making hard decisions



our team



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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.

value props for the user

Simplicity and Engagement:

- Cuts through the complexity of decision-making with an easy-to-use interface and straightforward functionality.

Playfulness and Joy:

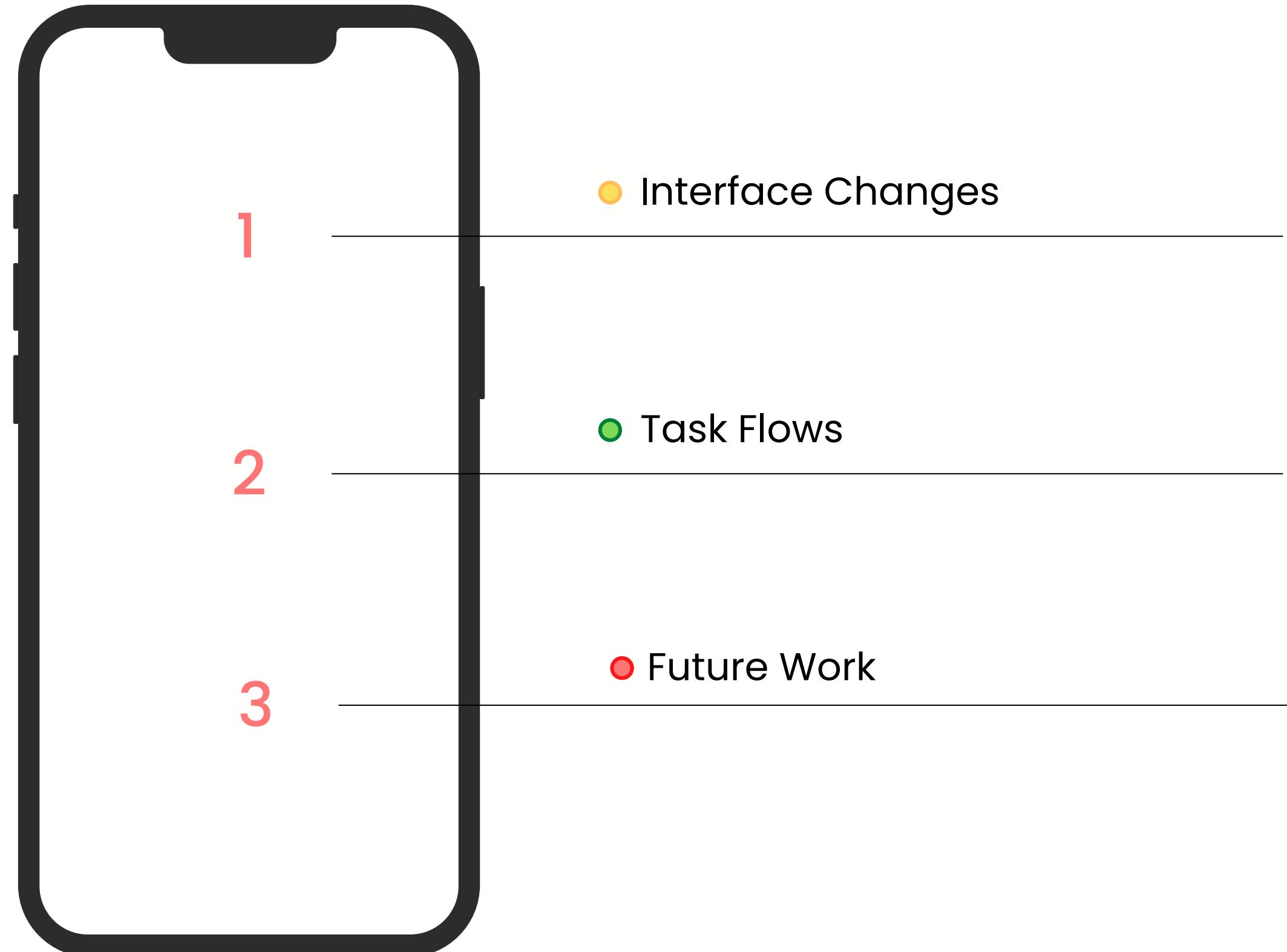
- A sense of play into everyday choices
- Surprise and delight from the unexpected outcomes

Stress reduction:

- Users will feel less stressed through alleviating decision fatigue and creating a group consensus on decision-making

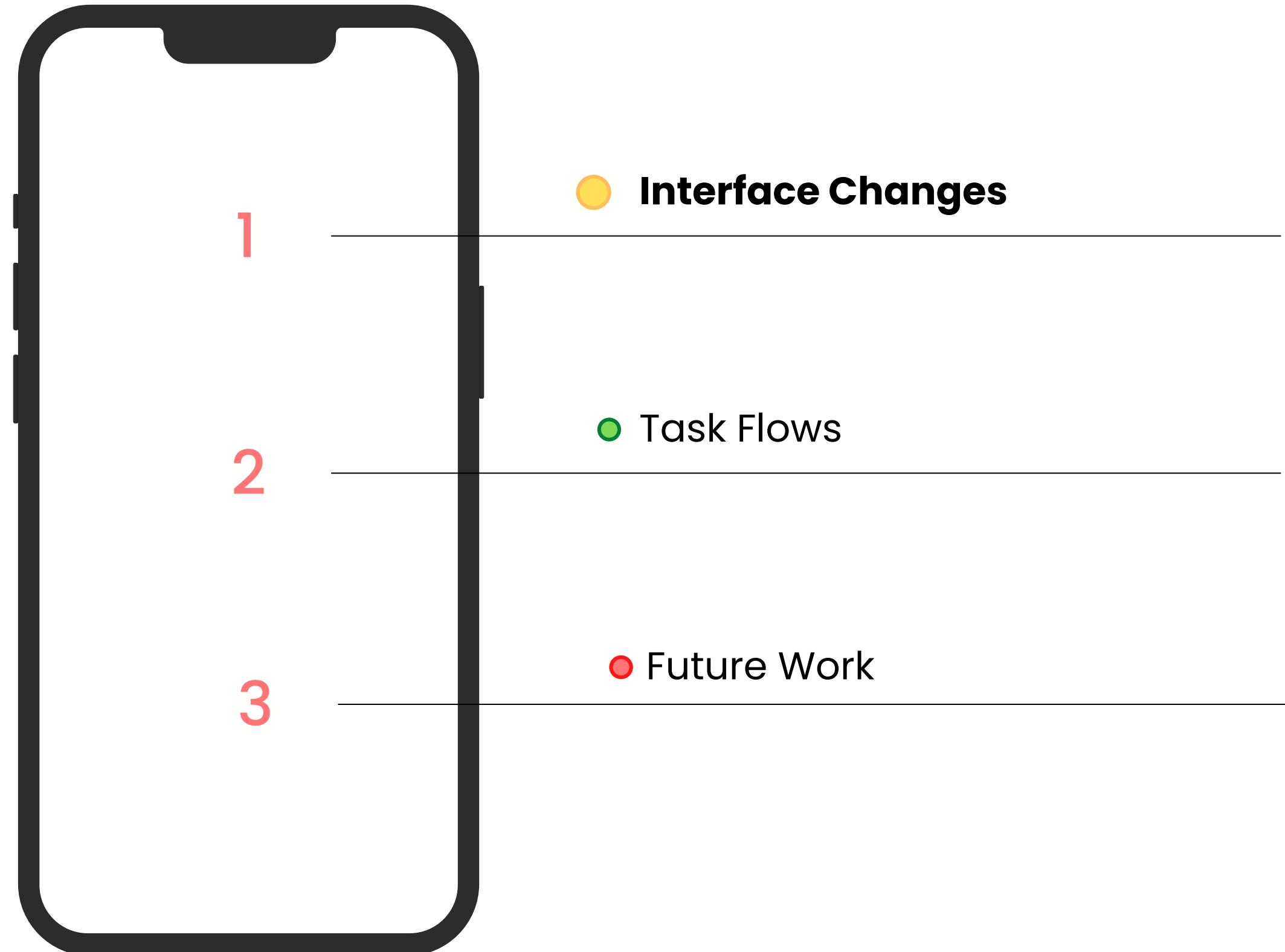
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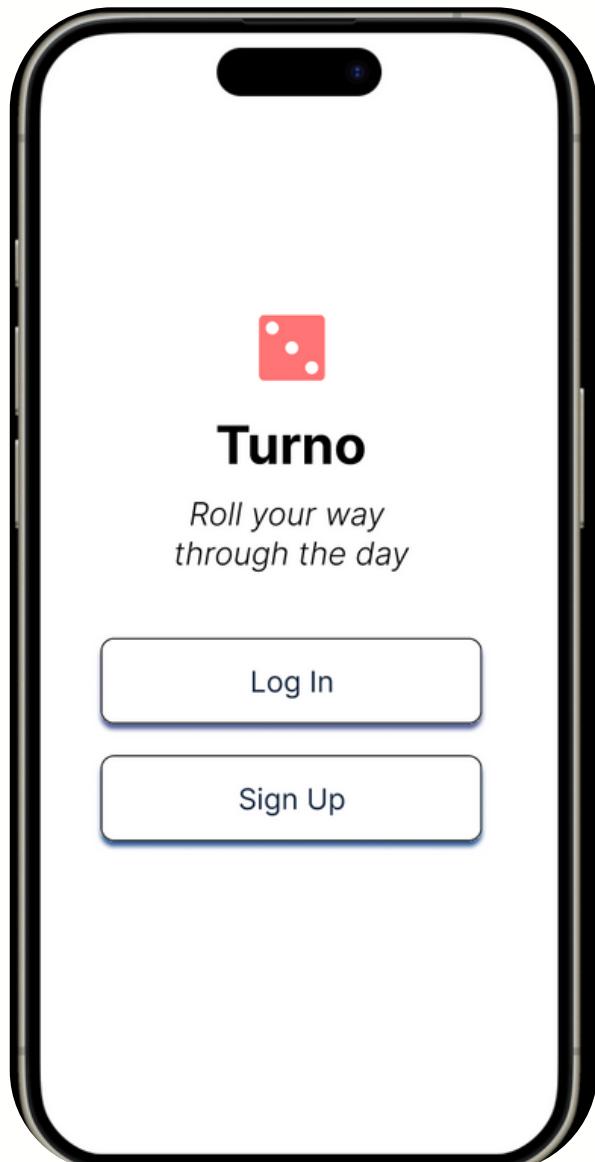
Agenda



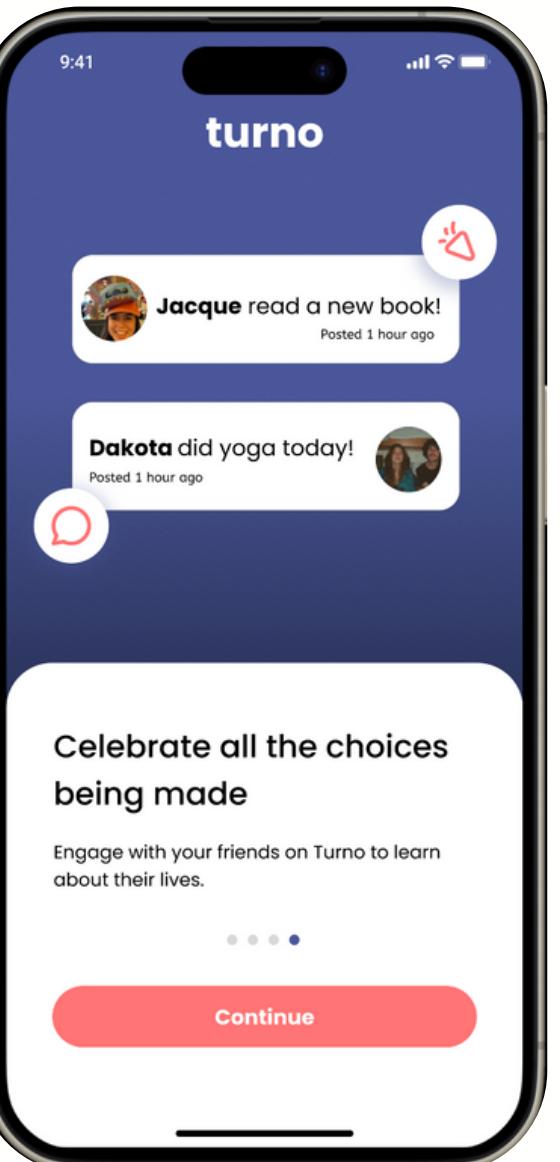
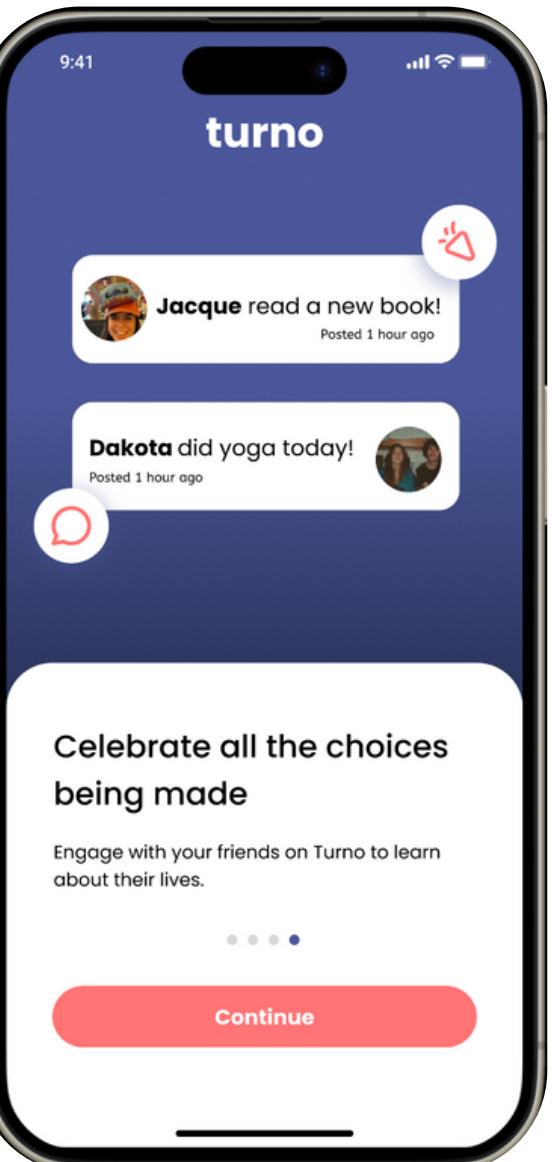
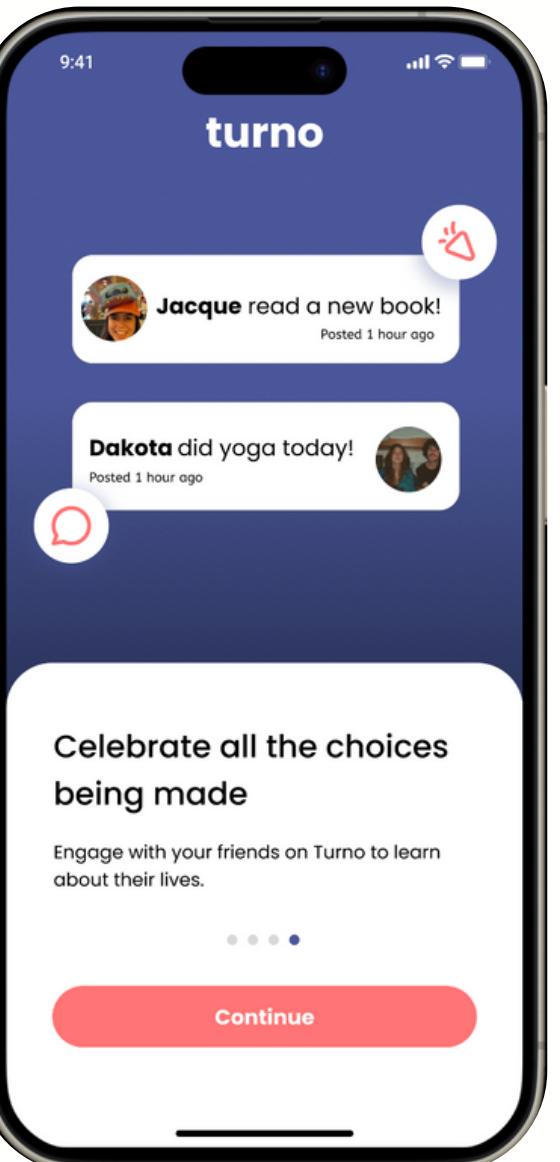
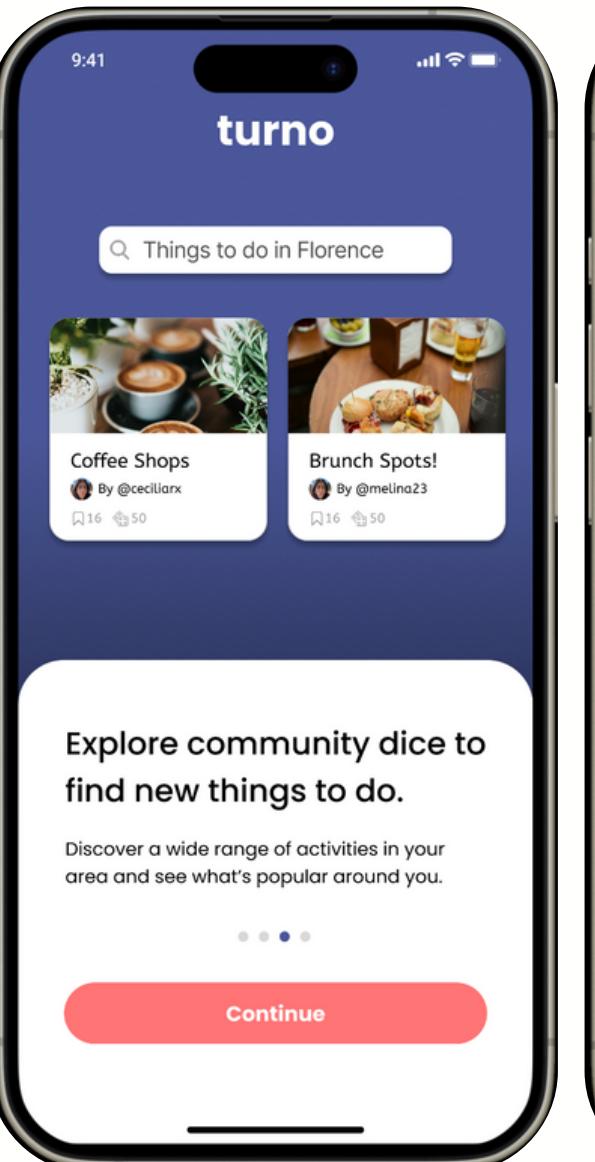
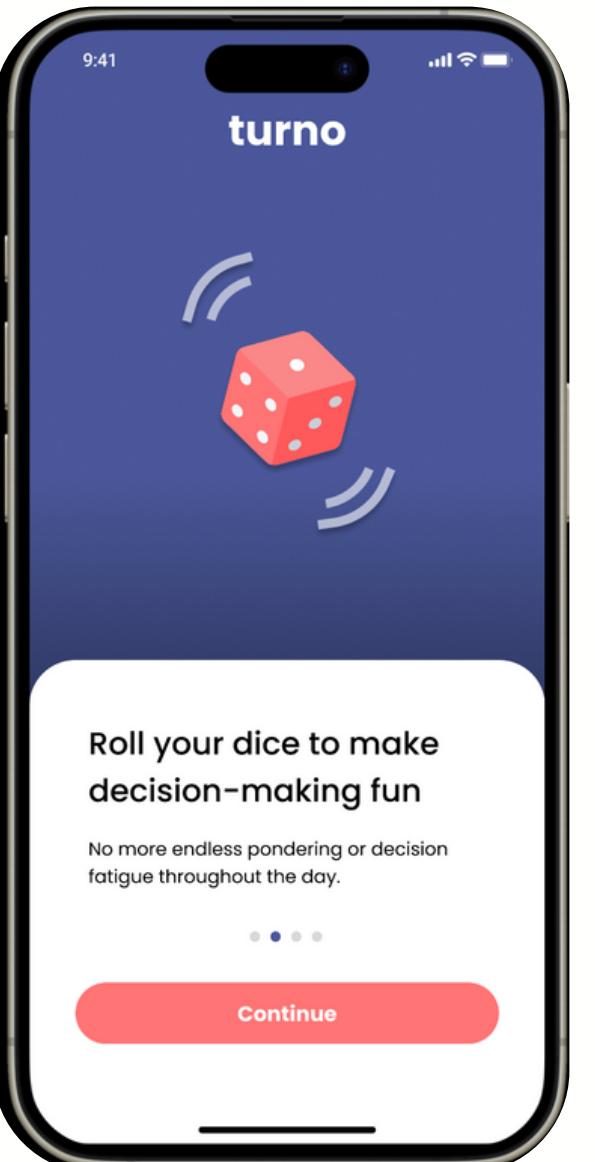
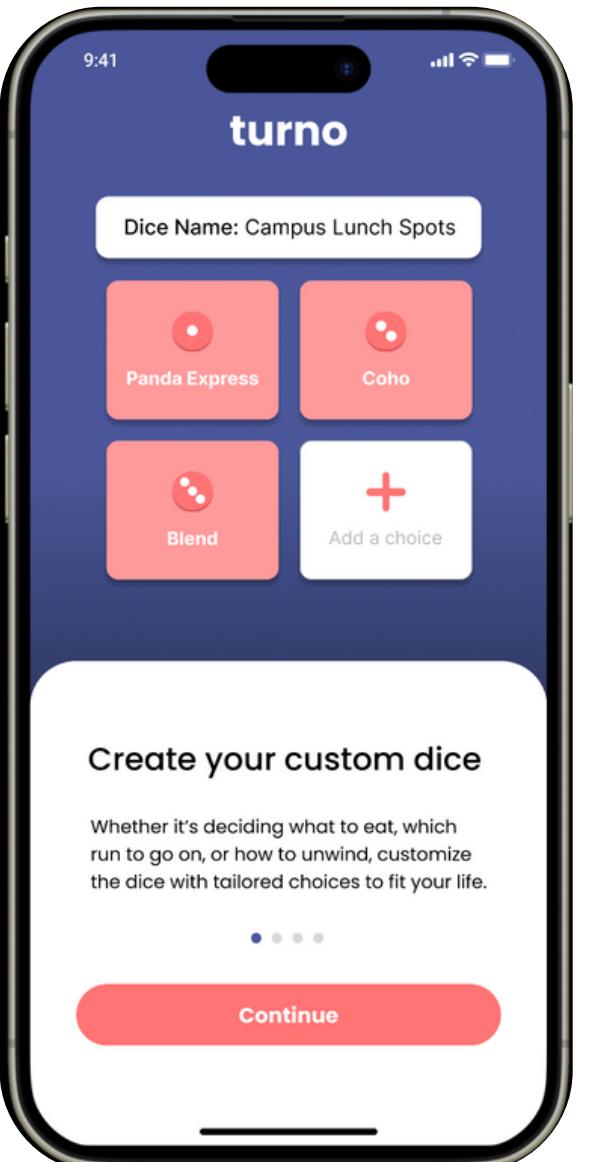
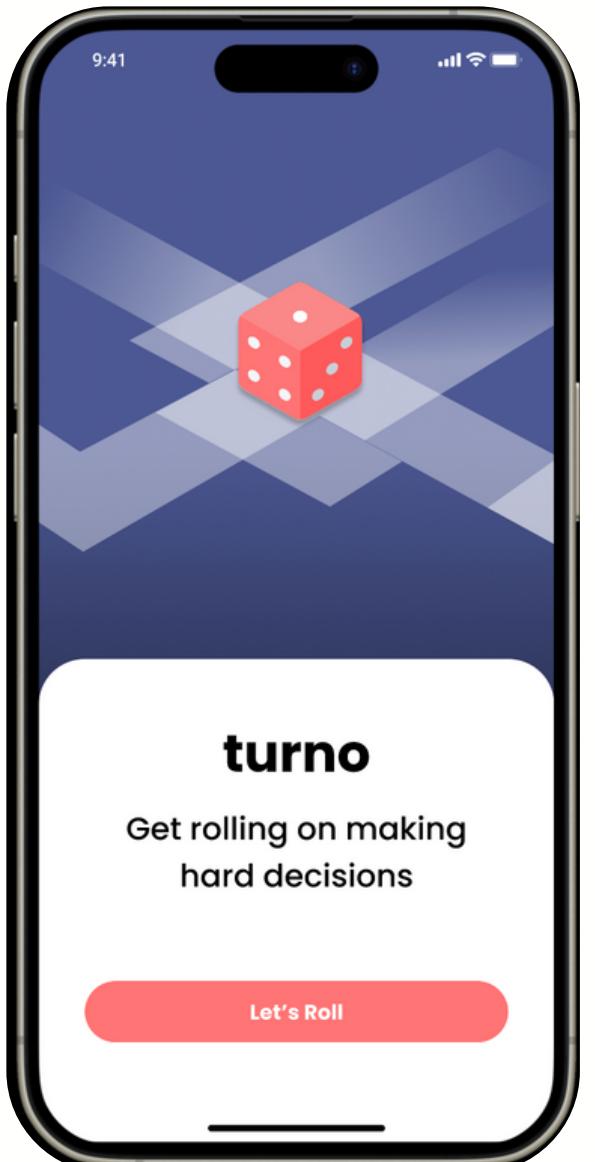
🟡 Interface Changes

Onboarding

Before

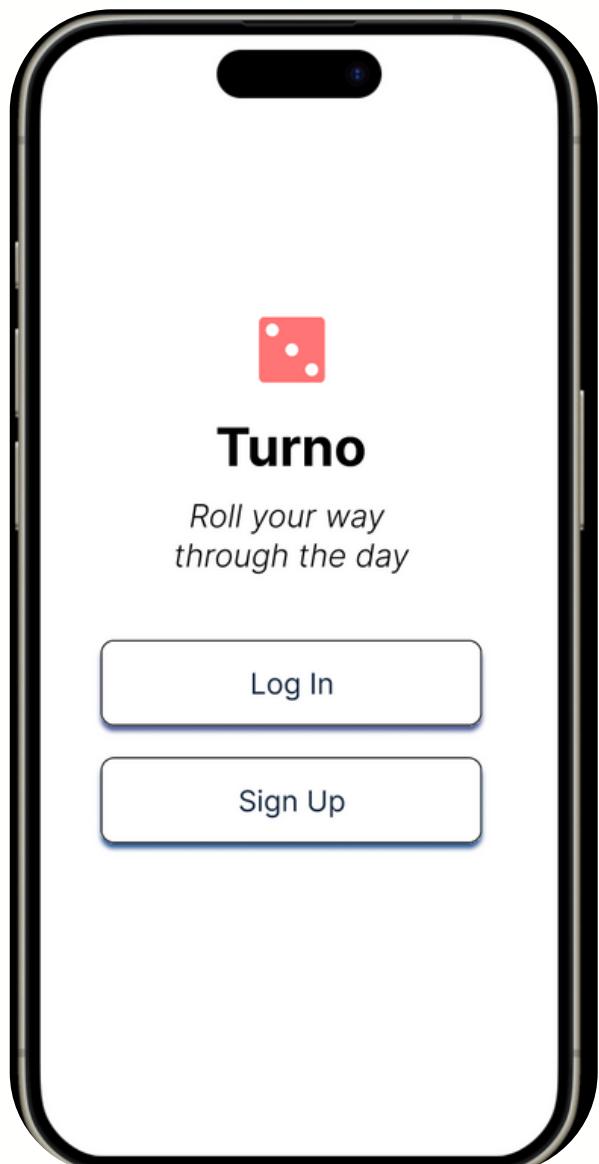


After

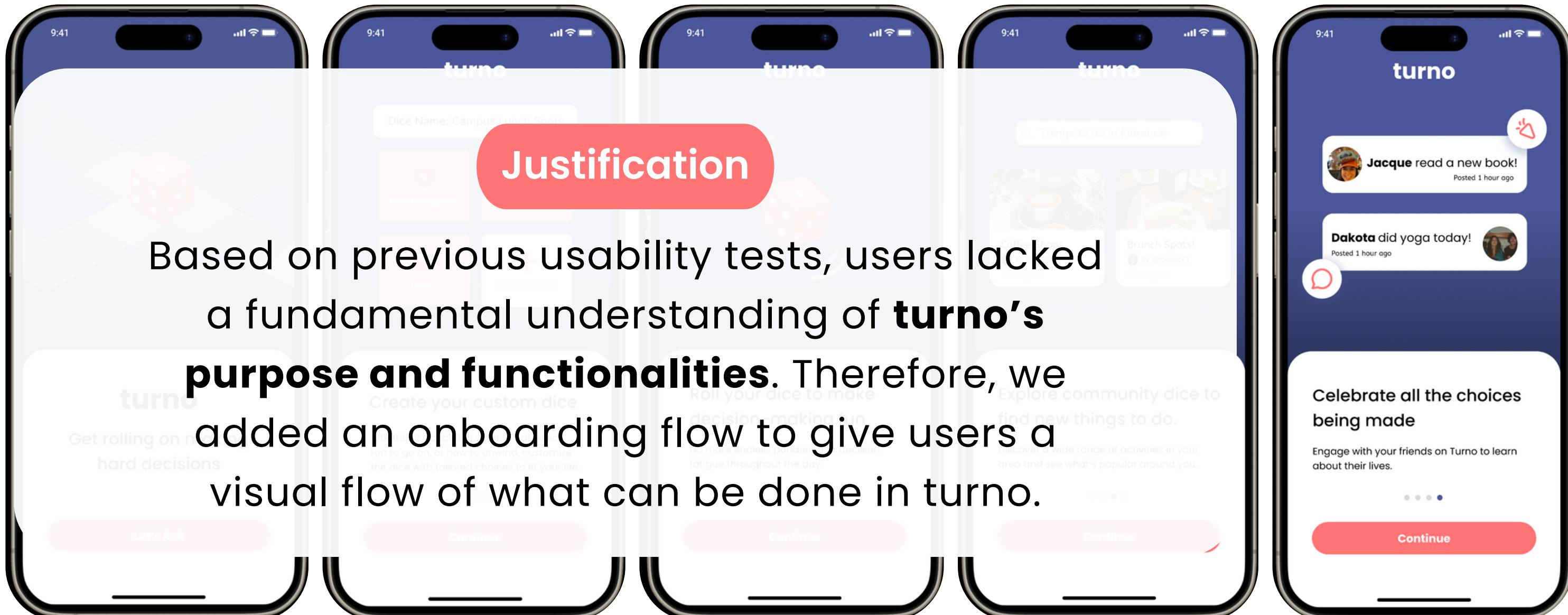


Onboarding

Before



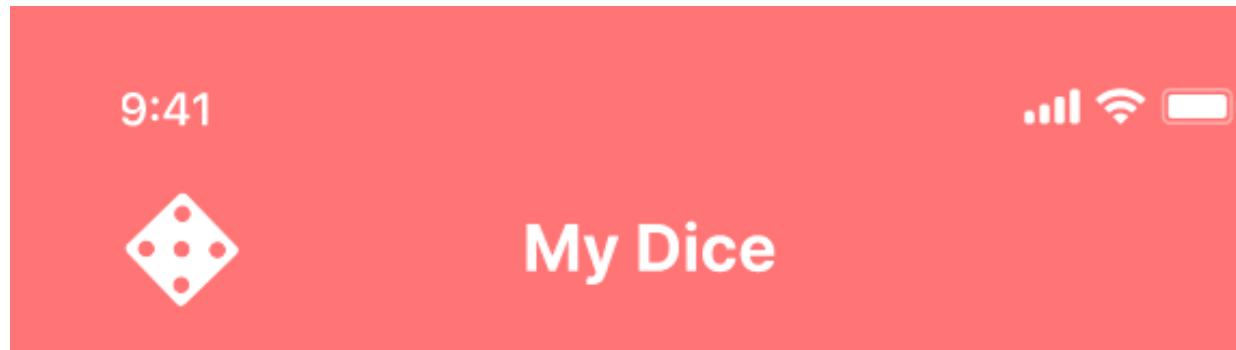
After



● Interface Changes

My Dice Screen

Before



After



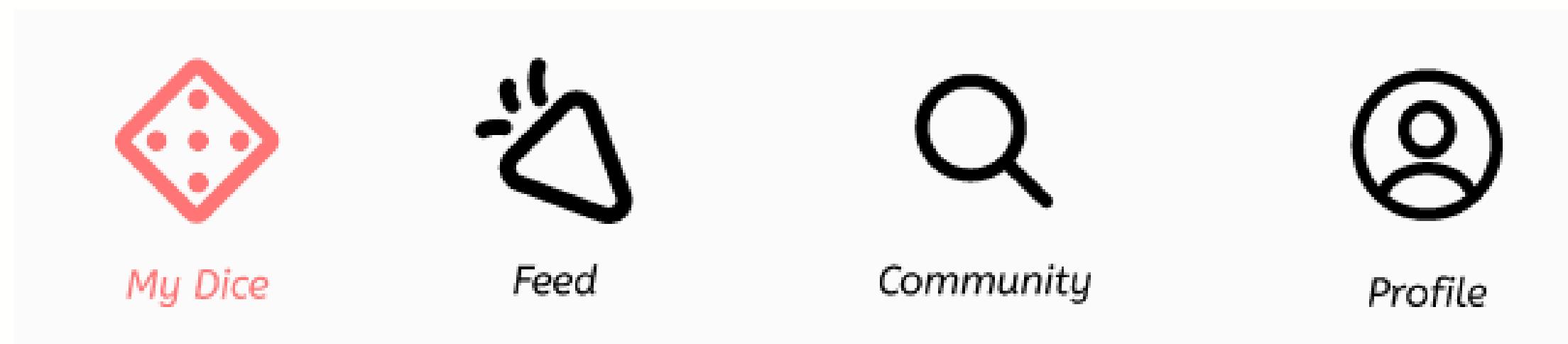
Justification

Many of our users didn't understand that each box represented a dice to roll. Therefore, we added **explicit instructions** and added a **dice image** to each box.

● Interface Changes

Navigation Bar

Before



After

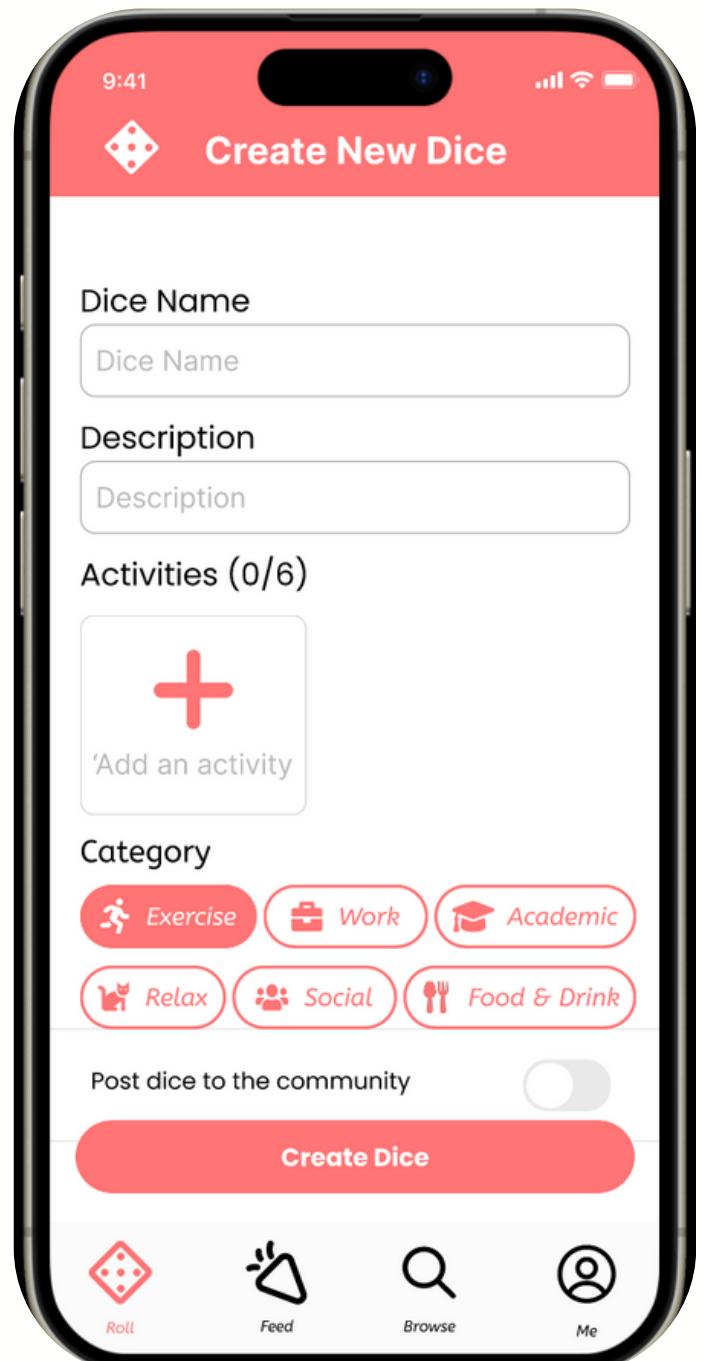


It was not intuitive that “Community” was a place to search for community dice. Therefore, we changed the label to “Browse” to represent the user action.

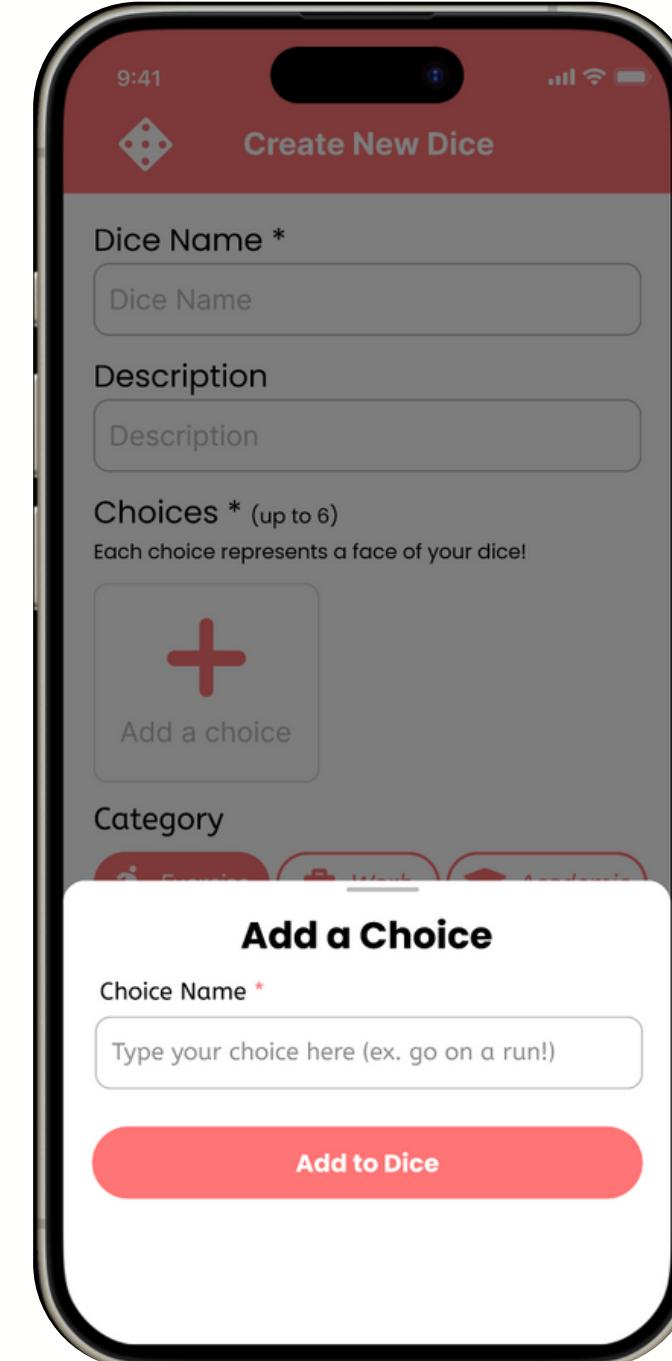
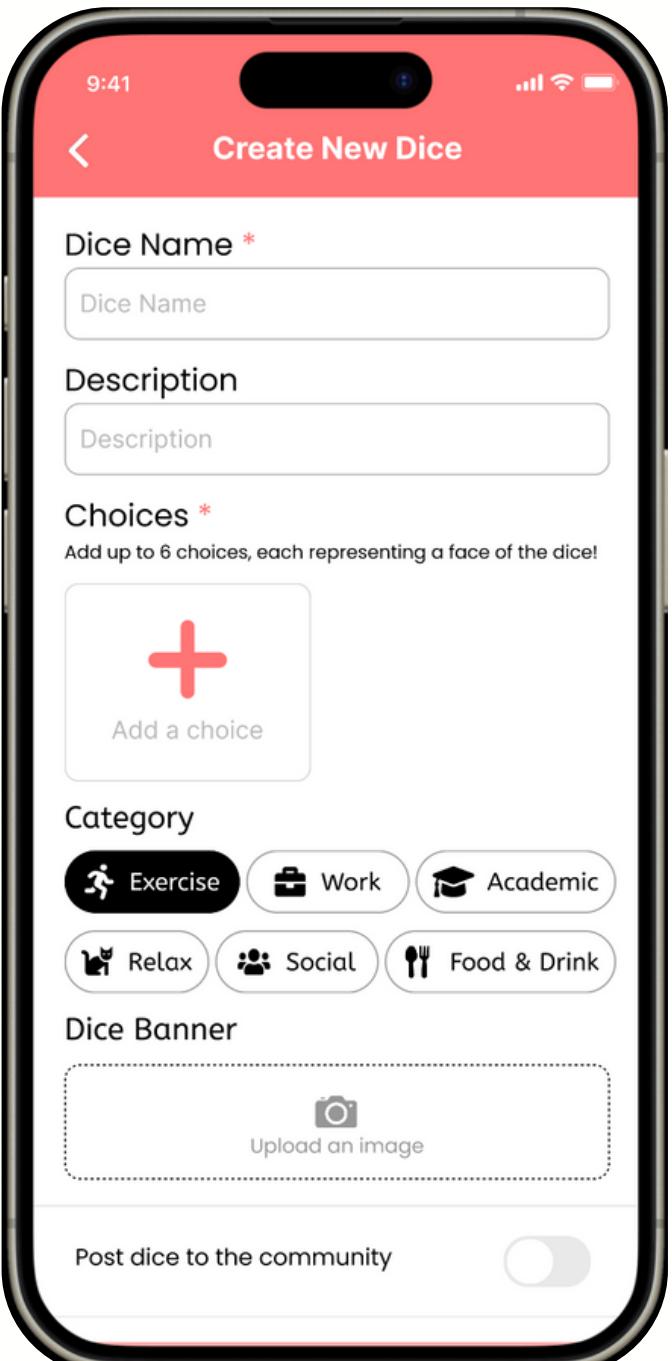
● Interface Changes

Create New Dice

Before



After



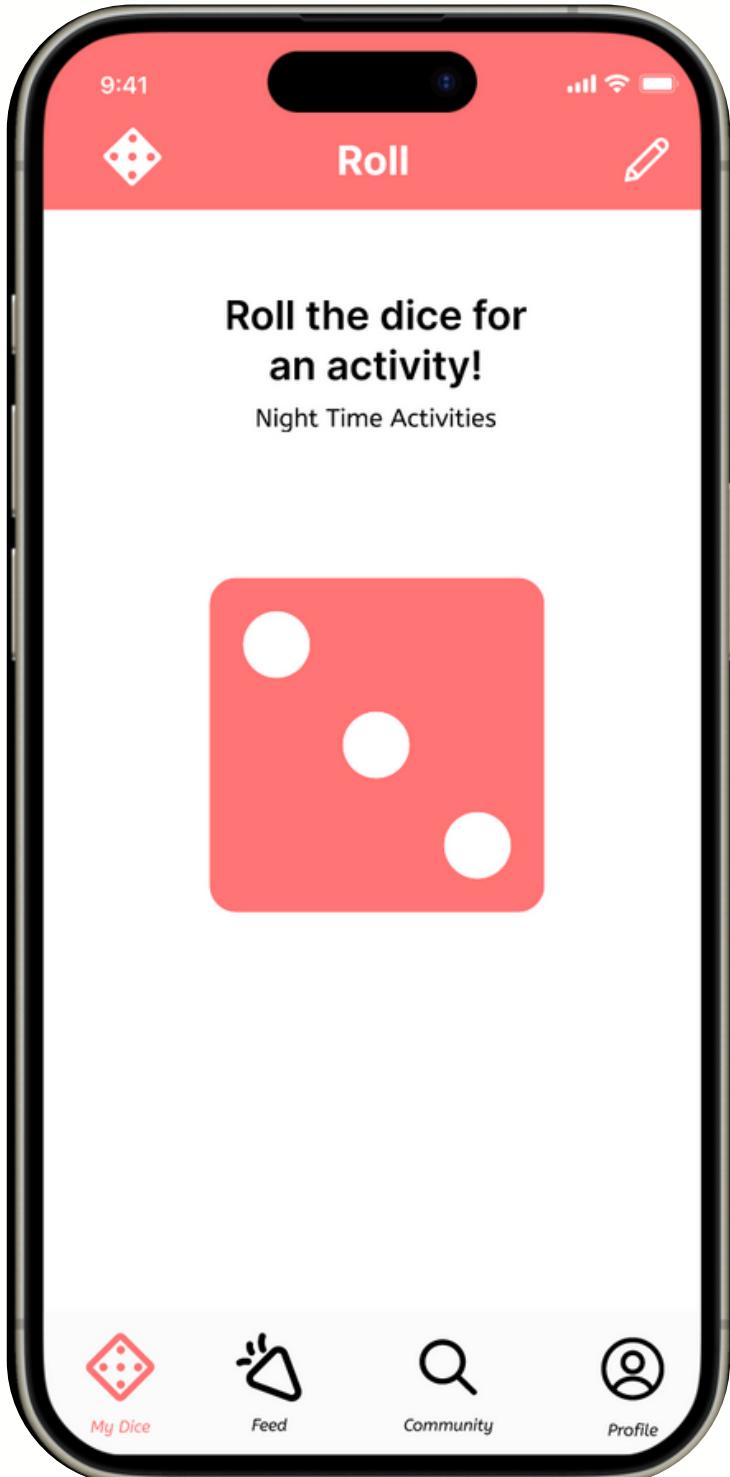
Justification

- Users were unsure whether they could input less than 6 options
- Users associated the word “activity” with physical activity (run)
- Therefore, we added explicit instructions for adding dice, changed “activity” to “choice”, and made it visually obvious what is required vs optional.

● Interface Changes

Roll Dice Instruction

Before



After

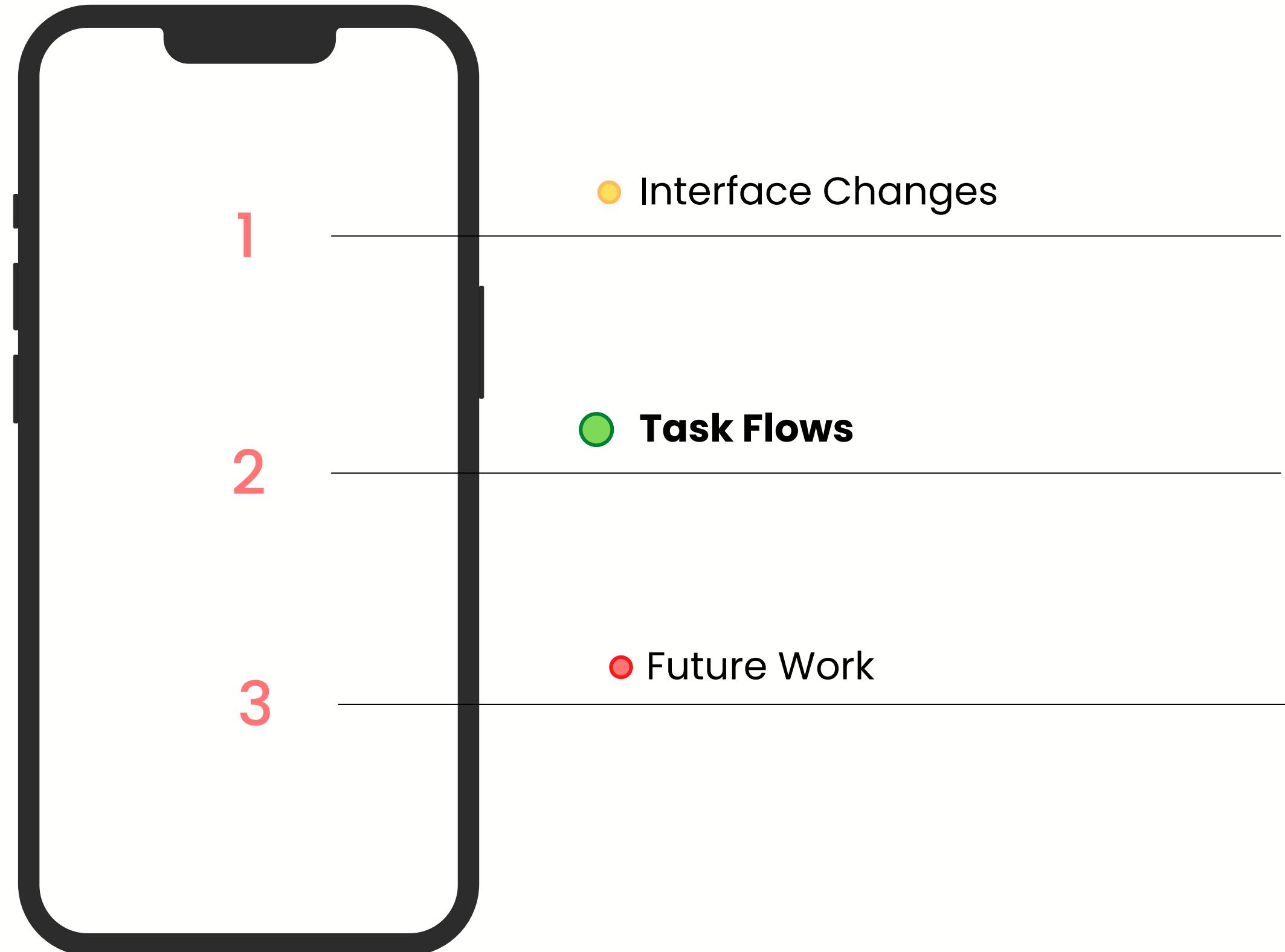


Justification

- Users did not know how to roll the dice; most tapped on it
- We added written and visual instructions to show users how to successfully roll the dice

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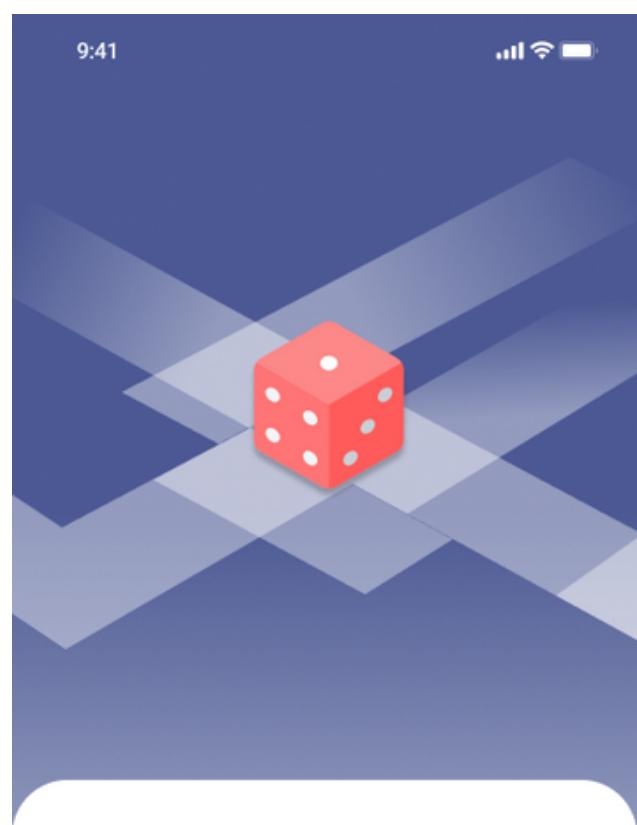
Task #1

- Create an account and log into the app

● Task Flows

Task #1

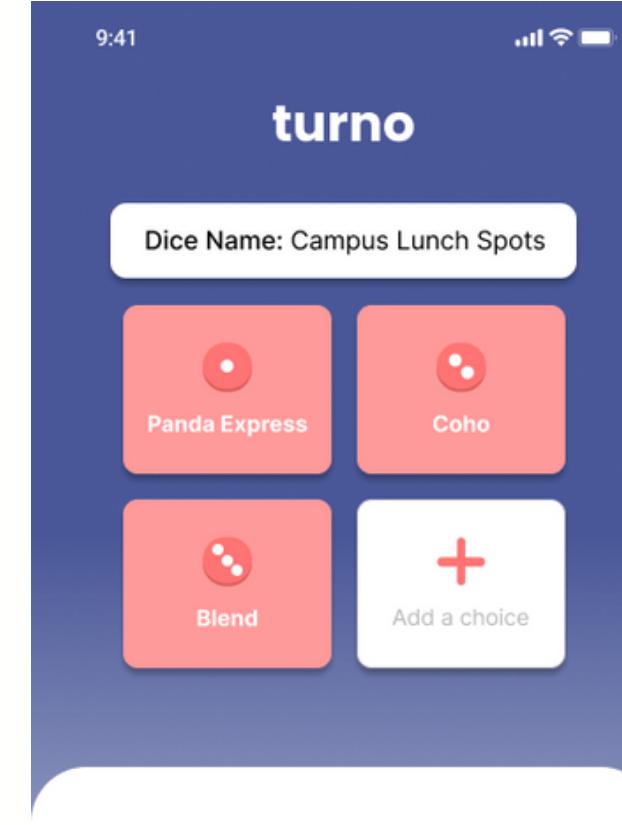
• Create an account and log into the app



turno

Get rolling on making
hard decisions

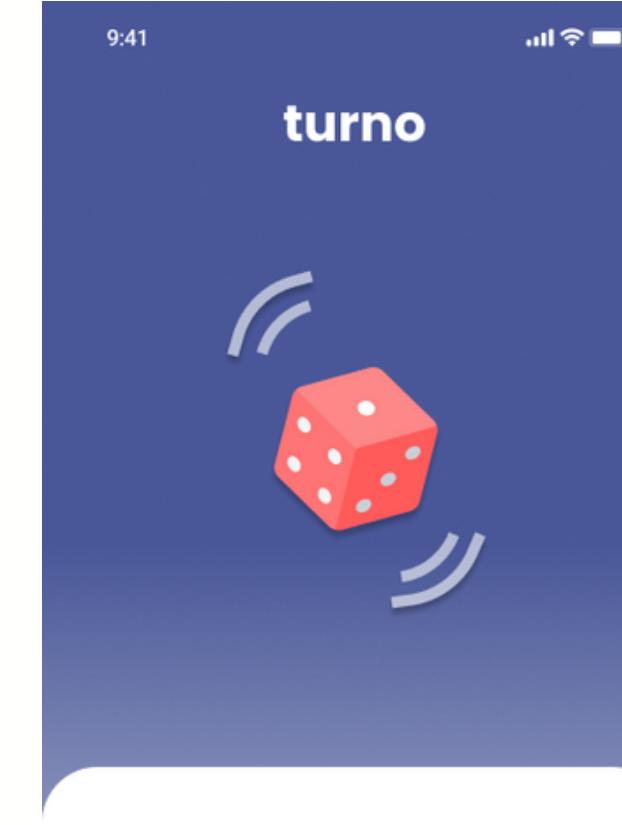
Let's Roll



Create your custom dice

Whether it's deciding what to eat, which run to go on, or how to unwind, customize the dice with tailored choices to fit your life.

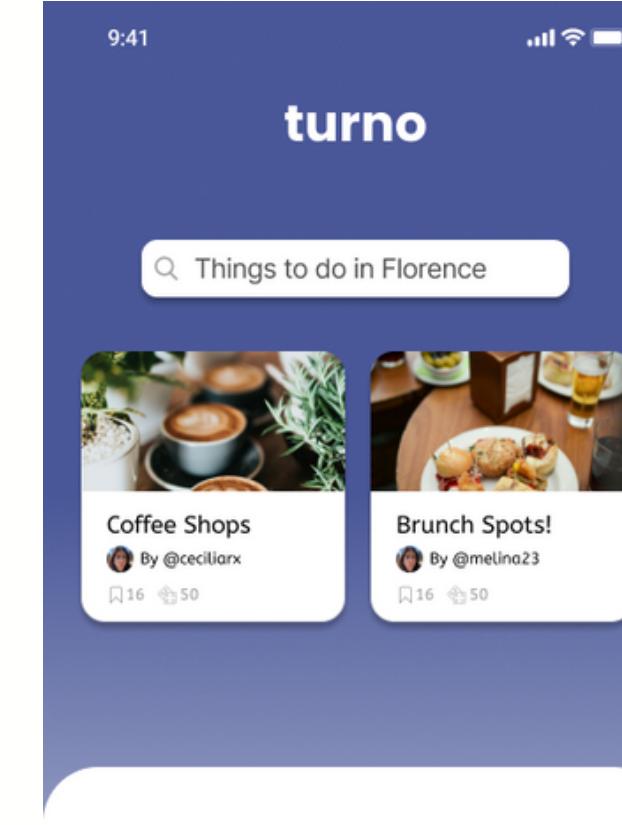
Continue



Roll your dice to make
decision-making fun

No more endless pondering or decision fatigue throughout the day.

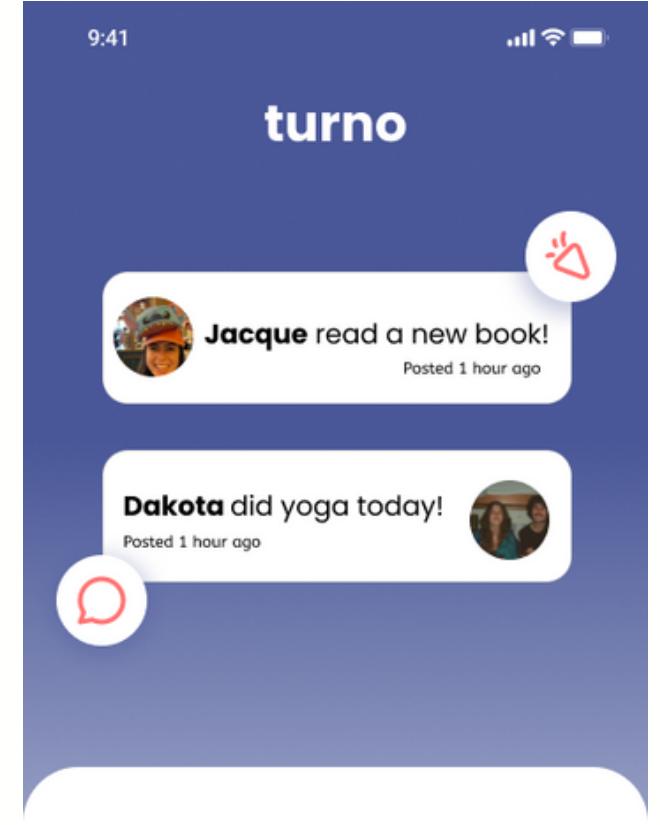
Continue



Explore community dice to
find new things to do.

Discover a wide range of activities in your area and see what's popular around you.

Continue



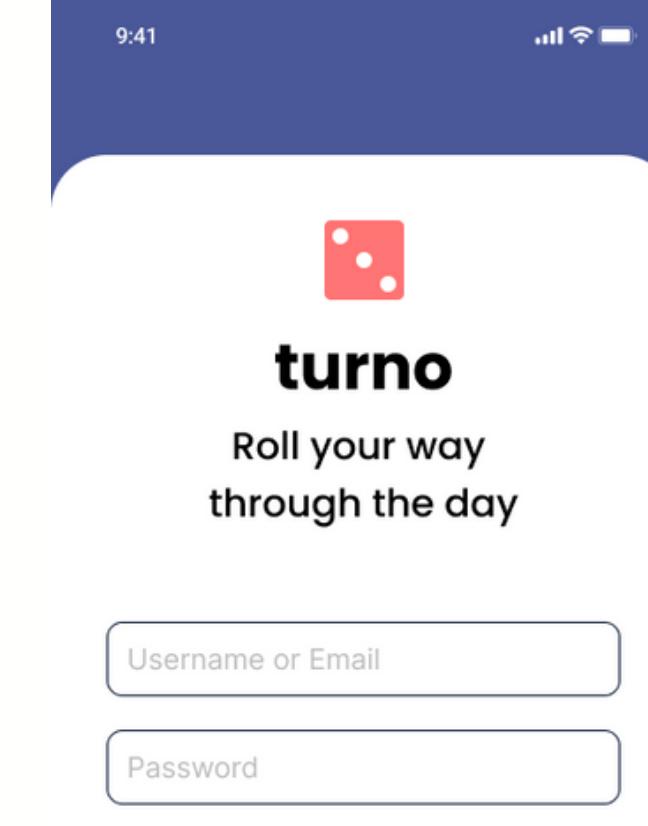
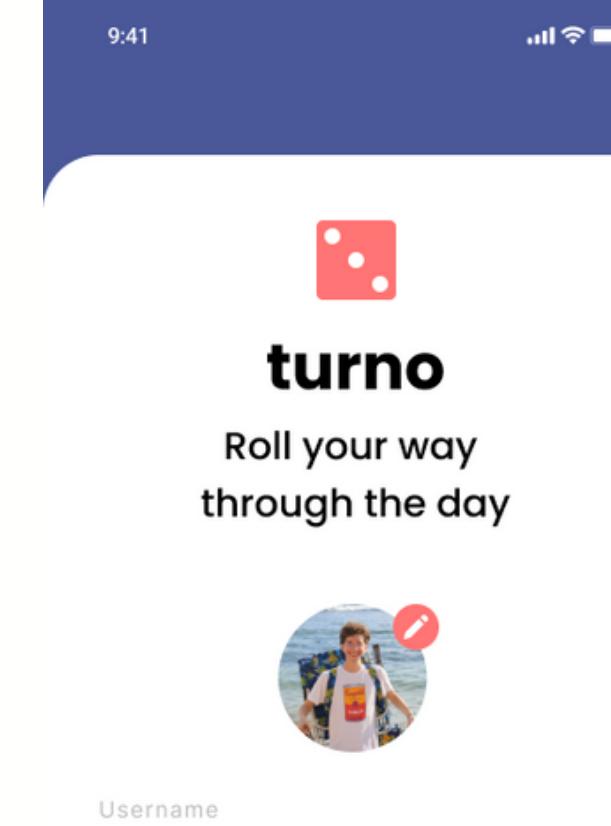
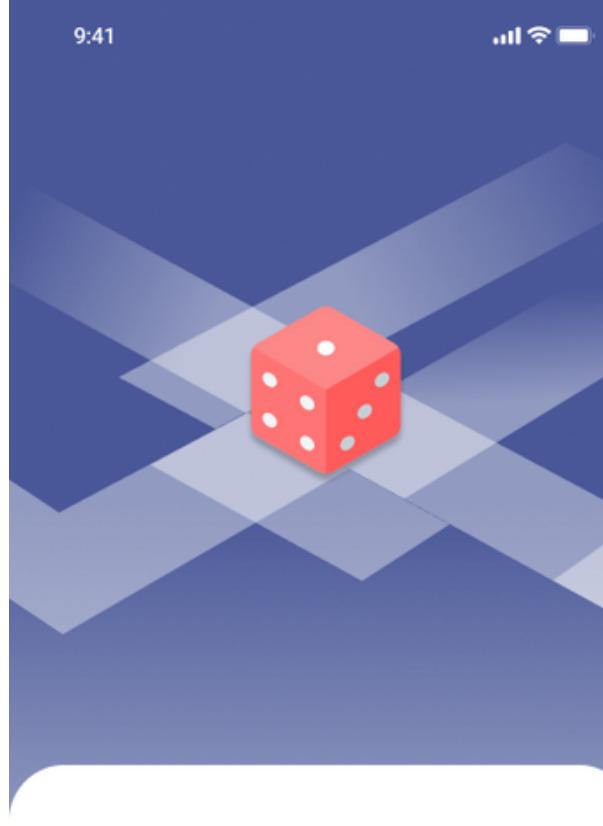
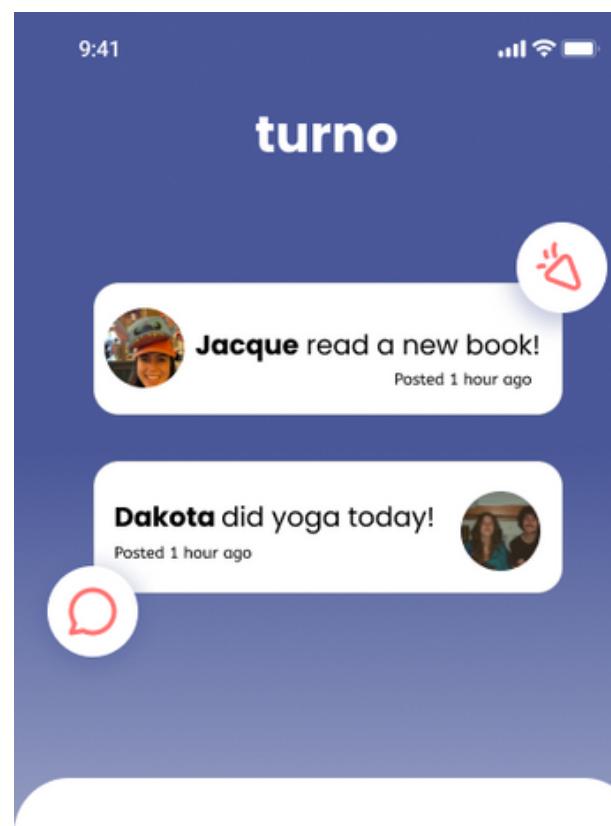
Celebrate all the choices
being made

Engage with your friends on Turno to learn about their lives.

Continue

Task #1

• Create an account and log into the app



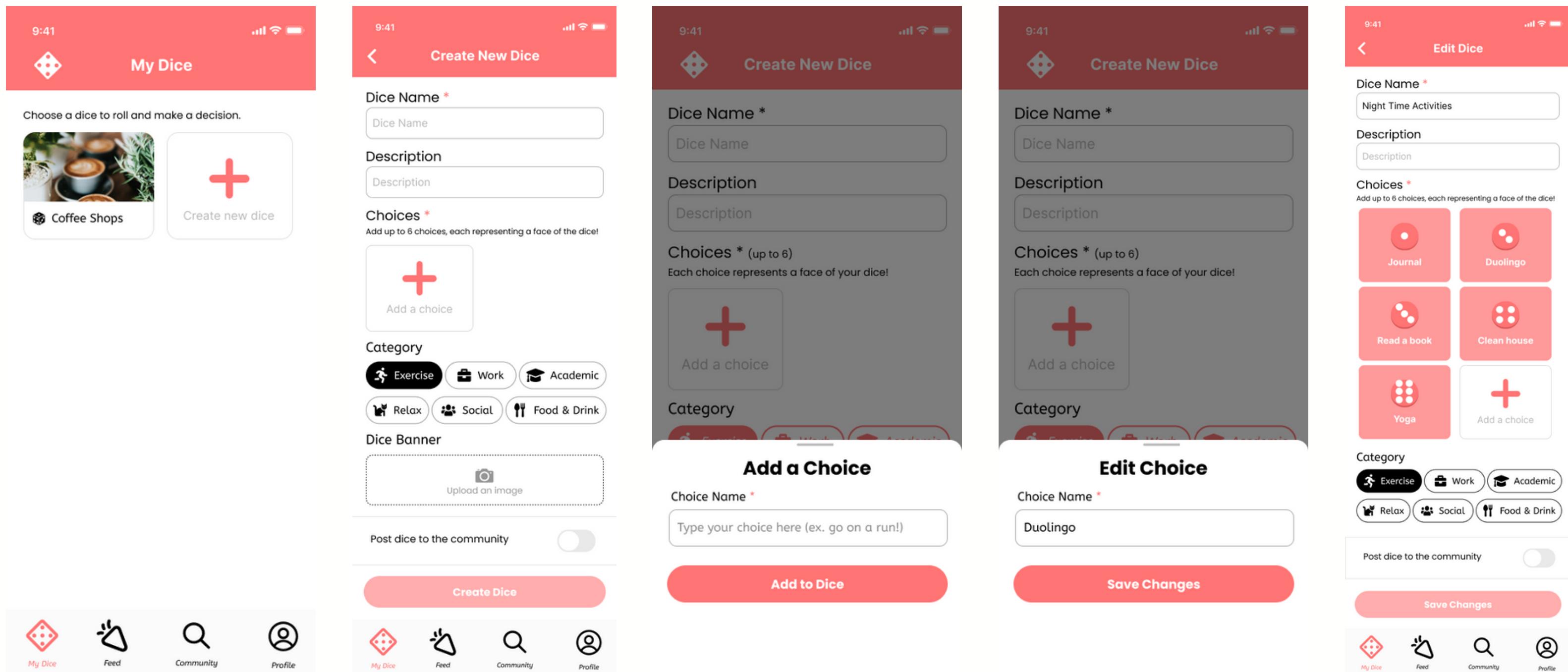
Task #2

-  **Create a new dice and complete an activity**

● Task Flows

Task #2

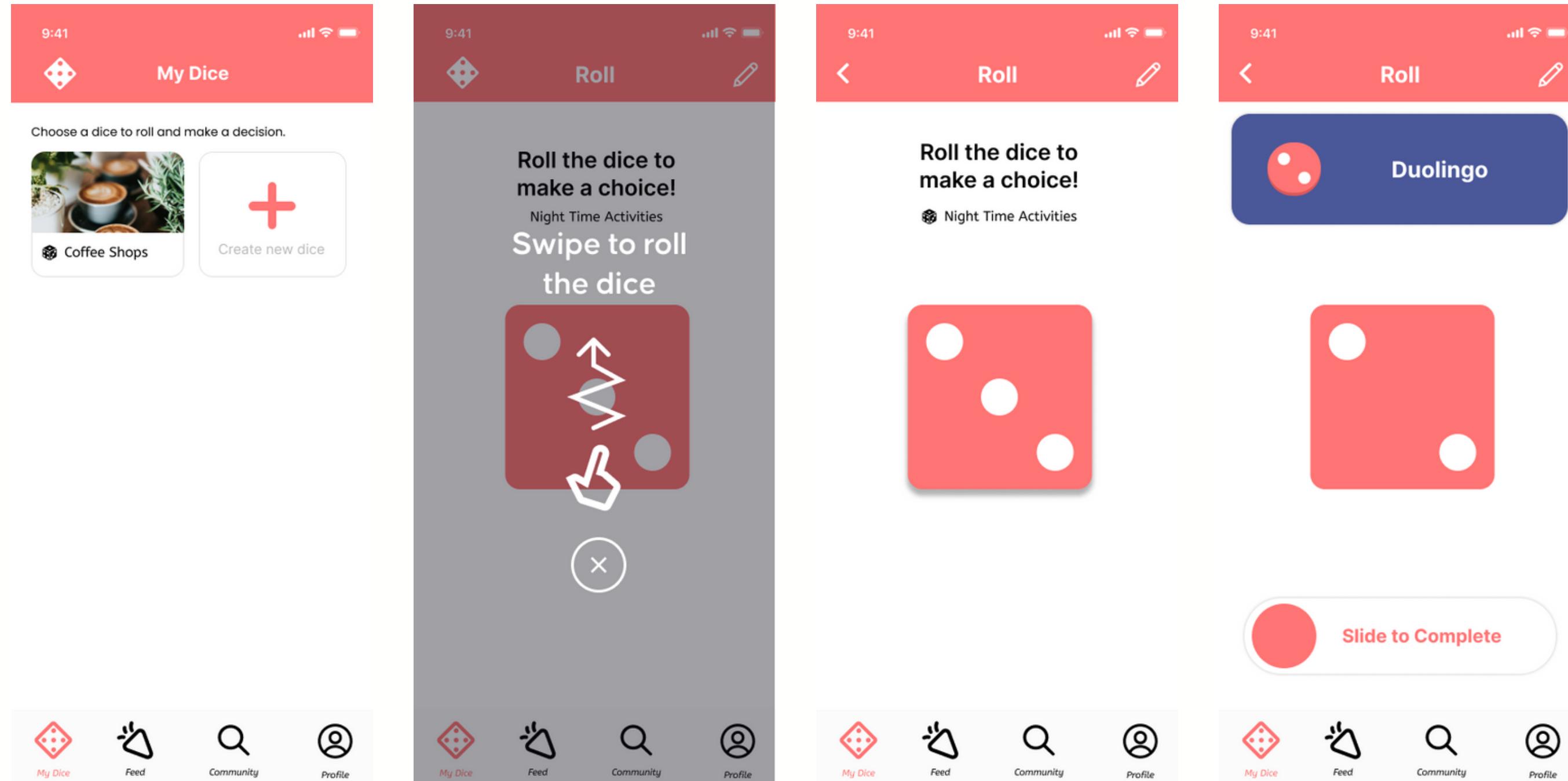
🎲 Create a new dice and complete an activity



● Task Flows

Task #2

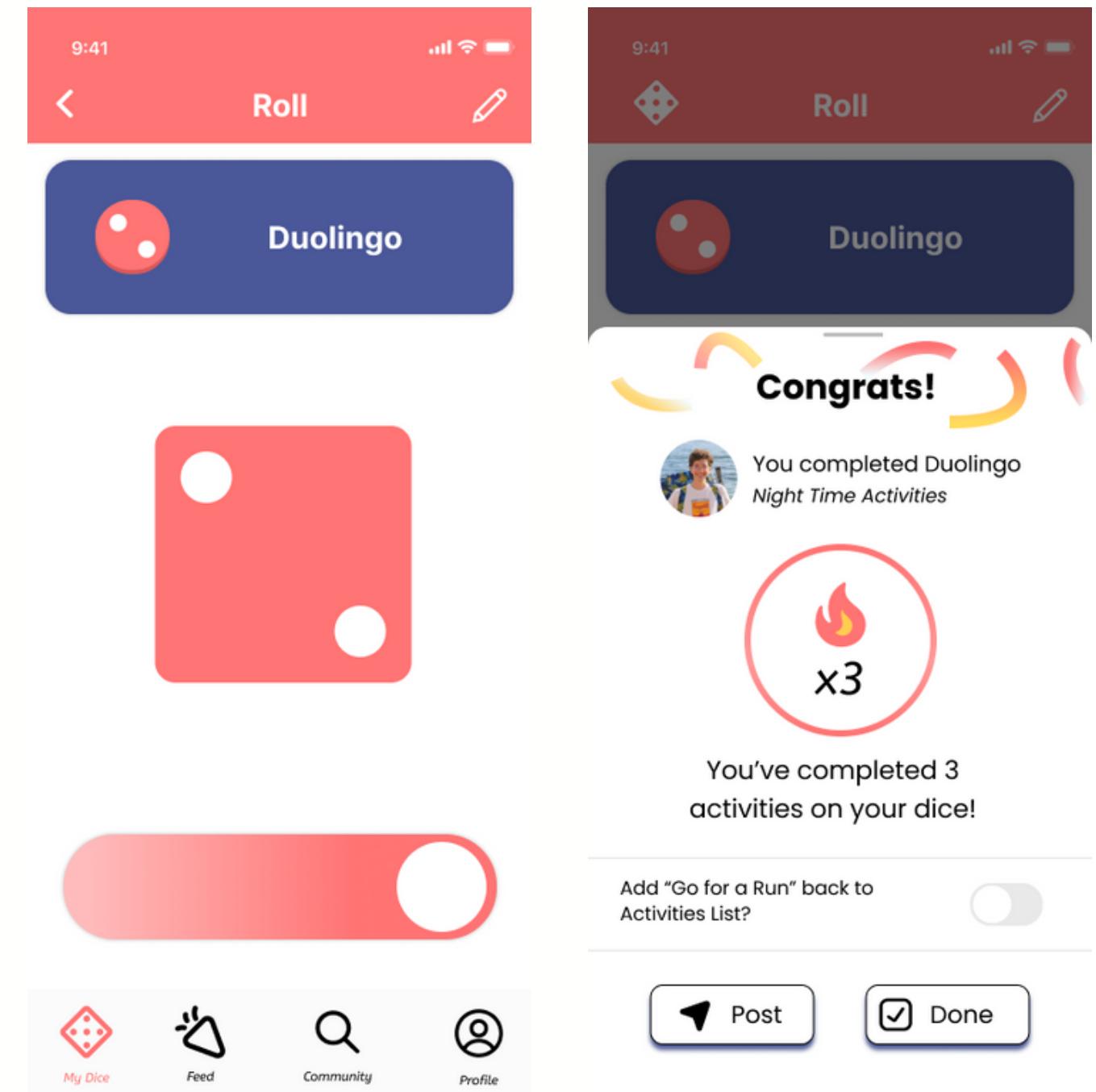
🎲 Create a new dice and complete an activity



● Task Flows

Task #2

 Create a new dice and complete an activity



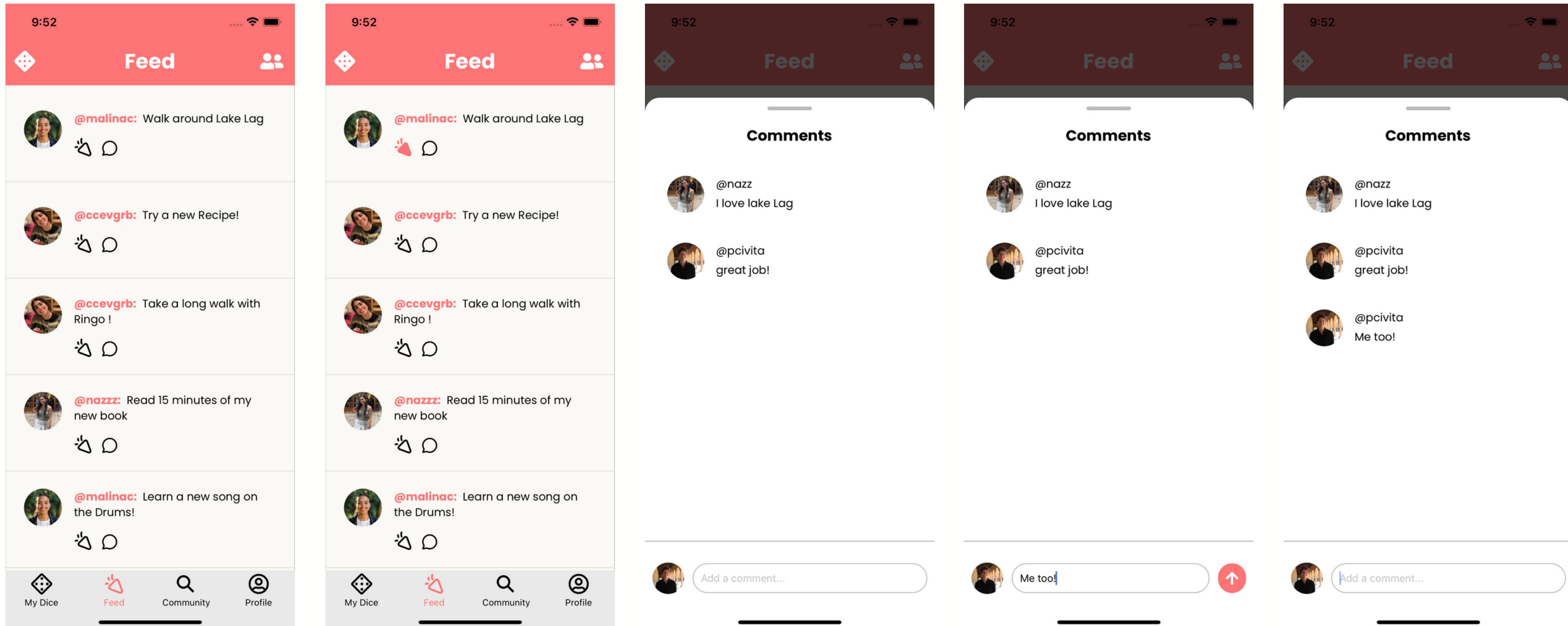
Task #3

 Share results to the feed and interact with user posts

● Task Flows

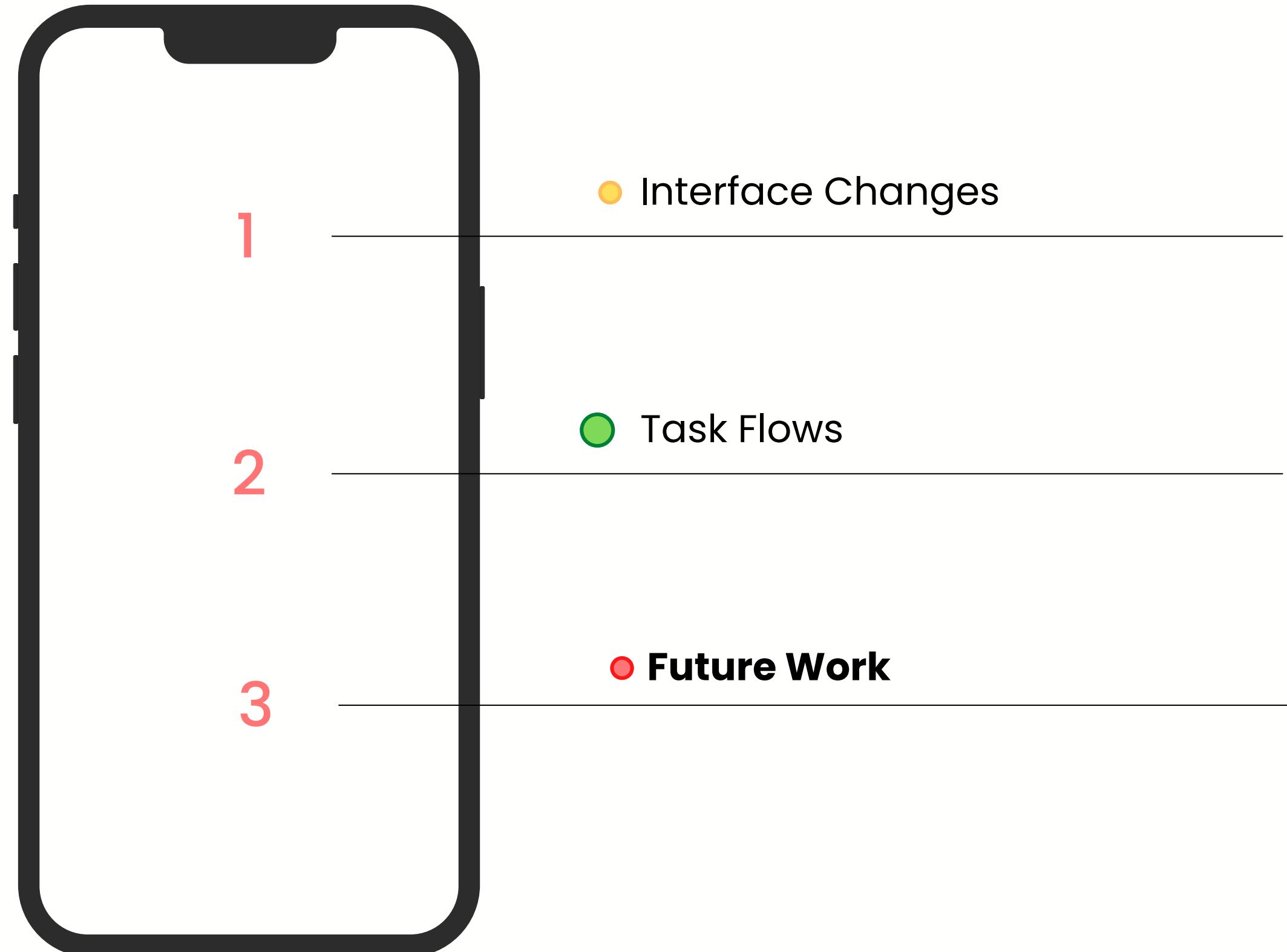
Task #3

 Share results to the feed and interact with user posts



Turno

Agenda



● Future Work

Summary

Unimplemented Features

- Filtering and searching through community dice
- Adding friends + Friend's profile pages

Wizard of Oz + Hardcoded

- Recommendations on the community dice page
- All community dice are hardcoded
- User's social feed + friends are hardcoded

● Future Work

Action Items

- Prioritizing the filtering functionality over the Friend's functionality
 - Filtering was a feature that users really wanted for convenience of browsing
 - The “Friends” functionality is not part of a core task flow
- Attaching more backend (allow for actual for “true” community dice + saved dice)

Field Testing

- Testing on individuals AND groups of friends
- Tracking the type of dice that people are making
 - Which categories are more popular? Where is the greater need?
- Database working - allows for persistent storage of dice

Thank you!



