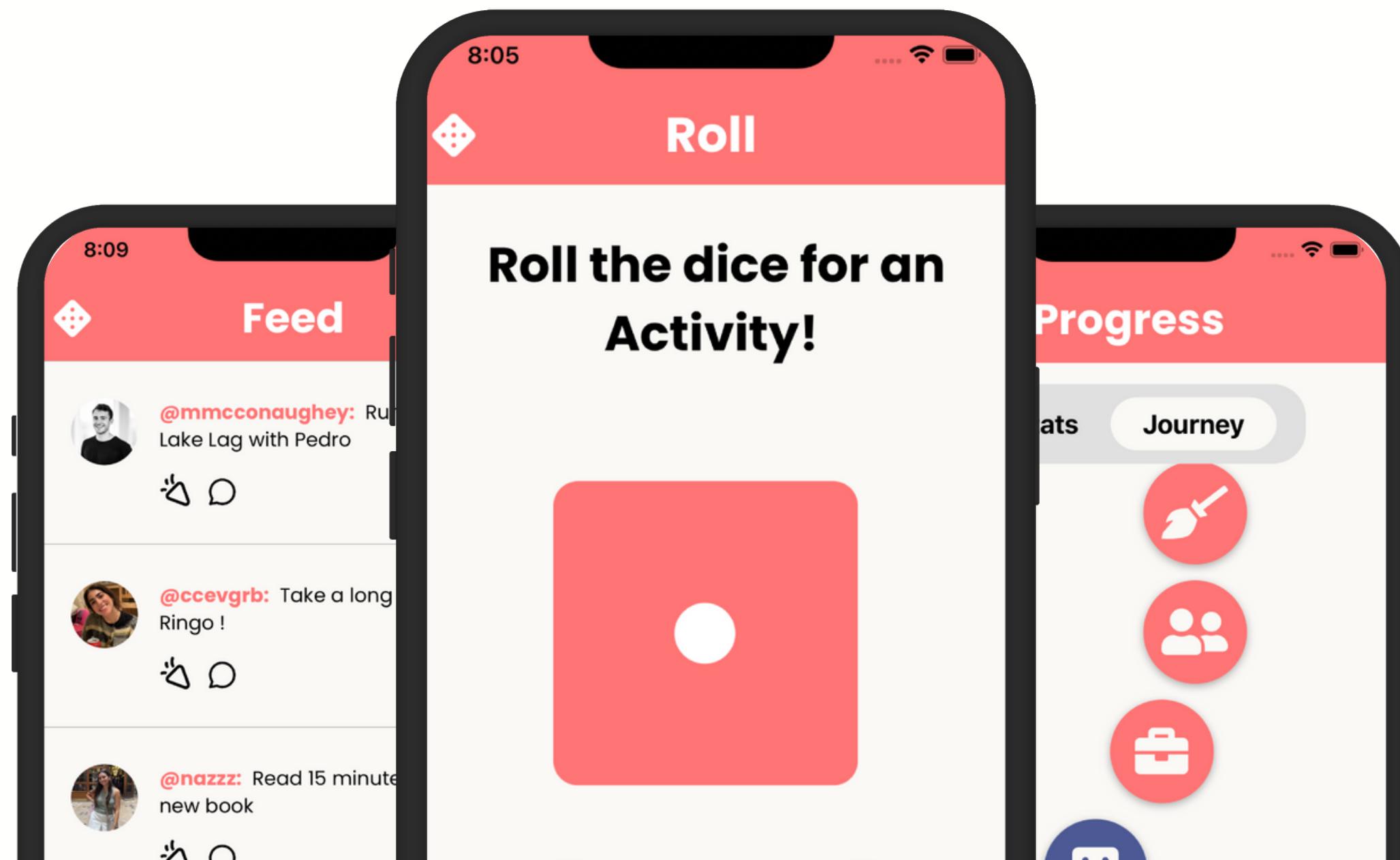
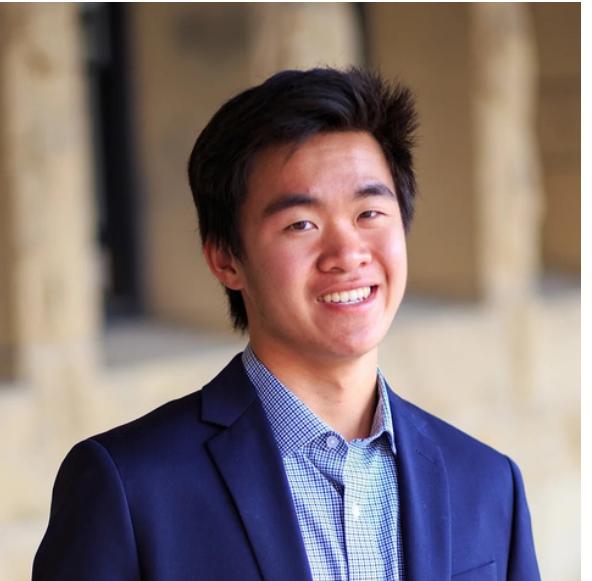


turno

Get rolling on making hard decisions



our team



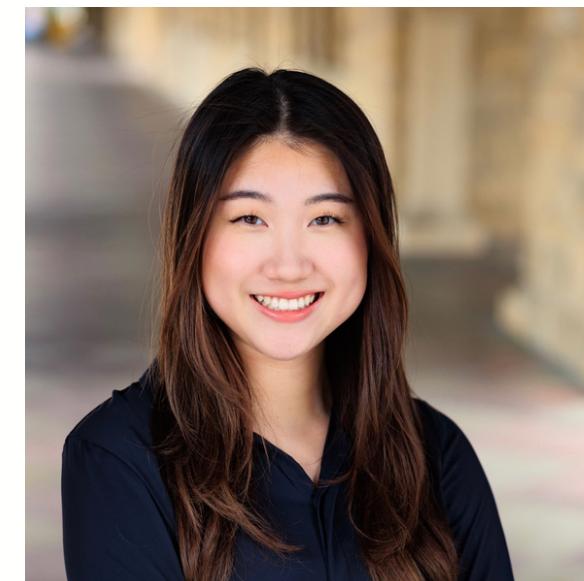
Caleb Liu
Web + Mobile Developer
UI/UX Designer



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

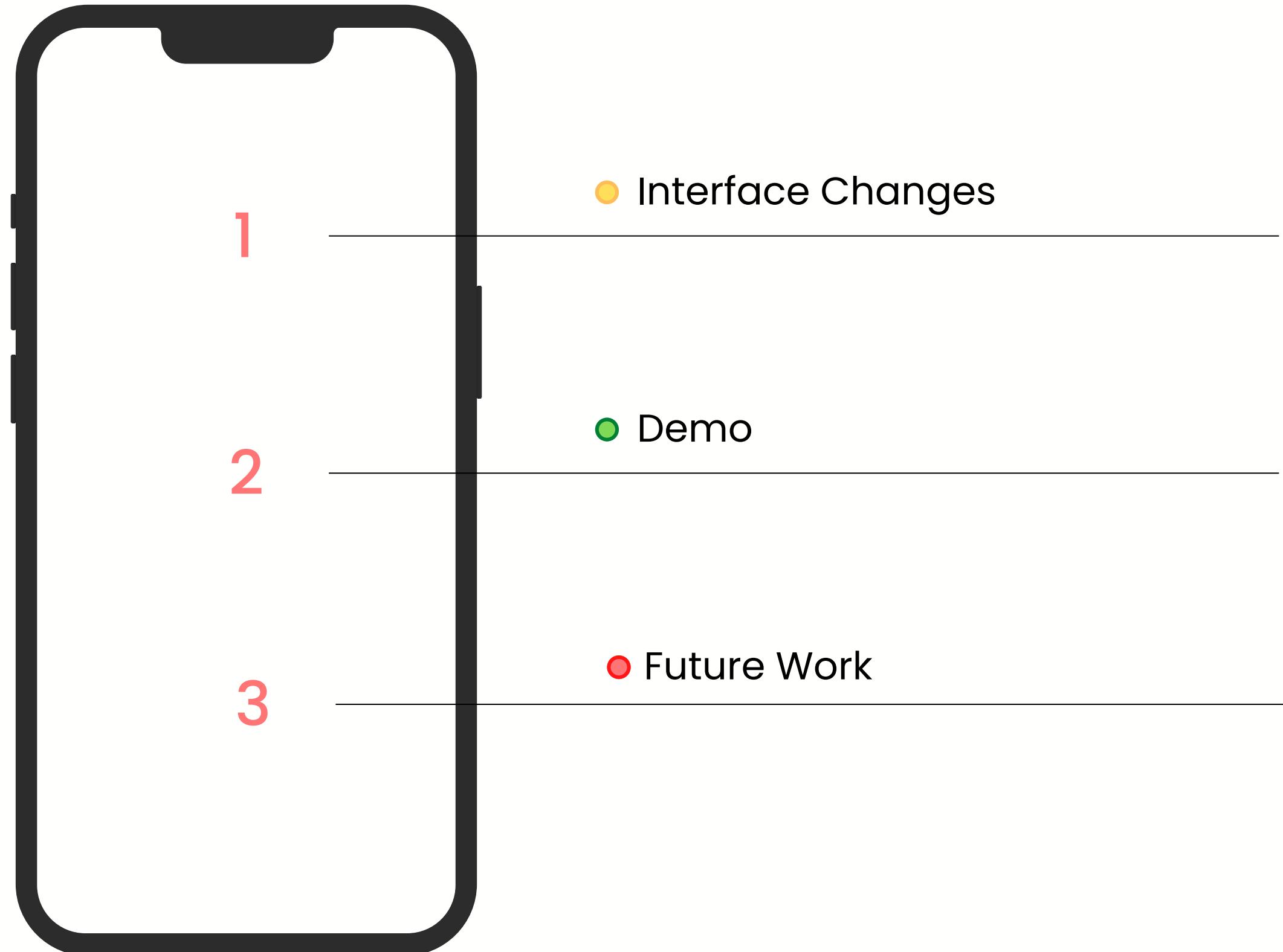
Our world is **saturated with choices**, from what to eat to what to watch, wear, or buy, leading to **endless debates, indecisiveness, and precious time lost.**

solution

Turno is an app designed to **simplify choice-making** to help individuals transform the chore of choosing into a fun and quick activity, freeing up time and mental energy.

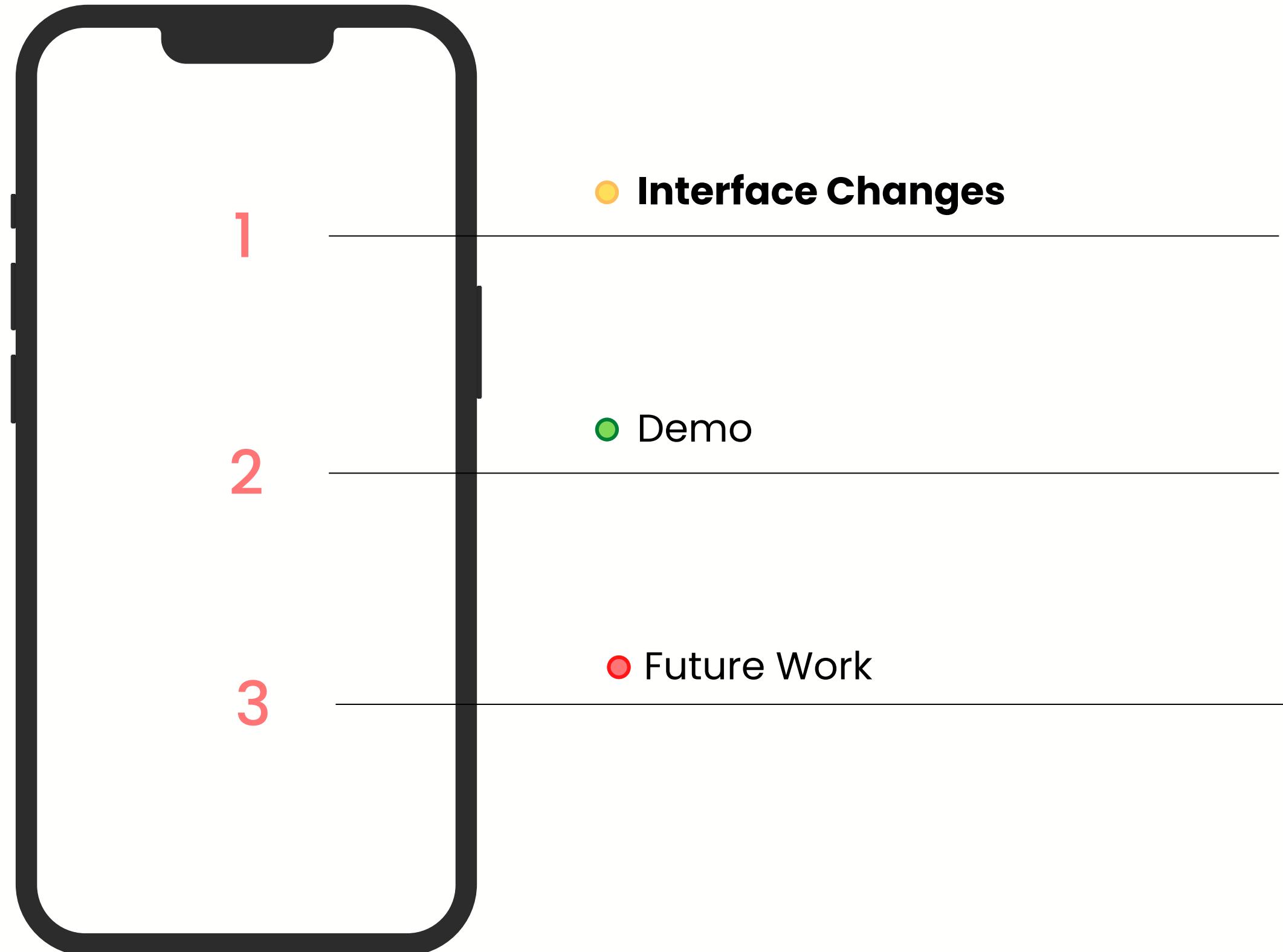
Turno

Agenda



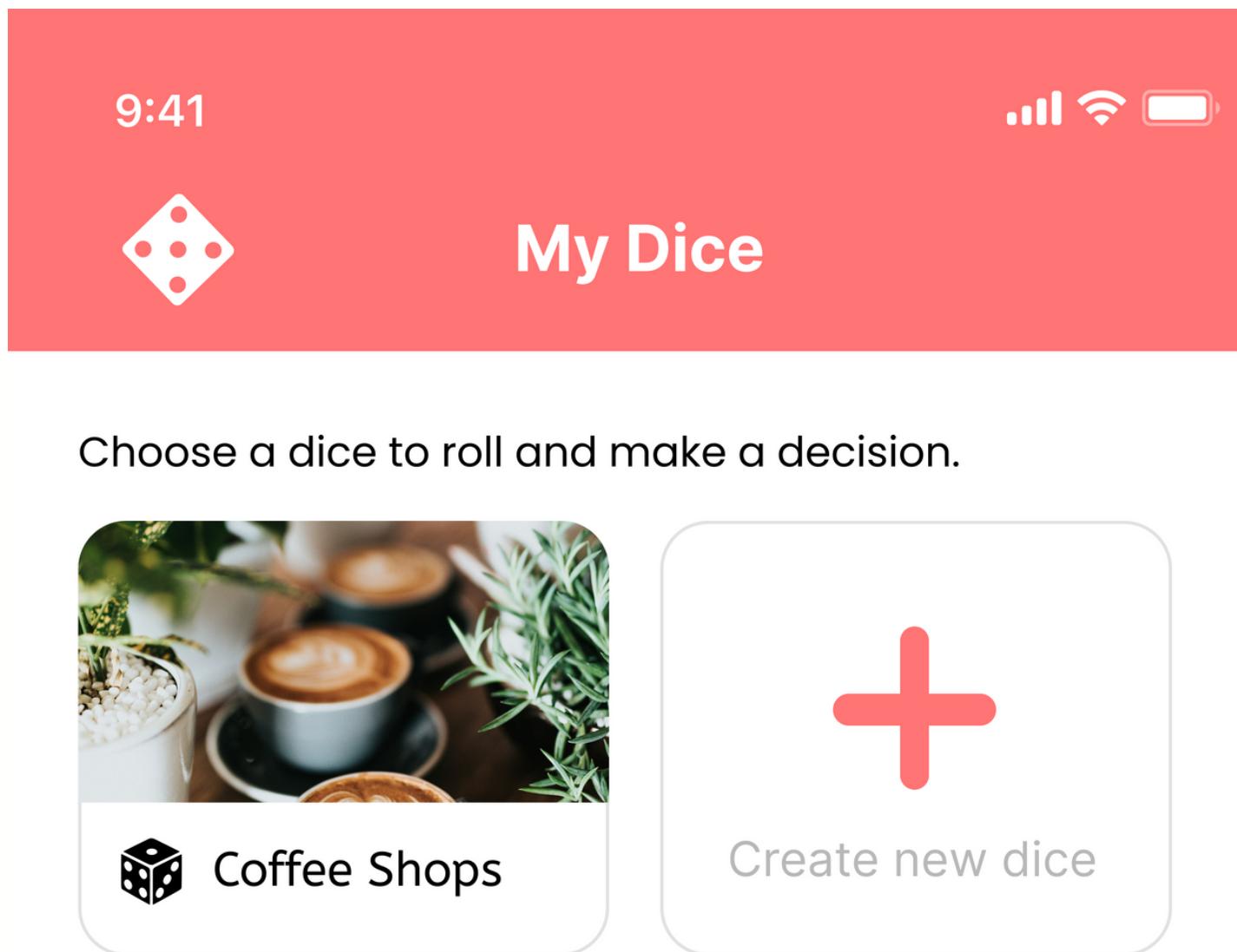
Turno

Agenda

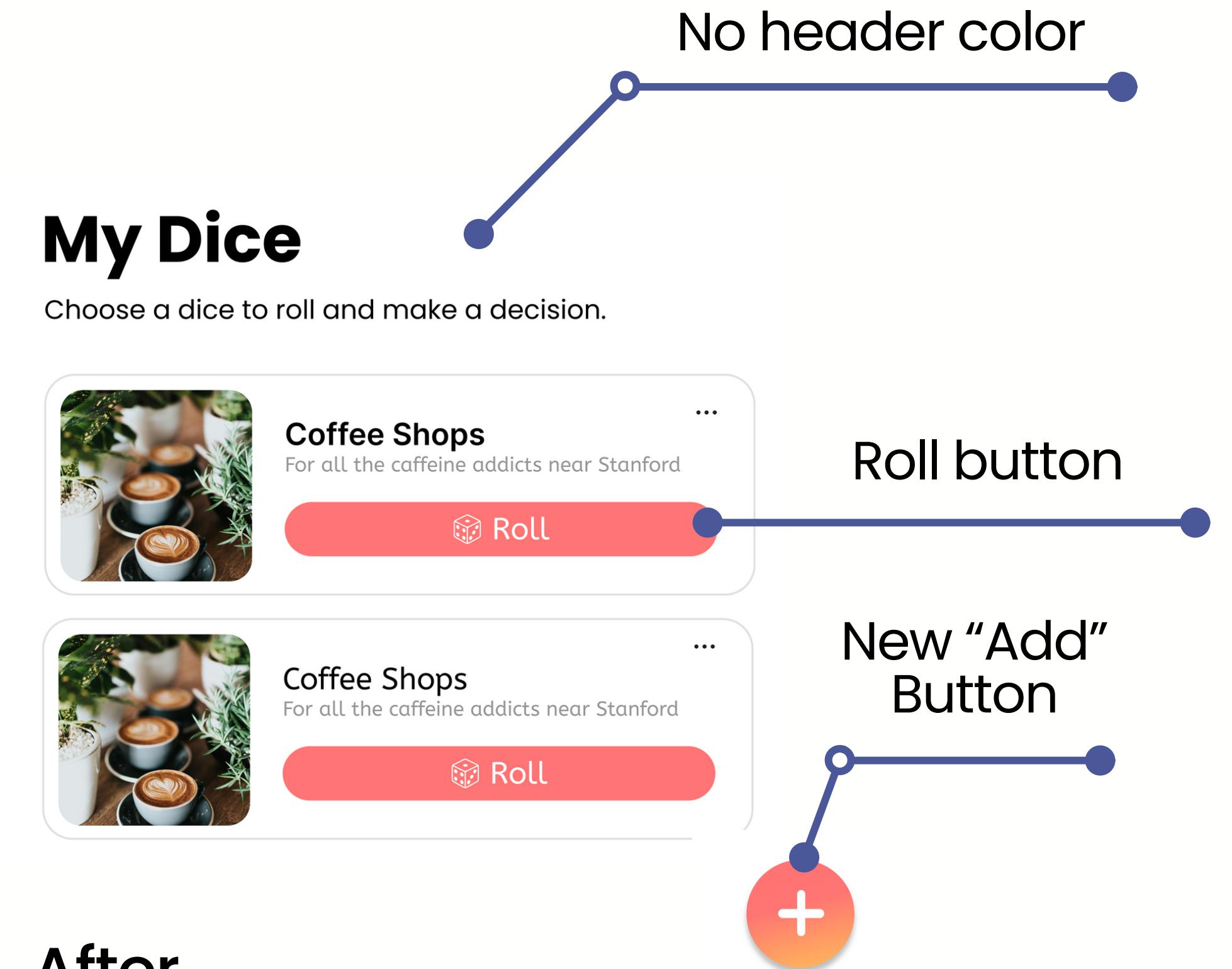


● Interface Changes

My Dice



Before



After

● Interface Changes

My Dice

The image shows a side-by-side comparison of the My Dice mobile application interface. On the left, labeled "Before", is the original design featuring a dark blue header with the title "My Dice" and a navigation bar below it containing icons for "Coffee Shops", "Create new dice", and a plus sign. On the right, labeled "After", is the updated design with a cleaner look. The header is removed, and the title "My Dice" is placed directly on the main content area. A prominent red button labeled "Justification" is overlaid on the screen. Below it, three bullet points explain the changes:

- Increase the intuition of how to roll a dice with the “Roll” button
- Distinguish dice cards vs create dice with separate UI for adding dice
- Cleaner, more modern look by getting rid of the header; less “gimmick-y”

The "Coffee Shops" section in the "After" view includes a "Roll" button with a dice icon and a circular "+" button at the bottom right.

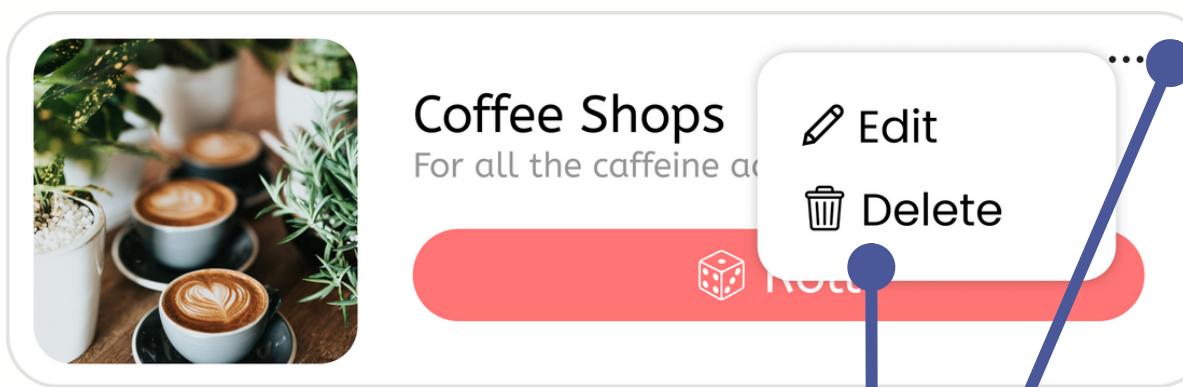
Before

After

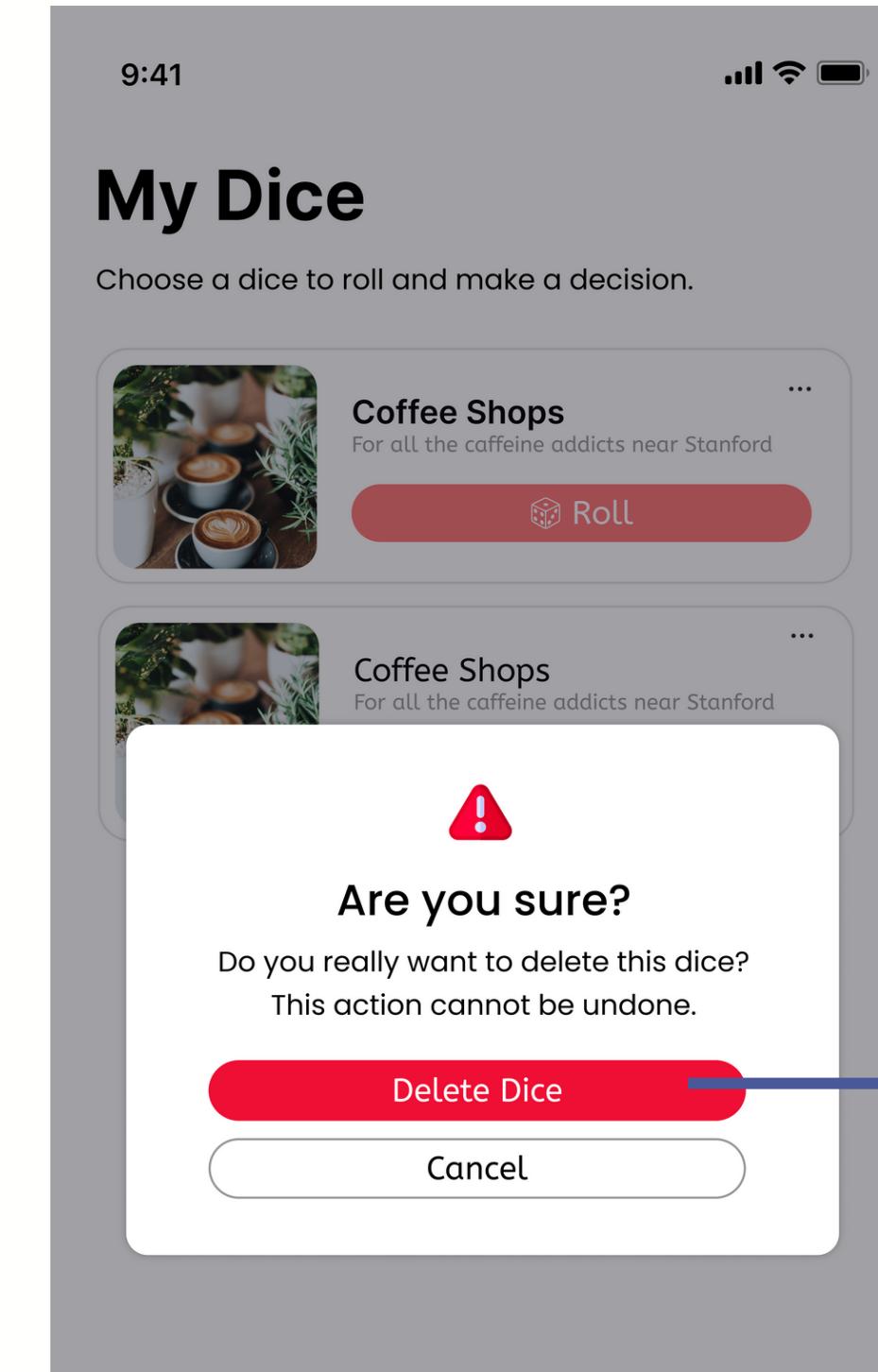
- Increase the intuition of how to roll a dice with the “Roll” button
- Distinguish dice cards vs create dice with separate UI for adding dice
- Cleaner, more modern look by getting rid of the header; less “gimmick-y”

● Interface Changes

Delete Dice

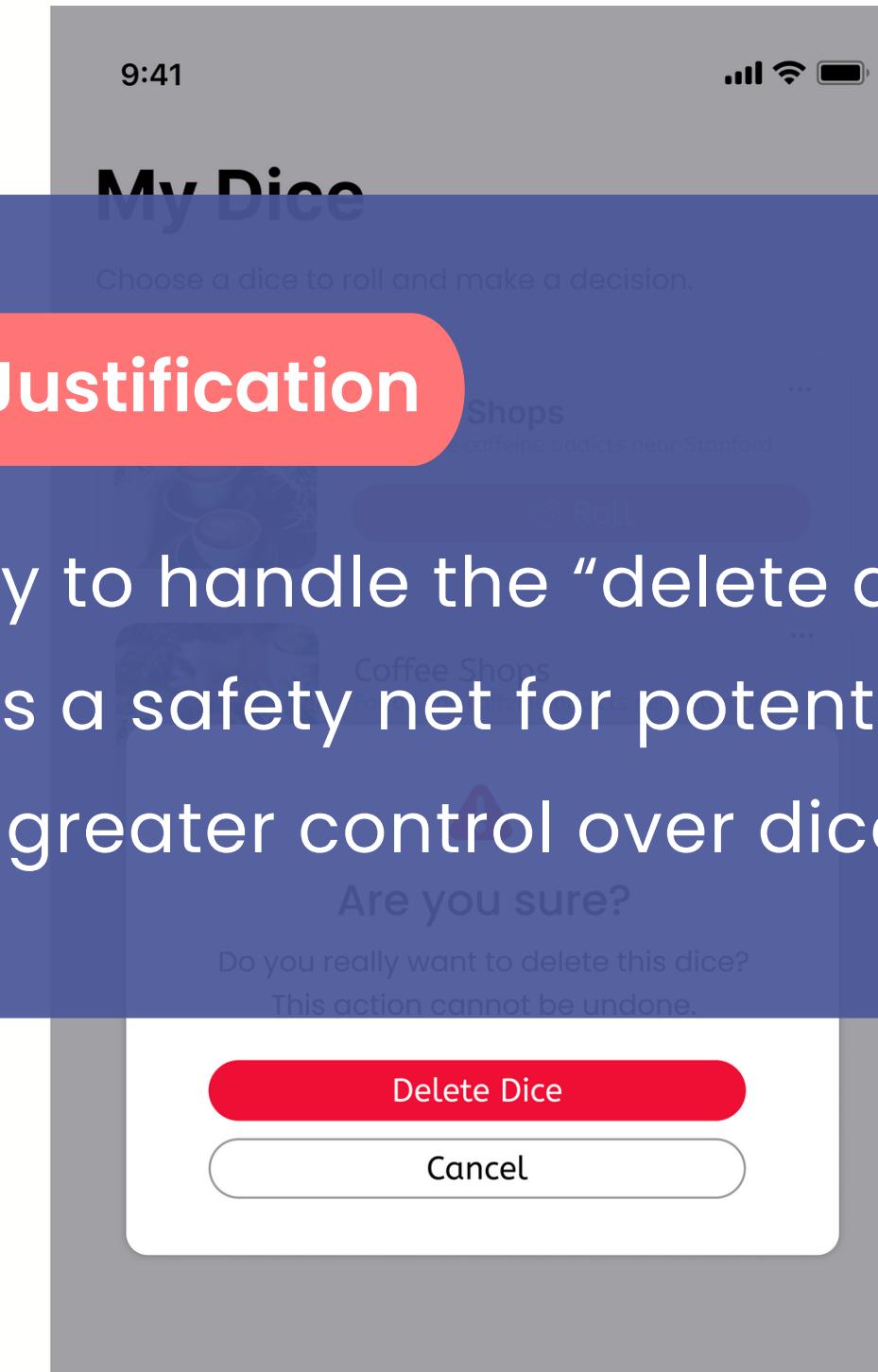


Dot Menu on Dice Card



Delete
Confirmation

Delete Dice



- Before, there was no way to handle the “delete dice” case!
- The confirmation acts as a safety net for potential user errors
- Options dots gives user greater control over dice cards

🟡 Interface Changes

Create New Dice

This screenshot shows the initial state of the 'Create New Dice' form. It includes fields for 'Dice Name' (placeholder 'Dice Name'), 'Description' (placeholder 'Description'), and 'Choices' (instruction 'Add up to 6 choices, each representing a face of the dice!'). A large red '+' button labeled 'Add a choice' is present. Below this are category buttons for Exercise (selected), Work, Academic, Relax, Social, and Food & Drink. A 'Dice Banner' section displays a photo of coffee cups and plants, with a dashed border around it. At the bottom is a toggle switch for 'Post dice to the community'.

Before

This screenshot shows the updated 'Create New Dice' form. The 'Choices' instruction now includes bolded text: 'Add **at least 2** choices, each representing a face of the dice!'. The 'Exercise' category button is now highlighted with a red border. The 'Dice Banner' section has a solid black dashed border. The rest of the interface remains largely the same.

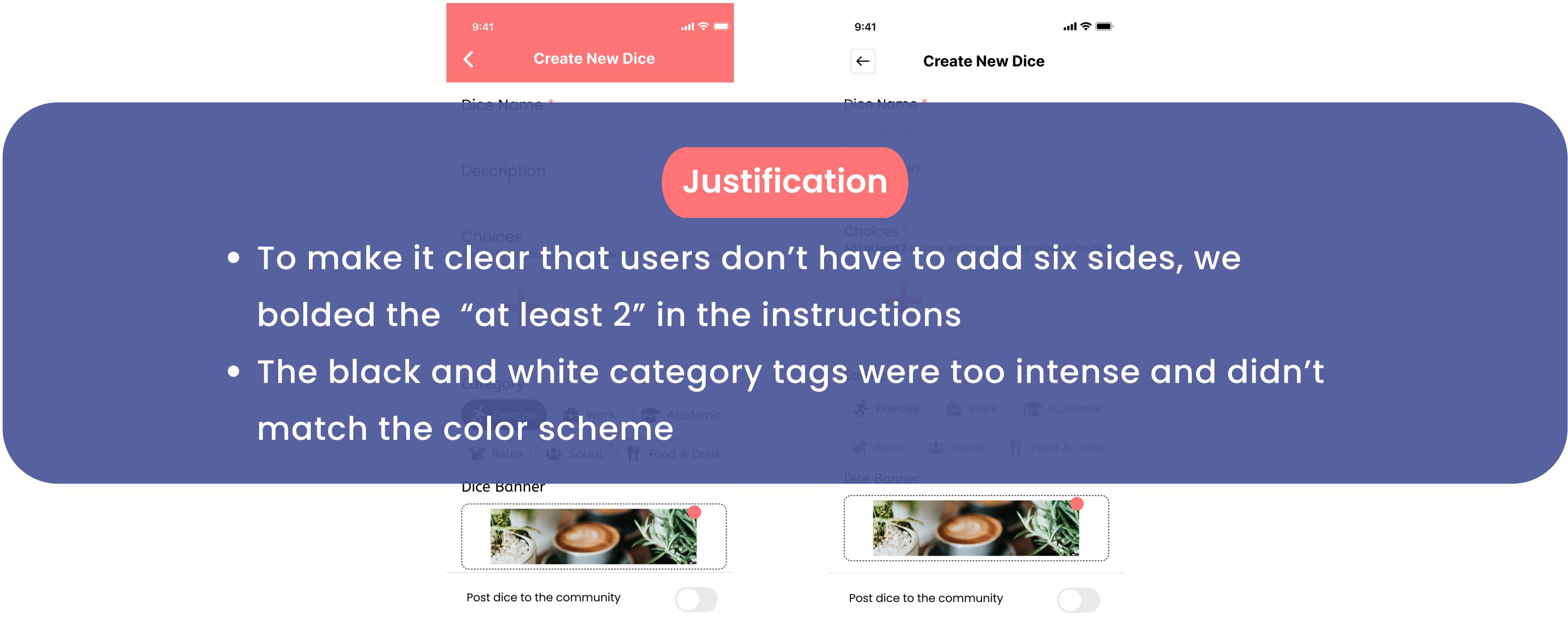
After

Bolding
instructions

Color Change

● Interface Changes

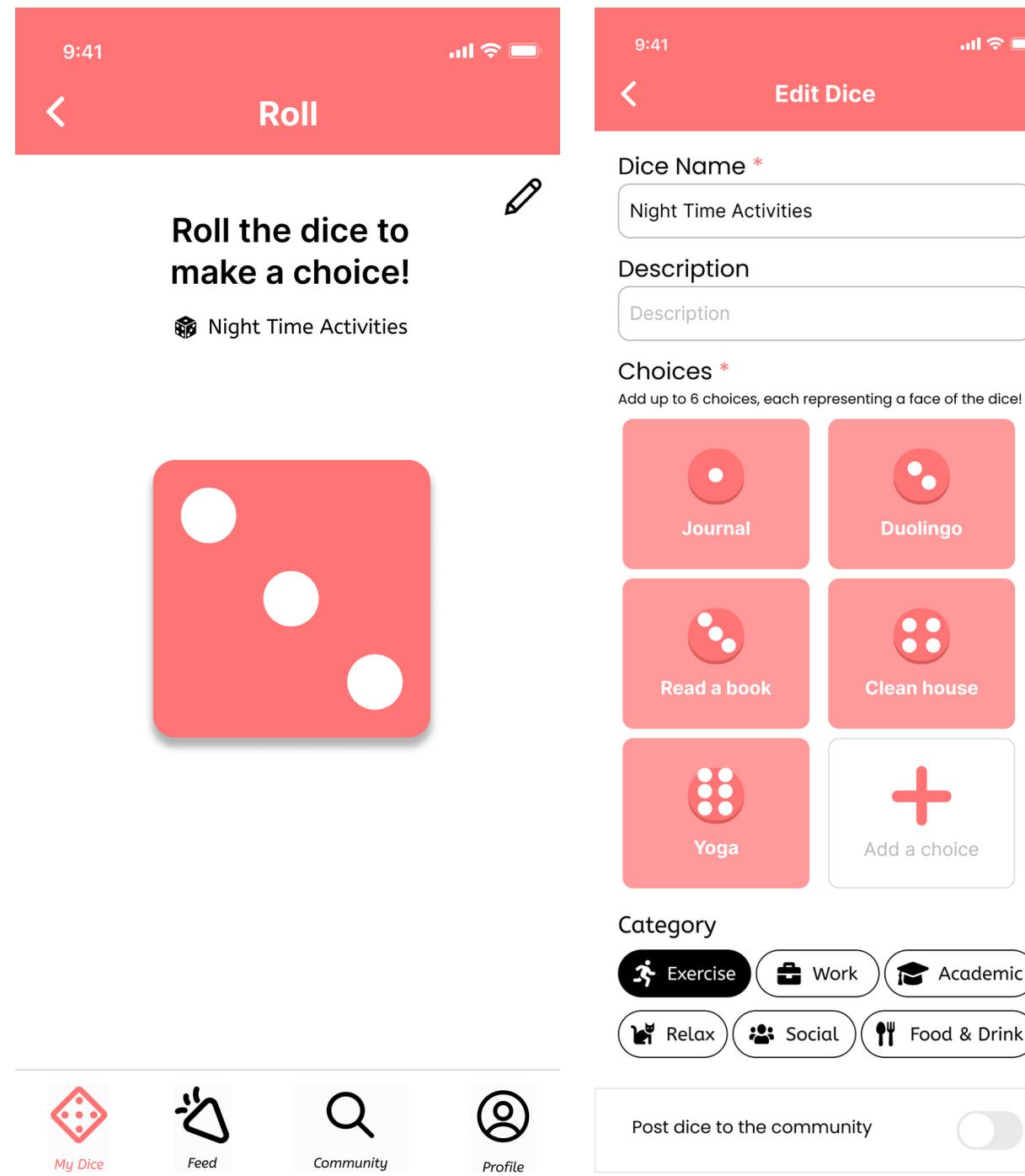
Create New Dice



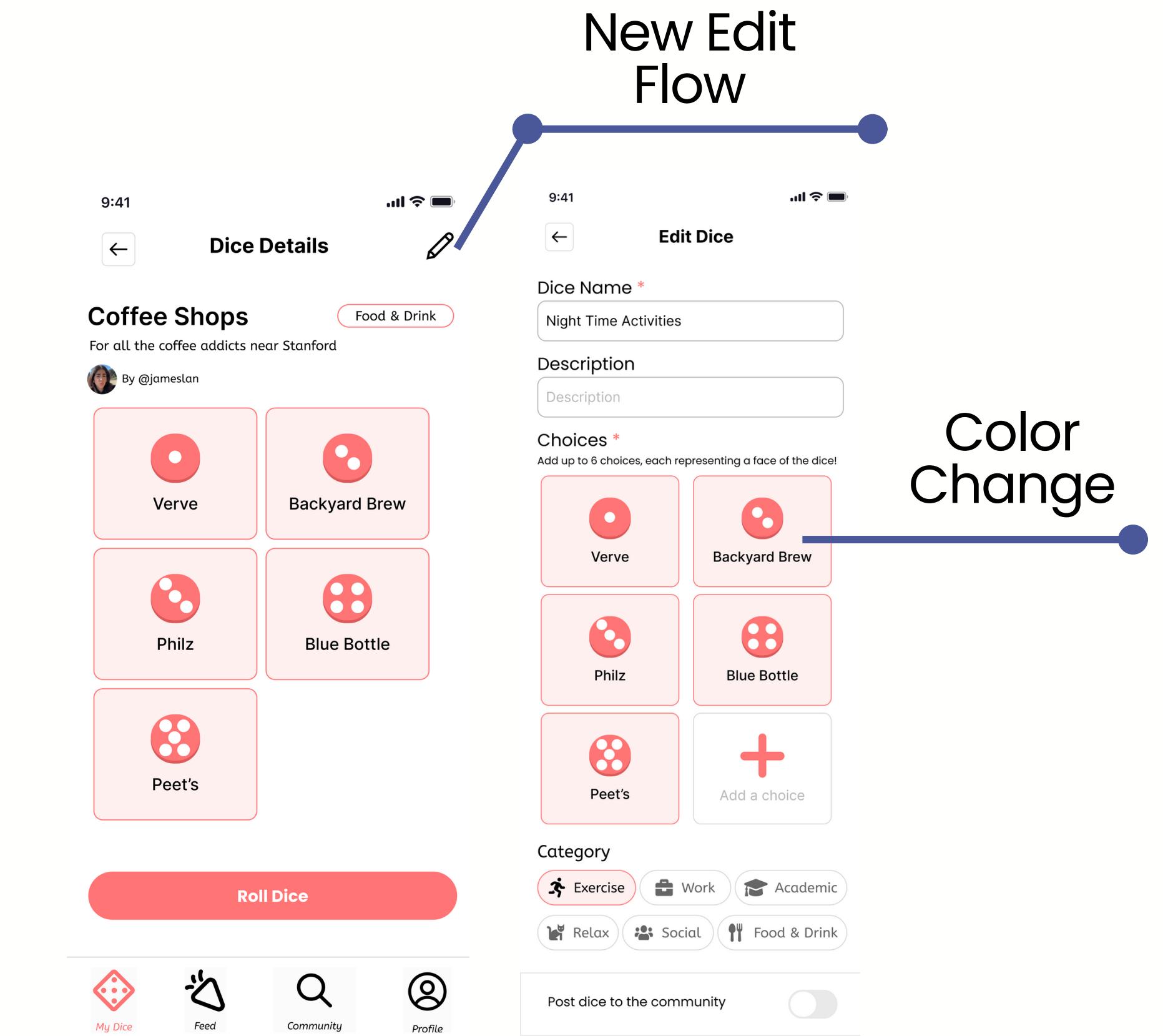
Before

After

🟡 Interface Changes



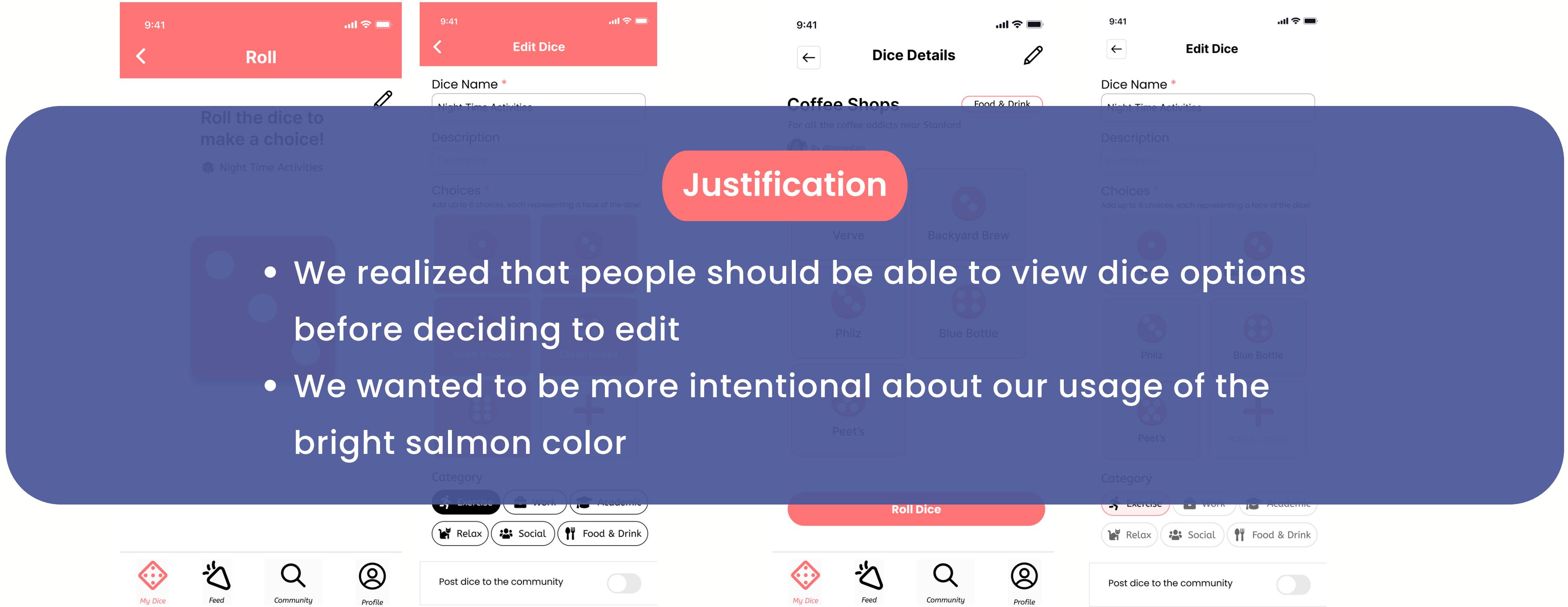
Before



After

● Interface Changes

Edit Dice

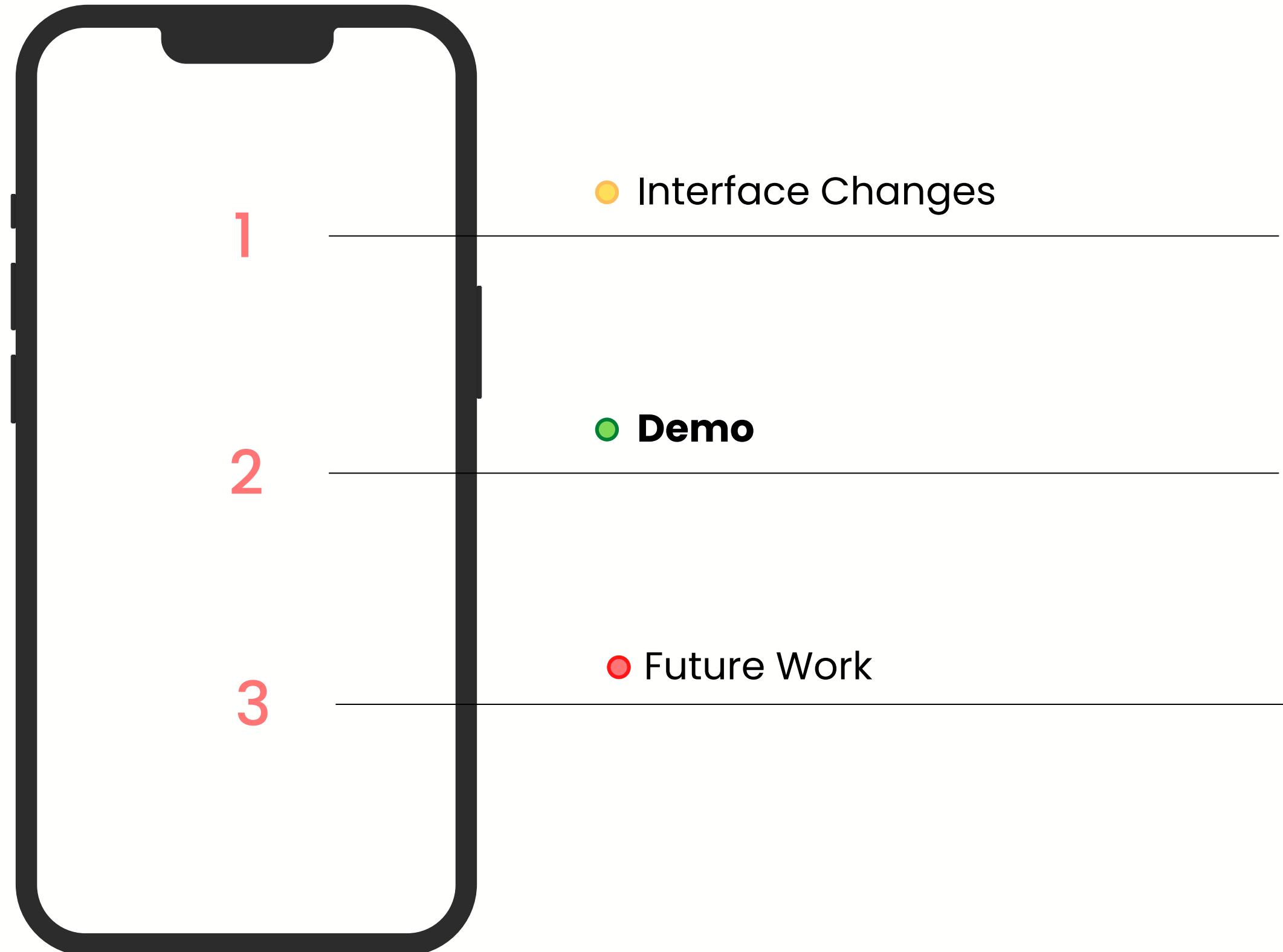


Before

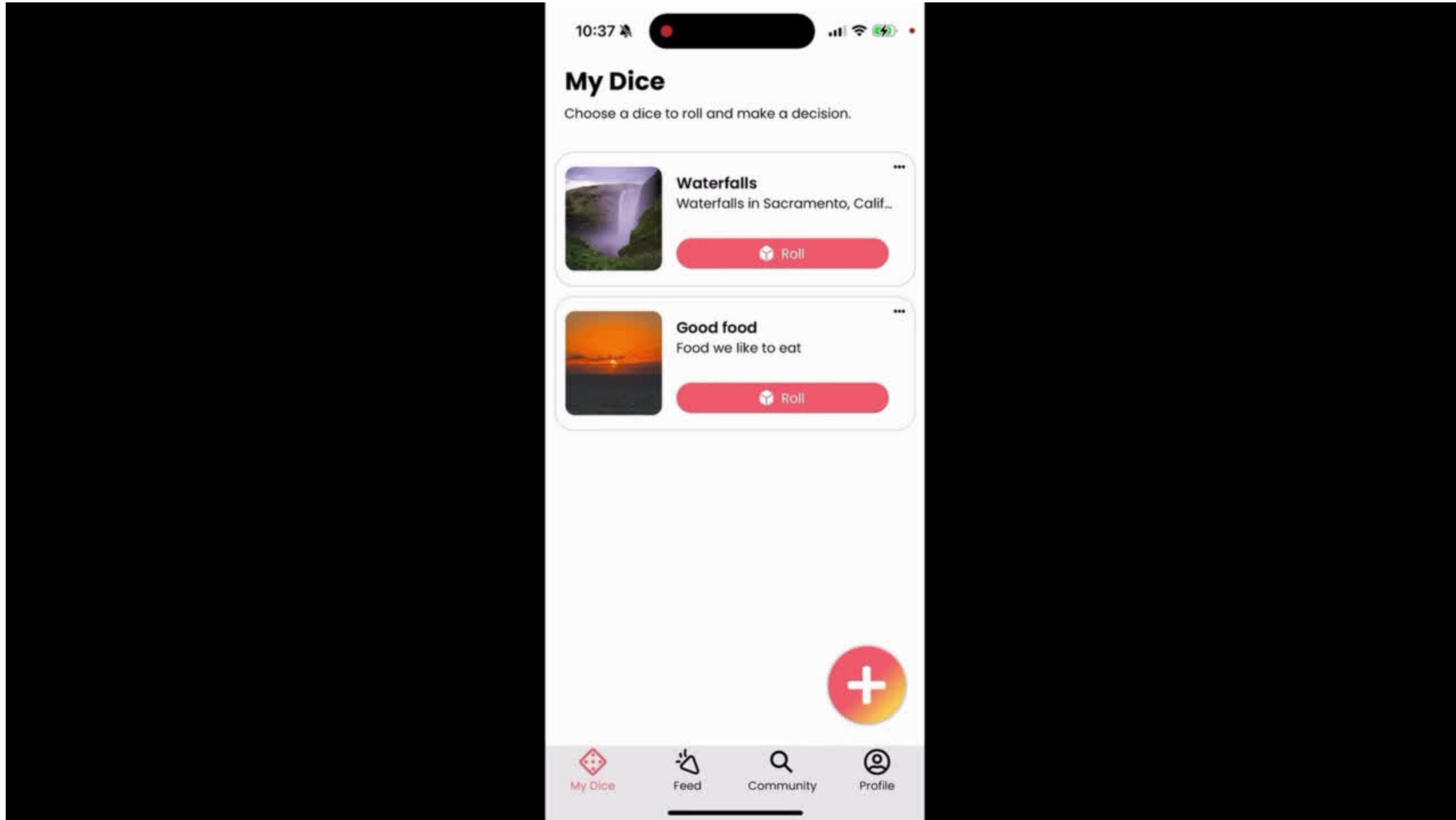
After

Turno

Agenda

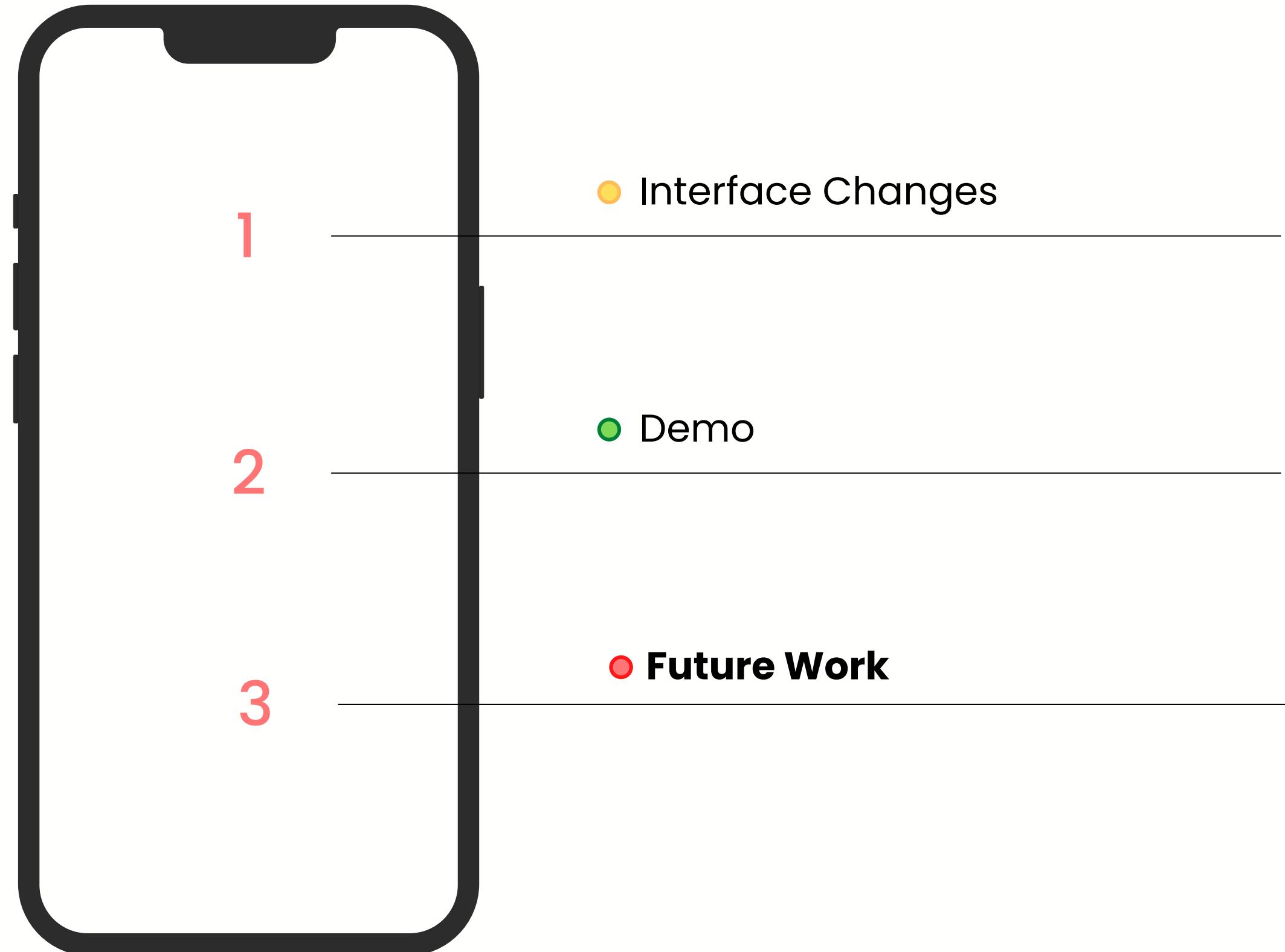


● Demo



Turno

Agenda



● Future Work

Future Work

Unimplemented Features

- Filtering and searching through community dice
- Adding friends + Friend's profile pages
- Posts are not clickable/expandable

Wizard of Oz + Hardcoded

- User's social feed + friends are hardcoded
- Cannot search and find friends
- Some stats 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
- Optimizing keyboard and button micro touch points.

Thank you!

