



USABILITY & RESEARCH

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Introduction

PEOPLE WANT TO BE INVOLVED IN SOMETHING GREATER THAN THEMSELVES.

They want to feel like their accomplishments make a difference in the world. If there was a simple way to work compassion into day-to-day life everyone would.

Lets turn a morning jog into a fight against Cancer. A walk to get doughnuts into support for ending world hunger. By using existing technology we can connect people, businesses, and charities together providing the funding and support, which will bring about some good.

Everyone is familiar with the benefits of a marathon, Lapsity just makes it easier. Users participate in virtual marathons at their leisure. Money sponsored from businesses goes directly to charities.

Users receive the sense of do-gooding, motivation to exercise, and incentives from sponsors. Businesses are able to connect with a wider audience and improve their public image. Charities receive 100% of the funding and gained exposure to support their cause.

We are implementing what will become the future of marathon running. Interested investors will be interested in bettering the world and also see the business potential of bringing charity work into the digital era.

Goals and Objectives

- ① Create an cross functional interface including:
 - a. Mobile Application
 - b. Web Portal
- ② Engage our targeted audience through social hooks to drive registration
- ③ Monetize the application through calculated partnership opportunities
- ④ Engagement: Address user retention, incentives, etc.
 - a. User
 1. Using feels like a good use of time
 2. Entertainment value
 3. User's Personal ROI
 4. Builds desire to bring others into the events
 - a. Business
 1. Increases customer base
 2. Encourages employees to get involved
 3. Increases sense of community
 4. Donations do not lower profitability of business itself

Goals and Objectives

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- ⑤ Easy Cross-functional Interface—Seamless transition between desktop and mobile platform environments
 - a. Same visibility between PC and MAC computer systems
- ⑥ Community Outreach—Engage philanthropic community, how can the user get involved
 - a. Increase the “do-good” feeling
 - b. Higher involvement in charities, causes, and other community outreach projects

Target Platforms



- Apple iOS 4+
- Google Android Gingerbread
- Functional compatibility with Internet Explorer 7+, Firefox 3+, Webkit browsers (Safari 4+, Chrome)
- Design accuracy expected at IE 8+, Firefox 4+, latest webkit release
- Resolution threshold of 1024 × 768
- Broadband connection and at least 3G network

Target Audience

USERS / CONSUMERS / CONSTITUENTS

Our typical user ranges from age 21-60, with a large majority of people in their 30s. They are mostly male (58.8%), but with a growing number of females (41.2%). They are also well educated and generally aware of current events (thus, further feeding into their desire to contribute to charities). Their education levels are pretty high, ranging from some college education to beyond college. As a correlation of their education levels, they are also a part of the middle to upper middle classes. They are part of the upper income brackets.

Although there will undoubtedly be a mix of ethnicities, they are largely Caucasians, Asians, and some Hispanics. They tend to live in major cities and other urban areas since most of them are working professionals who would be interested in participating in charity events, but don't always have the time to do so. Because the average age of our typical user is around their 30s, they may be a single professional, in a relationship, engaged, newlywed, or have young children. They're up to date with social networking and aren't shy about rallying support from friends or family for charity events.

MILLENNIALS (GENERATION Y)

People born between 1977 and 2000. Millennials range from tweens (ages 8-12) and teens (13-19) to young adults (20+). The age demographic of the Millennials that we are interested in are the young adults to adults between 21-34 years old. This diverse generation makes up about 83 million people, with 45% of the generation being a race other than Caucasian. (Compare this to the 80% Caucasians of the Baby Boomers). Most Millennials are children of Baby Boomers.

Target Audience

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BABY BOOMERS

People born between 1946 and 1964. Baby Boomers now account for about 30% of the total United States population (78 million people). They spend about \$2.3 trillion each year and hold 3/4ths of the financial assets in the United States, so they represent a huge financial opportunity for businesses and organizations.

GENERATION X

People born between 1965 and 1976. The 49 million people in the United States make up the Generation X'ers. They represent almost \$1.4 trillion in annual purchasing power, making them an important target demographic.

Psychographics

GENERAL ATTITUDE

People that are go-getters and want to make a difference. If they aren't already involved, then they have that inner desire but they just need that little push to make a final commitment. They know there are issues in the world that are greater than theirs and have a desire to do what they can, when they can to help. They are average people, not necessarily athletic, but they want to make a difference without the restraints and difficult of other charity events.

These people are generally Baby Boomers, Generation X'ers, and older Millennials who may be "triathletes, weekend warriors, breast cancer survivors, reformed drinkers, health fanatics, people having a midlife crisis, people getting divorces. [They] run to show [their] patriotism... for the lost souls of Sept. 11, the firefighters, the police, our friends and family who witnessed the tragedy. (Source)" They're social and would enjoy making a difference with friends and family. They are as interested in the health benefits and a good challenge as they are the charity.

MILLENNIALS (GENERATION Y)

Millennials are the most fluent with technology of the other generation groups and also the most diverse. Because of the innovation in communication technology, they are marketed to more than any other generation.

BABY BOOMERS

Boomers (ranging from late 40s to 60s years old) are mainly interested in financial services, housing and home remodeling, travel, virtually all kinds of entertainment, things related to their children, and most important for our purpose, health and fitness. Although not as technologically familiar as their children, many boomers are now using the Internet and other popular gadgets.

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Psychographics

GENERATION X

Generation X kids share increasing parental divorce rates compared to previous generations, higher percentages of working moms, and greater experiences with economic recession and corporate downsizing. These might be possible reasons why X'ers tend to be a bit more skeptical than members of other generations. Fancy print ads and gimmicky marketing often do not go very far to convince X'ers to partake in a product or service. Word of mouth from friends or family usually means much more to this group than any random print ad. X'ers tend to have a cautious economic outlook. Although they seek success, they are generally less materialistic. They care about, and are more likely to put money into, social causes and the environment. They typically favor experience and family over professional promotion. And most X'ers will typically conduct research before buying most products or services.

SOCIOECONOMIC TARGET

Target users are in the middle to upper classes who own a smart phone. They have access to broadband internet at home. They either have had a good education, completing a degree, or employed in stable job.

PUBLICS

Local business's have the power to fund the events/projects we are directly involved with, as well as make donations to users involved with our program. Business owners connect with each other, and are a vital piece to connecting people from different places, ethnicities and fields. Non-profits are some of the organizations we are fighting for. They are a significant part of the group we are trying to raise awareness on. Those individuals that work with/for non-profits are devoting their time and their lives the same way Lapsity is devoting its time and efforts.

Personas

PERSONA 1: DANIEL LEE (MILLENNIAL)



Name	Demanding Dan
Age	24 years old
Favorite Website	Yahoo.com portal
Technical Proficiency	4.5 / 5 "Proficient"
Occupation	Financial advisor at Deloitte.
Platform(s)	iPhone 4G, iMac (2009)

Dan is a 24-year-old Korean American who lives in San Francisco with his girlfriend, Kim Cho, and their golden retriever, Lucky. At Deloitte, he spends his time working with both major clients such as Apple and local clients. Because of his busy schedule, Dan relies on his iPhone for scheduling, organization, contacting clients, and checking his email. Because of his long commute to and from work, he also relies on his iPhone for music in the car. Dan doesn't always have the time to download music and put them in his phone, so he mostly listens to music on Pandora or Spotify.

On a normal week day, Dan and Kim take turns walking Lucky in the morning before work. Following that, Dan commutes to Deloitte in San Jose, works in the office, commutes back home to San Francisco, eats dinner at home with Kim, and depending on how busy it was at work, Dan will either end his day watching a movie with Kim on Netflix, or finishing up some work that he took home. He occasionally goes to the bar with co-workers after work, but generally, the weekend is the best time for Dan to relax. He usually spends this time catching up with old friends on Facebook and Twitter, watching TV shows on Hulu, or taking a jog in the park with Kim and Lucky.

Dan enjoys recreational group activities like tennis, swimming, and jogging since he'll be able to do it with his friends and family.

Personas

PERSONA 2: FRAN SCHWARTZ (BABY BOOMER)



Name	Family Fran
Age	47 years old
Favorite Website	Allrecipes.com
Technical Proficiency	2.5 / 5 “Fair”
Occupation	Teacher, Hunter College Elementary School
Platform(s)	Dell Inspiron Notebook (2005), Samsung Galaxy

Fran is a 47 year old mother of two children—an 11-year-old daughter and a 8-year-old son. She lives with her two children and husband, Bill Woodworth, in a 3 bedroom house.

During the day, Fran works as a 5th grade teacher at Hunter College Elementary School in New York. Although New York is a very fast paced city, Fran’s job allows her more free time than an average office worker. On her days off, she enjoys spending time with her kids at the park, in the library, or just at home. She uses her phone often as a GPS device when she’s going places with her family.

Her favorite thing to do with her kids is cooking and baking; thus, she often frequents recipe websites like Allrecipes.com. She is not only a family-focused person, but also a very loyal friend. Aside from her social life, Fran always strives to live a healthy lifestyle. She encourages her family to eat healthy and exercise daily as well.

Although Fran has a Facebook account, she doesn’t use it that often. Her activities online mainly include checking her email, browsing websites of interest, researching movies to watch, shopping, looking for upcoming events in the city, chatting with friends, and downloading music.

Personas

PERSONA 2: AMANDA SMITH (GENERATION X)



Amanda is 33 years old athlete who enjoys exercise on a regular basis, but her favorite activity is running. However, because she's a store manager, she usually runs early in the morning or late at night depending on her schedule. She would love to participate in marathons, but she doesn't have time to do so outside of her everyday activities.

She also enjoys physical recreation with her friends such as rock climbing, bouldering, and cycling. On her run, she listens to her iPod, so she constantly downloads new music.

Name	Athletic Amanda
Age	33 years old
Favorite Website	Nike.com
Technical Proficiency	3.5 / 5 "Average"
Occupation	Store Manager, Banana Republic
Platform(s)	iPhone 3G, MacBook

User Narratives

A DAY IN THE LIFE OF DAN LEE

Dan wakes up bright and early at 5:00am, ready to start his day. He gets up, starts the coffee machine, and takes quick rinse in the shower to wake up. While he's doing his morning routine he listens to Pandora with headphones on his iPhone to keep from waking his girlfriend Kim who has to wake up at 7:00am. Their dog Lucky is also up bright and early, and has two things on it's mind; food and play. After reading a bit of the morning paper while waiting for Lucky to eat, Dan puts on his running clothes and find's Lucky leash. Lucky instantly gets the idea and bolts to the door excitedly. They get in the car and drive to their favorite destination, Crissy Field.

Upon arriving at the park Dan opens up Lapsity and selects his morning jog route. He's sponsoring the North Shore Animal League, the same no kill rescue

and adoption agency that he and his girlfriend saved Lucky from. After an invigorating jog, he notices that he broke a record for running the route the fastest and earned 50% off of a breakfast sandwich from a nearby eatery as a reward. Proud of his accomplishment he shares his victory on Facebook, grabs the sandwich plus one for Kim and returns home with Lucky.

After taking a shower and eating breakfast with his girlfriend, Dan is ready to head off to work, arriving just in time at 9:00am sharp.

User Narratives

JUST ANOTHER WEEKDAY FOR FRAN

Fran wakes up at 6:00 am to prepare breakfast and lunch for her 2 children and husband, Bill. While her family is eating breakfast and getting ready, Fran uses the time to get herself ready for work. She kisses her husband good-bye and drives her 2 kids at school. She then drives to work at Hunter College Elementary School. Her day at school involves teaching her 5th grade students math, history, science, and art, with a lunch break in between and time for P.E. / recess.

During her lunch, Fran heats up her own lunch and eats it with the other teachers in the teacher's lounge. On Tuesdays and Thursdays, her 2 children take part in extracurricular activities at school. Since today is

Tuesday, Fran goes to the school's gym after school is over at 3:30 pm and changes into her running clothes. She takes out Lapsity on her phone and starts jogging and exercising until 5:30 pm.

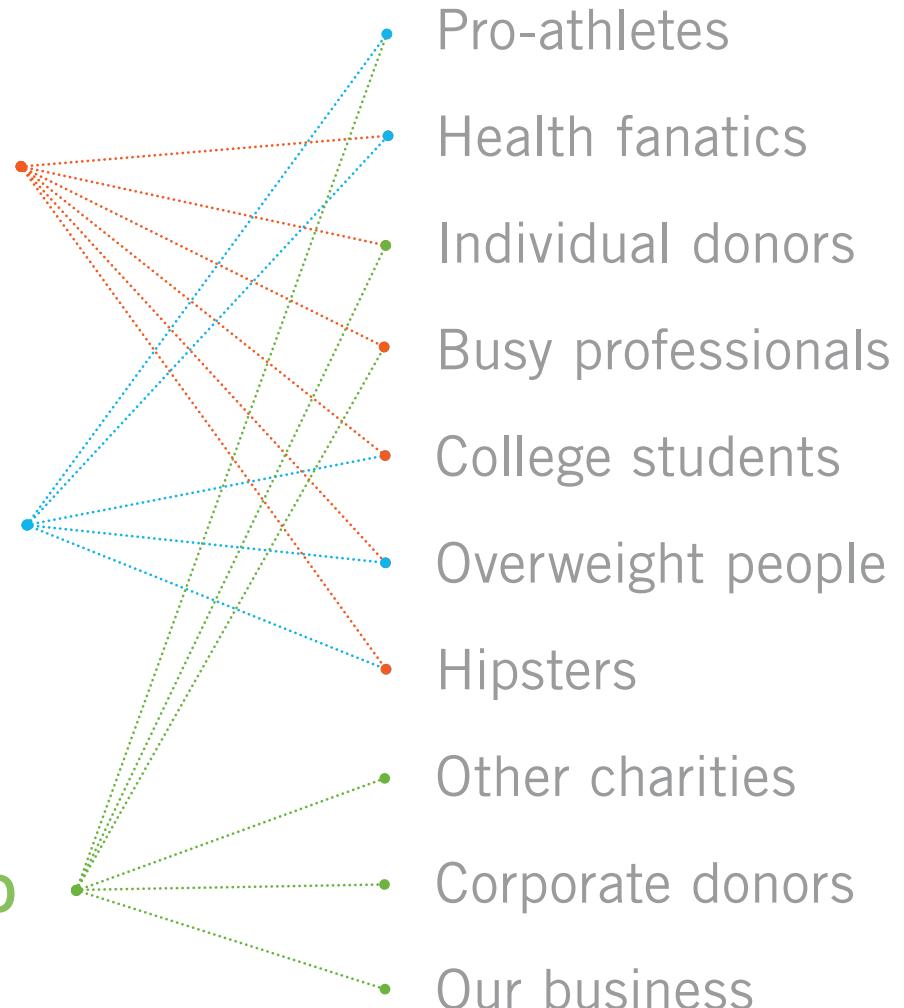
After her work out, Fran showers and drives to her children's school to pick them up. When they return home, her 2 children starts doing their homework while Fran prepares dinner. Bill comes home right before dinner is ready and the whole family enjoys the healthy meal.

Stakeholders

TYPE OF PERSON

HEALTH RELATED

BUSINESS RELATED



SSNF Analysis

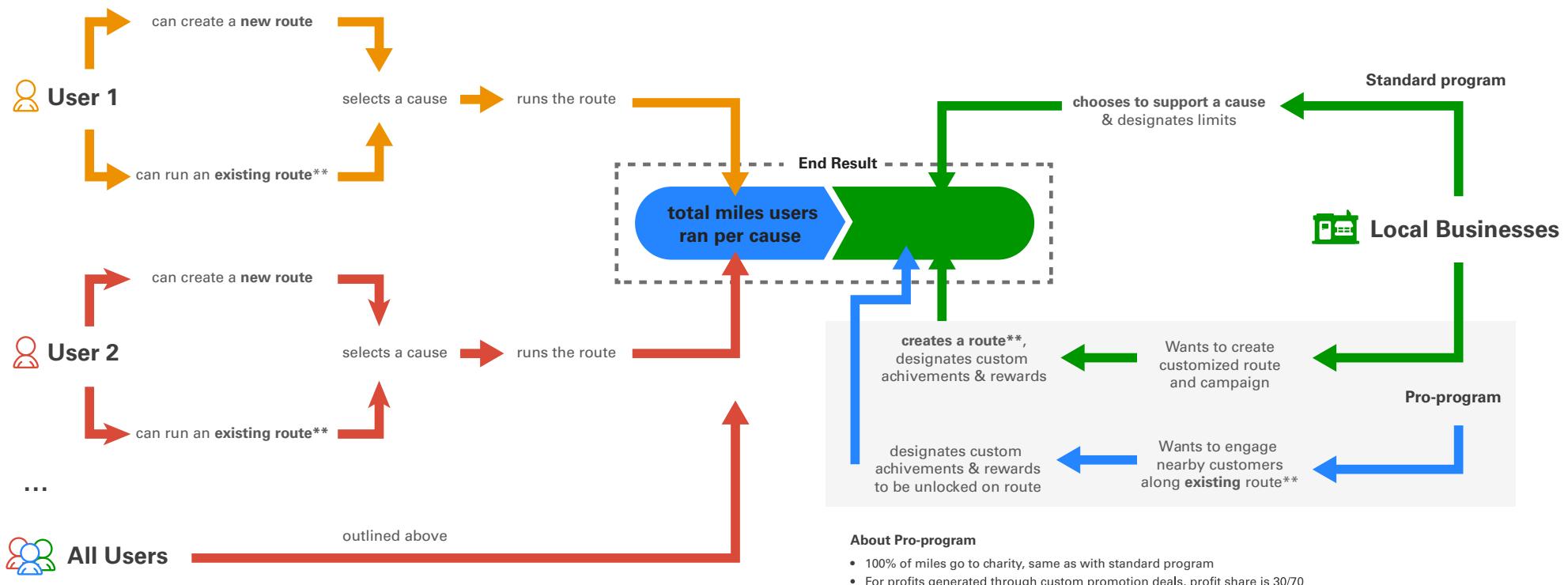
Stakeholder	Situation (or motivation)	Need	Feature	Development Scope
College students	Wants to get their friends involved	A method of connecting with social interfaces	(2) Sharing routes over Facebook	Scoped, Medium Priority
	-	A way to invite their friends to participate	(3) Creating group "event invitations" with Facebook friends	Scoped, Medium Priority
	Wants to express themselves	A way of expressing preferences	Liking routes over Facebook	Scoped, Medium Priority, part of social strategy
	-	The ability to create new content for the involved community.	<i>The ability to take photos along a route</i>	Scoped, Medium Priority, part of social strategy
	Wants to brag about their accomplishments	A way to share personal achievements	(2) Automatic posting to a leaderboard (2) Easy sharing functionality for accomplishments	Scoped, Medium Priority Scoped, Medium Priority
	Would like to engage other participants	The ability to communicate with others on some level.	<i>A commenting system.</i> <i>A live feed of community activity</i> (3) An achievement system	scoped, see Facebook integration, photos scoped, See social engagements for content possibilities Scoped, Medium Priority
Pro-athletes	Maybe aren't the most athletic people	A way to find routes depending on difficulty	(3) Route filters: difficulty, length, etc. (4) The ability to create routes	Scoped, Medium Priority Scoped, High Priority
	-	-	-	-
	Wants a physical challenge	A way to find routes depending on difficulty	(3) Route filters: difficulty, length, etc.	Scoped, Medium Priority
	-	A way to challenge others or friends	(2) Creating group "event invitations" with Facebook friends	Scoped, Medium Priority
	Wants to exercise / work out	An exercise regimen	(4) The ability to create routes	Scoped, High Priority
	Wants to compete with friends	A clear way to beat their friends on routes	(2) Automatic posting to a leaderboard (2) Easy sharing functionality for accomplishments (3) An achievement system	Scoped, Medium Priority Scoped, Medium Priority Scoped, Medium Priority
Local Businesses	Wants to attract more customers to storefront	A way to engage foot-traffic	Sponsored Achievements	Scoped, High Priority, Business Priority
	-	-	Storefront Engagements	Scoped, High Priority, Business Priority
	(2) Has budget constraints for charity donations	Needs to manage the amount of money they're investing in charities	A backend system for managing their charity engagement	Scoped, High Priority, Business Priority
Charities	Would like to monitor their current contributions	a way of looking at their current contributions	(4) An analytics system	Scoped, High Priority
	-	-	-	-
	Needs to be able to view current donations	A way to view their current expected contributions	(4) An analytics system	Scoped, High Priority

SSNF Analysis

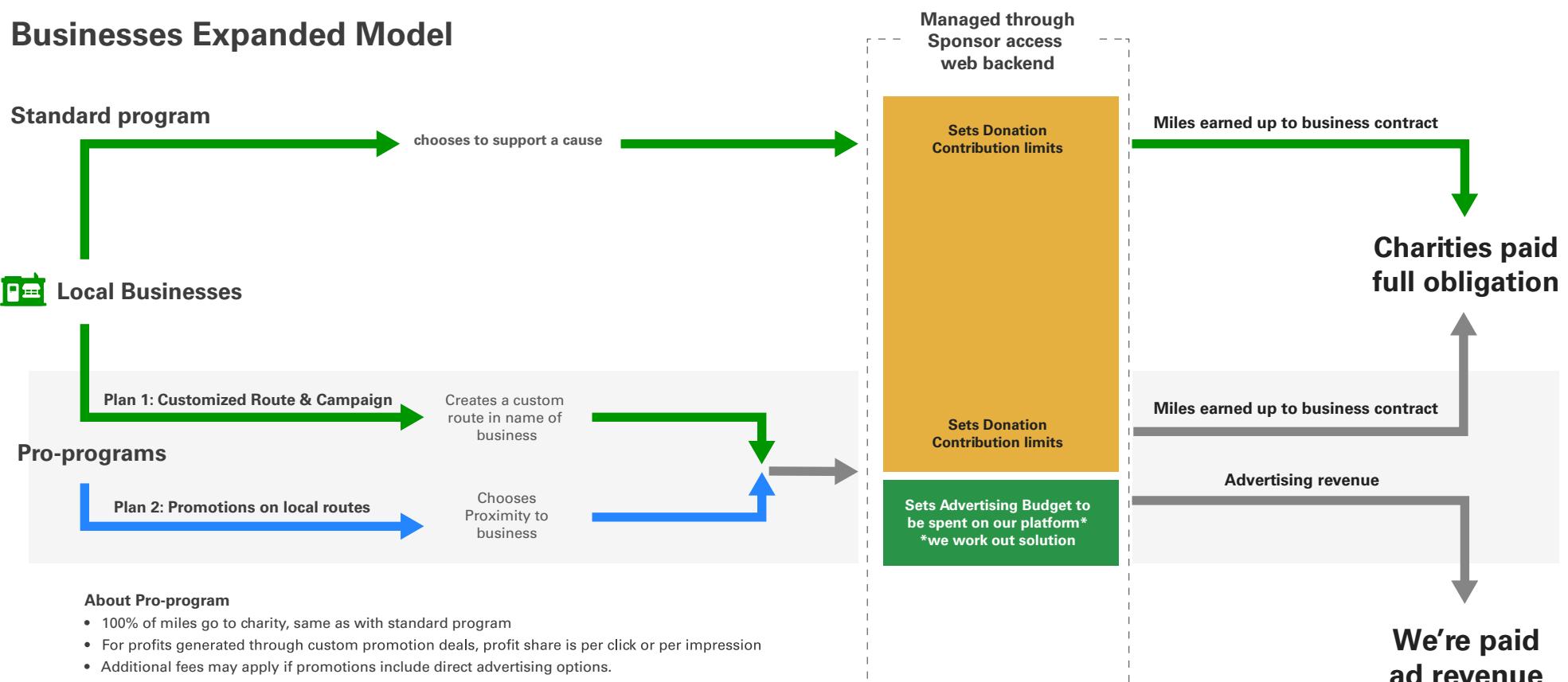
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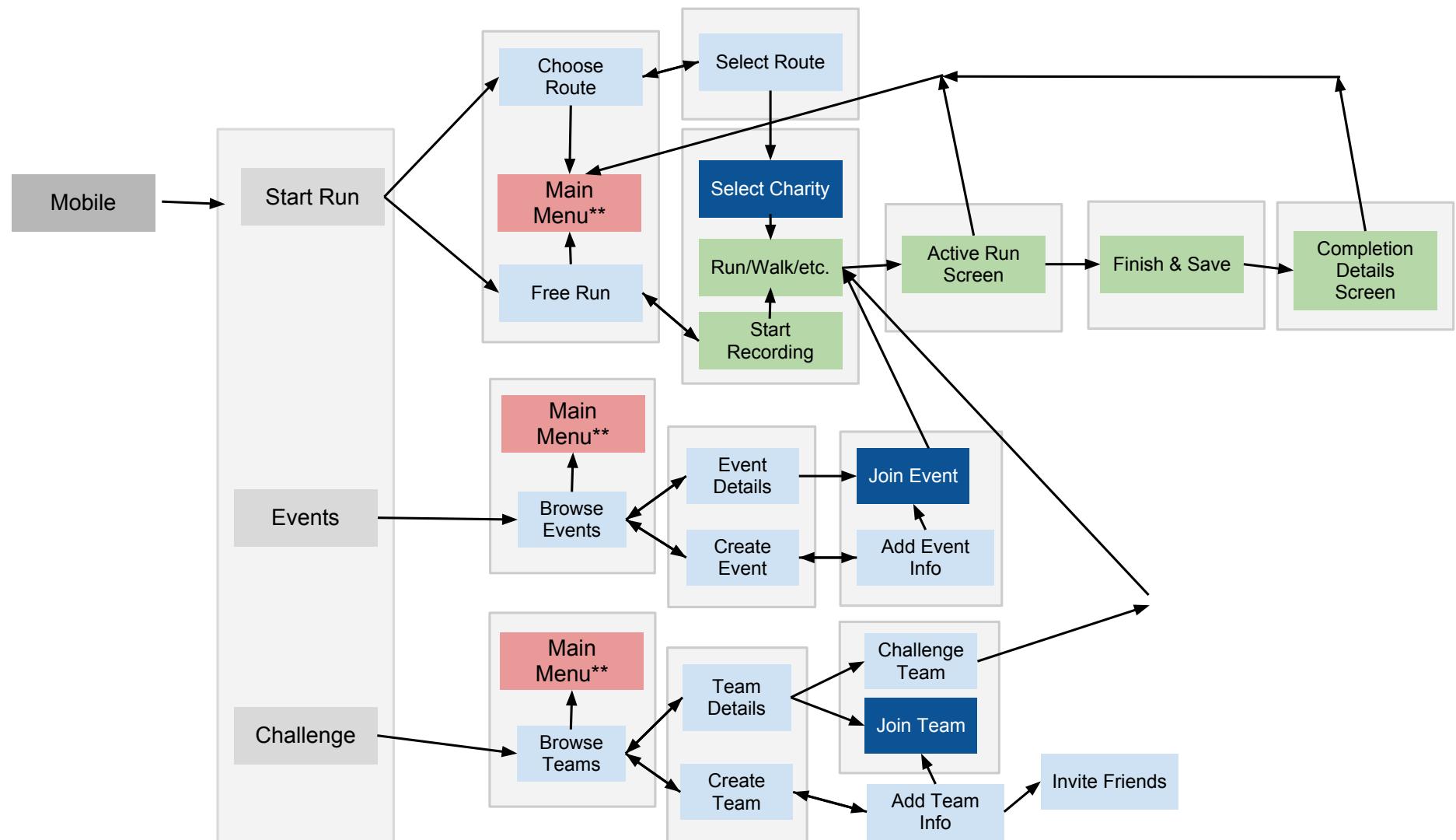
Stakeholder	Situation (or motivation)	Need	Feature	Development Scope
Corporate donors	(2) Has budget constraints for charity donations Would like to monitor their current contributions	Needs to manage the amount of money they're investing in charities a way of looking at their current contributions	A backend system for managing their charity engagement (4) An analytics system	Scoped, High Priority
Health fanatics	Wants to lose weight Would like to track their progress Staying physically healthy with daily or frequent exercise Tired of their usual route / scenery	An exercise / work out regimen A way to see how much further until route completion Motivation To find new exercising routes nearby	(4) The ability to create routes GPS tracker on app displays general info of the current route An incentive system Browse premade routes from other users or friends	Scoped, High Priority Scoped, Low Priority, API specific Scoped, High Priority, Business Priority Scoped, Medium Priority, part of social strategy
Busy professionals	Don't have the time to run formal events Wants to lose weight Wants to donate to charity	A way to contribute to an event on a more convenient day or time An exercise / work out regimen and ability to pool personal equity into specific causes	An application that allows flexible engagement hours (4) The ability to create routes An individual donation system	LAPSITY Scoped, High Priority Descoped, not phase one functionality
Overweight people	Wants to lose weight Exercising with friends Wants to see results from the fruits of their efforts	Beginner's exercise that increases in difficulty A way to invite their friends to exercise together Some kind of tangible accomplishment from exercise	(3) Route filters: difficulty, length, etc. (4) The ability to create routes (2) Sharing routes over Facebook (3) Creating group "event invitations" with Facebook friends (3) An achievement system	Scoped, Medium Priority Scoped, High Priority Scoped, Medium Priority Scoped, Medium Priority Scoped, Medium Priority
Our business	Has to maintain ROI positive To educate prospective users to educate new users	Monetization opportunities to cover overhead space on the site for marketing collateral space on the site for tutorials	Ad Space Application Splash Page About this application	Scoped, High Priority, Business Priority Scoped, High Priority, Business Priority Scoped, High Priority, Business Priority

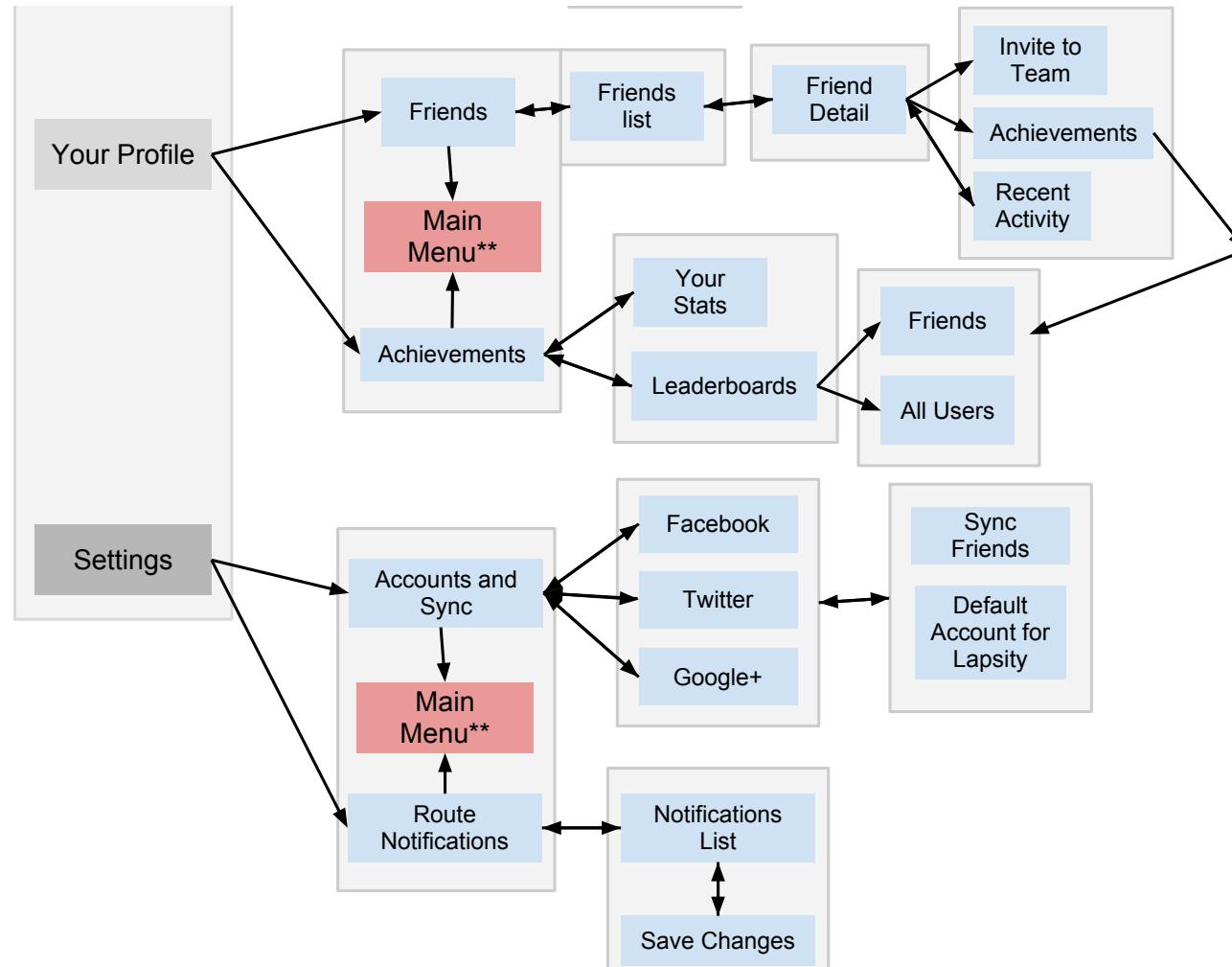
Connecting Users and Local Businesses



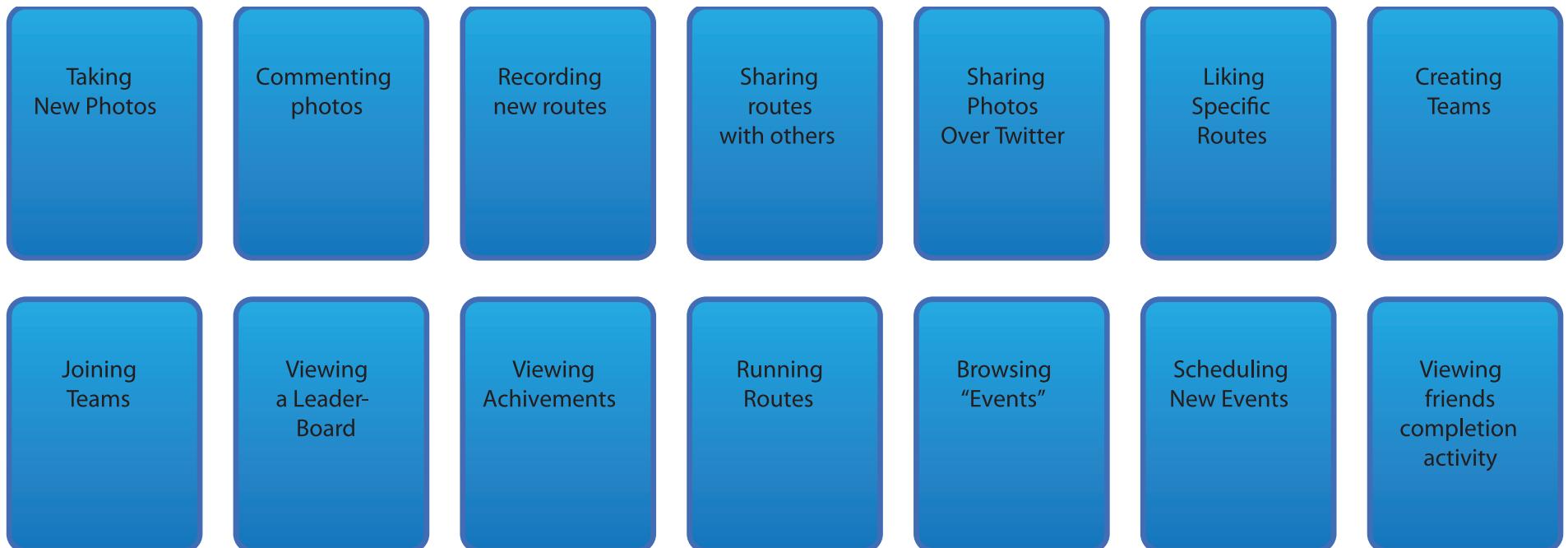
Businesses Expanded Model



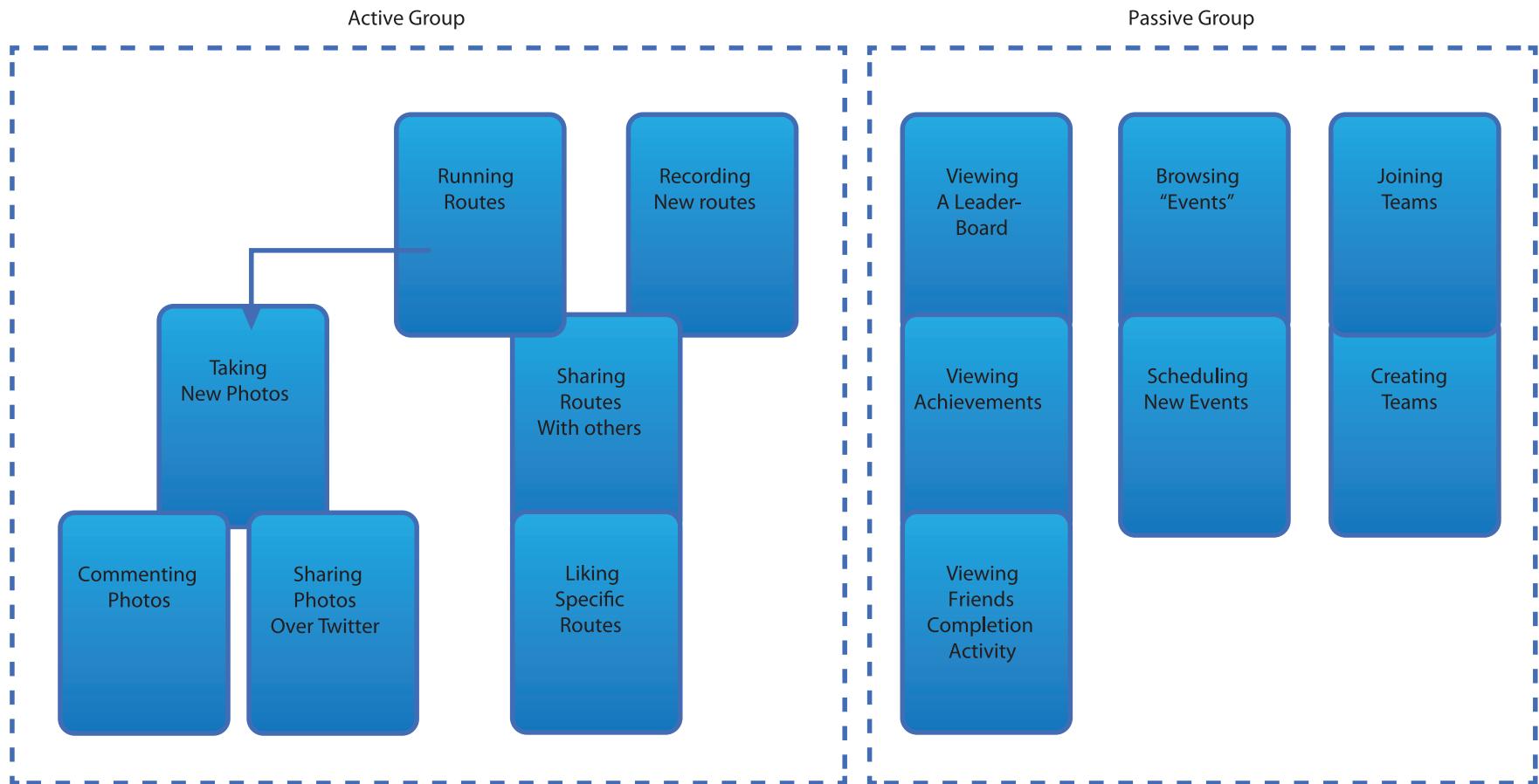




DEFAULT DECK



Affinity Study 1



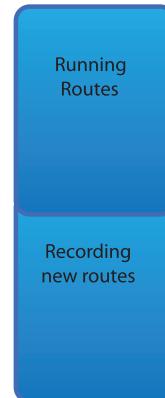
Affinity Diagrams

Affinity Study 2

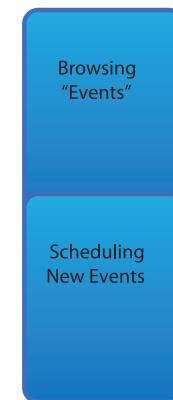
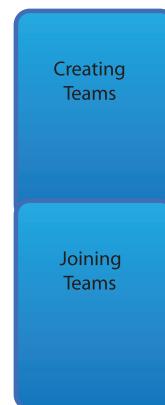
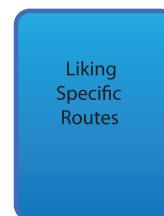
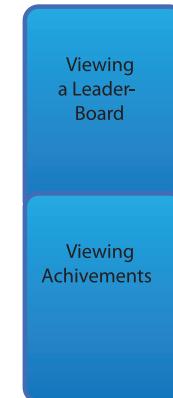
SOCIAL ACTIVITIES

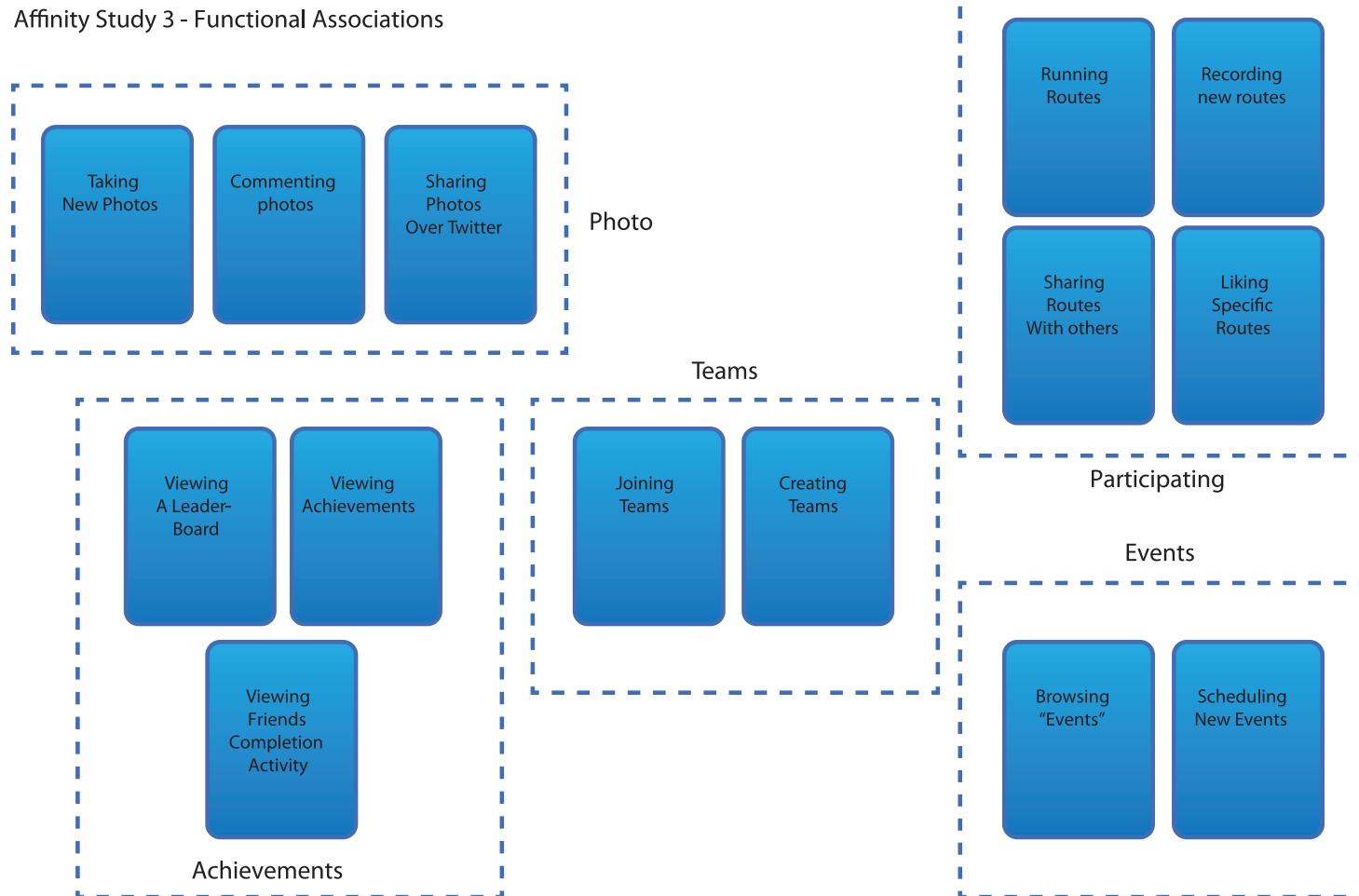


ROUTE ACTIVITIES

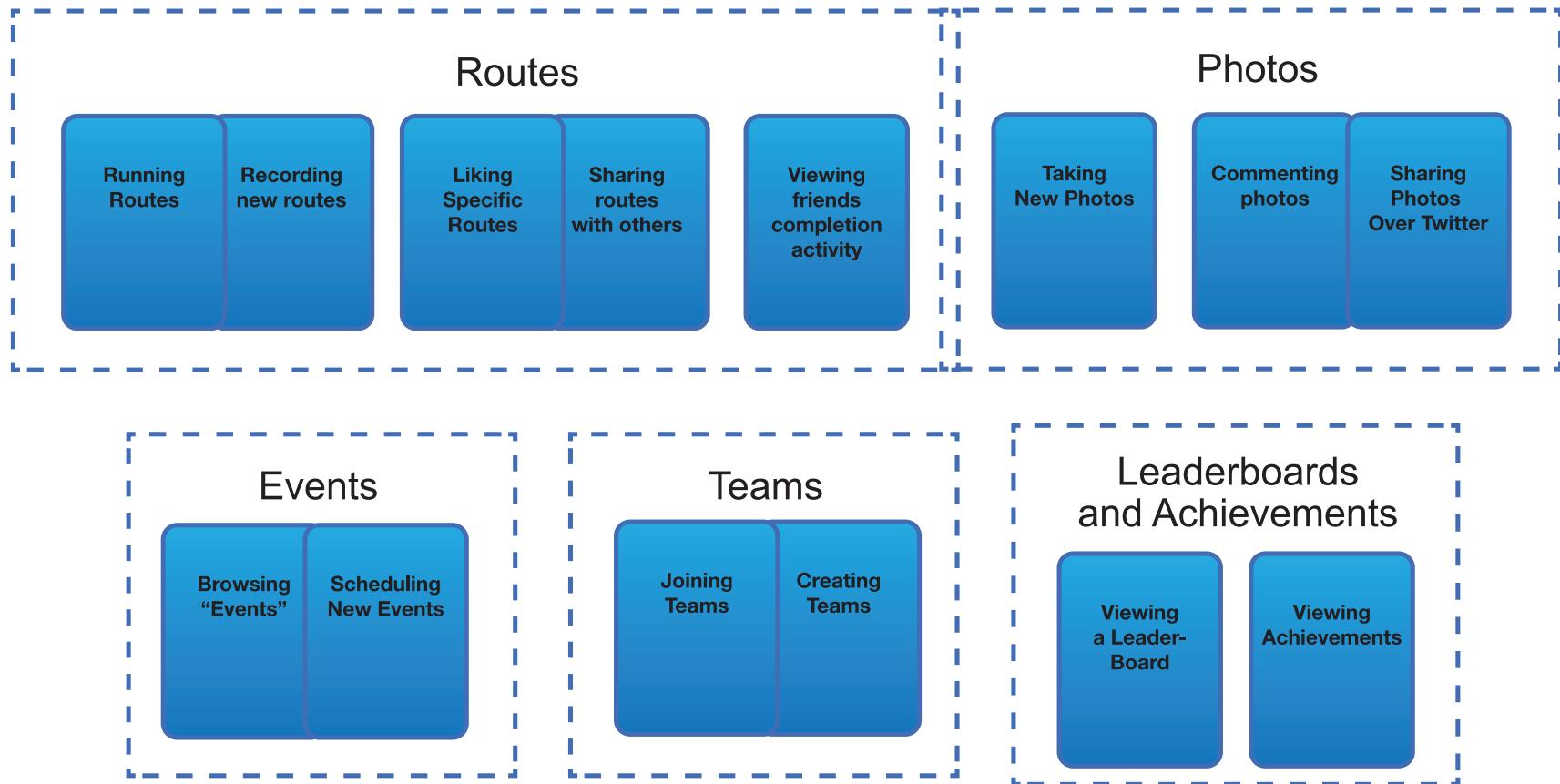


COMMUNITY ACTIVITIES



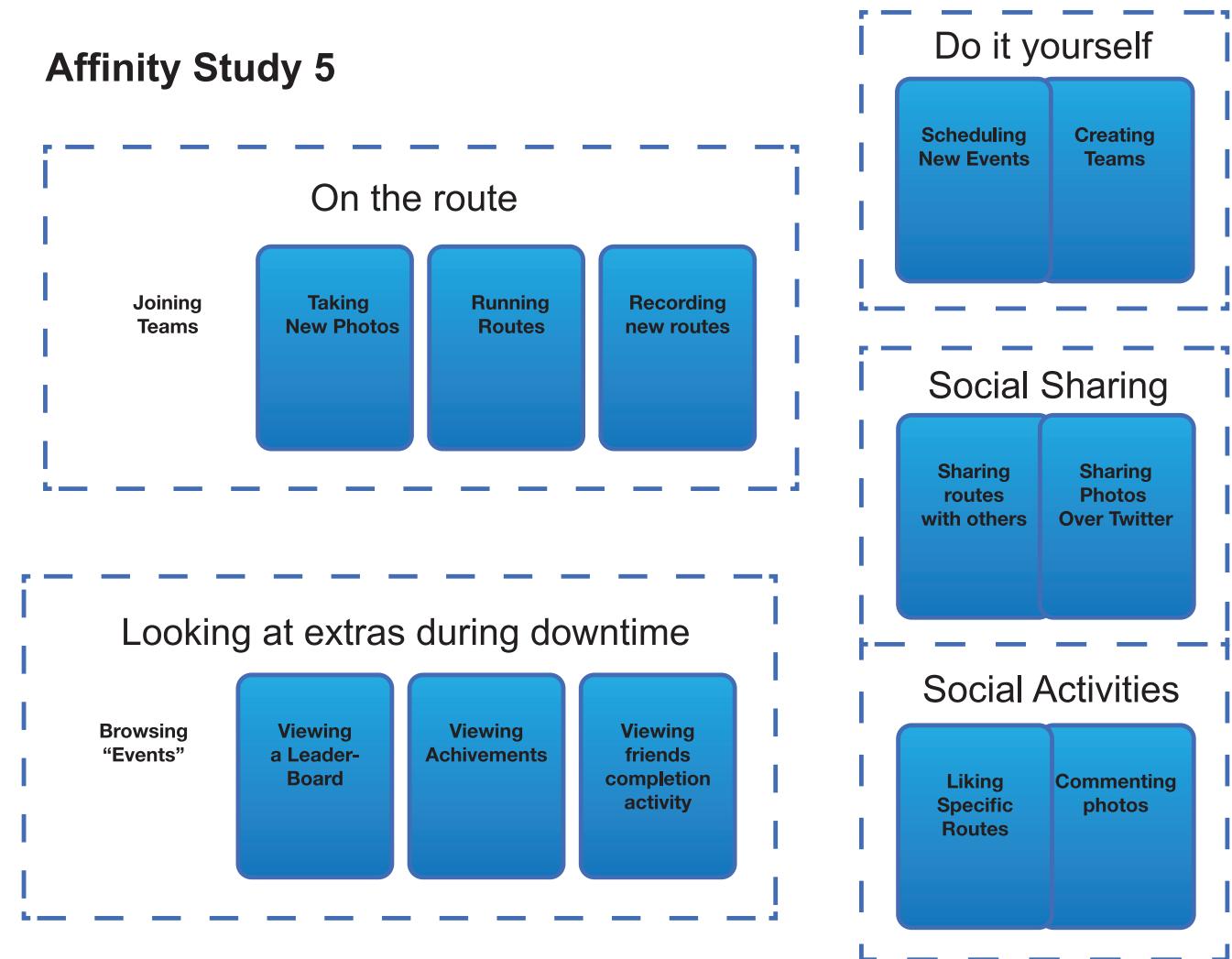


Affinity Study 4

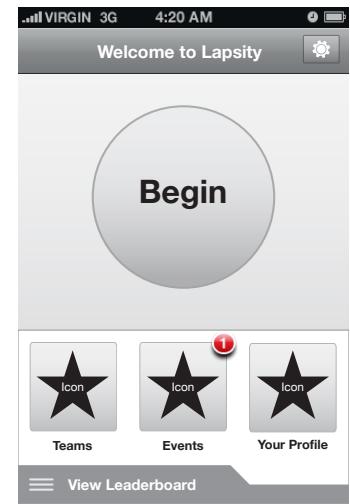
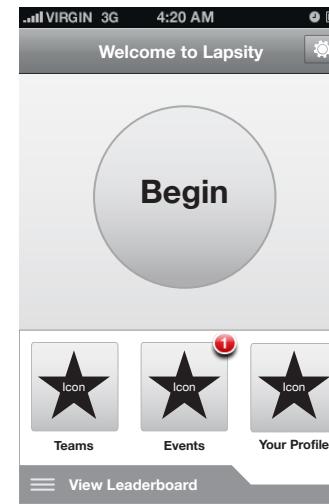
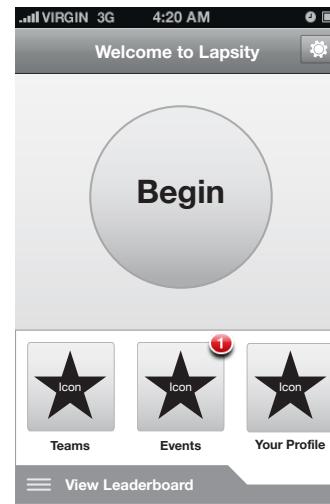
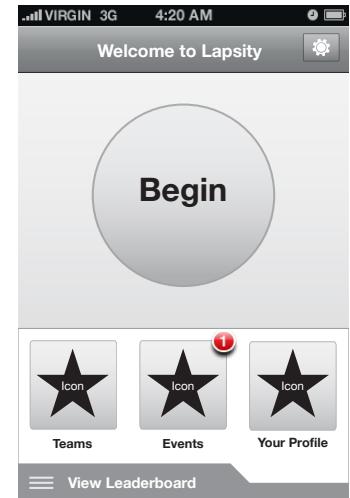
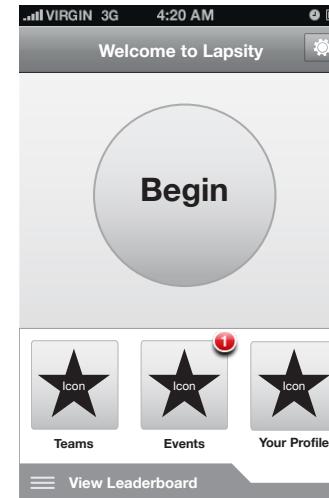
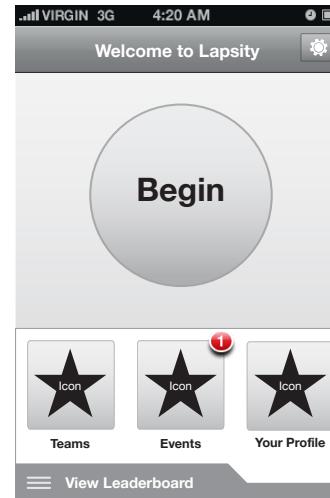
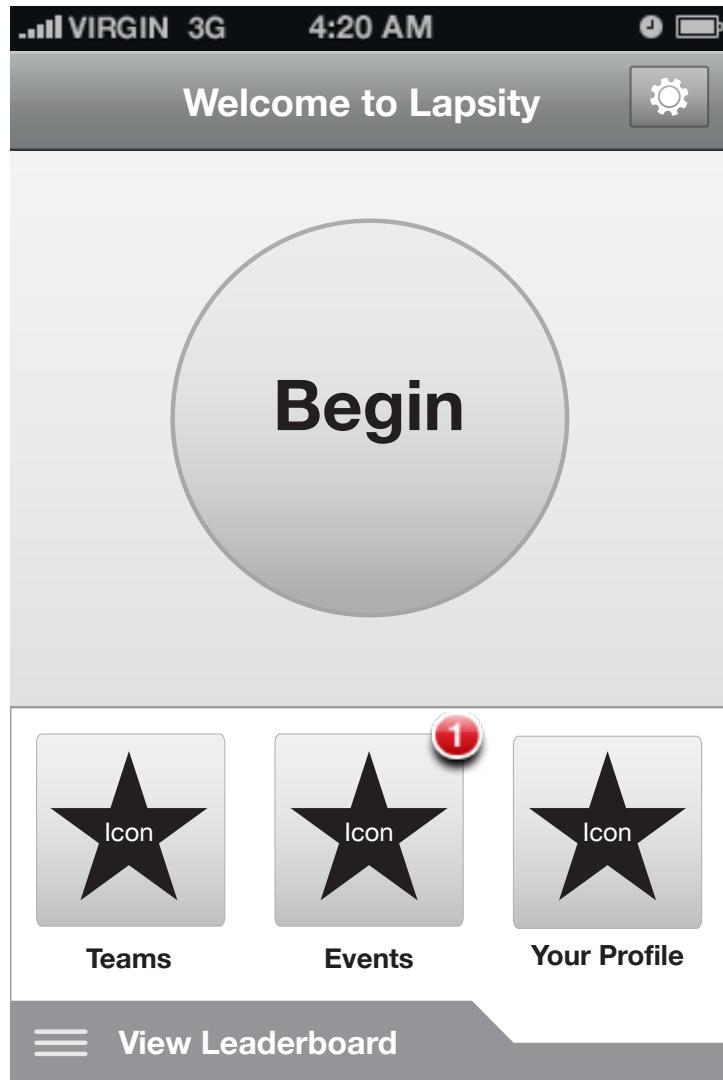


Affinity Diagrams

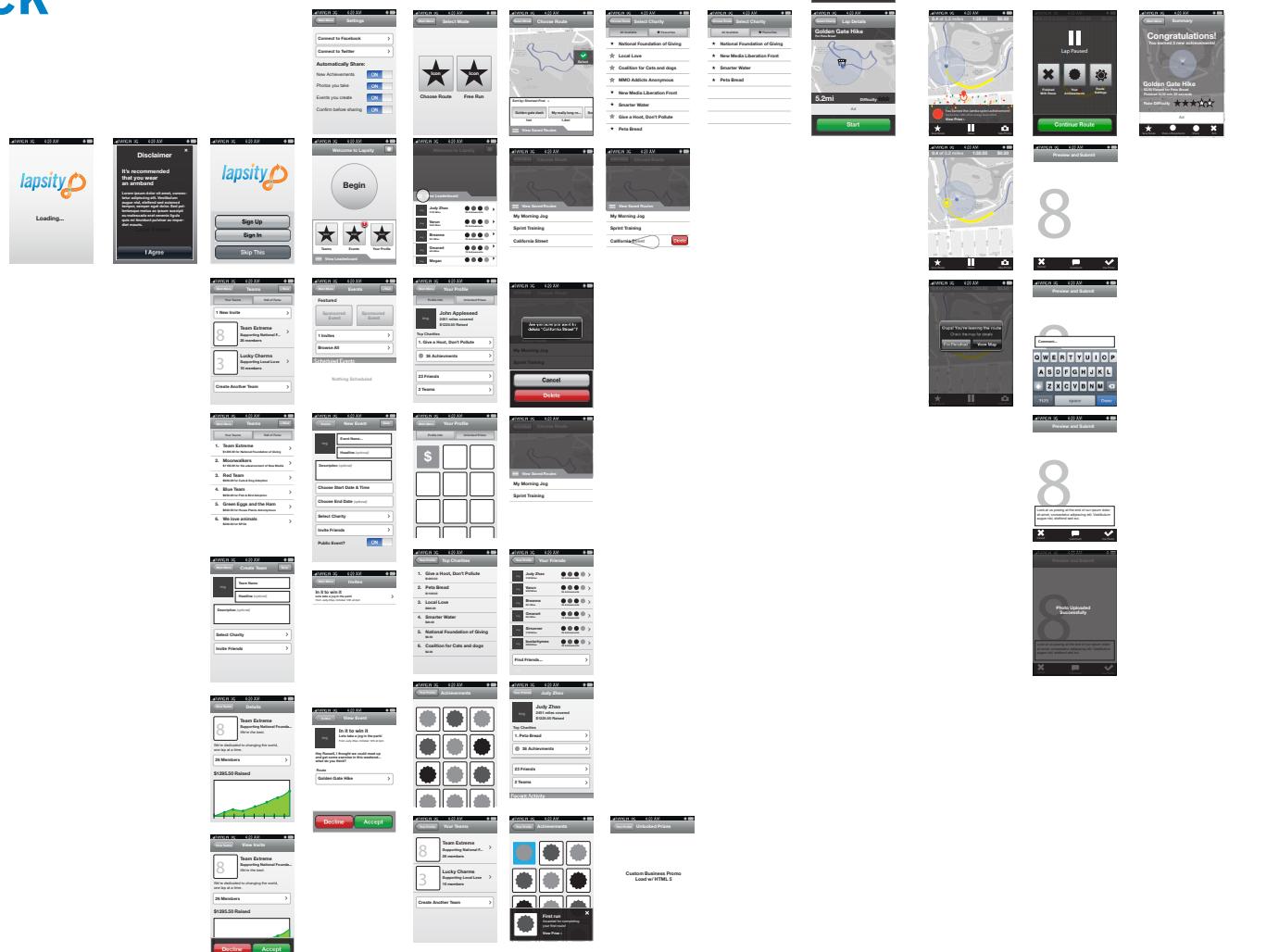
Affinity Study 5



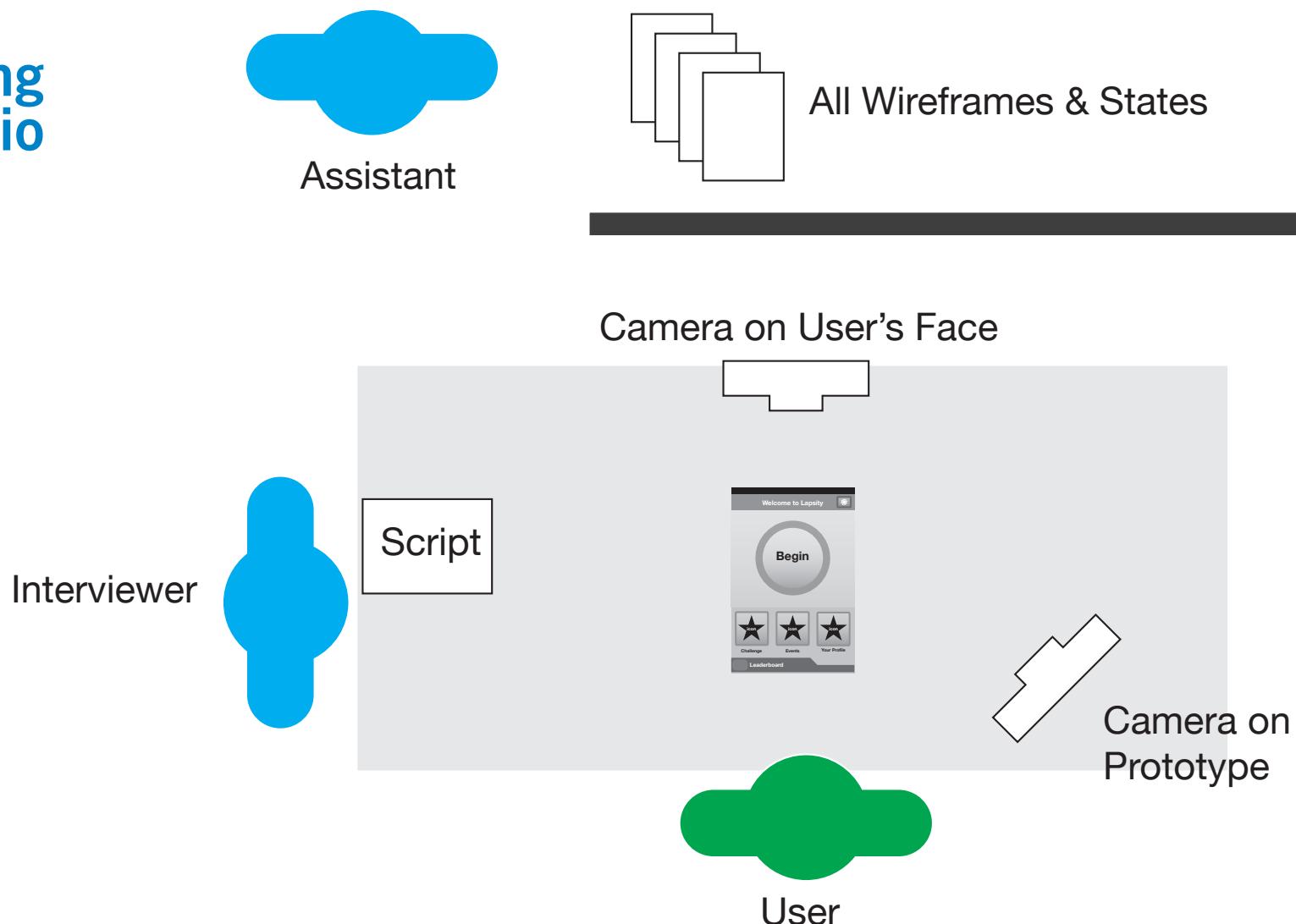
Key Wireframes



Complete Deck



Testing Scenario



Paper Prototyping



Heuristic Principles

Application specific amendments and key considerations

*Based off of Jakob Nielsen's
10 Heuristic Principles*

VISIBILITY OF SYSTEM STATUS

The system should always keep users informed about what is going on, through appropriate feedback within reasonable time.

We need to make sure we incorporate a feedback system for landmarks and when a user gets off track.

MATCH BETWEEN SYSTEM AND THE REAL WORLD

The system should speak the users' language, with words, phrases and concepts familiar to the user, rather than system-oriented terms. Follow real-world conventions, making information appear in a natural and logical order.

Tapping into electronic the phone's electronic compass will help us keep a 1-1 spatial relationship with routes.

The interface should take advantage of this.

Make use of UI metaphor, research target audience's engagement with exercises.

USER CONTROL AND FREEDOM

Users often choose system functions by mistake and will need a clearly marked "emergency exit" to leave the unwanted state without having to go through an extended dialogue. Support undo and redo.

The user should be able to exit and resume route practice if they're not recording a route.

Heuristic Principles

Application specific amendments and key considerations

*Based off of Jakob Nielsen's
10 Heuristic Principles*

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MATCH BETWEEN SYSTEM AND THE REAL WORLD

The system should speak the users' language, with words, phrases and concepts familiar to the user, rather than system-oriented terms. Follow real-world conventions, making information appear in a natural and logical order.

We need to make sure we incorporate a feedback system for landmarks and when a user gets off track

CONSISTENCY AND STANDARDS

Users should not have to wonder whether different words, situations, or actions mean the same thing. Follow platform conventions.

Apple's mobile HIG: <http://developer.apple.com/library/IOS/#documentation/UserExperience/Conceptual/MobileHIG/Introduction/Introduction.html>

Google mobile HIG: http://developer.android.com/guide/practices/ui_guidelines/index.html

ERROR PREVENTION

Even better than good error messages is a careful design which prevents a problem from occurring in the first place. Either eliminate error-prone conditions or check for them and present users with a confirmation option before they commit to the action.

Heuristic Principles

Application specific amendments and key considerations

Based off of Jakob Nielsen's

10 Heuristic Principles

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RECOGNITION RATHER THAN RECALL

Minimize the user's memory load by making objects, actions, and options visible. The user should not have to remember information from one part of the dialogue to another. Instructions for use of the system should be visible or easily retrievable whenever appropriate.

A special consideration for the mobile experience is the “90 second” phenomena. on launch [save our load screen] we need to educate the user of highest level functionality within 60-90 seconds. If a random sampling doesn't understand the application, it will most likely be deleted.

FLEXIBILITY AND EFFICIENCY OF USE

Accelerators—unseen by the novice user—may often speed up the interaction for the expert user such that the system can cater to both inexperienced and experienced users. Allow users to tailor frequent actions.

We should explore the concept of favorites, how does our application adapt to continued usage.

AESTHETIC AND MINIMALIST DESIGN

Dialogues should not contain information which is irrelevant or rarely needed. Every extra unit of information in a dialogue competes with the relevant units of information and diminishes their relative visibility.

Apple's comments on this is that a mobile application should refrain from user interactions that require “window management.” We must be conscious of this when dealing with map interfaces, especially with auxiliary controls.

Heuristic Principles

Application specific amendments and key considerations

*Based off of Jakob Nielsen's
10 Heuristic Principles
... continued*

HELP USERS RECOGNIZE, DIAGNOSE, AND RECOVER FROM ERRORS

Error messages should be expressed in plain language (no codes), precisely indicate the problem, and constructively suggest a solution.

See the Yahoo interaction pattern library's comments on system voice. Let's adopt conversational tone. Allow for self-deprecating error message.

HELP AND DOCUMENTATION

Even though it is better if the system can be used without documentation, it may be necessary to provide help and documentation. Any such information should be easy to search, focused on the user's task, list concrete steps to be carried out, and not be too large.

On initial launch the mobile application should enter into a one time conversion mode: messaging specifically tailored to a first time experience.

DESIGN

Design Evolution



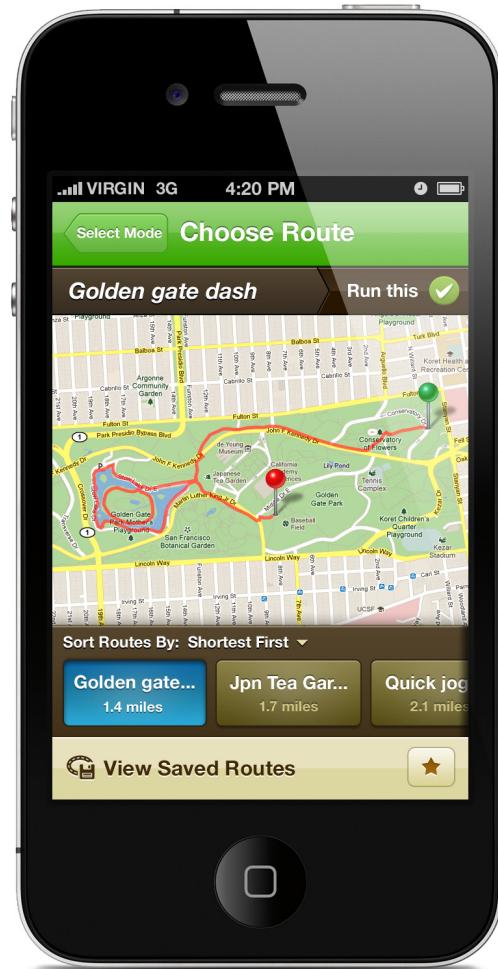
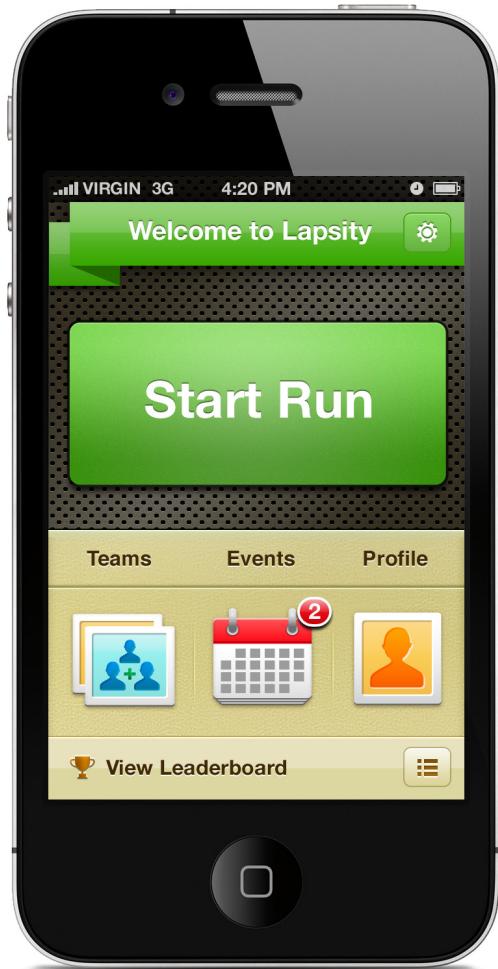
DESIGN

Geometry



DESIGN

Final Design



The image shows the Lapsity website design. At the top left is the Lapsity logo with the tagline "It feels good, to do good." To the right is a green navigation bar with three tabs: "What is Lapsity?", "How it Works", and "Join Us Now". Below the navigation bar is a large banner with the text "Give Actively, Grow Actively" in bold letters. Underneath this text is a description: "Lapsity allows business owners to connect with their community and give to charity while running their business." In the center of the page is a smartphone displaying the Lapsity mobile application. The app's home screen shows a "Welcome to Lapsity" message, a "Start Run" button, and icons for "Teams", "Events", and "Profile". A circular play button icon is overlaid on the center of the phone screen. To the left and right of the phone are two smaller images of the phone screen, creating a sense of depth. At the bottom of the page is a dark horizontal bar containing several partner logos: Whole Foods Market, La Boulange, PetSmart, Bi-Rite Market, and Macy's. The Lapsity logo and tagline are also present at the bottom left of the page.

Mobile Colors

PRIMARY PALETTE

Giving Green

R 91, G 177, B 47

#5BB12F

Compassion Beige

R 209, G 195, B 121

#D1C379

Mellow Beige

R 220, G 213, B 160

#DCD5A0

Resonant Brown

R 59, G 44, B 19

#3B2C13

These colors are used for main UI elements such as headers, backgrounds, menus, etc.

Mobile Colors

HIGHLIGHT COLORS

Calm Blue

R 0, G 195, B 230

#00C3E6

Noble Orange

R 234, G 122, B 24

#EA7A18

Relief Red

R 244, G 81, B 0

#F45100

Devoted Brown

R 111, G 91, B 0

#6F5B00

These colors are used to draw the eye to interactive UI elements from the overall design.

E.g. Buttons and form elements

Web Colors

PRIMARY PALETTE

Gifting Green

R 0, G 179, B 18

#00B312

Gentle Beige

R 220, G 205, B 131

#DCCD83

Comforting Cream

R 255, G 249, B 212

#FFF9D4

Robust Brown

R 68, G 56, B 43

#44382B

These colors are used for overall layout such call-to-action headers, backgrounds, font colors, etc.

Web Colors

SECONDARY PALETTE

Calm Blue

R 179, G 231, B 248

#B3E7F8

Advance Blue

R 0, G 186, B 227

#00BAE3

Benefit Blue

R 0, G 130, B 201

#0082C9

Tender Brown

R 111, G 91, B 0

#6F5B00

Active Orange

R 255, G 133, B 21

#FF8515

These colors are used for other design elements and details to set it apart from the earthy tones of the general design. Brighter colors can be used for call-to-action UI elements like buttons.

Typography

TRADE GOTHIC

WEB ONLY—HEADERS

BOLD NO. 2

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz

FONT STACK

WEB ONLY—BODY COPY

REGULAR PARAGRAPH

```
font-family:"Helvetica Neue", Arial, sans-serif;  
font-size: 14px;  
line-height:18px;  
color:#666666
```

Typography

HELVETICA NEUE

MOBILE ONLY

LIGHT

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz

ROMAN

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz

BOLD

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz

Thank you.

PRODUCT DESIGNERS

Judy Zhao | www.judyzhao.com

Russell Matsuo | www.russellmatsuo.com

IN PARTNERSHIP WITH

Varun Mehra | www.vmehra.com

Breanna Dobbe, JP LeRoux, Kavita Saney, Jessi Thomas

AND SPECIAL THANKS

Greg Mar, Megan Enright