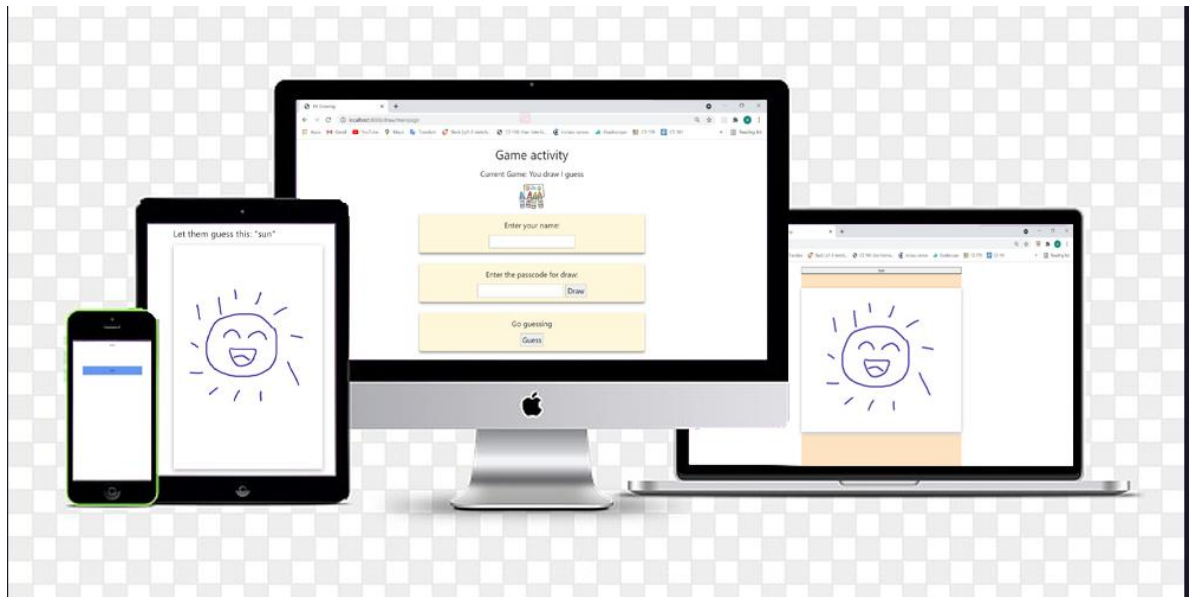


FINAL REPORT

- **Cover page**

- **Title: Do you understand me?**
- **Project 4 Group Number** (you can find it on bCourses)
Group 44
- **Names of team members**
Shengxian Chen
Weiyuan Chen
Minhui Liang
- **“Teaser” image or representative image of your app**



- **Description of target users**

People who want to find a girlfriend/ boyfriend or want to get closer to their friends

- **Description of collaborative context**

A love chaser event is hosted in a large room. People who are looking for their true love are sitting in their room. People who are matched together can play various games that are presented on the big screen so that they can become intimate.

- **Narrative scenarios** (you should have 3)

1. Alice is a shy girl who has never dated any other boys before. One day, she participated in the “Find the true love” activity, which allows different people who want to find a soulmate to meet with each other. In the game section, she played with a boy named Issac. Alice found Issac attractive, but she is too shy to talk to him. Fortunately, she found a functionality of the activity that allows people to secretly talk to each other, this makes her feel less nervous of chatting with him. Finally, Issac responded to her, and they got in touch with each other.

2. Tim is going to participate in the “Find the true love” event. Before entering the event, the host requires all the participants to fill out a form regarding the top three factors that you think a person is attracting. Tim wrote down that he likes a woman who dresses up nicely, has long hair, and a sporty body. At the pairing activity of the event, the large screen starts to “randomly” pair two numbers based on the form that they filled out earlier. Tim was paired with the number 30. After he found the woman over the phone, they started to exchange information and talk to each other. At the end of the event, he saw the woman and fell in love with her because she highly matched the factors that Tim filled out previously.
3. Adam is a programmer and wants to find a girlfriend. However, most of his colleagues are male. He rarely has opportunities to make friends with girls. At a gathering of friends, he met a beautiful girl Angela. His friend tells him that Angela has no boyfriend. He feels that his fate is coming, and he does not want to miss this opportunity. Therefore, he takes out his mobile phone and suggests that people play games together at the party. He invited Angela to be his game partner. After the game, Adam wins two movie tickets and invites Angela to watch together.

- **Interviews**

Recruiting Message

! ! Chance to win a new airpods ! !

Hello there! 🖐️ We are undergraduate students who are part of the **cs160 dating site design team** at UC Berkeley. We want to invite you to participate in our 30 minutes interview regarding a dating site.

We are designing a dating site that allows users to collaborate with each other with their phone over a big screen. The collaboration is the main focus of our site. In the study, we will ask some questions regarding how you think about dating applications and some functionalities of our design. **Participants will be compensated with a \$10 gift card and a chance to win brand new airpods!**

If you are interested in participating, please fill out the Google form at <https://forms.gle/ym1YSz8rc6vmN3u3A> or contact us at powcca@berkeley.edu with any questions.

- **Interview Guide** (this should be the final version that you ended up using)

A: Host, B: Participant

Greeting and introducing ourselves

A: We are going to ask some simple questions first.

A: Can you introduce yourself a little bit?

B: My name is xxx, and I am studying at UCSD.

A: Are you single?

B: Yes

A: Do you want to find a loved one?

B: Yes, hopefully.

A: How would you like to identify your sexual orientation?

B: Male, I am a straight guy.

A: Have you ever used any dating app? If yes, How often do you use it and what do you think are the pros and cons of the app?

B: No, I don't like to talk to strangle people online.

A: If not, I offer you a chance to join a physical dating event. Would you like to join?

B: Yes, I can try.

A: What are the inappropriate or unethical situations in a traditional dating application?

B: Scheme. Less trust, I cannot really know who they are.

A: Great! Now, I am going to introduce you to a dating event in which all users are going to be in the same room with a mask on. They cannot talk to each other so far, and only use their phones and a large screen at the front of the room to interact with each other. Are you clear with the setting?

B: Yes

A: If the app allows users to host an activity that others can join, what do you think the benefits or drawbacks of this functionality would be?

B: Yes. It's beneficial for the users because they do not know who is hosting the activity. As a result, this will make the host more mysterious and make other users more curious.

A: If the app has a ranking of the users, what do you think the benefits or drawbacks are?

No. I think this will give pressure to the users and might make users uncomfortable because I think this event should be relaxing and just chilling to make some friends. However, It will become competitive with functionality on.

A: What kind of interaction would you like?(Group activities, gaming competition, chat, dinner, etc.). why?

B: I think you can randomly assign the seat to the users at each round so that they can get closer to each other.

A: List the top three important things you would consider when you meet or date a person at the first time.

B: Outfit, talking pattern/how they organize their language, and punctuation.

A: List the top three factors of a person that are attracting you.

B: Common hobbies, appearance, and self-motivated

A: What is your most interesting or effective experience of meeting a new person? What is the key interaction that makes it interesting between you and the person?

B: Find a common topic that we both are interested in because this will speed up the process of knowing each other.

A: We need to work in groups for interaction activities, how many people do you prefer the most?

B: 5, 3 males 2 females because men should be more active. If one man is really shy, the other two are still talking which will not make girls feel embarrassed.

A: What is the best way for you to make progress on the relationship between different people?

B: Hiking, Personally I love hiking because it's like we both have a common goal and talk and help each other along the way to the top of the hills.

Questions:

1. How would you like to identify your sexual orientation?
 - 1.1. Male, i am a straight guy.
2. Have you ever used any dating app? If yes, How often do you use it and what do you think are the pros and cons of the app?
 - 2.1. No,
 - 2.2. Do you know about other data app?
 - 2.3. Yes. like Momo. I ..
3. What are the inappropriate or unethical situations in a traditional dating application?
4. If the app allows users to host an activity that others can join, what do you think the benefits or drawbacks of this functionality would be?
5. If the app has a ranking of the users, what do you think the benefits or drawbacks are?
6. What kind of interaction would you like?(Group activities, gaming competition, chat, dinner, etc.). why?
7. List the top three important things you would consider when you meet or date a person at the first time.

8. List the top three factors of a person that are attracting you.
9. What is your most interesting or effective experience of meeting a new person? What is the key interaction that makes it interesting between you and the person?
10. We need to work in groups for interaction activities, how many people do you prefer the most?
11. What is the best way for you to make progress on the relationship between different people?

Thank you for participating in our interview.

- **Table of Interview Participants** (example format below)

#	Brief Description of Participant	Interview Length
1	She is a senior at SJSU. Her age is at a range of 18- 24. She likes to participate in social activities, and hopes to find her Mr. Right by making more friends.	30 min
2	The participant is male and 27 year old. He was studying at UCSD and currently working as a software engineer.	30 min

- **Synthesized Findings** (you should have at least 2)

Finding #1: [Pressure free]

Participants tend to want the event to be more relaxing and chill because they do not have to find true love here. Instead, they can talk to different people and make some friends there. As a result, the interaction can be less competitive and more communicating.

Finding #2: [Authenticity of the information]

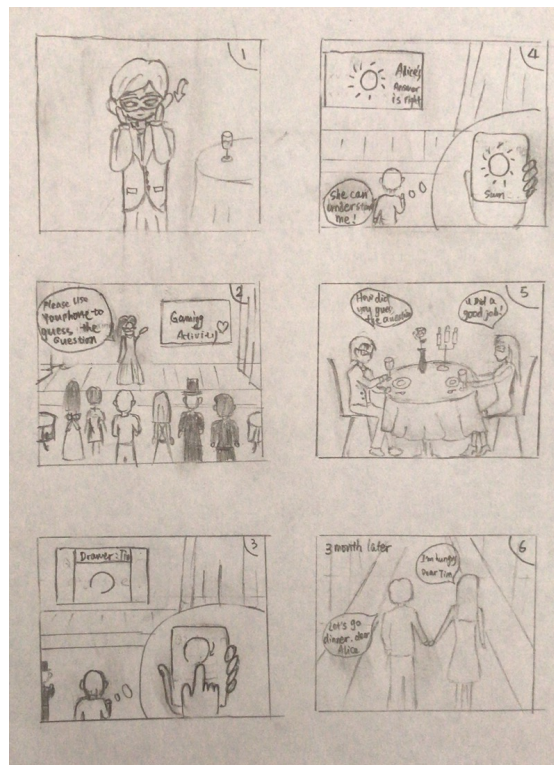
When creating a new account, some people might use fake information. Therefore, when using the traditional dating app participants would worry about the authenticity of the information.

- **Persona**



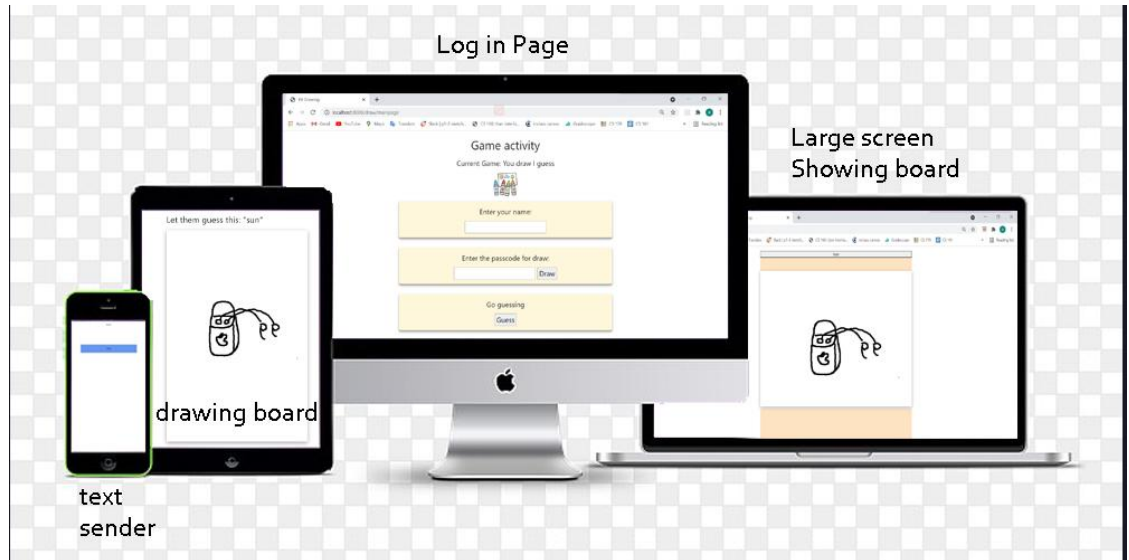
Tim is 25 years old and just started working in a company. He feels lonely from time to time. As a result, he wants to meet some new people and possibly finds a girlfriend. However, he doesn't like to use any dating app because he thinks the people on the internet are not trustworthy. In reality, he always feels shy when talking to the girls he likes, this makes his path of finding a girlfriend more challenging. In his daily life, he likes to play computer games/cram coding problems at home. He believes in destiny and hopes to have chances to socialize with different people in order to enhance his communication skills with the girls he likes.

- **Storyboard**



- **Interactive Prototype**

- **Description of interface and interactions**
- We designed a game called “Love Game, Only U understand me” in our dating app which enables two groups of users to collaborate with each other. The first group is the drawing group, which draws the things according to the instructions that are given to them. The second group is the guessing group, they are responsible for guessing the thing that the drawing group is giving to them. Our independent variable is “Number of users drawing”.
- **Labeled screenshots** (of all important screens on each device)



- **Github repository link**
<https://github.com/cs160-summer-2021/p4-starter-code-shengxianchen11>
- **Documentation Video Link**
<https://youtu.be/melkV4Rqpoo>

- **Experiment**

- **Experimental Design**
 - **Key Question**

Likert questions:
How helpful do you think the drawing guides you to the answer?
0(not at all) to 5(helpful)
Do you agree the interface can effectively promote the interaction between users?
0(disagree) to 5(agree)
Open-end questions:
What are the advantages or disadvantages of our interface?
What kind of improvements do you think the interface can be made to increase the interaction between users ?
 - **Hypothesis**

The more people draw the less efficiency for the users to guess since some drawing may make the guesser confused.

- **Independent Variable**

Number of users drawing

- **Description of conditions**

Conditions: 1 drawer vs 2 drawers

- **Dependent Variables**

Time to get the correct answer

- **How you measured the dependent variables (Instrumentation and/or Survey Questions)**

Try the experiment many times and get the average of each group.

- **Within-subjects or Between-subjects design**

Between subjects because users might feel less stressful and perform better at the second pairing and result in a better satisfaction level. In order to address the randomization issues, We randomly assign an even number of people to group A and B. Both groups would see the drawer(s) drawing on the board and they need to guess the answers, but they do not know which group they are in. In group A we will have 1 drawer while group B have 2. Also, we would choose the same question to draw in each experiment to avoid error.

- **Tasks that a user has to perform in a usability study**

Task 1 Guessing: We will draw one question and the users need to see the large screen and guess what we are drawing. We would like to count the guess time for each user and get the success rate and time by taking the average of all the users in each group.

Task 2 Feedback survey: There are 2 multiple choice questions and 2 open-end questions which are about the satisfaction of the interface. There is 20 seconds to answer each multiple choice question and 1-2 minute to answer the open-end question.

- **Participants and Conditions** (The names of the participants of your usability test, along with an indication of what condition(s) they were exposed to during the usability test)

Participant 1: Rixiao Zhang

Condition: 1 drawer and 1 question

Participant 2: Yiming Wang

Condition: 2 drawers and 1 question

Participant 3: Brandon Gonzalez

Condition: 1 drawers and 1 question

Participant 4: Samuel Stulman

Condition: 2 drawers and 1 question

Participant 5: Audrey Zhang

Condition: 1 drawer and 1 question

Participant 6: Anthony Shafik

Condition: 2 drawers and 1 question

- **Results (≥ 1 paragraph)**

Participants #	Q1 time cost (minute)	# of Drawer
1	3:07.85	1
2	0:51.43	2
3	1:20.58	1
4	0:42.86	2
5	0:58.60	1
6	0:37.67	2

The average of group A is 109.01 seconds. The average of group B is 47.145 seconds.

The average of group A(1 person to draw) is 109.01 seconds. The average of group B(2 people to draw) is 47.145 seconds. The average time for group A to guess the right answer from the drawing takes more time than the average time for group B. In a likert question, “Do you agree the interface can effectively promote the interaction between users”, participants tend to agree group B can promote interaction between users than group A.

- **Reflection on Hypothesis (≥ 1 paragraph)**

It turns out that collaborative drawing is more effective in time and interaction than traditional drawing by the result shown above. This result rejects our hypothesis and supports that “Two users to draw might be easier to convey the information we need to the users than a single user”. However, this doesn’t imply that “the more drawers we have will be more effective than fewer drawers”, because we haven’t tested with more than two users.