

Assignment 5: LoFi Prototyping

Art & Digital Media, 11am: Aurascope

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Katie Pieschala (she/her)

OUR PROJECT



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graph TD; A[OUR PROJECT] --> B[LOFI PROTOTYPE]; B --> C[EXPERIMENT]; C --> D[RESULTS & CONCLUSIONS];
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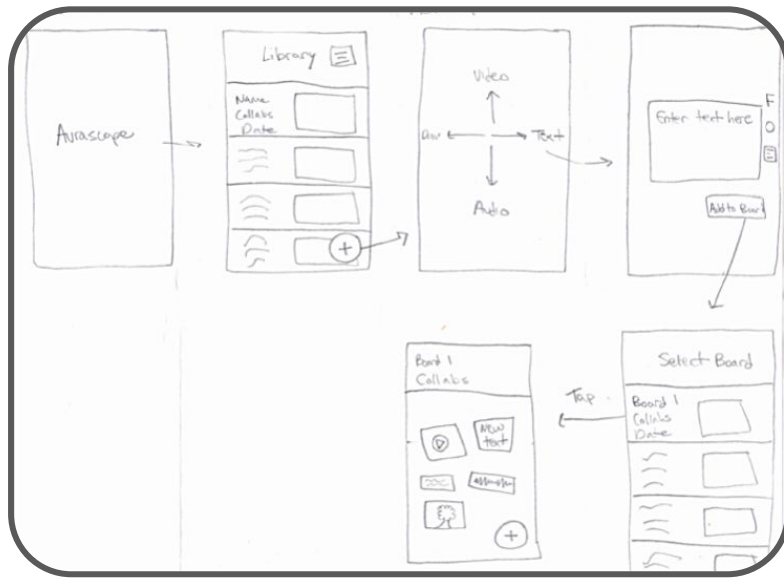
LOFI PROTOTYPE

EXPERIMENT

RESULTS & CONCLUSIONS

Auroscope

Capture Your Inspiration



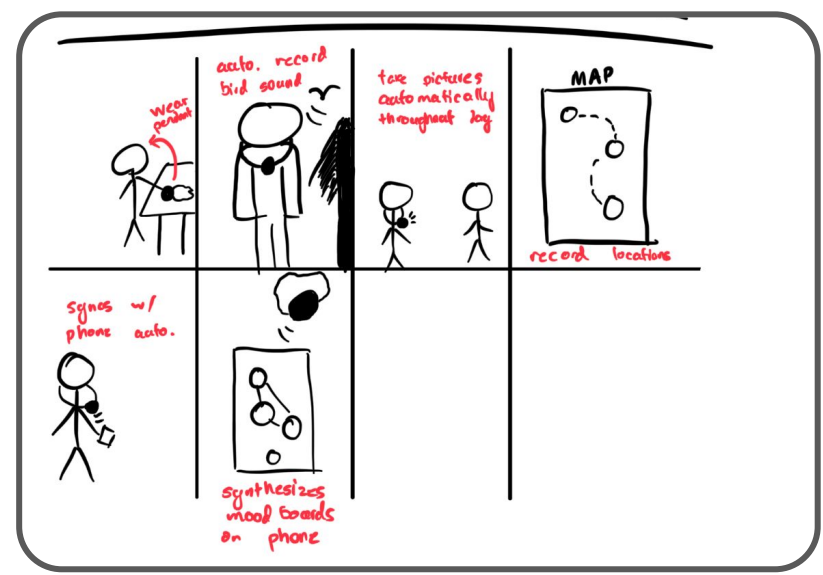
MOBILE APP

PROS

Familiar interface
Variety of media
capture methods

CONS

Harder to pull out
Not as discrete



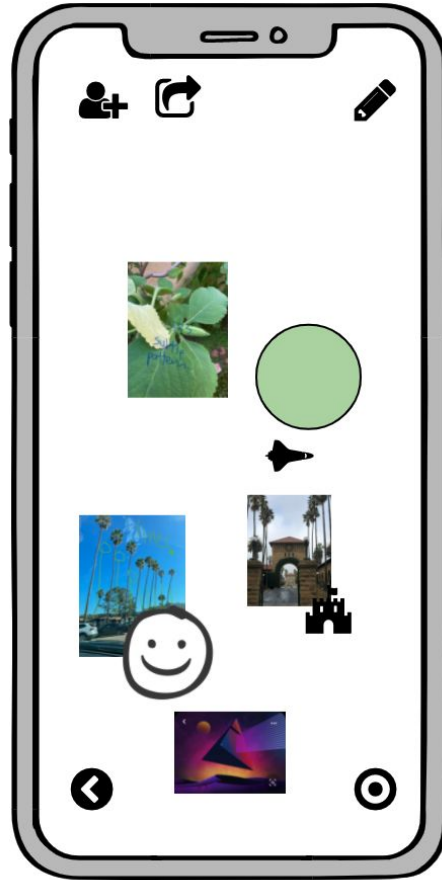
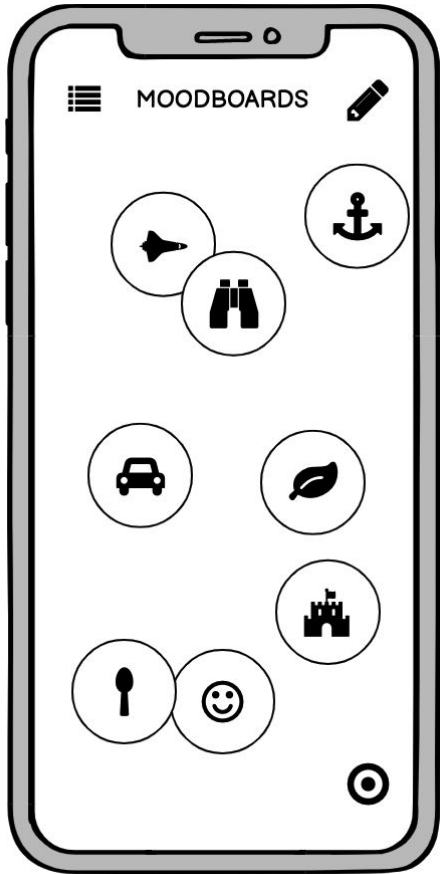
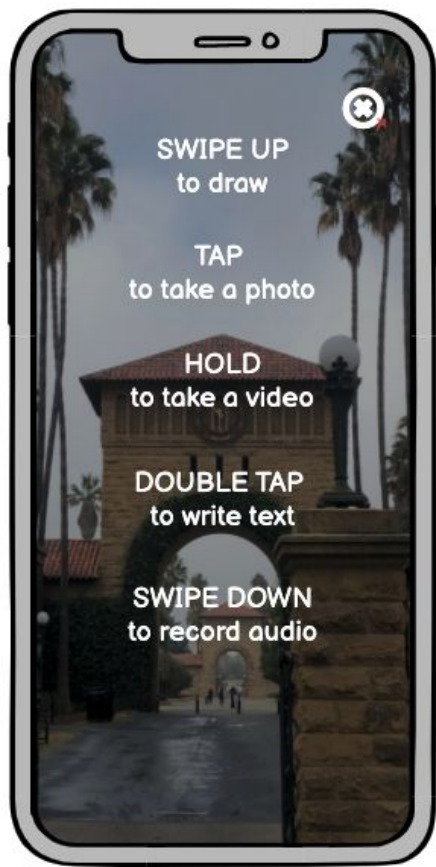
WEARABLE

PROS

Fast
Wearables
increasingly
accessible

CONS

Hard to take visual
media
Small screen



TASK 1



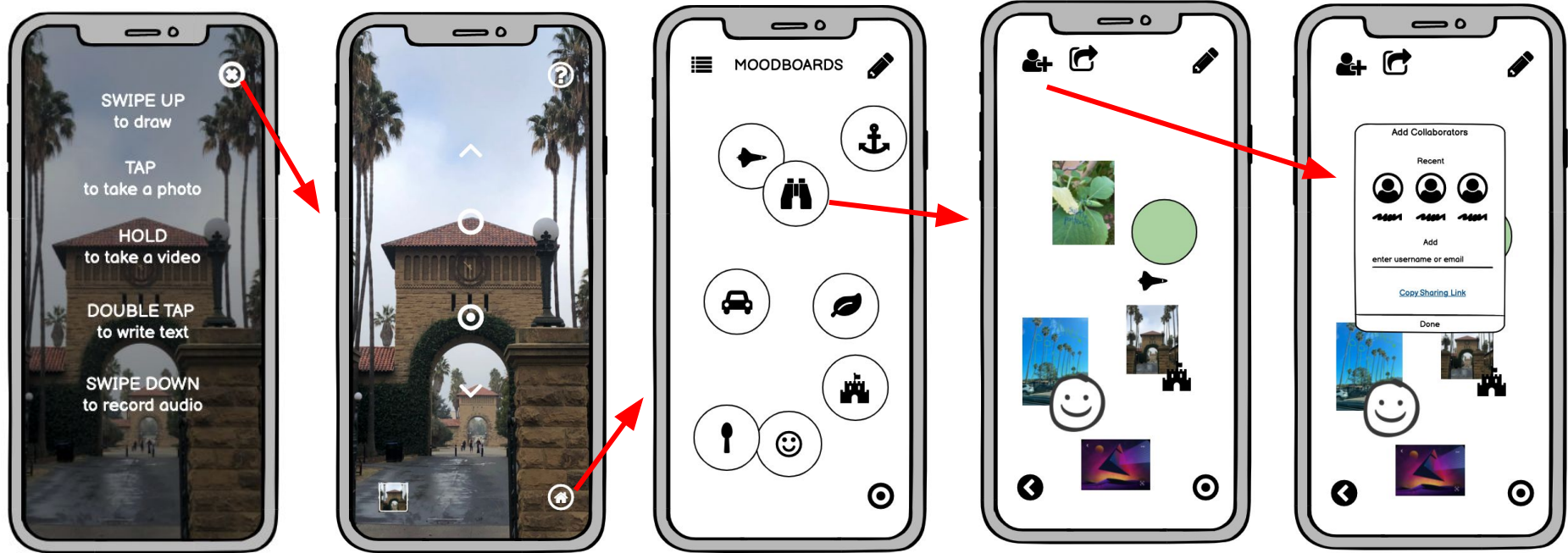
Quickly capture and save media using the app

TASK 2



View moodboard automatically generated from captured multimedia

TASK 3



Share and collaborate on moodboards with other users

INTAKE SURVEY



PARTICIPANT TASKS




NASA TLX SURVEY



FINAL QUESTIONS & WRAP UP

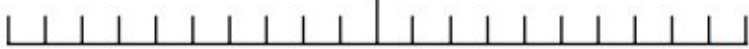
NASA Task Load Index

Mental Demand How mentally demanding was the task?




Very Low Very High

Physical Demand How physically demanding was the task?




Very Low Very High

Temporal Demand How hurried or rushed was the pace of the task?




Very Low Very High

Performance How successful were you in accomplishing what you were asked to do?




Perfect Failure

Effort How hard did you have to work to accomplish your level of performance?



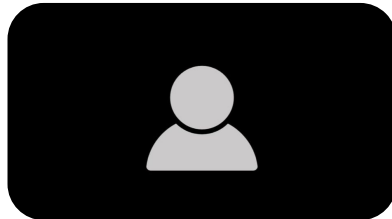
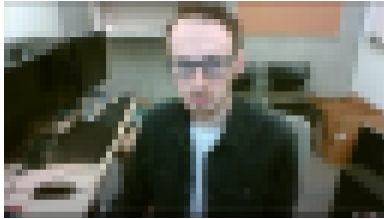
Very Low Very High

Frustration How insecure, discouraged, irritated, stressed, and annoyed were you?



Very Low Very High

PARTICIPANT DEMOGRAPHICS



Self-descriptions:

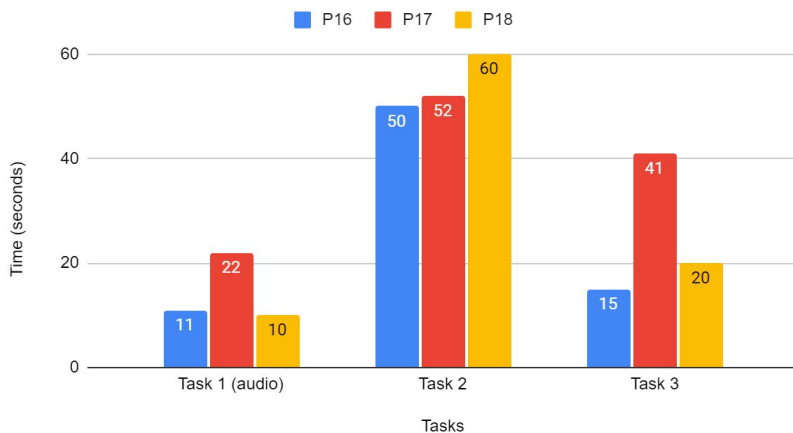
"Software engineer" and "UI engineering, photography, television" [P17]

"Student" and "Southeast and east Asian" [P16]

"Business Owner - Embroidery" and "BFA in Industrial Design [...]" [P18]

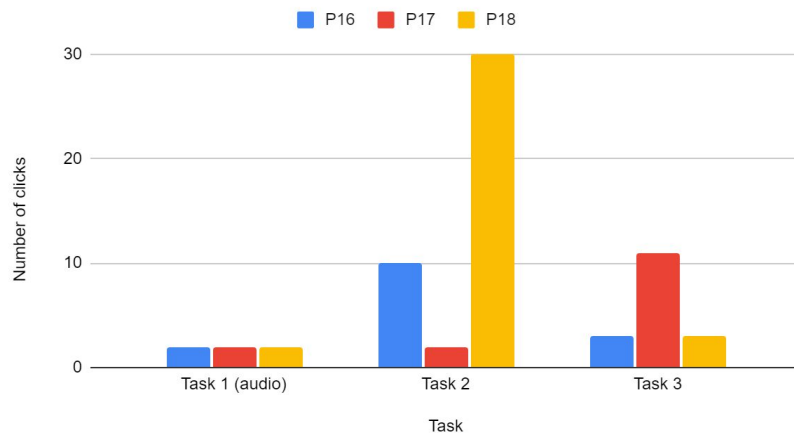
TIME AND CLICKS

Time to complete tasks by participant



- Task 1 was generally fast to complete.
- Task 2 was confusing in general. (P18 couldn't find our Home button due to Zoom.)

Number of clicks to complete task

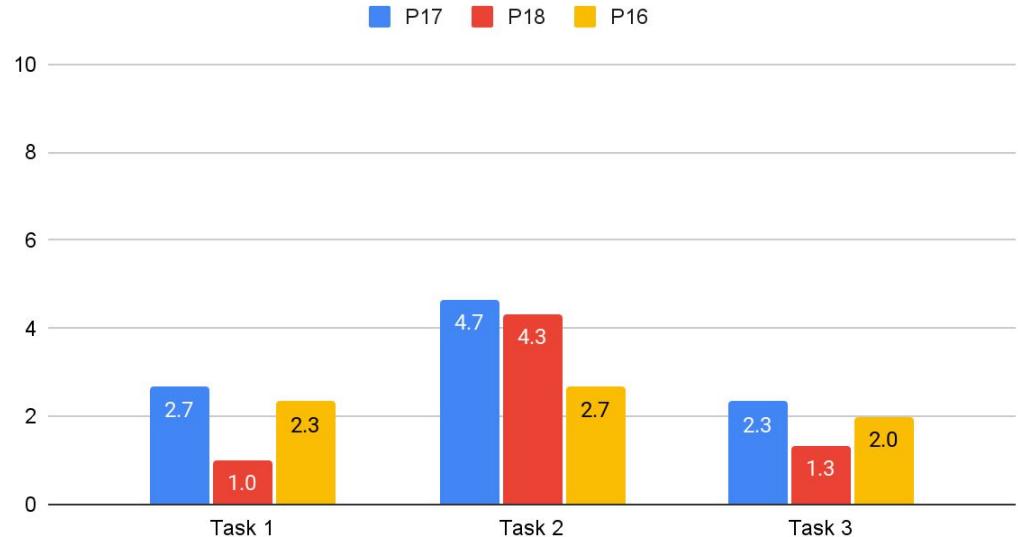


- Task 1 was generally fast to complete.
- Task 2 has potential to be more confusing (especially on mobile).

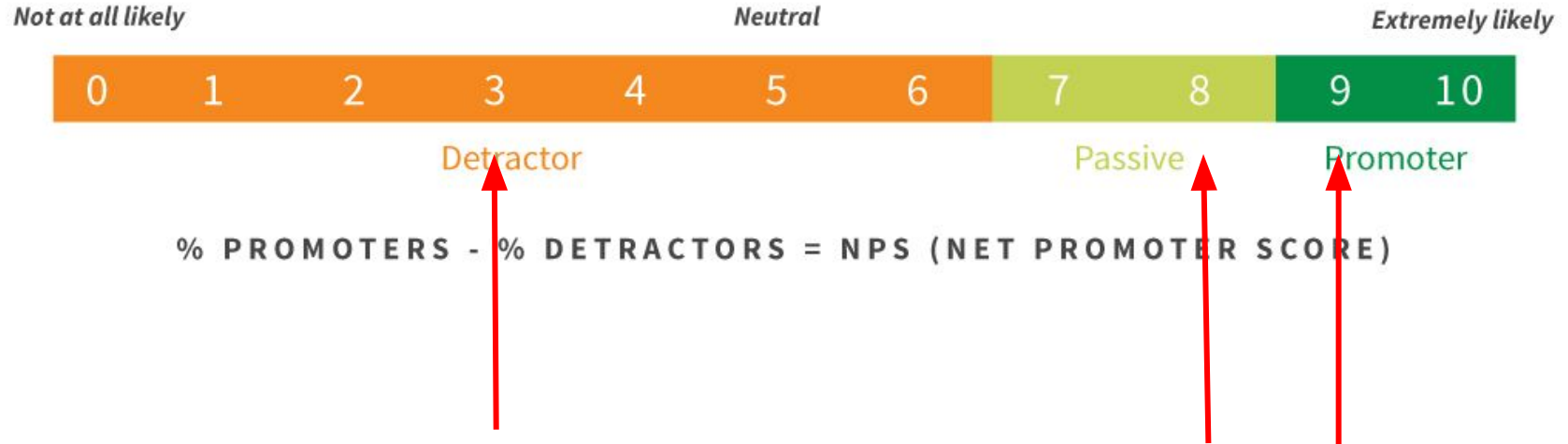
TASK WORKLOAD

- Generally low workload for all tasks.
- Task 2 requires more development.

Average workload across tasks (NASA TLX)



NET PROMOTER SCORE (NPS)



"it seems like an interesting idea, though" [P17]

"So for the moods there by presumably I would have manually tag those. When I captured." [P17]

"like the continuous like status of your mood board like it just stays for a little bit until you change it, which is kinda like my space" [P16]

Insights from user quotes

"I don't really know what i'm looking at." on the bubbles screen [P17]

"On a real phone would this be swiping?" [P17]

"even if it wasn't intuitive it was easy to like figure out what was going on" [P16]

"What am I doing again."
(for task 2) [P17]

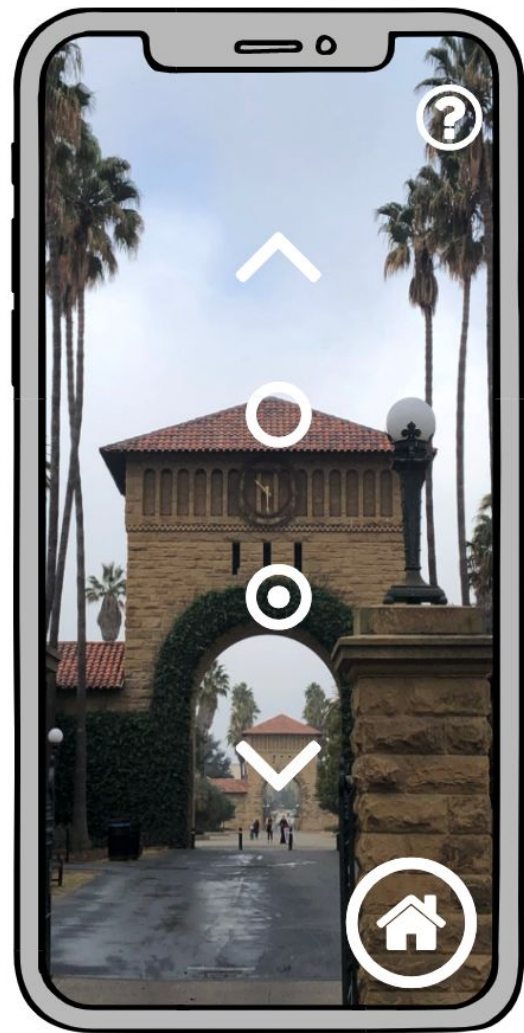
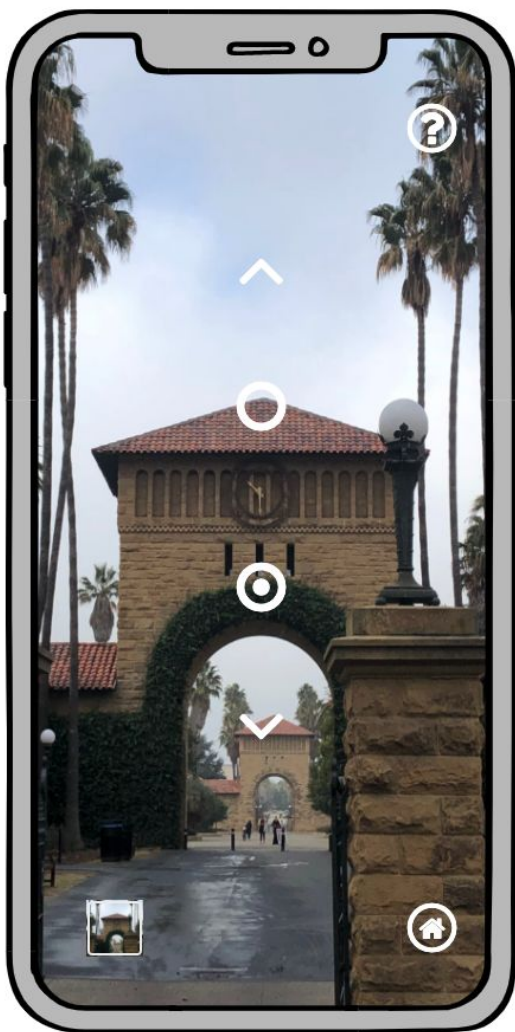
RESEARCH LIMITATIONS



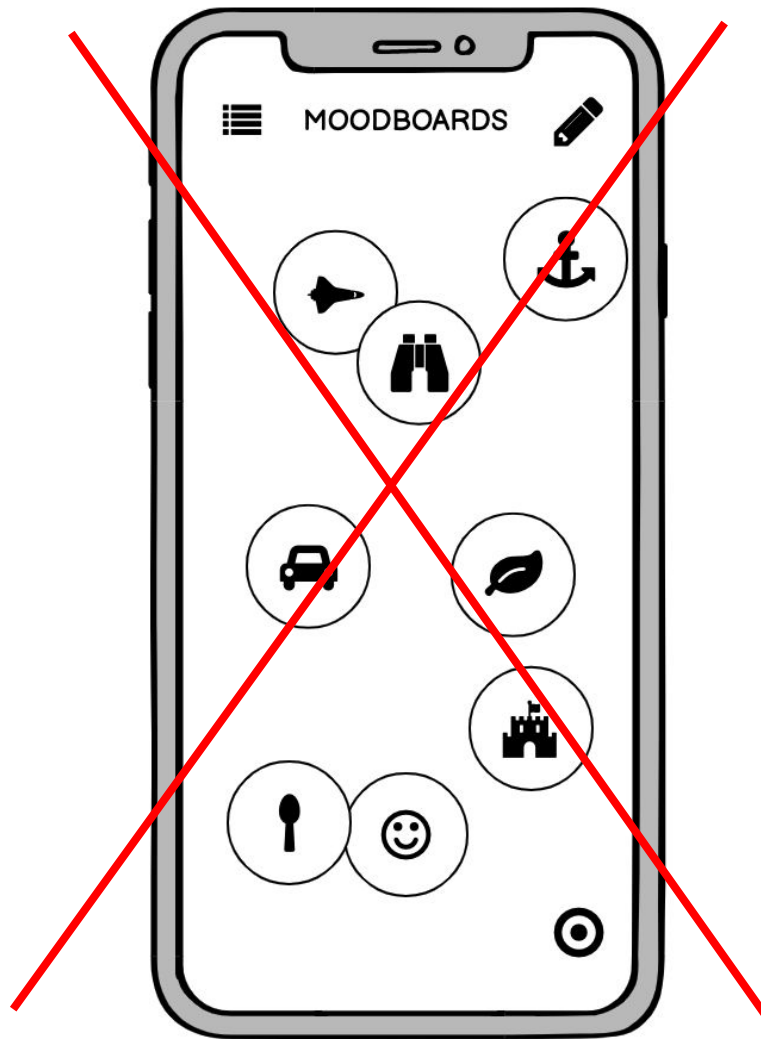
Image credit: [DataFloq.com](https://www.datafloq.com)

- Low sample size (n=3)
- Convenience sampling
- Testing over Zoom:
 - Interacting with mobile app prototype via laptop screen for P16 & P17
 - Wizard-of-Oz failures for P19

UI Change #1



UI Change #2



SUMMARY

Prototype through Balsamiq

Tested 3 subjects over Zoom

Users generally receptive but not enthusiastic

Users found tasks relatively easy

Resize icons, axe bubble screen view