

memento

Assignment 6: MedFi Prototype
CS147 (Winter 2021)

memento

"Build your vision. Remember the journey"

Overview

With countless productivity-based apps on today's market, the emphasis often lies on a mindless completion of everyday tasks and an internalized expectation of productivity.

Memento aims to shift this focus towards meaningful long-term visions and aspirations, encouraging individuals to cherish and remember their journeys. Memento also seeks to help users intentionally with reflection and 'rememory' with a focus on growth and gratefulness.

Our Team



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Tasks



SIMPLE

set long-term
goals/visions



MEDIUM

track personal
progress



COMPLEX

accomplish
long-term visions
and practice
personal reflection

Vocabulary

Memento

Mini collection of media
(image, text, audio,
location, emoji)

Vision

A long-term goal / a
collection of mementos

Reflection

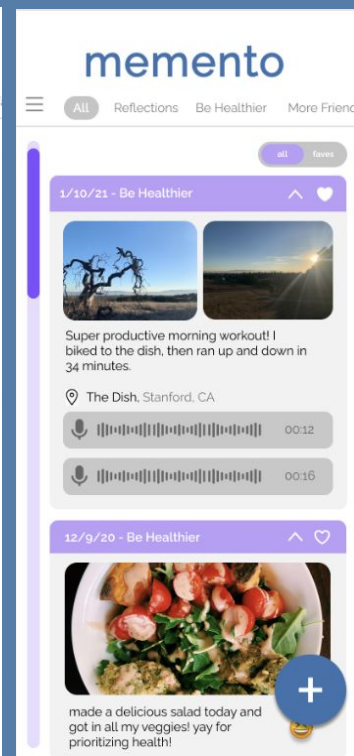
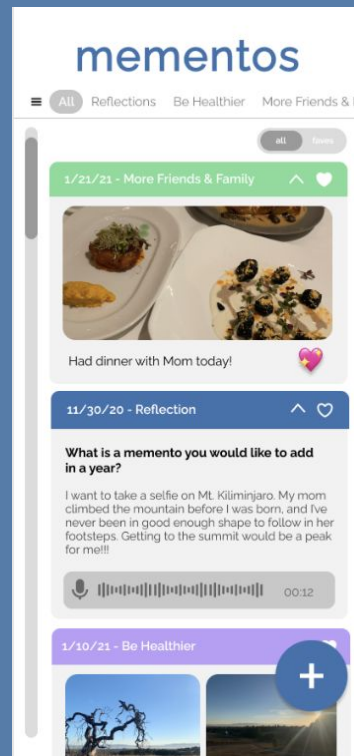
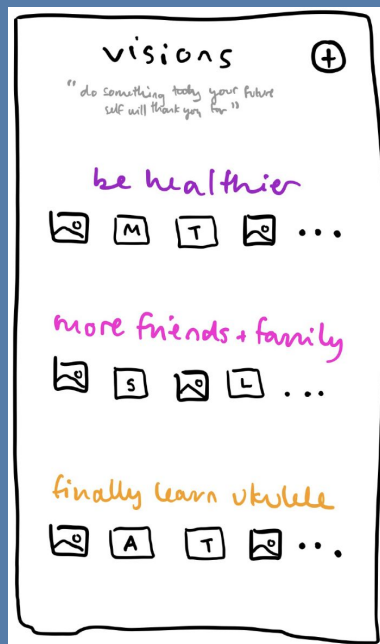
A user-inputted response
to a prompt

Feed

A chronological stream of
mementos

Major Changes

Major Design Change a: Visions Home Screen



Major Design Change 1:

Visions Home Screen

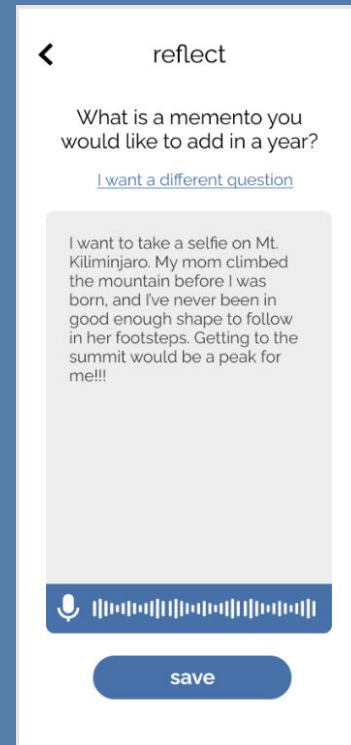
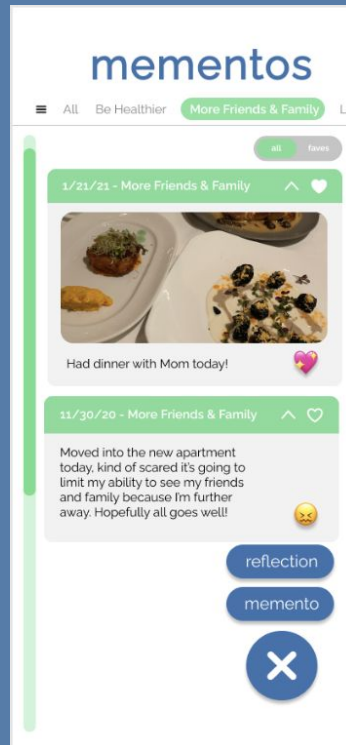
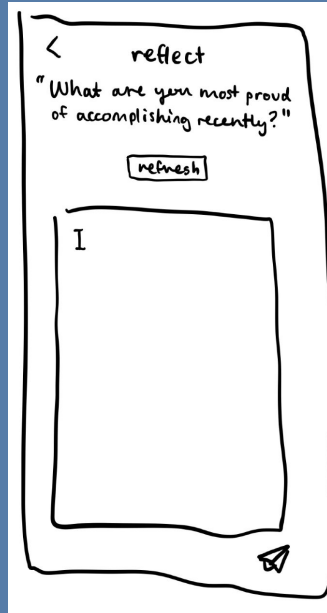
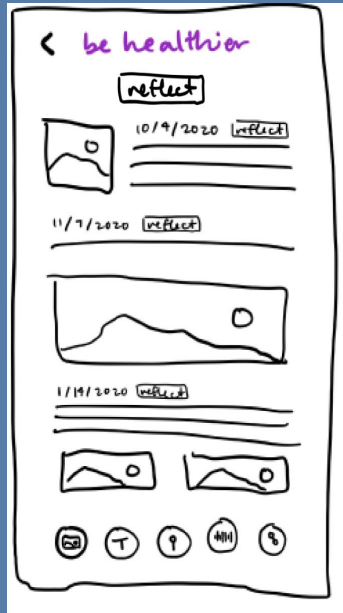
Before

- “Home Screen” only shows the collection of visions and small thumbnails of media
- No access to “add mementos” from the home screen
- No access to reflect from the home screen

After

- Homescreen includes both visions and mementos
- Can add a memento from home screen
- Can add a reflection from home screen
- Mementos distinguished by different header colors representing the corresponding vision
- Mementos can simply be sorted by “All” instead of by visions
- Separate category for “Reflections”

Major Design Change 1: Reflections



Major Design Change 2: Reflections

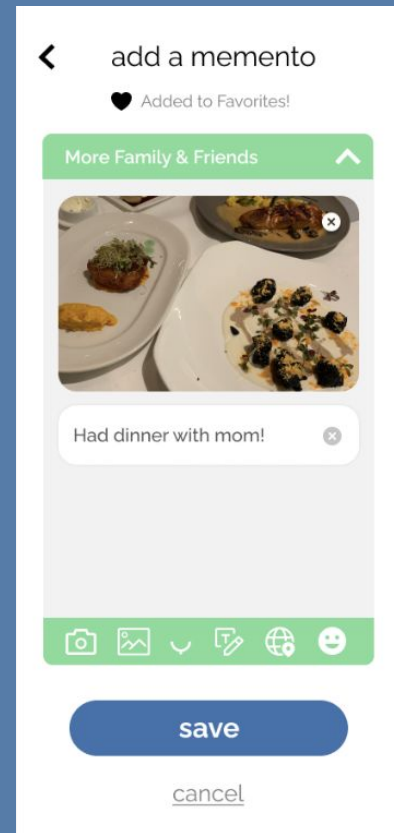
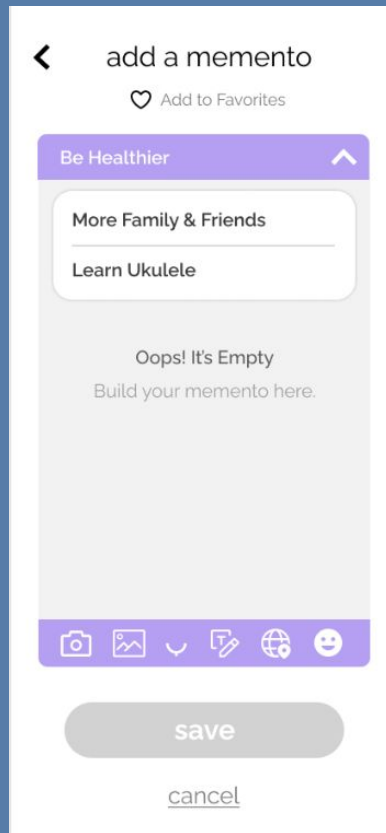
Before

- Can reflect on both individual mementos and overall visions
 - Users were confused about what the difference between reflections were
- Can only reflect via text entry
- “Reflect” and “Add a memento” are separate buttons

After

- Can only reflect on overall visions
 - Want to focus more on the larger vision than each individual memento (approach them more holistically)
- Can reflect via text entry or voice memo (or both)
 - Want to be able to provide a more raw, unfiltered, and convenient stream of thoughts
- “Reflect” and “Add a memento” accessed through the same + button

Major Design Change 2: Adding mementos



Major Design Change 3: Adding mementos

Before

- 5 buttons at the bottom of the screen that allowed individuals to add different forms of media
- No visual signaling that these buttons allowed you to “add” something
- The focus was on specific media rather than

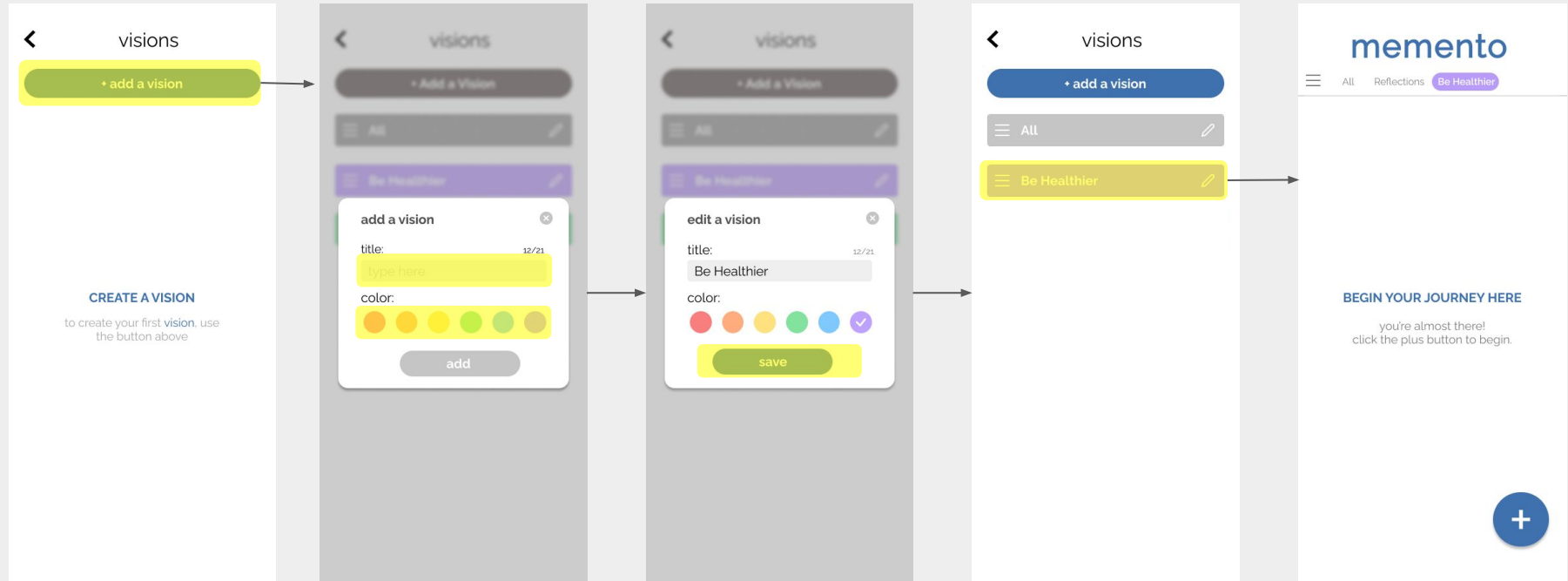
After

- One single button that can add both mementos and reflections
- Can add multiple forms of media for memento
 - We wanted to focus on the “moment” rather than the media attached to each important moment

Task Flows

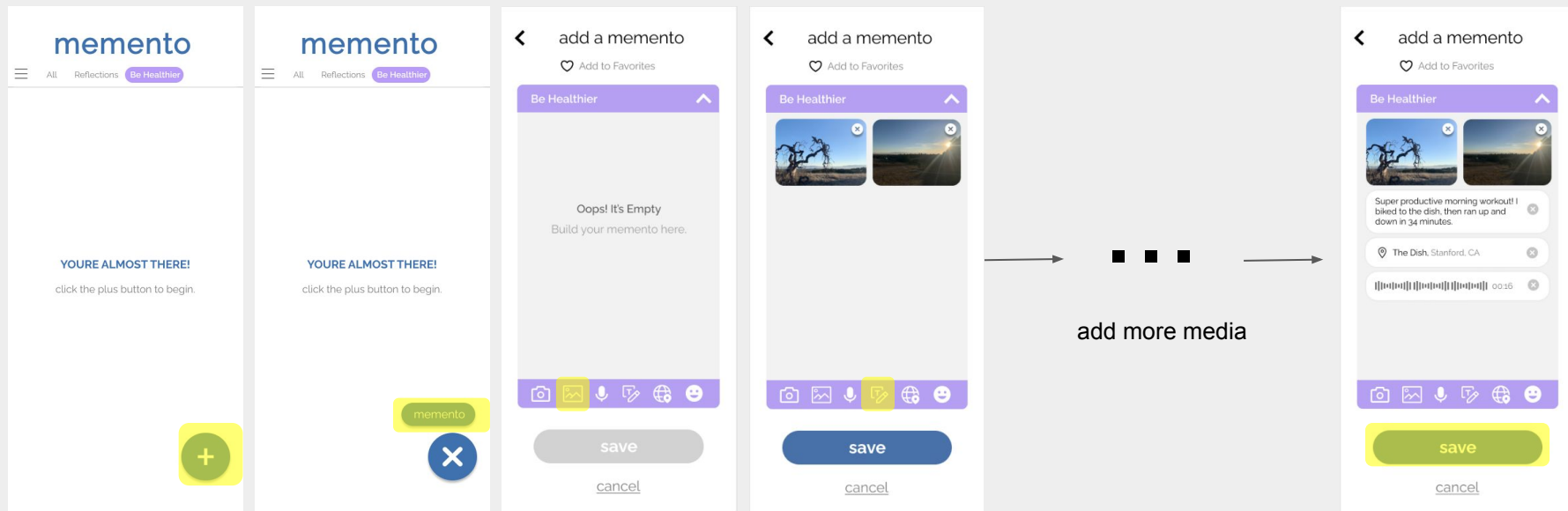
Task Flow 1

set long-term goals/visions



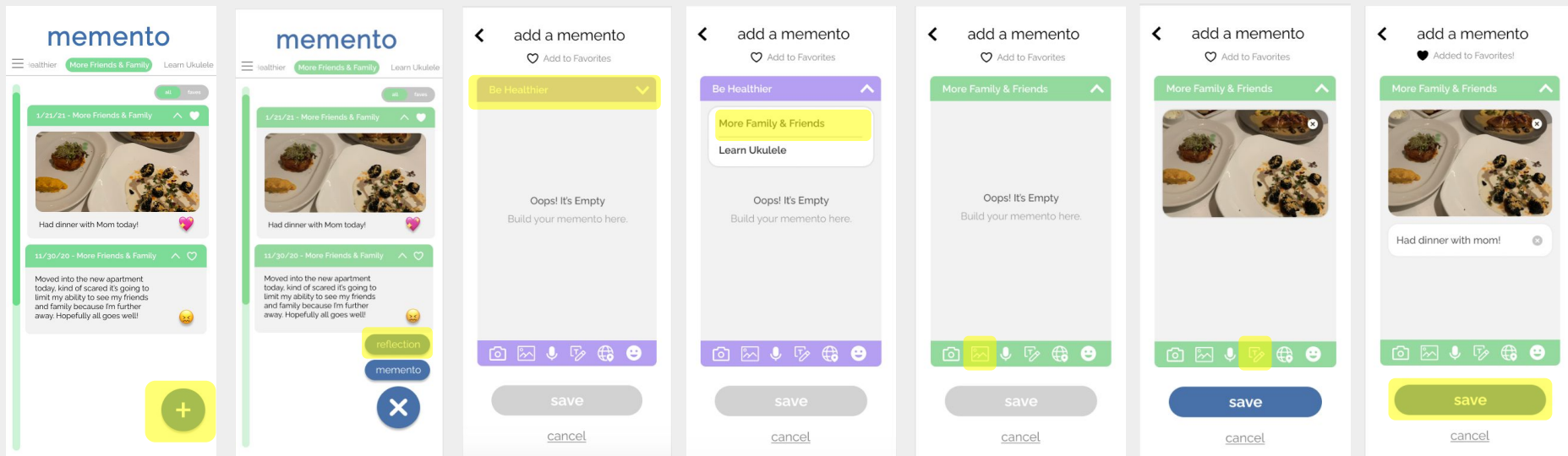
Task Flow 2a

track personal progress (adding a multi-media memento)



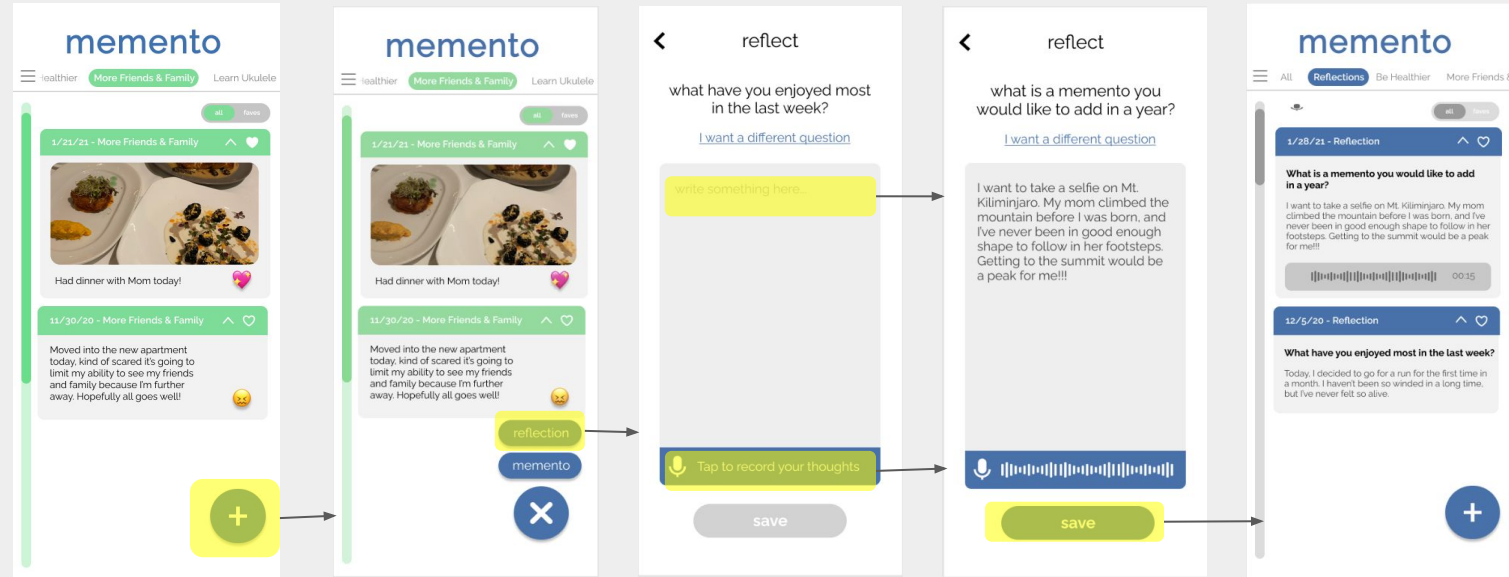
Task Flow 2a

track personal progress (adding another memento)



Task Flow 3

accomplish long-term visions and practice personal reflection

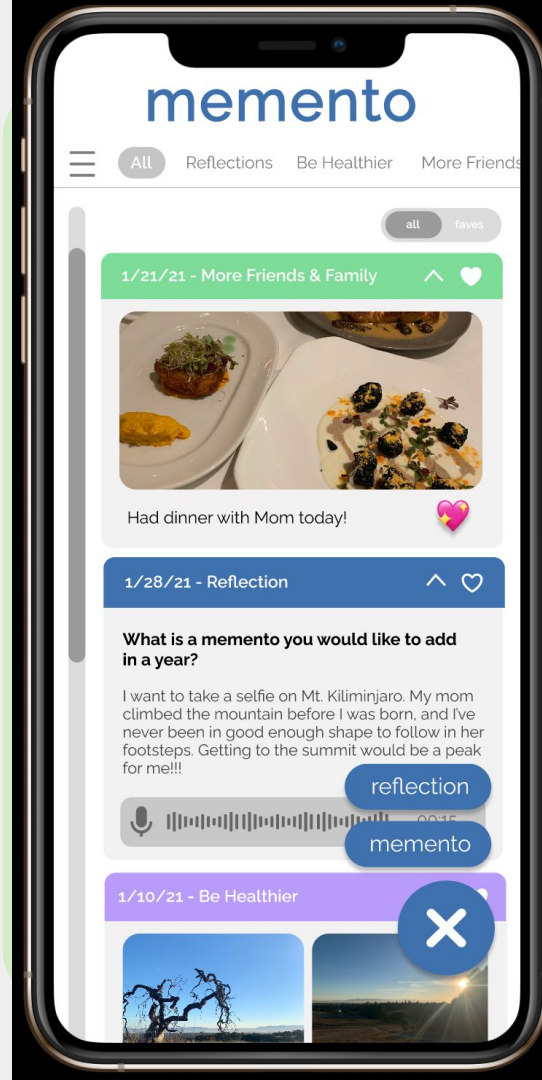


Prototype Overview

Prototype

[click to here access](https://www.figma.com/proto/RAWMwCDWTgsaT17cXMBuJr/MedFi-memento?node-id=2%3A2498&viewport=434%2C1341%2C0.19843660295009613&scaling=min-zoom)

<https://www.figma.com/proto/RAWMwCDWTgsaT17cXMBuJr/MedFi-memento?node-id=2%3A2498&viewport=434%2C1341%2C0.19843660295009613&scaling=min-zoom>



Tools

We used Figma to design and demo our Medium-Fidelity Prototype

What was easy:

- Easy to manipulate the different screens
 - Reusable components, layering and grouping
- Helpful drag/drop interface

What was challenging:

- Changing one screen involved copying and pasting those new components onto all corresponding screens
- Reusing (copy/pasting) messed up the grouping of components- making it difficult to find the components later on

Limitations

- Due to the complexity of tasks, we could not implement every single feature at once
 - Since the “feed” is linearly programmed, users must add in each item in the order which we have predetermined
 - ie. In our prototype, the user must choose the purple option when creating the “be healthier” visions
- No way to play audio recording or videos
- User cannot type, so we needed to fill in most of the options for them

Overall difficult to convey the full functionality and desired impact of the app

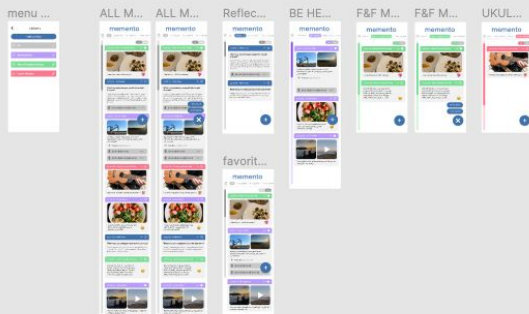
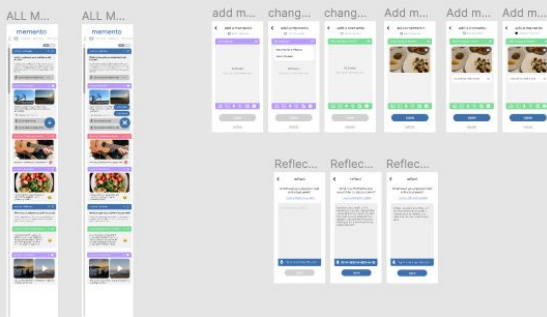
Wizard of Oz techniques

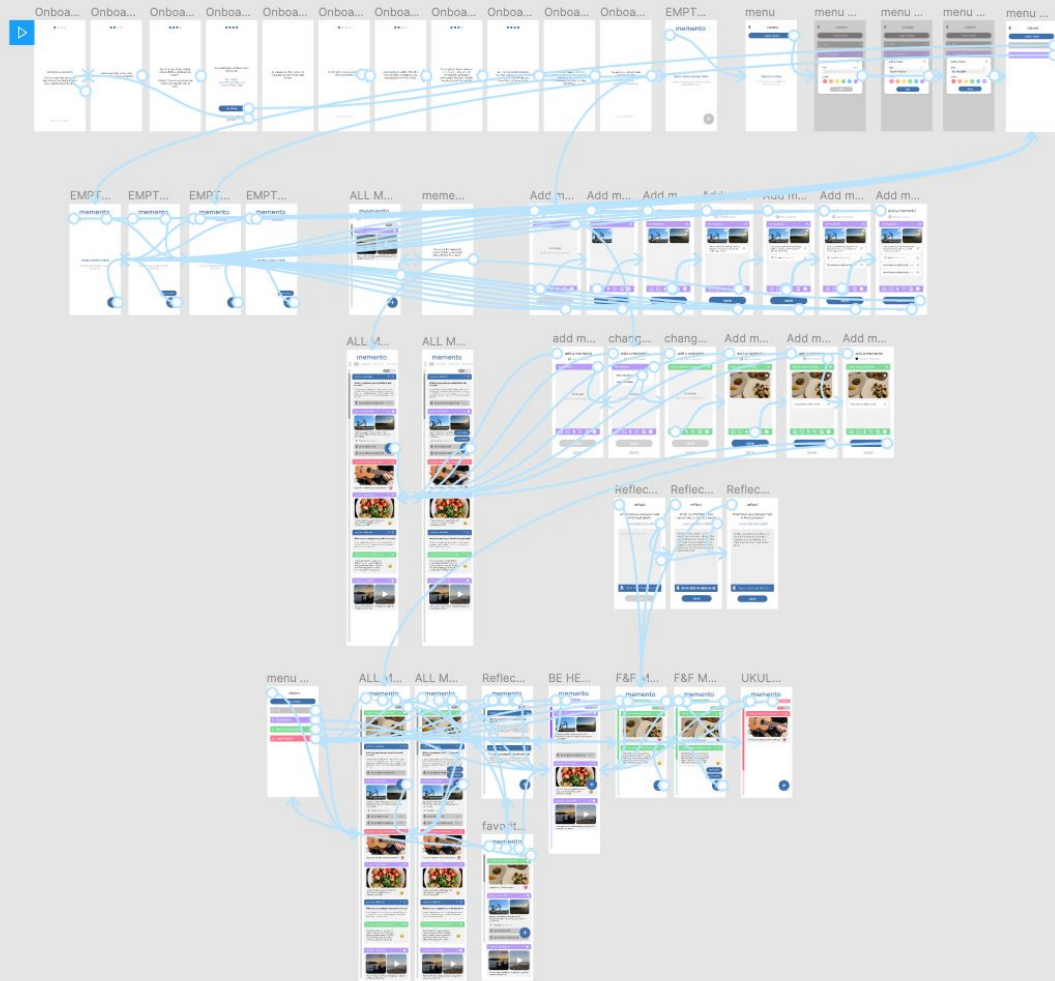
- We auto-populate fields and media for visions and mementos when users tap the associated input field/button. This means that we do not have to deal with the user inputted data flowing through the prototype.
- As users “input” these mementos into the prototype, more content appears logged in the app. This essentially fast forwards the user to being able to see what the app could look like after a month of use.
- The app also “generates random prompts” which are just preselected prompt examples we have chosen.

Hard-Coded Features

- Added “visions,” “mementos,” reflection text, and media for mementos
 - Due to Figma’s text input limitations
 - auto-populate when the input field on the empty state is pressed
 - We thought it was essential to see what the app looks like once content has populated, and how it looks along the way.
- Voice recording represented by waveform image
 - the multiple media types possible for mementos make implementation for a prototype difficult, but we wanted to show what each media type looks like on the feed (especially when there are multiple per memento).
- Randomized Reflection Prompts
 - There is no way to implement randomization in figma

Additional Photos & Links





Full Prototype

[Click to here access](#)

Or use link below:

<https://www.figma.com/file/RAWMwCDWTgsaT17cXMBuJr/MedFi-memento?node-id=0%3A1>