

*Dream together.  
Do together.*

# Buckets

Andrew Fang

Raymond Lin

Catherine Mullings

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# Overall Problem

- Our users want to make new friends and strengthen connections
- "Get together" events feel contrived



# Outline

- **Needfinding**
- Design evolution
- UI demo
- Future directions
- Summary

# Needfinding

Interviewed 8 people on how they meet and stay in touch with friends. Focus on:

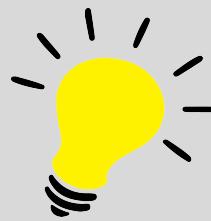
- Platonic vs. romantic
- New to an area vs. established
- Being social with coworkers
- Meeting people through existing friends

# **“I don’t like feeling as though I’m just tagging along”**



Most people like having a wingman when doing new things and meeting new people, but don't want to feel like a wingman themselves

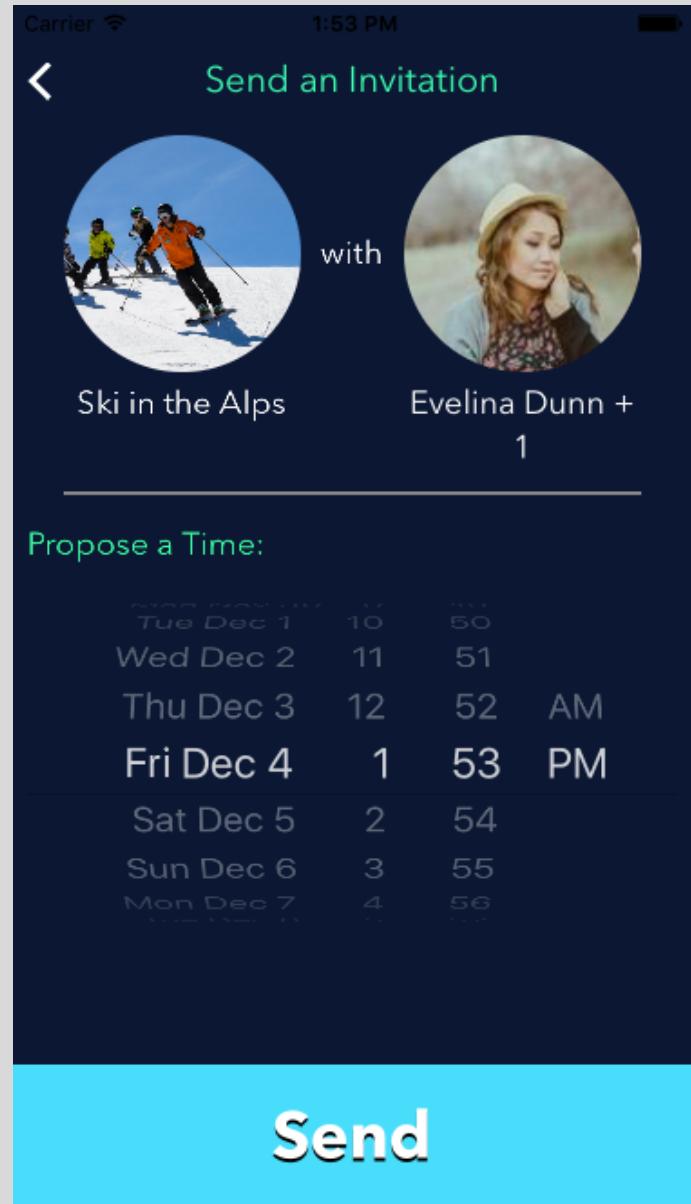
# **“Having something in common to do is the most important”**



Activities make it easier to meet new people by establishing pre-defined patterns of interaction

# Solution

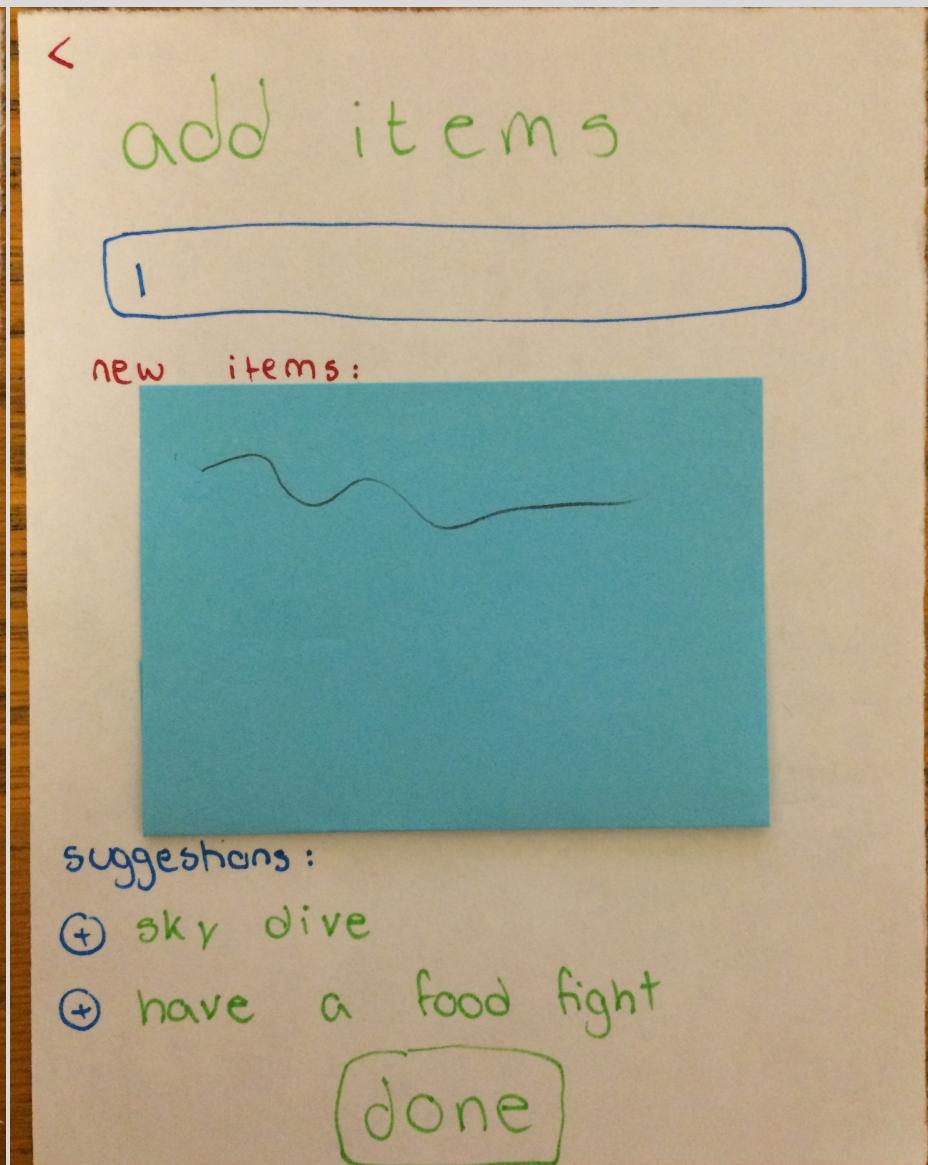
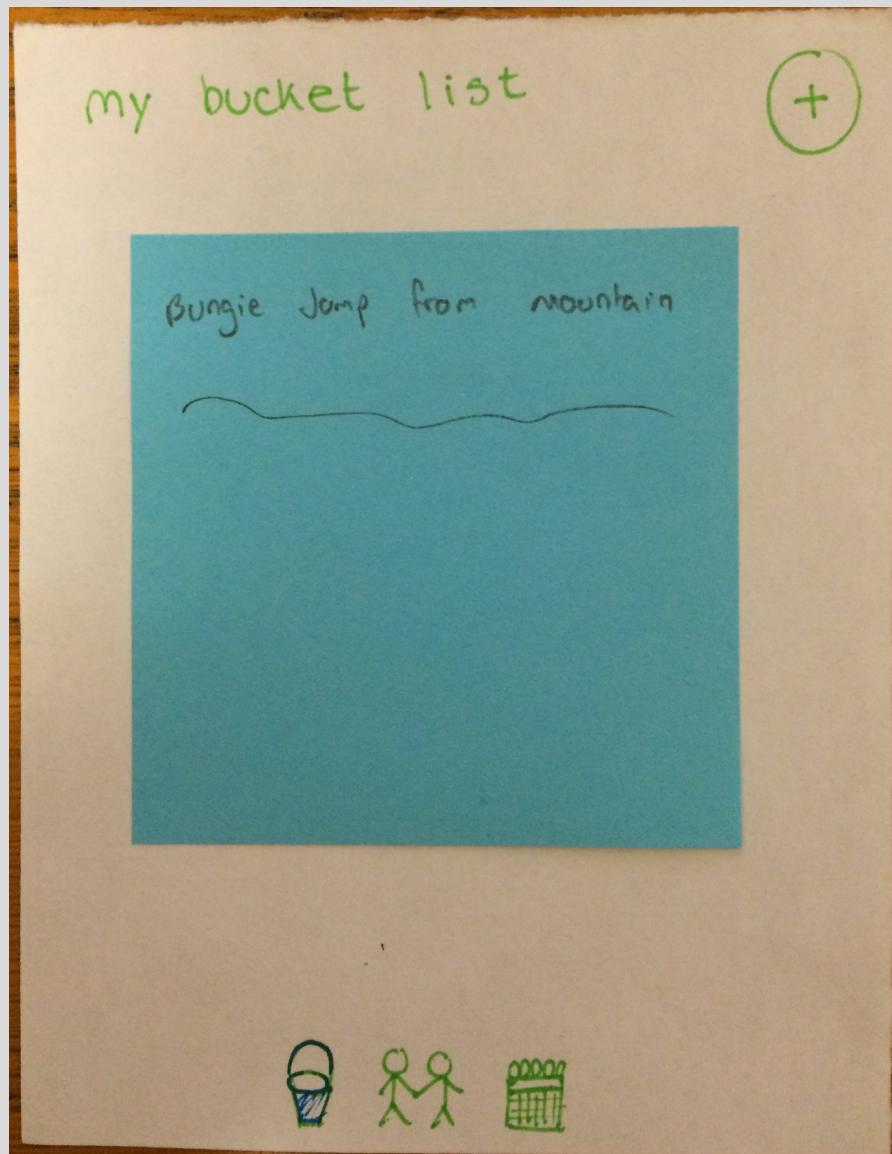
- Social bucket list
  - Individually curate your list
  - Check off goals with others
- Communities based on shared backgrounds/interests
- Focus on activity



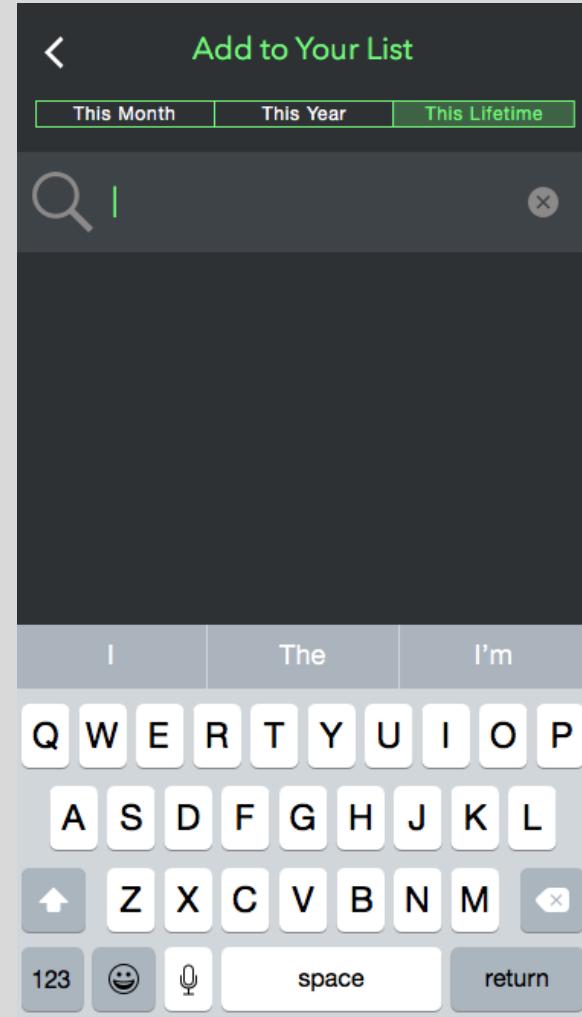
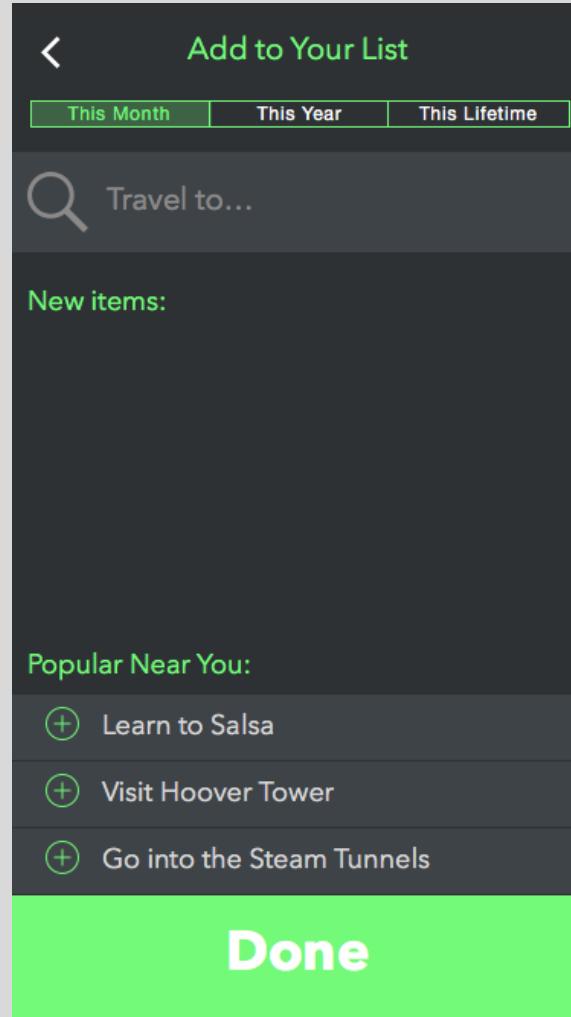
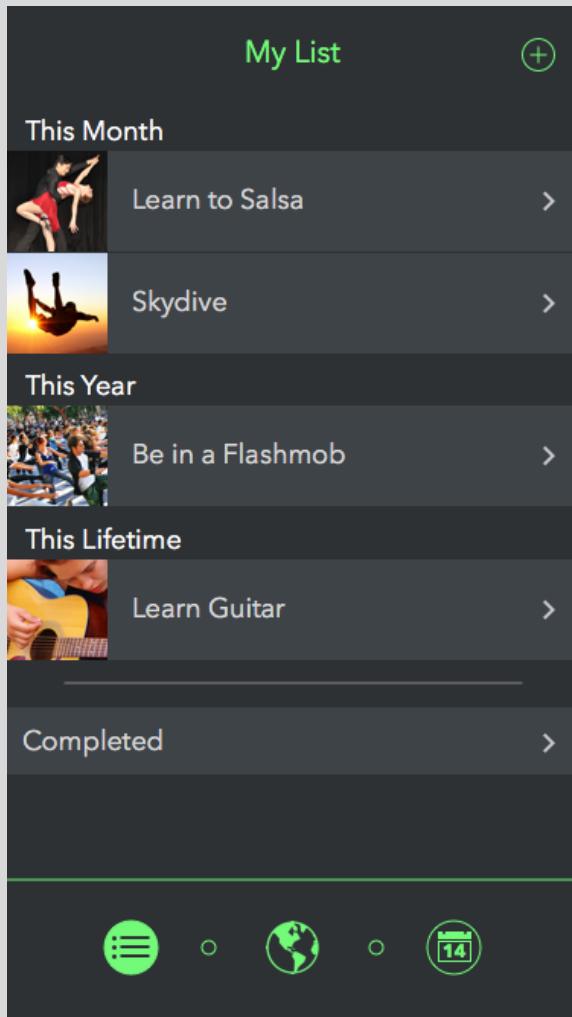
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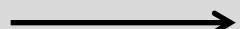
# Task 1: Add Item to Bucket List (Low-Fi)



# Task 1: Add Item to Bucket List (Med-Fi)



Click on +

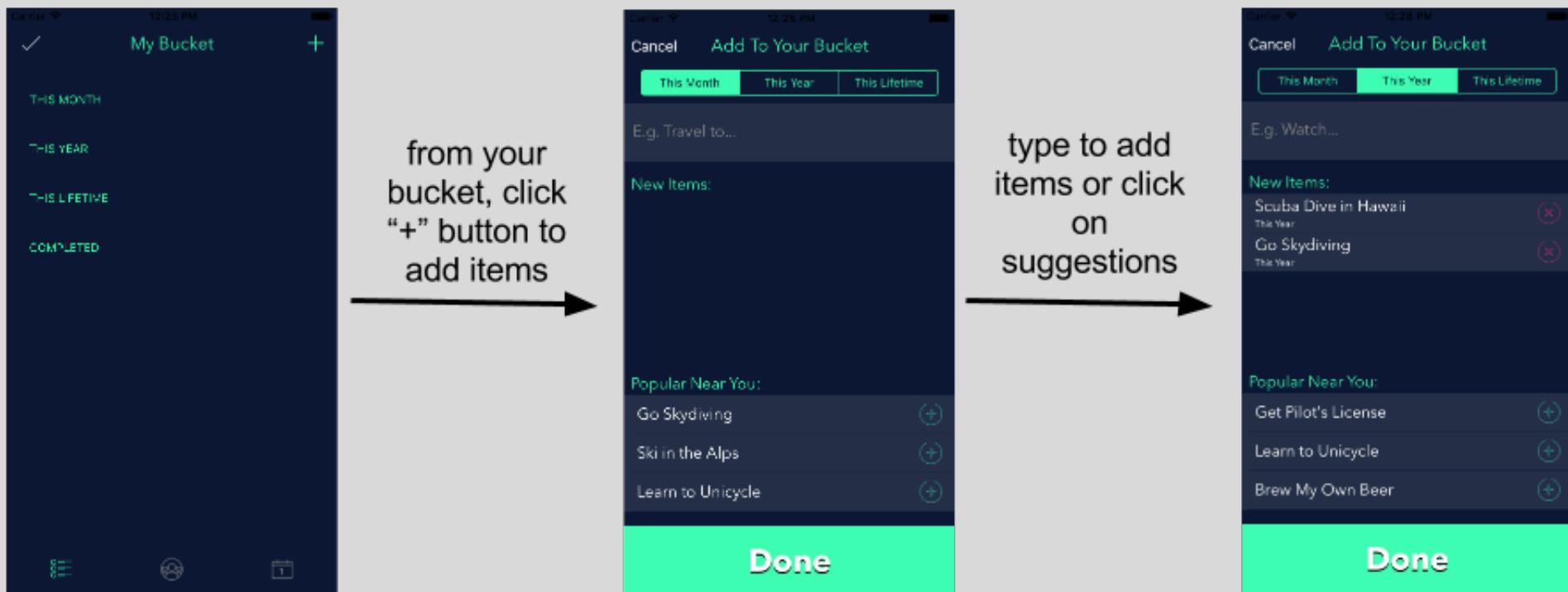


Click on



Start typing

# Task 1: Add Item to Bucket List (Hi-Fi)



# Task 2: Respond to Invitation (Low-Fi)

The image shows two hand-drawn cards side-by-side, representing a low-fi user interface for responding to an invitation.

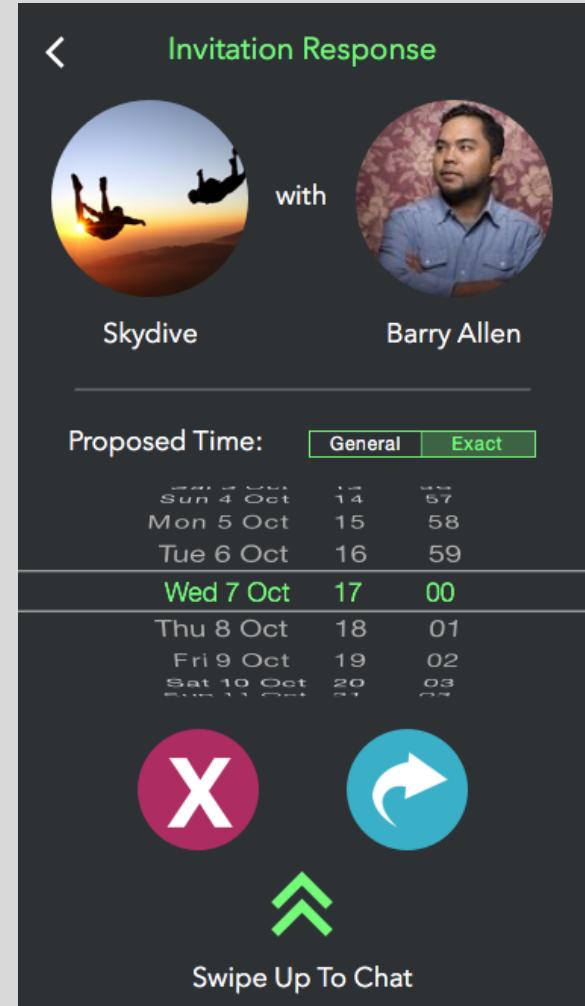
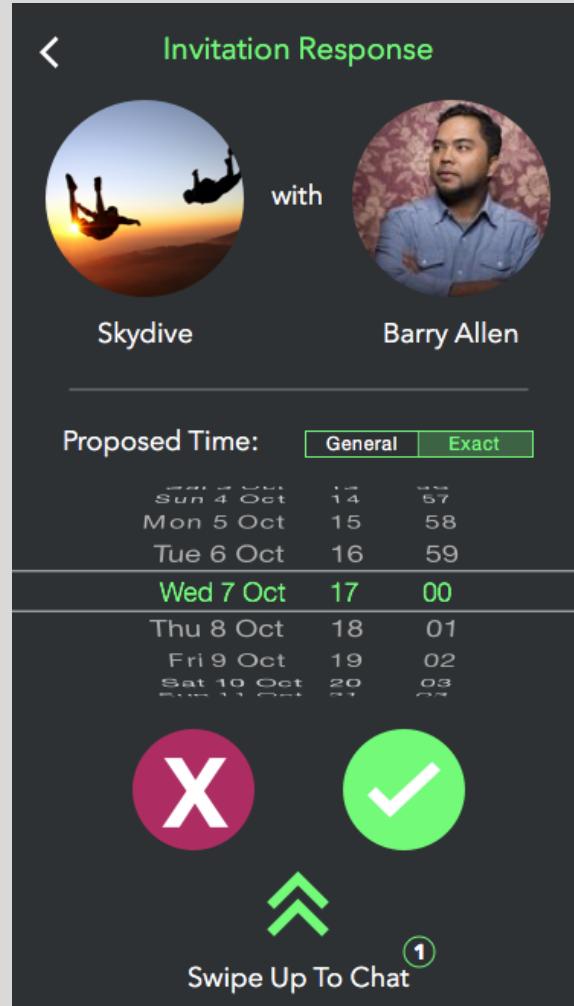
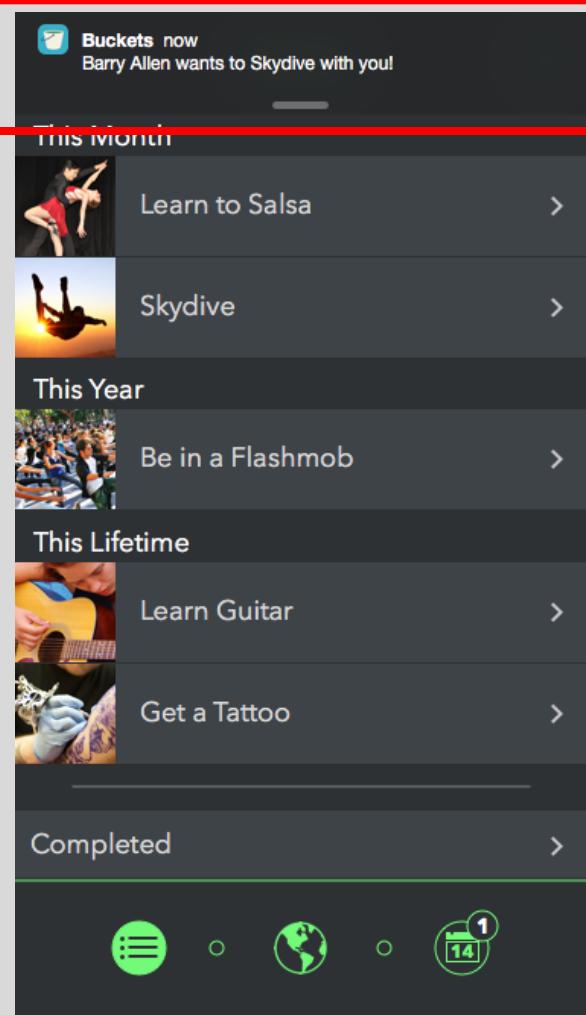
**Left Card (Invitation):**

- Header: < you're invited
- Icon: A blue drawing of a golf club and ball.
- Text: with Damien (A blue circle with a simple face drawn inside.)
- Date and Time: [11/30/15] @ [09:21 AM]
- Footnote: Swipe up to chat (with a small blue arrow pointing upwards).

**Right Card (Response):**

- Header: <
- Text: can we meet @ 10? (in a blue speech bubble)
- Text: range? (nearby location)
- Icon: A green speech bubble labeled Stanford.
- Text: send (in a blue button)
- Footnote: [key board] (with a small blue arrow pointing upwards).

# Task 2: Respond to Invitation (Med-Fi)

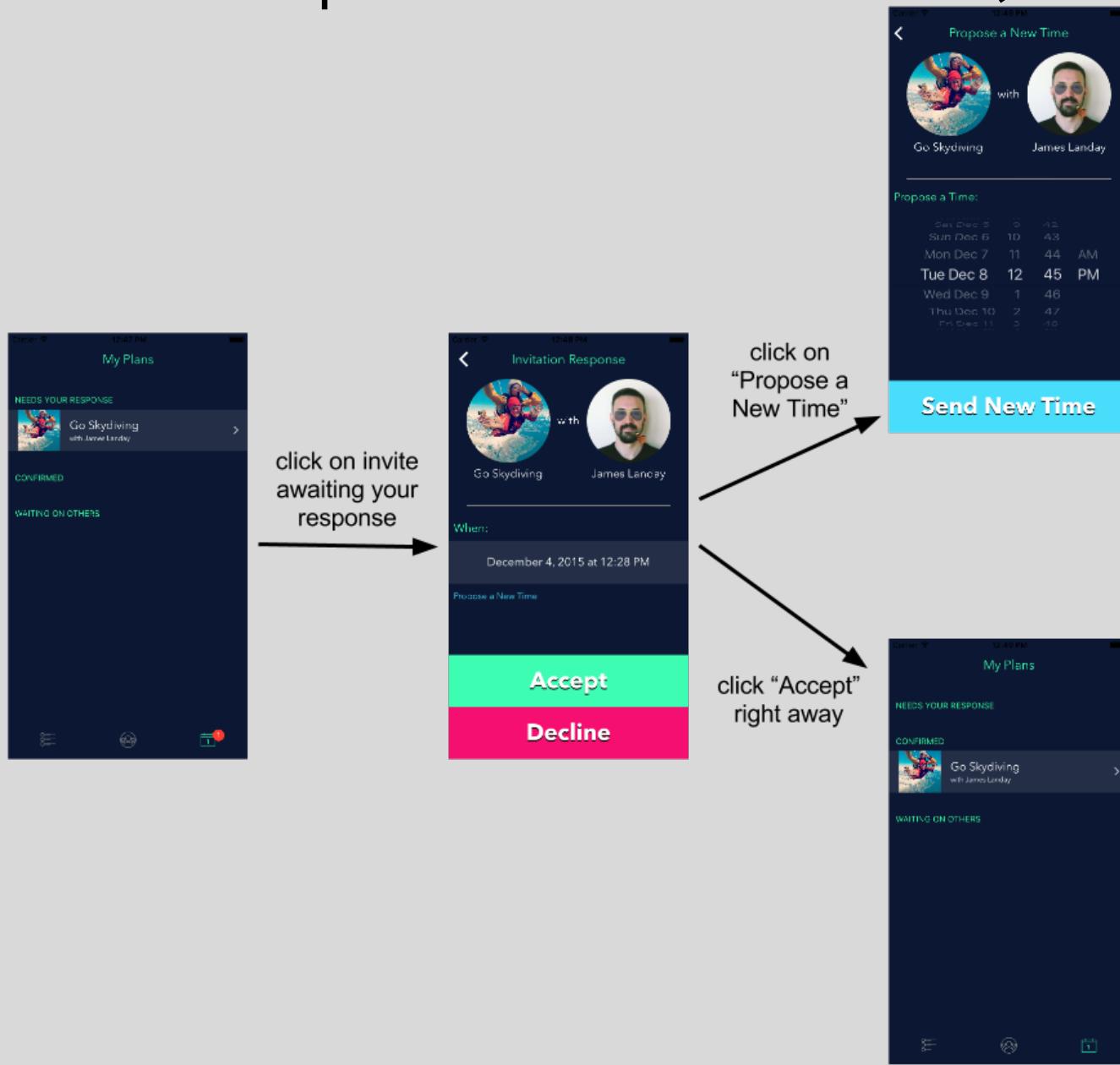


Notifications

Invite

Propose new time  
(optional)

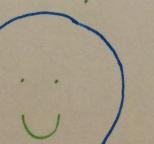
# Task 2 - Respond to Invitation (Hi-Fi)



# Task 3:Send an Invitation (Low-Fi)

my connections

Filter: [ ]

Steve Suptik	Karen Ross	Mo Lassen
 surf, ski	 flash mob	 surf
 ski, ...	 eat thai food	 flash mob, ...

invite

steve

with

10 / 19 / 15 C 06 : 30 PM

send invitation

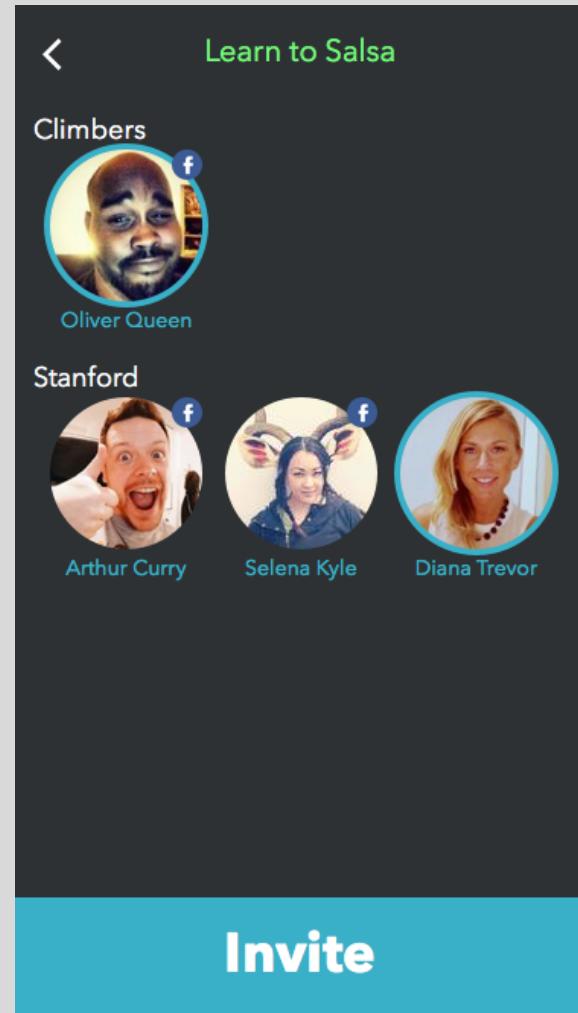
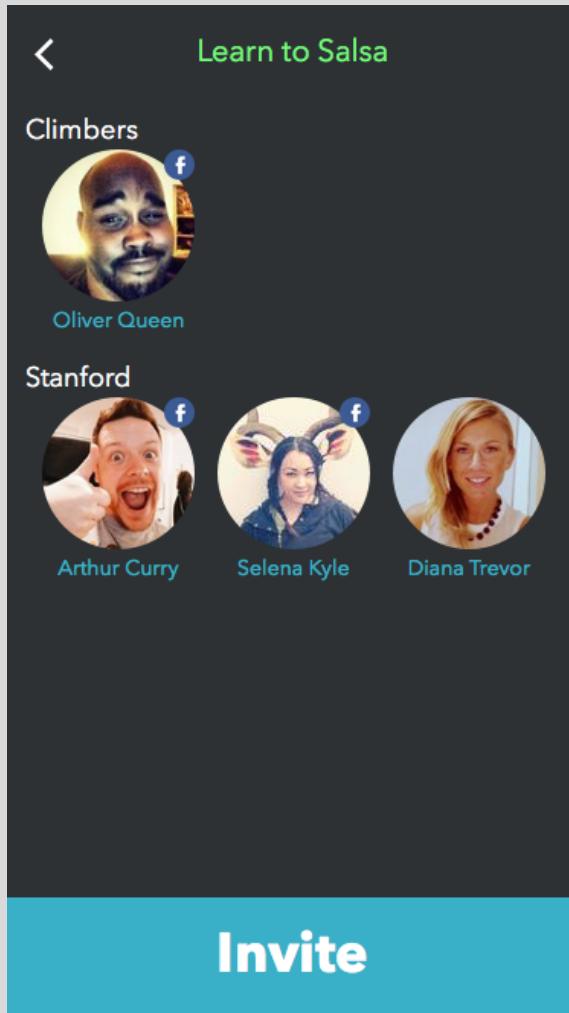
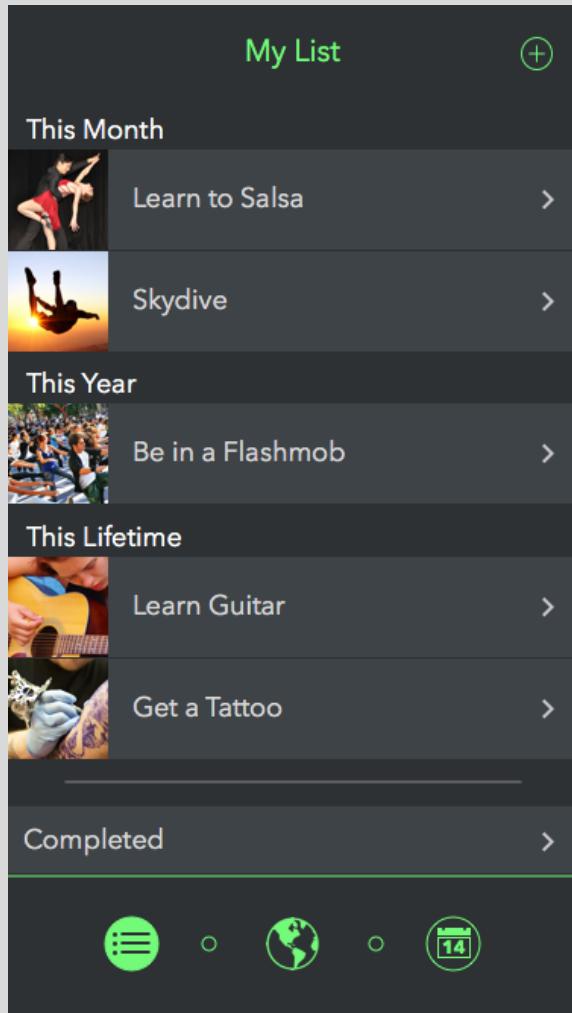
my plans

M	Tu	W	Th	F	Sa	Su
O	O	O	O	O	O	O
O	O	O	O	O	O	O
O	O	O	O	O	Golf	Bike
O	O	O	O	O	O	O
O	O	O	O	O	O	O

# Task 3: Send an Invitation (Med-Fi)



Choose an activity

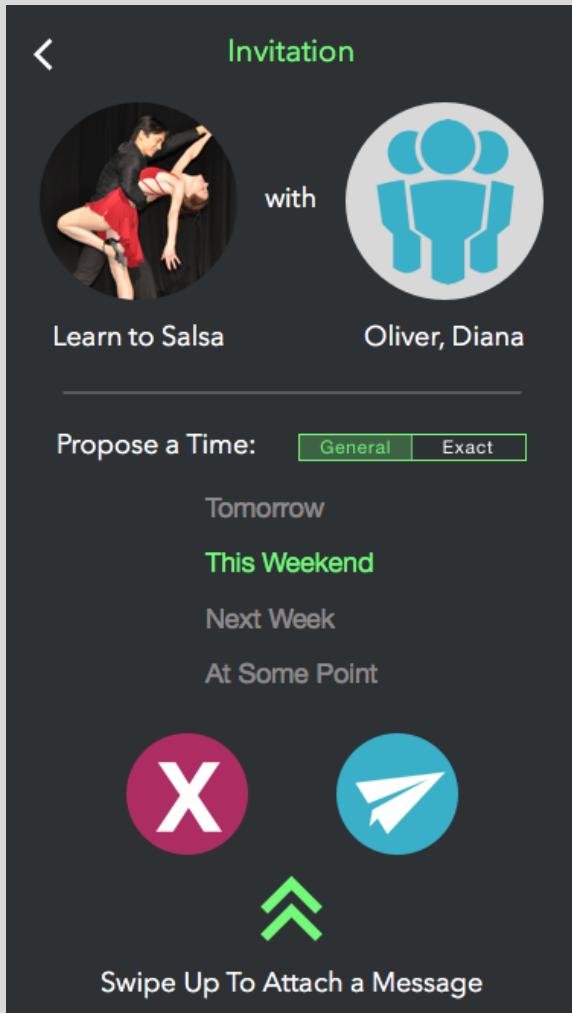


Choose people

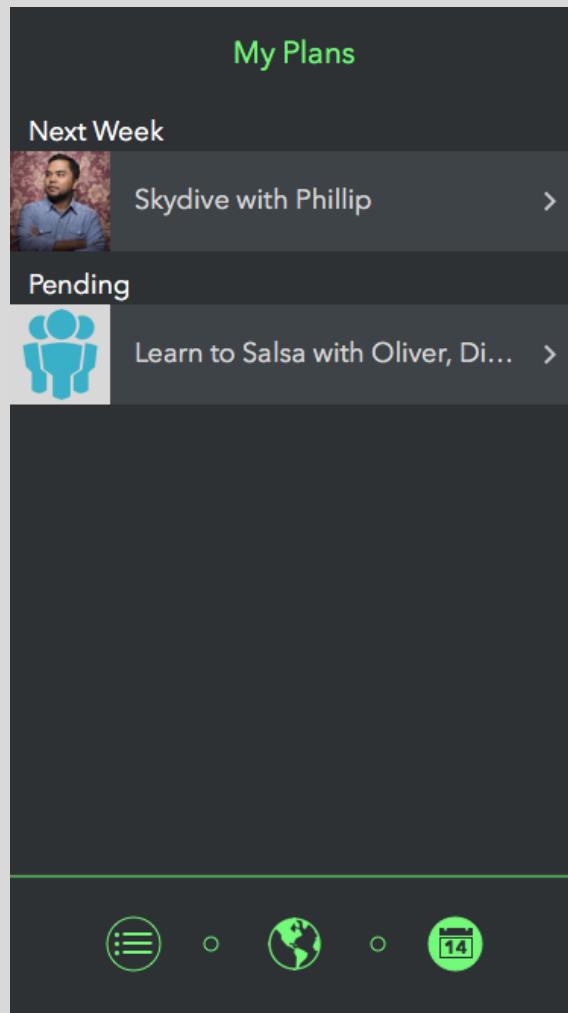


After choosing people

# Task 3: Send an Invitation (cont.)

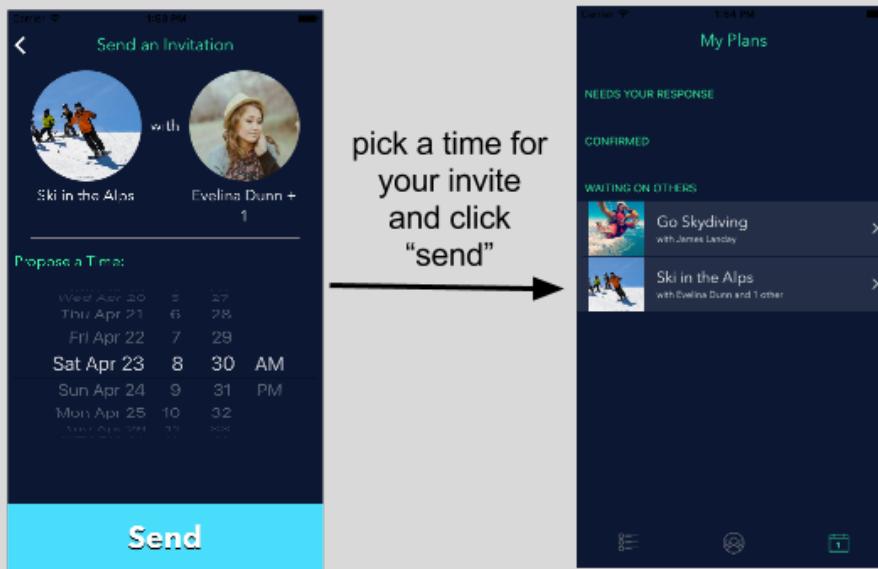
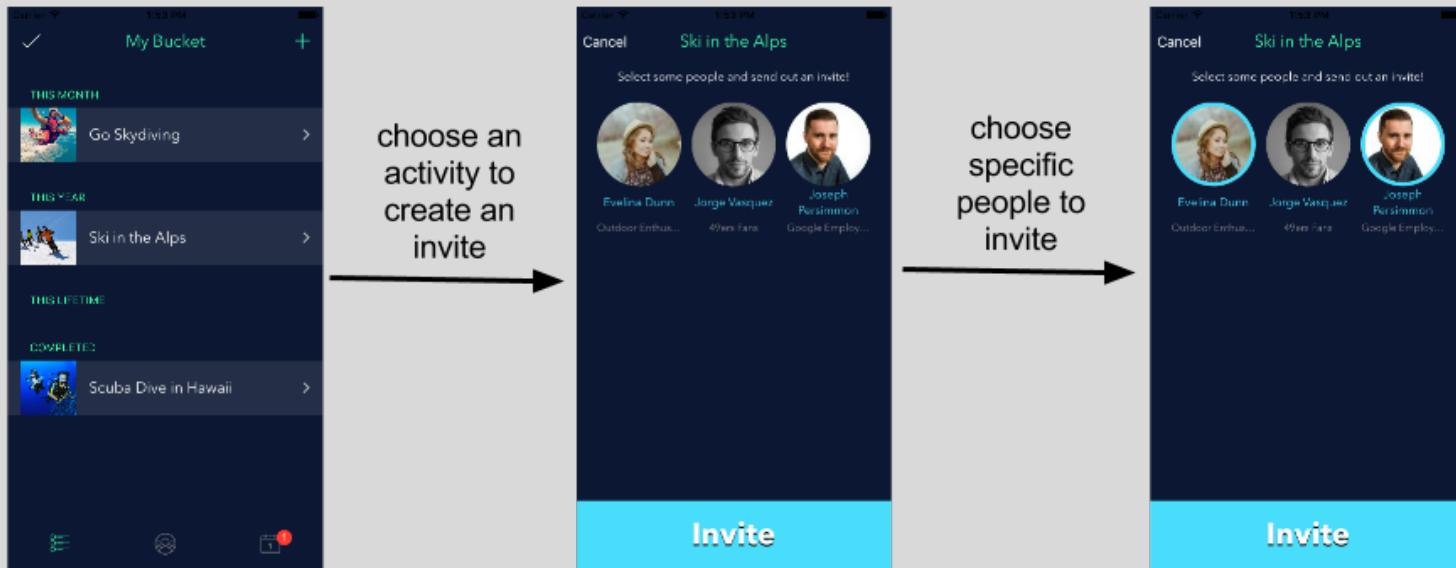


Choose a time and send



Go to your plans

# Task 3: Send an Invitation (Hi-Fi)



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# Implement a Backend



Parse + **facebook**

# General

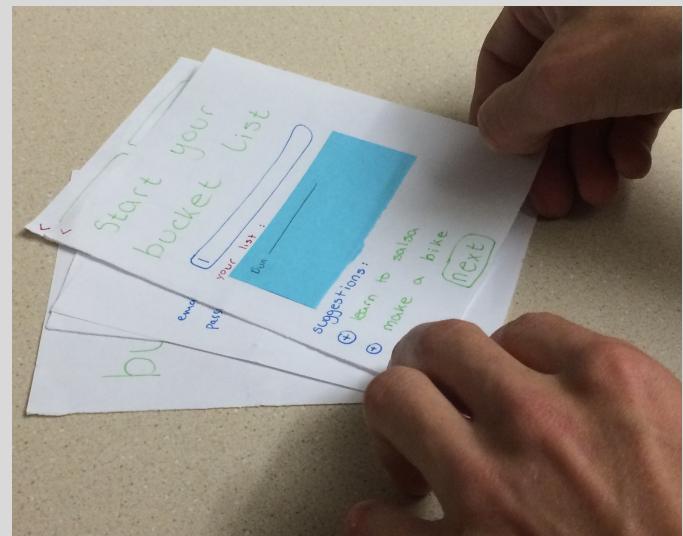
- Continue to lower intimidation of bucket lists



"Hmm, good question, what's on my bucket list?"



"Uh.....oh right there's this thing.....um... wine tasting!"



"I like that there are suggestions for bucket list items"

# More Social

- How are users matched?
- Profile pages
- Achievements
- Reconsiderer chat



Barry Allen

Hey we've talked about this a couple times. We should actually go next week!

Type a message

O

# Summary

- Focus on activities, not “meeting people”
- Simple to find users with similar interests
- Flexibility to complete goals at your own pace

