

Group 3 - Checkpoint 3

Common Ground

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Design Problem

- A smartphone app to help people connect with new people

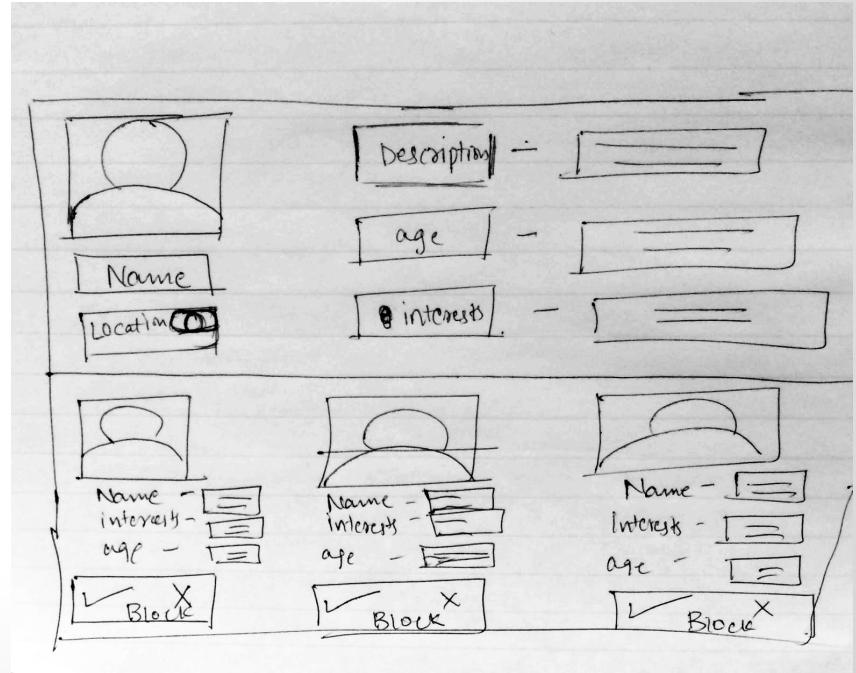
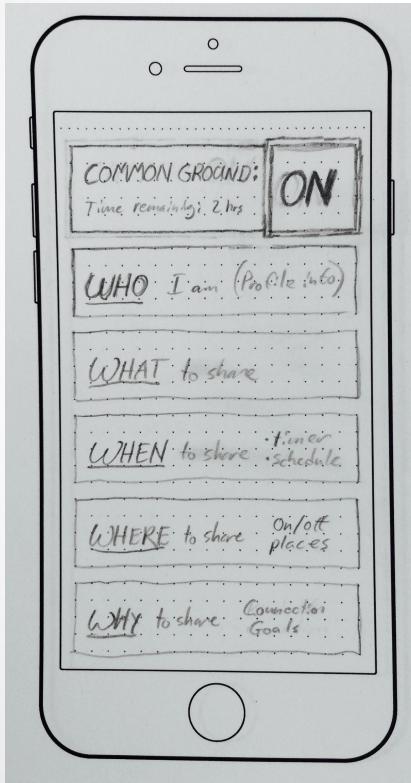
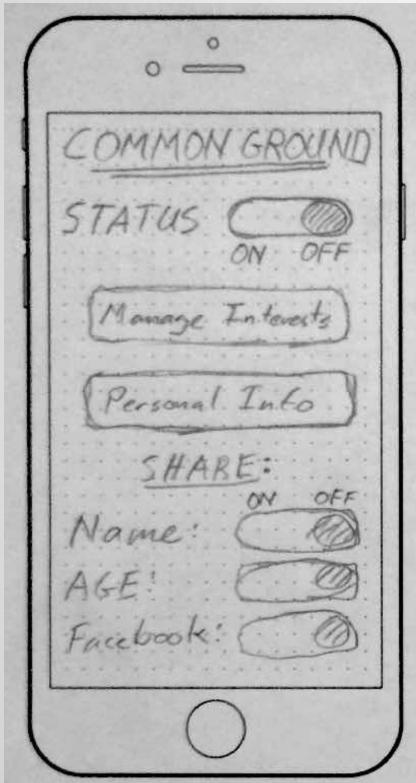
Primary Research Conclusions

- People want to make friends
- People prefer to meet face to face
- People use Facebook and smartphones
- Some people are concerned about privacy
- Ideas of what info people would like to share

Design Implications

- Making friends face to face
 - Focus on connecting with people where you are
- Facebook
 - Linking to Facebook profiles
- Privacy
 - Making it easy for the user to control what is shared
- Info to see/share
 - Matching by common interests

Initial Sketches



Initial Sketches - continued

