

Team 3 - Final Presentation

Common Ground

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The Idea

- Our original idea from the beginning of the semester
 - To make an application that allows the user to find people of similar interests within the immediate vicinity
 - Our focus moved from simple discovery, to facilitating taking action based on it
- Original motivation for the project
 - Wanting to do things, with other people, so how to find them?

Research

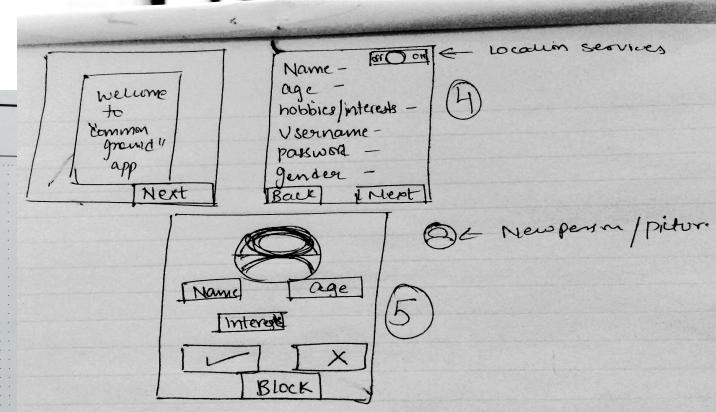
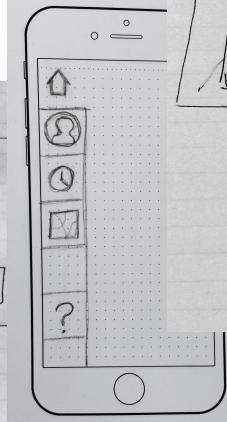
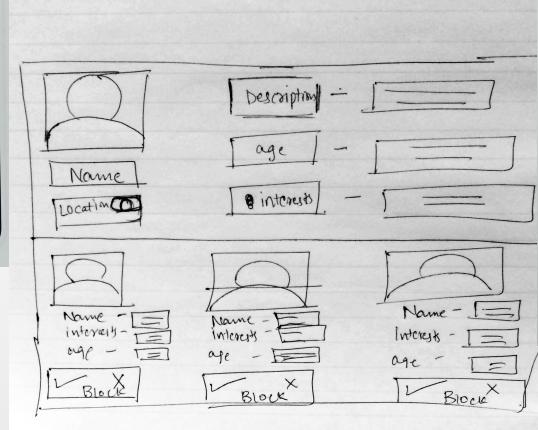
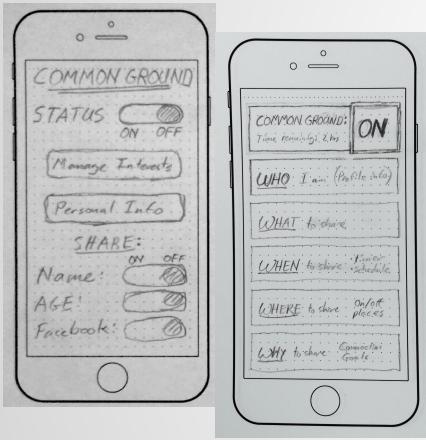
- How our initial research refined our idea
 - People prefer to meet face-to-face and want to make friends
 - Focused on connecting with other people nearby
 - People use Facebook and smartphones
 - It is a mobile app, linking to Facebook profiles
 - Some people are concerned about privacy
 - Making it easy for the user to control what is shared, when and where

Research cont.

- What was most enlightening about this
 - The strong preference for meeting in person,
 - A little surprising with so much social networking
- Stumbling blocks
 - Deciding which features would best accomplish our goals for the app
- Who we were designing for
 - Any smartphone user

Prototype

- Prototype evolution:



Usability Testing

- We learned
 - Users may see our design in ways that we didn't anticipate
- Problems we had to resolve
 - Names, Icons - to more accurately convey what we wanted them to
- What worked
 - Considering what the user was looking for
 - What they wanted to know

Demo





