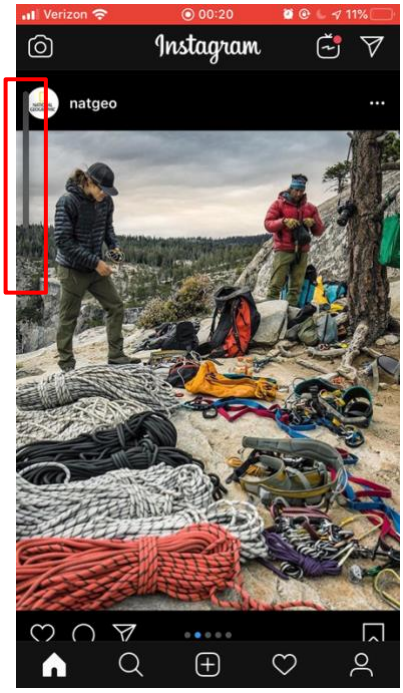
CS-639 Building User Interfaces, Fall 2019, Professor Mutlu

Assignments — Week 10 | Design | Mobile Microinteractions

Step 1. Analyze a microinteraction. In this step, you will find an existing microinteraction used in a mobile app or a wearable device app from any domain (not just calorie tracking). Capture screenshots of the microinteraction and annotate the screenshots to identify and describe triggers, rules, forms of feedback, loops, and modes *(find at least one of each)*. If the microinteraction occurs very briefly and taking screenshots is challenging, you may have to capture a video recording of the microinteraction, from which you can gather still images. (See guides for screen recording on iOS and Android.) Be sure to investigate whether application or global modes change the behavior of the microinteraction. For example, "do not disturb" can affect the behavior of many microinteractions. After your analysis and annotation, discuss the design choices for the microinteraction in a brief paragraph or two. For example, is this an appropriate or effective form of feedback for this microinteraction? If not, what would be more appropriate or more effective? Could the microinteraction fail under different modes? If so, how would you address that?

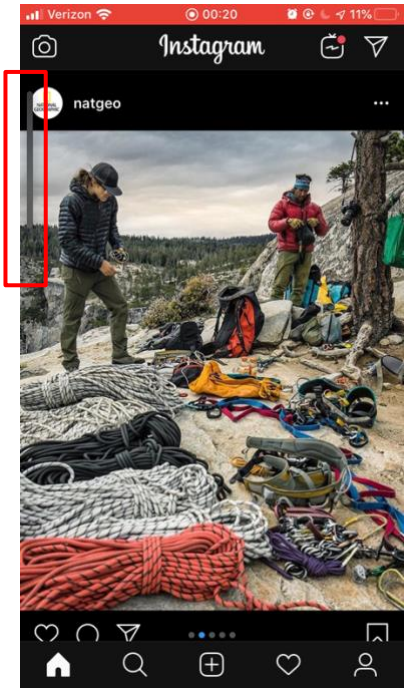
I am analyzing the microinteraction of feedback on changing volume to negative in Instagram.

Triggers



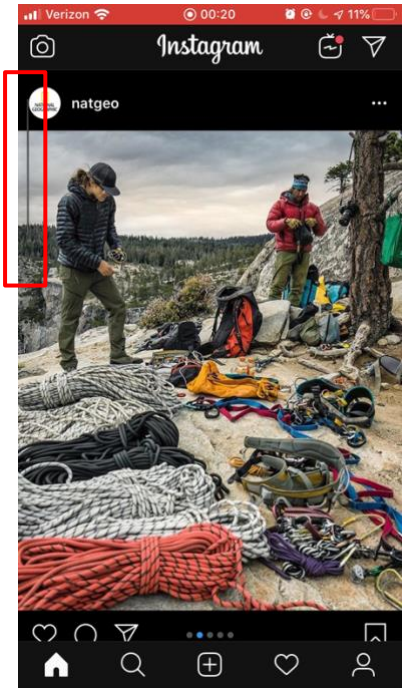
This microinteraction can be triggered when the user presses the physical button about to change the volume to be negative.

Rules



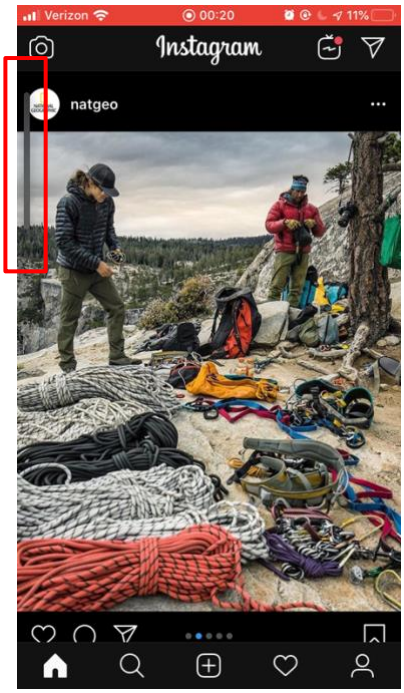
When the volume has reached zero and the user kept press the physical volume down button, the user cannot set the volume to a negative value.

Feedback



The volume bar will change its shape and vibration. (i.e. the volume bar appears to be “squeezed” as if it has run out of volumes.)

Loops & modes



When the volume has reached zero and the user kept press the physical volume down button, the user cannot set the volume to a negative value. When such condition happens, the microinteraction will be triggered again.

Step 2. Design a microinteraction. In this step, you will design a new microinteraction in the calorie tracking domain. You may or may not be able to implement your design in this part of the assignment in your React Native 3 deliverable, so you do not have to limit your design to what you can implement. You can choose a tablet computer, a phone, or a watch (or all) as the target platform for your microinteraction, and you are encouraged to fully utilize specific platform capabilities (e.g., Apple Watch crown, multitouch on a mobile/tablet screen). Describe the functioning of your design in a storyboard, using 3-6 scenes. (You can use the NN/g storyboard template.) The storyboard can be pasted below or attached to the final PDF. You will next create hand-drawn or digitally created wireframe(s) of the screen(s) that the user will see while interacting with the microinteraction and annotate them to highlight the trigger, rule, and feedback and to describe loops and modes *(identify at least one of each)*.

PERSONA: Mr. Blue

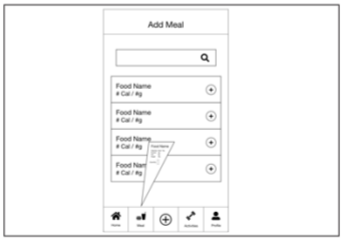
USER STORY/SCENARIO: Mr. Blue wants to add the meal to the log.

Mr. Blue finished a meal.

Mr. Blue takes out his mobile phone and opened the calorie tracing app.

Mr. Blue searches the food he had for the meal.

Mr. Blue selects the quantity of the food he had for the meal.



Mr. Blue presses the "add" button and the meal is added to the meal log.

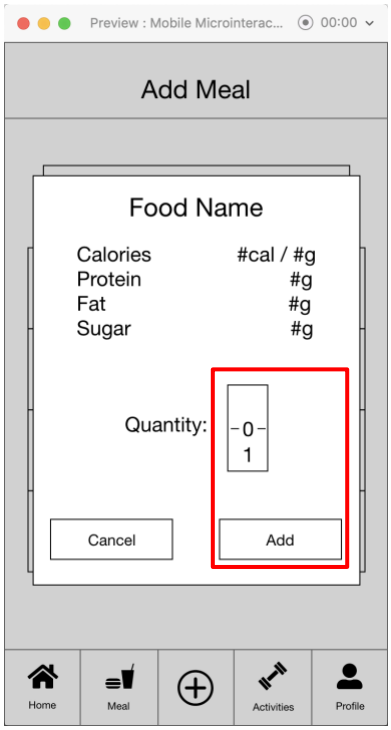
Mr. Blue feels happy because the meal he had is added to the log.

PAGE # **PROJECT/TEAM:** **DATE:** **STORYBOARD** NNGROUP.COM

Triggers

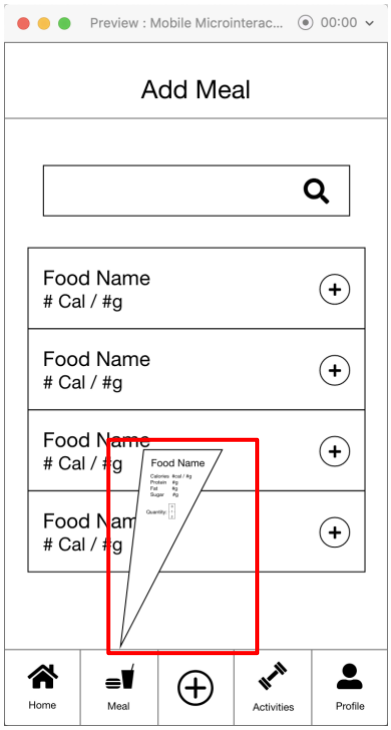
This microinteraction can be triggered when the user wants to add a meal to the meal log.

Rules



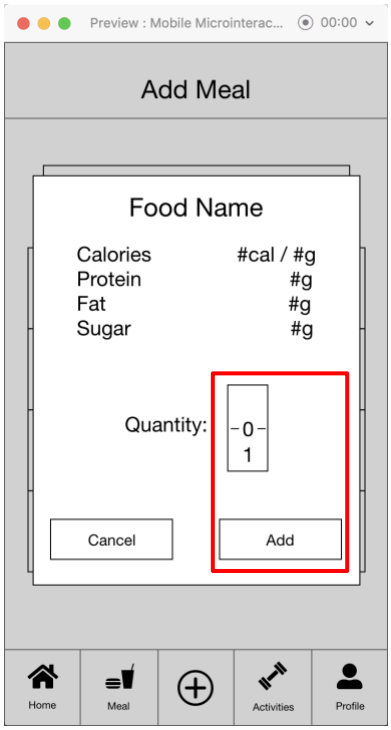
When the user selected the quantity, he had for the meal and the quantity is positive. Then the user presses the add button.

Feedback



The add modal for selecting the food will shrink to the meal button. (i.e. this is an amination that a food in the meal is added to the meal log, a list for tracking the meals.)

Loops & modes



When the user selected the quantity, he had for the meal and the quantity is positive. Then the user presses the add button. When such condition happens, the microinteraction will be triggered again.