

A6 Prototype Discussion

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Section 1: Discussion

Our team started off the process of combining our low-fidelity prototypes by reflecting upon the feedback that we received from the workshop and the TA feedback session. Our common issues included text-heavy display, inefficient layout, and missing important key features such as the avatar. Our team started by individually making changes to each prototype from the feedback we received which we incorporated for our A5b. We then came together and discussed which key features each of us would like to keep, listed key elements that we would like to add, and discussed until a consensus was reached.

As we expected, some of our solutions overlapped. One of the main issues for our prototypes was navigation, and so we came up with two different solutions: a global navigation menu and a hamburger menu. These two key elements function similarly, and hence our group needed to come to a consensus. We did this by weighing on options that would work better for the overall app display, and hence we decided on using the hamburger menu. This was mainly to reduce text-heavy display which would increase if we added a global navigation menu at the bottom of the page, contrary to having a page on its own for interacting with the hamburger menu.

Another contrasting idea occurred in the 'setting the goals' key task. One member incorporated this task in the profile section, which the other members pointed out does not provide the user with full flexibility. The weakness of this approach is that users couldn't customize their goals by days, and would have to follow the same goal everyday. The other members sought to provide the user with full customizability power, and hence preferred having this task performed on a page of its own. The second solution would allow the user to select which day that goal is designated for, and can set multiple goals on different days. The reasoning for this is for the user to be able to keep the goal customized to their likings without having to modify them everyday, hence boosting user experience and ease of use. Since this is a collaborative work, we wanted all members' input to be included. Hence, after a long discussion and brainstorming one another's strengths and flaws, we were able to create a new solution which incorporated both ideas. We decided to incorporate this key task by giving the user easy access to modifying goals in the home page, and also add another page which would offer the user with the options to specify the goals.

Some of our prototypes were completely independent from one another and were unique, and hence did not cause too much conflict. We simply added the overall changes to these designs, such as adding the hamburger menu on all screens. Some prototypes were also similar, and hence we took the strengths of both versions and combined them together to create a better functioning and useful task screen.

Luckily, our team is filled with open-minded members who are willing to take inputs from others and arrive at a consensus, which greatly impacted our discussion. Although there is a lot of room left for improvement, our combined low-fidelity prototype has significantly progressed from our individual versions and we are satisfied with our discussion result.

Appendix 1

Assignment Attribution

DIGBA, Ruemu (Ray): Putting together combined prototype

ALVAREZ, Victor: Editing the prototype discussion

WANG, Siyi:

WELONG, Stefanus Albert: Writing prototype discussion

HUANG, Sheraveen:

NASIR, Ayesha: