PROTOTYPING F.R.I.E.N.D.S

Suqian Wang Yunhe Wang



BRAINSTORMING

Example idea & Top 3 idea

EXAMPLE IDEA

- Create game rooms so duke students could join together
- friends points: some kinds of points are rewarded as people keep in touch with the same person for over and over again
- openness parameter: a person can set his openness values to find a person with a similar personality
- students perform bad behavior will receive marks on their profile so other people will know

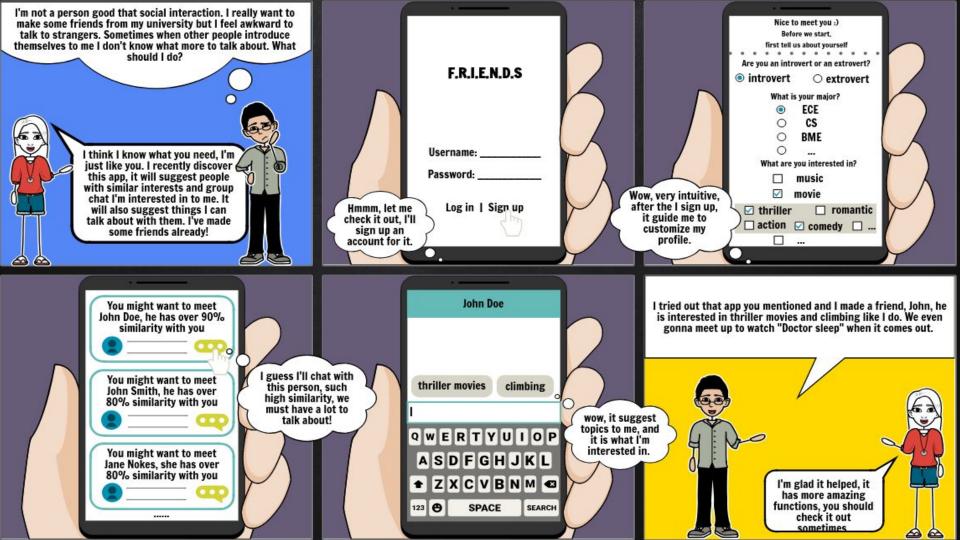
TOP 3 IDEA

- Students set up their profiles by customizing their interests and personality so that students can find other students with the same interests or preferred personalities. The solution can suggest topics and friends for students based on their profiles.
- 2. Students that keep up with their friends can earn different badges(reward): the number of friends created, duration of friendships, topics of interests, etc. They may also earn badges for positive and negative behavior to allow other users to see their personalities.
- 3. Students can create groups based on different categories that duke student interested in. Users can generate their own group for other users to join.



STORYBOARD & TASKS

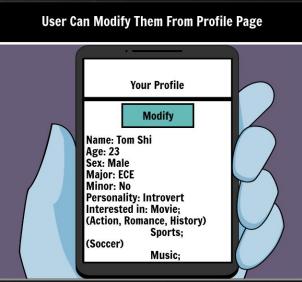
Overall & 3 tasks



TASK 1: CUSTOMIZE PROFILE

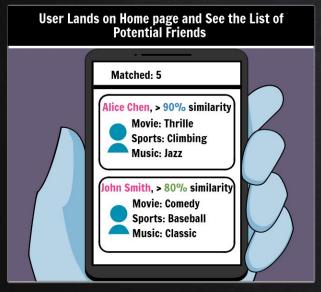






Create your own at Storyboard Tha

TASK 2: FIND POTENTIAL FRIEND AND CHAT







Create your own at Storyboard Tha

TASK 3: JOIN / CREATE GROUP AND CHAT





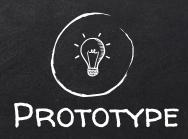


Create your own at Storyboard Tha



PROTOTYPE

- current version prototype
- improvement from the previous versions
 - applied design principles



- Customize profile when sign up
- Checkout suggested friends and chat with them

Join interested groups or create a group





0:07	all 9
	-
email	
password	
Log	IN
or	
Don't have a	n account?
SIGN	UP
	_dtvacs

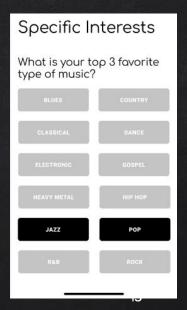


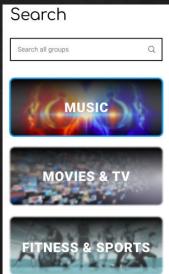
- Figure ground
- Focal point



What are you interested in? ☐ Music X Movie ☐ Sports ☐ Romance XIComedy ☐ Drama XI Thriller ☐ Horror ☐ History ☐ Other HIDE



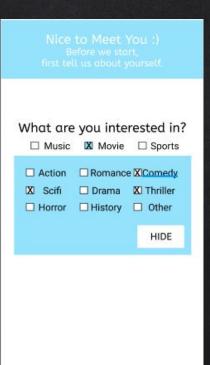


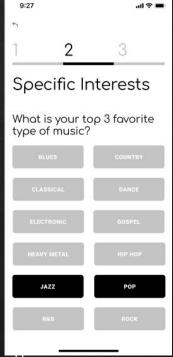


- Symmetry Alignment



Nice to meet you :)
Before we start.
first tell us about yourself
Are you an introvert or an extrovert?
introvert ○ extrovert
What is your major?
ECE
o cs
O BME
0
What are you interested in?
☐ music
✓ movie
∀ thriller □ romantic
action comedy

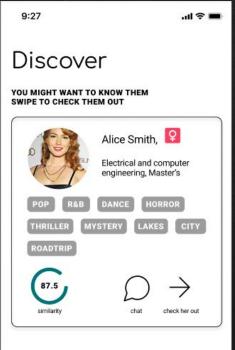




- Visability: target size up
- Constraintslimit rangegrayed out
- Continuity







- Visability: redundancy
- Proximity
- Common region
- Constraints
- Closure & Connectedness
- Feedback

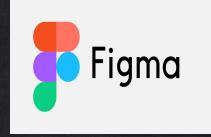


CONCLUSION

Top 3 lessons learnt



Way of effective brainstorming



How to make a prototype



Apply feedback from users



Any questions?