



Anita Leung

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David Wong

The Problem



Initial Paper Prototype

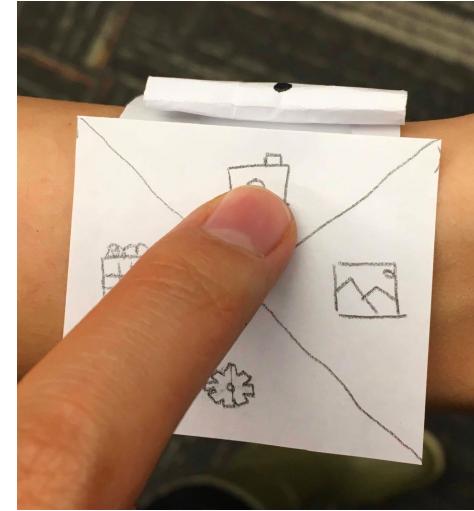
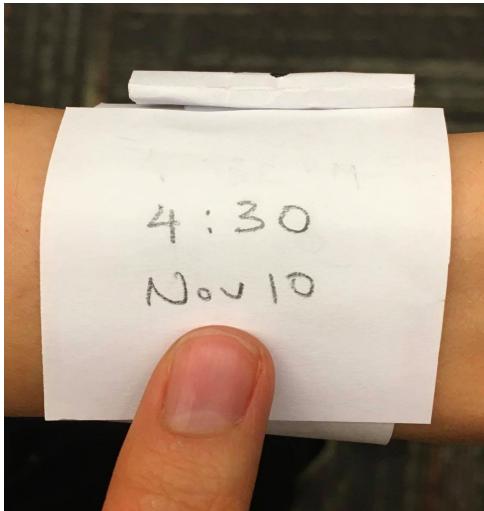


Share

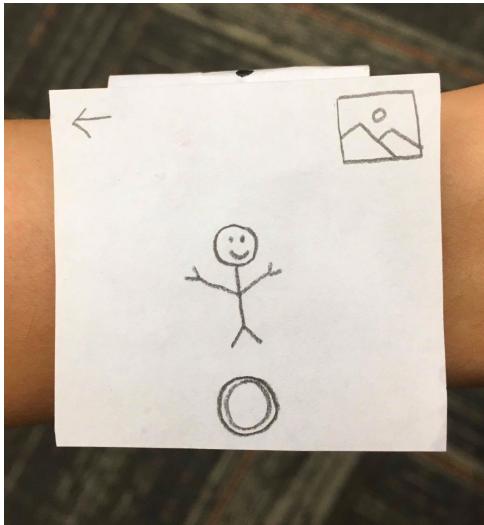


Participate

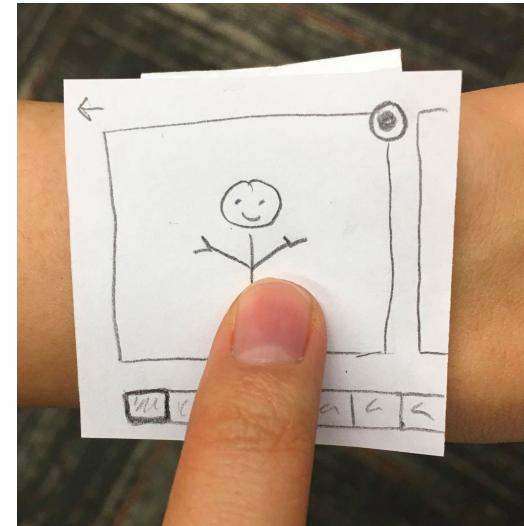
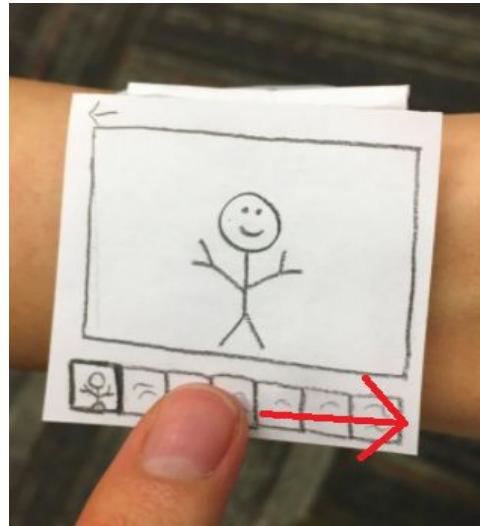
ଓঁ Task 1: Share Memories Securely



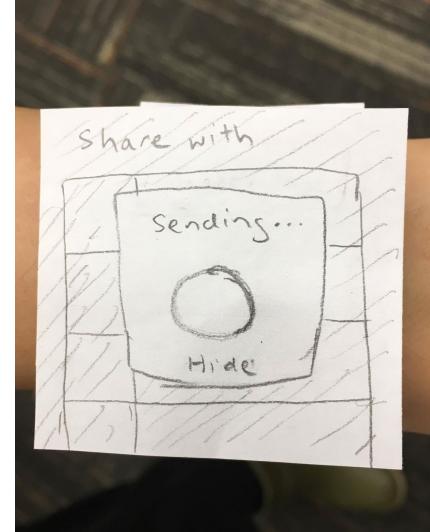
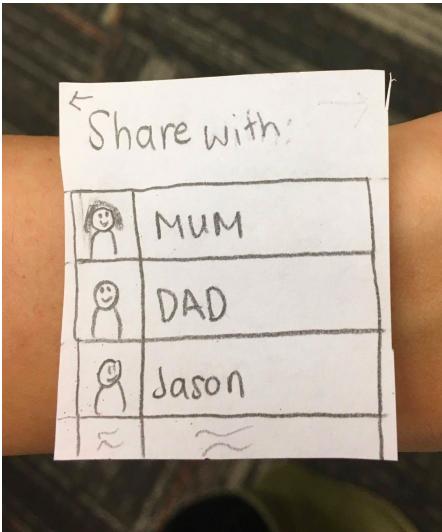
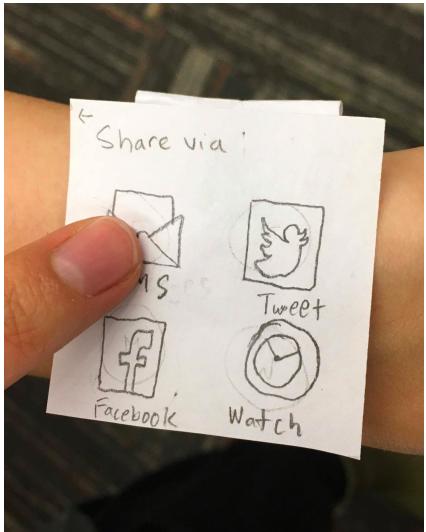
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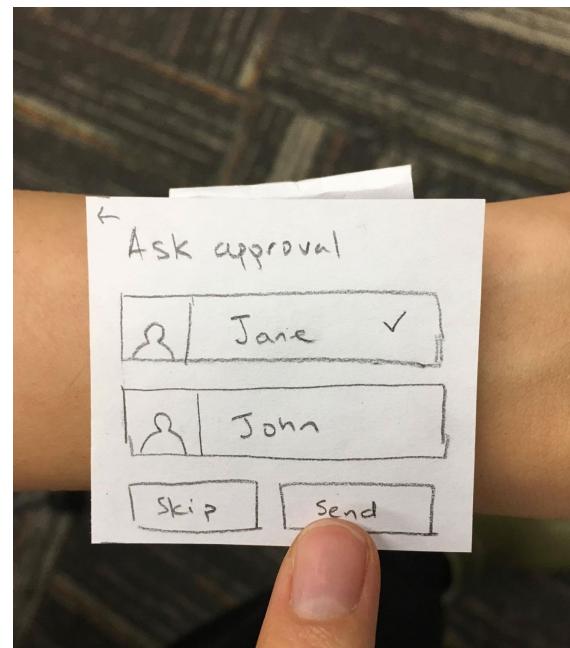
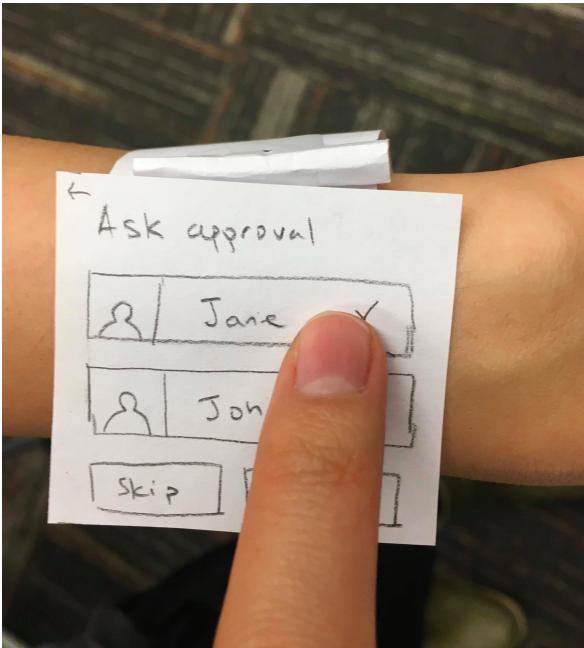
❖ Task 1: Share Memories Securely



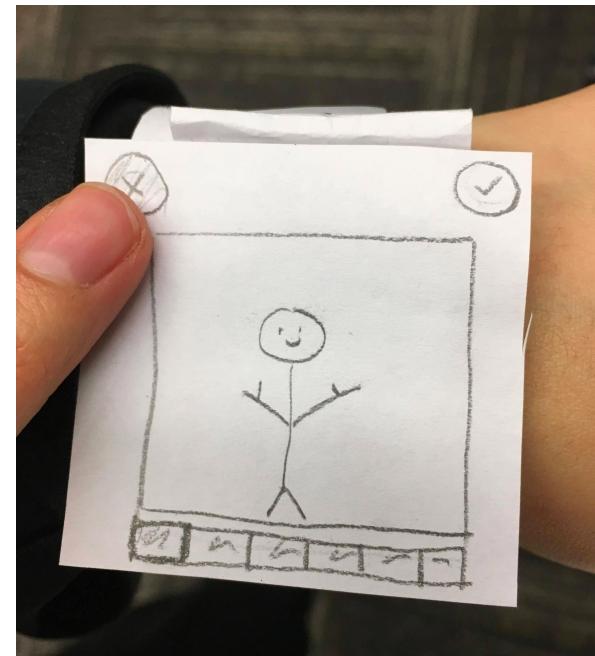
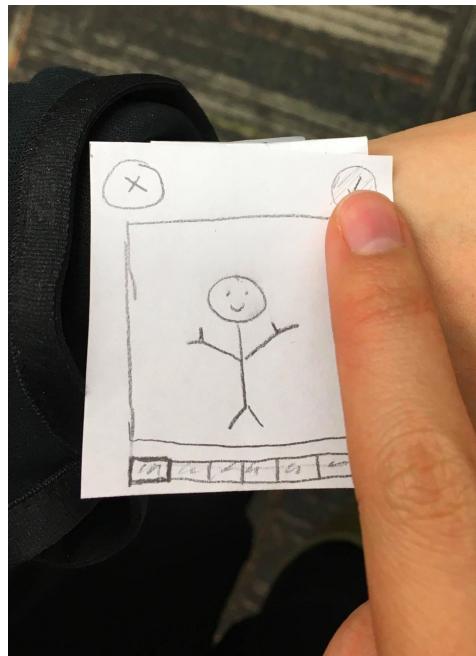
⌚ Task 1: Share Memories Securely



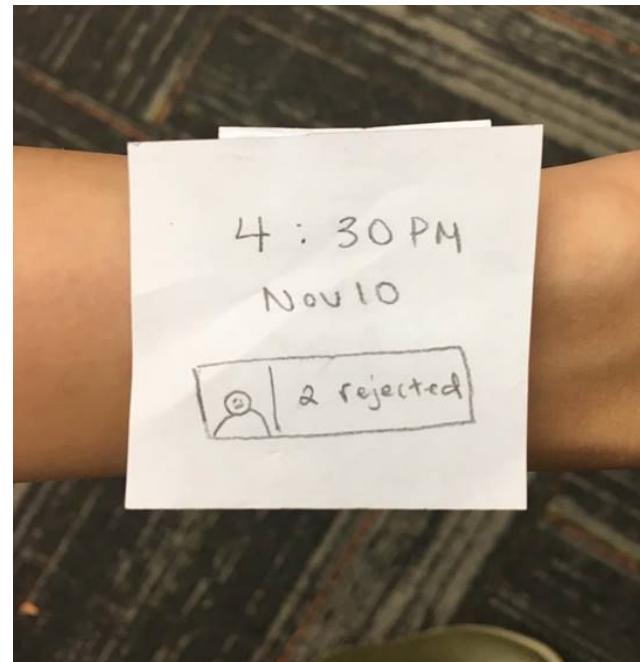
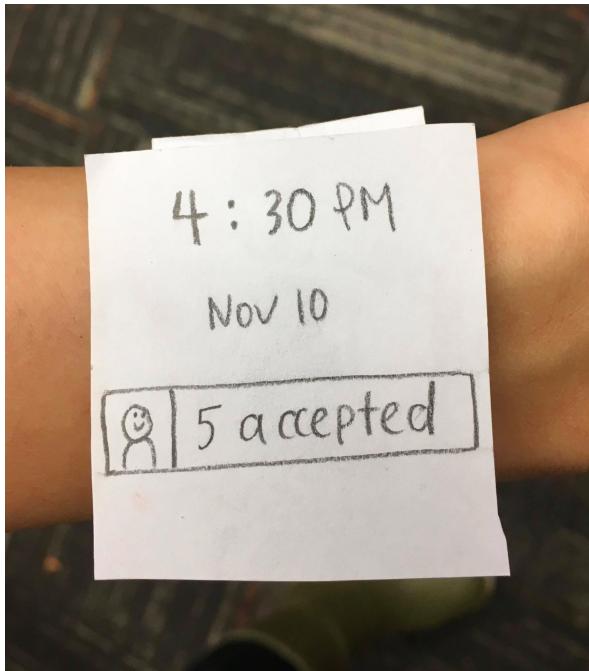
⌚ Task 2: Getting Permission from Children



⌚ Task 2: Getting Permission from Children



⌚ Task 2: Getting Permission from Children



A photograph of a person's legs and torso. They are sitting on a dark, textured couch, wearing blue jeans and a light-colored, striped long-sleeved shirt. Their bare feet are resting on the couch. They are holding a white paper cup with both hands, looking down at it. A tattoo is visible on their left forearm.

Testing Process and Results

Participants

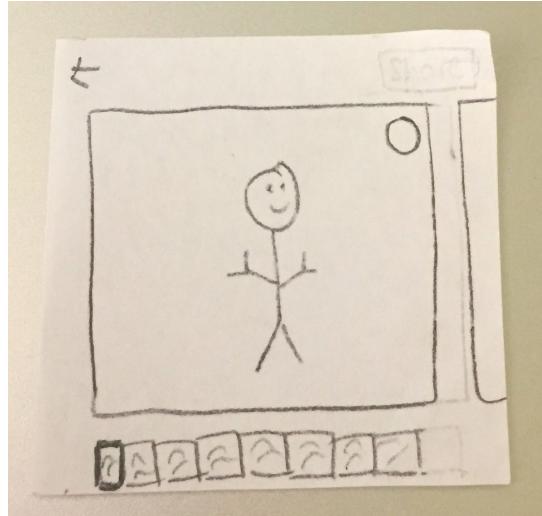
- Three parents whom we had interviewed for our design research
- Two groups for heuristic evaluations

Scenarios

- How to take a photo of your child
- How to share the photo

Testing Process and Results: Critical Incidents

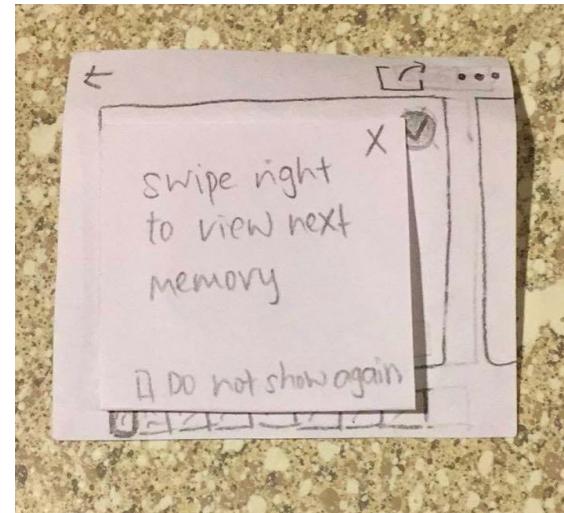
Before



Issue

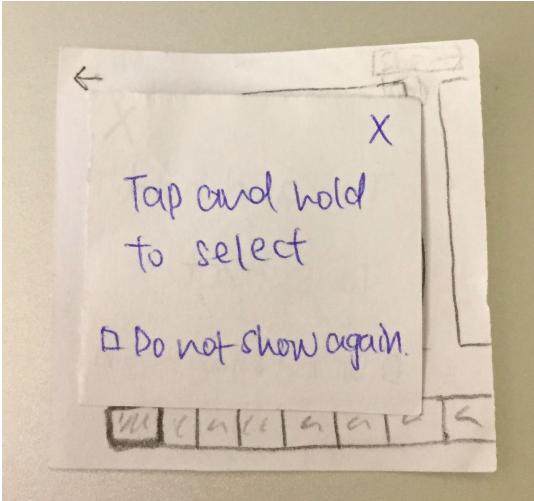
Swiping to browse is not as intuitive as tapping on the image at the bottom

After



Testing Process and Results: Critical Incidents

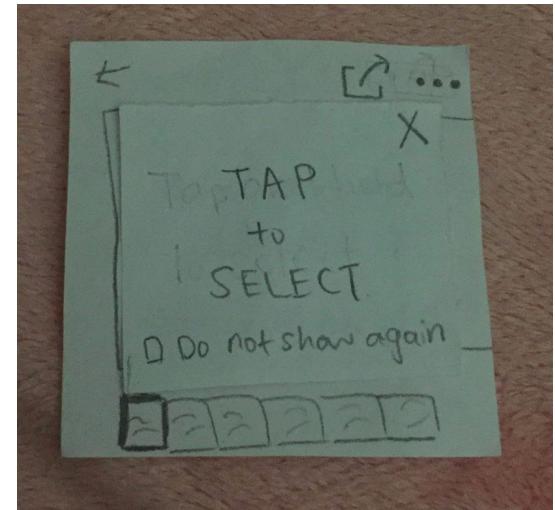
Before



Issue

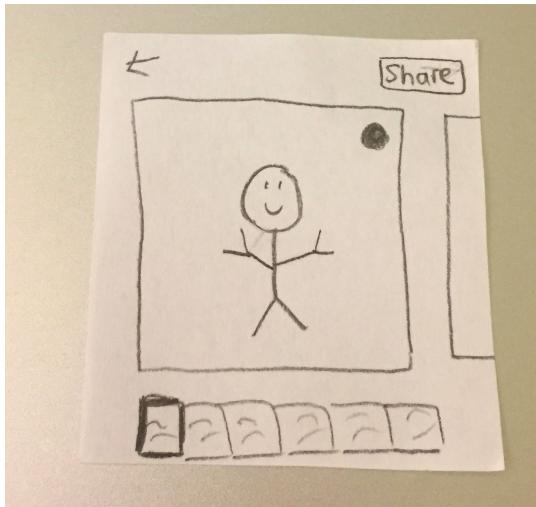
People tapped instead of tap and hold

After



Testing Process and Results: Critical Incidents

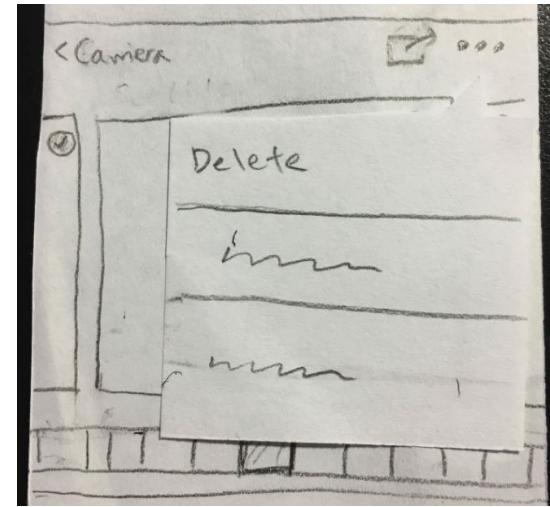
Before



Issue

Missing function to delete a photo

After



Testing Process and Results: Critical Incidents

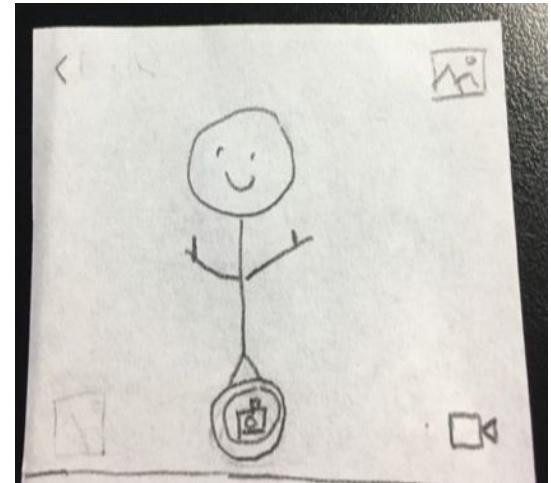
Before



Issue

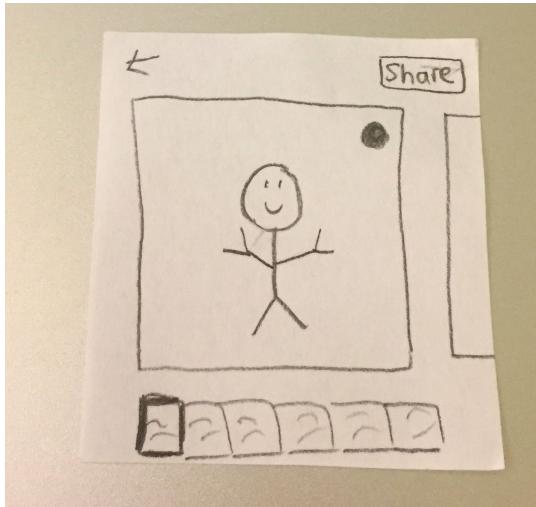
Lack of documentation for the video taking function

After



Testing Process and Results: Critical Incidents

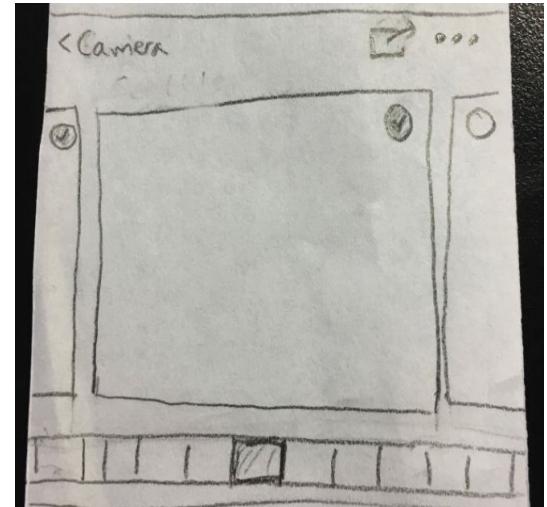
Before



Issue

Labelling the back button

After



Final Paper Prototype

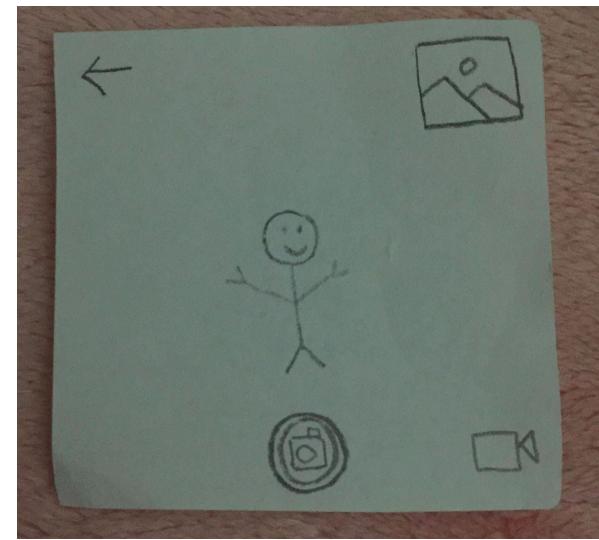
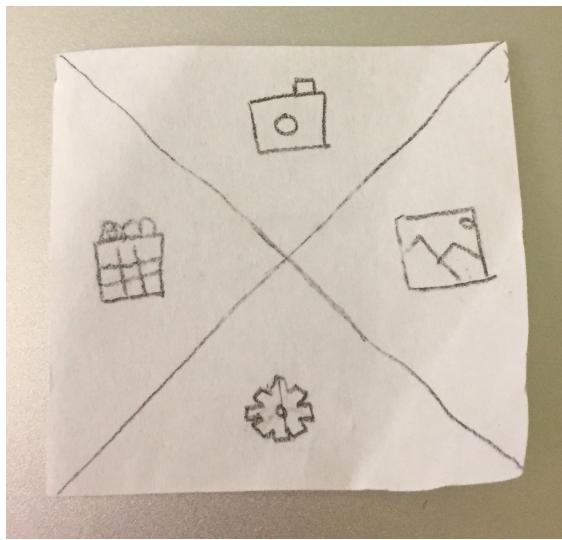
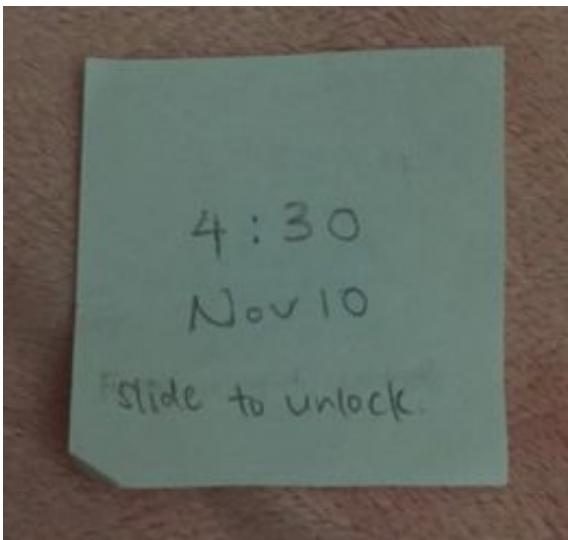


Share

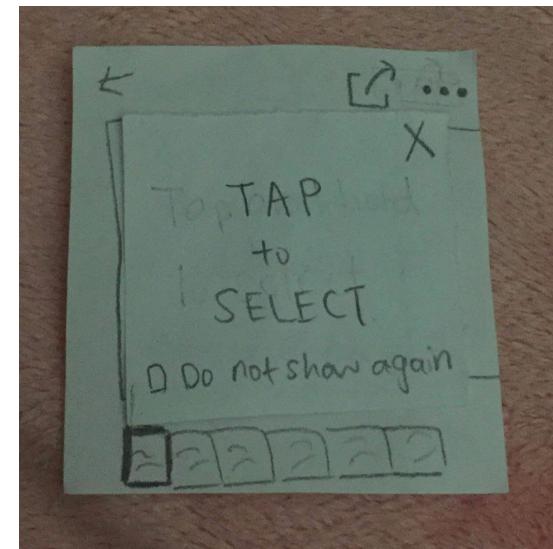
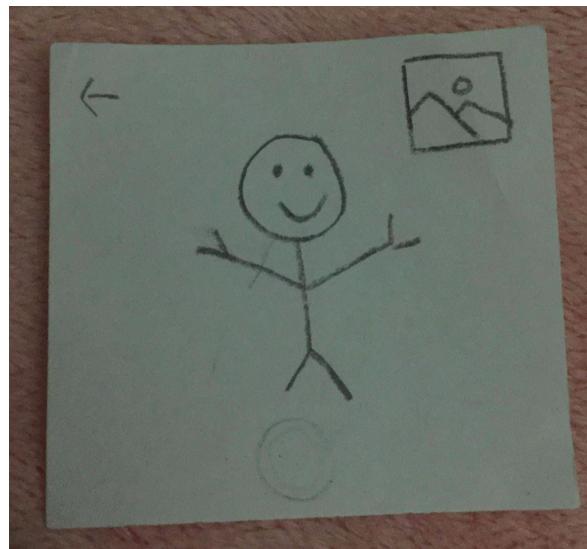


Participate

⌚ Task 1: Share Memories Securely



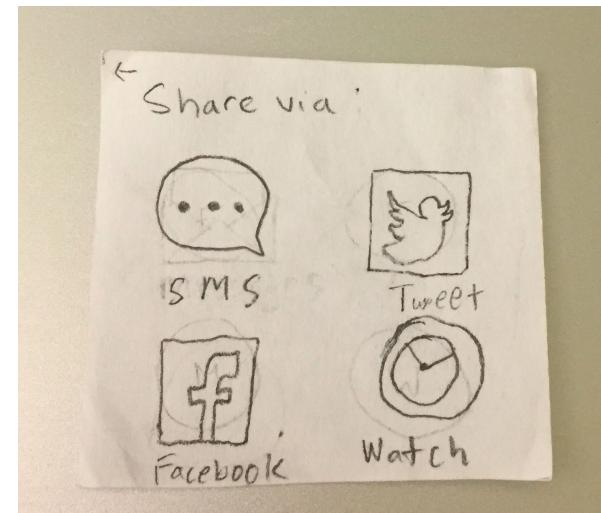
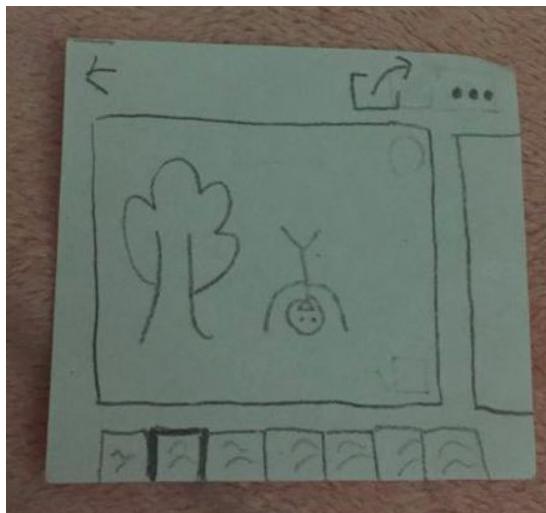
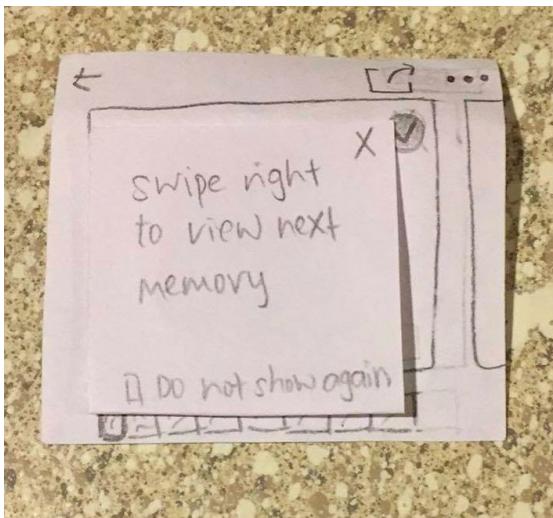
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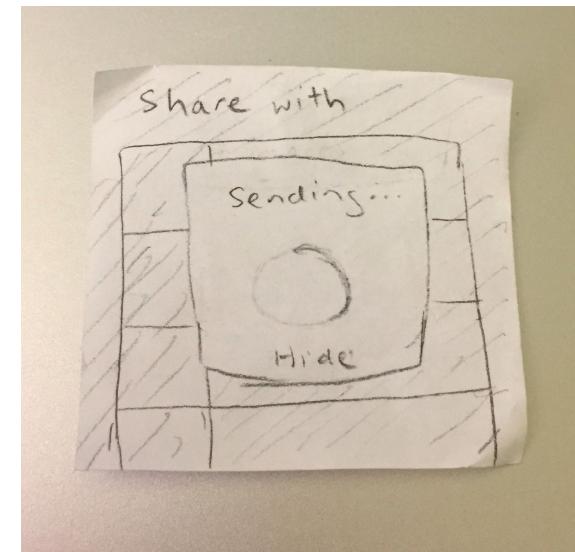
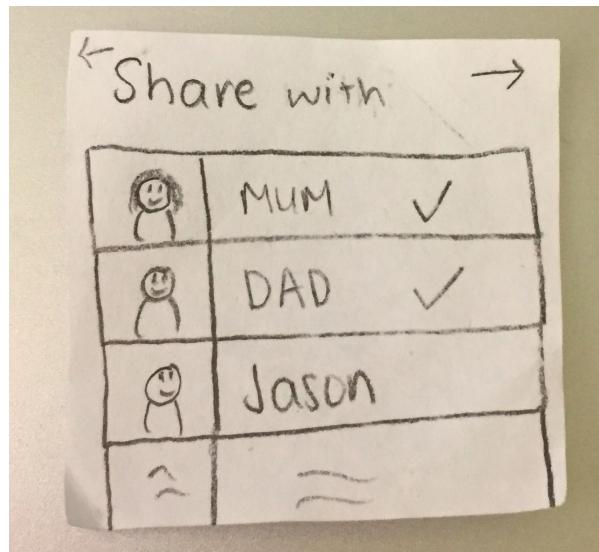
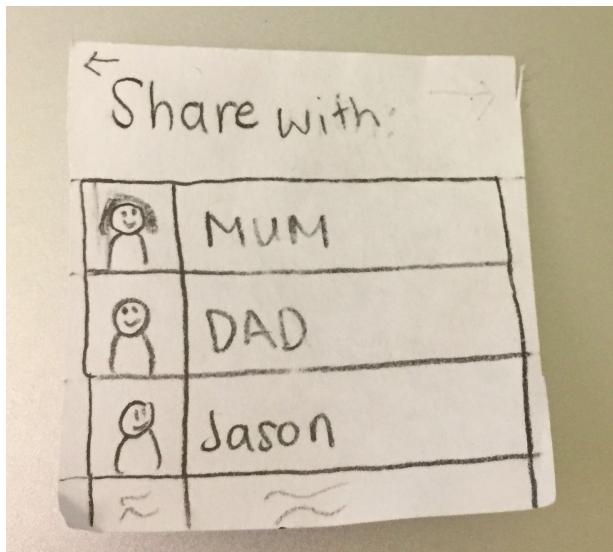
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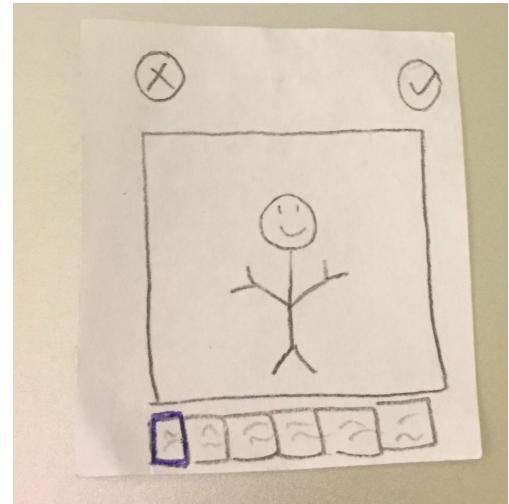
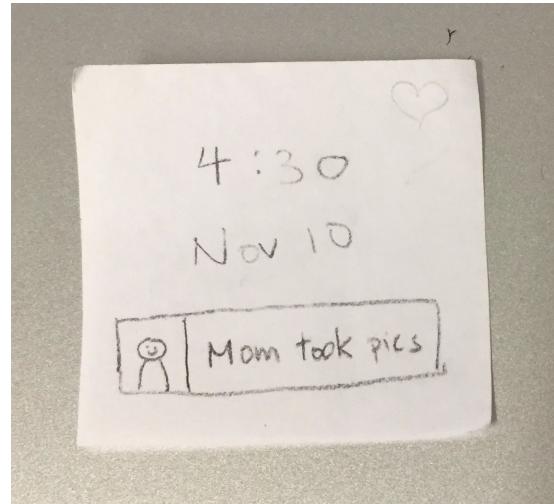
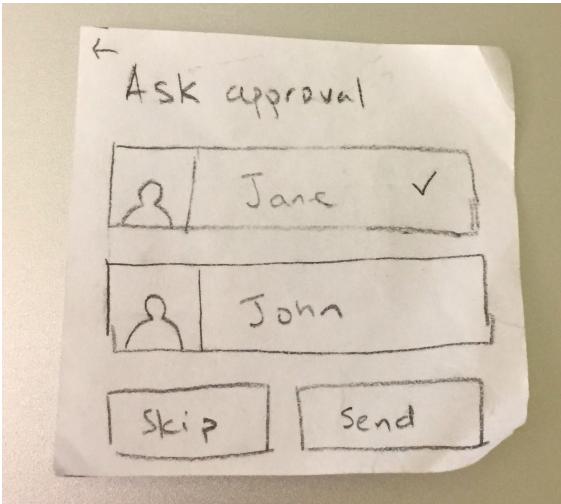
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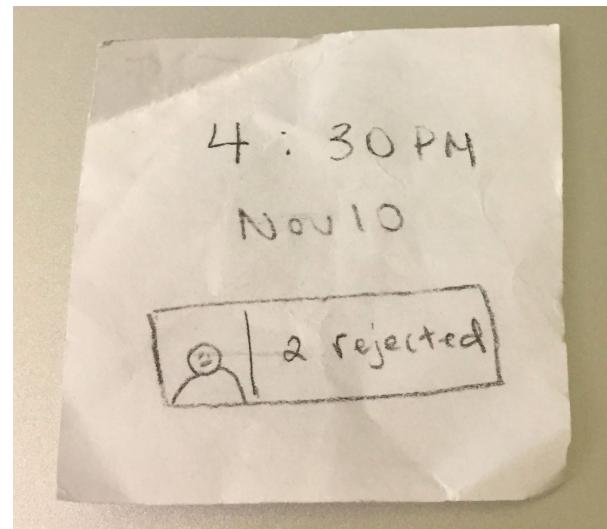
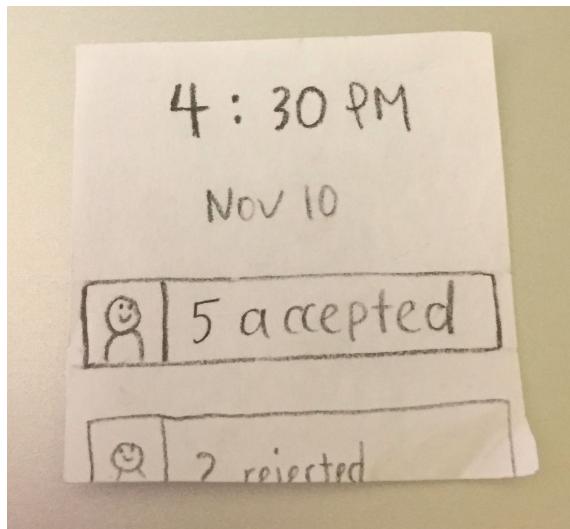
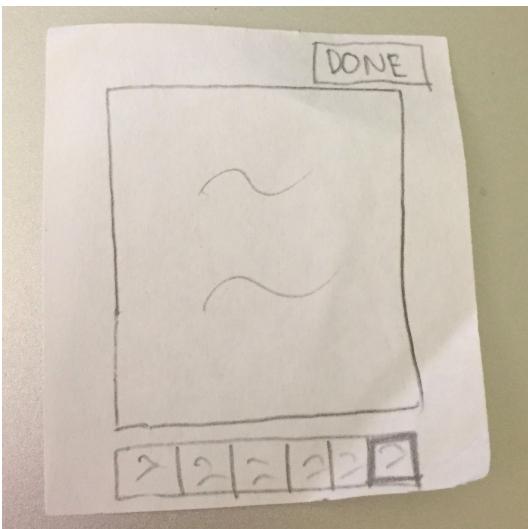
⌚ Task 1: Share Memories Securely



⌚ Task 2: Getting Permission From Children



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Digital Mockup

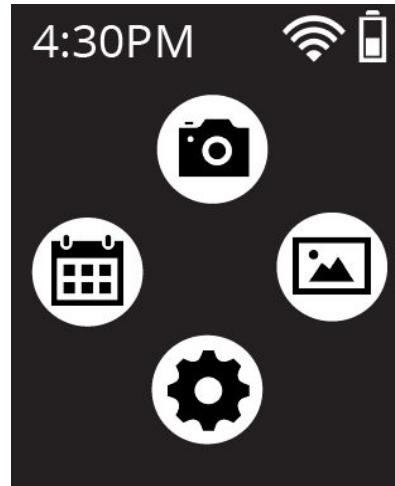
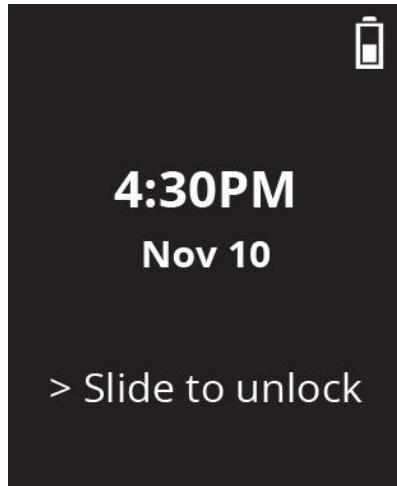


Share



Participate

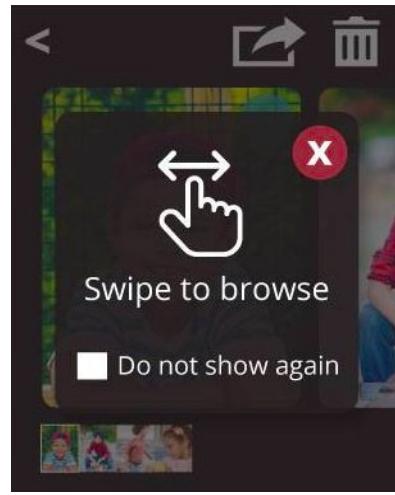
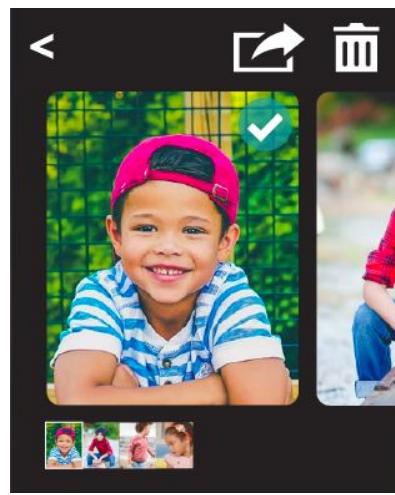
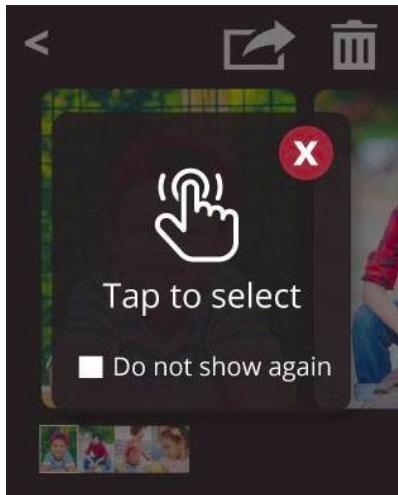
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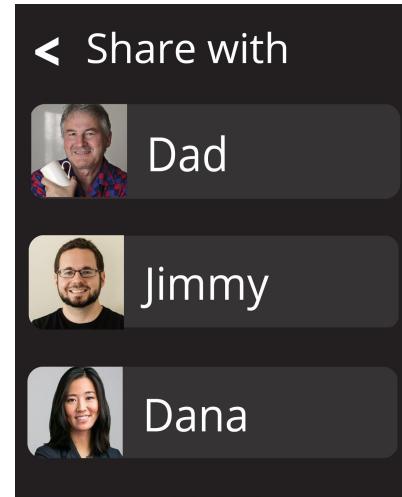
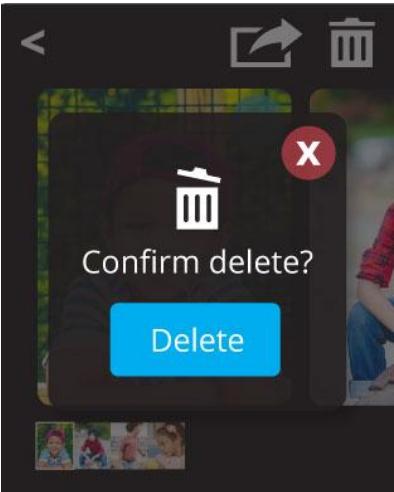
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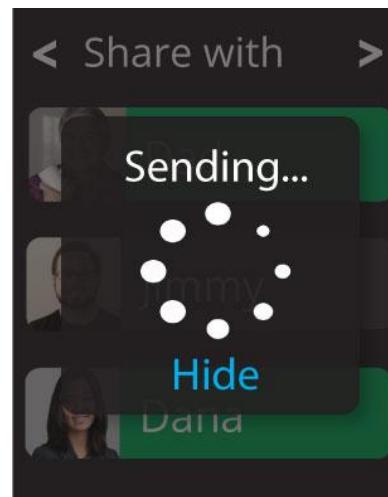
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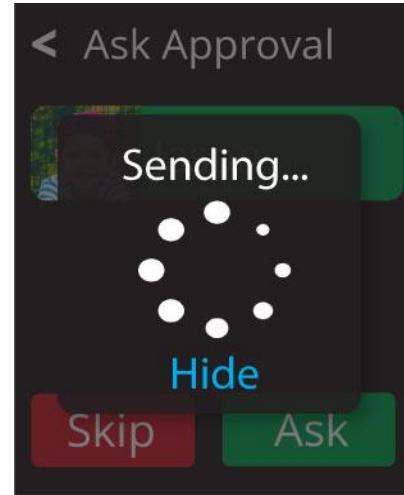
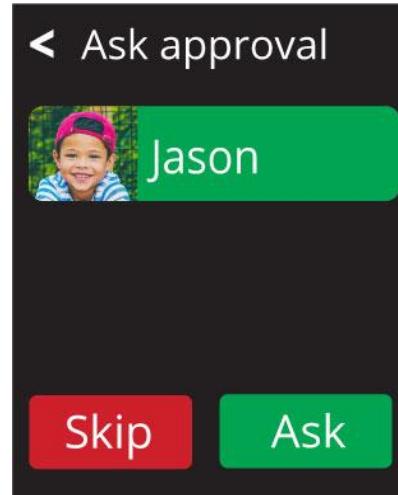
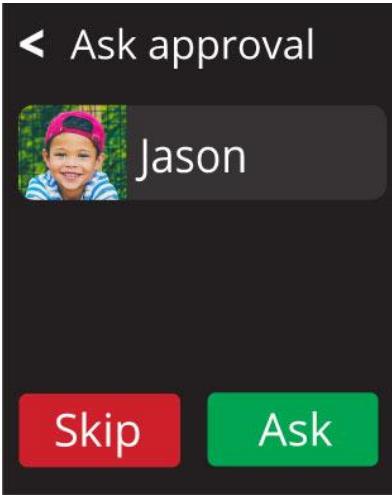
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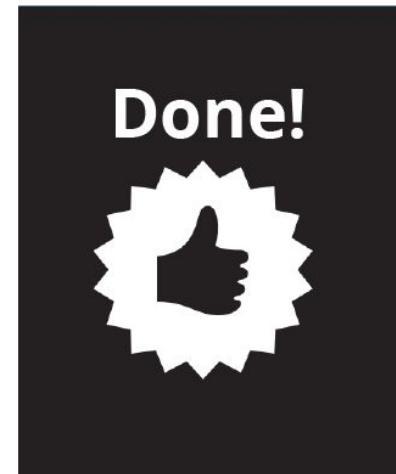
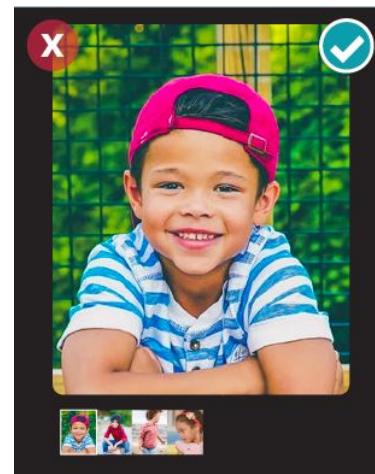
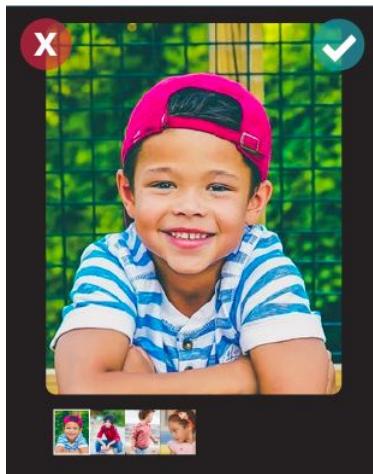
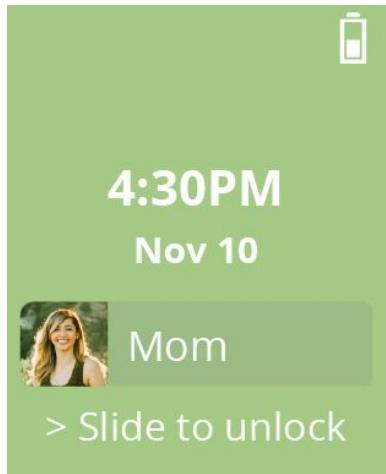
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⌚ Task 2: Getting Permission from Children



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SUMMARY

- Do not assume design is intuitive
- Importance of iterative design
- Value of low fidelity prototypes
- Usefulness of critique and testing

THANK YOU
Questions?