



Inter.act

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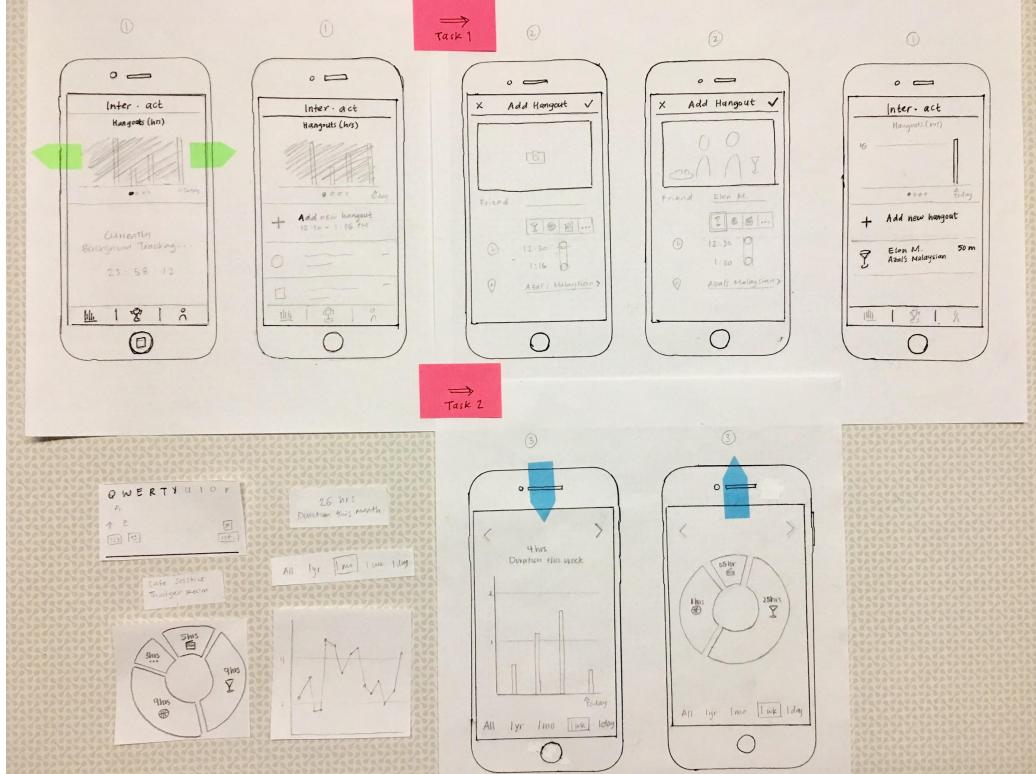
Problem and Solution

- People are busy (!!)
- Less awareness of mental and social health
- “I can’t remember the last time we hung out”
- Good friends help you live longer¹

Smartphone app that encourages people to be more aware of their social activity & helps them reach their social health goals

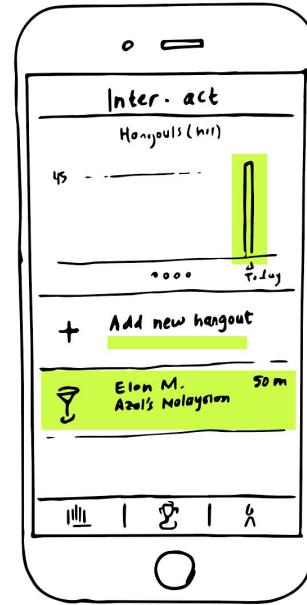
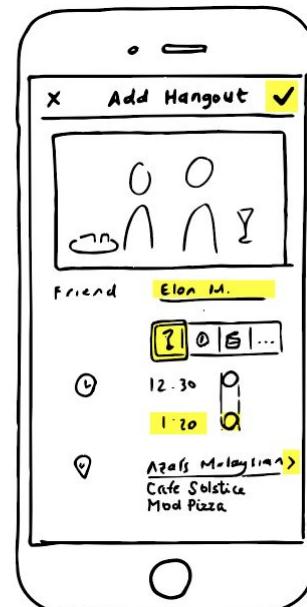
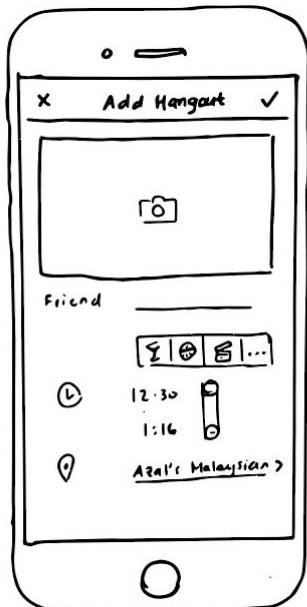
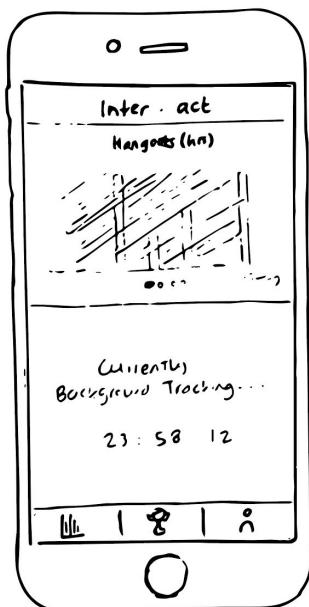


Initial Paper Prototype





Task 1: Tracking social activity

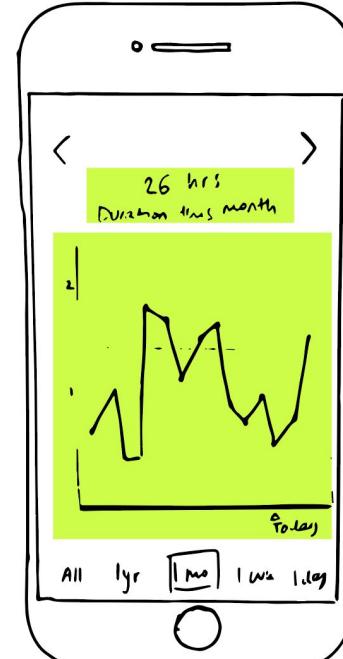
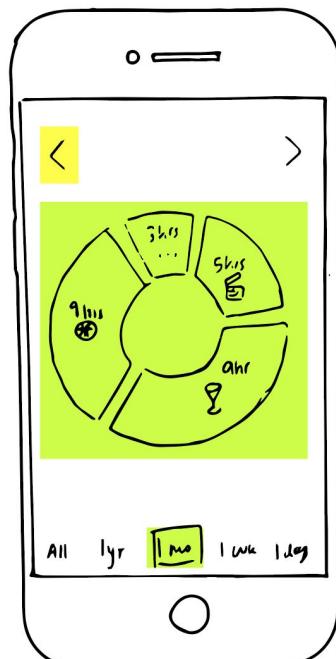
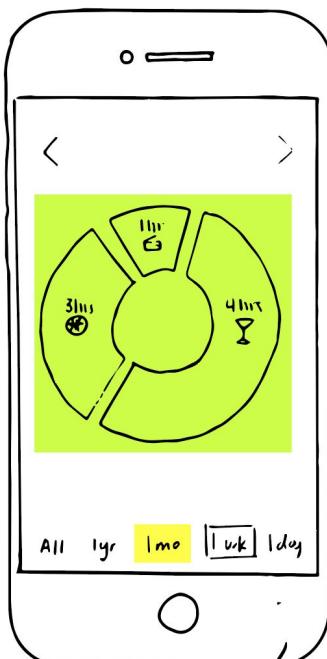
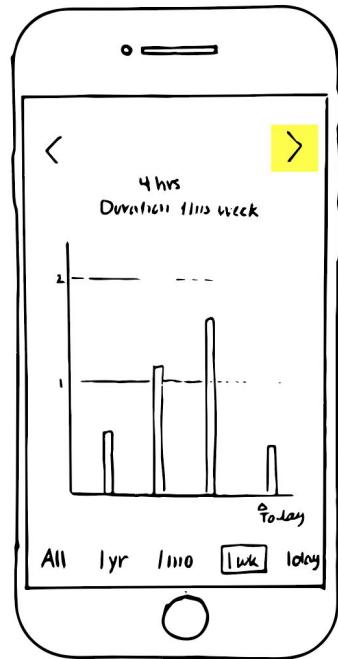


yellow = user interaction

green = app response



Task 2: Viewing personal history and metrics





Testing Process: Heuristic Evaluations

Dash team

Main Violations:

- Clarity between the system and user
- User control clarification
- Navigation to and from home screen

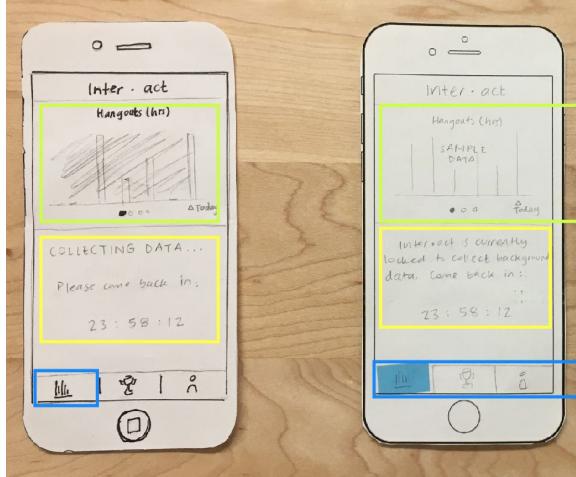




Test Results

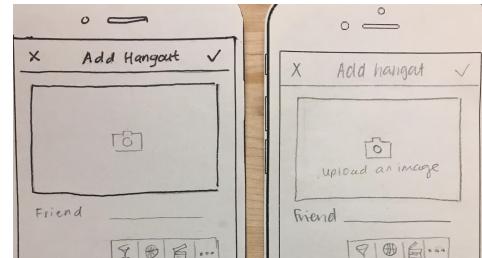
Clarity and visibility

- Added 'sample data' label
- Modified countdown description
- **Added current tab highlight**



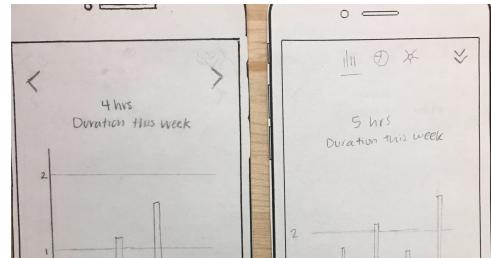
User control and choice

Added text to make it clear it is upload a photo, not take a photo



Navigation

Added button to return to the home screen





Testing Process: Usability Testing



- Peter, CSE undergrad
- Paul Allen building
- Talk aloud



- Oliver, 3rd year law school student
- Busy schedule
- Quick interactions



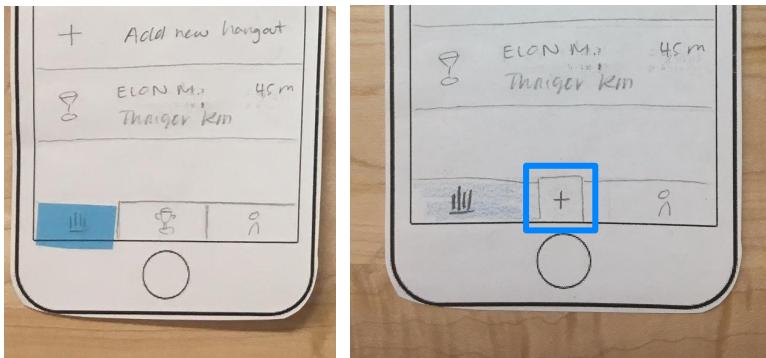
- Natalie, med school
- Irregular schedule
- Friends with 9-5 jobs



Test Results

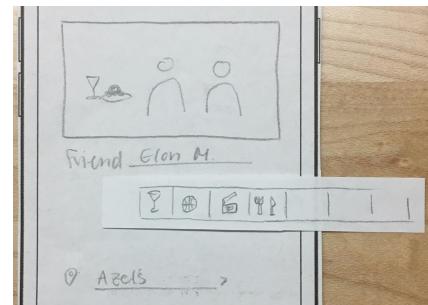
Internal and External Consistency

- Changed to conversational time durations (hrs, min)
- Changed time input to standard time wheel
- **Changed 'add hangout' button to bottom center**



User control and choice

Added additional categories that are scrollable

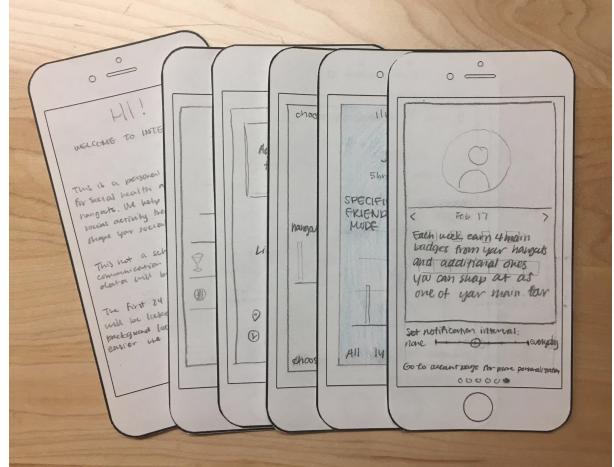
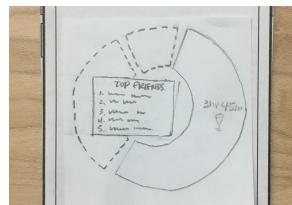
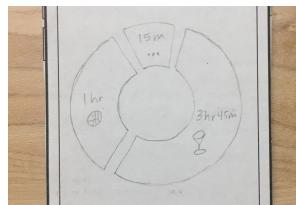
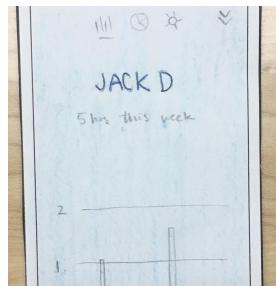
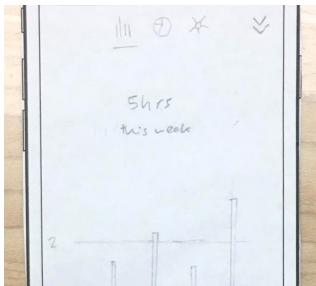




Test Results

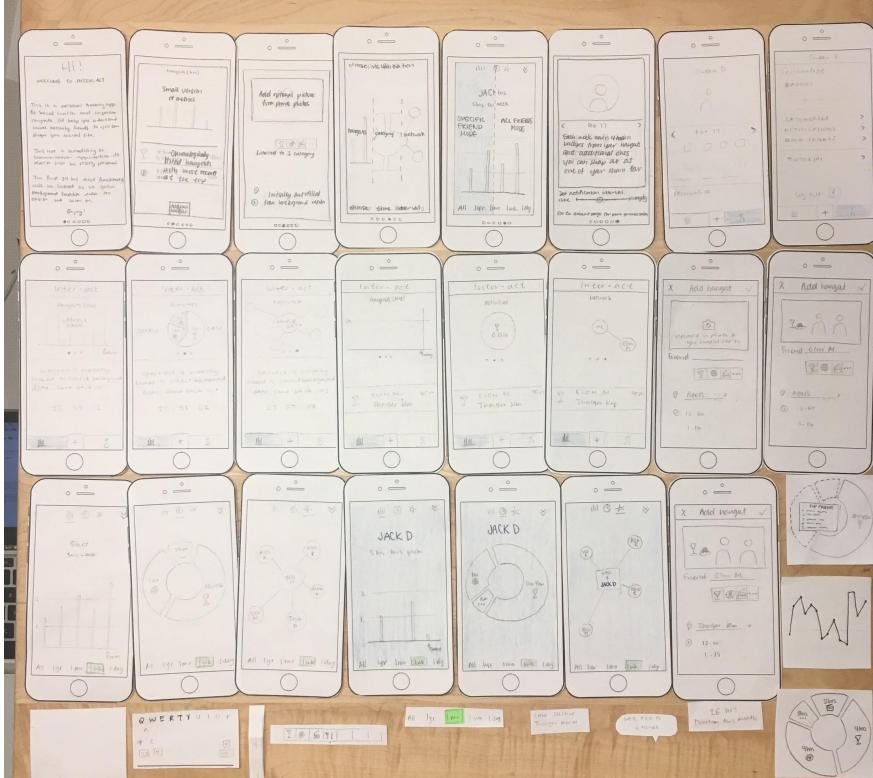
Details/More information

- Added app walkthrough
- Added 'specific friend data' mode
- Added additional details for visualization selection





Final Paper Prototype



top 6 tutorial screens, 2 profile screens

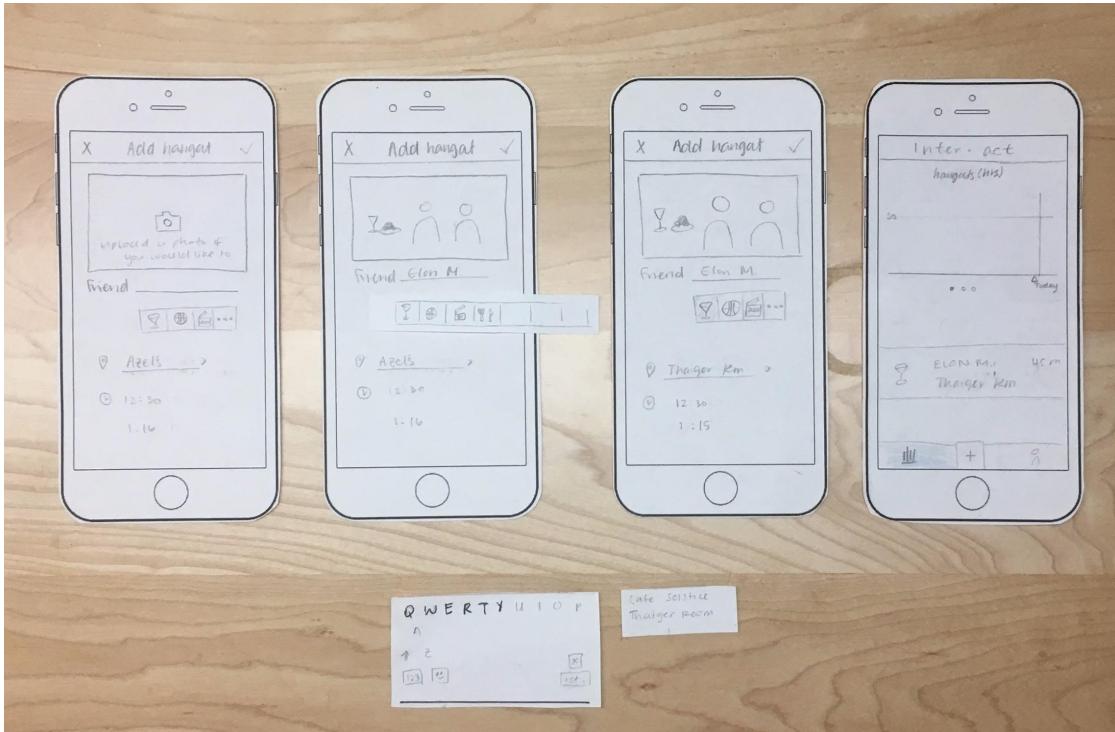
middle 3 sample data screens during lock period, 3 home screens

bottom 3 metrics screens for all friends, 3 metrics screens for 1 friend

other 3 add hangout screen on the right



Final Paper Prototype: Task 1



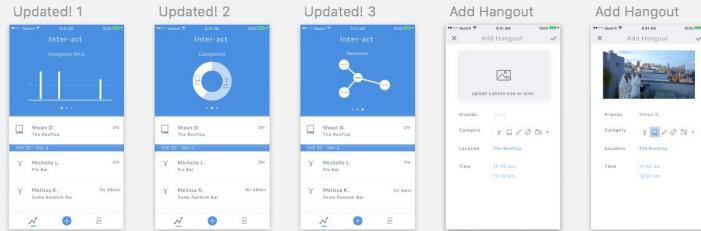
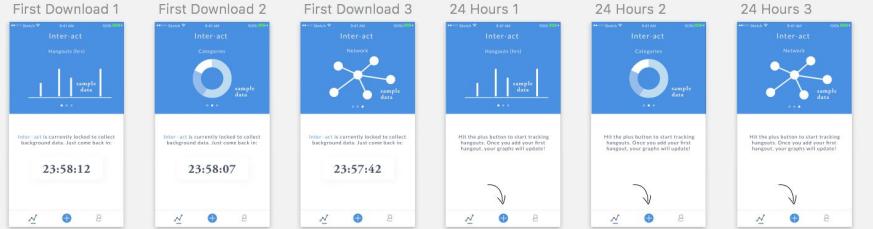


Final Paper Prototype: Task 2

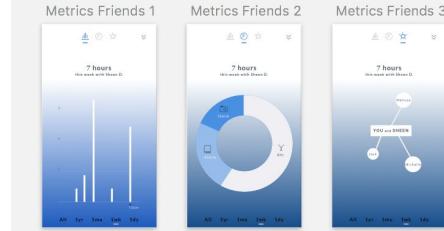
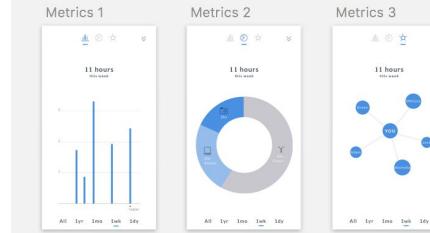
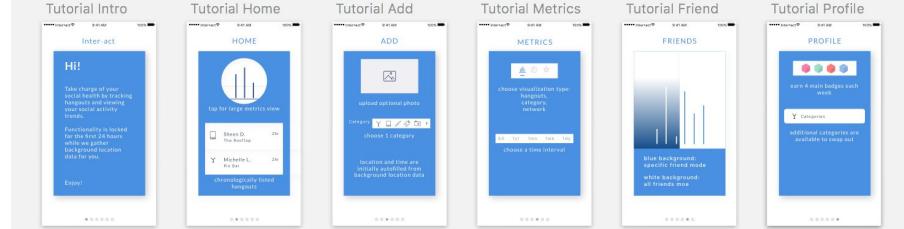




Digital Mockup



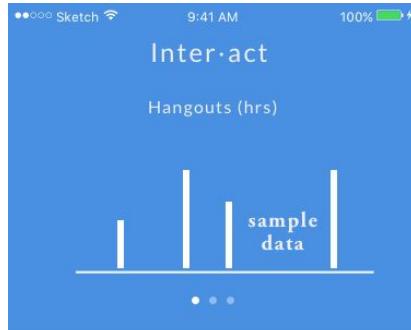
top countdown, new home
middle add hangout
bottom profile



top walkthrough
middle metrics
bottom friend mode



Digital Mockup: Tracking hangouts



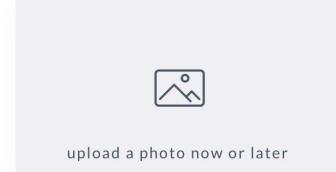
Hit the plus button to start tracking hangouts. Once you add your first hangout, your graphs will update!



9:41 AM 100% Sketch

Add Hangout

X ✓



Friends Input

Category

Location The Rooftop

Time 10:00 am

12:00 pm

9:41 AM 100% Sketch

Add Hangout

X ✓



Friends Sheen D.

Category

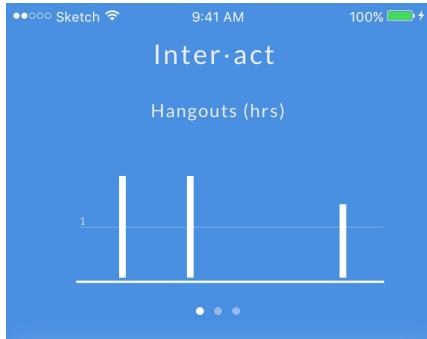
Location The Rooftop

Time 10:00 am

12:00 pm



Digital Mockup: Viewing personal history and metrics



A digital mockup of a mobile application sidebar. It includes the following items:

- Badges Feb 2017 (with arrows for navigation)
- Settings
- Categories
- Notifications
- Friends



Digital Mockup: Viewing personal history and metrics





Summary

- Iterations allow us to quickly determine problem areas
- Don't be afraid to use lots of paper!
- Filter feedback instead of blindly obliging
- Different people discover different issues
- Strike a balance between fitting into the mold of familiar tracking apps and creating something new



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Questions?