



Inter.act

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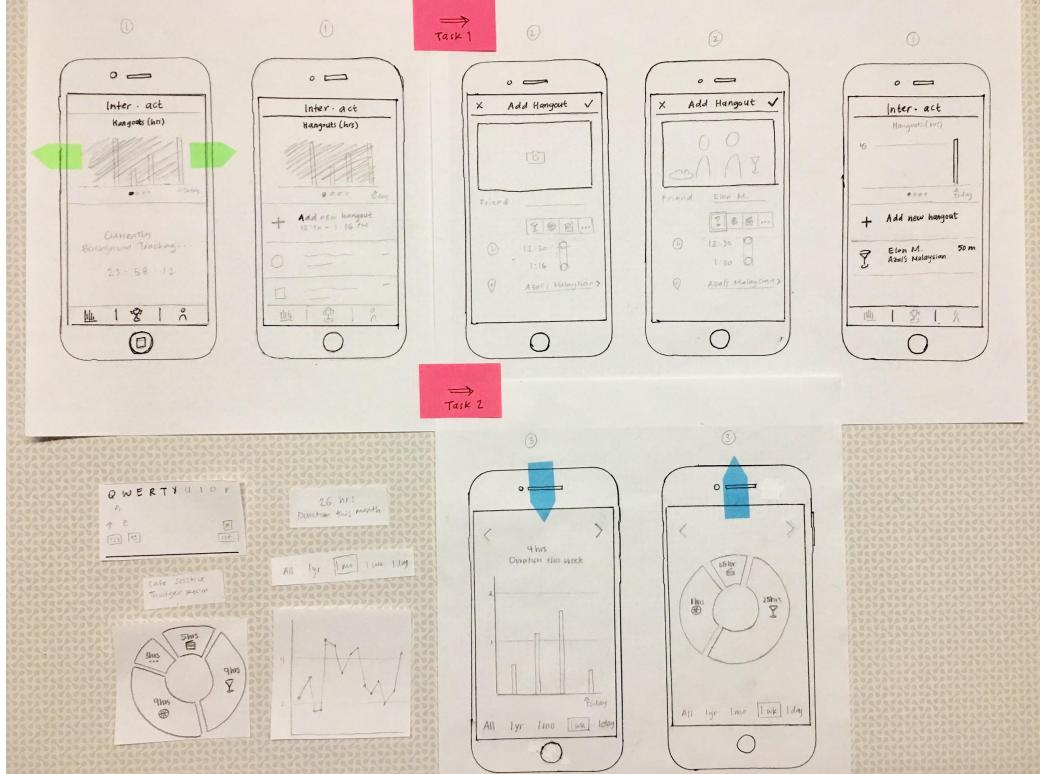
Problem and Solution

- 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

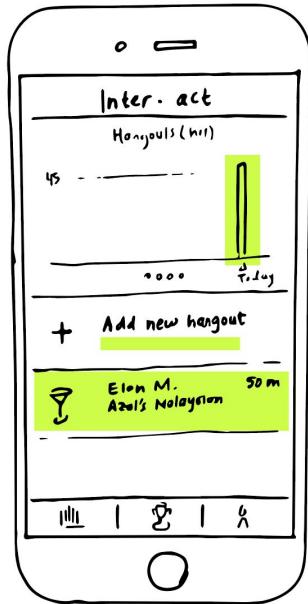
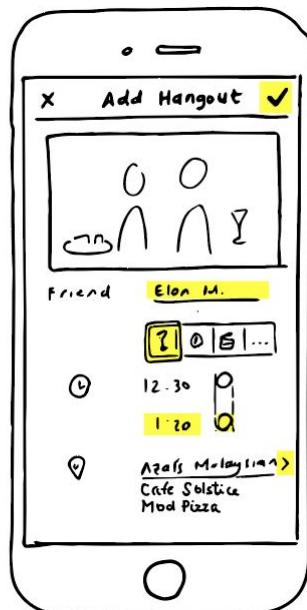
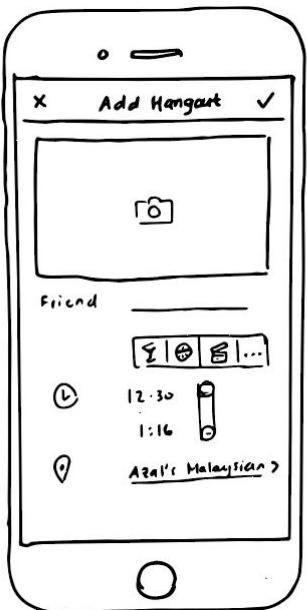
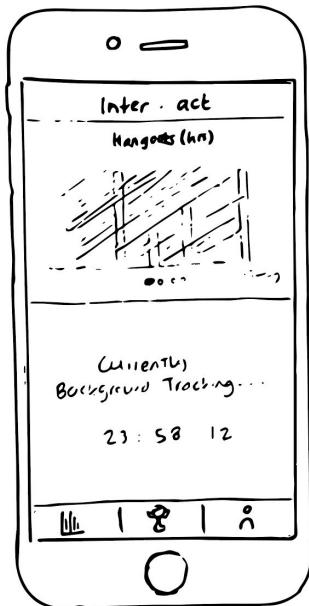


Initial Paper Prototype



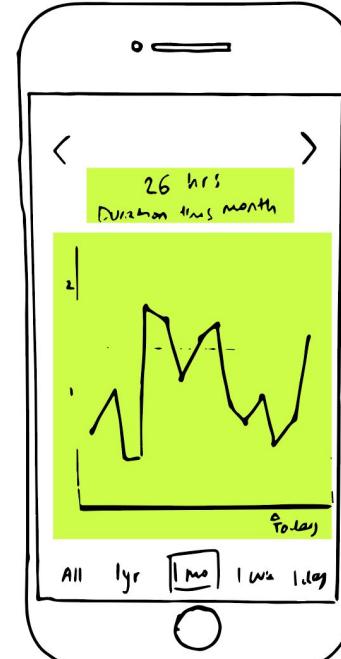
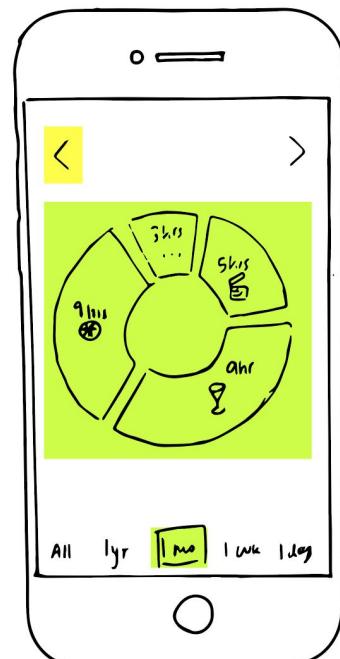
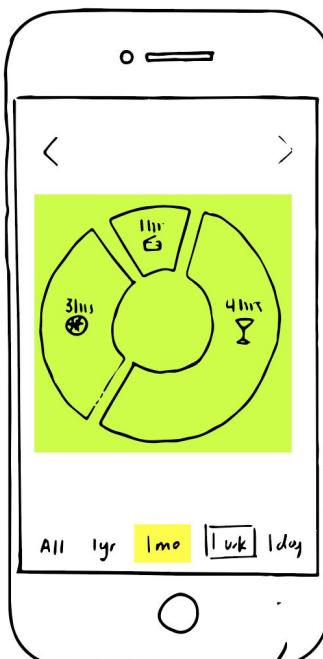
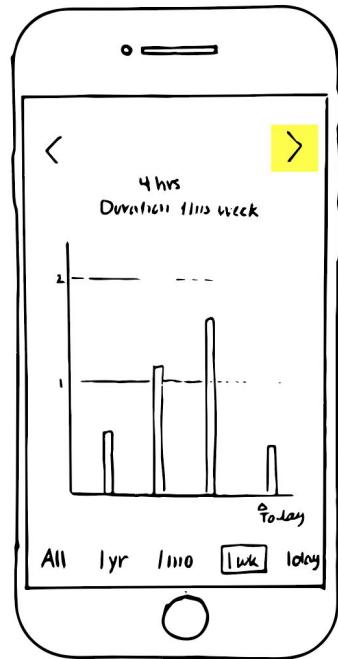


Task 1: Tracking social activity





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

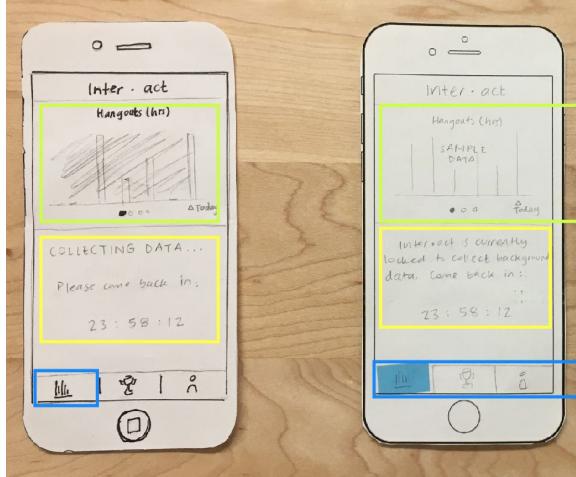




Test Results

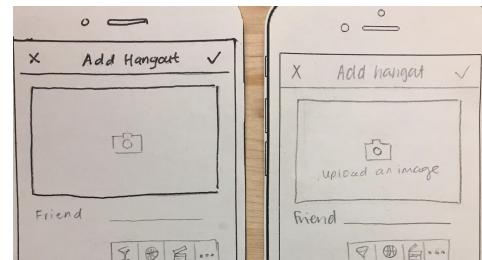
Clarity and visibility

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



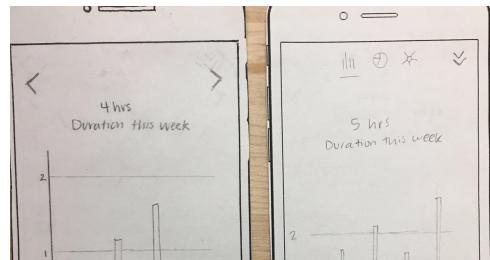
User control and choice

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



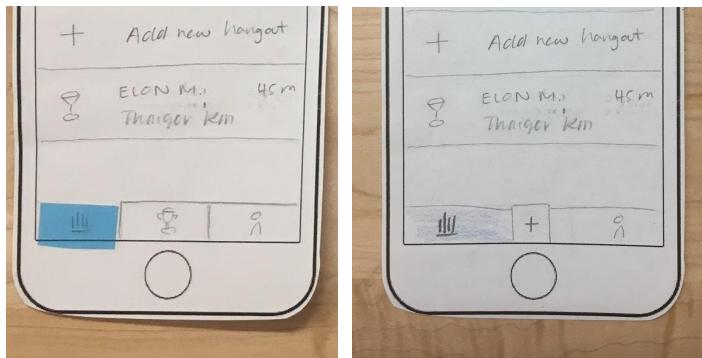
- Natalie, med school
- Irregular schedule
- Friends with 9-5 jobs



Test Results

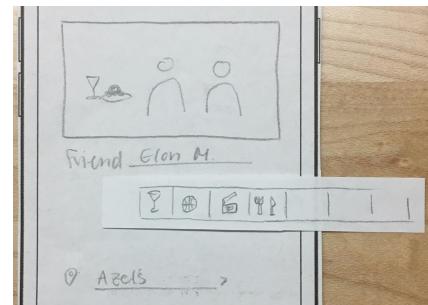
Internal and External Consistency

- 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

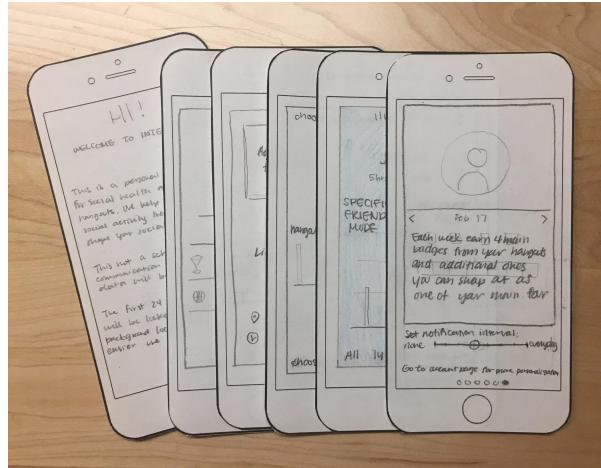
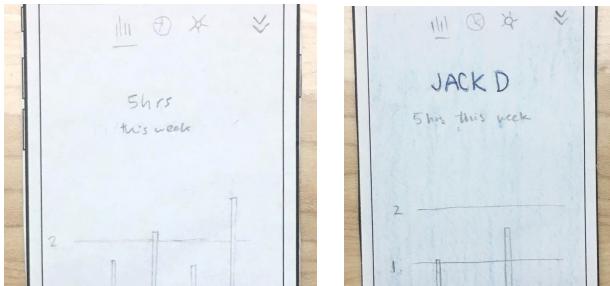




Test Results

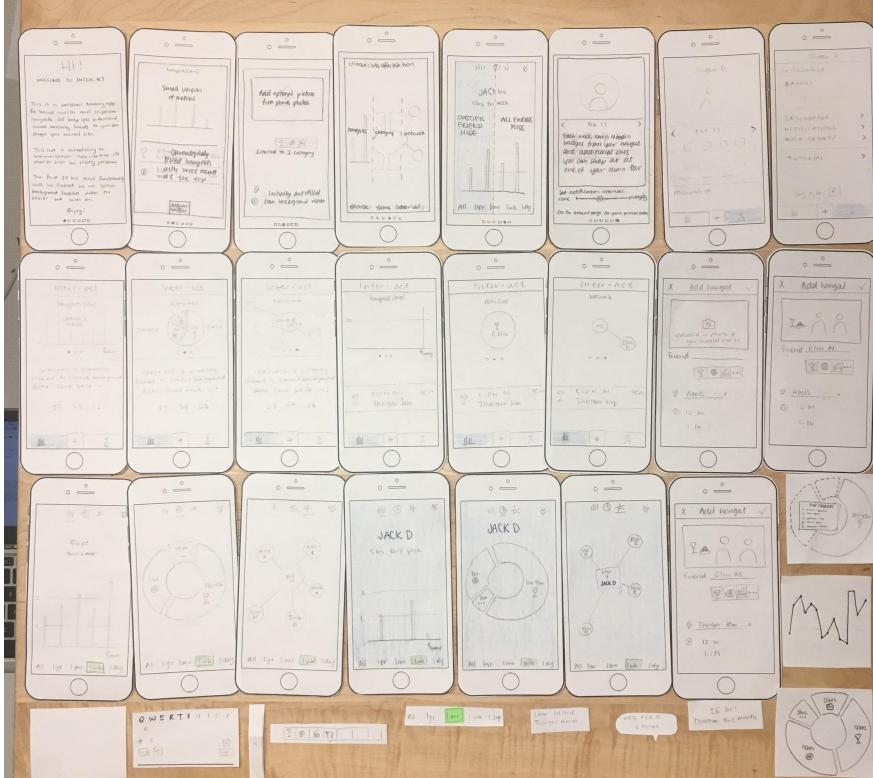
Details/More information

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



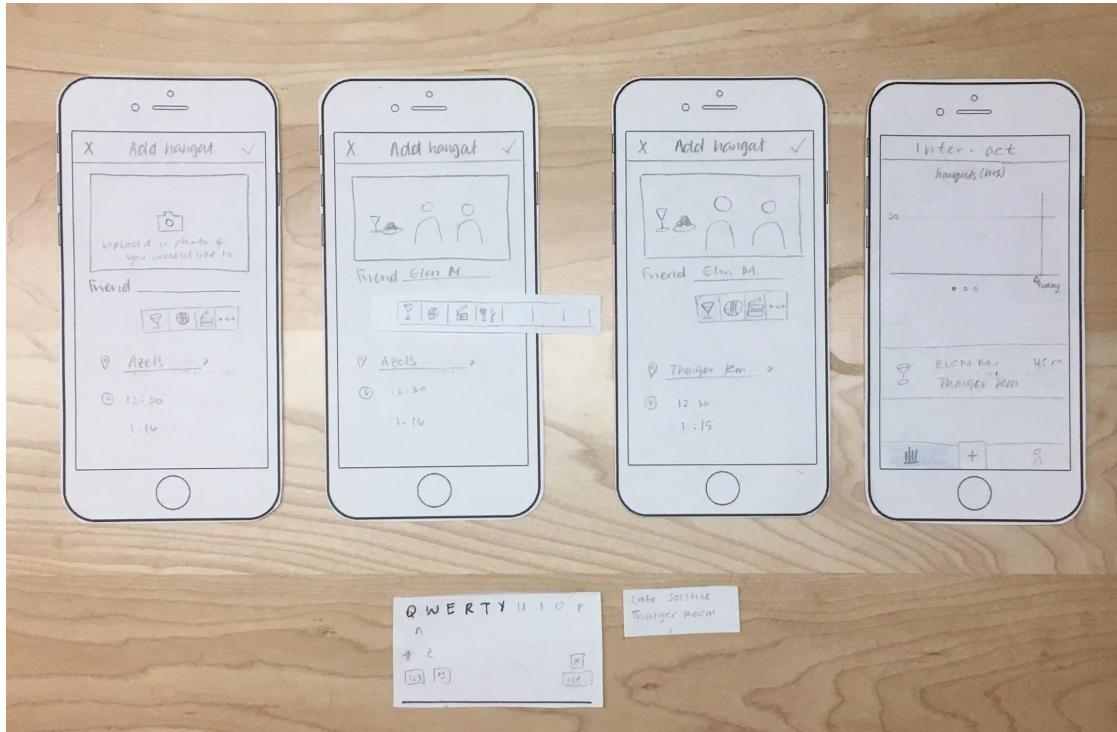


Final Paper Prototype





Final Paper Prototype: Task 1



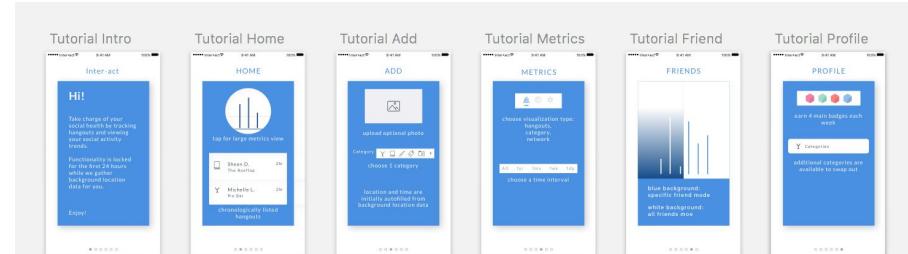
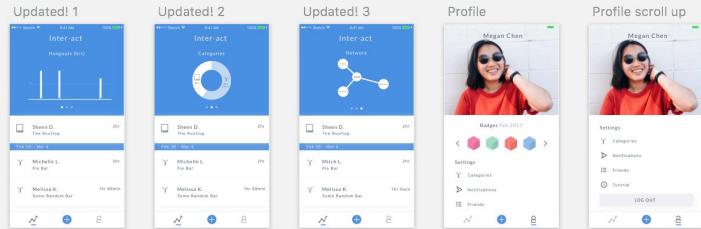
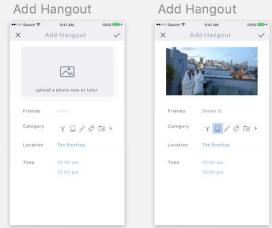
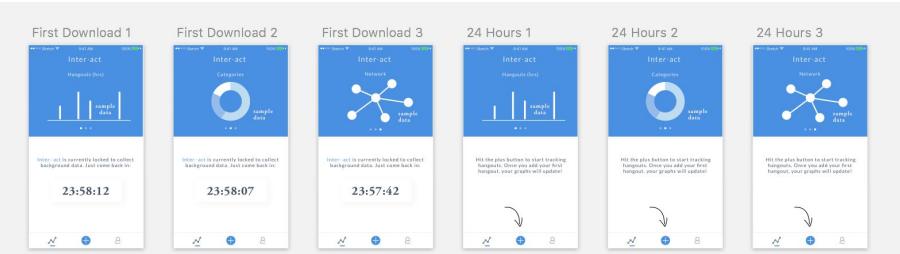


Final Paper Prototype: Task 2



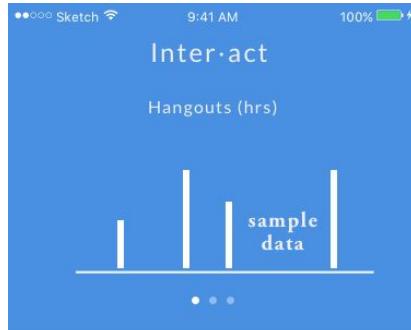


Digital Mockup





Digital Mockup: Tracking hangouts



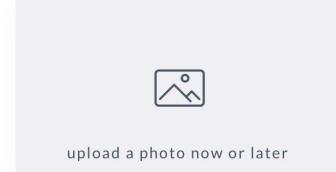
Hit the plus button to start tracking hangouts. Once you add your first hangout, your graphs will update!



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

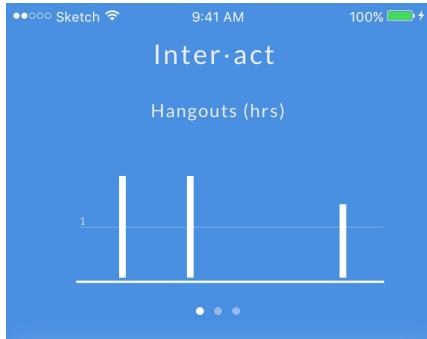
Location The Rooftop

Time 10:00 am

12:00 pm



Digital Mockup: Viewing personal history and metrics



Sheen D.
The Rooftop
2hr

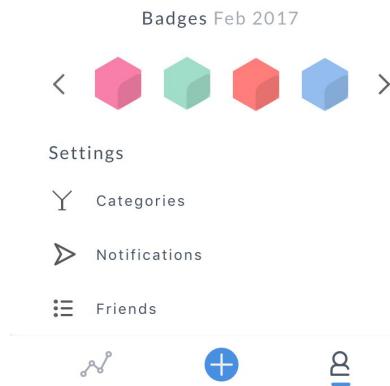
Feb 26 - Mar 4

Michelle L.
Pie Bar
2hr

Melissa K.
Some Random Bar
1hr 48min

+

👤





Digital Mockup: Viewing personal history and metrics





Summary

- Iterative design is efficient and effective
- Iterations allow us to quickly determine problem areas
- Better to design fast and test slowly than to design slowly and test fast
- 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 novel



Inter.act

Questions?