vices

Low-Fi Prototype & Usability Testing

Studio: Arts & Culture

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OVERVIEW





02 THE LOW-FI PROTOTYPE





USABILITY TESTING & ANALYSIS



MISSION STATEMENT

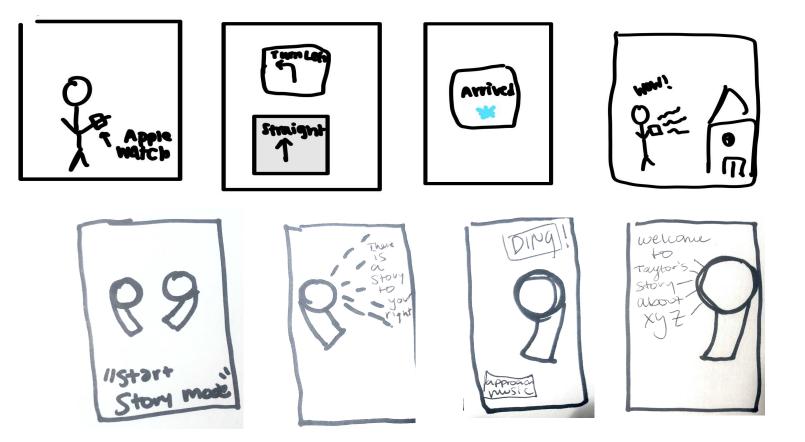
Enabling cultural immersion through personal stories

VALUE PROP

Illuminate your world

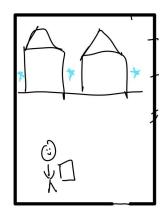
Ol EXPLORING DESIGN IDEAS

WEARABLE



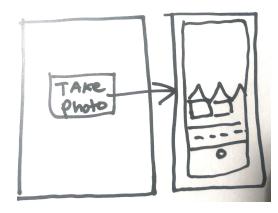
AR/VR

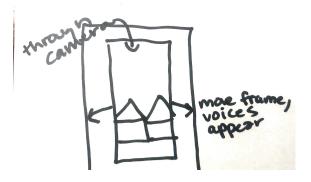






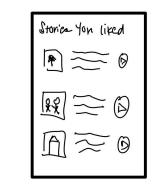






STORY TINDER



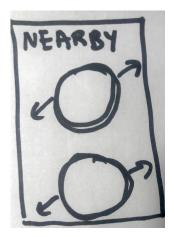




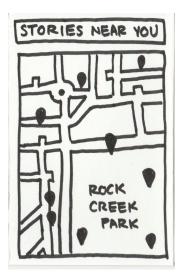




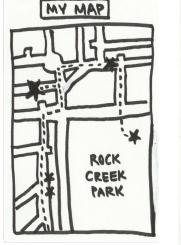




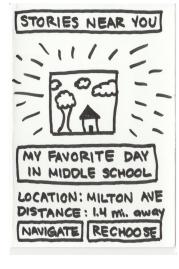
MAPS





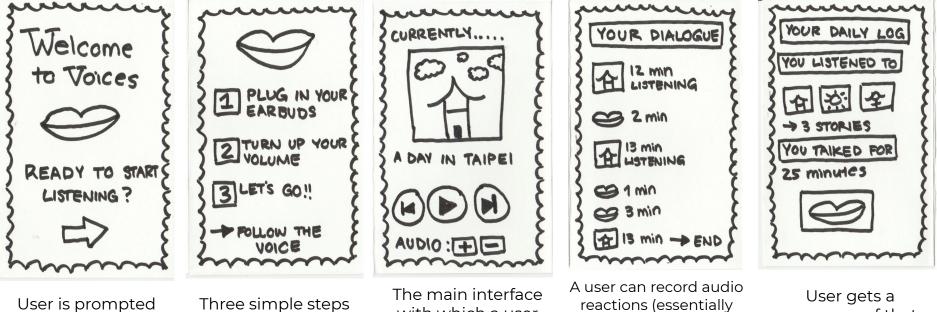






User is shown a map of their current location User can see the top (i.e. "most popular") stories near them User gets a customized map with the stories they select and a path between these stories User can select radius and then spin "wheel of stories" to get a random story within selected radius User can learn more about the story and navigate to story

VOICE

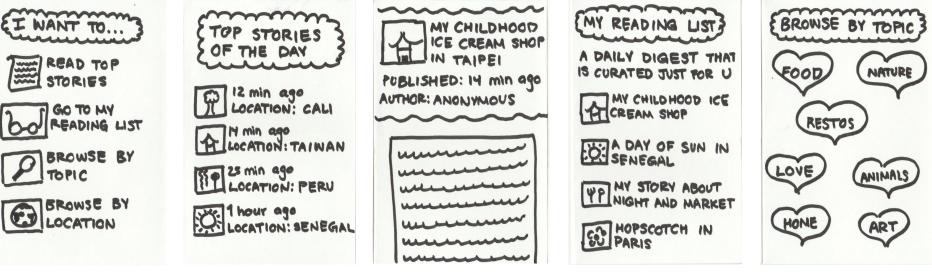


User is prompted to listen to audio narration Three simple steps to listen to a story!

The main interface with which a user interacts is by listening to the story A user can record audic reactions (essentially voice memos) in response to the story they are listening to

User gets a summary of that day's "conversation"

NEWS FEED

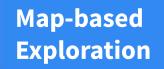


User given a menu of different options of ways to read the news

The top stories of the day features stories from all around the world Each story can be read just like a news article A curated list of stories (a "digest") is created for the user based on their recent reads

Users can also browse by topic similar to how one can browse a newspaper by section

INTERFACE SELECTION





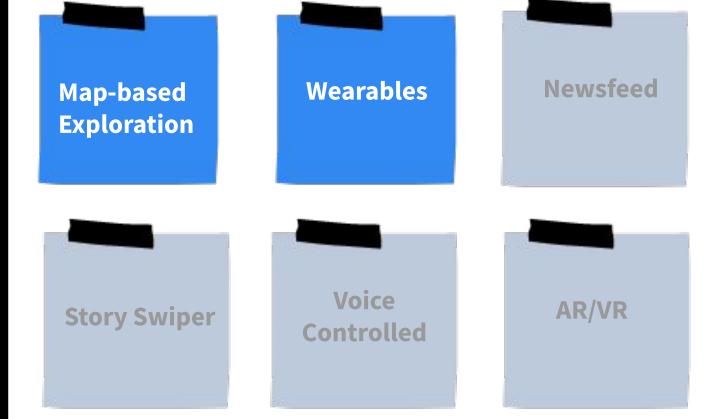
Newsfeed

Story Swiper

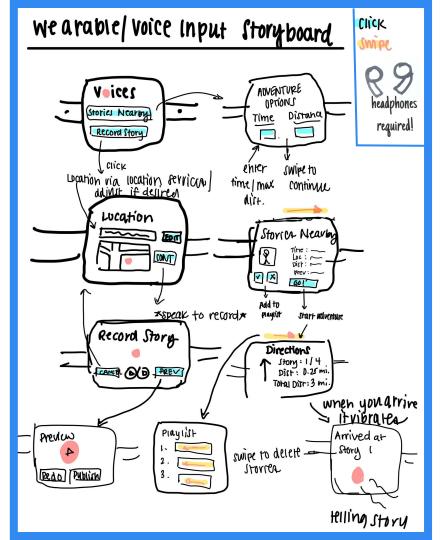
Voice Controlled



INTERFACE SELECTION



Wearable Storyboard



WEARABLES: PROS AND CONS



Novel user experience

Minimalist interface

Voice Input = No text input

Phone down, eyes up

Encourages on-site exploration

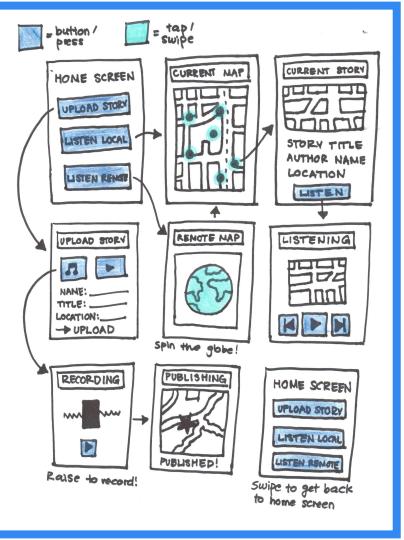
Voice input may struggle to understand other languages

Only audio stories

Local stories only

Smart watch, headphones required → accessibility issue

Map-Based Storyboard



MAPS: PROS AND CONS



Interact with stories everywhere

Clear story → location relationship

Familiar UI (map)

More story formats compatible

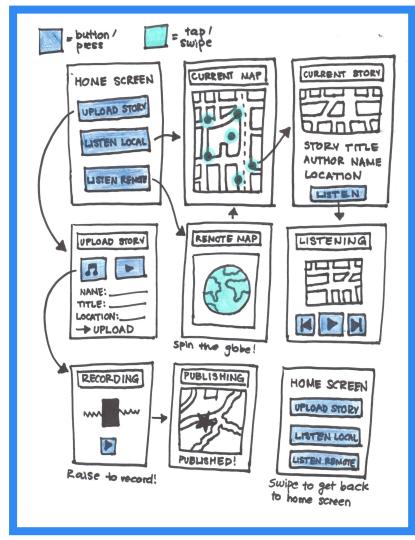
Financial accessibility

Challenging for visually impaired users

Less active engagement than AR/wearable format

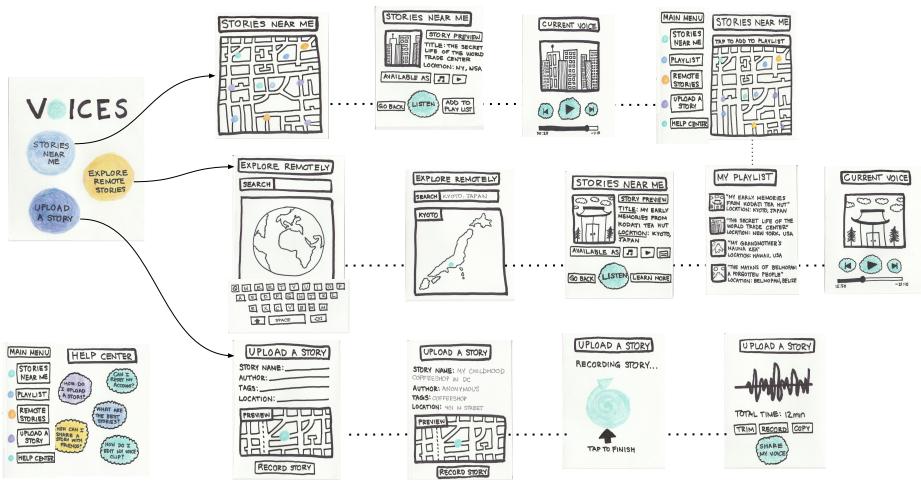
SELECTED INTERFACE:

MAP-BASED EXPLORATION



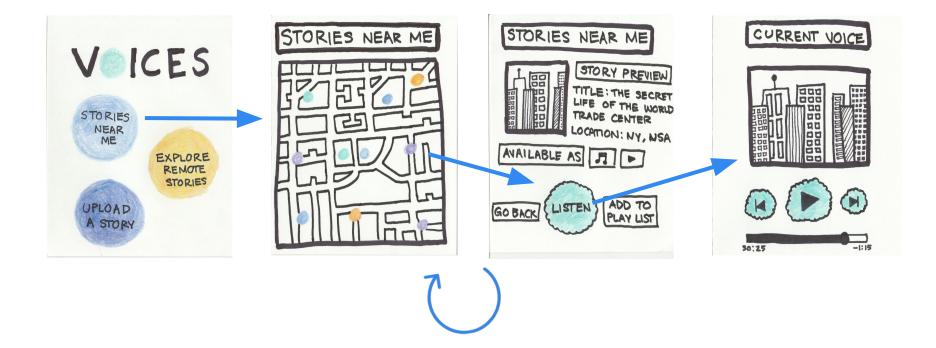
02 THE LOW-FI PROTOTYPE

PROTOTYPE STRUCTURE

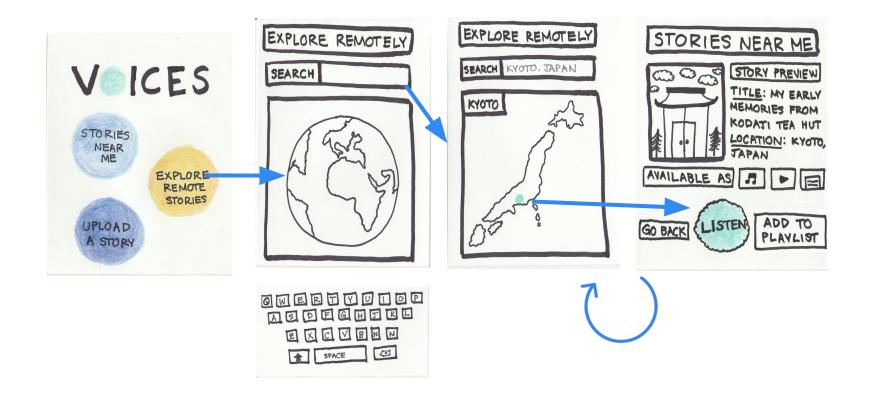




FIND AND LISTEN TO A STORY



FIND AND LISTEN TO A STORY





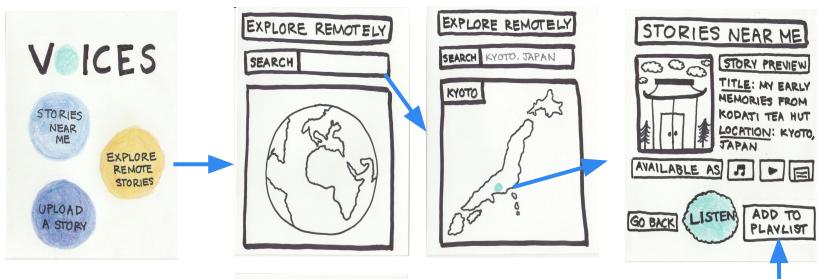
MODERATE TASK Add to a playlist



ADD TO PLAYLIST



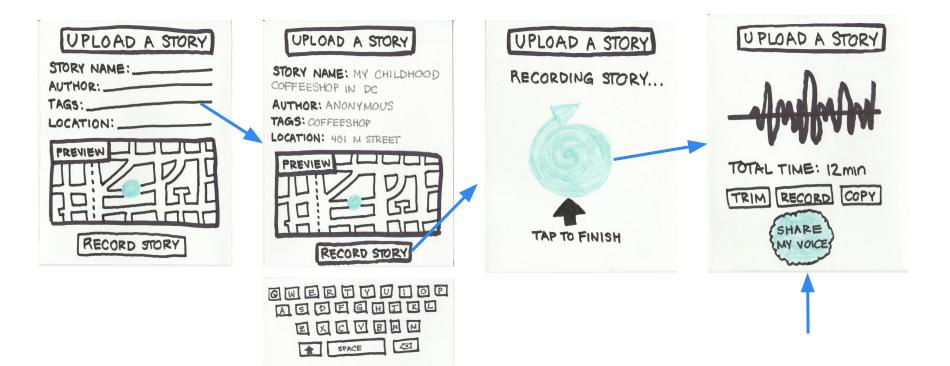
ADD TO PLAYLIST







SHARE A STORY



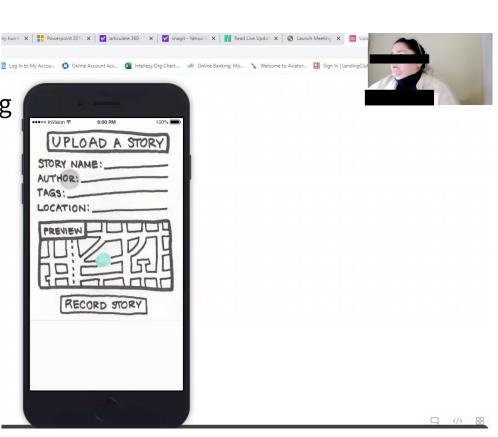
O3 USABILITY TESTING & ANALYSIS

EXPERIMENTAL METHOD

Zoom interview w/ participant sharing screen

Leveraged inVision

No compensation



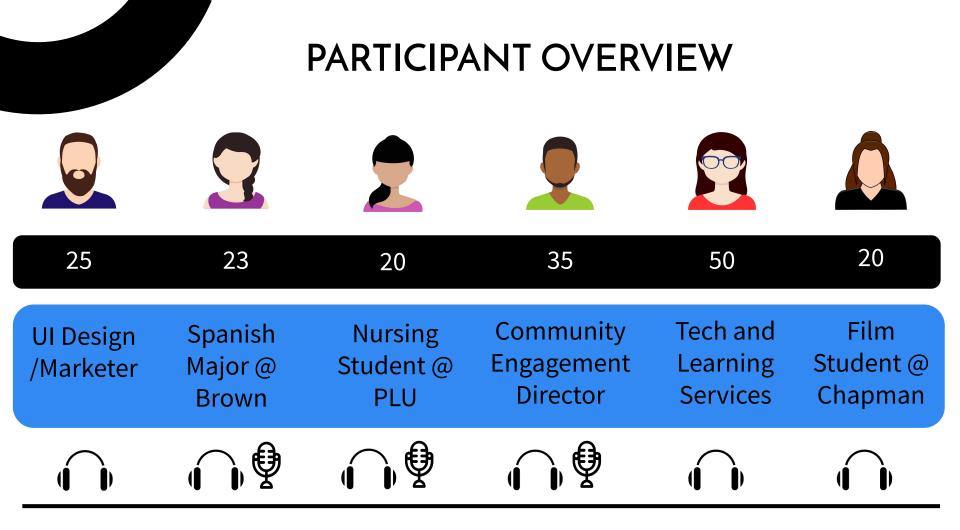
INTERVIEW BREAKDOWN

Facilitator gives overview & inVision demo Participant shares screen, completes tasks one by one Participant gives **feedback** and commentary, note-taker documents Facilitator asks follow-up questions based on feedback We selected participants eager to...



Learn about other cultures





TESTING THE TASKS

- 1. Find and listen to a story nearby
- 2. Add a story from Japan to your playlist
- 3. Upload a story

PARTICIPANTS



-UI designer and marketing -Grew up in California surrounded by other cultures

-Nursing student at PLU -Uses clubs to share Hawaiian/Japanese culture



PARTICIPANTS



-Community Engagement Director
-From India, studied in London
-Old President of Indian
Association of North Texas

- Spanish major @ Brown
- Very involved in Los Angeles Persian community



PARTICIPANTS



-Filmmaker, photographer and designer -Current student at Chapman -Shares stories via visual mediums

-Loves to travel -Loves to visit historic sites/museums when traveling -Avid listener of "NPR Storycorps"



RESULTS: TIMING

The find and listen to a story nearby The find and listen to a story nearby

RESULTS: SUCCESSES



Finding and **listening** to stories nearby **was simple**



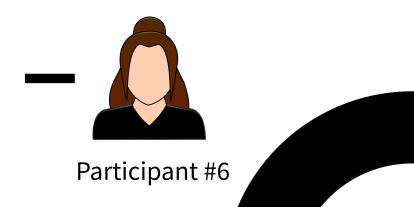
Liked having **pictures associated with the story**



Easy to understand map UI

Loved the concept & simple UI

"The map is pretty cool because if I'm actually there or planning a day in the area, I could use it to map out my day"



RESULTS: ERRORS

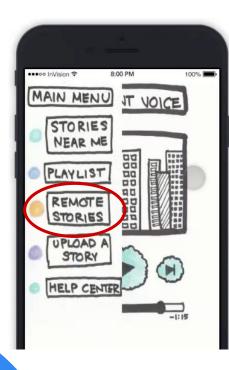


Navigation Mishaps

Side-swipe menu wasn't intuitive/clear

No back button/back swipe functionality to go back one page

RESULTS: ERRORS



Confusing Labels

Misunderstanding **"remote** stories"

Went to "upload a story" when looking to add a story from Japan to playlist

RESULTS: ERRORS

Confusing Colors & Icons



Does this mean play music?



Do different **colors** on stories **have meaning**?

Okay, but **where am I** on the map?

"What's different about this than Snapchat or Instagram stories?"



Participant #2

Concept Clarity

Confusion about **voices vs stories**



Misconstrued **stories as similar to Snapchat** & Instagram stories

Multimedia Storytelling

Photos taken by the authors



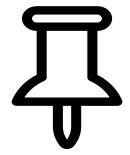


Concern for hearing-impaired, want transcribed stories

Story Organization

Desire for **tagging**/grouping stories by theme & ideas

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Multiple voices may appear in same location → no way to switch/scroll between them

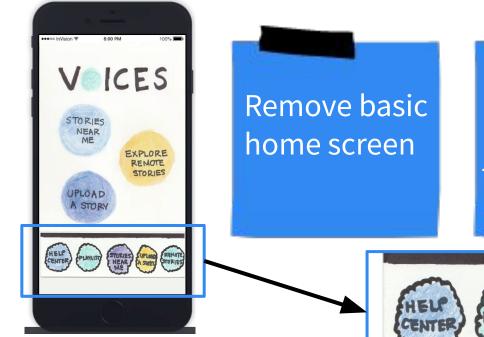
Wants to develop multiple **playlists**

Deep Connections by Design

Desire for **social aspect** (following friends or sharing stories w/ friends)

Desire to connect to the story via topic or through actual author

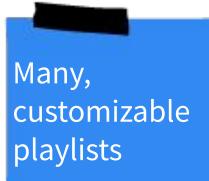
UI CHANGE #1: NAVIGATION

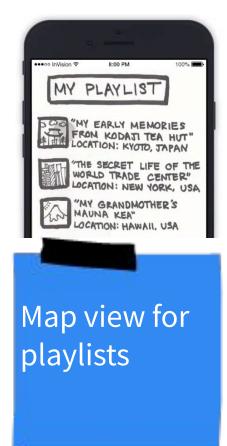


Persistent nav bar for fast transitions Back button or swipe



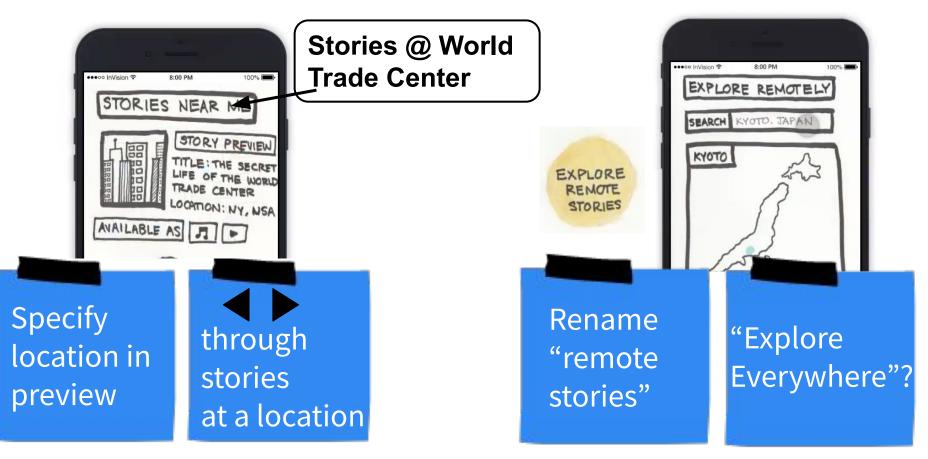
UI CHANGE #2: PLAYLIST REVAMP





Suggested voices

UI CHANGE #3: CLARIFYING ADJUSTMENTS



SUMMARY

IN SUMMARY, we will need to...

Ensure concept clarity while keeping the UI simple

Be more intentional about the use of colors & labels

Make the experience more dynamic through multimedia and personalization