voices

Med-Fi Prototype README

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Prototype

We used Figma to bring our medium fidelity prototype to life. See the prototype [here](#).

How To Use

The target platform for our Figma prototype is an iPhone 11 Pro. Note that not all stories, playlists, and features are interactive on all screens. Each potential feature has one or more places where the user can engage with it, but we did not attempt to hardcode stories and playlists at scale for this demonstration.

Onboarding Screen

Upon starting the prototype by pressing the play button in Figma's top left corner, the user is taken to an account creation onboarding screen. Clicking in any of the text boxes fills in hard-coded details. After electing to sign up, the user will upload a photo, select a language, and input a bio. Each of these is also hard coded. Though present, the 'already have an account, sign in' feature is not implemented interactively.

Map Screen - at Current Location

After signing up, the user lands at the main map page that shows where they currently are. From here, the user can:

- View stories at the Hollywood Walk of Fame by tapping on the story bubble
- Press & drag to see more of the map
- Search for a different location in the world to explore
- Re-orient themselves in the map screen

- Navigate to a different part of the app (playlists or record story) via the nav bar

Map Screen - Searching for Global Stories
Tapping on the search bar brings up a keyboard. When the user taps on the keyboard to input a location, we've hardcoded a search for Barcelona. In Barcelona, the user can:
- View stories at two locations by tapping on the story bubbles
- Press & drag to see more of the map
- Press the re-orient icon to go back to the local map
- Navigate to a different part of the app

View Stories at a Location Screen
The user will arrive here by tapping on an interactive story bubble in either the local view or global view of the map. On this page, the user can:
- Get meta info about the stories at a given location
- Immediately play a story from the list of stories by pressing the mint play button
- Get more information a particular story by clicking on its list item; this brings up a transcript preview of the beginning of the story
- Share the story or add it to a playlist
- Change the language of the information displayed; note, this feature shows language options, but does not translate the text in this med-fi
- If the user is nearby the location, they can navigate to the site of the story
- Navigate to a different part of the app

Story Playing Screen
Whenever the user presses the mint play button, they will be brought to the story playing screen. Here the user can:
- Pause/Play the story
- See the story transcript by tapping on the transcript button or scrolling down; note, some transcripts present for

demonstration purposes, but you cannot scroll to see the entire text
- Share or add to a playlist by tapping on the … to bring up these options
- Navigate to the story if it is in range
- View the author's profile by tapping on their username
- Go back to the list of stories by tapping on the back arrow
- Go to the next/previous story in the list at a location or given playlist (functionality not implemented)

Author Profile Screen
Though these features are not interactive, the prototype demonstrates the the user would be able to
- Listen to, share, or add the stories created by that author to a playlist
- Look at the playlists created by that author
- See the author's bio

Playlists Main Screen
The user arrives here by tapping the playlist icon on the navigation bar. On this screen, the user can:
- Tap on playlists to go to that specific playlist view screen (only functional ones are 'Memories from Utah to Belize' and 'My Favorite Stories from Mexico City')
- Click on their profile photo to view and edit their profile

Specific Playlist View Screen
There are two main ways to view a playlist: list-view and map-view. The default is list-view. In list-view the user can:
- Play a story by tapping on its list item (only one story per playlist is currently interactive)
- Share a story or add a story to another/new playlist
- Play the playlist from the beginning by tapping the play button at the top
- Switch to map view by tapping the map icon in the top bar
In map-view the user can:

- Switch back to list view by tapping the list icon in the top bar
- See story previews by tapping on the bubbles (interactivity not implemented)

Record a Story

The user records their story in app by tapping to start/stop/edit the recording. The user can:
- Edit their story by tapping on the length bars to shorten or cut out parts of the recording (in this prototype we hard-code where the story is cut at when the user taps on the bars)
- Before publishing the story, the user must give it a title, tags, upload or take a photo, and tie it to a location on the map
  - In this prototype the user has to tap on the title, which is then filled with our hard-coded choices. Note, this also fills in the map location in the prototype, but in a real use-case, the user would need to separately fill out the location.
  - You can also only tap on certain pre-ordained tags in this prototype
- To upload a photo, tap on the upload button then select a photo from the camera roll. Note, only one photo is available to be selected in this prototype.
- After sharing a story, the user can tap on the published story button to edit the details or remove the story

Wizard of Oz & Hard-Coded Features

The following elements of the prototype are implemented using the Wizard of Oz technique & hard-coded features:

Onboarding
- Username / password input
- Photo upload, user bio, language selection

Map
- Map exploration enabled by Wizard of Oz technique

- User's current location is hard-coded rather than determined based on actual location
- Scrolling & adjusting the map, cannot go as far in any direction as you want since the map is just a png in the prototype
- Stories are hard-coded on the map
- Location search for global exploration is hard-coded as Barcelona

Story Lists, Previews, & Playing
- Both in playlists and in the lists of stories at a given location, stories have been hard-coded
- Story previews & transcripts are hard-coded
- Share icons appear but are not functional

Record Story
- Wizard of Oz technique for recording story, hard-coded length and editing
- Hard coded titles, tags, photo uploads/taking a photo

Limitations

The nature of our application as a multimedia map-based story recording & listening platform necessitates substantial Wizard of Oz-ing and hard coding at the level of a med-fi prototype. A key limitation of this is that the prototype might not be able to authentically convey the experience of using the app. For example, since our map view is limited to a select pre-determined couple locations, users can't get a feel for stories being everywhere and popping up as they explore. Since maps are created using PNGs here, a user can only scroll so far through a given area. The prototype also doesn't enable users to actually listen to the stories, so in that way doesn't capture the full experience.

There are some features that we did not make interactive in the prototype given time constraints and simplicity concerns. For example, we showed but did not functionally implement:

- Existing user sign-in during onboarding
- Screens that show all the stories associated with a given tag
- Fully fleshed out story sharing; we showed sharing options, but none were interactive beyond the option display

Finally, note that we show the prototype user as already having 6 playlists in order to exhibit our playlist interface and how this interface relates to a user's profile. However, new users would normally start with zero playlists.