



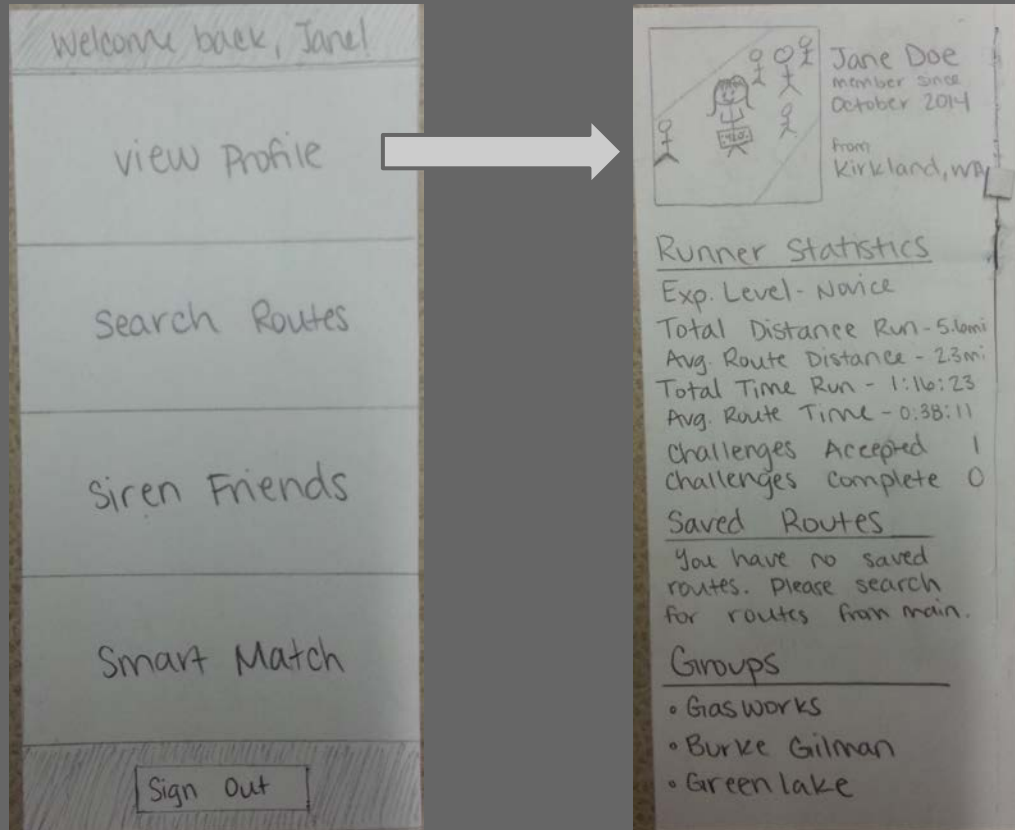
Running With Friends

Erica Putsche | Heidi So | Luke Chang | Linsen Wu

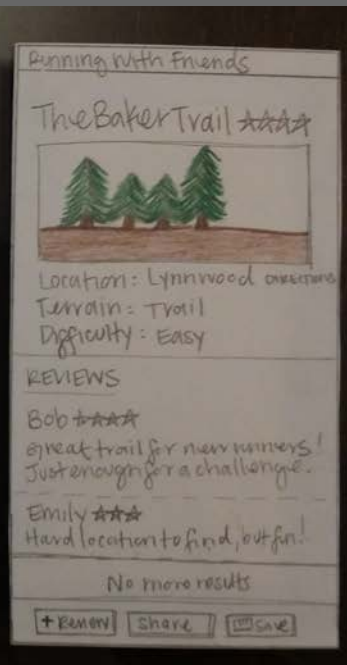
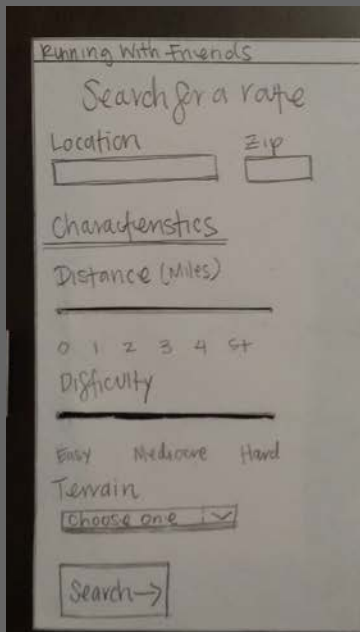
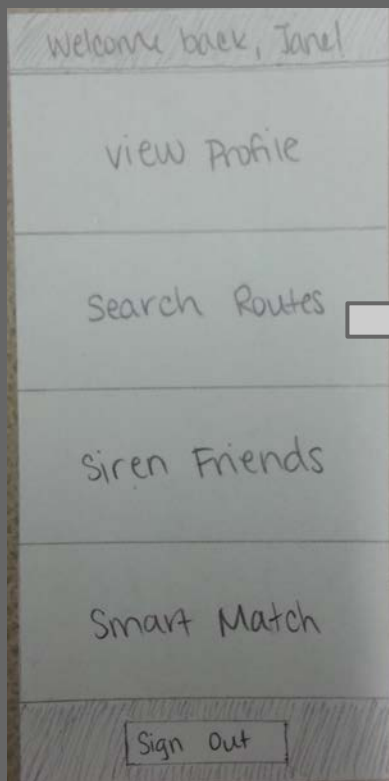


This is what you look like right now.

Initial Paper Prototype



Initial Paper Prototype



Initial Paper Prototype

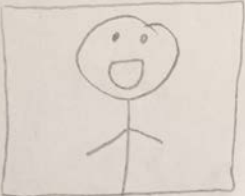
Task 1: Finding a SmartMatch

Criteria	
Level	<input type="checkbox"/>
Avg Dist	<input type="checkbox"/>
Avg Time	<input type="checkbox"/>
Route Pref	<input type="checkbox"/>

Criteria	
Level	<input checked="" type="checkbox"/>
Avg Dist	<input type="checkbox"/>
Avg Time	<input type="checkbox"/>
Route Pref	<input type="checkbox"/>


* Finding Match

Frank



About: Happy guy who runs
casually
Level: Novice
Rating: ★★★★★

Jenn

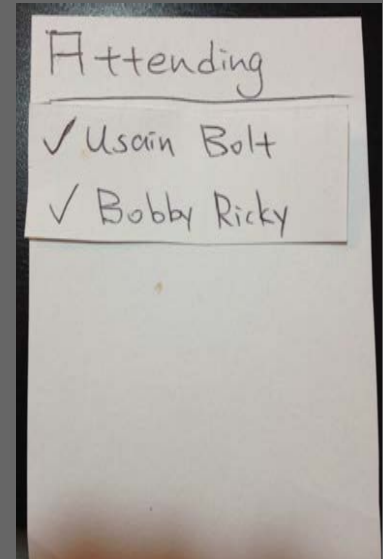
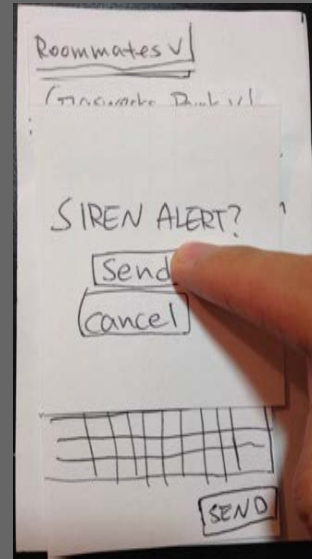
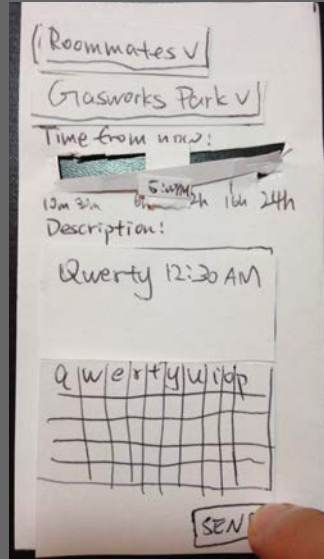
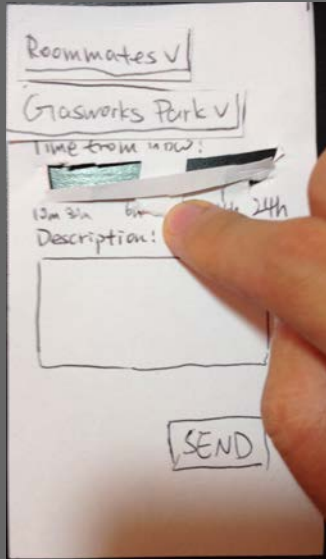


No more matches found!!

Rating: ★★★★★

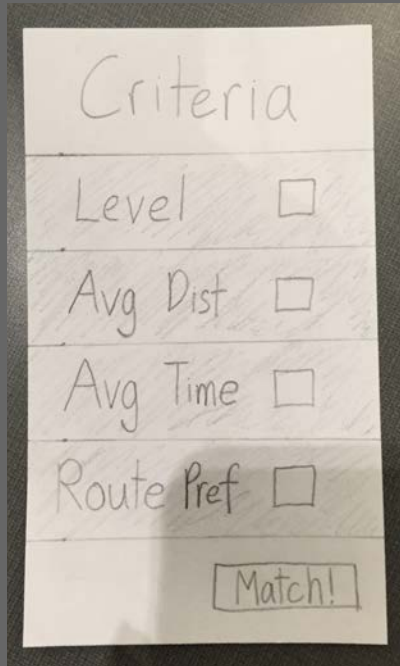
Initial Paper Prototype

Task 2: Siren friends quickly for a run



Usability Test Results

SmartMatch: What does Criteria mean?

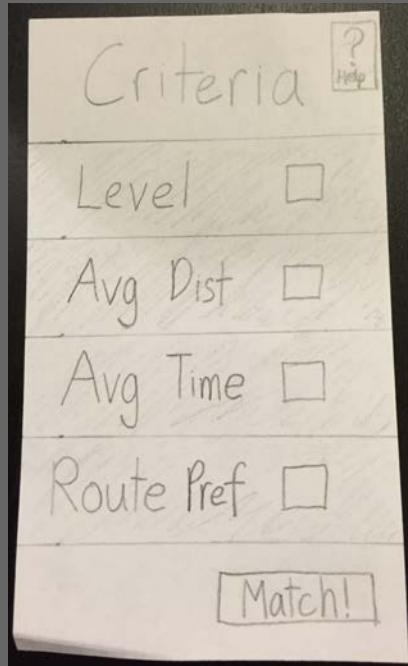


Criteria

Level	<input type="checkbox"/>
Avg Dist	<input type="checkbox"/>
Avg Time	<input type="checkbox"/>
Route Pref	<input type="checkbox"/>

Match!

Initial Prototype
Used in Test #1

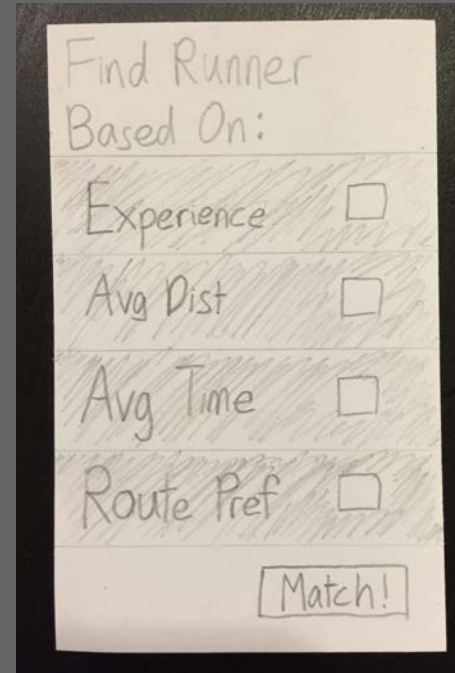
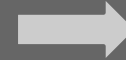


Criteria ?
Help

Level	<input type="checkbox"/>
Avg Dist	<input type="checkbox"/>
Avg Time	<input type="checkbox"/>
Route Pref	<input type="checkbox"/>

Match!

Used in Test #2



Find Runner
Based On:

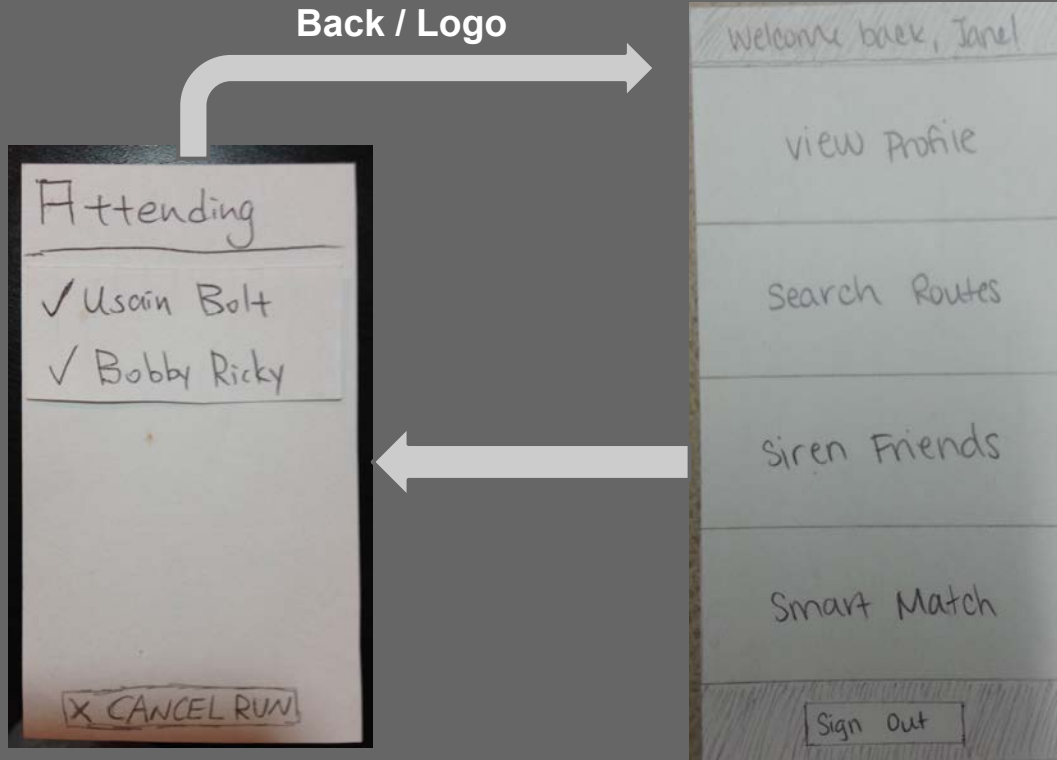
Experience	<input type="checkbox"/>
Avg Dist	<input type="checkbox"/>
Avg Time	<input type="checkbox"/>
Route Pref	<input type="checkbox"/>

Match!

Used in Test #3

Usability Test Results

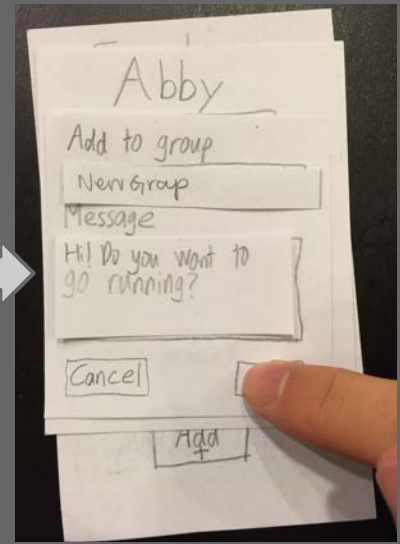
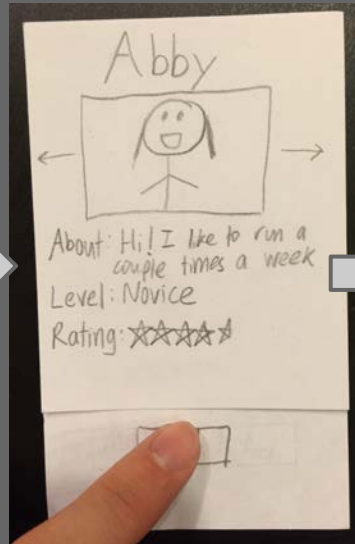
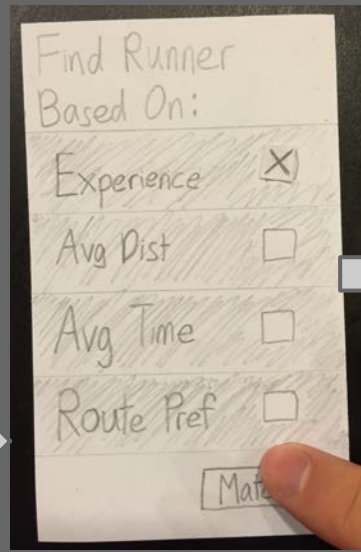
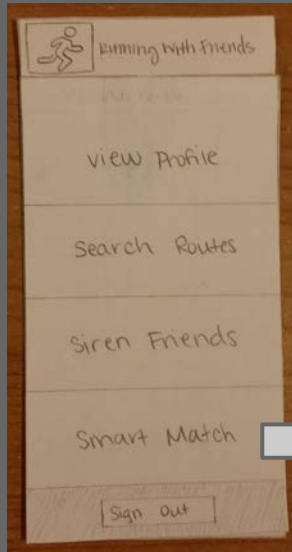
Siren Friends: Where does the back button take us?



Revision based on Test #3

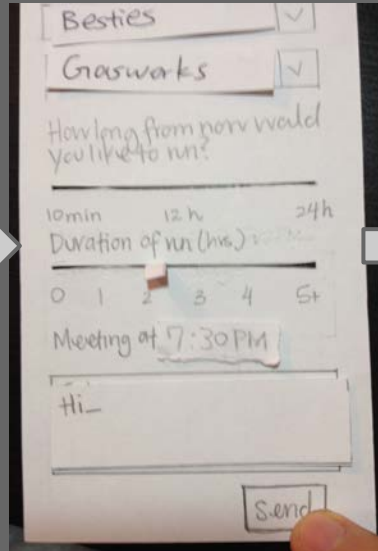
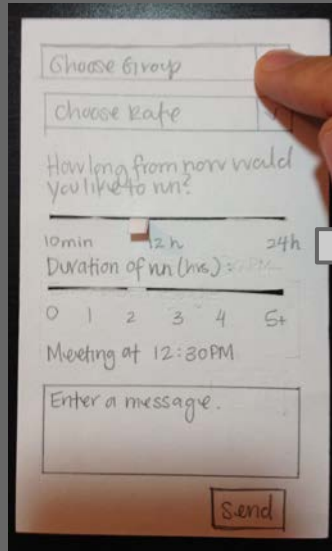
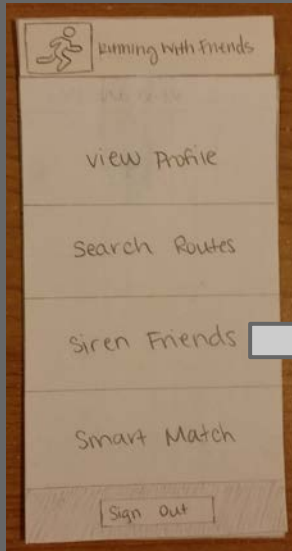
Final Paper Prototype

SmartMatch

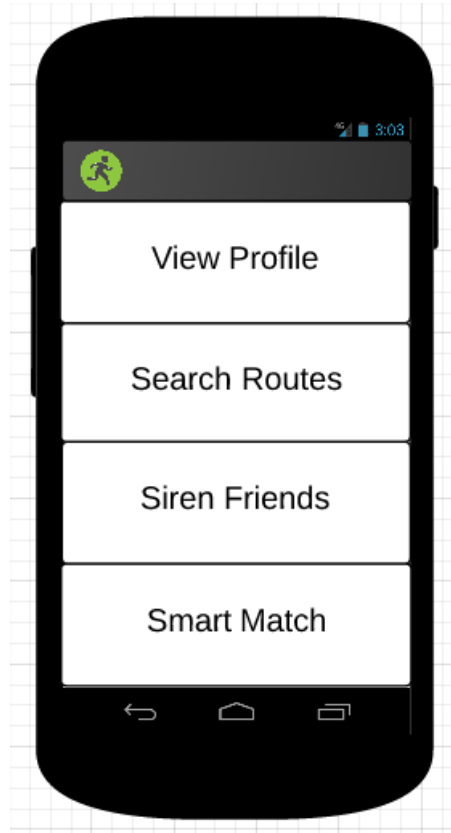
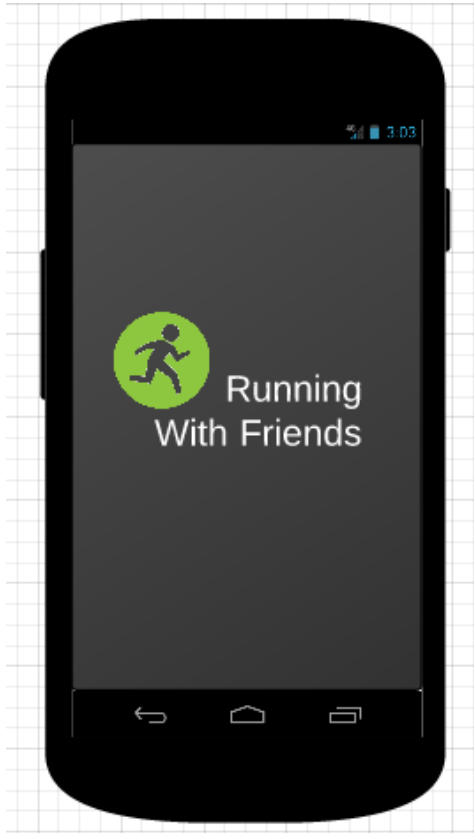


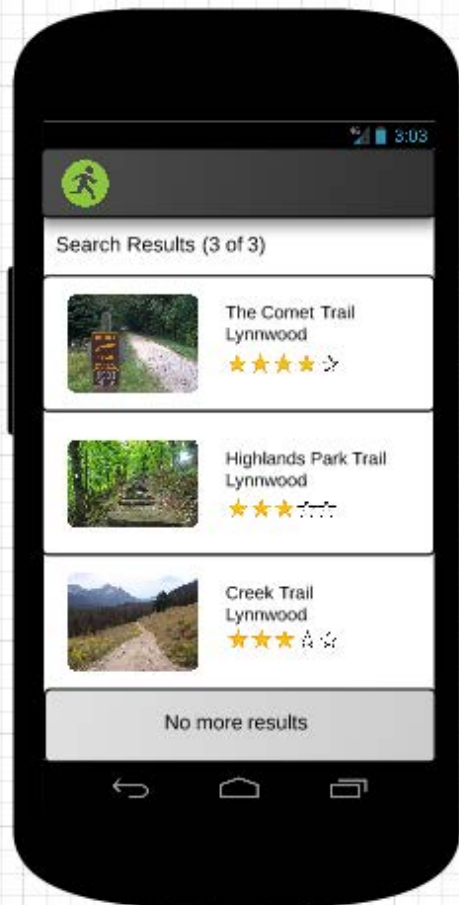
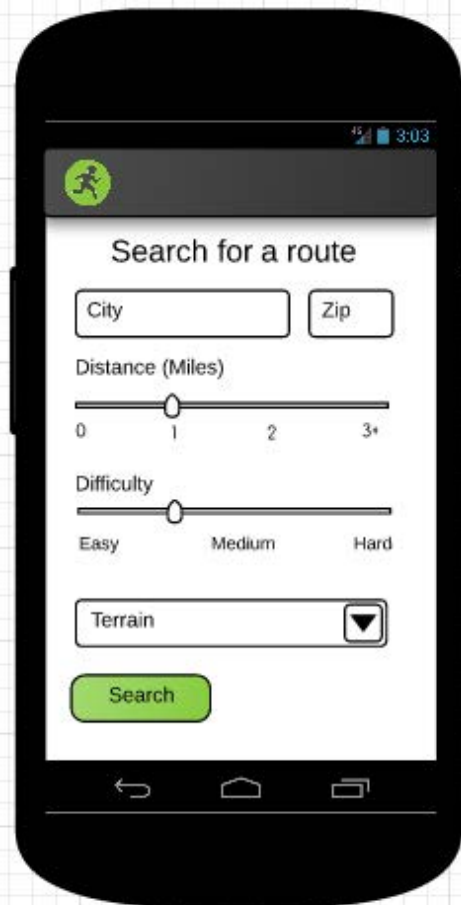
Final Paper Prototype

Siren Friends



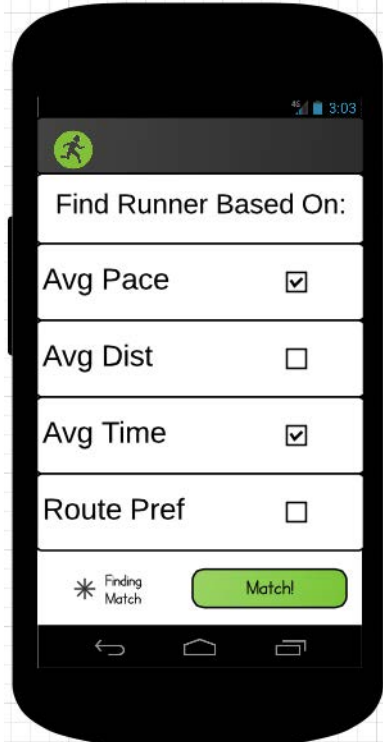
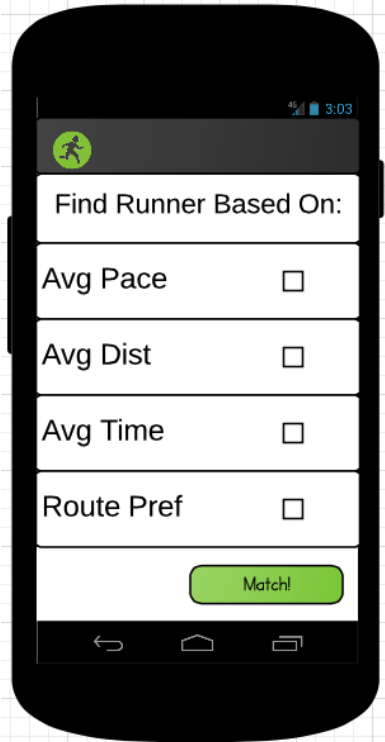
Digital Mockup





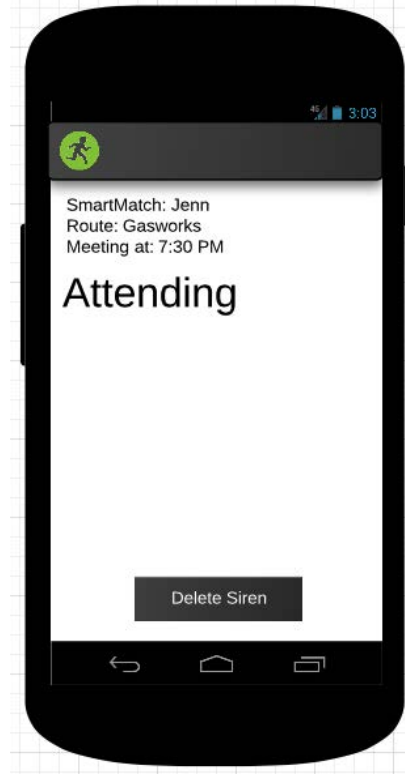
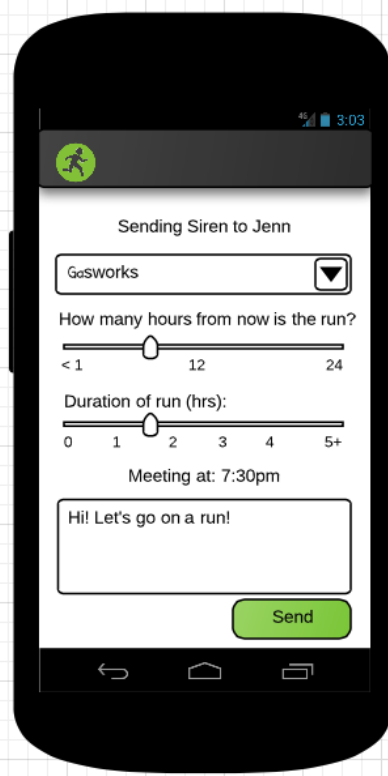
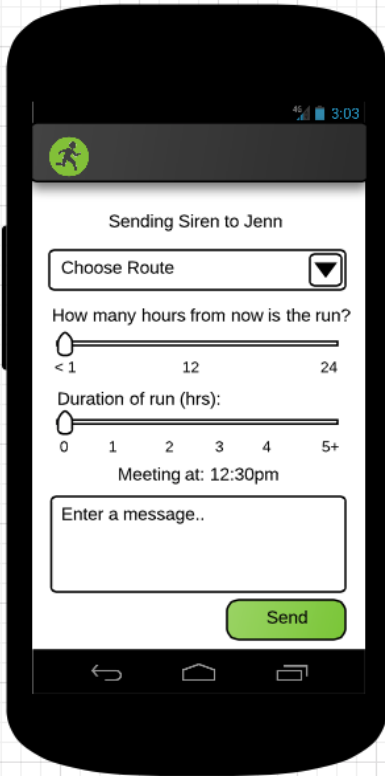
Digital Mockup

Task 1: Finding a SmartMatch



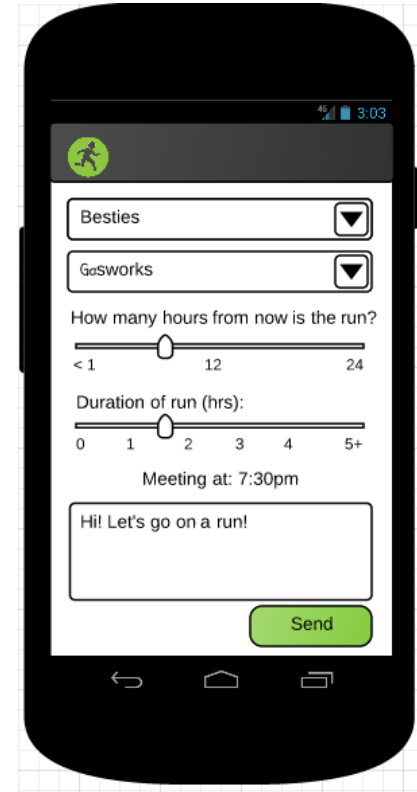
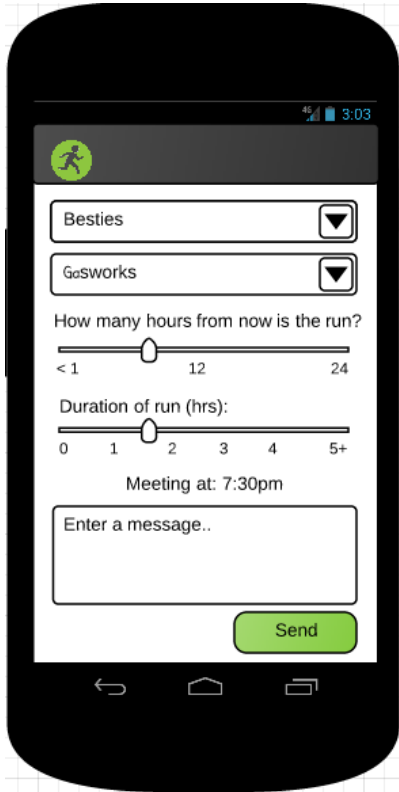
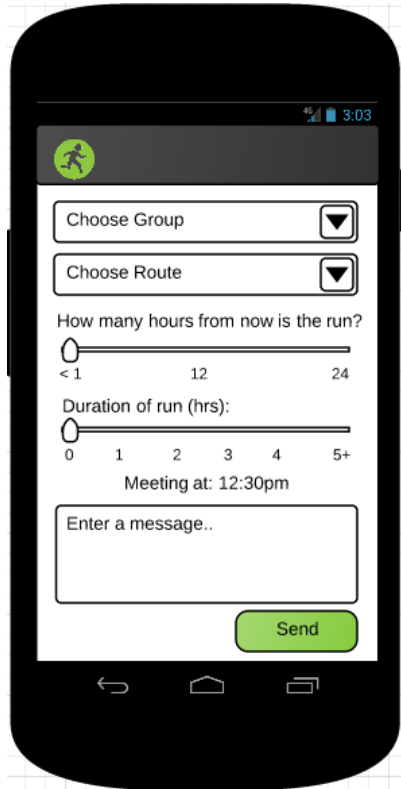
Digital Mockup

Task 1: Finding a SmartMatch (cont)



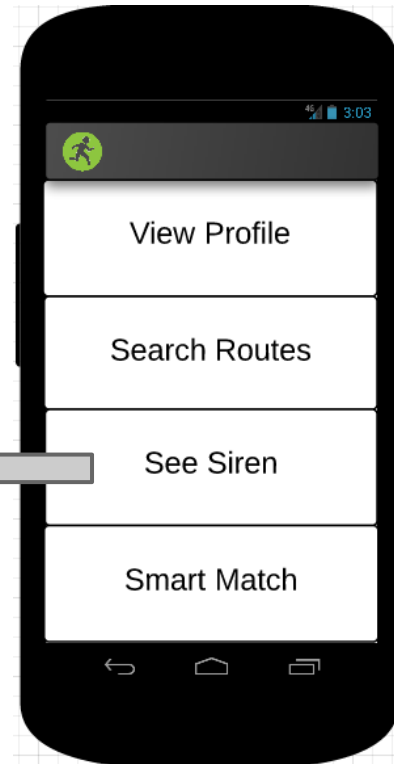
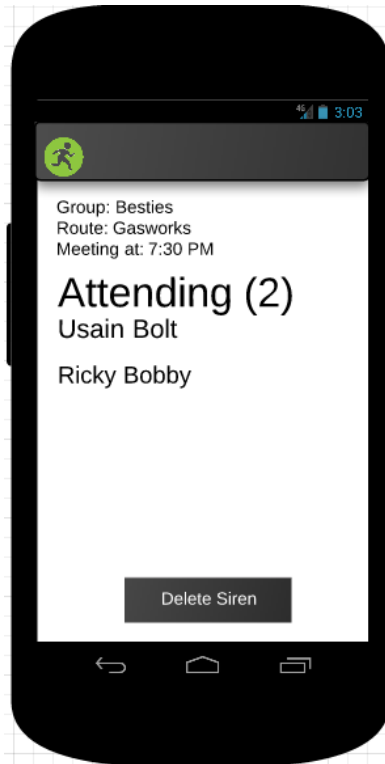
Digital Mockup

Task 2: Siren friends quickly for a run



Digital Mockup

Task 2: Siren friends quickly for a run (cont)



Main menu after sending out a siren

In Summary

Iterative Design = Multiple opportunities to gain different perspectives

Understanding usability problems

Prioritizing revisions with severity/fixability scale