



MOLO

Memories of Little Ones

Anita Leung

| Angela Li

| David Wong

The Problem





Initial Paper Prototype

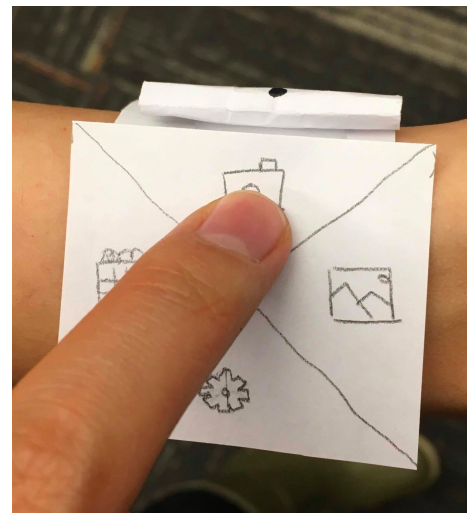
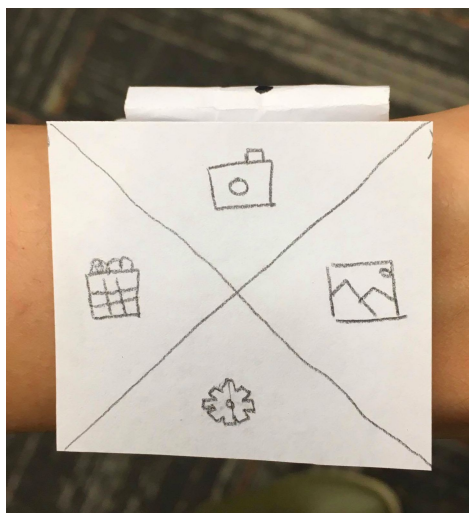
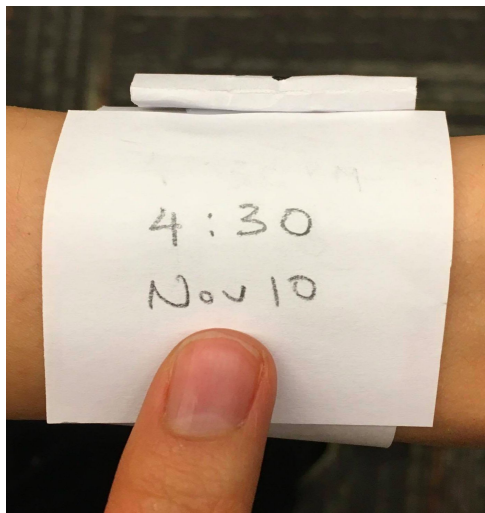


Share

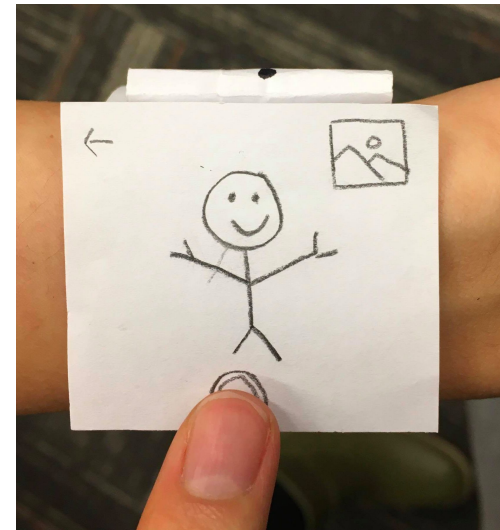
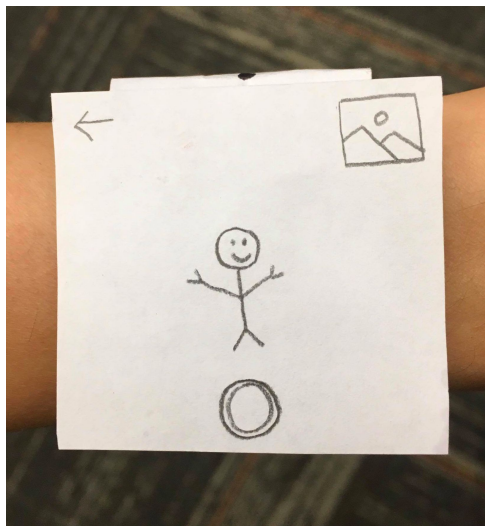


Participate

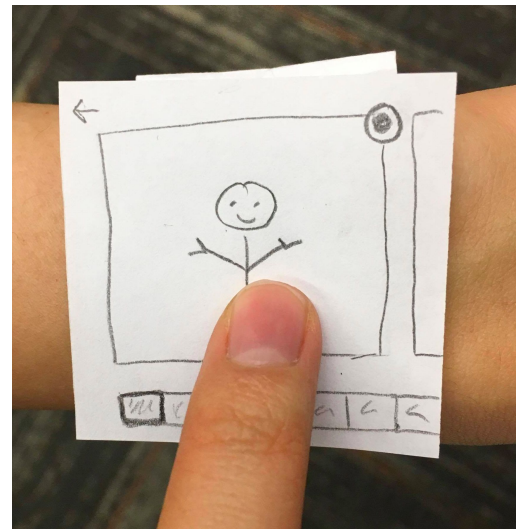
Task 1: Share Memories Securely



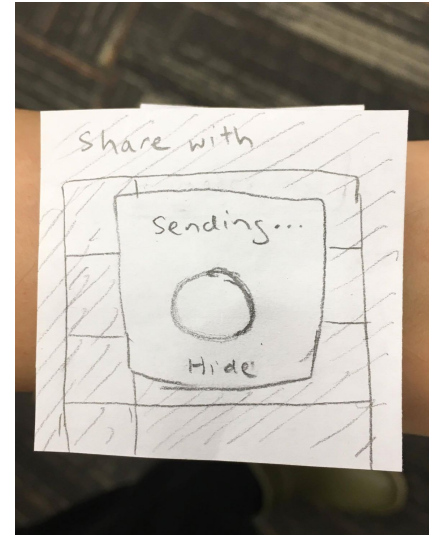
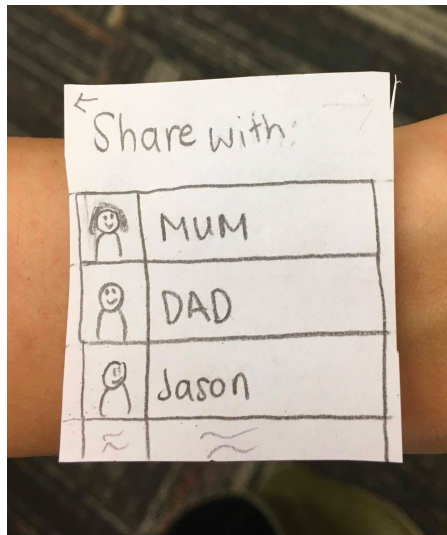
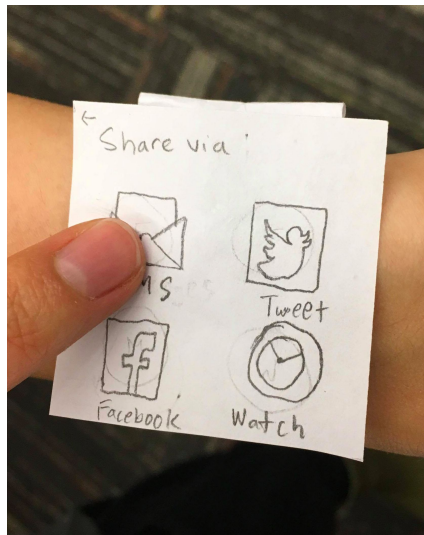
🔗 Task 1: Share Memories Securely



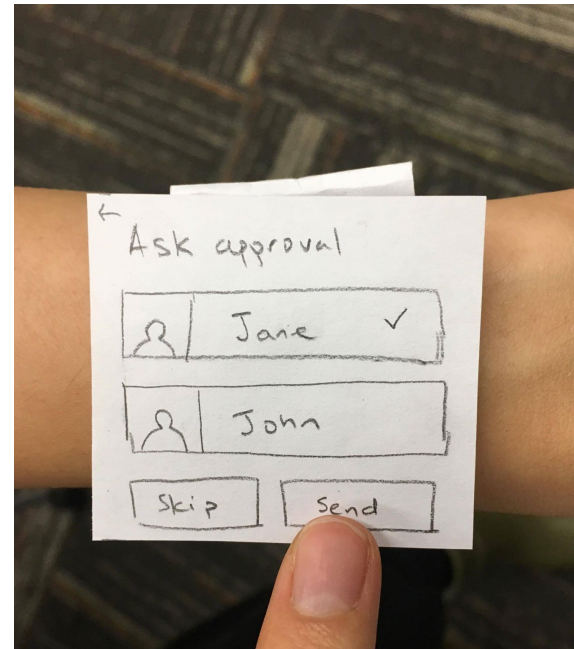
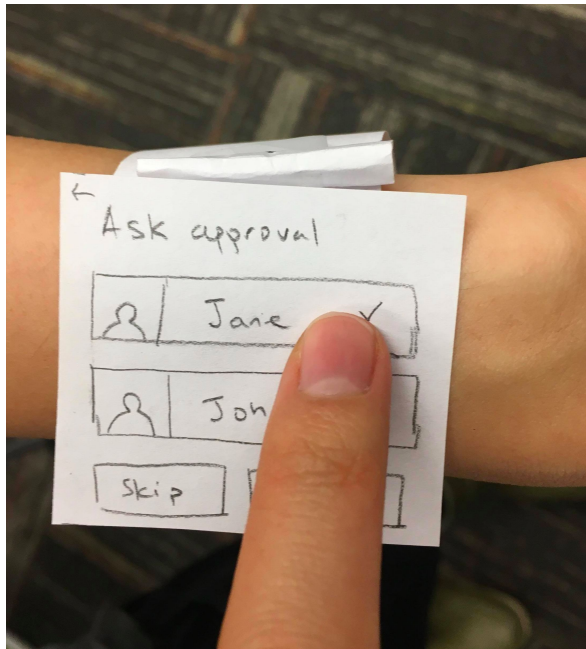
🔗 Task 1: Share Memories Securely



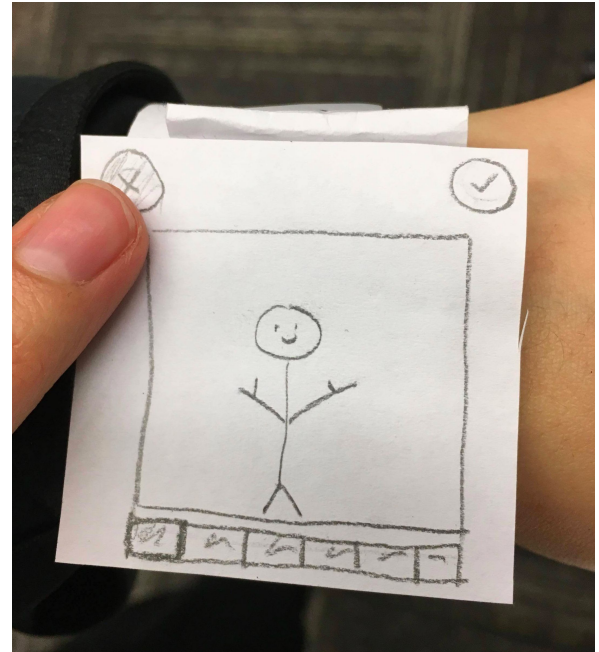
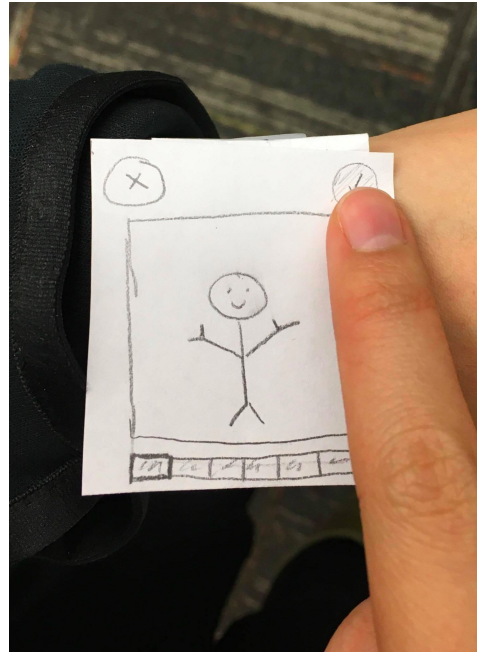
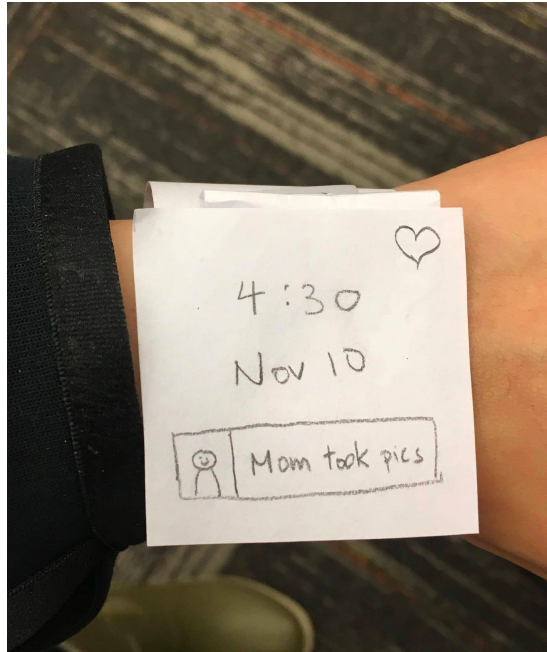
Task 1: Share Memories Securely



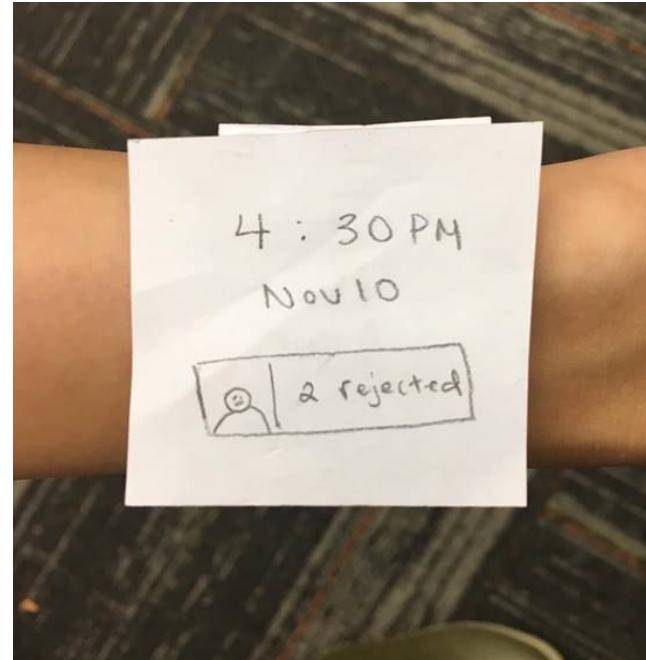
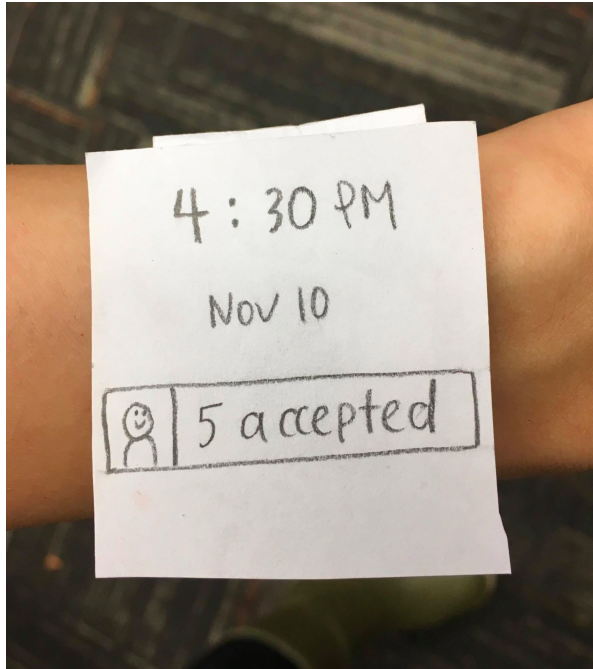
🔗 Task 2: Getting Permission from Children




🔗 Task 2: Getting Permission from Children



Task 2: Getting Permission from Children





Testing Process and Results

Participants

- Three parents whom we had interviewed for our design research
- Two groups for heuristic evaluations

Scenarios

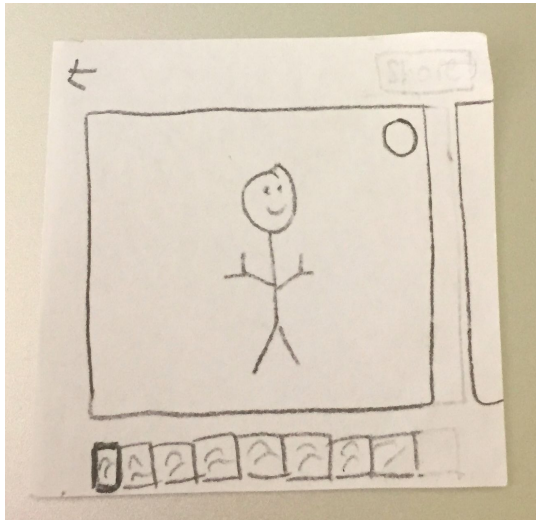
- How to take a photo of your child
- How to share the photo

Testing Process and Results: Critical Incidents

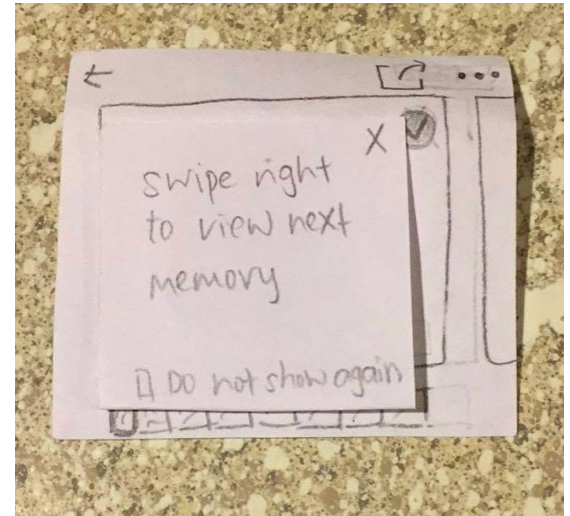
Before

Issue

After



Swiping to browse is not as intuitive as tapping on the image at the bottom

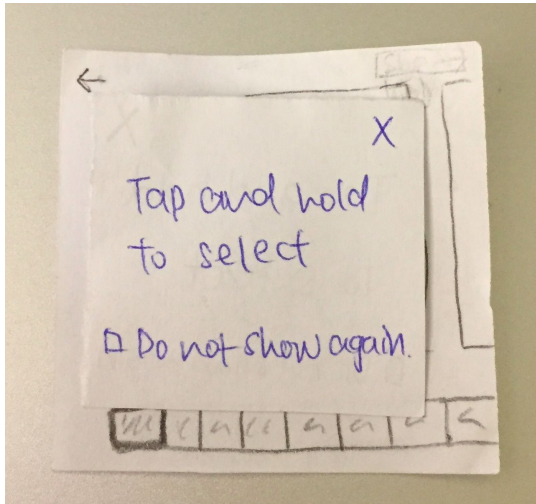


Testing Process and Results: Critical Incidents

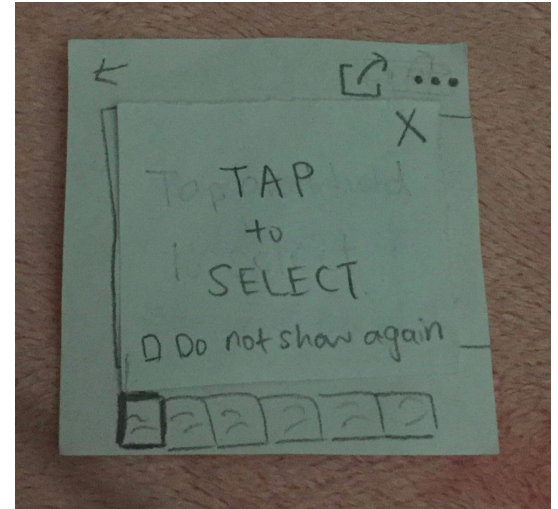
Before

Issue

After



People tapped instead of tap and hold

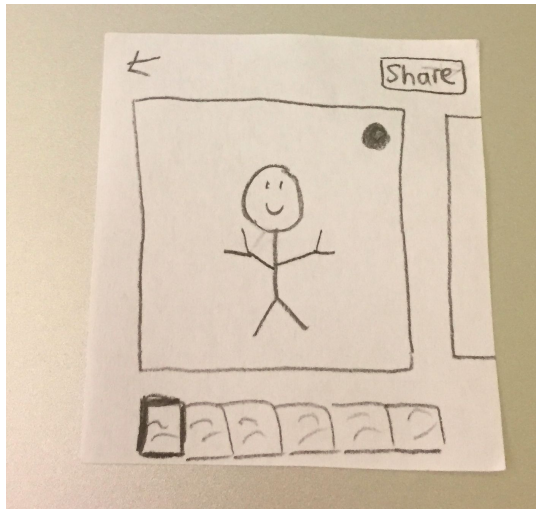


Testing Process and Results: Critical Incidents

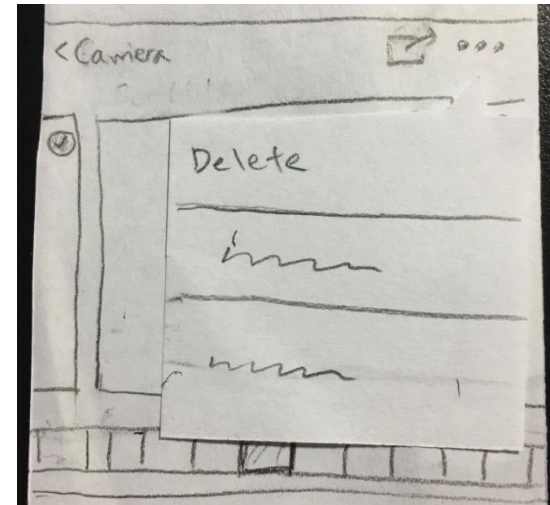
Before

Issue

After



Missing function to delete a photo



Testing Process and Results: Critical Incidents

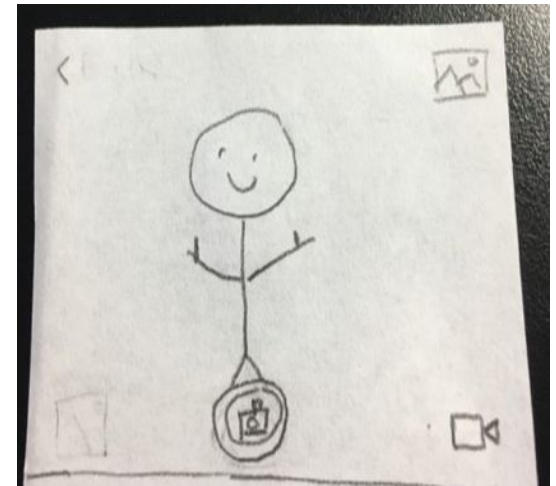
Before

Issue

After



Lack of documentation for the video taking function

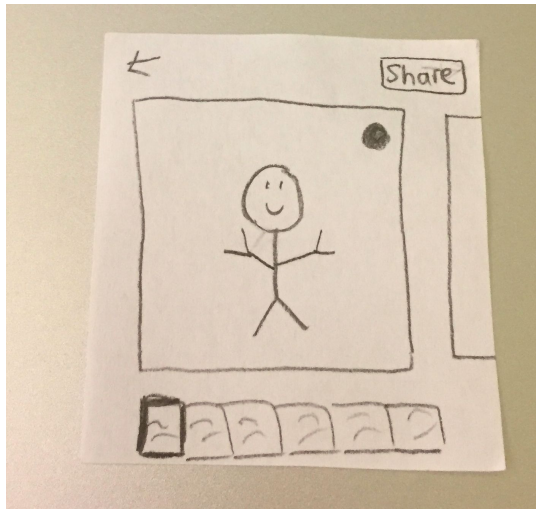


Testing Process and Results: Critical Incidents

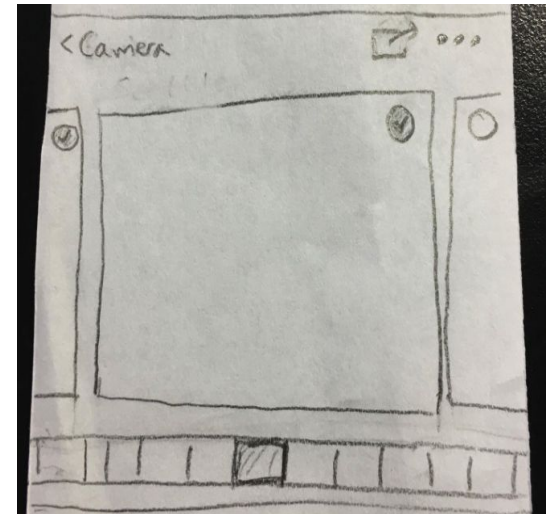
Before

Issue

After



Labelling the back button



Final Paper Prototype

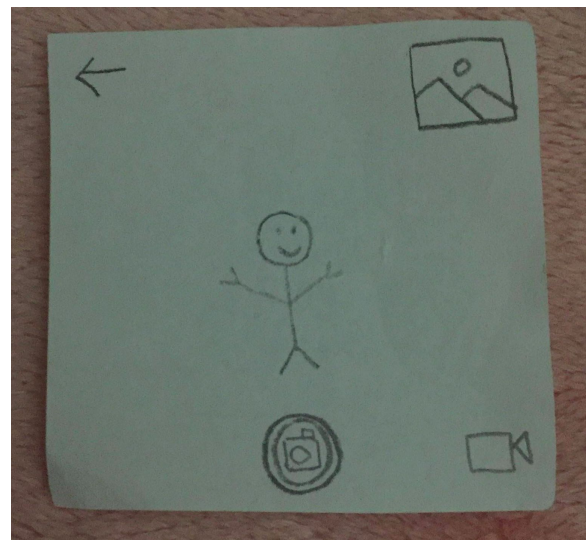
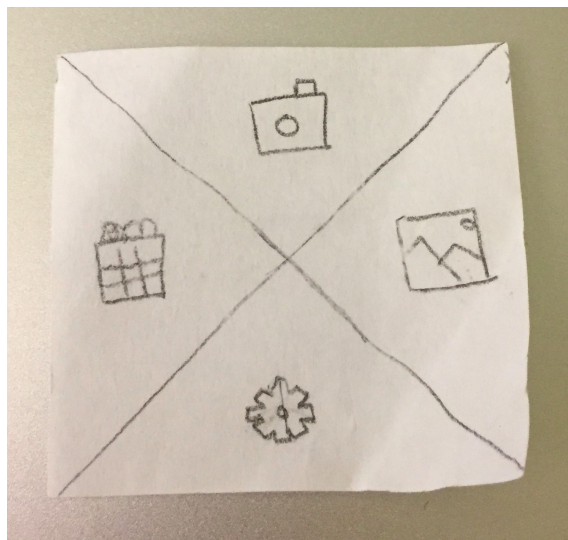
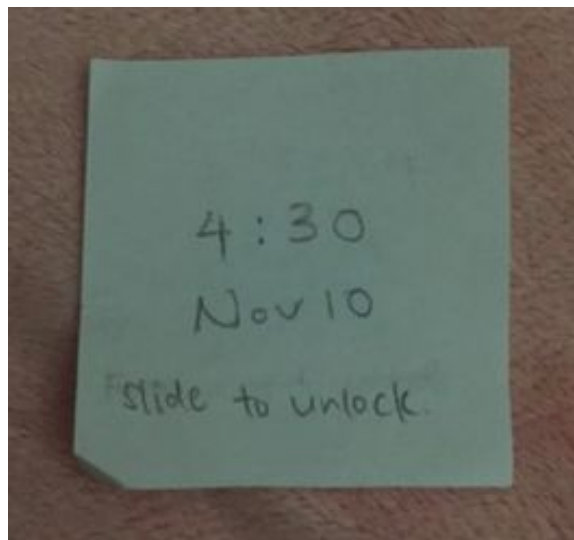


Share

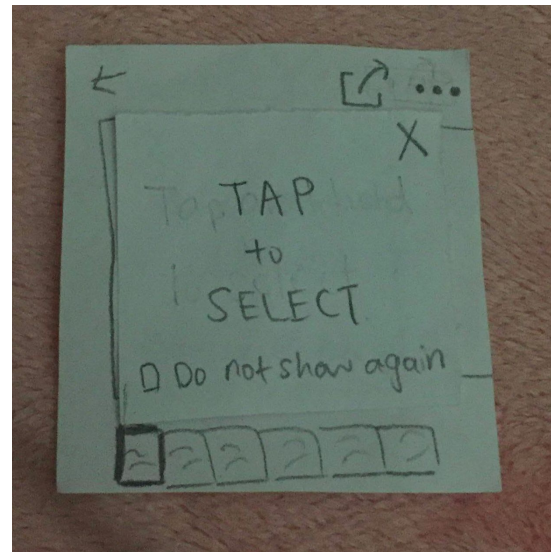
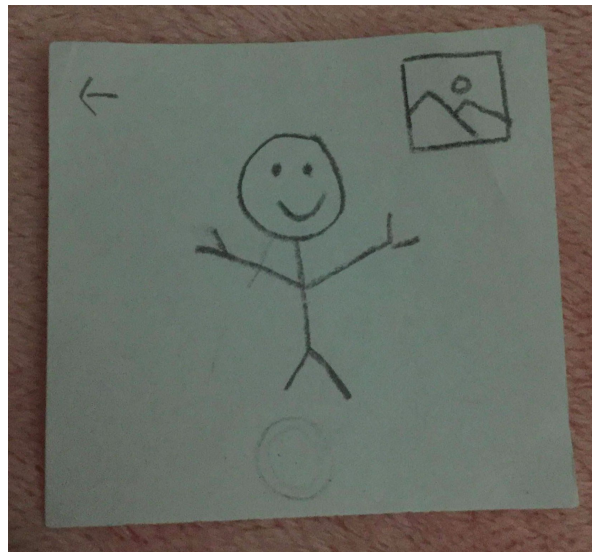
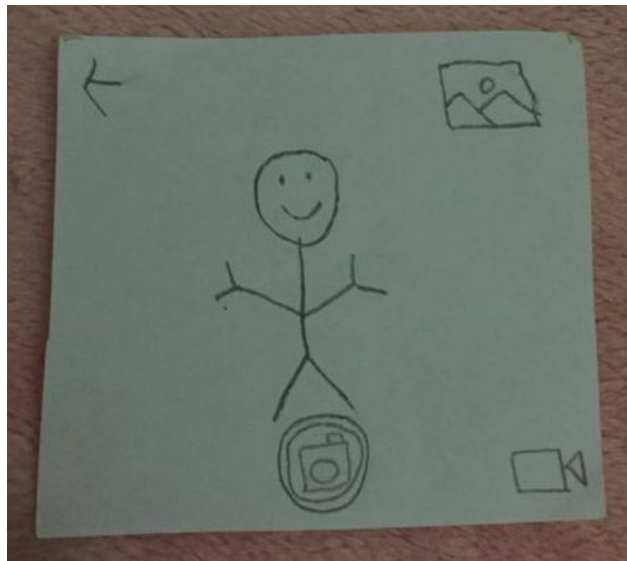


Participate

Task 1: Share Memories Securely



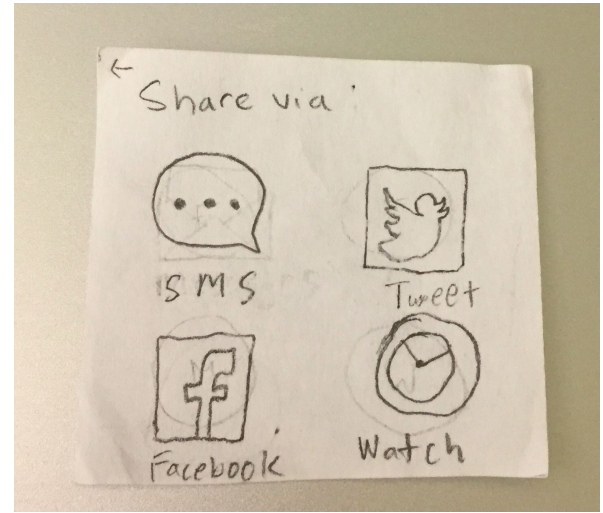
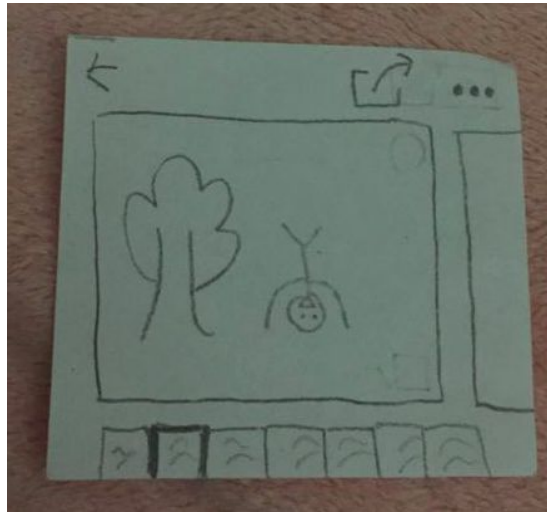
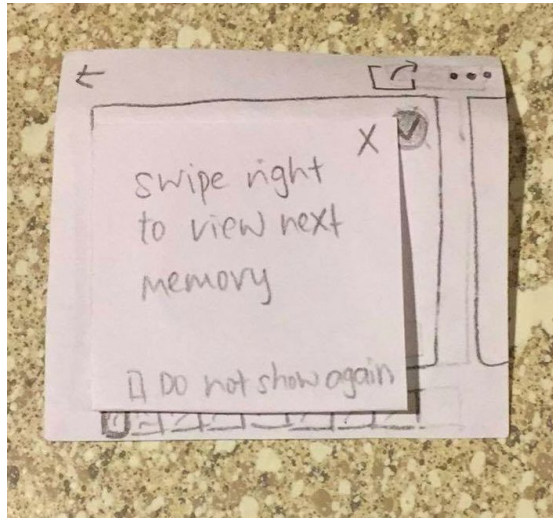
🔗 Task 1: Share Memories Securely



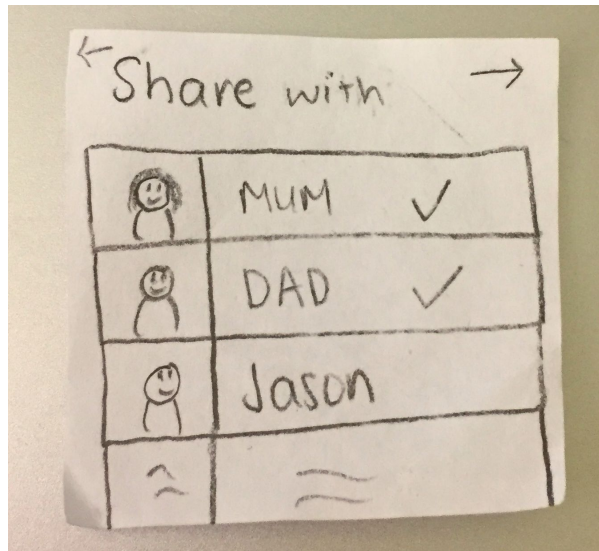
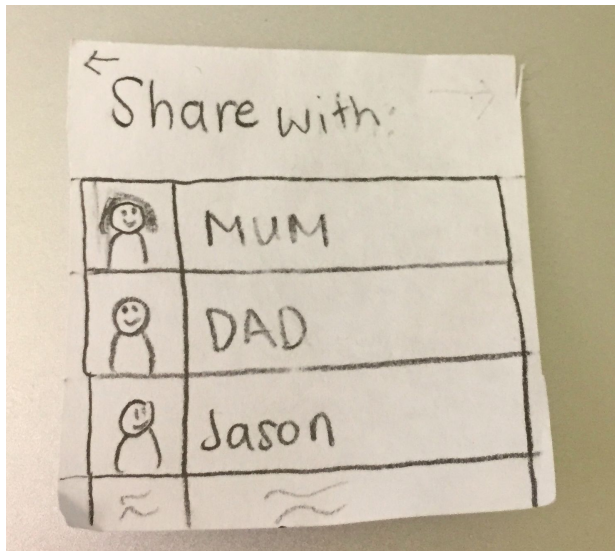
Task 1: Share Memories Securely



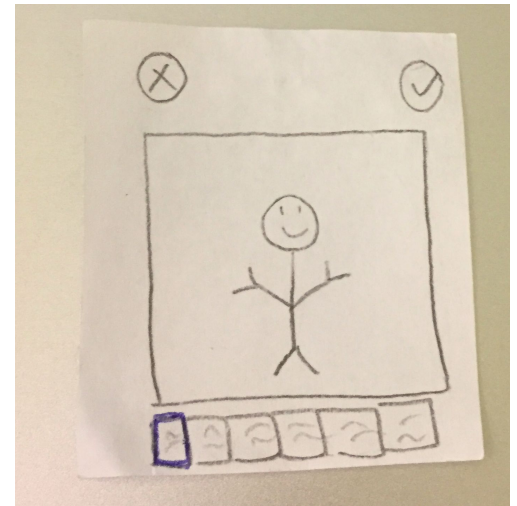
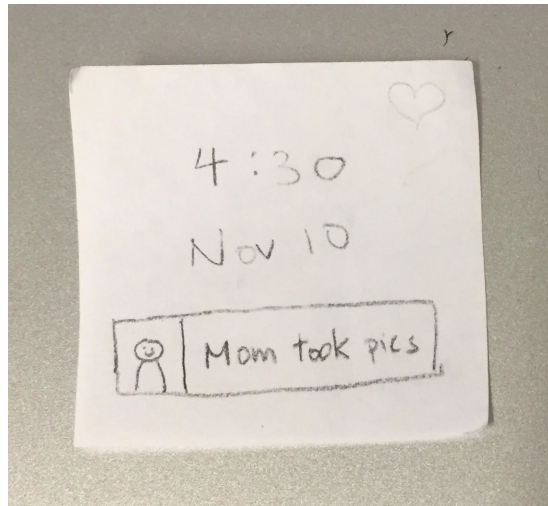
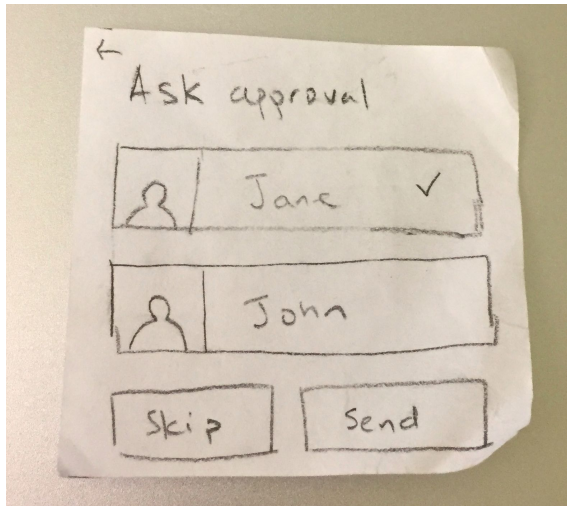
Task 1: Share Memories Securely



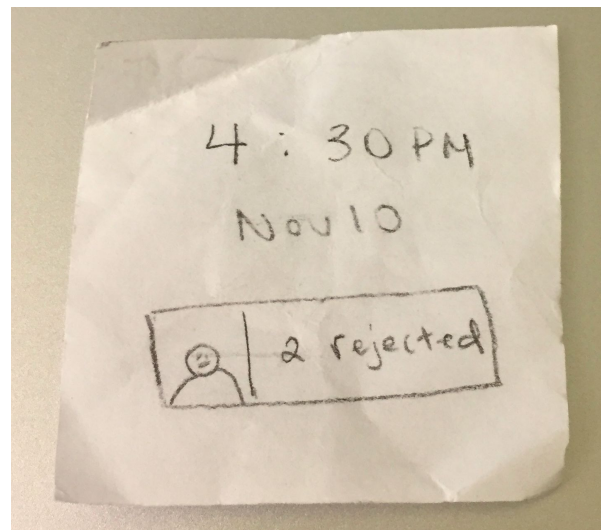
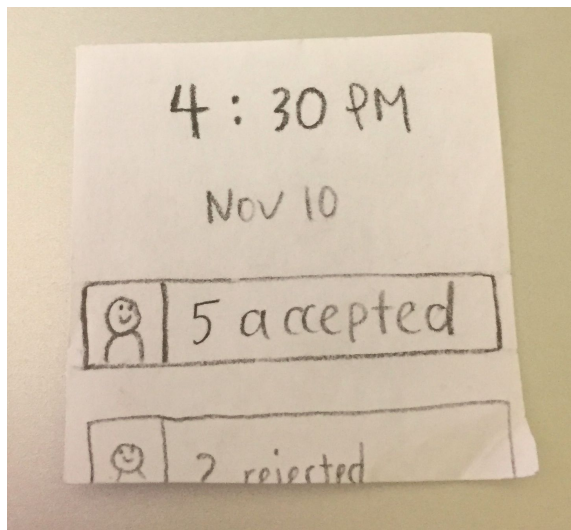
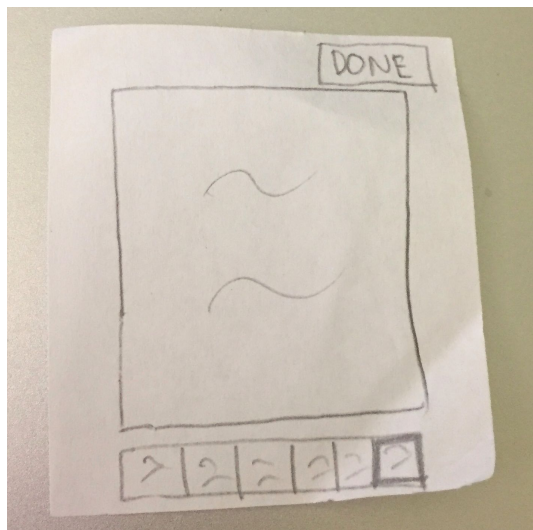
Task 1: Share Memories Securely



Task 2: Getting Permission From Children



Task 2: Getting Permission from Children



Digital Mockup

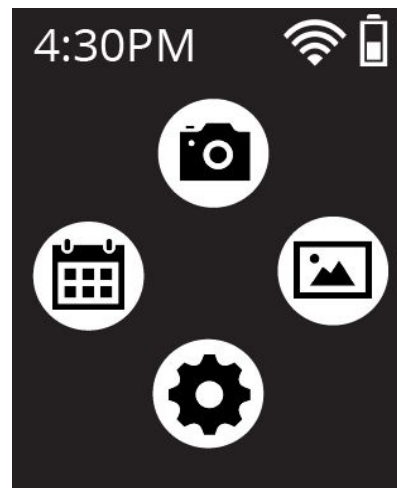
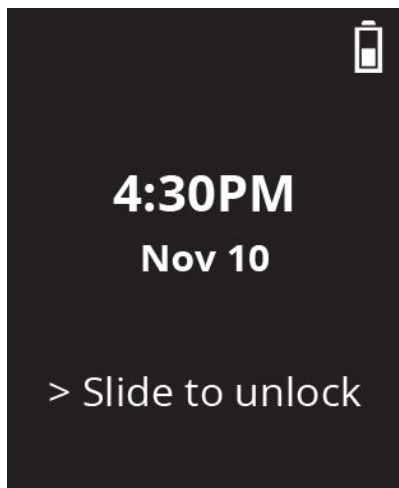


Share

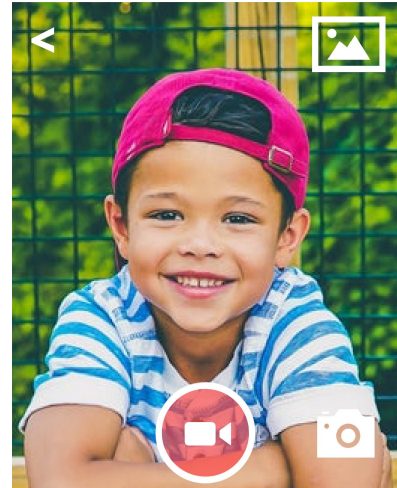
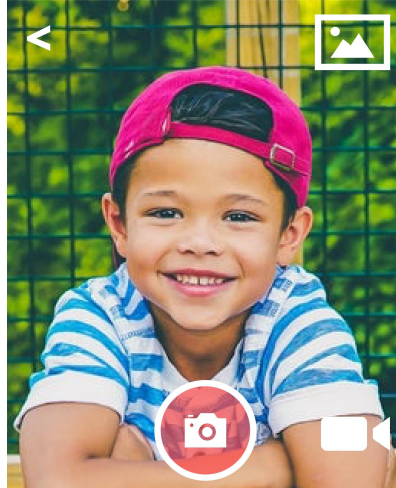
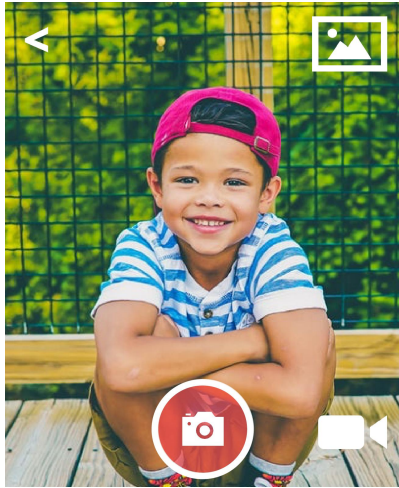


Participate

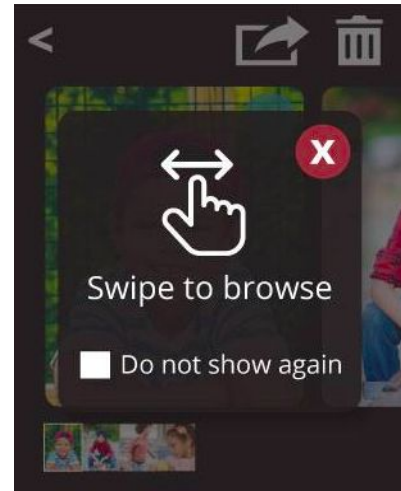
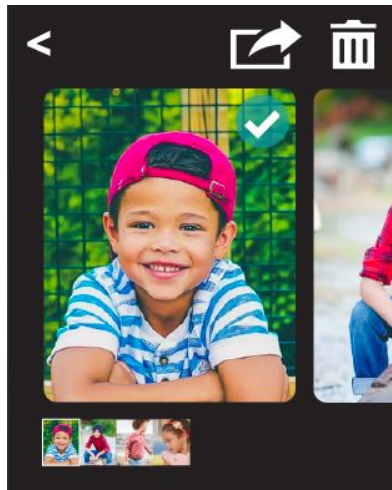
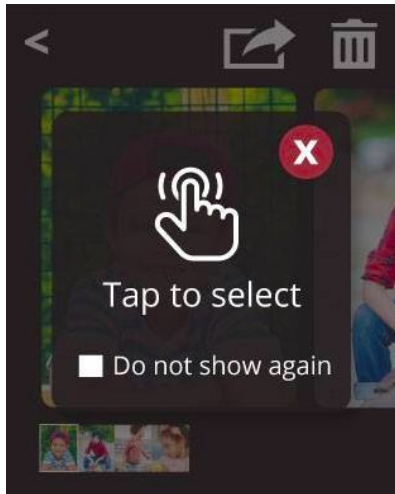
Task 1: Share Memories Securely



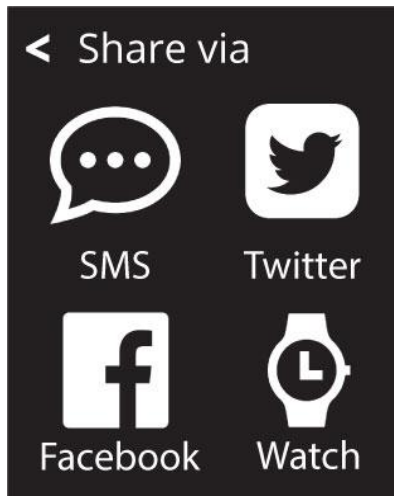
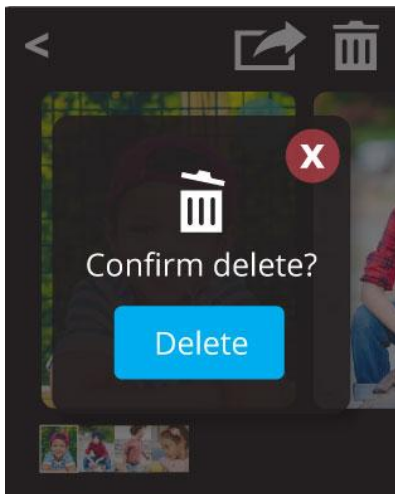
Task 1: Share Memories Securely



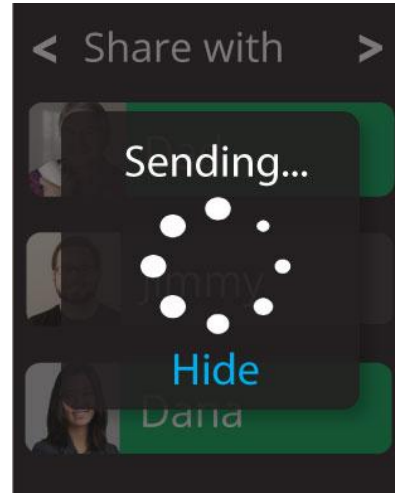
Task 1: Share Memories Securely



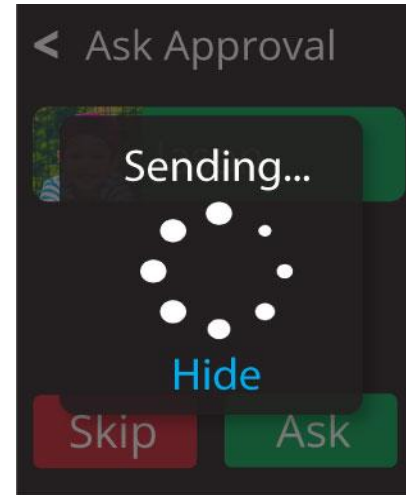
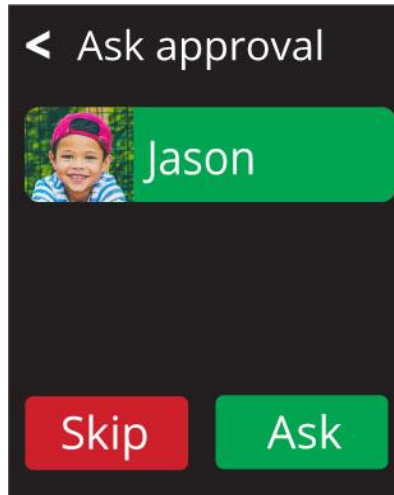
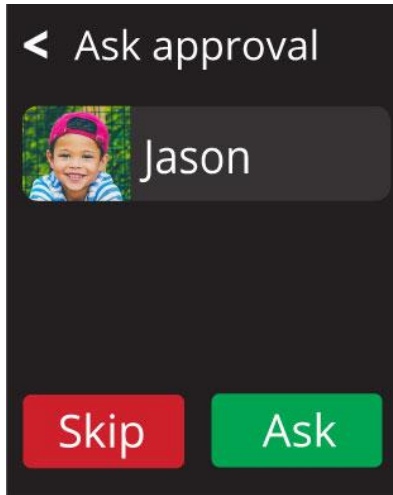
Task 1: Share Memories Securely



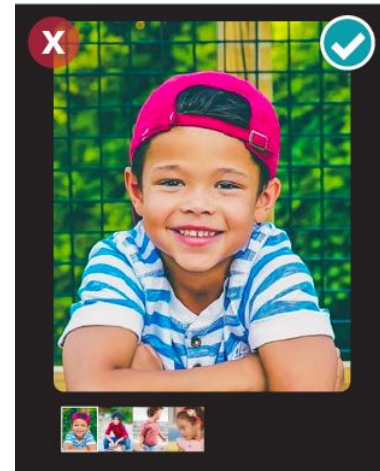
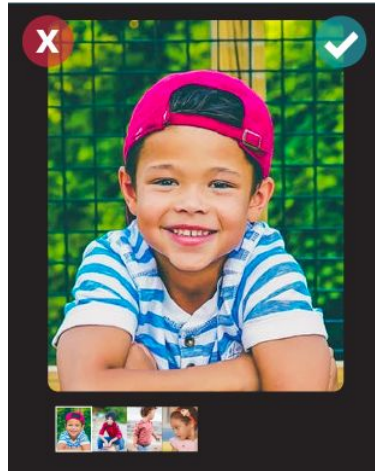
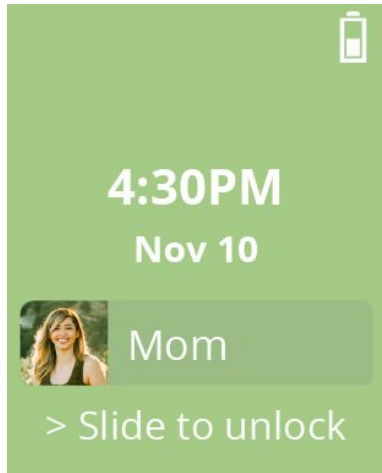
Task 1: Share Memories Securely



Task 2: Getting Permission from Children



Task 2: Getting Permission from Children



A close-up, slightly blurred photograph of a person's hand holding a blue pen over a desk. The desk has a laptop and a cup of coffee. The word 'SUMMARY' is overlaid in large white letters on the left side of the image.

SUMMARY

- Do not assume design is intuitive
- Importance of iterative design
- Value of low fidelity prototypes
- Usefulness of critique and testing



THANK YOU
Questions?