



# Inter-act

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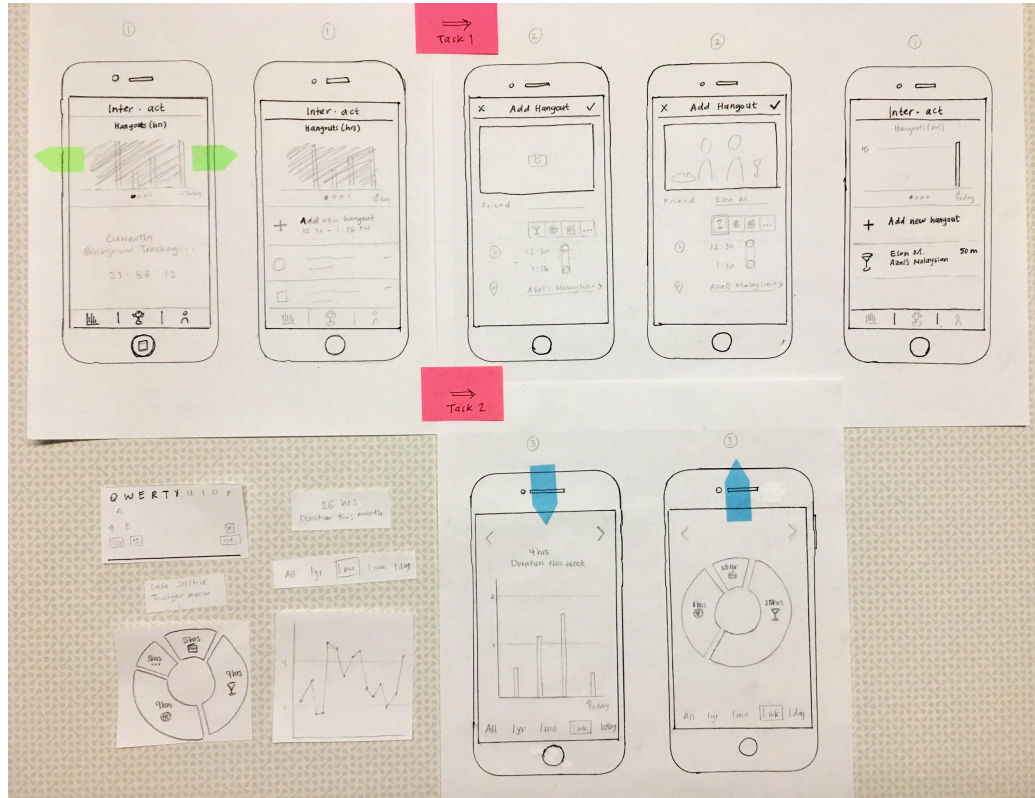
## Problem and Solution

- 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 longer <sup>1</sup>

Smartphone app that encourages people to be more aware of their social activity & helps them reach their social health goals

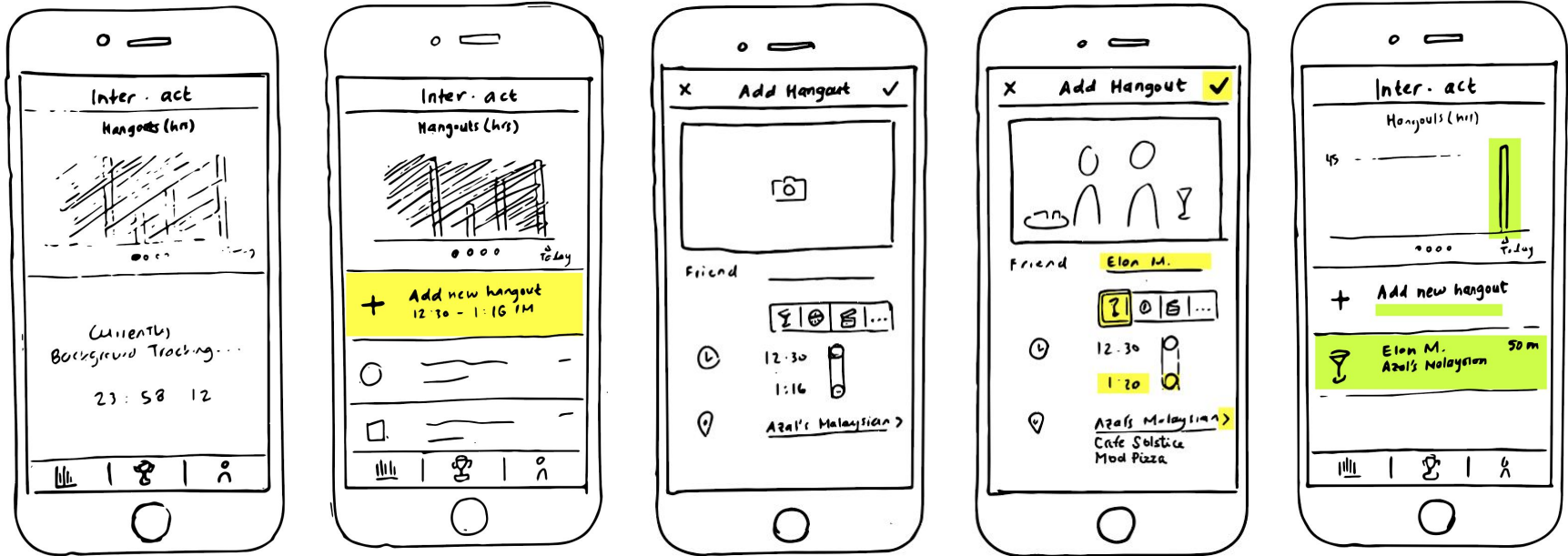


# Initial Paper Prototype





## Task 1: Tracking social activity

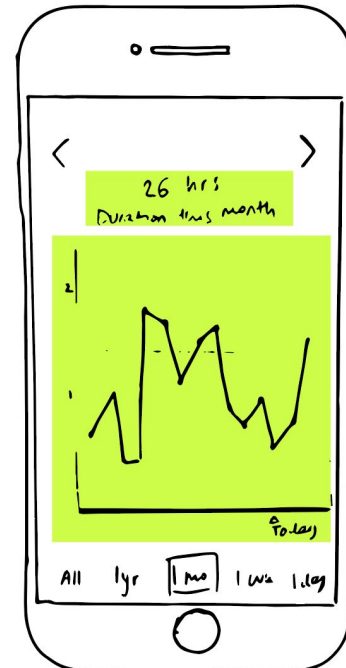
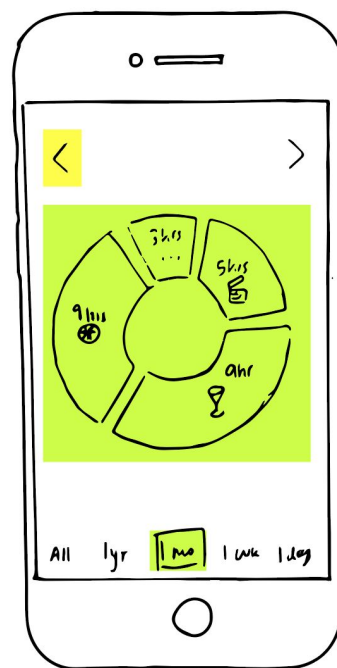
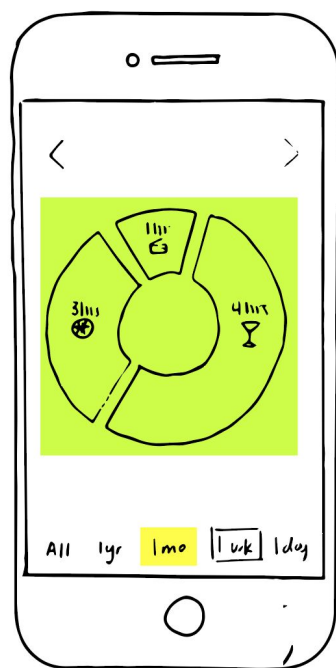
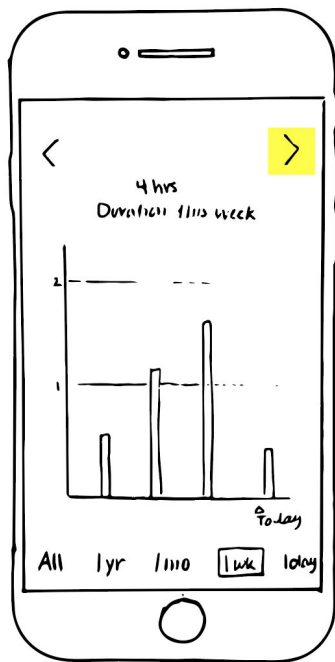


yellow = user interaction

green = app response



## Task 2: Viewing personal history and metrics



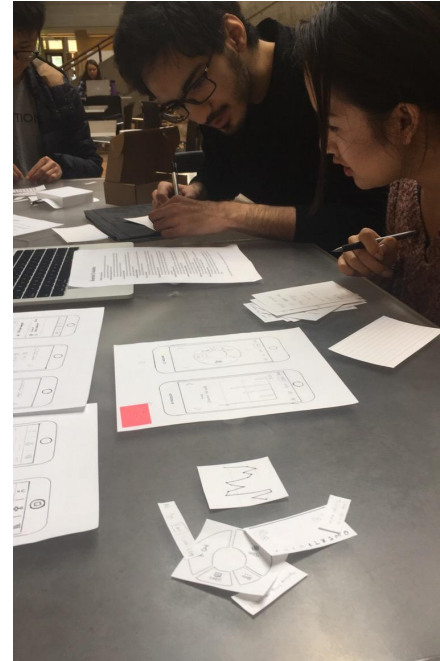


## Testing Process: **Heuristic Evaluations**

Dash team

Main Violations:

- Clarity between the system and user
- User control clarification
- Navigation to and from home screen

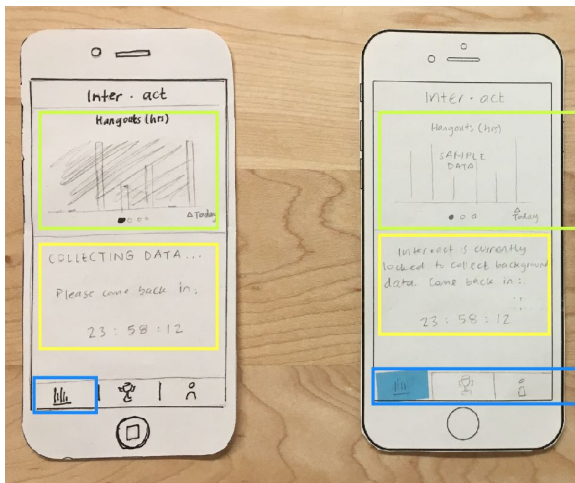




## Test Results

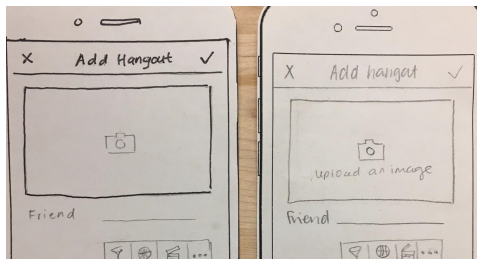
### Clarity and visibility

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



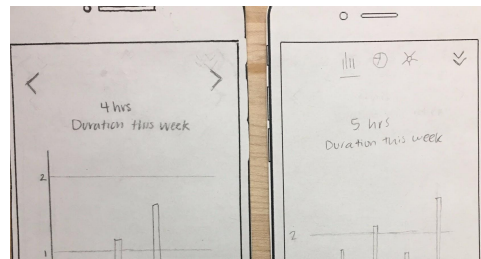
### User control and choice

Added text to make it clear it is upload a photo, not take a photo



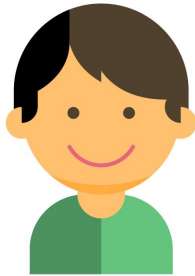
### Navigation

**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

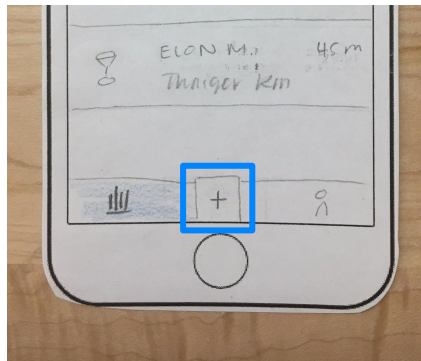
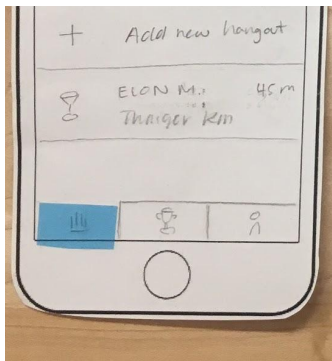




## Test Results

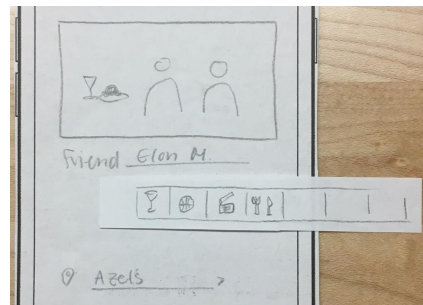
### Internal and External Consistency

- 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

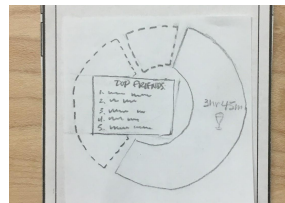
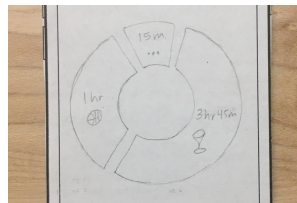
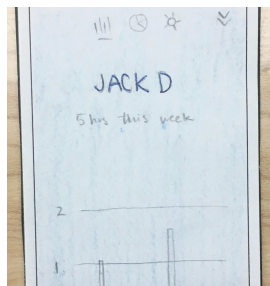
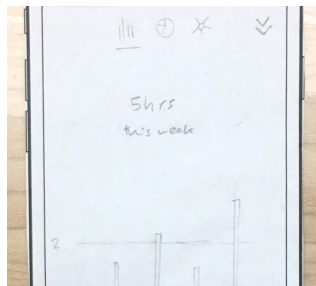
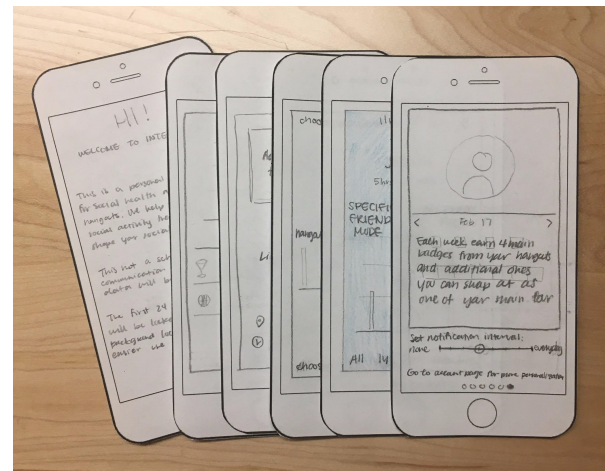




# Test Results

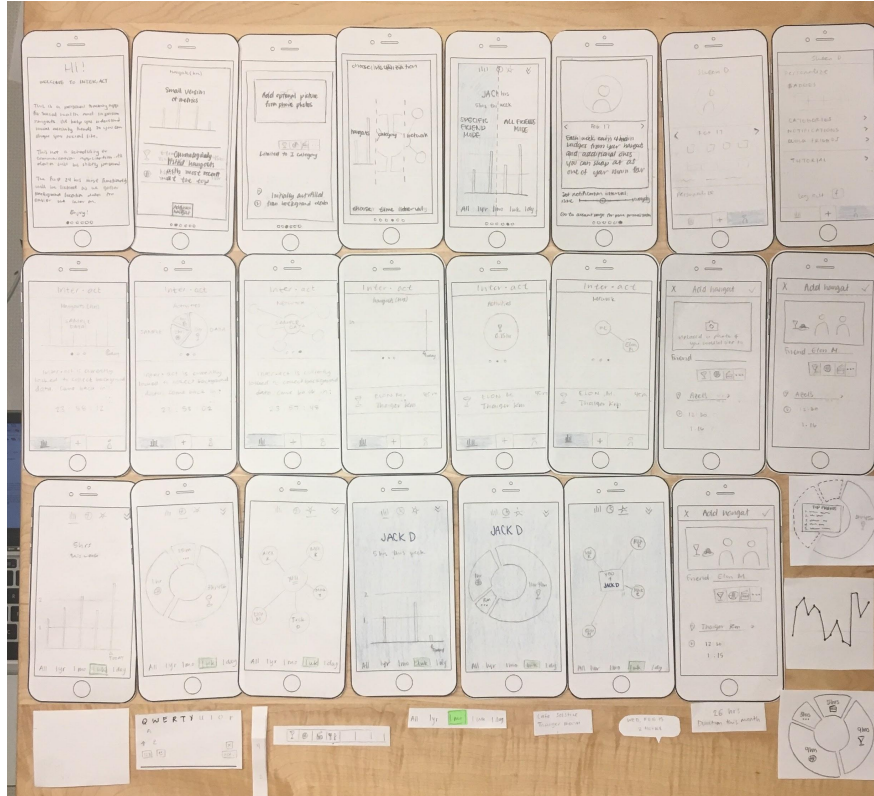
## Details/More information

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





# Final Paper Prototype



**top** 6 tutorial screens, 2 profile screens

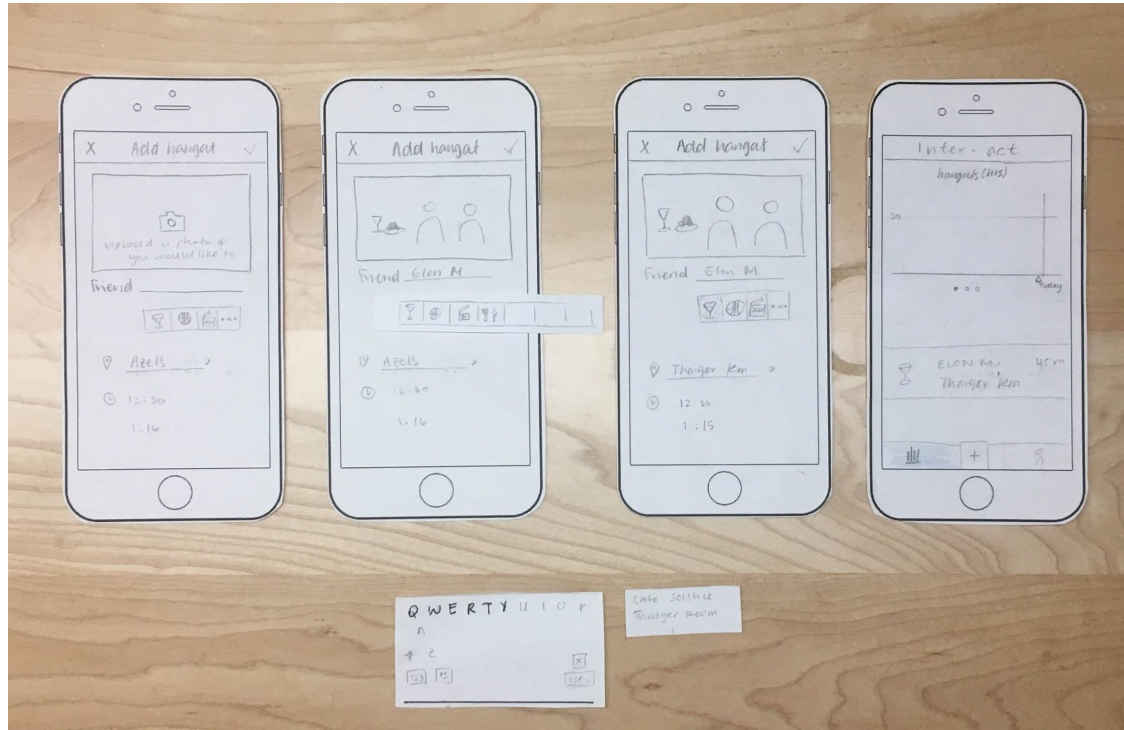
**middle** 3 sample data screens during lock period, 3 home screens

**bottom** 3 metrics screens for all friends, 3 metrics screens for 1 friend

**other** 3 add hangout screen on the right



## Final Paper Prototype: Task 1





## Final Paper Prototype: Task 2





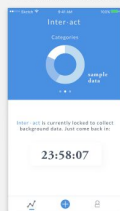


# Digital Mockup

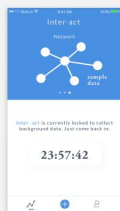
First Download 1



First Download 2



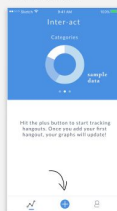
First Download 3



24 Hours 1



24 Hours 2



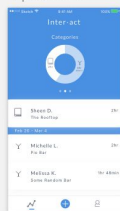
24 Hours 3



Updated! 1



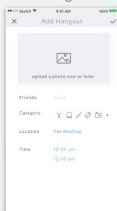
Updated! 2



Updated! 3



Add Hangout



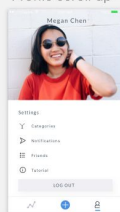
Add Hangout



Profile

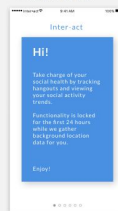


Profile scroll up

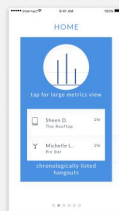


**top** countdown, new home  
**middle** add hangout  
**bottom** profile

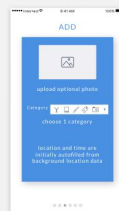
Tutorial Intro



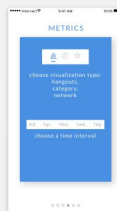
Tutorial Home



Tutorial Add



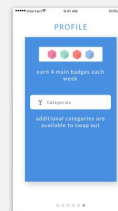
Tutorial Metrics



Tutorial Friend



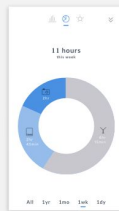
Tutorial Profile



Metrics 1



Metrics 2



Metrics 3



Metrics Friends 1



Metrics Friends 2



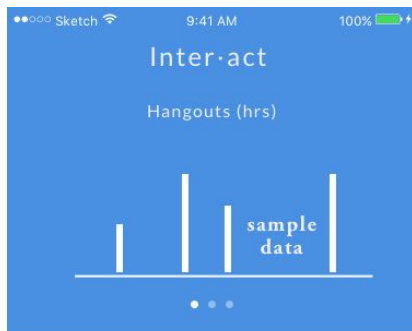
Metrics Friends 3



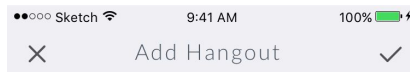
**top** walkthrough  
**middle** metrics  
**bottom** friend mode



# Digital Mockup: Tracking hangouts



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

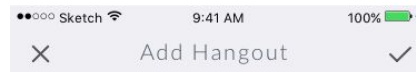


Friends

Category

Location

Time



Friends

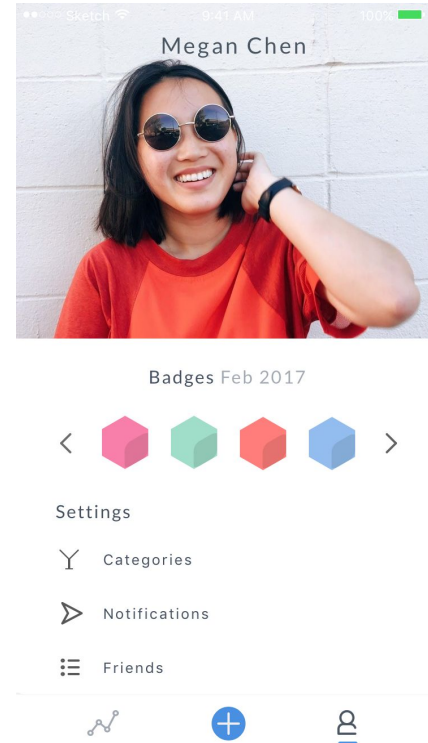
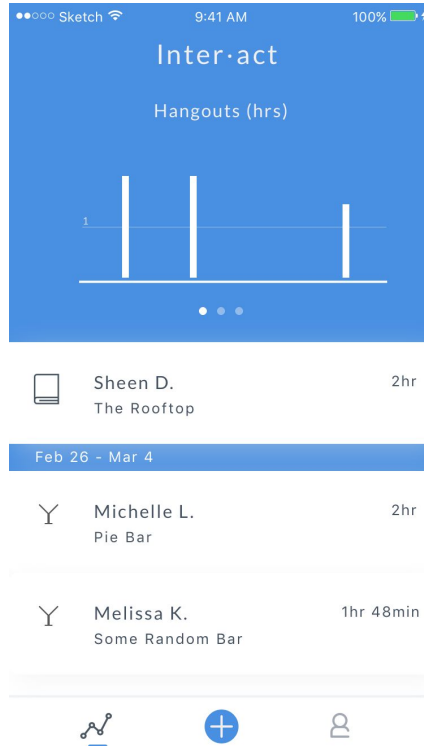
Category

Location

Time



## Digital Mockup: Viewing personal history and metrics



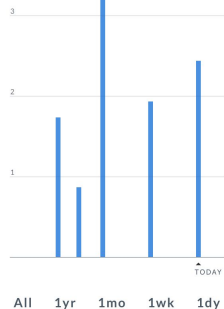




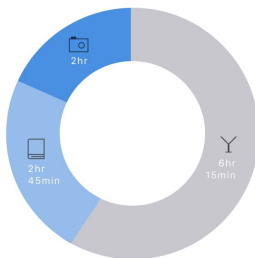
# Digital Mockup: Viewing personal history and metrics



11 hours  
this week

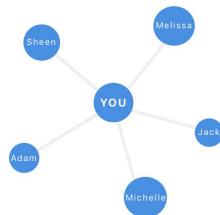


11 hours  
this week



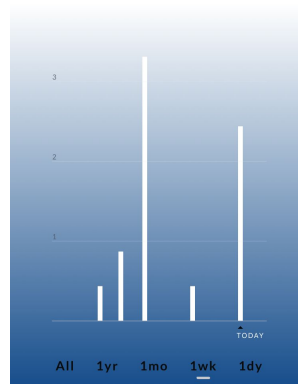
All 1yr 1mo 1wk 1dy

11 hours  
this week

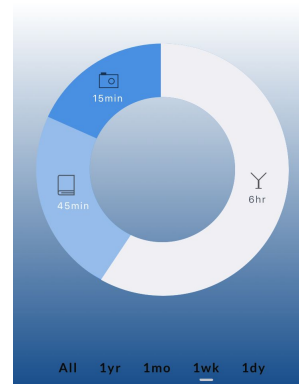


All 1yr 1mo 1wk 1dy

7 hours  
this week with Sheen D.



7 hours  
this week with Sheen D.



All 1yr 1mo 1wk 1dy

7 hours  
this week with Sheen D.



All 1yr 1mo 1wk 1dy



## Summary

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- Iterations allow us to quickly determine problem areas
- Don't be afraid to use lots of paper!
- 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 new



# Inter·act

**Questions?**