



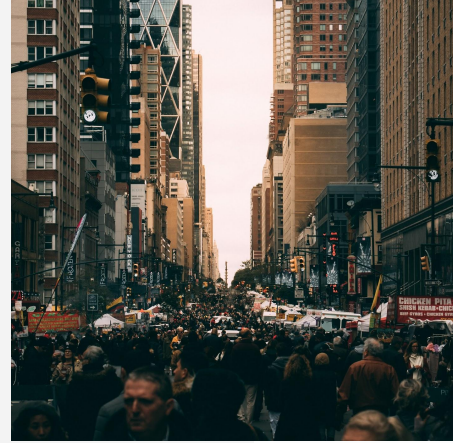
fika

(n., v.) · [fee-ka] · Swedish
a moment of **connection**, usually over
coffee with new or old friends

David Lin · Emma Fritzberg · Nathan Li · Steven Horng

motivation

- Tendency to **check off boxes** as opposed to finding authentic and unique experiences
- Lack of familiarity leads to settling for **pre-packaged experiences**
- People enjoy **connecting with locals**, but lack an effective means to do so



primary tasks

Users should be able to
complete these two
primary tasks

01

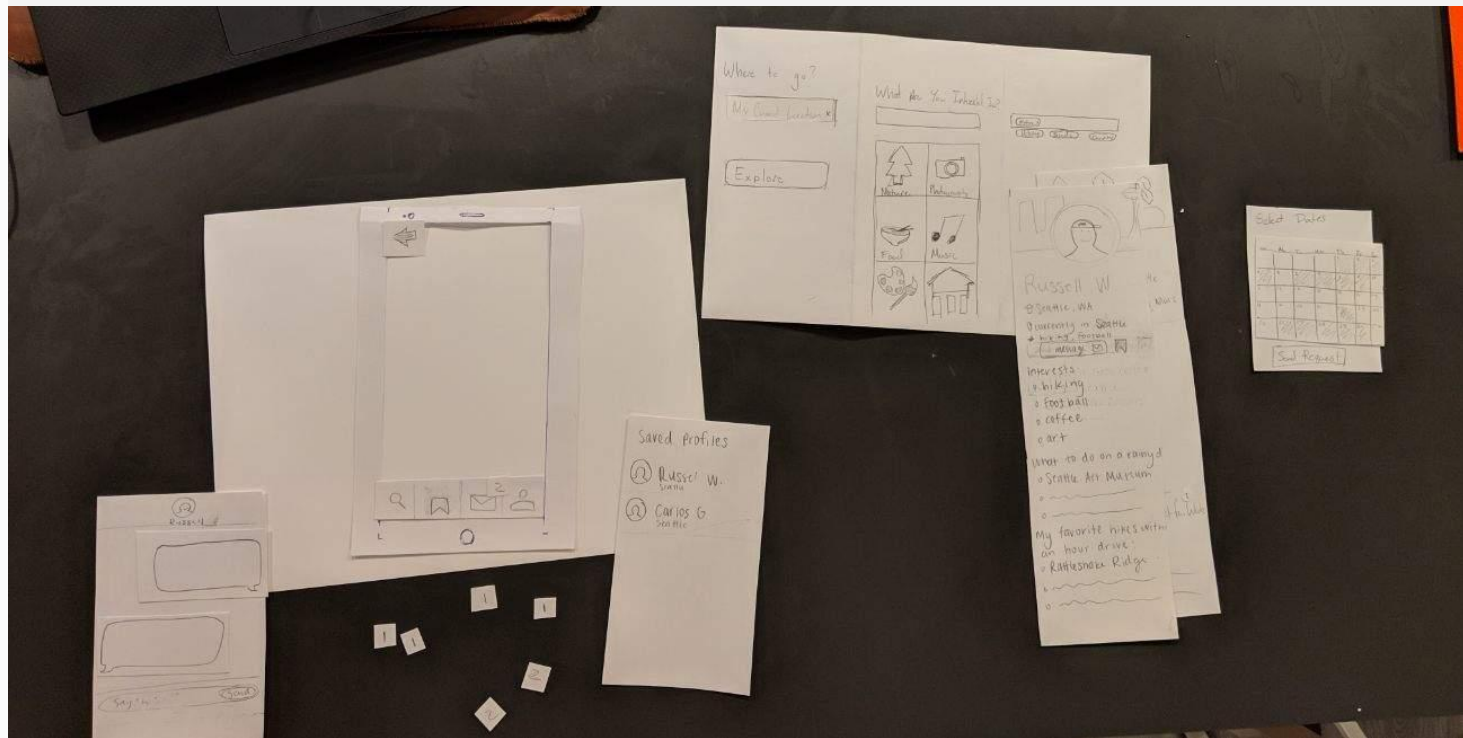
**find a
local guide.**

**schedule
a meetup.**

02

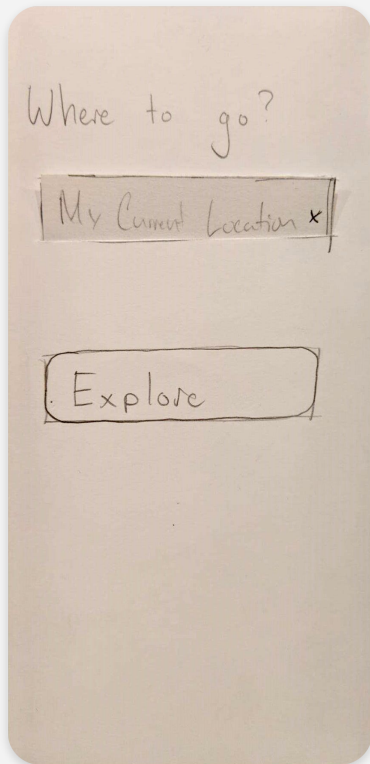
initial prototype

Overview of initial
prototype

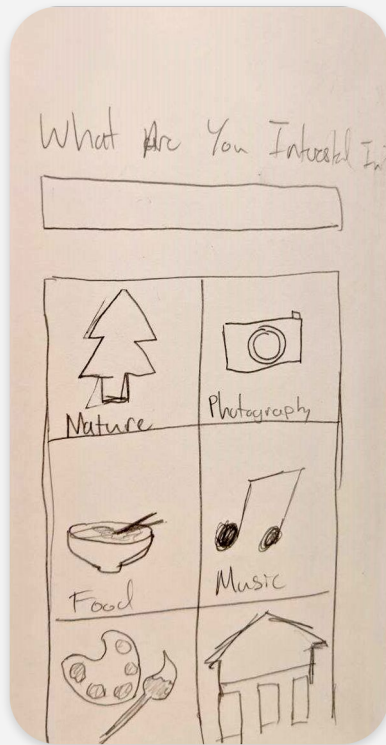


finding a local guide

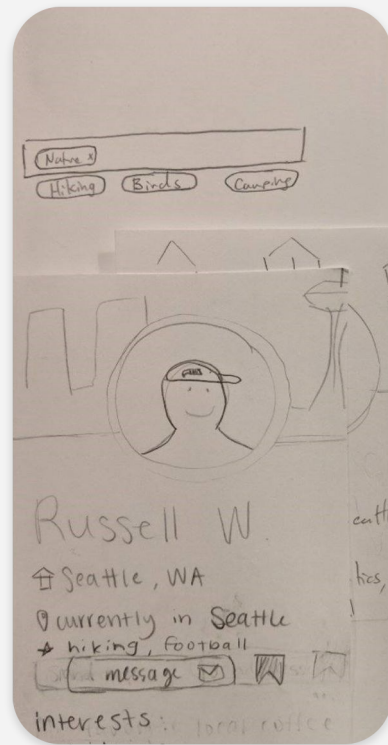
Task 1 (Initial Prototype)



1 LOCATION



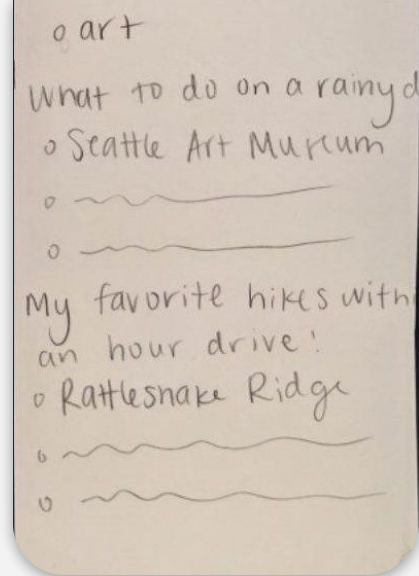
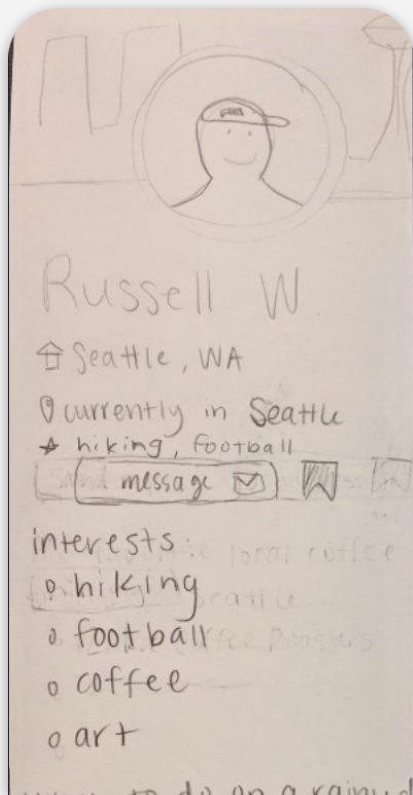
2 INTERESTS



3 SEARCH RESULTS

finding a local guide

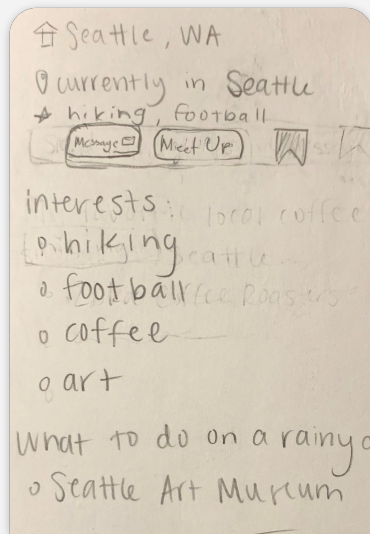
Task 1 (Initial Prototype)



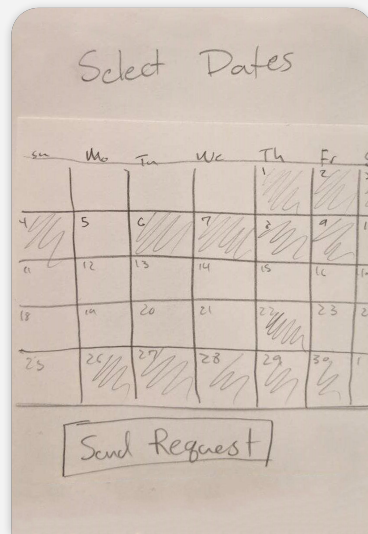
4 FULL PROFILE

scheduling a meetup

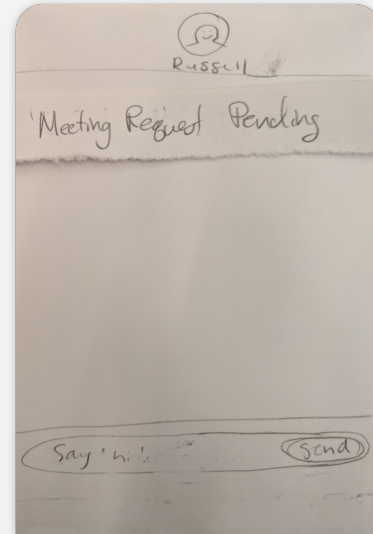
Task 2 (Initial Prototype)



1 HIT "MEET UP" BUTTON



2 SELECT DATES



3 PENDING MEETUP REQUEST

testing process

Asked participants to
complete the two tasks

2 heuristic evaluations 3 usability tests

critical incidents:

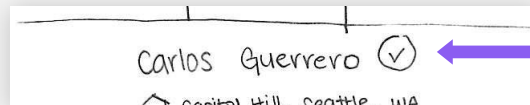
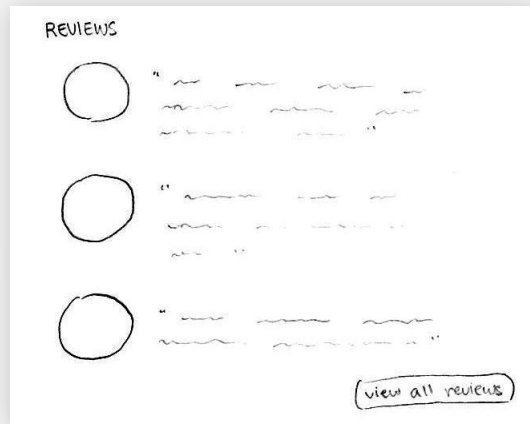
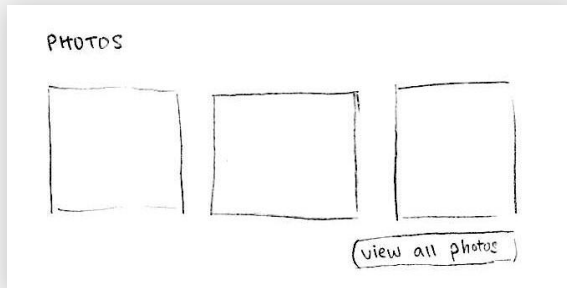
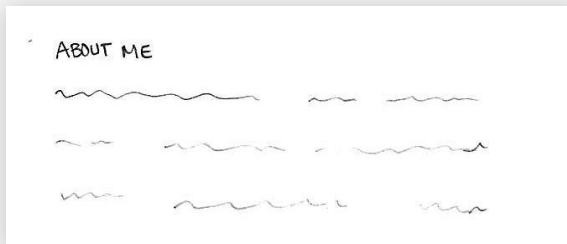
- Will the app find the **right** guide?
- Profiles had **too little information** for user to find a desirable guide
- Certain app interactions were **unclear**
 - ▷ Message / Meet Up



prototype revisions

Added "About Me",
"Photos", "Reviews", and
verified status

new profile features



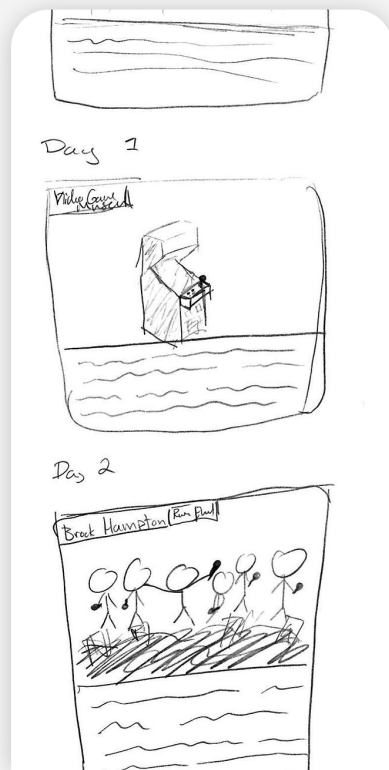
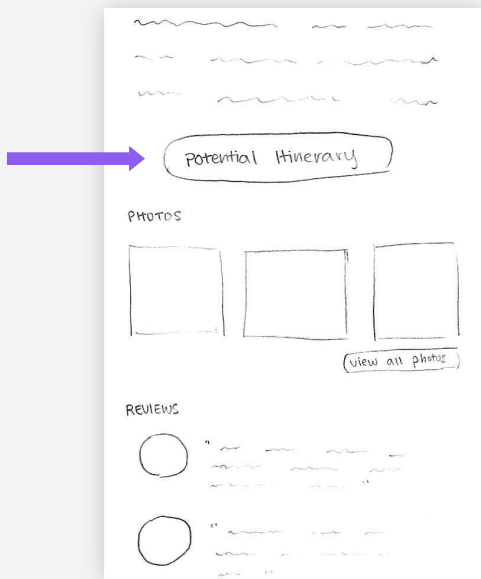
solved critical incidents: Profiles lacked useful information and verification

prototype revisions

Added a "Potential Itinerary" feature

new profile features (cont.)

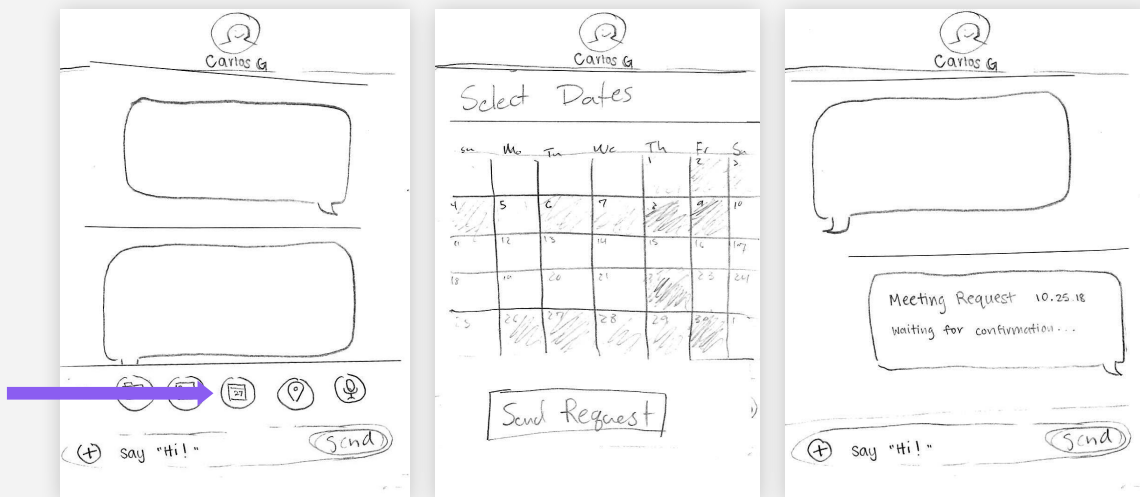
solved critical incident: Profiles lacked useful information



prototype revisions

"Meet Up" functionality is now within "Message" alongside added widgets

combined "message" and "meet up"



solved critical incidents: "Meet Up" and "Message" created confusing flow

digital mockup

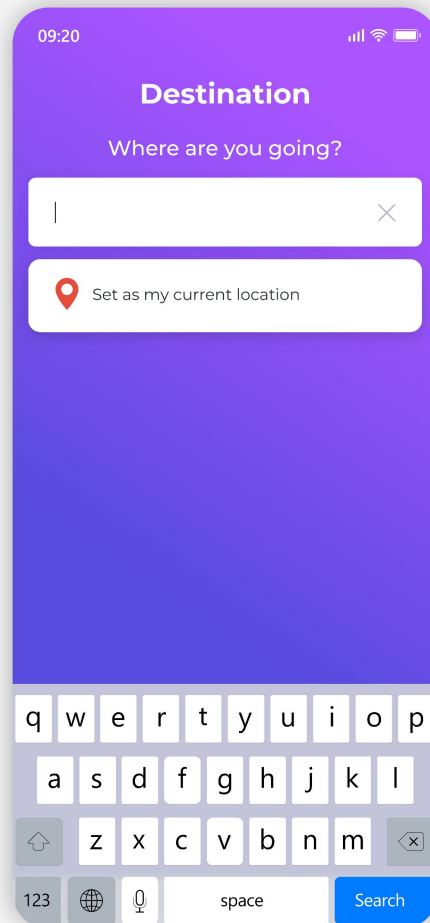
Task 1: Finding the
Right Guide

01

select the destination.

Users can plan ahead by
searching their next
destination for local guides to
connect them with the area.

If they're feeling spontaneous,
they can look for potential
guides or just things to do
when they are already out
exploring.



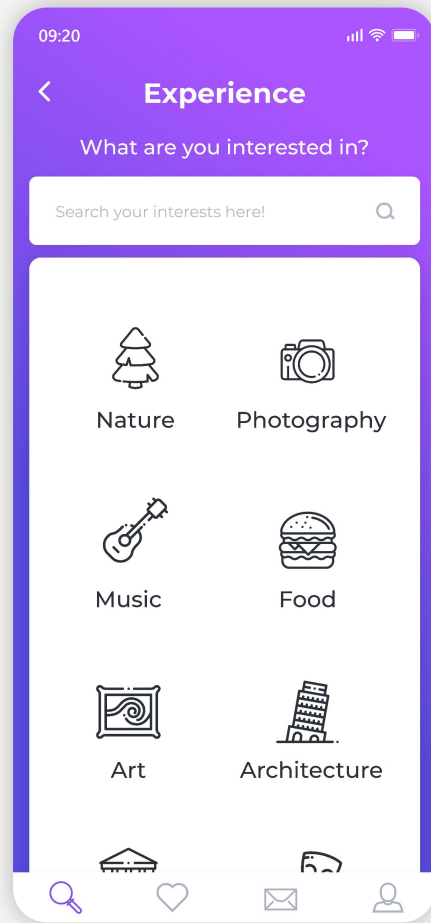
digital mockup

Task 1: Finding the
Right Guide

02

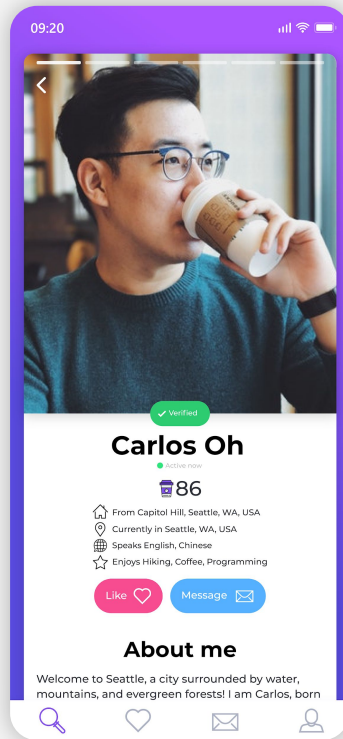
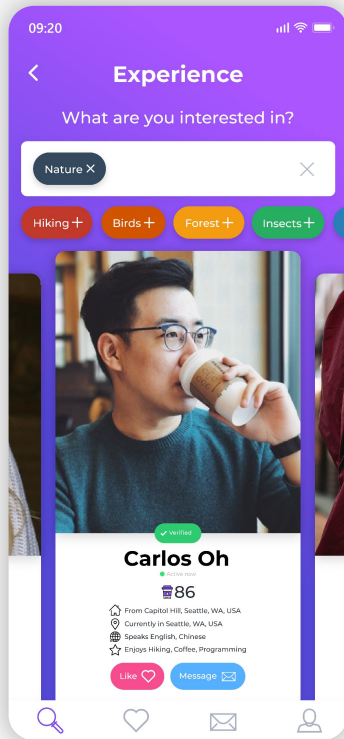
control the experience.

Users can search for local
guides by filtering with various
topics and interests that they
enjoy.



digital mockup

Task 1: Finding the Right Guide



03

find the right guide.

Users can go through a variety of different profiles of potential guides that share similar interests.

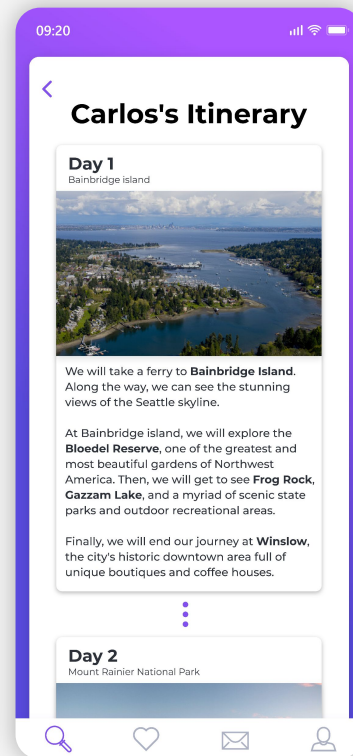
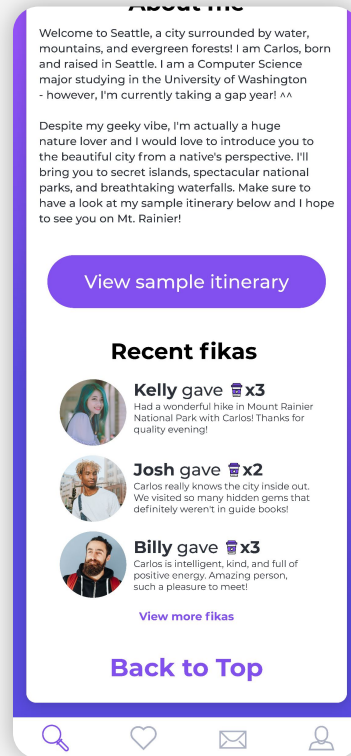
digital mockup

Task 1: Finding the Right Guide

04 envision the trip.

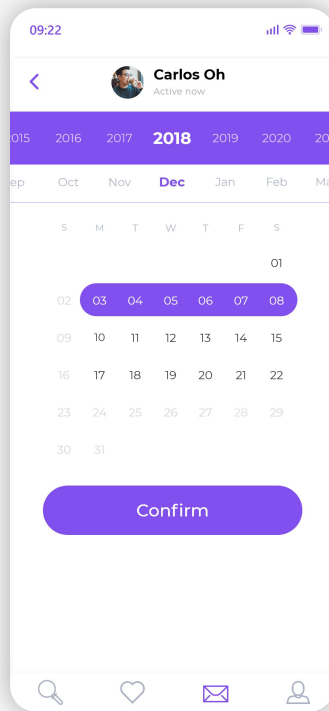
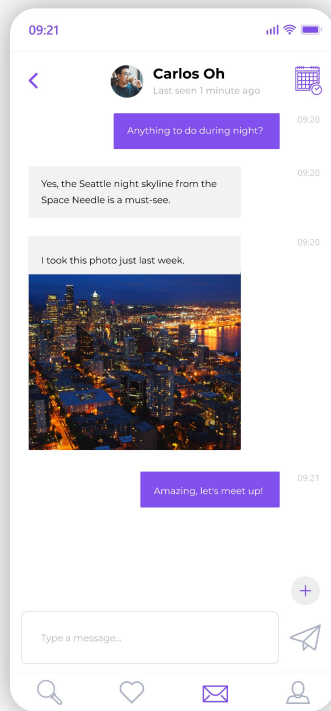
An itinerary provides a deeper insight for the user as to what meeting with this guide might look like.

Even if the guide isn't chosen, users can learn fun things that they can still pursue.



digital mockup

Task 2: Scheduling a Meetup



01

create conversation.

Users can message a potential guide and, after verifying mutual interest, schedule a time to meet.

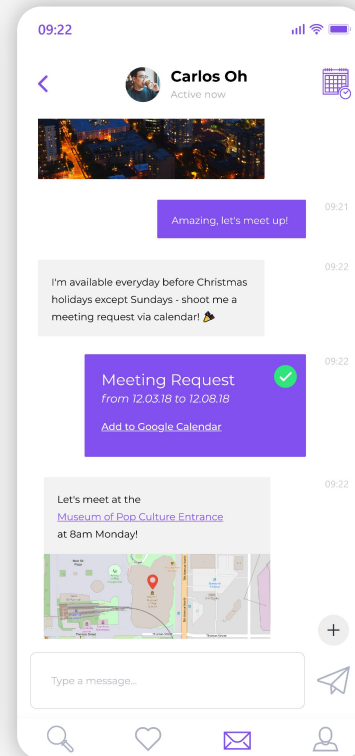
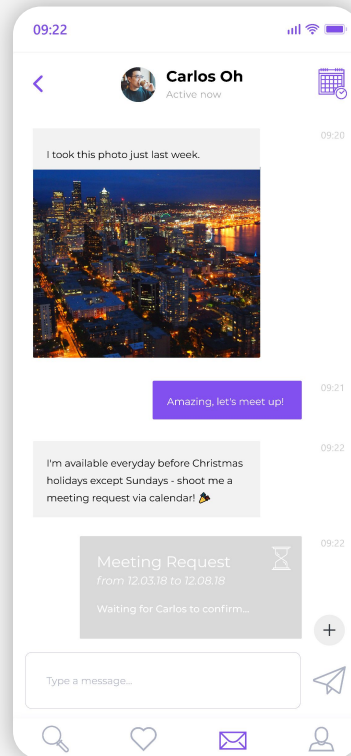
digital mockup

Task 2: Scheduling a Meetup

02

meet and explore.

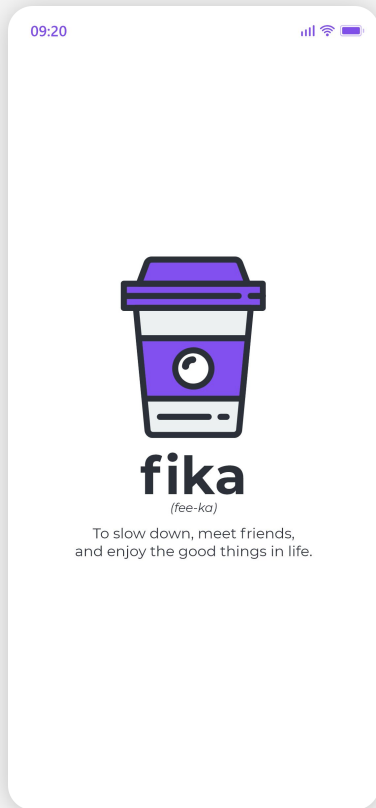
Users then meet at a specified time and place, and off they go to new and more intimate experiences with the local culture.



project summary

some things we noted.

- Keep an **open mind** at **all** stages
- Good user tests **require** good preparation
- It's easy to lead on a test participant if uncareful
- Give your design space, well, **space**





thank you!

Any questions?