

The news you want, in one place

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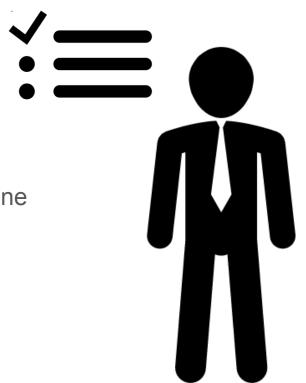
Overall Problem

- Very labor intensive to sift through multiple news sources
- Target audience wants easier access to relevant news



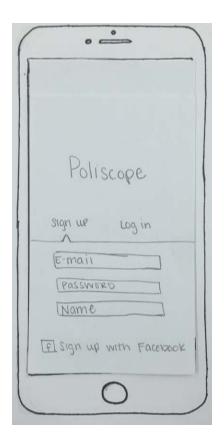
Primary Tasks

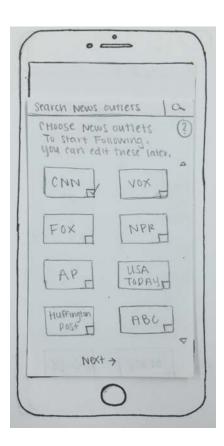
- Personalizing news consumption
- Socializing with friends, both online and offline



Initial Paper Prototype: Personalizing News Consumption

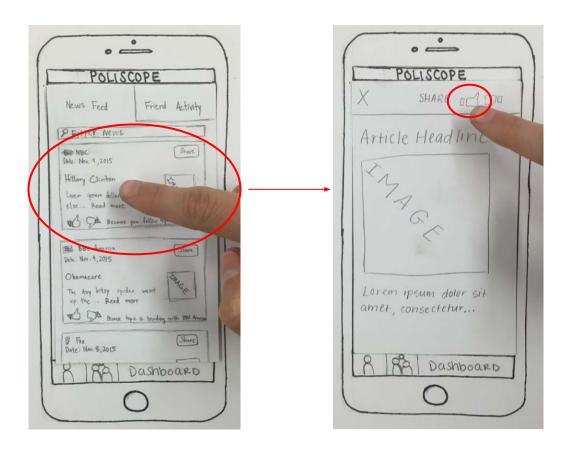
Onboarding



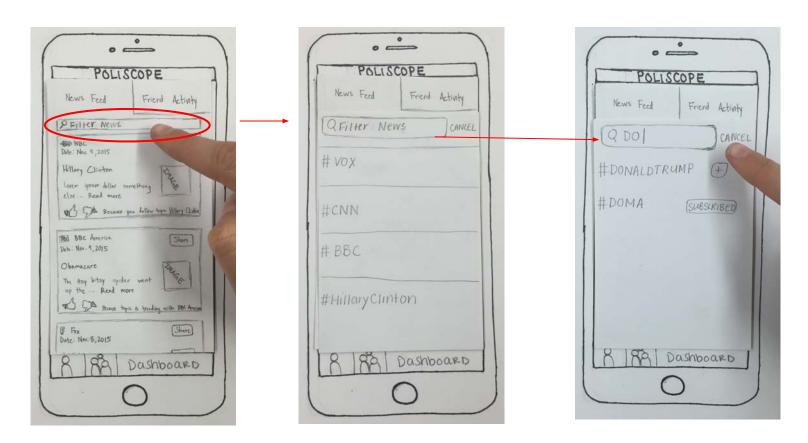




Managing Articles

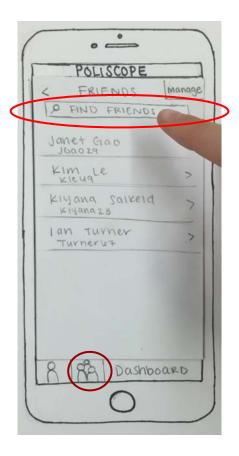


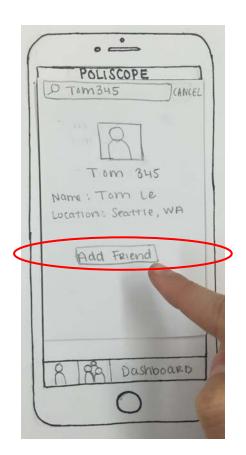
Filtering News Feed



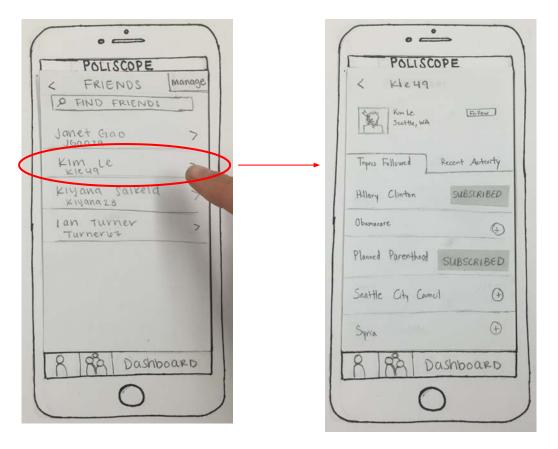
Initial Paper Prototype: Socializing with Friends, Both Online and Offline

Adding Friends

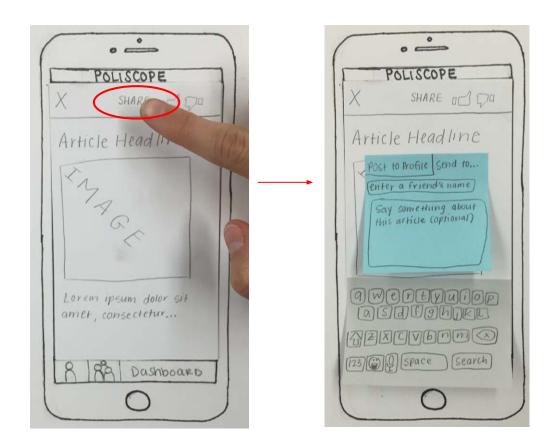




Viewing Profiles



Direct Article Sharing



Testing Process and Results

Heuristic Evaluations

Main Violations:

- Match between system and the real world
- User control and freedom



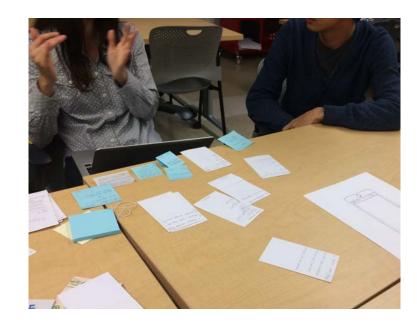
Usability Tests

Participants:

 Members of intended target audience (college students interested in an efficient system for reading the news)

Method:

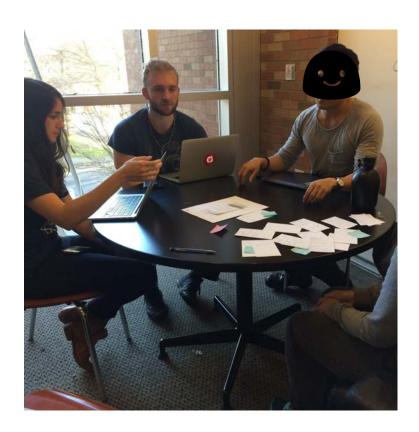
- "Think aloud" and "talking with users"
- Did not answer questions from users
- Asked participants what their expectations were



Usability Tests

Tasks:

- Signing up for an account
- Adjusting account settings
- Reading news stories
- Sharing news stories with friends
- Viewing news stories friends have shared or read



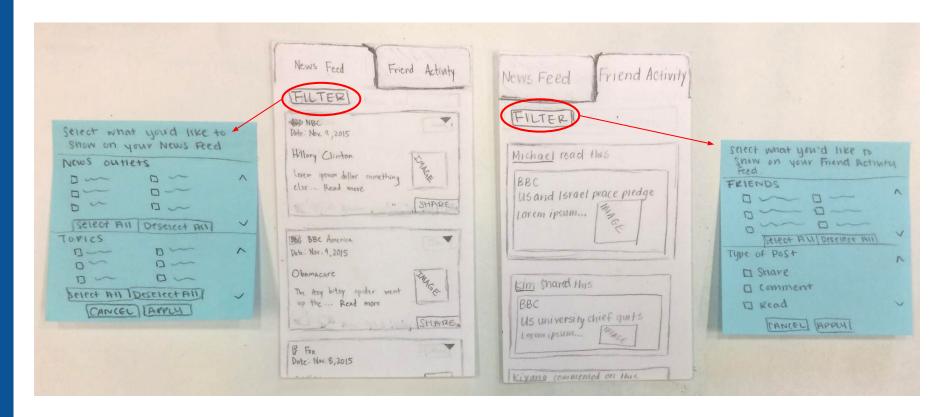
Usability Test Results

- Search bar replaced with filter checkboxes
- Message inbox for shared articles
- Eliminating binary "like" and "dislike" system

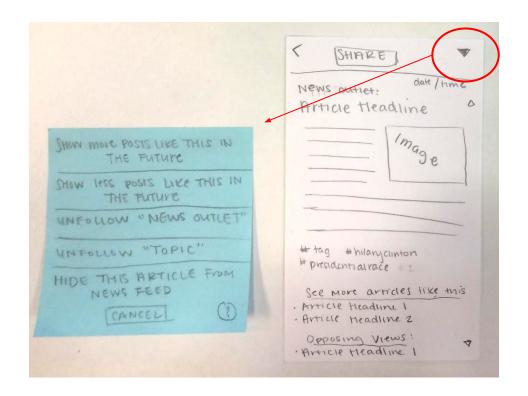


Final Paper Prototype: Personalizing News Consumption

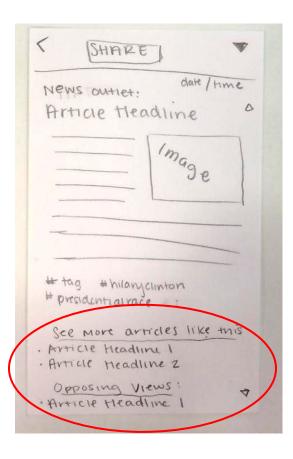
Filtering Newsfeed



Managing Articles

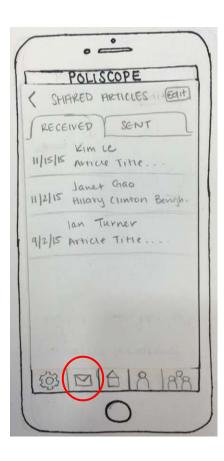


Opposing Viewpoints



Final Paper Prototype: Socializing with Friends, Both Online and Offline

Direct Article Inbox

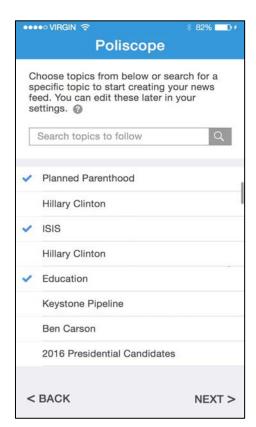


Digital Mockup: Personalizing News Consumption

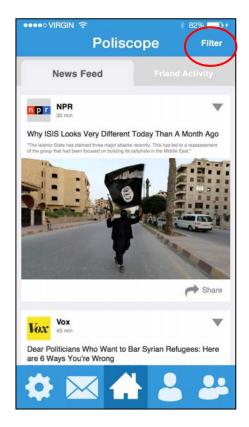
Onboarding

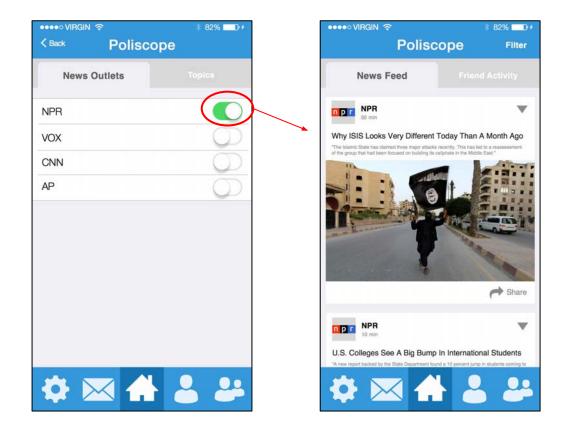




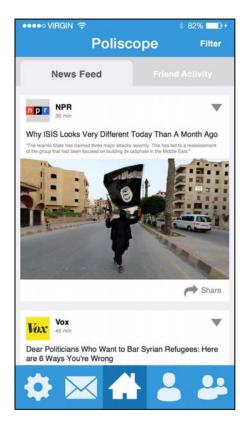


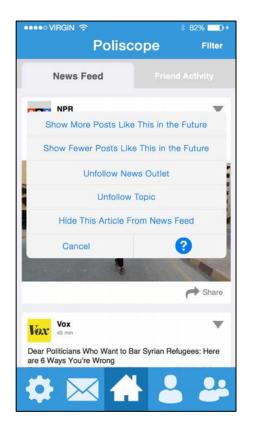
Filtering Newsfeed





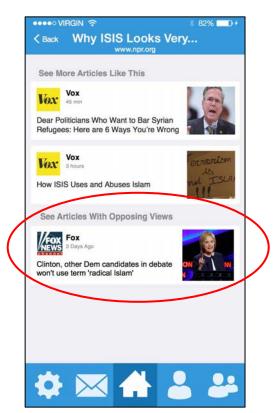
Managing Articles





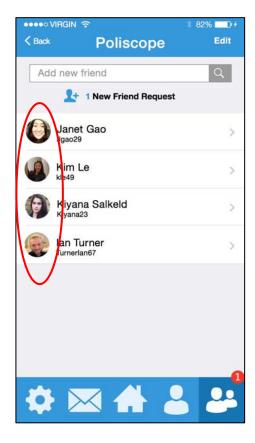
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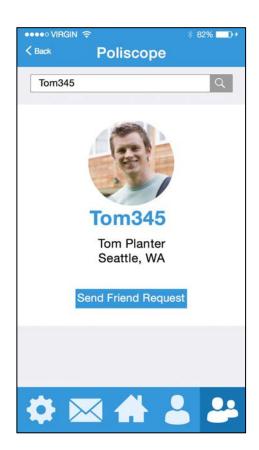




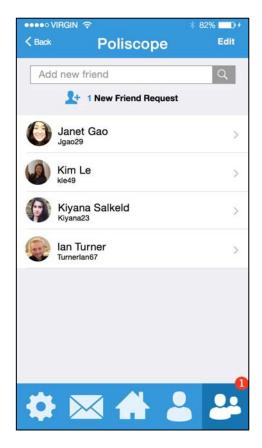
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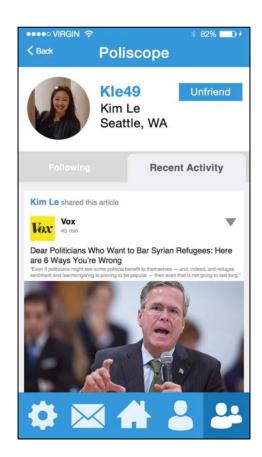




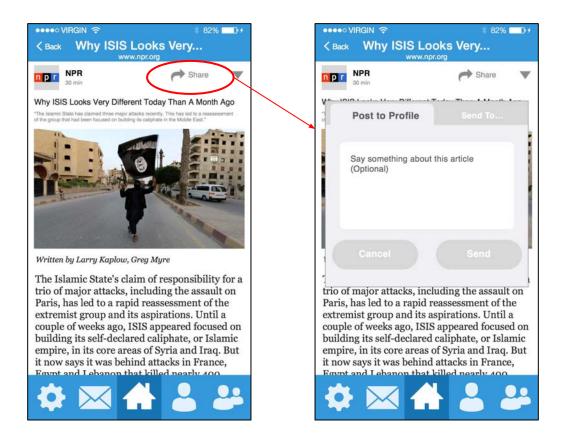
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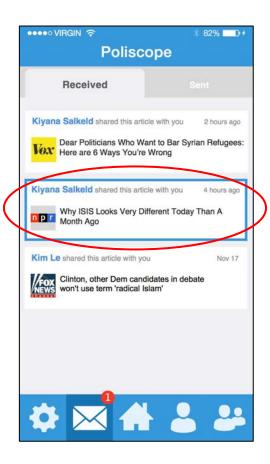




Direct Article Sharing



Direct Article Inbox



Design Process Lessons

- Only show screens that are vital to the task at hand
- Low fidelity prototypes allow for focusing on task completion
- Do not try to reinvent the wheel



