

HCI+D

Interactive Medium-Fi Prototype

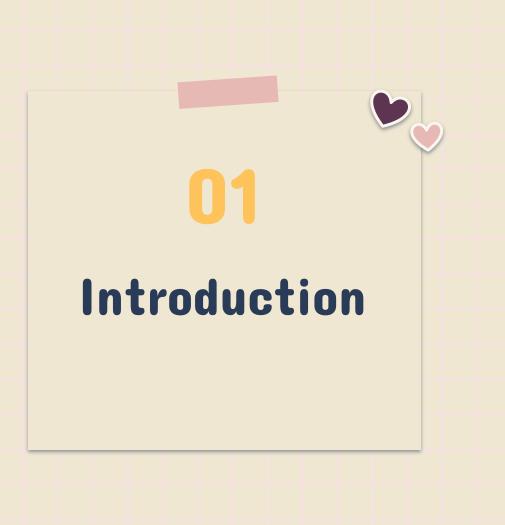
Team 1



Outline

- Introduction
- 02 Revised Interface Design
- 03 Prototype Overview
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Team Members



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Value Proposition



Trip with your travel buddy

Problem

People often encounter difficulties on deciding where to go for a trip, and also planning the trip.

Solution

TripTeddy categorize the spots with clear but informative labels, introduce the "playlists" function for itinerary recommendation, and empower users to collaborate on the planning.

Three Tasks

Simple

Find out an itinerary that best fits the needs.

Moderate

Plan a trip basing on the given template.



Share the trip schema with friends and edit the trip.





02 Revised Interface Design



Suggested UI changes

- Show popups instead of navigation when the operation is to edit something. E.g. adding a spot to user's playlist.
- Find suitable icons that help user understand the function of a button or the meaning of some text. E.g. the button to clone an existing playlist.
- Define the nouns in our app more specifically, which won't make users confusing.
- In prototype, use fake data instead of placeholder, which can help user understand the design.

Major Design Changes







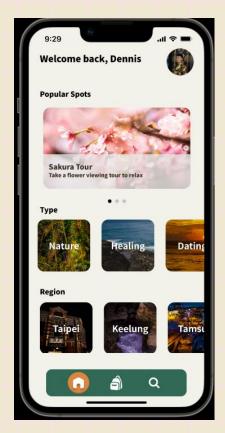




Rationale

- Finalize search page UI, so that users can use personalized filters to find suitable trip recommendation (for task #1).
- Tags were used so that the users can quickly know the type of playlists they are searching for
- For my list page, we remove add button between each spots,
 keeping only one button at the bottom of list.
- For both playlist and my list page, we add day navigation buttons to minimize spot lists and ease users to navigate between their schedule.

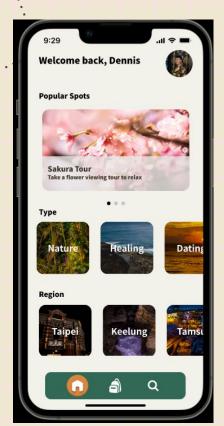
Medium-Fi Prototype Task Flows (Task 1)

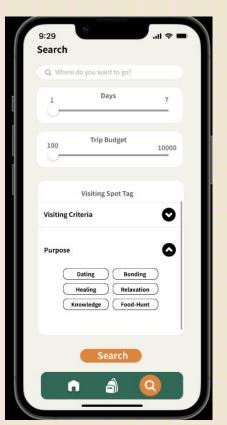






Medium-Fi Prototype Task Flows (Task 1)



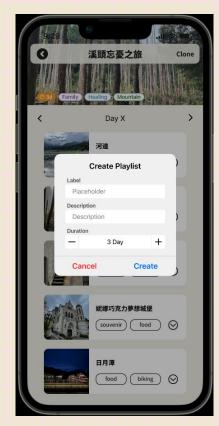






Medium-Fi Prototype Task Flows (Task 2)







Medium-Fi Prototype Task Flows (Task 3)









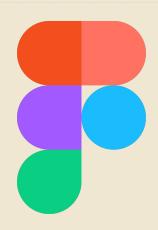


U3 Prototype Overview



Prototyping Tools

- What was used?
 - Figma
- What was easy?
 - Collaboration, shared component.
 - Help from the figma community.
 - Simple function can be protoyped.
- What was hard?
 - Complex function have to be done with lots of frames and composition.



Tradeoffs of Current Prototype

- The search filter feature cannot be prototyped out with the current tool.
- Co-editing feature which needs to involve multiple accounts cannot be implemented by this prototype too.









Hard Coded Features

- We use a predetermined flow, in which users have to go through all of the flow to experience our functions properly.
- The search filter function has interactable sliders and buttons, but it only leads to a predetermined result.
- For the search results, we list some fake Playlists that the users can choose from to fulfill the user flow experience.
- The Playlist adopts fake data to ensure that the trip-planning tasks can be carried out.

Prototype Link



Prototype

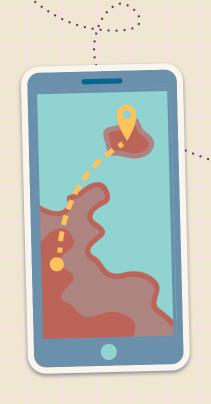
https://reurl.cc/8p1g4R

Readme

https://reurl.cc/MNnINW

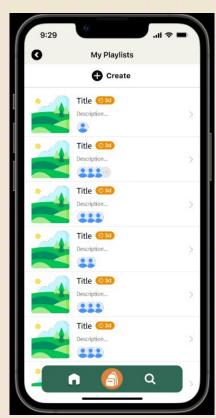


04 Additional Prototype Screenshots

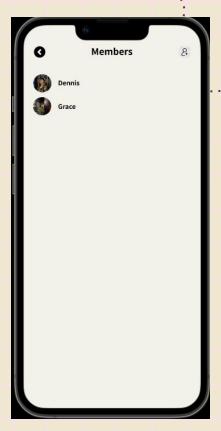


Additional Prototype Screenshots









05 Summary



Summary

- We redesign our UI according to feedback from the users of our usability testing for lo-fi prototype.
- We use lots of fake data and images in our medium-fi prototype to enhance the trip planning process.
- We also decide part of the color scheme and style of our app while we design our medium-fi prototype.

Thanks for Listening

Icons used by macrovector, rawpixels, iconicbestiary on Freepik

Slide template provided by Slidesgo

Many thanks to the interviewee for their time for this needfinding research