Introduction
The Team

Value Proposition
Reunite with old friends.

Mission Statement
Our goal is to help friends who haven’t seen each other in a while to reconnect.

Problem / Solution Overview
It can be hard to keep in touch with friends who aren’t nearby. We could maintain old friendships if we knew when our friends were in the area, but we often don’t know. Reunite solves this problem by alerting users when their friends are in the area.

(1496 words)
Sketches

Initial Designs
We developed our sketches during Friday section using the Crazy Eights method.

Figure 1: Crazy Eights Sketches 1

Figure 2: Crazy Eights Sketches 2

(1496 words)
Top Two Designs with Further Storyboarding

Our top two designs were a mobile app interface and a smartwatch interface, which we storyboarded in greater detail.

Figure 5: Mobile App

The mobile application sends push notifications to the user and lets them view their friends, notifications, and events through a Facebook-style interface.
The smartwatch application alerts the user when their friends are near and integrates with the calendar application to schedule meetings with friends. It also includes a compass feature which points you to where your friend is.
Selected Interface Design

Evaluation of storyboards

Smartwatch Interface

<table>
<thead>
<tr>
<th>PROS</th>
<th>CONS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fewer screens to navigate than mobile UI</td>
<td>Hard to dive into profiles since interface is small</td>
</tr>
<tr>
<td>Intuitive compass design for watch interface</td>
<td>Other features such as adding friends or customizing profile may not be as easily accessible</td>
</tr>
<tr>
<td>Simple interface; not too many words on screen in a given time</td>
<td></td>
</tr>
</tbody>
</table>

Mobile App Interface

<table>
<thead>
<tr>
<th>PROS</th>
<th>CONS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Can perform actions such as browsing through profiles and adding new friends (which may not be present in other UI)</td>
<td>Looks like most other social media and community apps</td>
</tr>
<tr>
<td>Notifications appear full screen, drawing more attention to the person who’s in your area</td>
<td></td>
</tr>
<tr>
<td>Easier to see list of friends on a larger screen</td>
<td></td>
</tr>
</tbody>
</table>

Reasoning for Selection

We ultimately decided to go with the Mobile UI Design because of its more detailed interface. Although there is value in having a simplistic design (i.e. less confusing to the user, more intuitive), we thought it was necessary to have detailed screens such as those for notifications, friends, and calendar events in order to help users navigate through the full details of their appointments with friends. This requires more information than we thought could fit on a tiny 1 inch watch screen.

(1496 words)
<table>
<thead>
<tr>
<th>Interface Element</th>
<th>Functionality</th>
</tr>
</thead>
<tbody>
<tr>
<td>Home Button</td>
<td>Brings the user back to the home screen</td>
</tr>
<tr>
<td>Friends Button</td>
<td>Brings the user to the friends screen</td>
</tr>
<tr>
<td>Friends Screen</td>
<td>Shows a list of all the user’s friends</td>
</tr>
<tr>
<td>Profile Button</td>
<td>Brings the user to the profile screen</td>
</tr>
<tr>
<td>Edit Button</td>
<td>Lets the user edit their name and travel plans on the profile screen</td>
</tr>
<tr>
<td>Profile Screen</td>
<td>Shows the user’s profile</td>
</tr>
<tr>
<td>Notifications Button</td>
<td>Brings the user to the notifications screen</td>
</tr>
<tr>
<td>Notification</td>
<td>Previously ignored alert. User can reach out or delete the notification.</td>
</tr>
<tr>
<td>Notifications Screen</td>
<td>Shows a list of the user’s notifications</td>
</tr>
<tr>
<td>Events Button</td>
<td>Brings the user to the events screen</td>
</tr>
<tr>
<td>Events Screen</td>
<td>Shows scheduled meetups with friends</td>
</tr>
</tbody>
</table>

**Table 1: Design Functionality**
Task Storyboarding
We brainstormed taskflows to fulfill our simple, moderate and complex tasks.

Figure 7: Simple Task Storyboard
Figure 8: Moderate Task Storyboard
Figure 9: Complex Task Storyboard

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Prototype

We created a paper prototype with each screen drawn on an index card, and we used sticky tabs to denote action items such as text fields and buttons. We created a paper cutout of a phone which the screens overlayed. The prototype’s functionality is detailed in Table 1.
Figure 11: Push notifications when friends are nearby

Figure 12: Uploading and being alerted of others’ travel plans
Figure 13: Scheduling meetups with old friends

Figure 14: Navigation of Friends and Notifications screens
Method

Participants
We recruited three participants who we felt were representative of our target demographic. Our first user was a Chinese tourist who wasn't too comfortable speaking English and likes visiting old friends. Because of their frequent traveling, we found them to be a good test subject. Our second user was a Stanford student originally from the East Coast. Given their physical distance from their friends on the East Coast, this was another good test case for us to connect people who might have travel plans to see their friends. Our third user was originally from Australia, but recently moved to the US and doesn't know many people in the area yet. Since they might make travel plans to go back to Australia, we thought they would also be a good subject to test on.

Environment
We conducted our testing at the Stanford Bookstore and Arrillaga Family Dining Commons, where we set the paper prototype on a flat surface.

Tasks
1. Simple: Know when friends are in your area
2. Moderate: Learn when friends will be in your area
3. Complex: Make plans to meet friends

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Procedure
We began by explaining how we were going to conduct our prototype and what our roles were going to be. We then briefly explained what the purpose of Reunite is and what tasks they could perform with it. We asked participants to explore the app and gave them minimal guidance, unless they indicated they were confused. We recorded both things they liked and moments of confusion they had. After the testing was completed, we asked our participants if they had any follow-up questions.

Test Measures
We measured success and confusion while conducting our tests. Moments of success were when participants figured something out quickly or when they visibly indicated they liked something. Moments of confusion were when participants got stuck, when a feature didn’t do what they expected it to do, or when they visibly indicated that they were confused.

Team Member Roles
- Facilitators: Danielle, Tyler
- Computer: Ricky
- Notetaker: Jen

Results
- All three participants were able to complete the three tasks.
- Participants 2 and 3 wanted a more user-friendly method for navigating the friends, notifications, and events lists. Following the test, Participant 2 recommended a search bar for navigating through the events and friends lists.
- Participant 2 was confused about what “reaching out” would entail; she was unsure how much control she would have if she pressed “reach out”.
- Participant 1, who didn’t speak much English, was confused as to what “reach out” and “ignore” were. However, they had no trouble navigating screens when icons were present.
- Participant 3 was unsure which screen was the home screen. In the same vein, participant 3 was unsure if the screen he was on was the home screen.
- All three participants thought the push notification feature was helpful and participant 1 gave visible positive feedback to it.
- Participant 3 clicked on the profile button when attempting to click on the friends button.
• Participant 3 attempted to click on the notifications and was confused when no additional information was shown.
• Participants 1 and 2 recommended the ability to mute push notifications from people who live in your area.

Discussion

Overall, we thought that our initial lo-fi prototype did pretty well in terms of allowing users to see the use cases of our application, as well as being intuitive enough to navigate through our application without any major problems. However, there are some changes to the UI that we would make in order to allow the UI to be even more intuitive; one of these changes includes the taskbar. Specifically, one of the users was confused by the profile button and the friends button; this is likely because the icons look pretty similar, so a change we could make is simply differentiating the two icons to make one distinctly a profile and one more representative of friends.

In addition, the participants also questioned the wording of the notifications, specifically the fact that “reach out” and “ignore” are slightly vague with no indication of what might happen when one clicks it. Additionally, it would be helpful to include both text and icons on key action items such as “Reach out” and “Ignore,” to communicate important actions to people who speak English as a second language.

Despite some of these confusions, our participants also provided us with helpful feedback in terms of features that they’d like to see implemented in order to make the experience of the application more seamless. One of these suggestions was to implement a search bar in both the events and friends screen; to them, it was initially unclear how many results would be shown on the screen at a time, and with many friends or events scheduled, it may be easier to navigate to a specific friend with the implementation of a search bar. Another feature that was suggested was to mute notifications from people who actually do live in your area, as these people would likely be constantly reappearing on your notifications screen.

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