Reunite
Lo-fi Prototype
Overview

- Mission Statement
- Selected Interface
- Low-Fi Prototype
  - 3 Tasks
- Experiment
  - Methods
  - Results
- UI Changes
Reunite

We want to help reconnect old friends who have not seen each other in a while or do not connect on a regular basis.

Reunite attempts to break barriers to friendship set by geographic location.
Mission

Reunite old friends.
Concept Sketches
Selected Interface
Smart Watch

Pros
- Less screens to navigate than mobile UI
- Intuitive compass design
- Simple interface

Cons
- Can’t see profiles in detail
- Other features inaccessible (e.g. adding friends)
**Pros**
- Versatile functionality
- Innovative presentation of notification
- Easier to see larger amounts of data
- Overall accessibility

**Cons**
- Can be confused with other social media apps
Lo-Fi Prototype
Task Storyboards
Task One: **Find out which friends are in the area**
Task Two: Learn when friends will be visiting area
Task Three: **Make plans** to meet with friends

Various ways to reach out

Easily schedule a time and get reminders
Experiment
Participants

Chinese tourist

Stanford student from East Coast

Australian native
Methods

- Public, quiet environment
- Presented one screen at a time
- Allowed participants to explore
- Minimal guidance to complete three tasks
- Recorded successes and confusions
- Debriefed at end
Successes

- All participants completed all three tasks
- Liked push notifications
- Easy navigation when icons present
Pain Points

◉ Confusion with navigation bar
◉ Unintuitive buttons
◉ Information overload in friends and events pages
◉ Concept of a home screen
UI Changes
Summary

Users able to complete all three tasks

Build on existing UI to better organize information

Rearrange the flow of information and tasks to increase clarity and ease in navigation
Thanks!

Any questions?

Anything you
- like?
- wish?
- wonder?