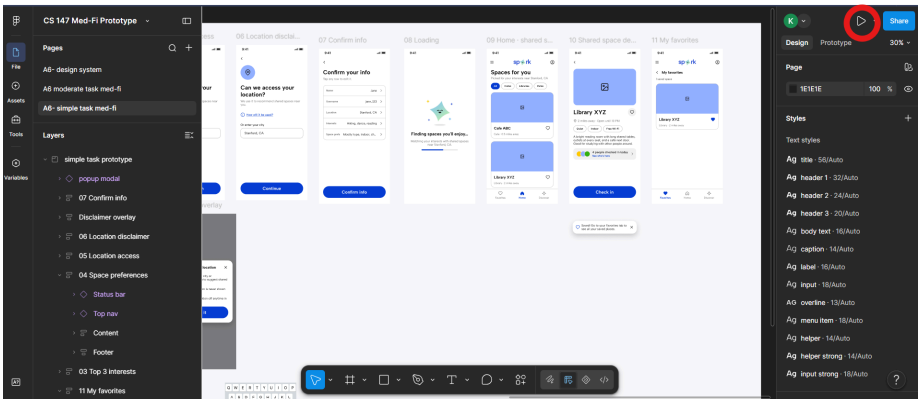
team: the KRAMberries

(Katherine Kricorian, Rebecca Alcala, Angela Yang, Meredith Nam)

simple task
moderate task
complex task

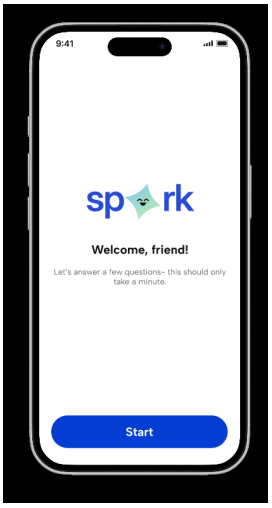
access and setup

The prototype can be accessed through Figma Design. To test the simple task, open the link above on your laptop/computer or mobile phone. To test another task, open this link and navigate to the selection menu on the left, where you can pick between the simple task, moderate task, or complex task prototypes. Once you have selected a prototype from the selection menu, enter presentation mode (the “play” button near the top right corner). Begin clicking through the prototype as if all components are interactive.



device details

The prototype should be run on a laptop/computer or mobile device. For thorough testing, we recommend running on a mobile phone (eg. iPhone 15) to better replicate the final app experience, with features such as an on-screen keyboard and iPhone 15 dimensions. Running on a laptop/computer will also display the prototype on a mobile phone-style screen rather than using the full laptop screen.



prototype context

- ### target audience

  Our app is primarily targeting young adults (early twenties) living or working in urban areas who are interested in meeting new people and incorporating more social spontaneity into their daily lives. Our main target audience includes introverts who are less confident fully initiating spontaneous social interaction on their own, but also aims to attract extroverts who want to expand their social network and explore more local third spaces.

- ### use cases

  Spark is used when someone is interested in discovering a third space near them that they might enjoy, coordinating an activity with existing friends, or making new friends/connections spontaneously at a third space. If a user is at a third space (eg. working at a cafe) and is open to a spontaneous experience, they can “check in” with Spark and get connected to others

near them who they might be good friends with. If a user is interested in exploring new third spaces and meeting new people but doesn't know where to start, they can open Spark's discovery page and find places that suit their interests. If they want to make more concrete plans, they can use Spark's calendar feature to automatically generate a plan that suits their schedule, and either choose to go solo and discover new people there or invite existing friends to deepen connections.

- **user goals**

Simple task: The user should be able to enter their name and username. They should also be able to customize their interests by picking 3 interest areas and personal preference levels for activity, environment type, and social interaction. They should also be able to set a location and view a location use disclaimer. Finally, they should be able to confirm their profile information and generate potential third spaces that match their interests and locations, and view a location in more detail by clicking on it. They should be able to "favorite" a third space and view it in the Favorites tab.

Moderate task: The user should be able to view their existing calendars and open one in detail. They should also be able to create a new calendar. They should be able to view existing plans in detail and create a new plan. When creating a new plan, they should be able to click on the date, choose a time of day, activity category, and solo/group setting. They should be able to invite recommended friends to participate in the activity. After generating a plan, they should be able to view recommended locations, select a location, and view plan details. They should also be able to navigate to the calendar homepage through the side menu.

Complex task: The user should be able to check into a third space location they are currently at. After checking in, they should be able to choose

whether they would like to be visible to others. They should be able to view a list of others who have checked in and click on a person to view a short summary of their interests. They can click on a person and choose to "say hi," and if the other person also "says hi," the user should be able to confirm the connection and view instructions to find the other person. The user should be able to indicate when they found the other person and view conversation starters, and click "done" when they've finished chatting.

operating instructions

1) Open the prototype in Figma using the link above and select Present/Play.
2) Click the input boxes to "type" your name and username.
3) Progress through adding personal interests, preferences, and location, clicking the input boxes and adjusting sliders accordingly.
4) View recommended spaces and click on them to access more detail. Click the heart icon to favorite a space.
5) Select the menu icon on the top left to navigate to different pages. Select the Calendar page to progress to the moderate task.
6) View all of "your" calendars and select a calendar of interest or generate a new calendar. If plans are shown at the bottom, click on one to view it in more detail. To generate a new plan, click the "New Plan" button.
7) Select preferences and invitees for your new plan. Generate location options and select the location of interest. Click "add to calendar" to finalize the plan and view it in more detail.
8) Select the menu icon on the top left to navigate to different pages. Select the Check In page to progress to the complex task.
9) Select "Check in" to begin the check-in process to Cafe ABC.
10) Click "Continue" throughout the "Verifying you're here" pages and click on the "How is my location/picture" used text boxes for more information about the check-in process.

11) Confirm that you'd like to be visible to others to see other checked-in users.
12) Select Alex as a user you'd like to meet with.
13) Confirm that you'd like to meet Alex and confirm that you've "found" them.
14) Click the first 2 checkboxes to confirm you've discussed the corresponding topics with Alex.
15) End the meetup by selecting "Done with meetup".

design tools

- Figma Design was used to structure all of the prototype screens and design the layouts of each page.
- Figma Prototype was used to connect the different prototype screens and enable button functionality.
- Pinterest and Unsplash were used to generate design tools and create a color scheme, design button structure, and find images (eg. iOS keyboard image).

limitations

The prototype's primary limitation is that not all buttons are fully functional and several selection options are hardcoded. For example, the keyboard is an image and doesn't let the user actually type out a desired username, and some multiple-selection pages enforce selection of certain options to illustrate how the page works. This doesn't impact the functionality of the prototype but may cause it to feel less personalized. Some buttons are also nonfunctional (eg. the "Settings" and "Help" buttons don't lead anywhere) since these pages are not included in our three key task flows, which may cause frustration or confusion for a tester.

wizard of oz techniques

1) “Spaces for you” claims to generate personalized spaces based on location and preferences but always shows a set list of locations assuming Stanford is the user’s location.

2) “Favorites” tab claims to show the user’s selected favorites but always shows Library XYZ regardless of user actions.

3) “My Calendars” claims to show the user’s created calendars but always shows the same 3 calendars.

4) “Invite to Calendar” is meant to show the user’s existing friends and recommend people based on availability and interests but will always recommend Rebecca A., Andrea Y., and Meredith N. and no invitation will actually be sent.

5) Generating a plan is meant to intelligently generate location options based on the user’s preferences and locations but will always show the same 3 location options.

6) “Add to Calendar” is meant to add the generated plan to the selected calendar but does not have any functionality other than showing the user the plan in detail.

7) “Verifying you’re here” does not check the user’s current location or utilize their device camera, but simply demonstrates that the app has this functionality.

8) “Other checked-in users” should periodically update based on incoming/departed users, but only has 2 fixed users.

9) “Find each other”’s vibration strength should change based on both users’

current locations, but it maintains a fixed vibration.

hard-coded items

1) Name and username are hardcoded as Jane Stanford and jane_stanford.
2) City is hardcoded as Stanford, CA.
3) Favorites page is hardcoded as containing only Library XYZ.
4) Pagination is hardcoded (can't move to other pages of calendars, etc).
5) Current day is hardcoded as October 18, 2026.
6) Current day activities are hardcoded as Volleyball Practice and Study.
7) Clicking on a scheduled activity is meant to show that activity in more detail but will always show the breakfast at Tootsie's activity in more detail.
8) Clicking on any calendar is meant to bring the user to that specific calendar but will always bring the user to My Solo Calendar.
9) Selected plan preferences are hardcoded as Morning, Meal, and Group. Invite Rebecca A. option is hardcoded.
10) Selected plan location preference is hardcoded as Tootsie's.
11) Check-in location is hardcoded as Cafe ABC, and location verification process is always successful.
12) Check-in picture is hardcoded as Jane Stanford, and picture verification process is always successful.
13) User visibility settings are hardcoded to only let the user be visible to accounts with a previous check-in history and accounts within a specific

age range.

14) Checked-in users are hardcoded as Alex and Bella.

15) Alex is the only meetable user.

16) Can only discuss first 2 topics with Alex.