



Weave your family story one thread at a time.



Purpose & Use Case

kin is an app designed to help family members of all ages connect, share memories, and preserve family stories. It offers prompts that encourage users to share personal anecdotes and experiences. The app fosters generational connections, allows collaborative storytelling, and serves as a digital repository for family memories.

Use cases for kin include connecting different generations, documenting family history, celebrating milestones, reminiscing and sharing stories, and preserving family legacies. Overall, kin is a tool for enhancing family bonds and ensuring that cherished memories are passed down through generations.

Installation Requirements

Access on iPhone or Android

Download the Expo Go app and scan the QR code located at the top of the page.

Opening the source code

1. Clone the repo from Github: <https://github.com/pusongqi/kin>
3. Open in VS Studio or your favorite text editor
4. Navigate to the repo locally
5. In the terminal, run `npm install`
6. Run `npx expo start` and open either on Expo Go or iOS simulator

Operating Instructions

As of now, the prototype includes the following: upon logging in, users are greeted with the app's Home Screen, which features two main sections: 'Today's Prompt' and 'Others Said.' In the 'Today's Prompt' section, users can easily view and engage with the daily prompt directly from the home screen. If they choose to respond, they can do so in various creative ways, including text, file uploads, audio recordings, images, and even music. By selecting their preferred response method, users can contribute their personal stories and memories to the prompt. It's a seamless process that encourages users to share and preserve their family experiences with ease.

Limitations

We've made notable advancements with our prototype, namely more user interactivity and the ability for a user to undo an answer. However, certain design elements couldn't be fully realized within our constrained time frame. Currently, our prototype implements Task 1: Answer a prompt. We have developed the facade of Task 2: Reply to an answer, and we have most of Task 3: Respond to a prompt, but we withheld both of these tasks' functionalities from our demo until they are more complete.

Finally, we do not plan to develop typical app functionality like creating accounts or accessing a profile due to the time constraint. This makes our app feel more like a demo and less like a cohesive product.

Wizard of Oz Techniques

- **User Inputs:** Users can write inputs and choose attachments, but the inputs are all stored on the frontend and will be viewable. The same will go for user-written comments (replies to answers) when we fully implement Task 2. Because we do not utilize a backend, refreshing or closing the app will erase all data.
- **Daily Prompts:** Daily prompts are supposed to be generated randomly and based on the family's past submissions. To implement the prototype, we simulated that the generated prompt of the day was "What is your go-to recipe?"
- **Prompt Generation Process:** We give the illusion that a submitted prompt has the potential to be asked in a future day, but this demo will have no concept of temporality and the prompt is not being saved.

Hard-Coded Elements

- **User Information (Profile, Pictures, and Names):** Hard-coding the user's information, including their profile, pictures, and names, was done to create a more realistic user experience.
- **Family Members:** In the prototype, all the user's family members are hard-coded. This allowed us to focus on the user's interactions with these fixed family members and simulate how the system would handle information related to them.
- **User Input and Data Storage:** All the user input messages/data and storage of inputted messages/data is hardcoded. We plan on integrating a functional backend system for data input and storage next.
- **Comments:** User comments on your answer are hard-coded into the frontend. We have the "Submitted" and wait time to help convey a notion of time passing for people to leave comments.