

# kin.

**Weave your family story one thread at a time.**

Sketching Report

CS147 Fall 2023

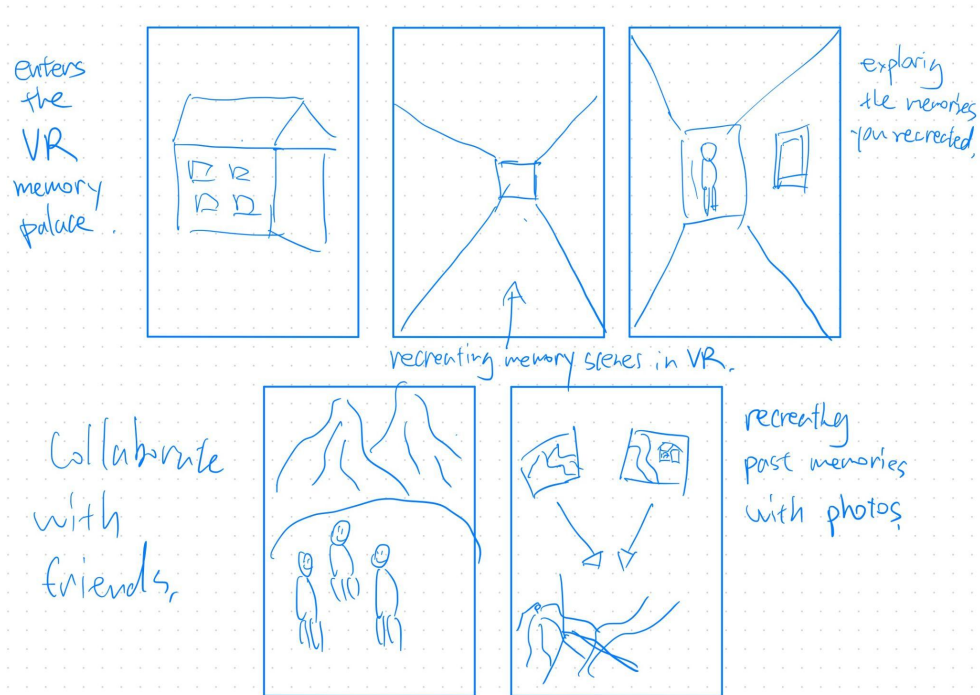
Jack Clark, Shuvi Jha, Jasmine Narine, Steven Pu

October 27, 2023

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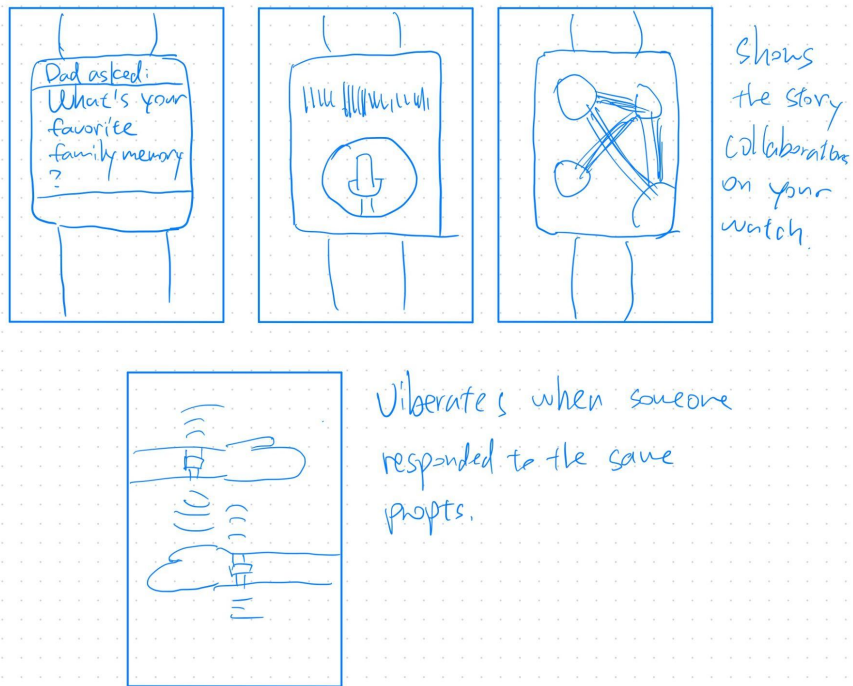
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## Concept Sketches



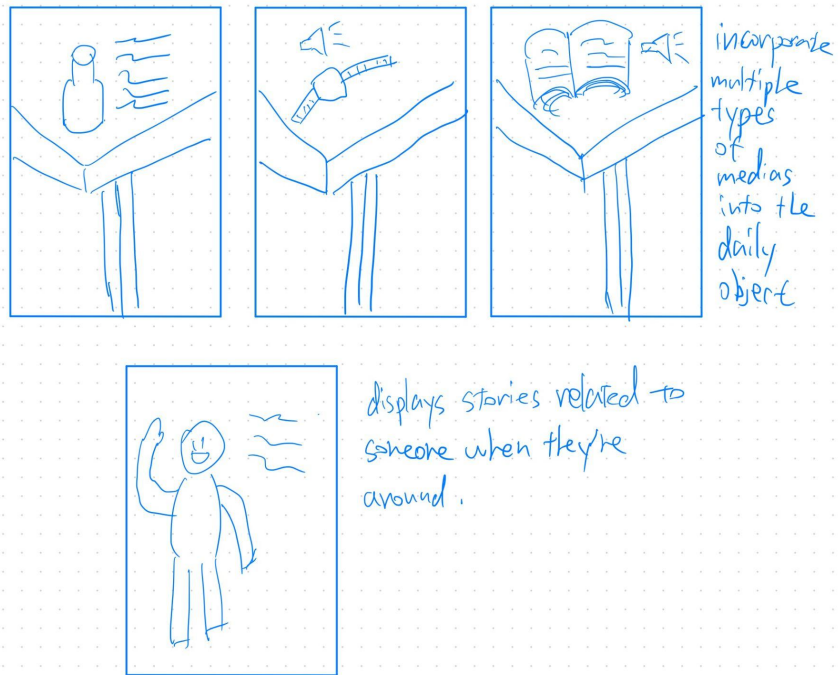
Key feature: Recreating and generating experiences/memories from voice descriptions and past photos from scratch.

**Figure 1.** This is a concept sketch for the VR realization.



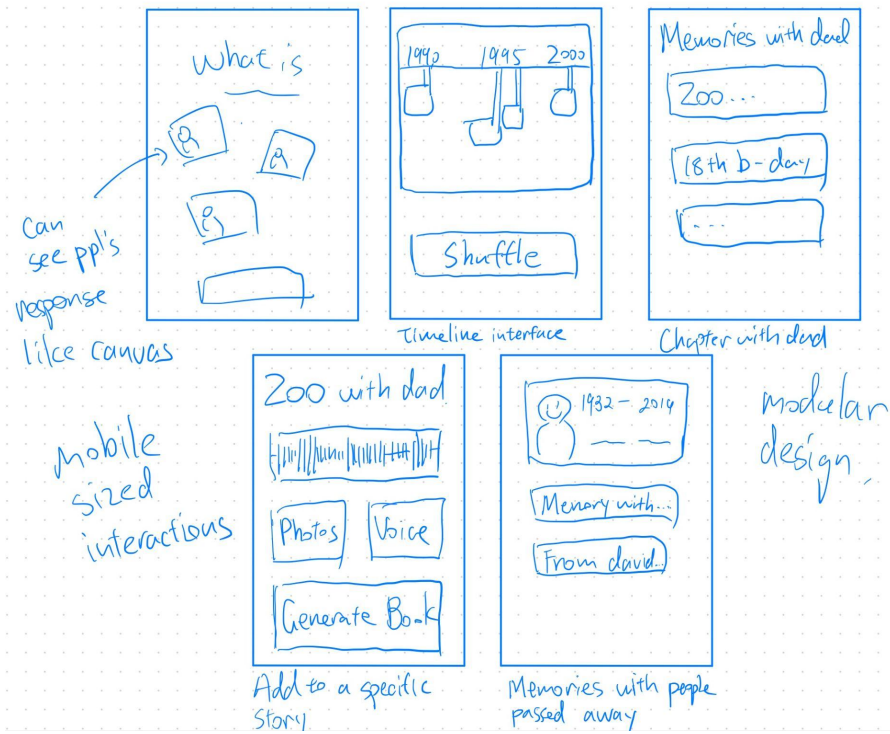
Key feature: Convenient and timely notifications when family member responds to prompts - allowing inspirations at the speed of thought.

**Figure 2.** This is a concept sketch for the Wearable (Apple Watch) realization.



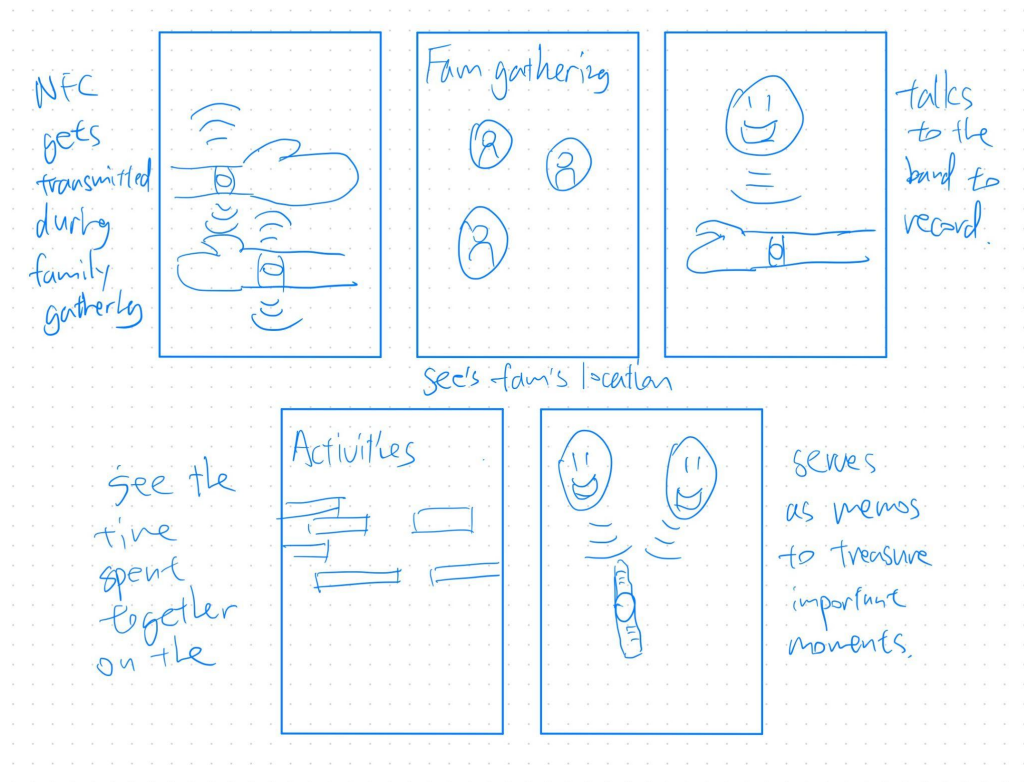
Key feature: Making certain real world objects memorable by incorporating live stories and meanings to them in the AR world.

**Figure 3.** This is a concept sketch for the AR realization.



Key feature: Wide range of functionalities and visualization make the process of documenting family stories fun and collaborative.

**Figure 4.** This is a concept sketch for the Mobile Application realization.

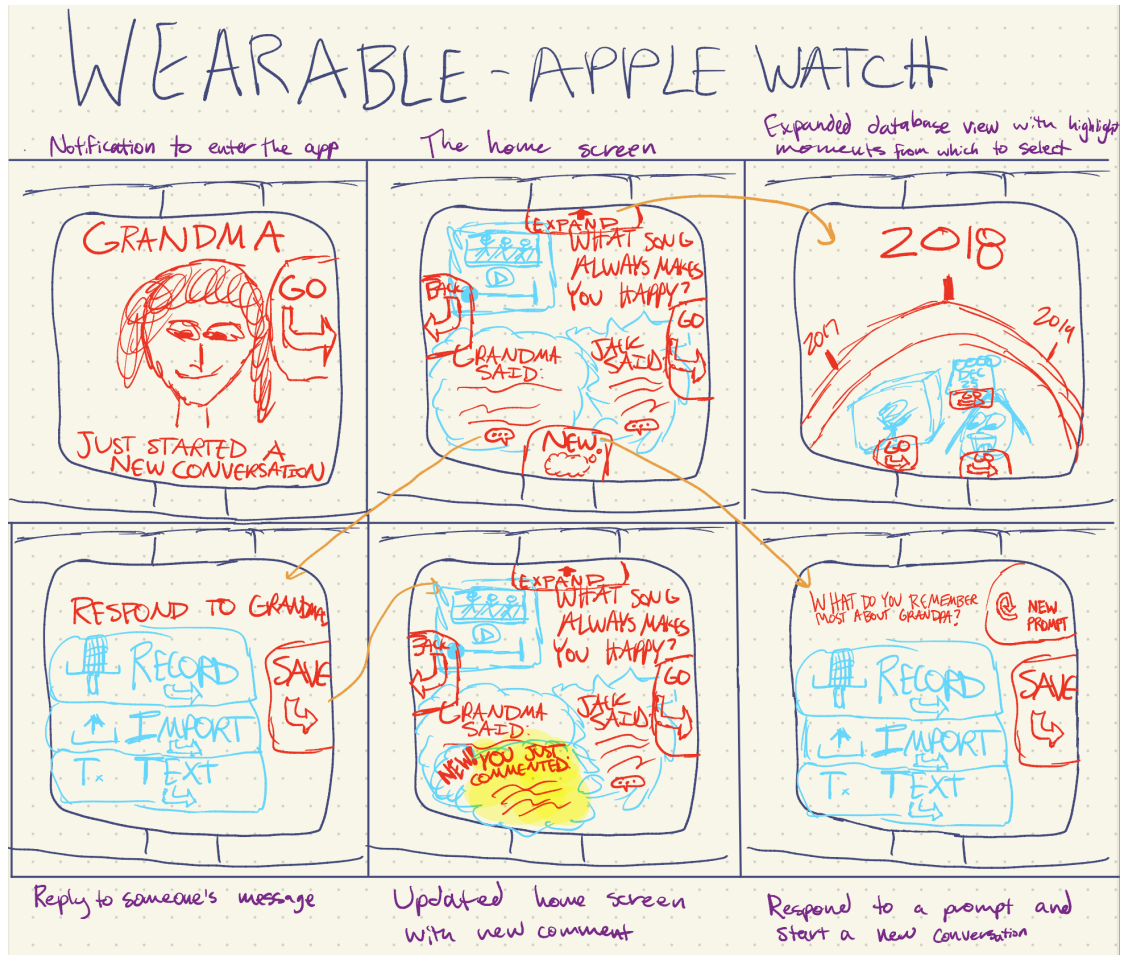


Key feature: Making documenting family gathering more spontaneous and fun with NFC capabilities.

**Figure 5.** This is a concept sketch for the NFC Tags realization.

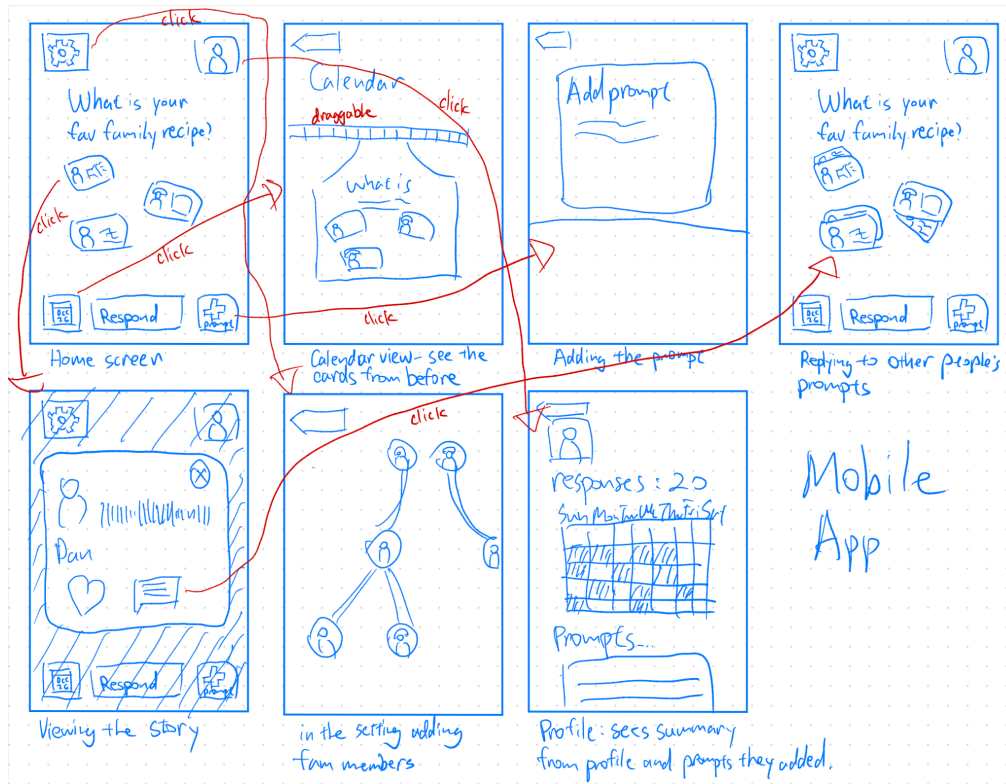
## Two Further Fleshed Out Realizations

We decided to move forward with our Wearable (Figure 2) and Mobile App (Figure 4) ideas.



**Figure 6.** Storyboard of a wearable (Apple Watch) realization





**Figure 7.** Storyboard of a Mobile Application realization.

## Low-Fidelity Prototype

The prototype was initially created on an iPad and then transferred screen by screen to Figma. Subsequently, interactions between screens were incorporated, seamlessly linking the sketches so that specific buttons, when tapped, would guide users to the corresponding screens.

### A. Main Pieces of Functionality

Screen Name	Brief description	User functionalities
Home	The nexus point for users to get anywhere on the app	<ul style="list-style-type: none"> <li>● <b>Navigation</b> to each of the other pages</li> <li>● <b>See</b> own responses, responses of their family members, and brief previews of conversation between family members</li> </ul>
Respond	Where the user goes to respond to a prompt	<ul style="list-style-type: none"> <li>● <b>Choose</b> between a text, audio, or file response</li> <li>● <b>Input</b> the response via any of the 3 modalities</li> <li>● <b>Submit</b> the response</li> </ul>
Reply	Where the user goes to reply to someone's prompt response (e.g. comment section)	<ul style="list-style-type: none"> <li>● <b>See</b> family members' comments in full detail</li> <li>● <b>Choose</b> between a text, file, or reaction reply</li> <li>● <b>Input</b> the reply of any of the 3 modalities</li> <li>● <b>Submit</b> the reply</li> </ul>
Submit prompt	Where the user goes to submit their own prompt to be asked on a future day	<ul style="list-style-type: none"> <li>● <b>See</b> a description of how the prompt system works within the app</li> <li>● <b>Input</b> a prompt of their own</li> </ul>
History	Where the user can see previous days' conversations	<ul style="list-style-type: none"> <li>● <b>See</b> responses to previous prompts</li> <li>● <b>See</b> replies to previous responses</li> <li>● <b>Filter</b> by date to find more specific conversations</li> <li>● <b>Search</b> by keyword to find more specific conversations</li> </ul>
Profile	Where the user can	<ul style="list-style-type: none"> <li>● <b>See</b> badges and assess progress towards</li> </ul>

	see more information and edit their profile	goals <ul style="list-style-type: none"> <li>● <b>Edit</b> profile photo or name</li> </ul>
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The primary method of interaction with the interface is **touch**. However, there are **non-text forms of interactions**: the user may be prompted to type, speak, browse files, or link a song from Spotify. Each of these are dependent on user choice: we envision the user being given full control over how they communicate and what they are communicating.

Our vision with the home page is that, at a minimum, **you can go on the app and, without pressing anything, see today's conversation, which is intended to be valuable in and of itself**. At best, you are given full agency to respond to the daily prompt yourself, interact with your family in our form of a comment section, and also contribute to future conversation through submitting a prompt of your own. Our primary **goal is to make familial conversation as frictionless and enjoyable as possible**, and an informative home page that can stand on its own is essential to achieving that.

We see the fun, daily appeal of the app to both: 1) **engage young people** used to a gamelike environment, 2) make the **user experience for older users as simple and accessible** as possible. **The core functionality (and simple task) of responding to a prompt is the biggest button on the screen**. In our testing, we found that the "RESPOND" button was by far the most pressed button and was so prominent that when people were confused on a task they would just press the button anyway. More complex tasks are behind more complex interactions like tapping on a response thumbnail (in the case of the moderate task), or tapping on the small "choose prompt" button in the button right.

## B. Task Flows with Transitions & Interactions Labeled

# SIMPLE TASK: RESPOND TO A PROMPT

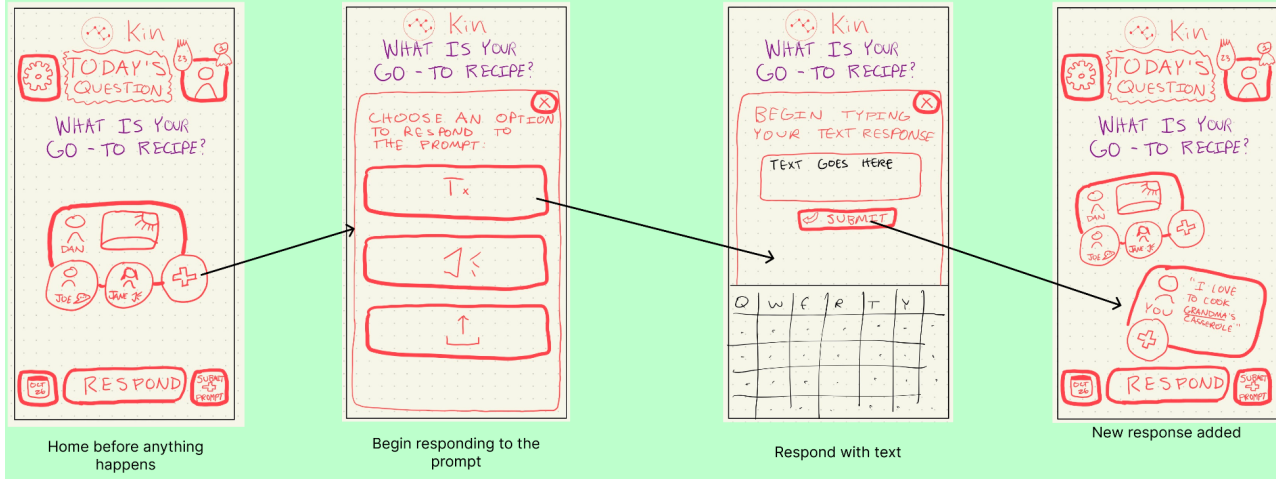
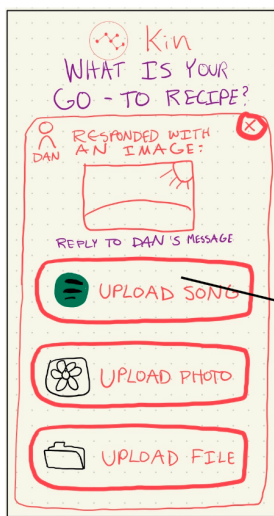
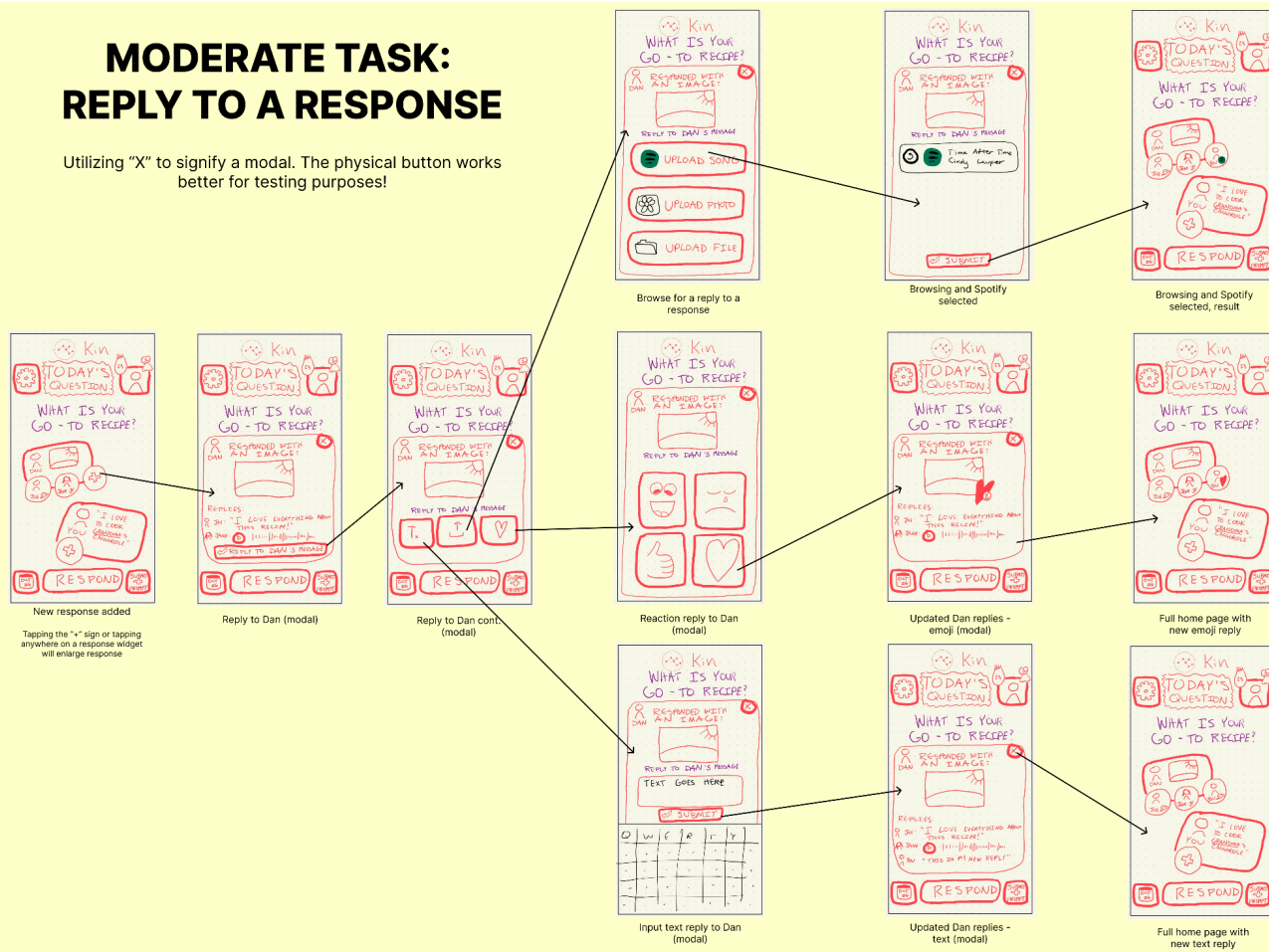


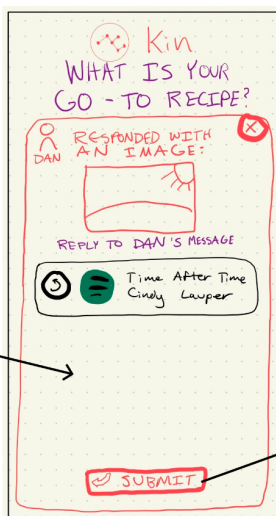
Figure 8: Simple task of responding to a prompt.

# MODERATE TASK: REPLY TO A RESPONSE

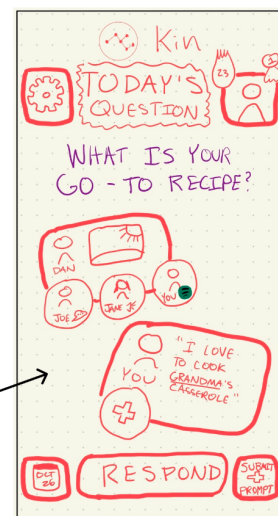
Utilizing "X" to signify a modal. The physical button works better for testing purposes!



Browse for a reply to a response



Browsing and Spotify selected



Browsing and Spotify selected, result

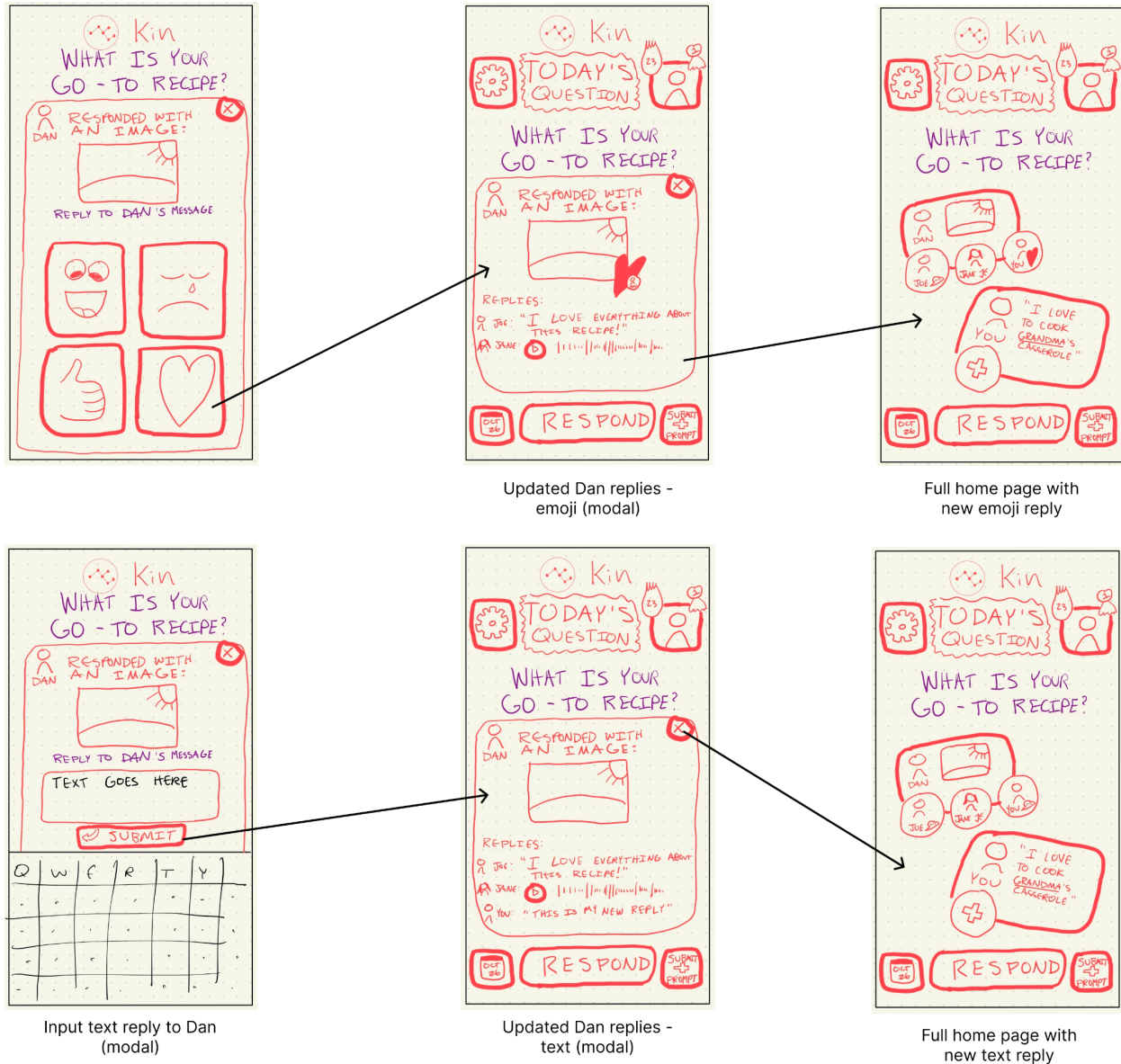
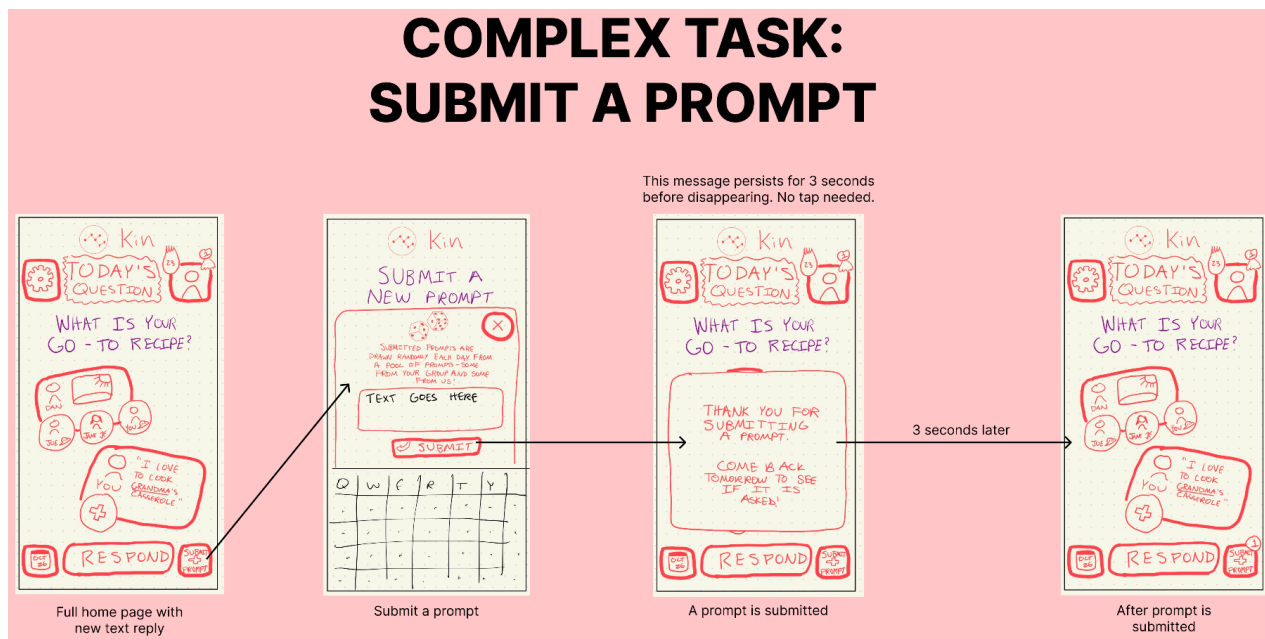


Figure 9: Moderate task of replying to a response.



**Figure 10:** Complex task of submitting a prompt.

We provide the disclaimer “SUBMITTED PROMPTS ARE DRAWN EACH DAY FROM A POOL OF PROMPTS - SOME FROM YOUR GROUP AND SOME FROM US” to explain our system of essentially pulling prompts out of a hat each day. When there aren’t any submitted user prompts, our system will generate prompts that will supplement. These suggested prompts will learn from previous responses to assess what prompts would be appropriate.

### C. Birds-eye View Image of the Entire System

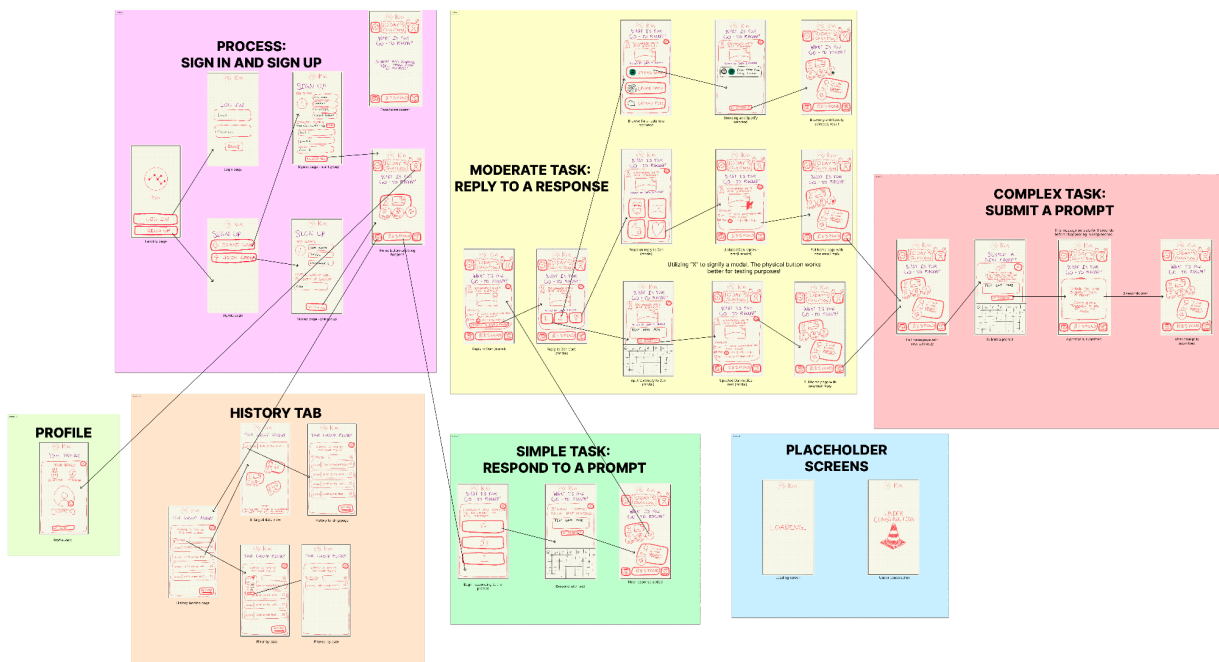


Figure 11: Bird's Eye View.


### D. Non-core Task Flows

# PROFILE


Kin

YOUR PROFILE


YOUR BADGES



23 DAY STREAK



1<sup>st</sup> TOP RESPONDER



NAME

SAVE

From the profile, the user can edit their profile picture and name, as well as view their badges.

Badges are awarded for activity-based behaviors like daily usage streaks, responses, or replies.

We see badges as another dimension to promoting daily app usage and interacting with others while in the app.

Figure 12: Profile screen.

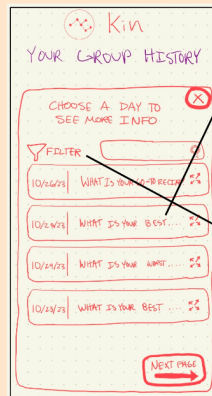


# HISTORY TAB

The history tab lists all prompts of the past.

Users can tap on a prompt to see an enlarged version that shows all of the responses and presents you with the opportunity to also view the replies.

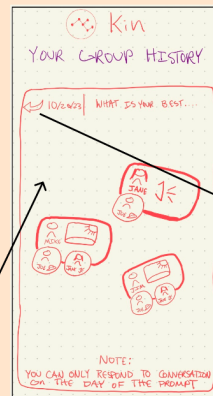
Right now, we are thinking of maybe preventing responses or replies after the day of the question. this would further drive home the importance of seeing each day's question.



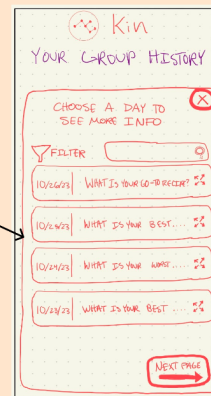
History landing page

Users can filter by date, optionally choosing a month, day, year, or all three.

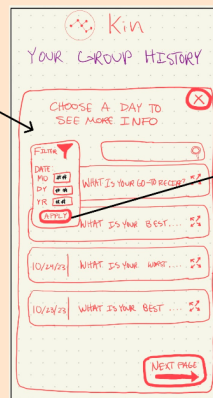
Additionally, users can search by keyword.



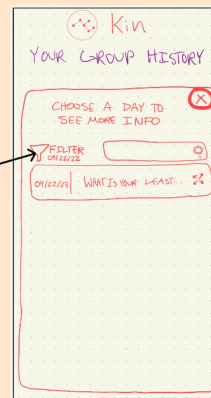
Enlarged date view



History landing page



Filter by date



Filtered by date

Figure 12: Profile tab.



**Figure 13:** Placeholder screens.