

kin.

Weave your family story one thread at a time.

README

CS147 Fall 2023

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November 6, 2023

[Link to Prototype](#)

Target Audience

The target audience for the app primarily includes families with a particular emphasis on young people and the elderly, as they often face challenges in learning, sharing, discussing, and preserving family stories in an engaging and rewarding manner, particularly when trying to bridge generational gaps.

Design Tools

Figma: We utilized Figma as our design and wireframing tool for creating the app's prototype. Figma's collaborative features made it easy for our team to work together on the project. The prototype we developed in Figma is designed to mimic a mobile application that can be used across various operating systems.

Coolers: We used Coolers to generate a color palette for our app's theme. This helped us establish a cohesive and visually appealing design scheme for the application.

MaterialUI: We obtained some of our app's icons from MaterialUI. MaterialUI provides a collection of well-designed icons that align with modern design principles, enhancing the visual appeal of our application.

Icon8: Icon8 was another valuable source for icons that we incorporated into our app's design. This resource contributed to a rich and diverse set of icons, ensuring that our application's user interface was both functional and visually appealing.

Goodnotes: For early sketches, we used **Goodnotes**. Goodnotes is a sketching platform on iPad that allows users to quickly produce sketches that are scalable.

Operating Instructions

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.

- A. Task 1: Simple task of responding to a prompt:** Users can engage with prompts by responding to them in various creative ways, including text, file uploads, Spotify song embeds, images, or audio recordings. They can mix and match these elements to craft meaningful responses.
- The user logs in and sees two main sections on the Home Screen - Today's Prompt and other's said.
 - The user can see what today's prompt is directly from the home screen. If they click on Today's Prompt, they have the option to submit their answers in 5 ways, text, file, audio, image, and music.
 - The user can click on either option and then record their response.
- B. Task 2: Moderate task of responding to family members' responses:** Users can interact with family members' responses to prompts, further facilitating family engagement and conversation.
- In the other's said section, the user is able to see the responses from other family members.
 - Then, a modal will pop open and display the prompt and the family member's response to them.
 - On the bottom of the modal, the user can respond by inputting text, voice message, or liking the response, by clicking the heart icon
- C. Task 3: Complex task of submitting your own prompt:** Users can create and submit their own prompts to the system, initiating family interactions and preserving their unique memories.
- At the bottom of the home screen, the user can find a Propose New Prompt button. If the users click on it, they are taken to the new page to type in a prompt that they want to propose.
 - After clicking the submit button, the prompt is saved and presented later.

Limitations

Here, we have outlined some major limitations of our prototype.

Onboarding Flow Missing: The onboarding flow, which is crucial for users to understand how the app works, is not included in our prototype. Users cannot experience the initial setup and introduction to the app's features. However, since the onboarding flow is fairly common among other apps and is not the unique value add of our project, we did not include this flow in our feature.

Limited Message Inputs: Users are restricted to using pre-defined, hard-coded inputs such as text, voice messages, photos, and music in the prototype. Custom message inputs are not supported at this stage, limiting the variety of interactions users can have. This is a limitation of Figma. However, we think the limited message does not interfere with the main task flow of the app.

Incomplete History Timeline: The history timeline feature is not fully implemented in the prototype. Currently, users can only view prompts for today, and they are unable to access the historical content. Although this is not a part of our main task flows, we think this is important to pay attention to because it is potentially an important feature to have.

Inability to Add Family Members: Since our app is family-oriented, it is essential for users to be able to add their family members. However, this functionality is not part of the three main tasks presented in the prototype and does not interfere with the main value adds of the app.

Wizard of Oz Techniques

In this section, we detail what Wizard-of-Oz techniques we used to simulate automation and our rationale behind using these in our prototype.

Prompt generation algorithm: Daily prompts are supposed to be generated randomly and based on the family's past submissions. Currently, the prompts are magically chosen and shown on the home screen. The reason that we used the Wizard of Oz Technique

here is that this algorithm takes time to implement. So it is appropriate for us to use the technique for fast prototyping.

Submitted prompt storage & randomization: Submitted prompts should be stored and randomized. Currently, the submitted prompts are not stored anywhere. The reason that the technique is used here is because we would need to build a comprehensive backend for this to work so using it here would help us build the prototype faster.

Audio recording mechanism: Currently, we don't have an actual mechanism to record the users' audio responses. So when the user clicks the audio button, the voice is magically recorded. The prototype cannot record audio, to address this, we use the Wizard of Oz Technique so that the task flow is not interrupted.

Hard-coded Items

For our current med-fi prototype, we hard-coded the following features.

Family Members: In the prototype, all the user's family members were hard-coded because users typically don't have control over who their family members are. 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 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. Since we were designing a med-fidelity prototype, we focused on demonstrating the user interface and interaction flow rather than integrating with actual user accounts or databases.

User Input and Data Storage: All the user input messages/data and storage of inputted messages/data is hardcoded. Integrating a functional backend system for data input and storage can be complex and time-consuming during the design phase. By hard-coding these elements, we could focus on the front-end user experience and functionality without the need for a fully developed back-end system.

