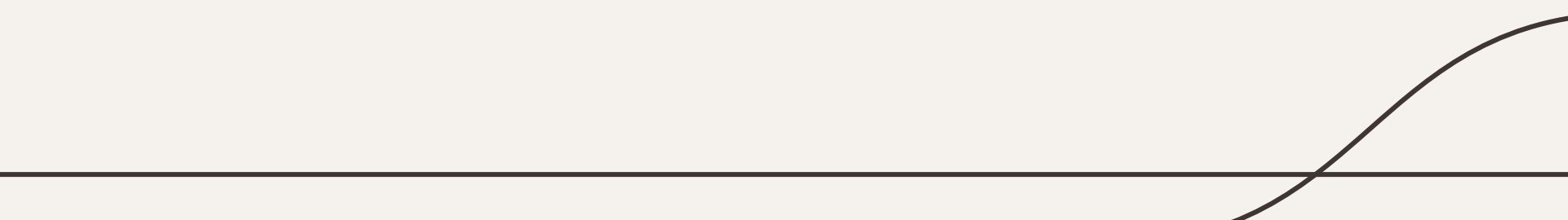




# A6: kin

Team 3 – Jack Clark, Shuvi Jha, Jasmine Narine, Steven Pu





01

# Value Proposition

# The team



**Jack Clark**

MS CS (HCI)  
BS MS&E



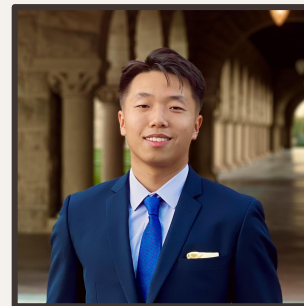
**Shuvi Jha**

CS (HCI); Feminist, Gender,  
& Sexuality Studies  
Senior



**Jasmine Narine**

SYMSYS (HCI)  
Senior



**Steven Pu**

SYMSYS (HCI)  
Senior

---

# kin

“Weave your family story  
one thread at a time”

## Value Proposition

“kin seeks to make the uncovering of family stories inviting by initiating daily, bite-sized conversations that facilitate and chronicle our familial connections”

---

---

02

**Problem/Solution  
Overview**

---

---

# Problem and Solution

## Problem

It can be difficult for people to learn, share, discuss, and preserve family stories in a way that feels engaging and rewarding, especially across generations – specifically, young people and the elderly.

## Solution

A tool focused on helping family members share memories through prompts and collaboration. Users can engage with prompts, read family prompts, and add their own prompts to the system to facilitate family interactions and preserve memories.

---



03

Values in design

---

# OUR VALUES

## Intuitiveness

The platform should be easy and intuitive to use for people of all ages. We want to especially make it easy to use for older people.

## Playful

It should be lightweight, fun, and enjoyable. It should not cause any unnecessary stress for the users.

## Aesthetics

The platform should be able to align aesthetically to a wide range of users of different gender identity and ages.

---



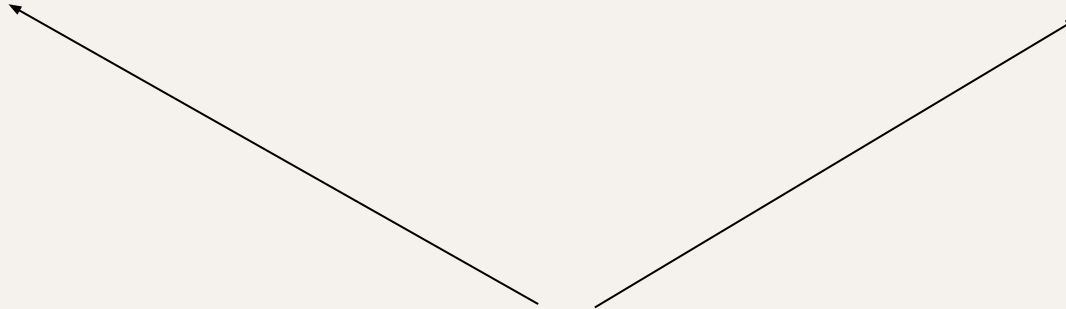
---

# OUR VALUES

Intuitiveness

Playful

Aesthetics



**Potential tension:**

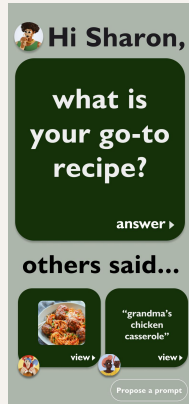
Prioritizing in the aesthetics of the app might sacrifice the simplicity and intuitiveness of it.

**Solution:**

We use fonts and color scheme that are both functional, eligible, and aesthetically pleasing.

# Designs that justify values

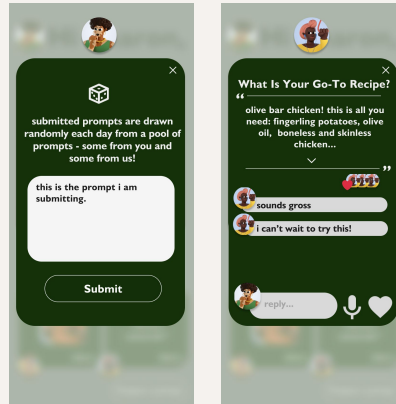
## Intuitiveness



Interface are appropriately sized with minimal unnecessary controls.

Every feature is 1-2 clicks away.

## Playful



Feature to submit prompt mimics the randomness of playing cards.

Playful conversational features.

## Aesthetics



Calming earth tones and rounded edges make for a pleasant experience for people of all genders and ages.

---

04

**Tasks**

---

---

# Tasks - No major structural changes

## **Simple: Answer a prompt**

The biggest card on the home page immediately prompts the user and is clickable, allowing them to answer. Answer options are text, photo, file, or Spotify attachment.

## **Moderate: Reply to an answer**

The second-biggest section on the home page allows a user to expand other answers and reply to them. Reply options are text, audio, or “likes”

## **Complex: Submit your own prompt**

Relatively small and in the bottom right of the home page is the “Propose a prompt” button. This page allows the user to submit their own prompt that has the potential to be asked in the future.

---

---

# 05

## Usability goals and key measurements

---

---

# OUR VALUES

**Goal #1:**  
**Efficiency**

**Rational:**

This is important because we have older users and making this systems as efficient as possible can help with ease of use.

**Measurement: Task Completion Time**

We count the time to complete a certain task

**Goal #2:**  
**Robust**

**Rational:**

This is important because we want the system to be clear and not confusing to navigate for new users.

**Measurement: Task Error Rate**

We count the number of errors made per tasks.

---

# Progress towards usability goals

**Goal #1:  
Efficiency**

## **Progress:**

- Removed redundant screens and preserve only the necessary ones.
- Made the buttons and navigation really clear to use.
- Streamlined the response interface.

**Goal #2:  
Robust**

## **Progress:**

- Removed inconsistencies between different button UI.
- Reorganized the home screen for clear distinction between prompt and family responses.

---

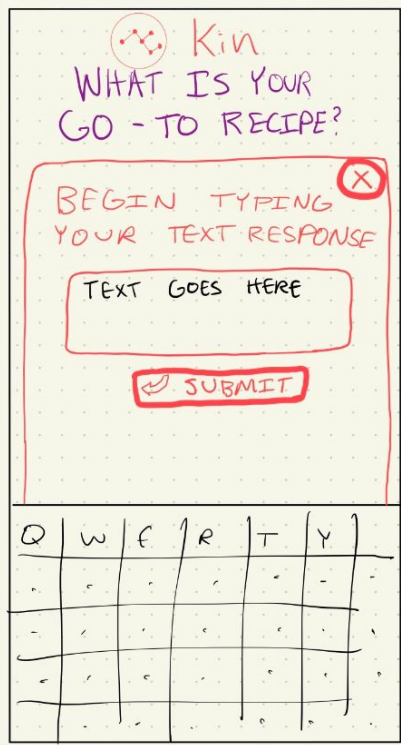
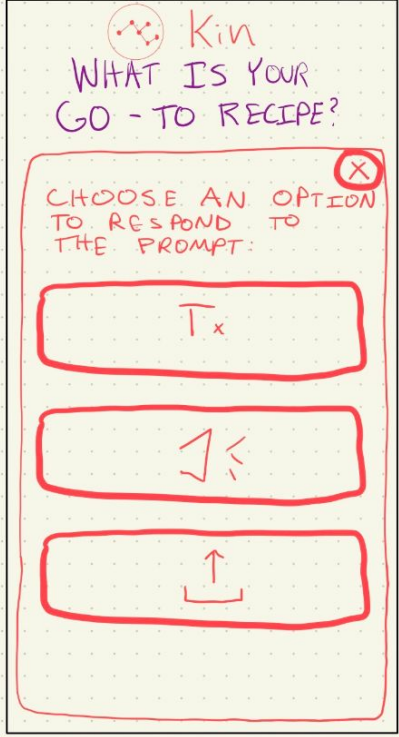
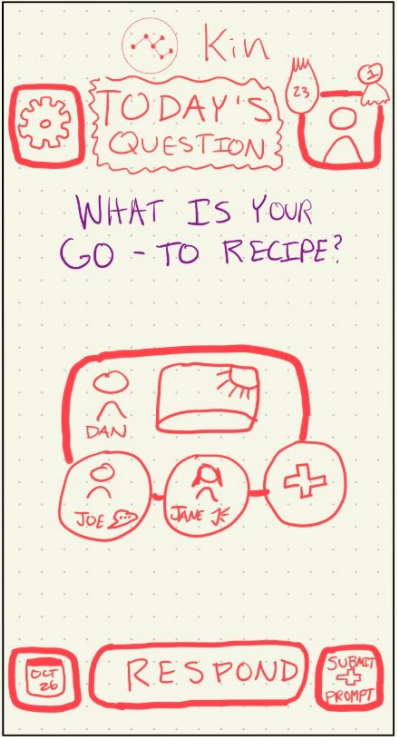
**06**

**Revised Interface  
Sketches**

---



# Overview of Original Interfaces



# Major Design Change #1: Home page

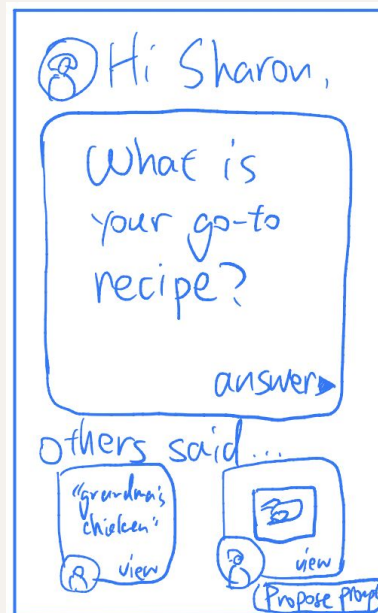
Before

The buttons and response cards are congested.



After

The prompt is enlarged, unnecessary buttons are removed.



---

# Major Design Change #1: Home page

## Before

The buttons and response cards are congested.

## After

The prompt is enlarged, unnecessary buttons are removed.

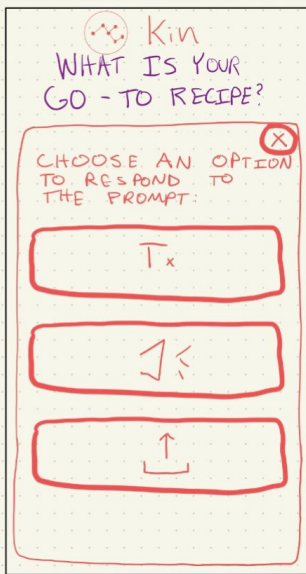
### Rational:

- Some users consistently clicked on the wrong button during our prototype testing session.
  - Since it is our goal to increase the robustness and the efficiency of the app, we think it is important to decrease the distractions that the users might encounter.
-

# Major Design Change #2: Prompt Input Page

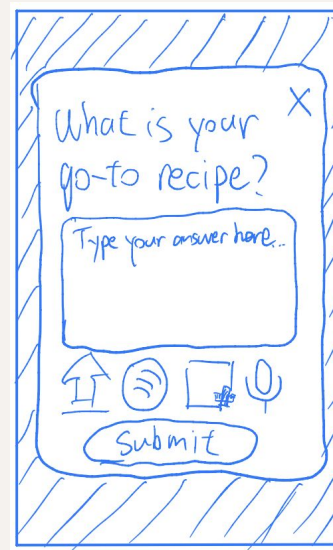
## Before

The buttons for the input UI take unnecessary space and is not how to use.



## After

The users can also view their inputs immediately, offering a more direct view of the UI.



# Major Design Change #2: Prompt Input Page

## Before

The buttons for the input UI take unnecessary space and is not how to use.

## After

The users can also view their inputs immediately, offering a more direct view of the UI.

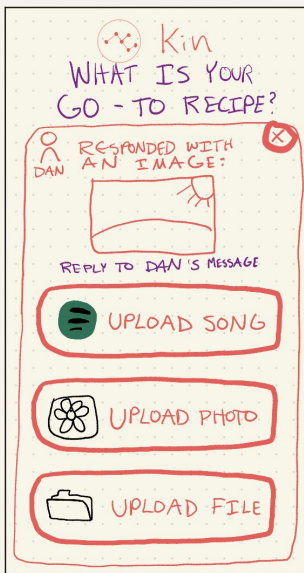
### Rational:

- Some test users reflected that it is difficult to understand the UI on the input page.
- The buttons on the input page takes too much space, and does not reflect the current state of response.
- We want the input page to be efficient without sacrificing the usability. This satisfies the efficiency goal

# Major Design Change #3: Response Page

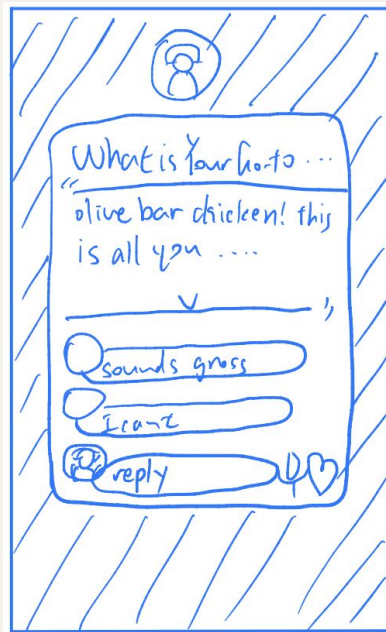
## Before

The users can't see the existing responses and see their current responses because the buttons are oversized.



## After

The user can see the prompt, the user's original answer, the existing responses at the same time.



# Major Design Change #3: Response Page

## Before

The users can't see the existing responses and see their current responses because the buttons are oversized.

## After

The user can see the prompt, the user's original answer, the existing responses at the same time.

## Rational:

- Some test users are generally confused and had a lot of errors on the response page than expected.
- We think that in mimicking a familiar messaging app UI would help the user by making the interface more intuitive.
- In the improved UI, the user can also see the immediate responses, making them easy to edit, increasing the efficiency of the app.



07

**Med-fi prototype**



# Task 1 - Simple

The image displays a sequence of seven mobile app screens illustrating a user interaction flow:

- Screen 1:** A user profile icon is at the top left. The text reads "Hi Sharon," followed by a large green box containing the question "what is your go-to recipe?". Below this is an "answer" button with a right-pointing arrow.
- Screen 2:** A text input field with the placeholder "Type your answer here..." and a "Submit" button. A red arrow points from the "answer" button on the previous screen to this input field.
- Screen 3:** The input field now contains a file icon labeled "file.txt" and a "Submit" button.
- Screen 4:** The input field contains a food image and a "Submit" button.
- Screen 5:** A user profile icon is at the top left. The text reads "Hi Sharon," followed by a large green box containing the question "what is your go-to recipe?". Below this is a "view" button with a right-pointing arrow.
- Screen 6:** A text input field with the placeholder "Type your answer here..." and a "Submit" button. A red arrow points from the "view" button on the previous screen to this input field.
- Screen 7:** A large green box displays the answer: "What Is Your Go-To Recipe? 'olive bar chicken! this is all you need: fingerling potatoes, olive oil, boneless and skinless chicken, more words blah blah blah'". Below the answer are two user profile icons with reaction buttons: "sounds gross" and "i can't wait to try this!". At the bottom is a "reply..." input field with a microphone icon and a heart icon. A red arrow points from the "view" button on the previous screen to the "reply..." field.

Below the main sequence, there are two additional screens showing the "others said..." section:

- Screen 8:** The text "others said..." is at the top. Below are two cards: one with a food image and a "view" button, and another with the text "grandma's chicken casserole" and a "view" button. A "Propose a prompt" button is at the bottom.
- Screen 9:** A text input field with the placeholder "Type your answer here..." and a "Submit" button.

# Task 2 - Moderate - Reply to someone's answer

Hi Sharon,

what is your go-to recipe?

view ▶

others said...

“olive bar chicken. this is...”

view ▶

Propose a prompt

What Is Your Go-To Recipe?

“olive bar chicken! this is all you need: fingerling potatoes, olive oil, boneless and skinless chicken...”

sounds gross

i can't wait to try this!

reply...

What Is Your Go-To Recipe?

“olive bar chicken! this is all you need: fingerling potatoes, olive oil, boneless and skinless chicken...”

sounds gross

i can't wait to try this!

wow!

reply...

What Is Your Go-To Recipe?

“olive bar chicken! this is all you need: fingerling potatoes, olive oil, boneless and skinless chicken...”

sounds gross

i can't wait to try this!

reply...

What Is Your Go-To Recipe?

“olive bar chicken! this is all you need: fingerling potatoes, olive oil, boneless and skinless chicken...”

sounds gross

i can't wait to try this!

reply...

# Task 3 - Complex - Propose a custom prompt

Hi Sharon,

what is your go-to recipe?

answer ▶

others said...

view ▶

view ▶

Propose a prompt

submitted prompts are drawn randomly each day from a pool of prompts - some from you and some from us!

Type your answer here...

Submit

submitted prompts are drawn randomly each day from a pool of prompts - some from you and some from us!

this is the prompt i am submitting.

Submit

thank you for submitting a prompt!

come back tomorrow to check if it's been asked.

3 seconds spent on this screen before the user is brought back to the home screen. Meant to act as an explanation as to how the potentially confusing prompt system functions.

---

08

**Prototype  
Implementation**

---

# Prototyping tools

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

## Pro

- Fast and easy to use
- Low friction, good for iteration
- Easy to produce copies of the same drawing and iterate
- Invites the user to be creative and have more freeform ideations

## Tools used (15)

- \_\_\_ Appropriate tools used & explained
- \_\_\_ Pros and cons of tool(s) are discussed
- \_\_\_ Limitations, Wizard of Oz, and hard coded items are clearly explained



## Con

- Not collaborative
- Difficult to interact with
- Does not mimic closely with real world use cases

# Prototyping tools

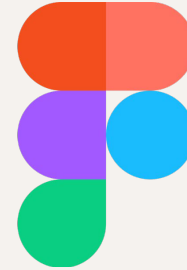
For later stages, we moved to **Figma**.  
Figma is an interface prototyping tool that helps with producing med-fi prototypes.

## Pro

- Easy to create industry-level interfaces
- Able to mimic closely to real world usage
- Easier to collaborate with teammates and brainstorm together
- Creating wireframing with ease

## Tools used (15)

- \_\_\_ Appropriate tools used & explained
- \_\_\_ Pros and cons of tool(s) are discussed
- \_\_\_ Limitations, Wizard of Oz, and hard coded items are clearly explained



## Con

- The components are difficult to manage if there are too many copies of them
- A lot of permutations are required in order to mimic a set of workflow

# Limitations

## Users can't experience the onboarding flow

- Not included in the 3 main tasks but crucial to have in order for the users to understand how the app works.

## Users can't input real messages in the task flow

- We have multiple types of hard coded inputs including texts, voice messages, photos, and music. Our figma prototype doesn't support custom messages yet.

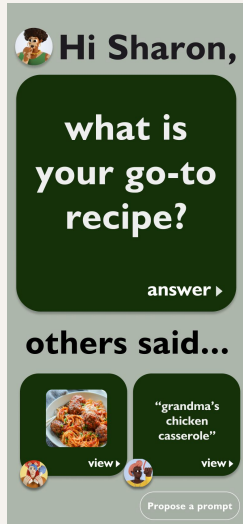
## History timeline feature is not complete

- Our current prototype only shows the prompt for today. The users aren't able to visit the history. It would be an important aspect of the app but it is not a part of our 3 main flows.

## Users can't add family members yet

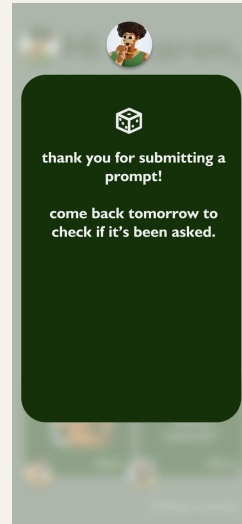
- Since this is a family oriented app, it would be crucial for the users to add their family members, but this is not a part of our main 3 tasks. We leave it out for now.

# Wizard of Oz Features



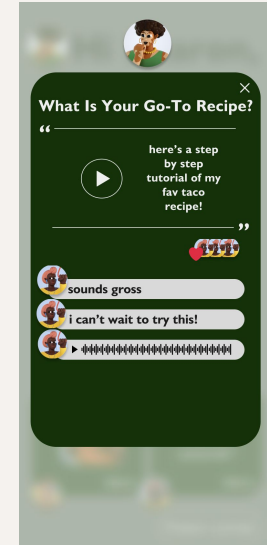
## Prompt generation algorithm

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.



## Submitted prompt storage & randomization

Submitted prompts should be stored and randomized. Currently the submitted prompts are not stored anywhere.



## 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.



# Hard coded Features

## Family members

All the user's family members are hardcoded. The users can't control who their family members are.



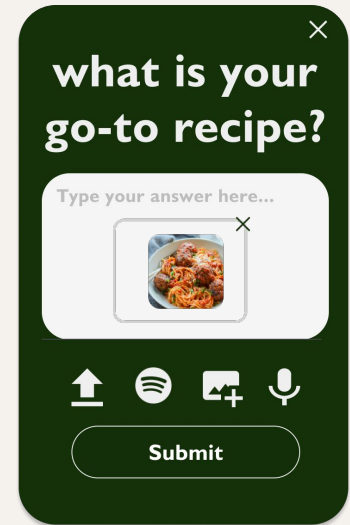
## User information

All the user information is hardcoded, including profile, pictures, and names.



## User input and storage

On Figma, all the user input messages and storage is hardcoded.



# Hard coded Features

## Family members

All the user's family members are hardcoded. The users can't control who their family members are.



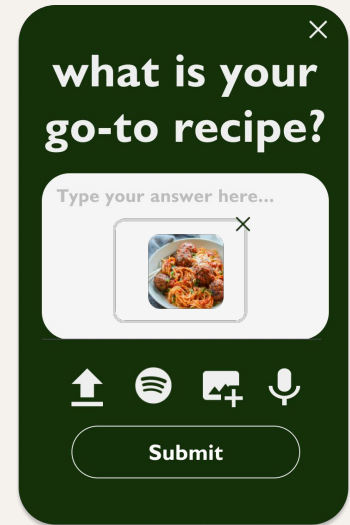
## User information

All the user information is hardcoded, including profile, pictures, and names.



## User input and storage

On Figma, all the user input messages and storage is hardcoded.



---

# Appendix

---

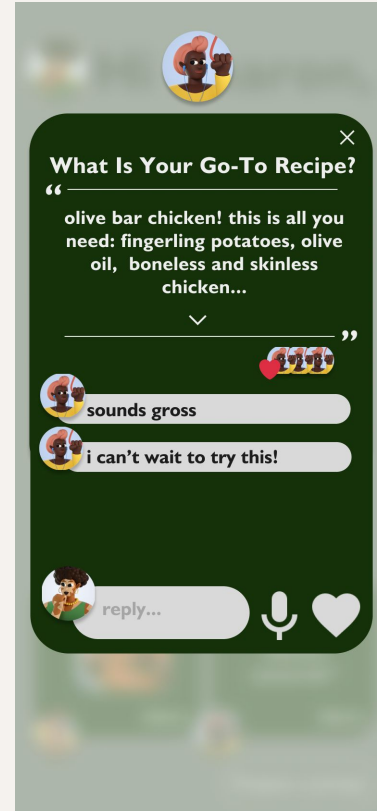
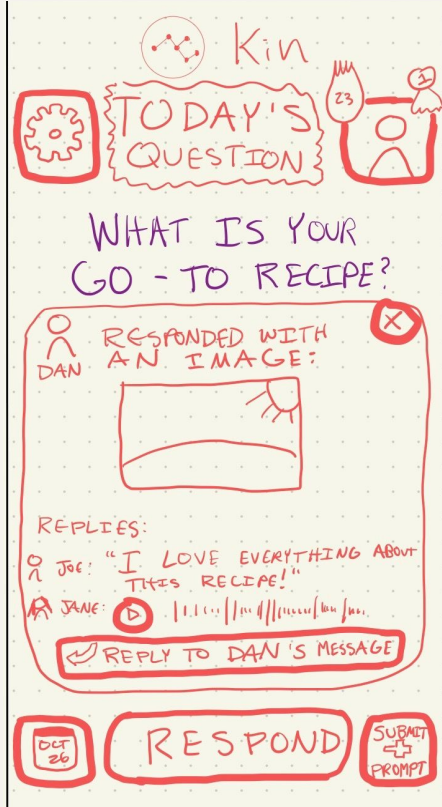
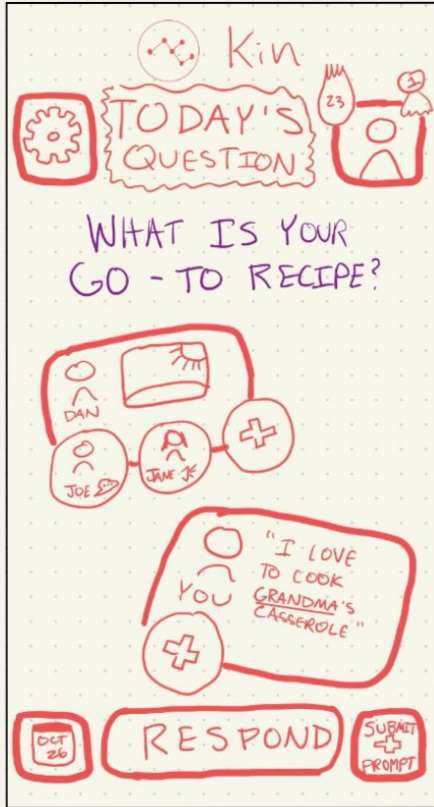


---

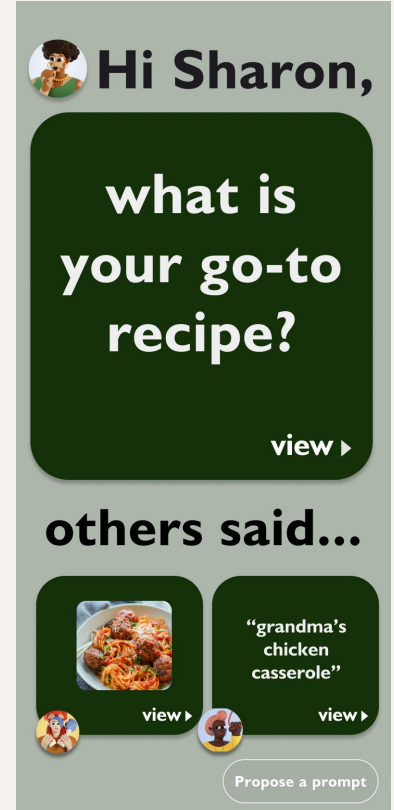
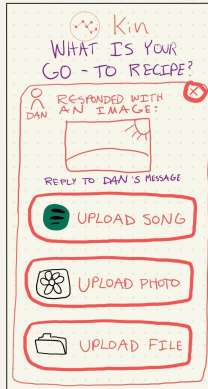
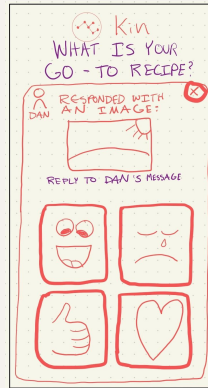
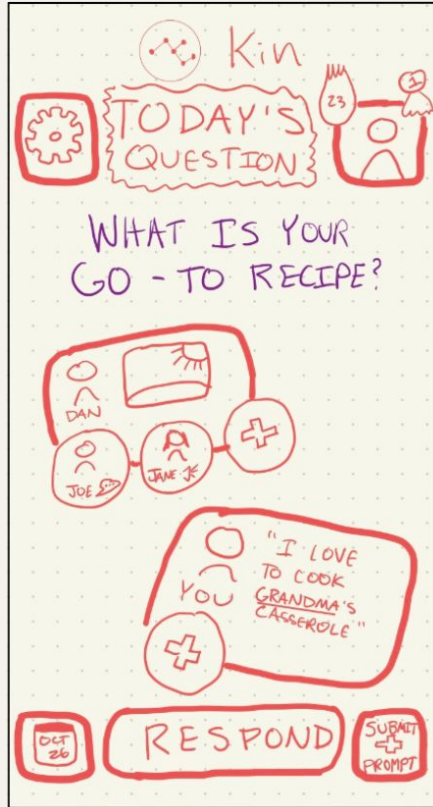
**Figma link**

---

# Change 1 - "Respond" -> "Answer"



# Change 2 - Standardized UI



# Change 3 - 1 tap to get anywhere



Hi Sharon,

**what is your go-to recipe?**

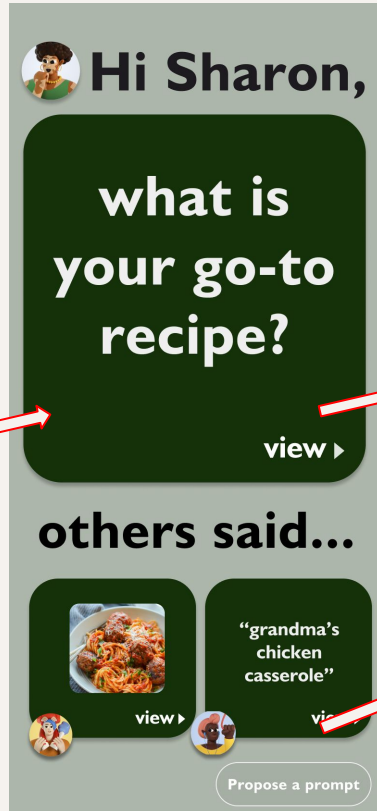
answer ▶

others said...

 "grandma's chicken casserole"  
view ▶

 "grandma's chicken casserole"  
view ▶

Propose a prompt

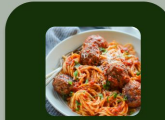



Hi Sharon,

**what is your go-to recipe?**

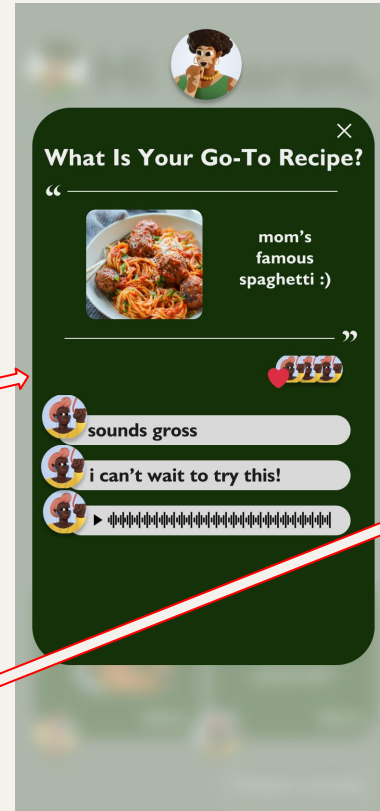
view ▶

others said...

 "grandma's chicken casserole"  
view ▶


 "grandma's chicken casserole"  
view ▶

Propose a prompt





What Is Your Go-To Recipe?


“


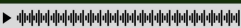
 mom's famous spaghetti :)

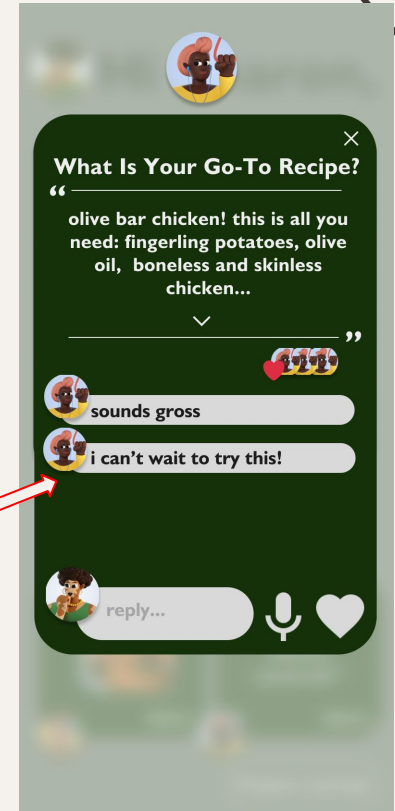
”



 sounds gross

 i can't wait to try this!

 ▶ 





What Is Your Go-To Recipe?


“


olive bar chicken! this is all you need: fingerling potatoes, olive oil, boneless and skinless chicken...

”



 sounds gross

 i can't wait to try this!

 reply... 