

Rendez Views

~Life of the Watch Party~

CS147 Fall 2023
Professor Landay
Yishu C., Allen N., Francis S., Charlotte Z.

Table of Contents

Introduction	3
Value Proposition	3
Our Team	3
Problem & Solution Overview	3
Needfinding	3
Interviews	3
Synthesis	5
POVs & Experience Prototypes	6
Final POV statements	6
How might we...? (HMW)	7
Top 3 Solutions	8
Experience Prototypes	8
Design Evolution	10
Final Solution	10
Tasks	11
Visualizations & Rationale	12
Lo-Fi	12
Lo-Fi to Med-Fi changes	15
Med-Fi	17
Med-Fi to High-Fi Changes	19
High-Fi	24
Values in Design	27
Final Prototype Implementation	28
Summary & Next Steps	29

Introduction

We realized through our needfinding that people are most excited about video content but that it's hard to facilitate meaningful, small-scale social experiences surrounding all types of video entertainment content. Therefore, we decided to create a casual and intimate show + movie ranking and watch party scheduling mobile app.

Value Proposition

Connect over cinema: Discover, rank, and watch movies and shows seamlessly with friends. Know what they're watching, easily share your favorites, reach out without fear and enjoy together.

Our Team



Allen Naliath

Designer/Developer



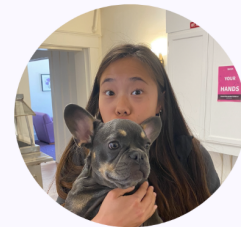
Charlotte Zhu

Designer/Developer



Francis Santiago

Designer/Developer



Yishu Chen

Designer/Developer

Problem & Solution Overview

We realized that people often associate sports with a social watching experience, but not other types of video content. The current solutions in our problem space often involve no space for small, tight-knit social interactions. We wanted to help encourage and facilitate meaningful, small-scale social experiences surrounding all types of video content.

Ultimately, we decided on a media sharing app that leverages the ease and social aspects of listing and ranking shows to engage users and spark interactions surrounding TV/movies. Inspired by friends' sharings, one can then easily arrange virtual or in-person watch sessions.

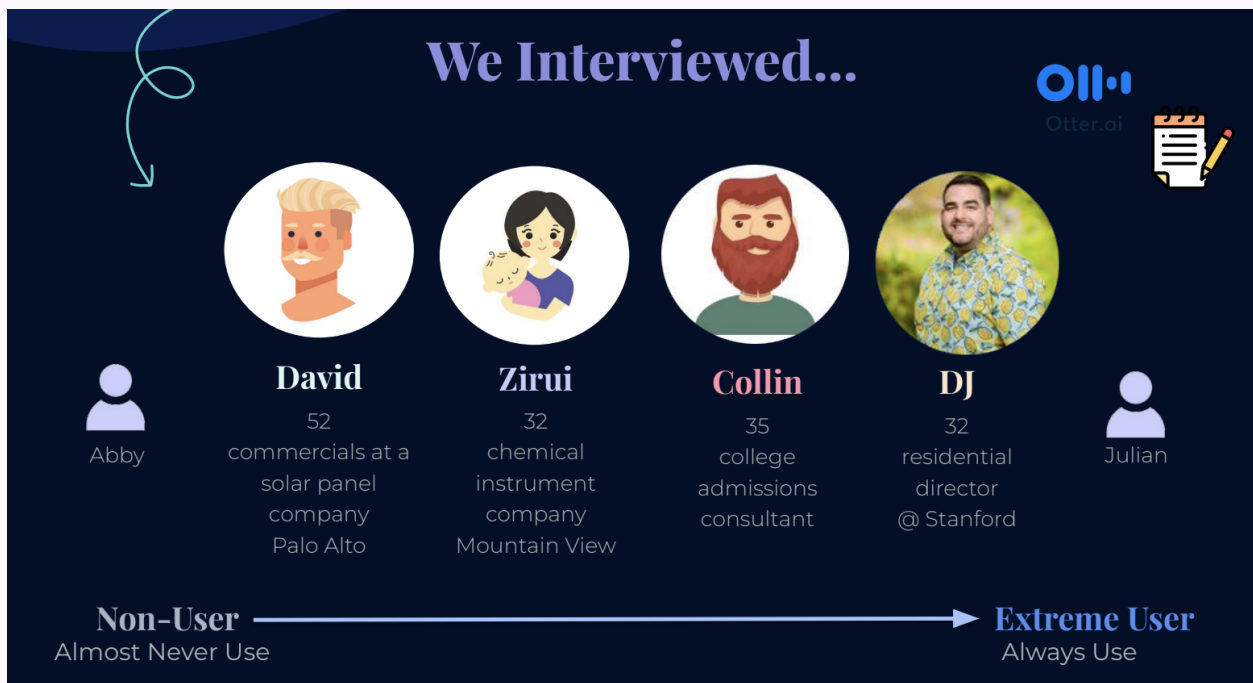
Needfinding

Interviews

Because our team knew we wanted to explore needs in the realm of entertainment and community, we knew we had to speak with a diverse swatch of individuals that could give us a

glimpse of how we could address the needs of people in such a broad field. We set out to find individuals with a variety of identities and experiences with video content.

We interviewed six participants between the ages of 18 and 52 who we sought out in highly dense public places, such as restaurants and Stanford's campus. Our random recruitment was intentional given that, to some extent, any person has experience consuming entertainment media and a diversity of experience was more important. As we expected, their familiarity with media consumption varied widely, with some participants reporting that they were chronic binge watchers of television and others reporting that they did not carry a cellphone. A visualization of our participants and their backgrounds is available below:



For the interviews, we focused on asking participants about their relationships with the media they consume, how they consume it with other people, and how they relate to others through the movies and television they watch. We were looking for areas where interviewees expressed frustrations or unmet needs that we could further expand upon in a semi-structured way. Some of the questions we asked are as follows:

- How do you pick new shows to watch, new music to listen to?
- What's been your fondest memory regarding media/entertainment?
- Why do you consume media? How does it make you feel? How do you fit it into your schedule?

Synthesis

Our interviews revealed valuable insights about how people of different ages connect with the media they consume. We found that older individuals seemed to have less of a social connection to the media they consume, mostly choosing to consume television that their family enjoyed. Younger individuals considered certain types of media, like new movies, an activity to participate in with friends. A common thread amongst every person interviewed was that sporting events were generally considered a social event by default, and most of their experience consuming sports were with other people.

We delved further into the answers our respondents gave by creating four empathy maps, detailing what each participant said and did in an attempt to draw insights and potential needs from our conversations. Here's an example of our empathy map, which we generated following our interviews.



After breaking down these empathy maps and the insights we gathered from them, we were able to identify a few needs from our participants. First, people seemed to want a community or someone to share media experiences with in real time – much like they do when watching sports. Our interviewees also seemed to desire a safe social space to consume media without fear of judgment or competition. From here, we were able to move on to the next step of our design process.

POVs & Experience Prototypes

Final POV statements

From the surprises/contradictions we found through needfinding, we summarized the problems in POV statements, with our 3 top POVs listed below.

David:

We met David, an outdoorsy skateboarding enthusiast who claims to be “social media anti-social” and didn’t carry any electronics with him.

We were surprised to find he doesn’t find most mainstream media interesting but claims to have seen every skateboarding crash and burn video online.

We wonder if this means even those who show little interest in media entertainment in general still love consuming content for hobbies they are truly passionate about.

It would be game-changing if there is a way for him to access only content that he is interested in.

Collin:

We met Collin, a married middle-aged college consultant who almost exclusively consumes video content alone or with his wife.

We were surprised to find that he enjoys watching sports more with a larger group of friends.

We wonder if this means certain types of media are more enjoyable when consumed socially compared to other types of digital video content.

It would be game-changing if social experiences could be facilitated for all types of digital video content.

DJ:

We met DJ, a father in his early thirties with Disney tattoo sleeves and media-related posters and action figure toys lining his office.

We were surprised to find that he didn’t actively share his media passions (Marvel, Star Wars, Disney), despite being passionate enough to line his body and office with media-related content.

We wonder if this means DJ feels as though others aren’t as passionate as he is about his interests, and therefore he feels they wouldn’t want to hear about them.

It would be game-changing if DJ and other like him had a way to connect with others who wanted to hear about their passions and felt safe to do so without fear of judgment

How might we...? (HMW)

We used each POV to further generate ideas by creating a series of HMW questions below, with the ultimately chosen ones (based on inspiration and relevance) highlighted in purple.

David's POV

- How might we encourage people to break out of their typical bubbles of entertainment media consumption?
- How might we ensure users find their passion-related content amidst the digital noise?
- How might we make David & others like him passionate about other things?
- How might we give him another way to interact with content or individuals who share this passion?
- How might we make media consumption more enjoyable for outdoorsy people?
- How might we reframe general media consumption as a good thing that is worth his time?
- How might we ensure that the digital experience is enriching for everyone?

Collin's POV

- How might we make all entertainment media consumption as group-oriented as sports media?
- How might we make it more fun to consume media as a group?
- How might we make group interactions revolve around media?
- How might we make it easier to watch things with friends?
- How might we help him get to know more people who are also interested in watching sports together?
- How might we make media consumption more enjoyable when a person's physically alone?

DJ's POV

- How might we create a safe space where people can be proud of their preferences in entertainment media?
- How might we get DJ excited about finding others that share his content interests?
- How might we incentivize people to connect with those who share similar interests?
- How might we incentivize people to connect with one another even if they don't have the same interests?
- How might we teach people to be less judgemental about what others enjoy?
- How might we build a safe space for people to share their true passion?
- How might we keep negative people away from DJ?
- How might we rebrand typically nerdy things as cool?
- How might we get people to be interested in DJ's stuff?

Top 3 Solutions

David's POV: How might we encourage people to break out of their typical bubbles of entertainment media consumption?

Solution: A media scavenger hunt app where users watch unfamiliar movie/TV to progress through the levels and win rewards & recognition upon progressing through the hunt.

Collin's POV: How might we make all entertainment media consumption as group-oriented as sports media?

Solution: An entertainment media sharing platform where users can effortlessly share and view what others are watching by adding and ranking the shows they're currently enjoying.

DJ's POV: How might we create a safe space where people can be proud of their preferences in entertainment media?

Solution: A media sharing app that automatically shares what users are watching and their location with friends on a map. It enables users to ping each other, arrange virtual or in-person watch sessions, and suggests content based on user and friend preferences.

Experience Prototypes

Solution #1: A media scavenger hunt app where users watch unfamiliar movie/TV to progress through the levels and win rewards & recognition upon progressing through the hunt.

Prototype 1: Risky Rewards	
Description: We asked participants to watch a snippet of video content outside of usual repertoire for a chance to win a gift card. We then ask them to rate enjoyment, curiosity and how likely they are to continue watching the show.	
Assumption: People will give unfamiliar shows/movies a chance if they receive rewards in return.	
What worked: <ul style="list-style-type: none">• People were willing to watch new/unfamiliar content for money• Some reacted positively to the content	What didn't work: <ul style="list-style-type: none">• Most said they would not continue to watch the content• Some types of content are inherently more intriguing
We learned: Rewards don't incentivize long-term interest-building.	

Solution #2: An entertainment media sharing platform where users can effortlessly share and view what others are watching by adding and ranking the shows they're currently enjoying.

Prototype 2: Reel Ranker

Description: We asked participants to list 5 shows/movies they've consumed and then rank them by preference. Then, we ask them to rate how fun and difficult the activity was, and also how interested they would be in others' rankings.

Assumption: Ranking shows is an enjoyable activity.

What worked:

- Interest in viewing friend's rankings
- High willingness to complete this task

What didn't work:

- Participants felt neutral about the activity
- Listing 5 shows took more thought/effort than ranking

We learned: Ranking shows is fun if there's a social element to it.

Solution #3: A media sharing app that automatically shares what users are watching and their location with friends on a map. It enables users to ping each other, arrange virtual or in-person watch sessions, and suggests content based on user and friend preferences.

Prototype 3: Message-a-muddy

Description: We asked participants to reach out to a person/group to schedule a watching session on the spot. After they have completed the task, we asked about who they chose and the reasoning behind that. We also asked about comfort level, as well as if this was something they often did.

Assumption: People are comfortable reaching out to friends about watching shows together.

What worked:

- Most felt comfortable reaching out to friends to schedule watch session
- Most do reach out to close friends in everyday life to watch shows to some extent

What didn't work:

- People only chose people they were most comfortable with even though they may have wanted to reach out to someone else

We learned: People are comfortable reaching out to close friends.

Design Evolution

Final Solution

Description

We realized through an updated version of prototype 2 (Reel Ranker) that while ranking shows in itself is not very interesting or engaging, ranking shows in a social context where people can rank and view each other's rankings is appealing and engaging. We also realized through prototype 3 (Message-a-Muddy) that people are generally comfortable in reaching out to friends to schedule watch sessions. Based on these learnings, we decided to have a combined idea as our final solution:

Final Solution

A mobile media sharing app that leverages the ease and social aspects of listing and ranking shows to engage users and spark interactions surrounding TV/movies . Inspired by friends' sharings, one can then easily arrange virtual or in-person watch sessions.

Rationale

We ultimately decided on this solution for several different reasons:

1. It's a mobile app due to 1) The popularity/accessibility of phones compared to devices like smart watches and tablets 2) Lower development and purchase cost, and higher ease of development compared to AR/VR systems 3) The ability to reach people easily, which is best achieved on portable, high-usage devices like phones.
2. We learned through market research that our competitors are not good at fostering small-scale, in-person interactions, so we wanted to target those small-scale interactions surrounding entertainment.
3. Our experience prototypes have confirmed the assumptions the solution depends on. The ranking aspect can spark interest, engagement as well as comfort with people, and the scheduling aspect can further deepen those interactions and connections.

Tasks

Descriptions / Why Important?

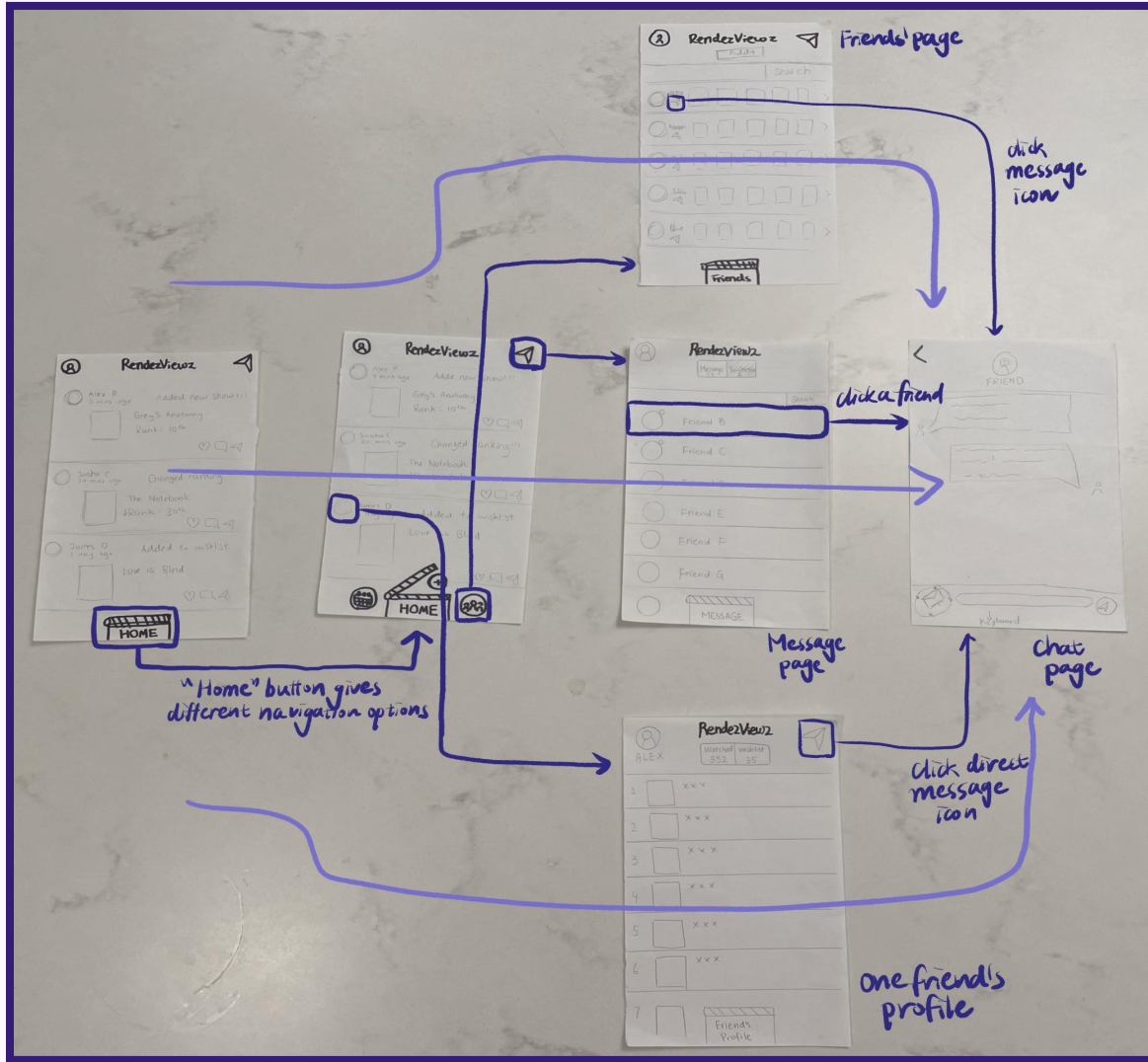
Task Difficulty	Task Description	Why did we choose this task? / Why is it important for our user base?
Simple	Like the top post in the feed	<p>Simple Task because:</p> <ul style="list-style-type: none"> • It involves one movement on the home/feed page. <p>Important because:</p> <ul style="list-style-type: none"> • It uplifts others and is one of the most frequently used tasks. • It allows the users to interact with others and express “like” with one tap.
Medium	Adding and ranking a show (ex. ranking "The Shining" in 5th place)	<p>Medium Task because:</p> <ul style="list-style-type: none"> • It requires navigating between tabs. • It shows a pop-up that requires 2 user inputs. • It is a commonly used task that is more complex than our simple task. <p>Important because:</p> <ul style="list-style-type: none"> • Adding and ranking is one of the core functions of our app. • It is important for users to see their own preference list and compare it with lists of their friends.
Hard	Scheduling a watch session with friends three months away from now (ex. schedule to watch "The Shining" with 7 other friends for March 1st, 2024)	<p>Hard Task because:</p> <ul style="list-style-type: none"> • It builds on the idea of navigating to a different page and entering inputs. • It takes the user across several different screens that require action. • While scheduling a small, recent event is frequently used, scheduling for a large group on a faraway date would not be as frequently used. <p>Important because:</p> <ul style="list-style-type: none"> • Scheduling is one of the core functions of our app. • Users should be able to schedule ahead of time and navigate through the calendar to find their desired date.

See annotated task flows in the Visualizations & Rationale section below.

Visualizations & Rationale

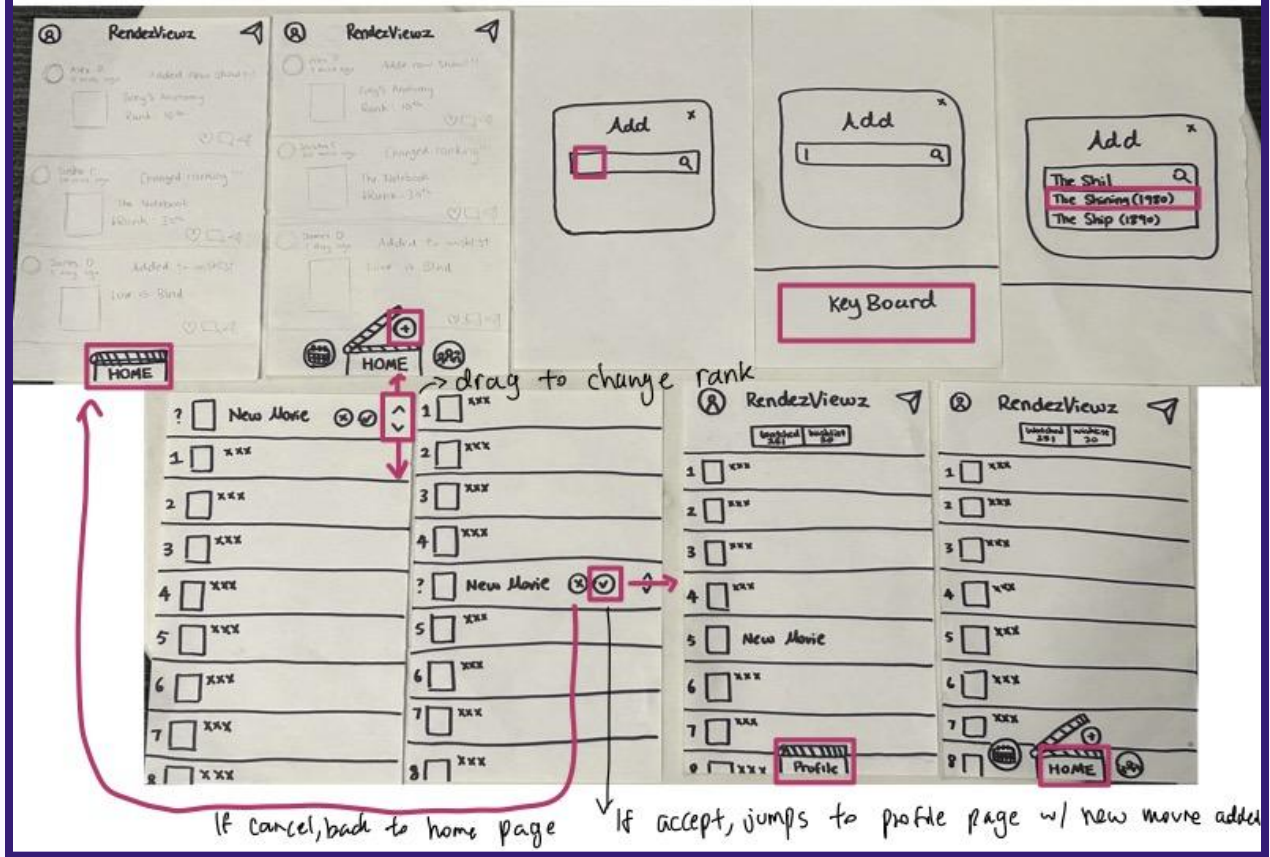
Lo-Fi

Task #1: Send a message to a friend (our task has evolved since)

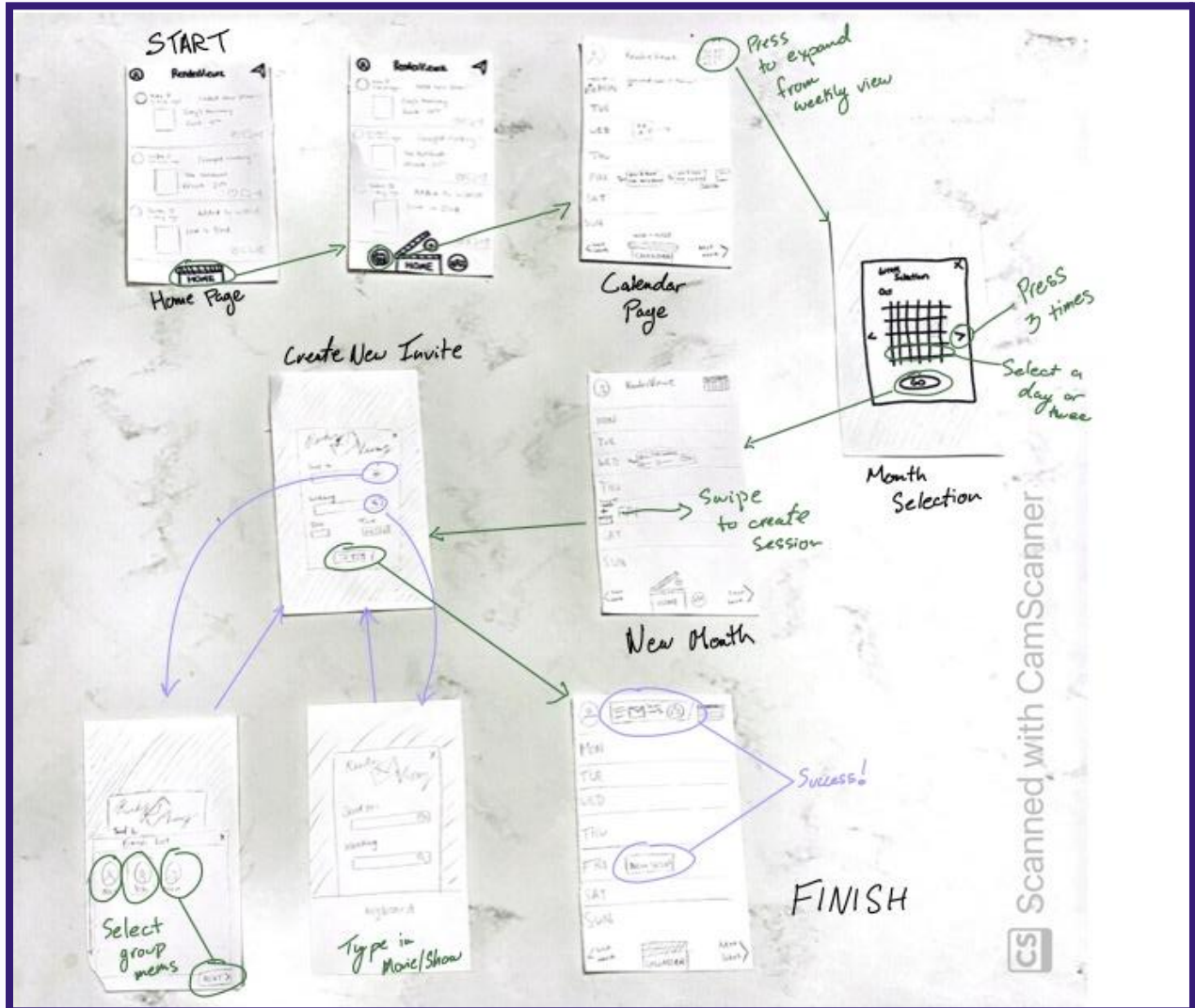


Task #2: Add "The Shining" and rank it in 5th

The bottom button opens up upon pressing, exposing the add button represented by the + symbol. Upon clicking, a pop-up will appear of the add function. One can search for the show/movie & click when found. The added movie will now appear as a draggable bar that one can drag to appropriate ranking location.




Task #3: Schedule a group watch session 3 months from now




Lo-Fi to Med-Fi changes


Change 1: Menu Bar

Before





After



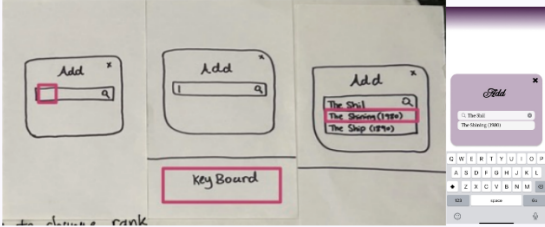
- The **style does not fit in** with the rest ➔ We **restyled** the bar colors
- Weird to see **partial content** in the back ➔ We changed the bar to **span the width** of the screen while maintaining clipboard theme
- Taking up **too much real estate** ➔ We made the bar **minimized** so that it pops up only when clicked


Rationale:

1) Fits in better with the style of the app. 2) Cleaner look w/ less text & more content visible. 3) Still fun and stylistic & maintains functionality.

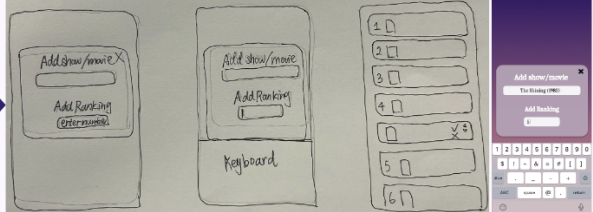
Change 2: Add page format

Before





After


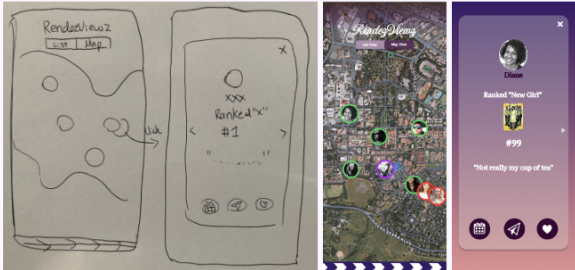


- If the list gets long, **dragging** will be really **tedious** ➔ We added a search tab for movie/ranking number so that the movie gets inserted at the right region, and then further dragging could be used to fine tune placement.

Rationale:

1) Reducing dragging will encourage users to keep adding shows without fear/annoyance of dragging over a long list. 2) Less time required. 3) Reduce effort.

Change 3: Map View

Before	After
<ul style="list-style-type: none">• Not enough novelty• Need more “live” updates	  <ul style="list-style-type: none">➔ We leaned away from the traditional feed for a more fun explore-style feed➔ We want users to take advantage of the map to get more visual and live information about friends

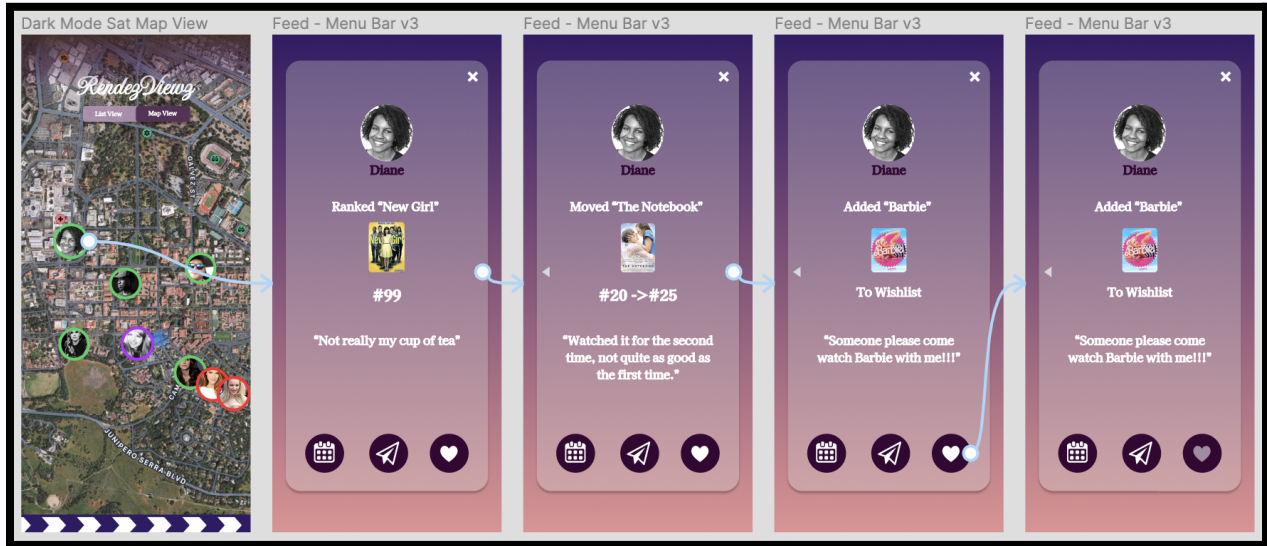
Rationale:

1) More info about friends, more lively & intimate. 2) More fun to have different ways to stay up to date with friends. 3) Encourage meet-ups based on proximity.

Med-Fi

(All blue arrows below indicate tapping motion)

Task 1: Like Diane's 3rd oldest post from map view



Task 2: Add "The Shining" to my rankings in 5th place



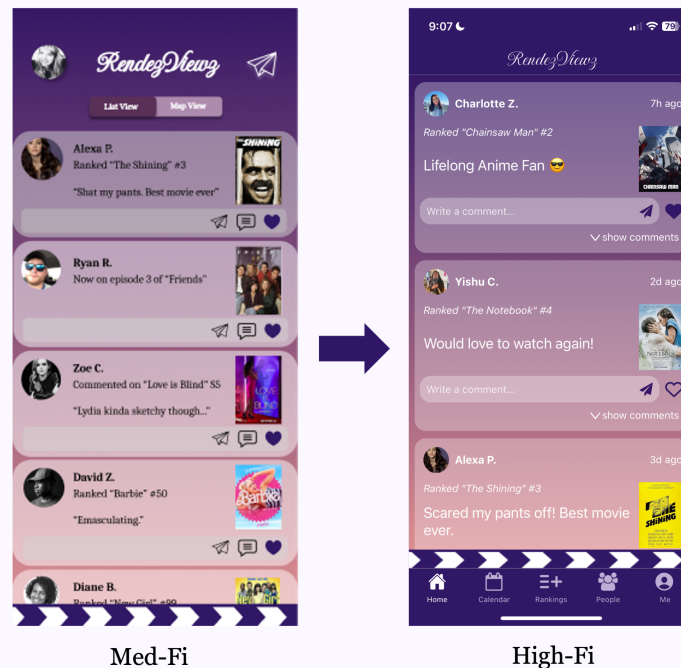
Med-Fi to High-Fi Changes

Heuristics & Fixes

Due to the limited amount of time, we were not able to fix all of the issues on the heuristic evaluations. Here is the full severity 3 and 4 list and our fixes to most of them.

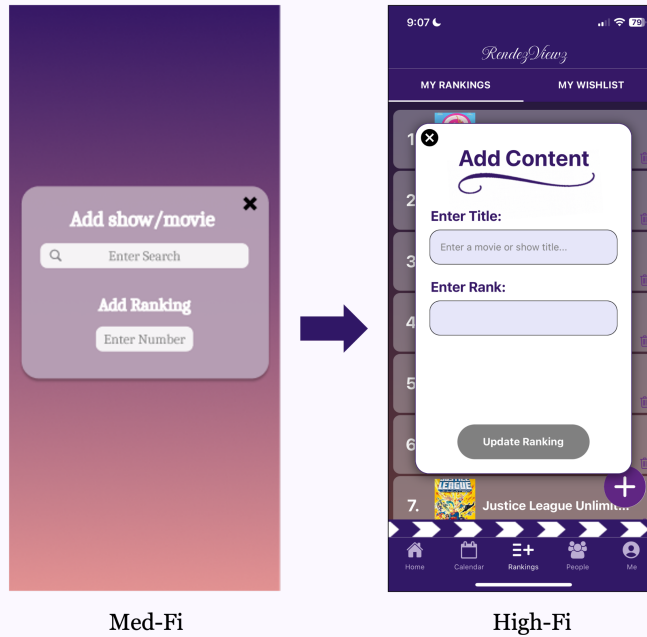
Severity 3:

- H11: Inaccessible color scheme used to outline different friends on the map
H3: No prompt to share location services with the app
Reason for Not Fixing: Due to the concerns of user privacy and the need to stay focused on our main functionality, we decided not to implement a map feature in our high-fi prototype.
- H3: A post cannot be unliked
Fix: Users can like and unlike by simply tapping the heart button.

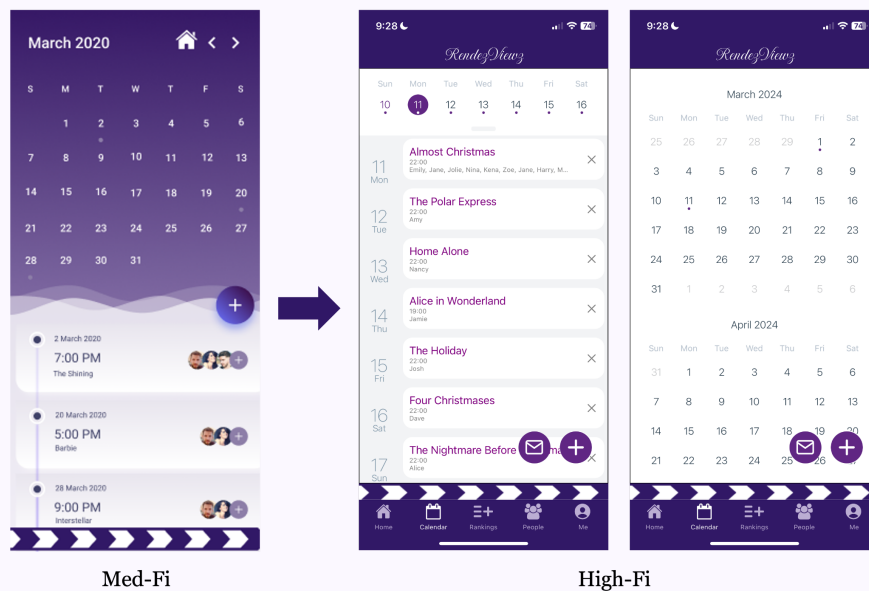


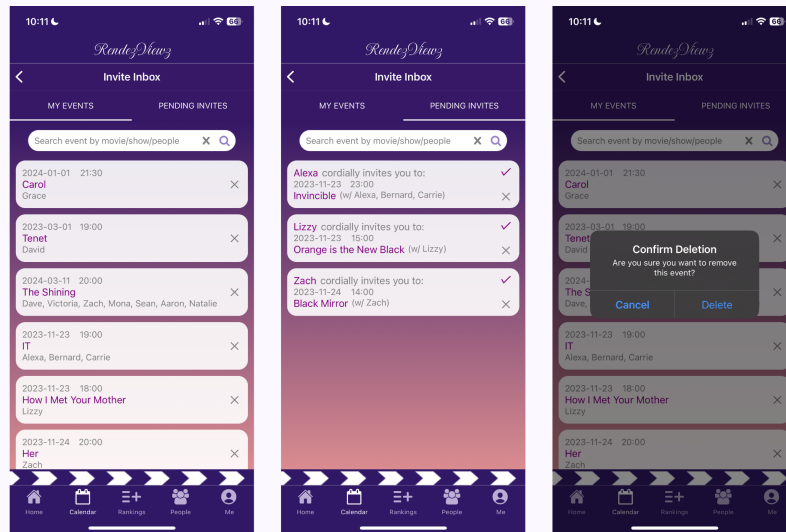
- H1: Flow does not distinguish re-ranking and adding a movie at all
Fix: There is currently no re-ranking functionality. The only way to do that is to delete the current ranking and add the movie again. This will be further simplified in future versions, but at least currently the add show button is very obvious.
- H7: Have to start a new ranking flow for each movie I want to rank
Fix: After ranking a show, the user will stay on the ranking page and can simply rank by tapping the add button on the same page.

- H3: No next / confirmation button on the “add show/movie” screen.
Fix: There is a “Update Ranking” button on the add content screen.



- H3: There’s no way to delete an invite if sent incorrectly.
Fix: There are two ways to delete an invite in the high-fi prototype. Firstly, users can do so by finding an invite on the calendar and clicking delete. Secondly, we also implemented a “invite box” button on the calendar page where the users can see all the invites they sent out and the pending invites (invitations received). They can search through the invites, find a particular invite, and delete an invite if it was sent incorrectly. There are also error handling features to make sure they do not delete an invite accidentally.

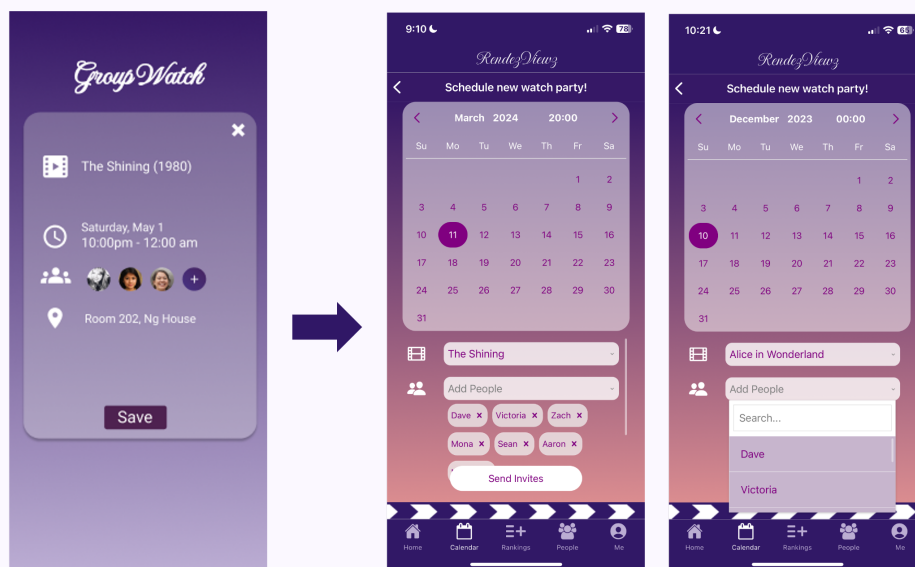




High-Fi

- H5: Users cannot unselect a selected friend when sending invitations. Nor edit the invitations list once the selections are made.

Fix: Users can easily unselect a friend by clicking the “x” button next to a friend’s name. This will delete a friend from the list. If the user wants to add more friends, they can tap the add people and select more people from the dropdown. The user will always be able to edit the movie/show they selected and the people on the list before hitting send invites.

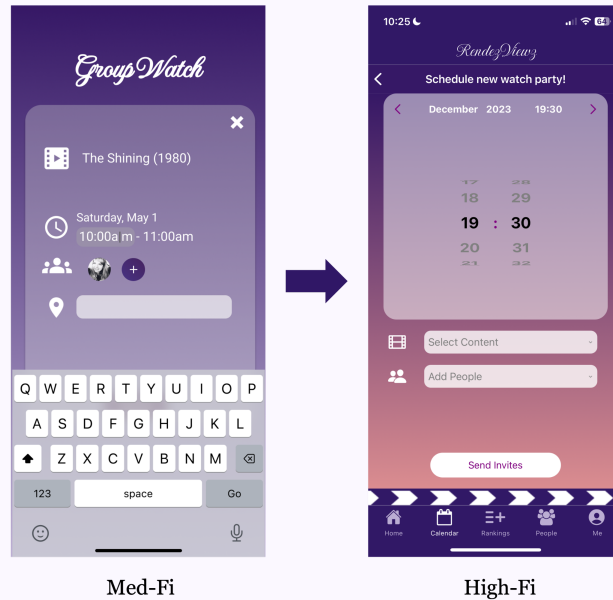


Med-Fi

High-Fi

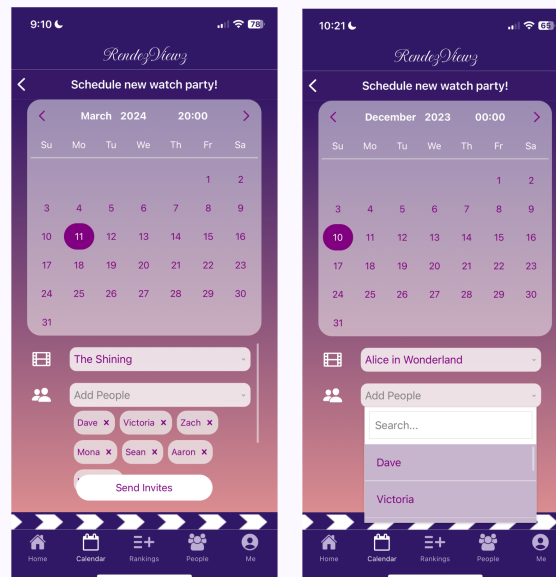
- H11: Users have to type the time in.

Fix: Users can select the time through a scrolling view now. This makes the task simpler and more intuitive for the users.



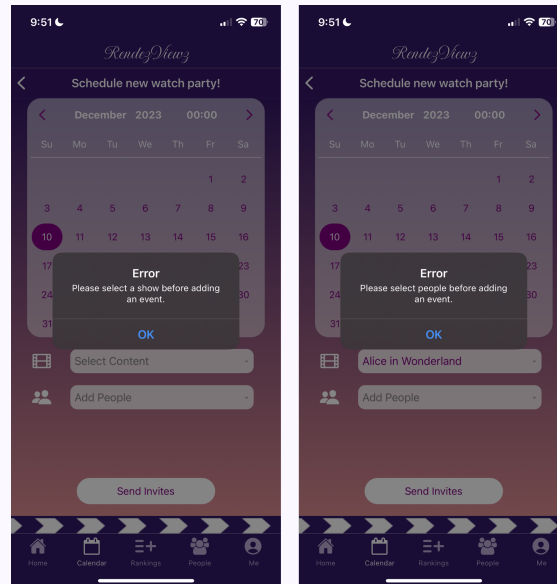
- H3: As you are editing the GroupWatch invitation, there is no way to edit fields after you've saved them.

Fix: Users can now reselect the film they want to watch and delete the people they added. (Since this is really similar to the formerly discussed heuristic - H5: Users cannot unselect a friend, please refer to the mid-fi and high-fi UI design shown in the image over there as well.)



High-Fi

- H5: If users don't fill out a field in GroupWatch they can still send the invitation.
Fix: There is error handling now saying that you have to select people or select a show before the invitation is sent.



High-Fi

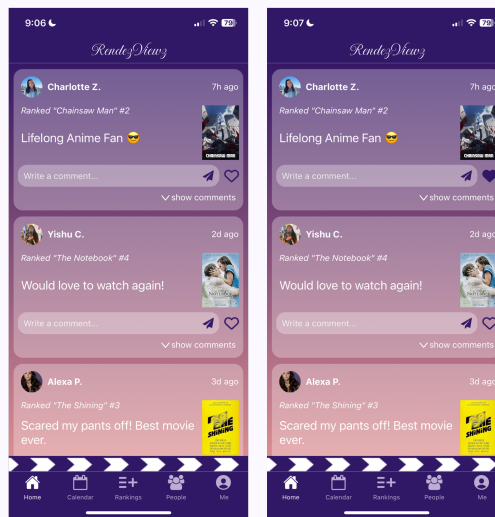
- H7: There's no clear way to get to the chat page without going through the scheduling process
Fix: Although the chat page is not implemented yet, by design, you should be able to access it through clicking people in the navigation bar and clicking on a friend.
- H11: Only one singular way of interacting with the app: text/typing.
Reason for Not Fixing: Due to the limited amount of time, we were not able to look into incorporating other input methods such as recording voices.

Severity 4:

- H4: Home icon only available at end of flow (edit: also available during the calendar process)
Fix: Home icon is now visible in the navigation bar throughout the task flow.
- H5: On the chat page, clicking on the menu bar at the bottom took me back to the home screen.
Fix: This is due to an incorrect frame link on figma. Although the message page is not implemented yet, there is no such issue in our med-fi prototype now.

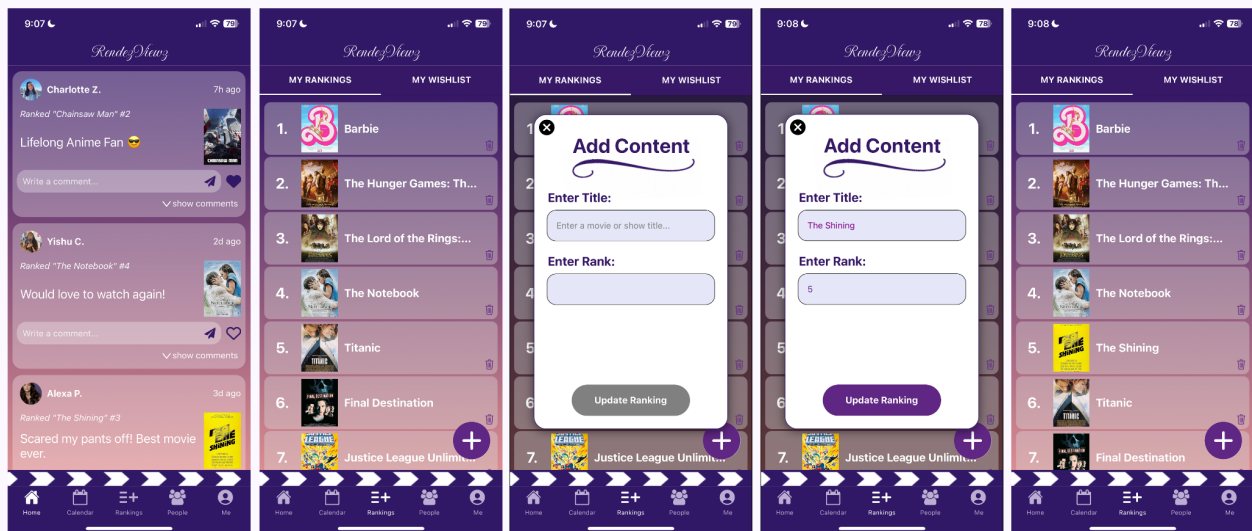
High-Fi

Task 1: Like the top post in the feed

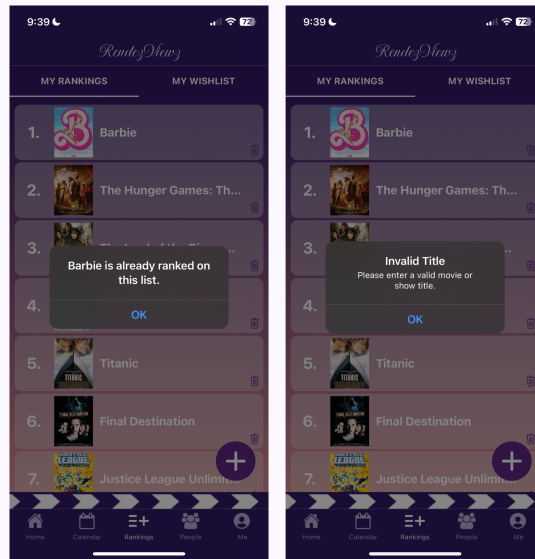


In this task, users can easily like and unlike a post by clicking the heart icon at the bottom right corner of each post. The unfilled and filled heart create contrast and are easy to distinguish the two states.

Task 2: Adding and ranking a show (ex. ranking "The Shining" in 5th place)

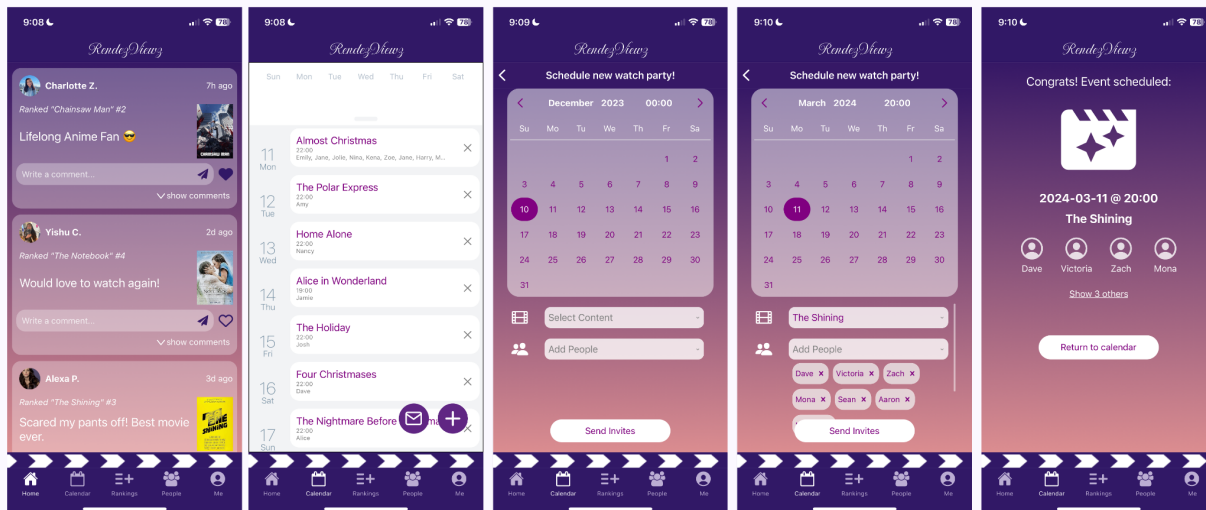


The flow above shows the way the user ranks a film in the High-Fi design. We implemented a number of details related to error handling and flexibility. Users can exit the flow at any time by clicking the Home icon on the navigator or the cross to close the adding modal and edit the input title and rank before hitting “Update Ranking.” The update ranking will not be clickable before they enter both the title and the rank.



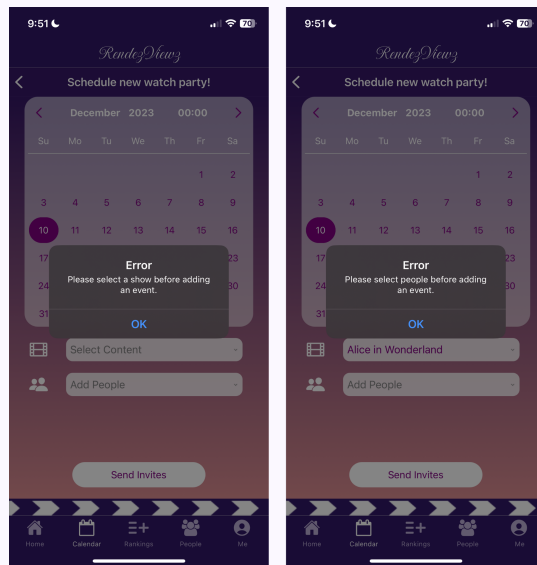
There is also error handling for the case where the user types an invalid movie/show title or tries to add a movie that already exists in the list. The error message prevents duplicates and false movies being added to the ranking and wishlist.

Task 3: Scheduling a watch session with friends three months away from now (ex. schedule to watch "The Shining" with 7 other friends for March 1st, 2024)

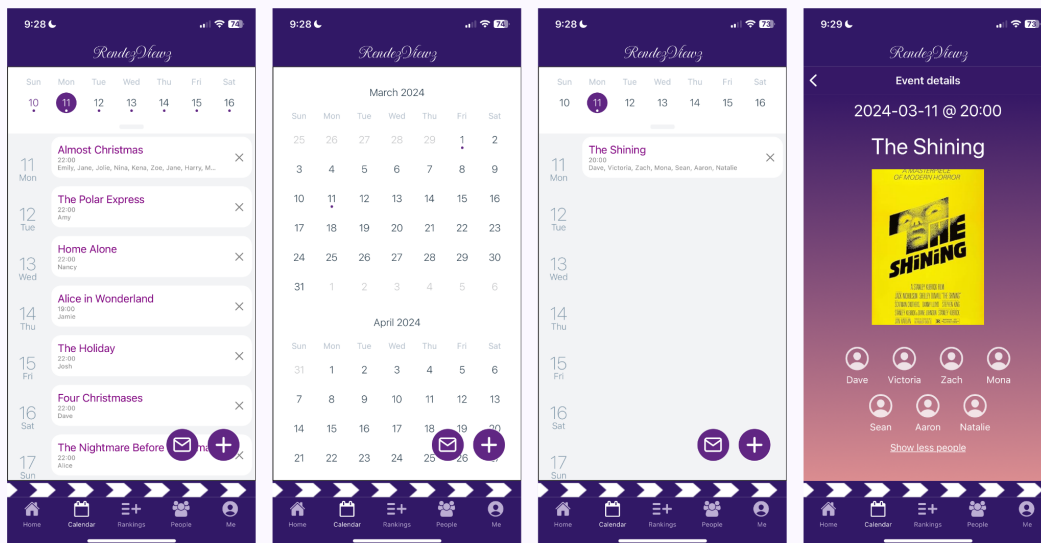


The complex task flow involves switching to the calendar tab, pressing the plus icon, and selecting date, time, film, and people to schedule a watch party. Compared to Med-Fi, the steps become much more intuitive and obvious. For example, in Med-Fi, we needed to click on a small icon to show the full-screen calendar, but now we can just drag it down. We can also select the

time on a scroll rather than typing the time. There is also a lot more flexibility of reselecting the movie, adding and deleting people, and changing time before sending the invite.



We also included error handling for sending invites. Users will receive error messages if they forget to input the movie or the people.



After sending the invites, users will be able to view the event on their calendar. They can also click on the invite to see more details and easily delete the invite by pressing the x button. There is also an error handling feature to prevent them from accidentally delete an invite.

Values in Design

Our values



Values embedded in final design

Community	Empowerment	Discovery	Enjoyment
<ul style="list-style-type: none"> • Incentivizes scheduling watch parties with friends • Provides space for discussions surrounding shows/movies with each other 	<ul style="list-style-type: none"> • Ability to rank shows based on preferences • Encourages expression of opinions through commenting on a show or on a friend's post • Ability to add movies/shows to wishlist 	<ul style="list-style-type: none"> • Learn more about your friends' preferences • Find out what you share in common with your friends • Discover shows that both you and your friends want to watch 	<ul style="list-style-type: none"> • Easily schedule watch parties to have a fun time together • Bond over shared interests • Spark deep conversations & discussions regarding movies/shows

Conflicting Values

Community and **Empowerment/Enjoyment** are in conflict because by having a space where people are allowed to express their opinions, some users will inevitably have different opinions from others. There would potentially be tension among those with different opinions.

Community is in conflict with itself because by having an online space, those who do not engage in this online space may feel left out. If someone is hosting a watch party and didn't invite a friend, that friend may feel sad and left out.

Discovery and **Empowerment** could be in conflict because if you see many of your friends ranking a show first, that may sway your actual opinion about the show to fit in with the group.

Final Prototype Implementation

Tools: pros and cons

We utilized **React Native** as the foundational tool for constructing our app. The advantages of employing React Native lay in our ability to harness a vast array of libraries and reusable components. For instance, we utilized the linear gradient module for the background and the flatlist for presenting posts on the feed. However, a drawback emerged as several of the libraries we utilized had outdated documentation, resulting in challenges when implementing certain functionalities and consistently encountering warning messages.

To simulate our app, we opted for **Expo**, which proved effective across a range of mobile devices including phones, laptops, and tablets. Nonetheless, Expo imposes limitations by restricting access to specific native modules, resulting in warnings and errors during implementation. Additionally, it contributes to a larger app file size and necessitates an 'npm install' upon project download.

To store posts, comments, like conditions, images, rankings, and various other user inputs, we utilized **Supabase** as our backend. Supabase proved immensely useful due to its provision of real-time updates, enhancing our dynamic user experience. Moreover, being open-source and easy to implement added to its benefits. However, one limitation of Supabase is its absence of certain functionalities and services, like cloud messaging and machine learning, which more mature platforms offer. Consequently, it provides limited support when we seek to explore more advanced functionalities for our app.

We used **Figma** to design all the UIs for our app, allowing us to experiment with various color combinations, button designs, and the integration of elements unique to our app's identity, such as the clapboard. Additionally, Figma facilitated our ability to test task flows, enabling us to create multiple prototype versions before moving on to the actual app development. However, Figma's limitation became evident in the low quality of exported images, which posed a challenge when transferring designs to our hi-fi implementation.

For app building and collaboration, we relied on **VSCode** and **Github**, enabling us to create branches, push and pull changes, and merge versions seamlessly. VSCode's extensions were particularly beneficial for syntax and style checks in our code, effectively preventing errors. However, managing code merges amid constant changes posed challenges when using this combination. Occasional pushes to the wrong branch resulted in disregarded implemented features, necessitating extra time to review version history for corrections. Additionally, the process of pushing on VSCode felt a bit counterintuitive due to multiple buttons with the same functionality. Committing without a message would lead to an unsuccessful push.

Wizard of Oz Techniques

The database/dataset used to populate the feed posts and calendar events are artificially created but it seems to be created by multiple users. Also, once the user clicks the “send” button to

schedule the event, it will display a message that the event invitation is sent, but it actually only appears in the current user's calendar and has no effect on other users.

Hard-Coded Data

Most of the current features on the app are hardcoded, with some data stored in the React Native project files and others manually input into Supabase. For instance, events scheduled on the user's calendar, the name of the current user, and the user's current activities are hardcoded locally in the project file. Despite implementing several Supabase tables for fetching user feed posts and rankings, all data on Supabase is manually added by us at present. There is also no direct way to add a post to the app's feed currently.

However, actions such as adding or deleting a comment, or adding or deleting a movie from the ranking, impact the Supabase table, and these changes are stored and reflected in the app. Additionally, we utilize the OMDb (open movie database) API to fetch movie information, such as actors and plots, when a user clicks on the movie posters, so this information is not hardcoded.

Summary & Next Steps

RendezViewz was built based on the clearly demonstrated need of people who couldn't find enough group-watching experiences. It improved tremendously in design and functionality over the quarter, thanks to evaluations and external suggestions mainly from the studio. We realized the crucial importance of maintaining an open mind and staying empathetic to our users' needs. Additionally, we understood that a product truly grows when it undergoes thorough testing and receives criticism from many people, allowing us to rapidly iterate our prototype. We also had chances to practice our skills with designing and building throughout the quarter, utilizing various tools such as Figma and React Native.

The studio theme "Threads and Trends" prompted us to develop a deeper understanding of how information can be shared in various forms. Particularly relevant to our topic, we delved deeply into understanding how sharing preferences and rankings about movies and shows can foster intimate and valuable interactions among friends. Interacting with other groups in the studio was an eye-opening experience, and I am confident that we all learned significantly from one another, benefiting from comments, reviews, and suggestions. Throughout the process of building RendezViewz, we learned to narrow down from a broad concept to something that specifically addresses the pain points of our target users. Moreover, we learned to collaborate efficiently as a team and support each other's growth throughout the process.

In the future, we would like to add direct message functionality where users can text each other and schedule groupwatch sessions directly from the app. We also want to allow users to post on the feed, and when a user updates the ranking, the feed will automatically post something about their action. Generally, we wish to make the platform more interactive between different users so they can actually send and receive invitations, schedule groupwatch sessions seamlessly with friends through direct message, and bring "the Life of the Watch Party" to their daily life.