

# eMotion

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## Medium-Fidelity Prototype README

### Med-Fi Prototype:

<https://www.figma.com/proto/SWDmrP0u3Do8MI0pJcfEzR/Medium-fi-prototype?page-id=0%3A1&node-id=28%3A176&viewport=468%2C-100%2C0.22&scaling=scale-down&starting-point-node-id=28%3A176&show-proto-sidebar=1>

### Operating Instructions:

We used Figma to create our prototype for eMotion. This allowed for easy collaboration and ability to quickly build out an interactive prototype that was easily editable. Our prototype uses a frame-size to replicate an iPhone 14.

To interact with our prototype, select on interactable elements on each screen. Click with your mouse on an empty part of the screen, and several blue boxes will appear to indicate which elements you can interact with. Most of these elements will require you to click on them, but a couple may involve swiping or dragging.

### Terminology:

- eMotion: an eMotion is what we call a user's current feeling, and what we name the app after. This feeling is a combination of emotional and physical feelings, and is visually represented with a colored orb. Once a user uploads an eMotion, that particular orb will be found throughout the app until updated.
- Motion: a motion is what we call an individual exercise. Throughout the app, the user will have options to select various motions in order to create a workout. The motion refers to one exercise.
- Movement: a movement is what we call a workout, or collection of motions. A movement is visually represented with a horizontal bar, colored with gradients that represents a user's feelings throughout the duration of the workout.

### Important Elements

- eMotion selection: when opening the app, and several times throughout navigating the app, the user may be prompted to reflect on their feelings, and select options to name these feelings. Users may select several basic emotions, and then elaborate with more specific options, or custom responses. For our

prototype, these selections are hard-coded, but hopefully give a glimpse into how the selection process works.

- Navigation bar: on most screens, there will be a navigation bar along the bottom with three options. The first sends the user to a profile page where they can reflect on their previously completed movements. The middle sends them to the main landing page where users can start a movement. The right option allows users to access shared movements that other users have completed and uploaded.
- Embody emotions: this feature, as part of the reflection task-flow, allows users to map different feelings to different parts of the body throughout a movement.

## **Limitations:**

For our medium-fi prototype, our main limitations came down to the lack of customization available to the user. In our fully implemented solution, users will be able to personalize a color palette to represent their emotions visually. Additionally, they will be able to select however they are feeling when prompted, and create a movement using whichever motions they choose. The customization and ability for users to shape the movements however they want is a core value and element in our solution. Many of these customization options are unable to be implemented using Figma. Additionally, we lacked the time to fully implement all of our elements into this prototype. Some elements (such as editing a movement post-completion or uploading a completed movement to a shared album) are not available for the user to complete in this prototype. While we were unable to include these components in this prototype, we'd like to make the testers aware of these, as we aim to implement these components to the high-fidelity prototype.

## **Wizard of Oz:**

In practice, a user would be able to choose whichever emotions they feel to form their eMotion. However, in this prototype, we automatically choose a set of feelings when the user tries to make a selection. This is because Figma lacks the ability to create variable-state screens. For similar reasons, and for ease of implementation, other ideally-customizable options appear automatically for the user. For example, if a user selects "add note" on several screens, a pre-written note will appear. The tester should get an idea of how the layout will look, even though they are unable to personalize the note themselves.

## **Hard-Coded Items:**

For this med-fi prototype, we hard-coded many of the choices that users would normally be able to make. eMotion selections, for example, are hard-coded no matter what the

tester selects. This was to make implementation easier and possible using Figma, which does not allow variables, while still allowing the tester to see how a selection *would* go. Additionally, most movement and motion selections are hard-coded. This was so we would only have to implement one full task flow per task, but it still gives testers the overall flow and interface for one specific selection.