P6: Paper Prototype

Emily Readey, Satvik Vats, Victoria Teng

Project Description

Our project aims to help new international students cultivate a feeling of belonging in America by providing a platform for them to connect to new people from different backgrounds and reflect upon their experiences. Our mobile application connects users with a range of people based on their similarities and common interests. Such connections would help users feel more comfortable and heartened and that they are not going through their difficulties alone. Users are also encouraged to log their experiences through text or photographs so that they may look back on their posts, allowing them to track and appreciate their growth in this new country.

Tasks

Task 1: Organize to meet a group of people with common interests

In this task, we want the user to be able to edit their interests and select a particular interest, which the system will use to generate a list of other users with that interest as well. We then want the user to be able to create a group message with people from this list and organize to meet up with them by creating a common event.
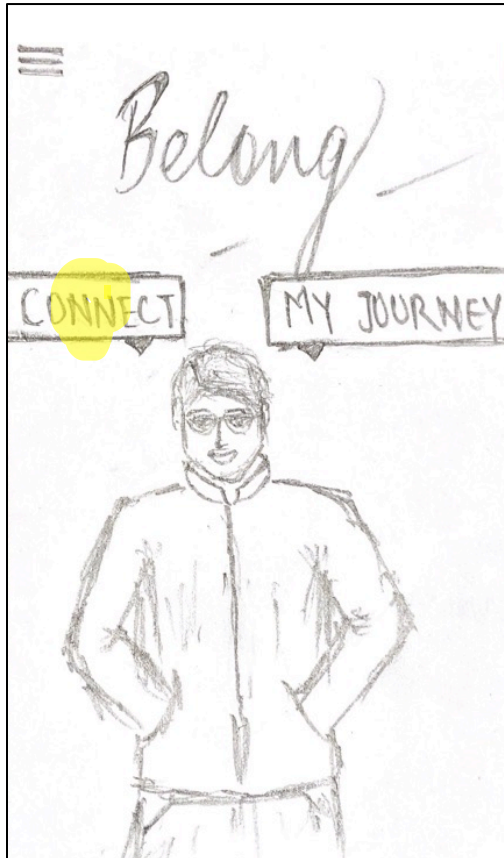
Task 2: Add a new reflection to My Journey after event

In this task, we want the user to find out how to add a reflection about an event after that event has occurred. We want the user to be able to navigate the system to select an event to reflect on from their list of past events, add photos, write text, and tag people in that event. We then want the user to be able to view their finished reflection in My Journey.
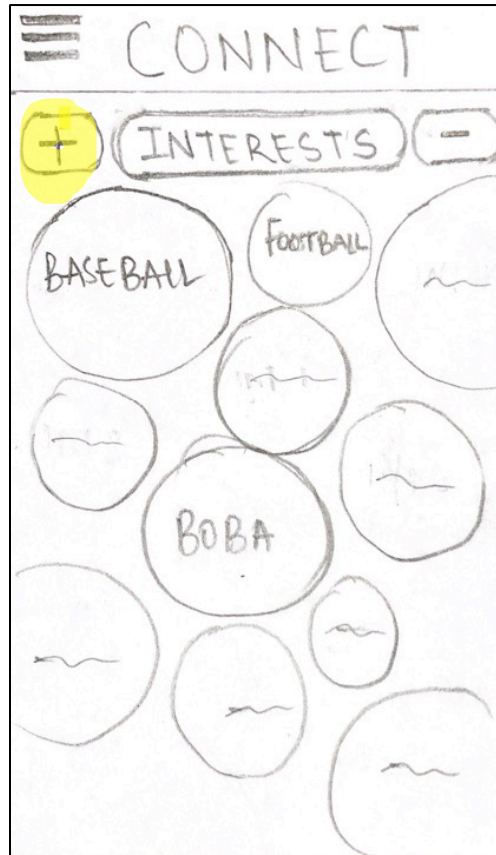
Task 3: Search for and view a past reflection

In this task, we want the user to be able to search My Journey for a past reflection on an event based on the event title or tags. We want the user to be able to view that past reflection with the option of editing its contents.
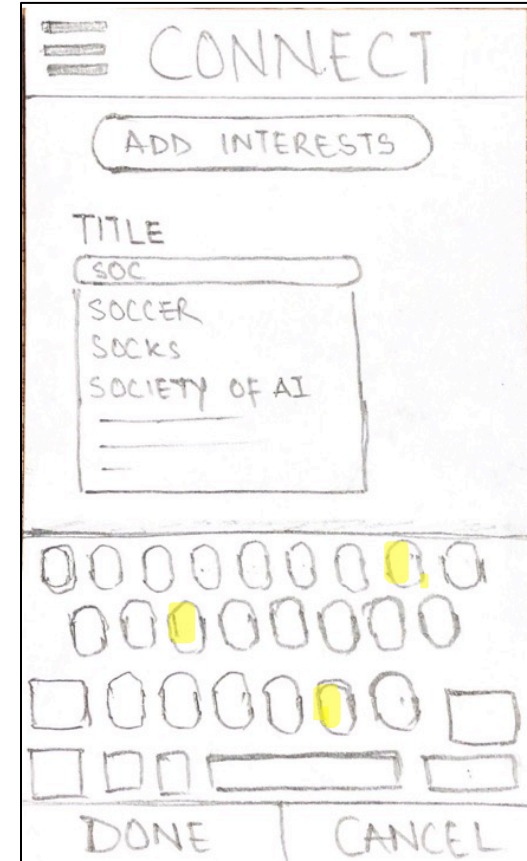
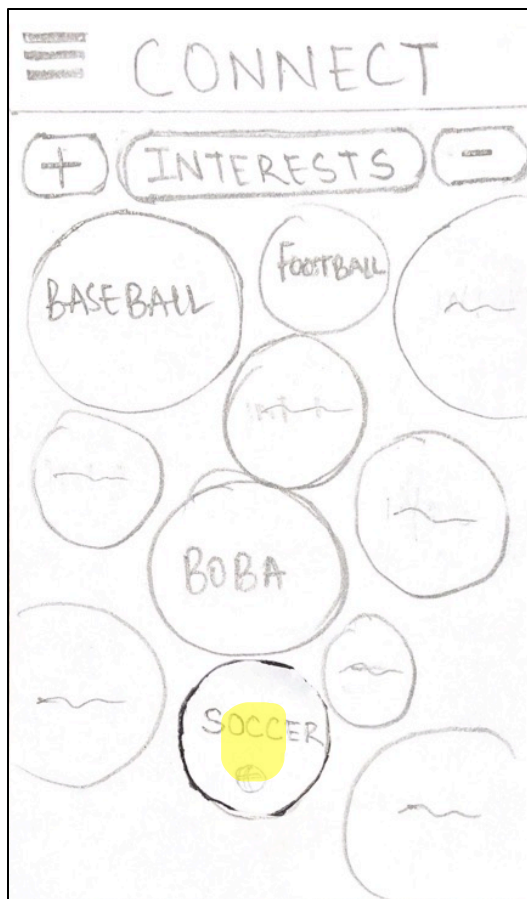# Task 1: Organize to meet a group of people with common interests

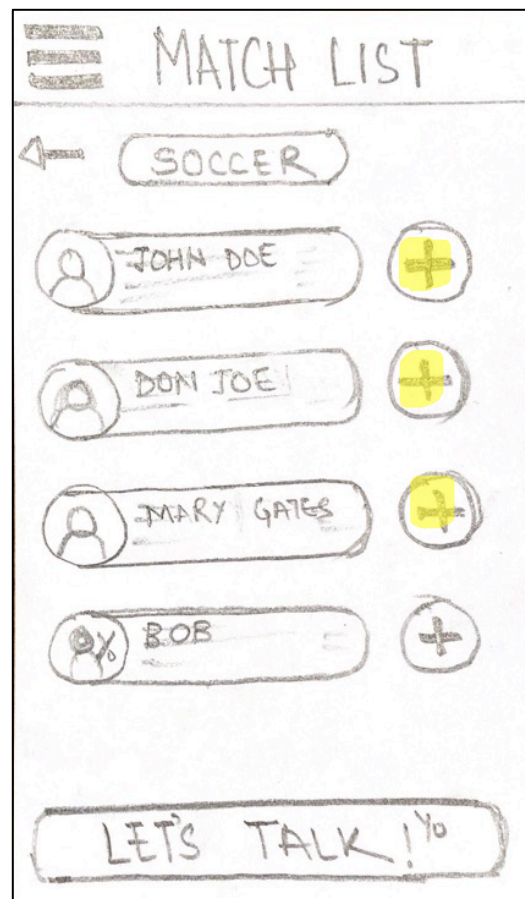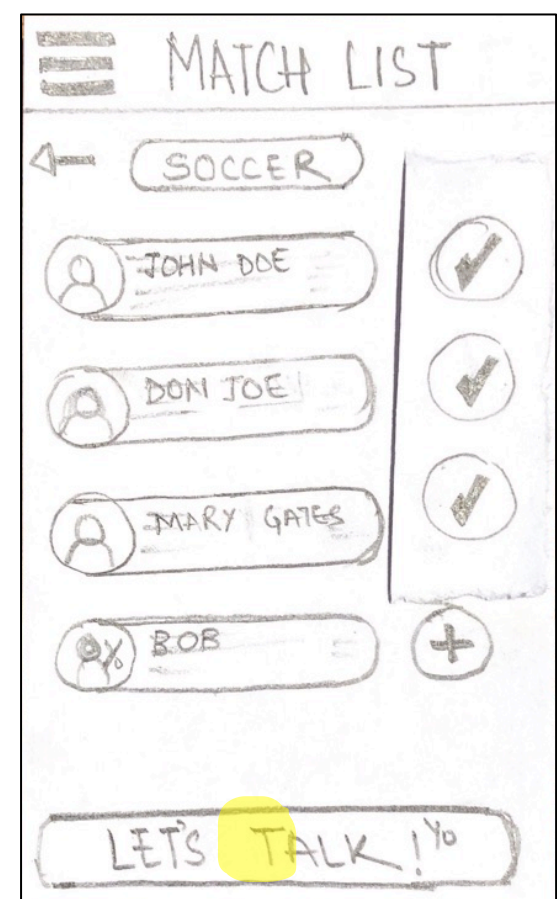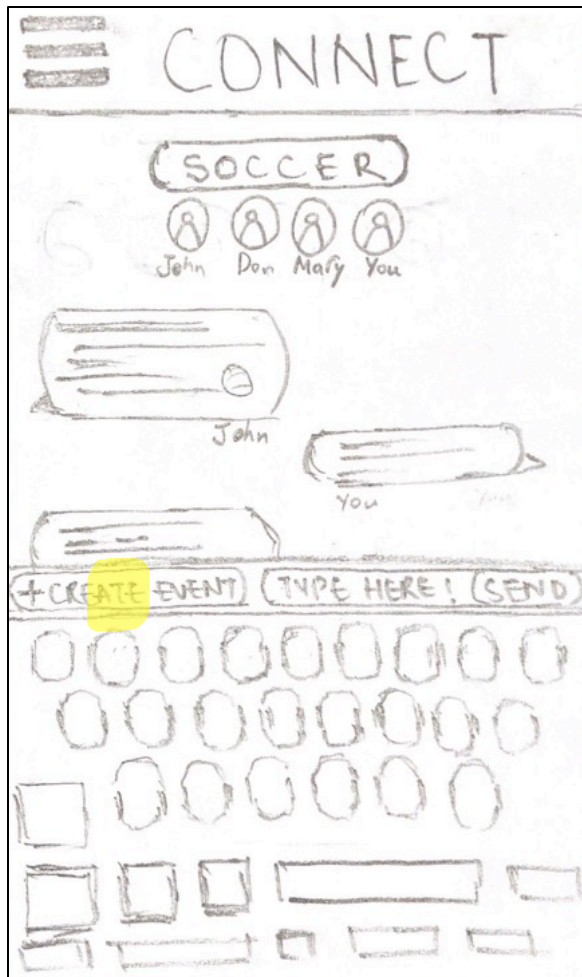|		
The user begins at the home page of the application after signing up or logging in.	After pressing "connect," the user arrives at an animated list of interests that they have previously added. The user then taps the + button to add a new interest.	The user is then taken to a page where they can use the search bar to find interests. After selecting one, they press the "done" button to add the interest.

After adding their new interest, the user returns to the animated list of interests. Their new interest is inserted into the list. The user then taps on one of the interest bubbles.
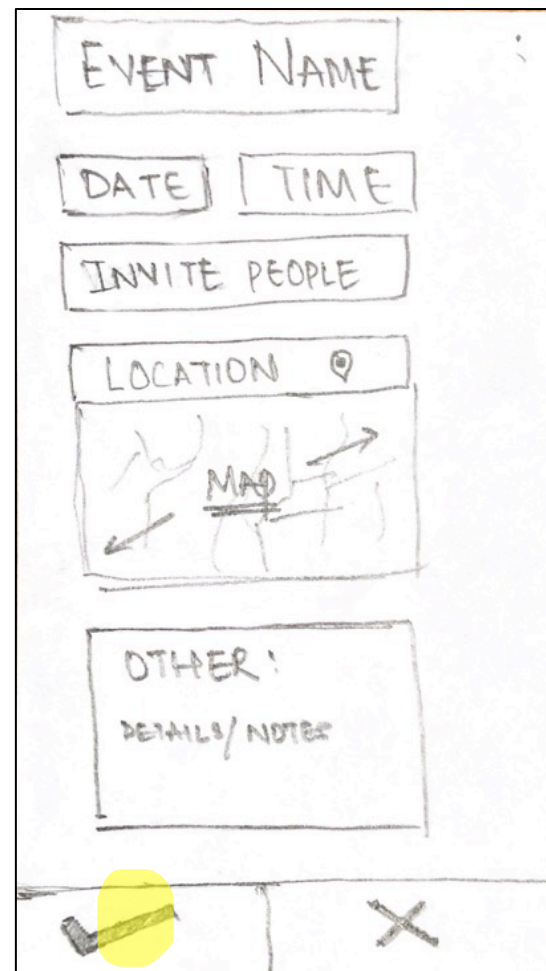

The user can view a list of other people with the same interest and press the + button, where the plus changes into an arrow to signify that the person has been selected.
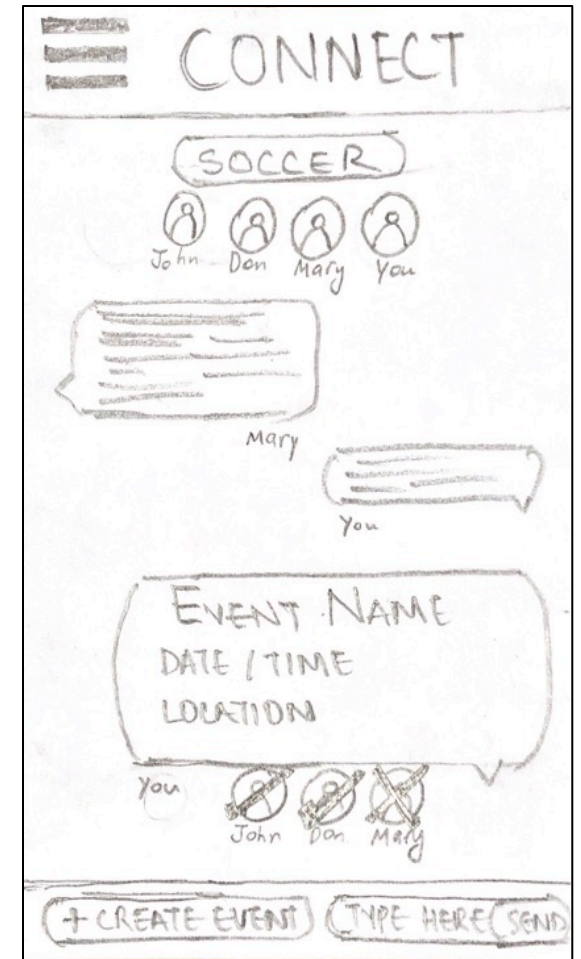

Once the user has selected one or more other people, they can then press the "Let's Talk!" button which will take the user to a group chat with all the people that they have selected.

The user joins an interest-based group chat. The user can talk to and make connections with the other people in the group. The user can press the "Create Event" button to add plans.
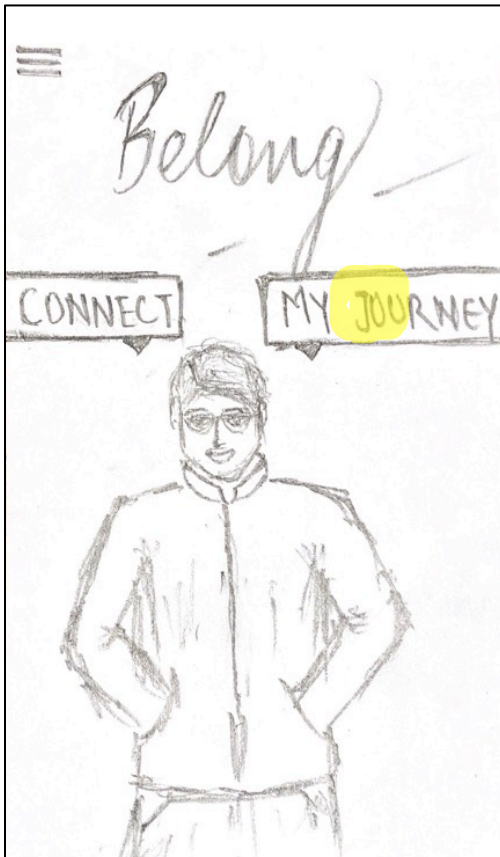
The user is then taken to a page to create an event, where they input data about any plans that people in the group have decided to make. The user presses the check button when they are done.
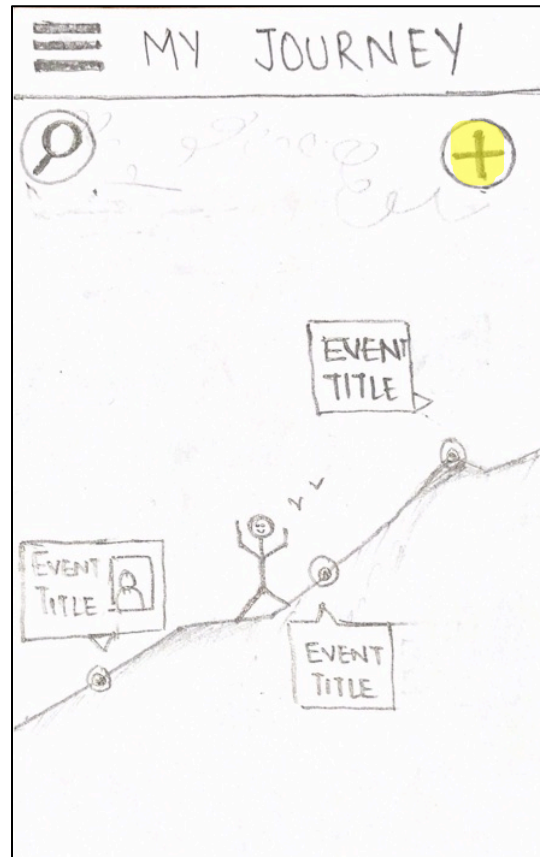
The user is taken back to the group message, where a short event description is in the chat. When people decide to go, a check will appear over their profile.
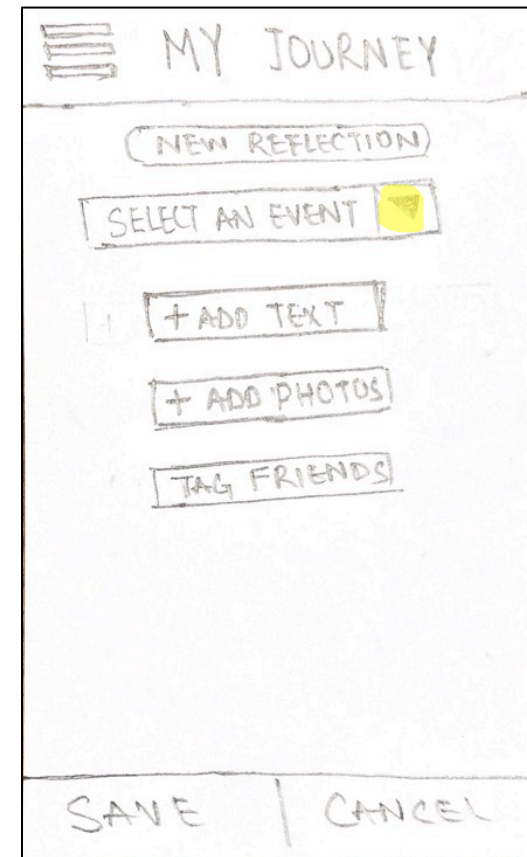
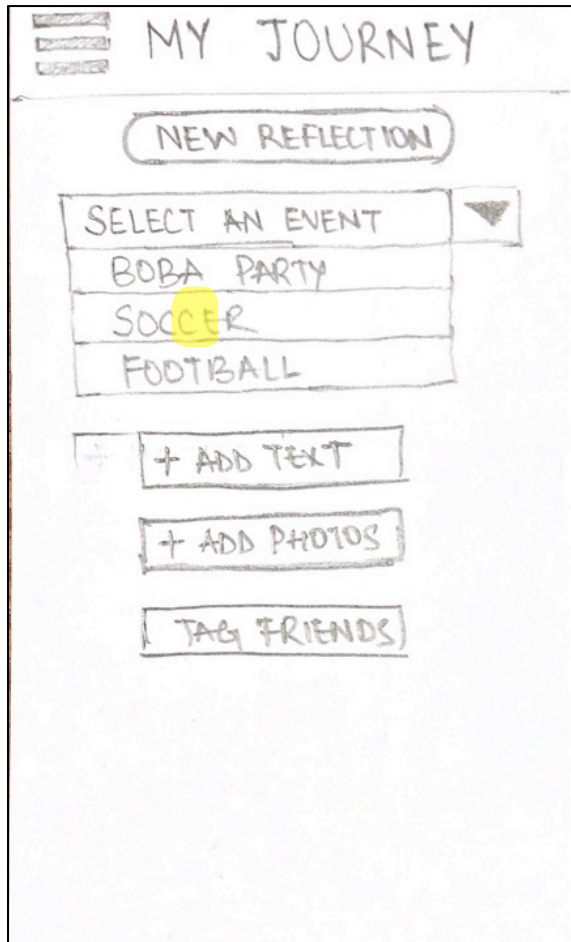## Task 2: Add a new reflection to My Journey after event

The user begins at the home page of the application after signing up or logging in.
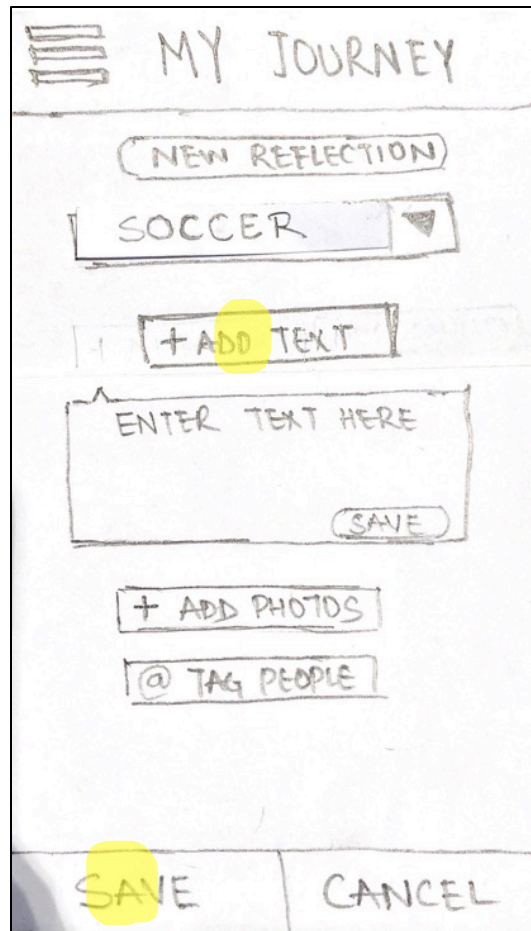

After pressing "My Journey," the user arrives at an animated visual mountain showing past reflections on events and upcoming events. The user then taps the + button to add a new reflection about an event.
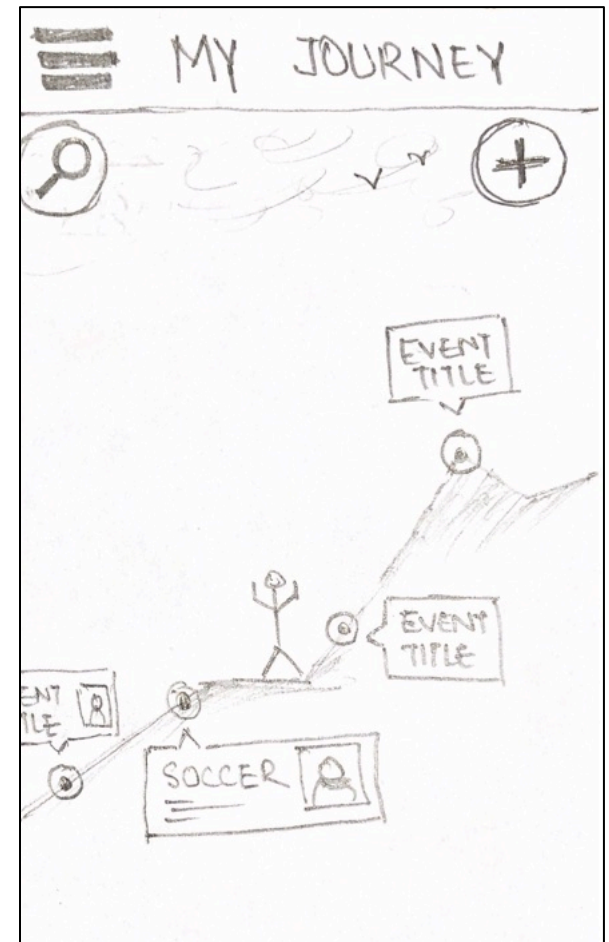

The user is taken to a new screen where he can add a reflection about an event, by adding location information, date and time, text and pictures.

Panel 1:
MY JOURNEY

NEW REFLECTION

SELECT AN EVENT ▼
BOBA PARTY
SOCCER
FOOTBALL

+ ADD TEXT

+ ADD PHOTOS

TAG FRIENDS

The user first searches the event, and then chooses from one of the events he has been to, presented in the dropdown menu.

Panel 2:
MY JOURNEY
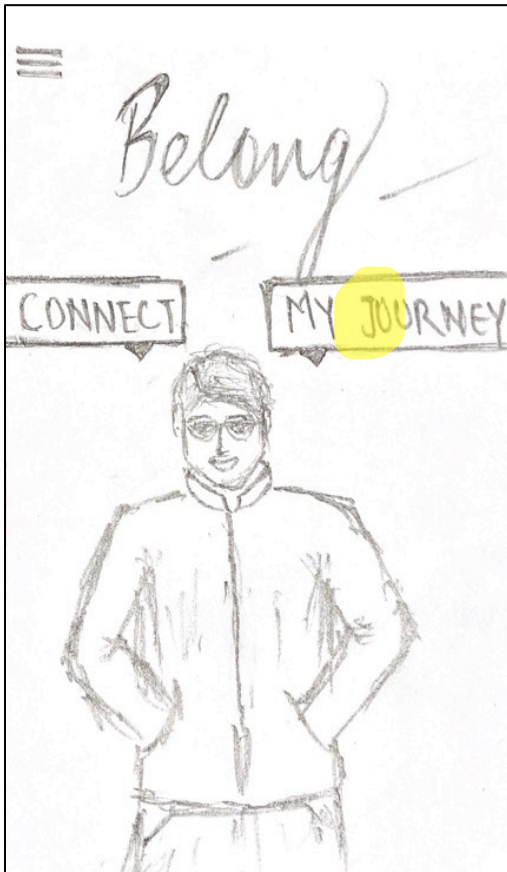
NEW REFLECTION

SOCCER ▼

+ ADD TEXT

ENTER TEXT HERE

SAVE

+ ADD PHOTOS

@ TAG PEOPLE

SAVE | CANCEL

Then the user can enter text information, pictures and other information about the event and saves it.

Panel 3:
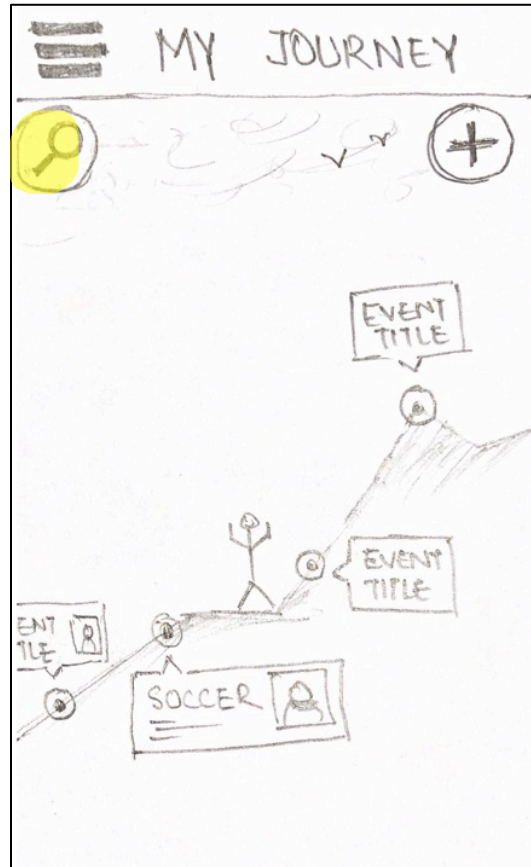MY JOURNEY

EVENT TITLE

EVENT TITLE

ENT TLE

SOCCER

The user is led back to the animated mountain with a list of events and reflections dotted along the path. The events behind the animated man are ones that the user has already attended. The events in front of the animated man are ones that are upcoming.
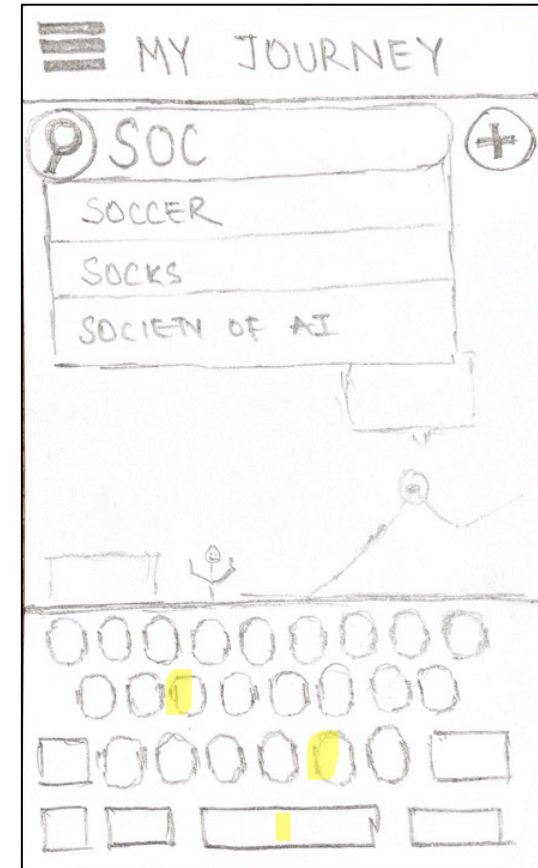
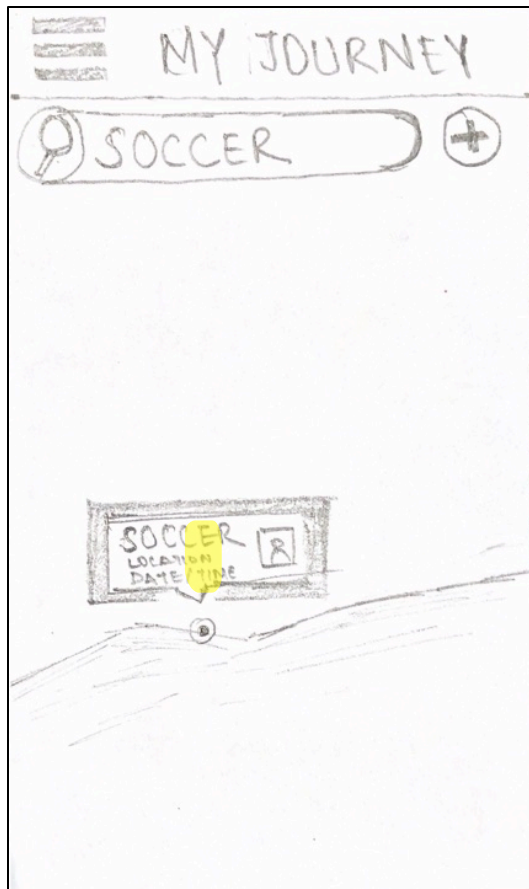# Task 3: Search for and view a past reflection

The user starts at the home screen and clicks on the "My Journey" button to go to a screen of their journey as a new student in America.
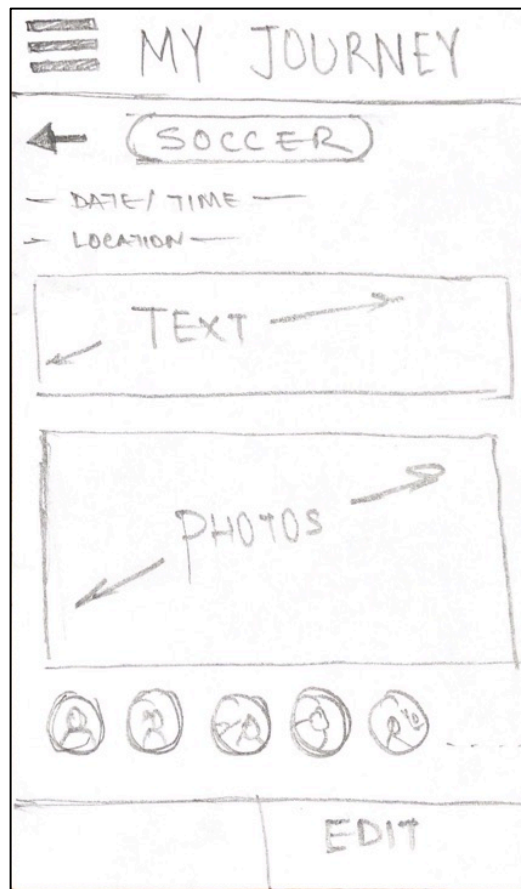

The user is taken to an animated screen of a person walking up a mountain that shows reflections on events that the user has attended. They can add new reflections on events with the + button or use the search button to look through their past events.
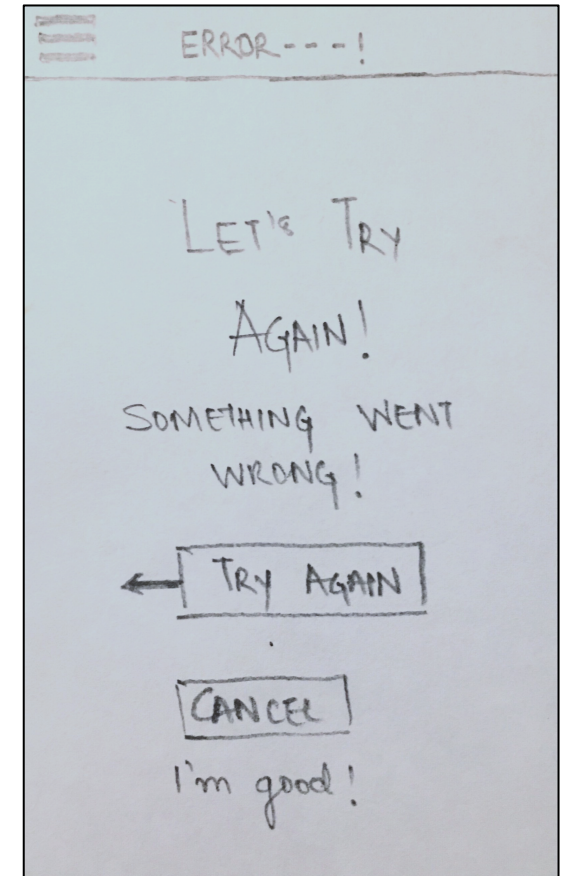

The user searches for a specific event to look at the reflection he made for that event. As he types, the app gives him different suggested search results. User chooses the event he is looking for.

Panel 1:

MY JOURNEY

🔍 SOCCER ⊕

SOCCER
LOCATION
DATE/TIME

Panel 2:

MY JOURNEY

← (SOCCER)

— DATE/TIME —
→ LOCATION —

TEXT →

PHOTOS →

EDIT

Panel 3:

ERROR---!

LET'S TRY
AGAIN!

SOMETHING WENT
WRONG!

← TRY AGAIN

CANCEL

I'm good!

The screen goes back to the animation with the mountain, specifically with the event/reflection he was searching for, illustrating its placement on the mountain. User then clicks on the event to view the reflection attached to it.
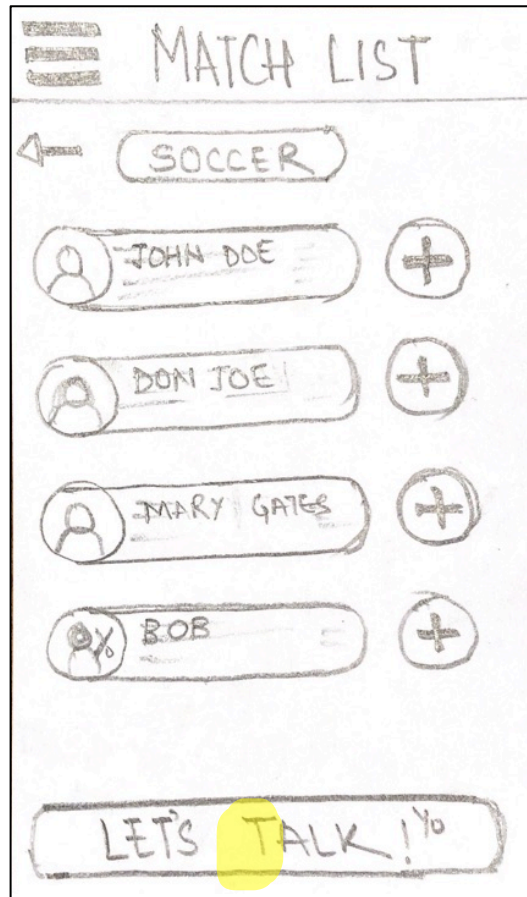
The screen pulls up the reflection on the event entered by the user earlier. This includes location information, date and time, text, and photos. The user can then choose to edit the reflection or go back to the search results.
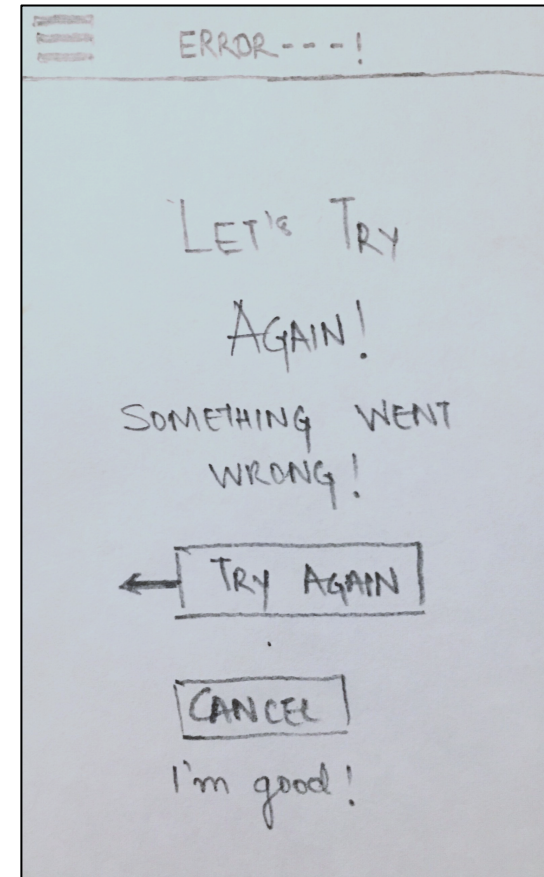
If the task is unsuccessful, the user gets taken to an error screen and is invited to try the task again

Failure states:

MATCH LIST

SOCCER

JOHN DOE

DON JOE

MARY GATES

BOB

LET'S TALK! Yo

If the user tries pressing the 'Let's Talk' button without selecting anyone to talk to, an error page will pop up.

ERROR - - - !

LET's TRY AGAIN!

SOMETHING WENT WRONG!

TRY AGAIN

CANCEL

I'm good!

If user clicks 'Let's Talk' without selecting anyone, the user gets taken to an error screen and is invited to try the task again.