

P6: Paper Prototype

Project description:


Our user research revealed that students who come from diverse, culture rich backgrounds would like the opportunity to share about their experience in hopes of creating a sense of belonging to their new community. Our app aims to randomly match two students who are from different cultures and ethnicities and offer icebreaker questions to help facilitate a connection. A user can begin a session by making themselves available to meet with or finding others to join. Users end a session with an option to exchange contact information and potentially develop meaningful relationships.

Task 1: Complete tutorial and set-up, allows a new user to become familiar with the application and provides more insight and context on the functionality and purpose of the app.

Task 2: Meet with a buddy at Chipotle, which you are 5 minutes away from. Meet with your buddy and engage in icebreaker questions.

Task 3: At Mod pizza, search for a buddy. Change your departure time. Match and meet with your buddy.

Task 1: Complete tutorial and set-up.

<p>1. New user is greeted with a home screen to provide context. The select find a buddy to begin set-up.</p>	<p>2. New user reads about which provides an insight into what the goal of the app is and selects continue to proceed.</p>	<p>3. User reads a brief explanation on how the app is used and selects continue to proceed</p>
	<h3>About</h3> <p>This app matches you with other UWS students who are from different cultures and ethnicities.</p> <p>Continue</p>	<h3>Getting Started</h3> <p>You have the option of meeting a student at a location with a map icon or by confirming your location and a student can meet you where you are.</p> <p>Continue</p>

4. User authenticates via UW NetID.
This is done to insure the identity of the user is true and accurate for **safety**.

W UNIVERSITY of WASHINGTON

Please sign in.

UW NetID

Password

Sign in

5. User inputs their **ethnicity** and **hometown**, which are indicated as required fields and select **continue**.

Personal Information

From UW Net ID

Last Name

First Name

Enter your information

* Ethnicity...

* Hometown...

*Required

Continue

6. A case where the user attempts to proceed without providing ethnicity and/or hometown which is crucial to the apps function. If the user chooses to **log out**, they're mapped to the home screen or **enter info** and **continue**.

Personal Information

From UW Net ID

Last Name

First Name

Fill out the required information to continue

* Ethnicity...

* Hometown...

*Required

Log Out | Enter Info

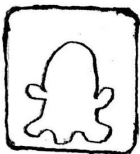
Continue

7. The user has an option to link social media. To complete set-up without linking social media they select **skip** and are taken to the main page.

8. If the user links one or more of their social media accounts to exchange information when completing a session they select **done** to complete set-up and are taken to the main page.

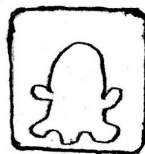
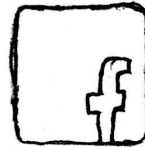
Link Social Media

Link accounts for the option to stay connected after a session.



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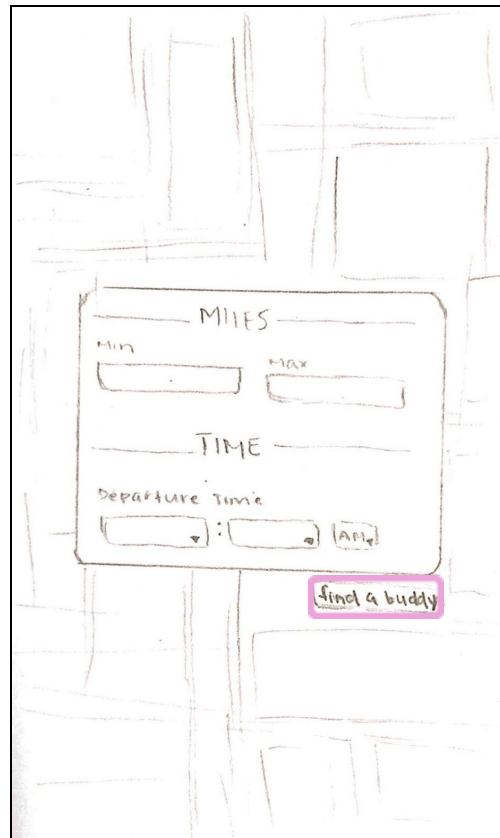


Task 2: Meet a Buddy at a Location

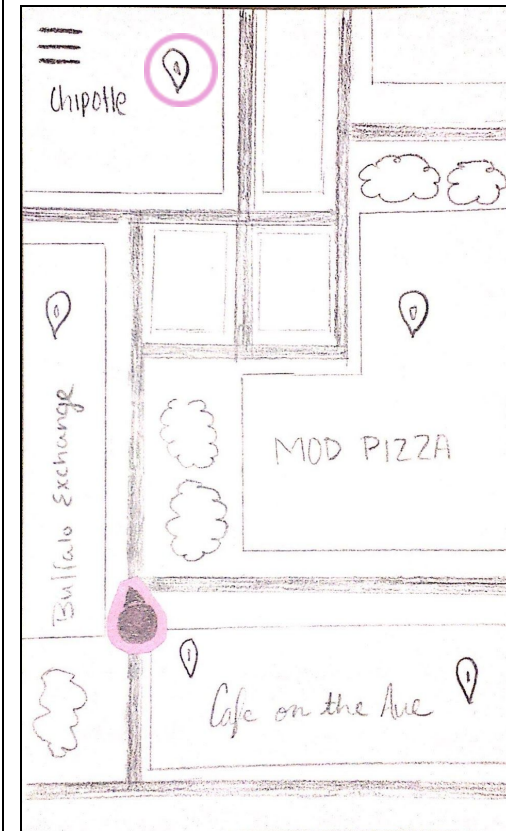
1. User opens the app to the home screen and selects **find a buddy** to begin a new session.



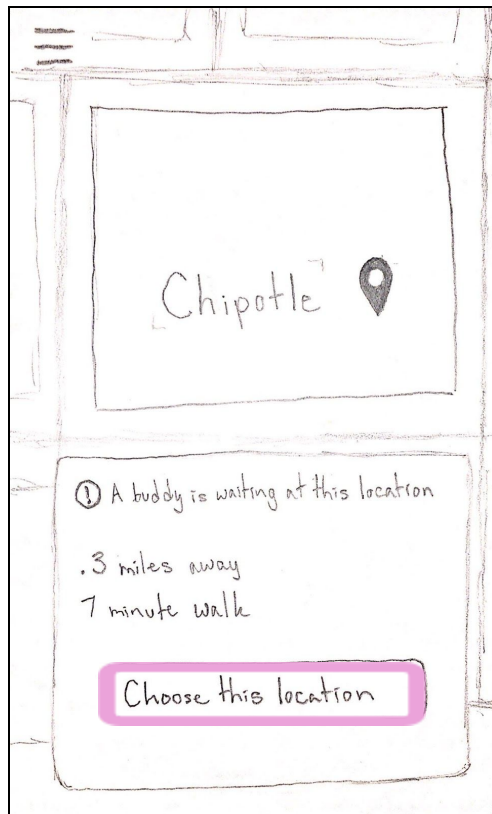
2. User sets a **geofence (miles)** in which they're willing to meet and the **time** they will need to end this session.



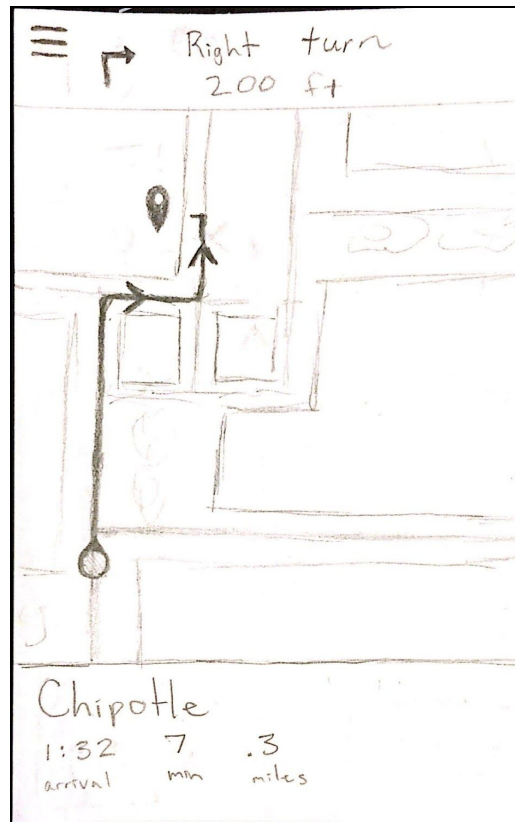
3. Map shows pins where there are users of different ethnicities and matches distance and time preferences are. User selects **desired location**.



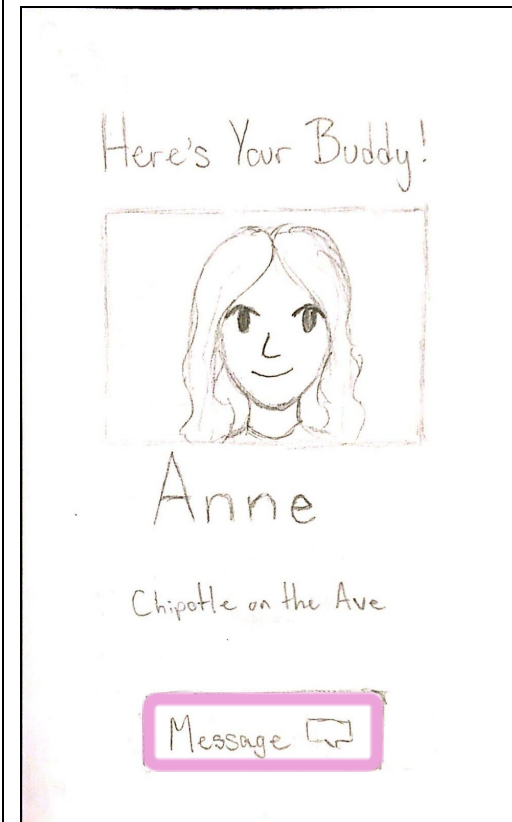
4. Information about the selected location pops up. The user selects **choose this location** to confirm.



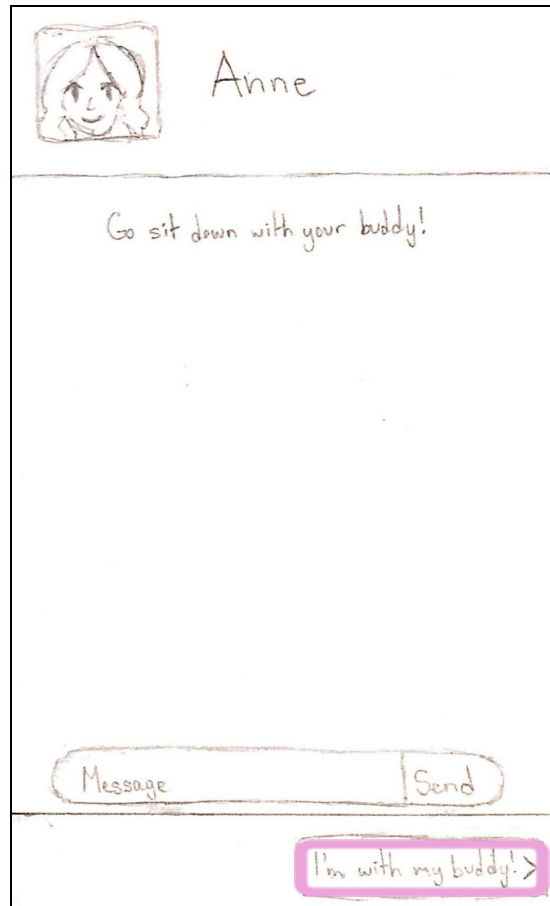
5. Directions to the chosen location show up on the user's screen with distance and estimated arrival time.



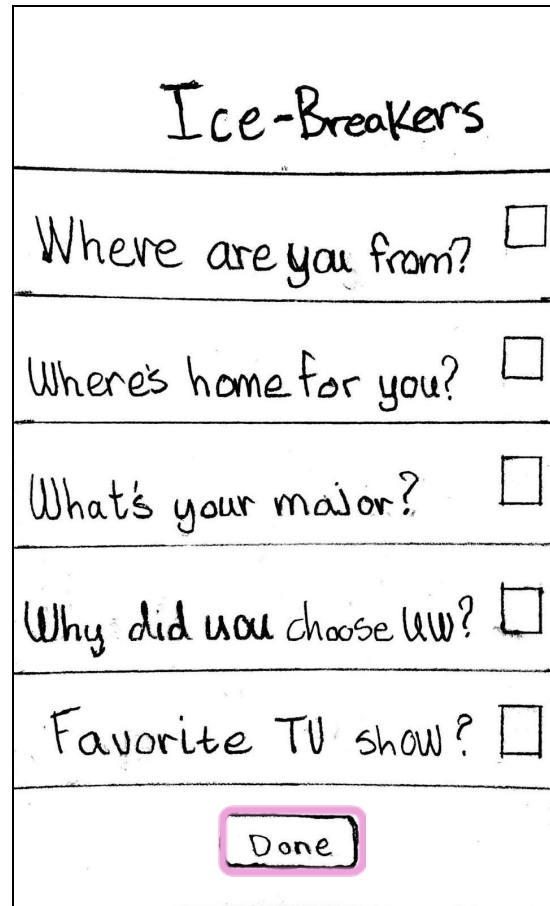
6. Once the user arrives at the location according to GPS, they are matched with a **buddy** currently at that location and have the option to directly **message** the other user from the app.



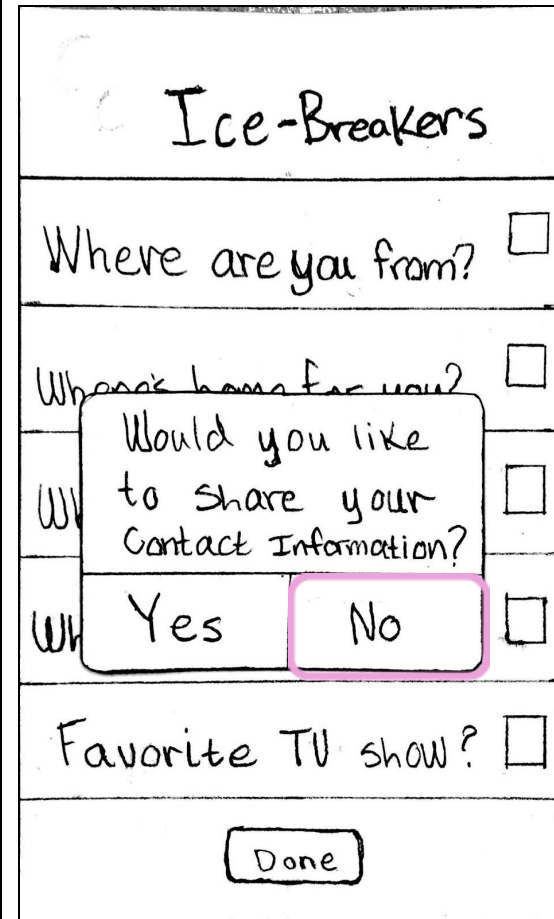
7. User **messages** their buddy in order to find them, and selects **I'm with my buddy** when they've sat down with them.



8. Icebreaker questions help facilitate the conversation. User selects **done** to complete the session.

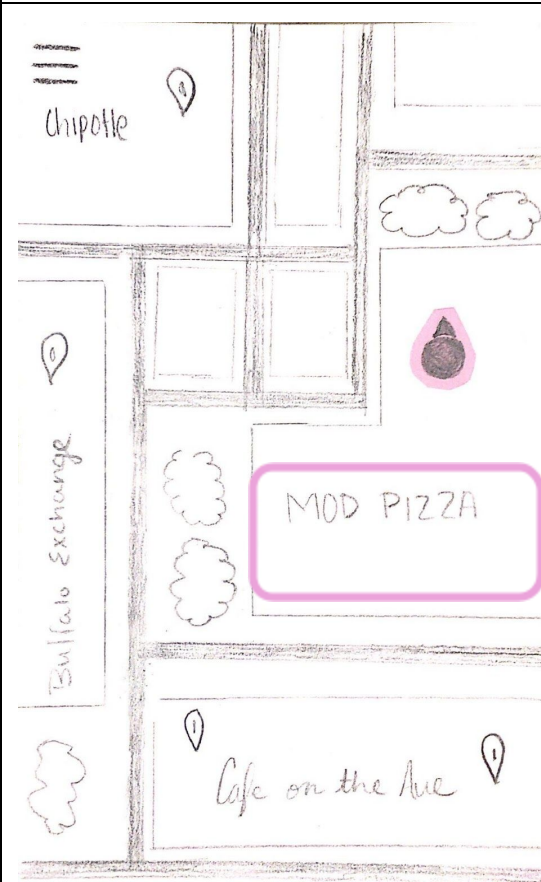


9. User can optionally send their **contact information**.

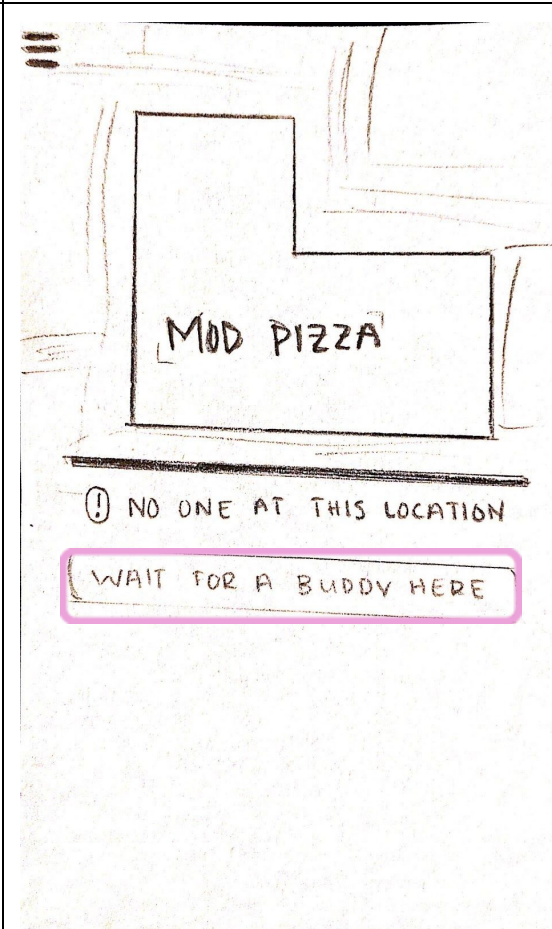


Task 3: Pick a Location & Wait for a Buddy

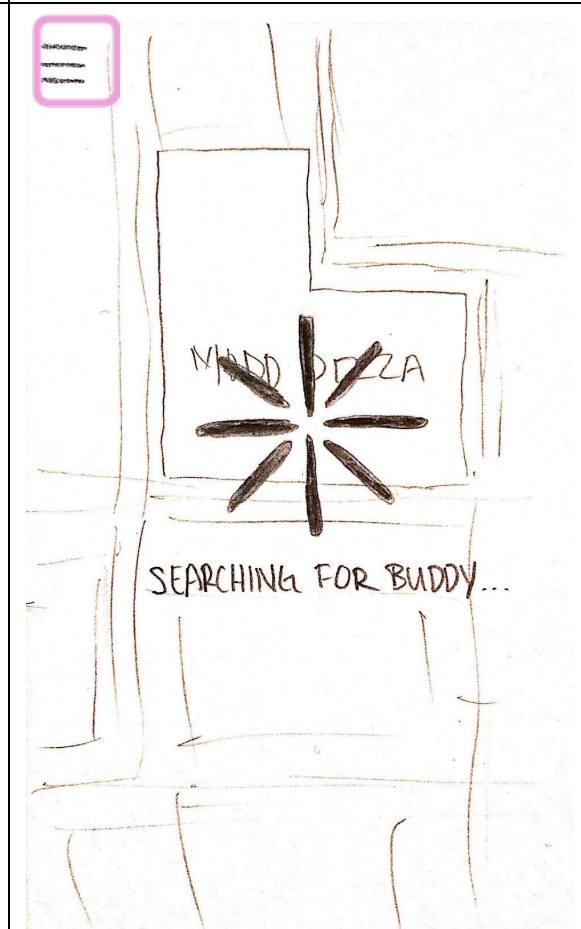
1. The user is currently at MOD pizza and wants to **meet a buddy here**, so they click on MOD pizza.



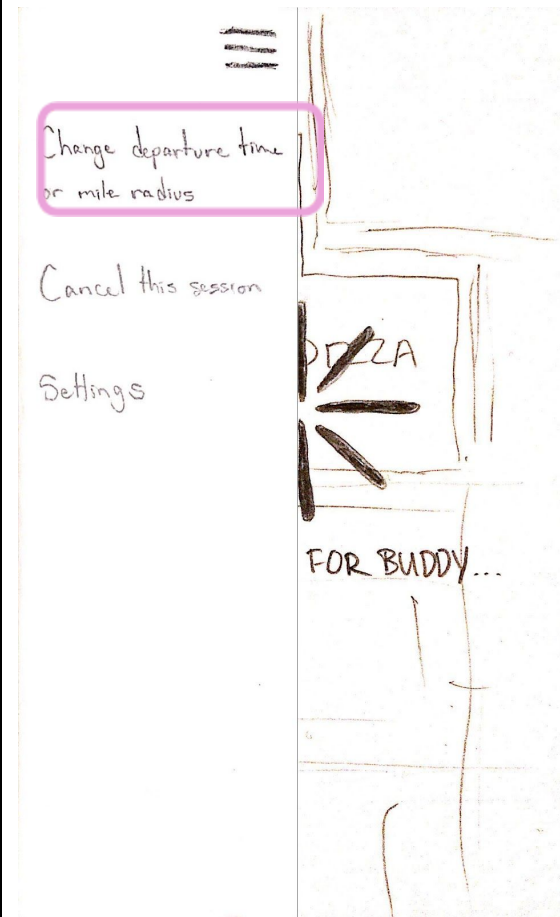
2. Information about the chosen location pops up, and the location is **confirmed**.



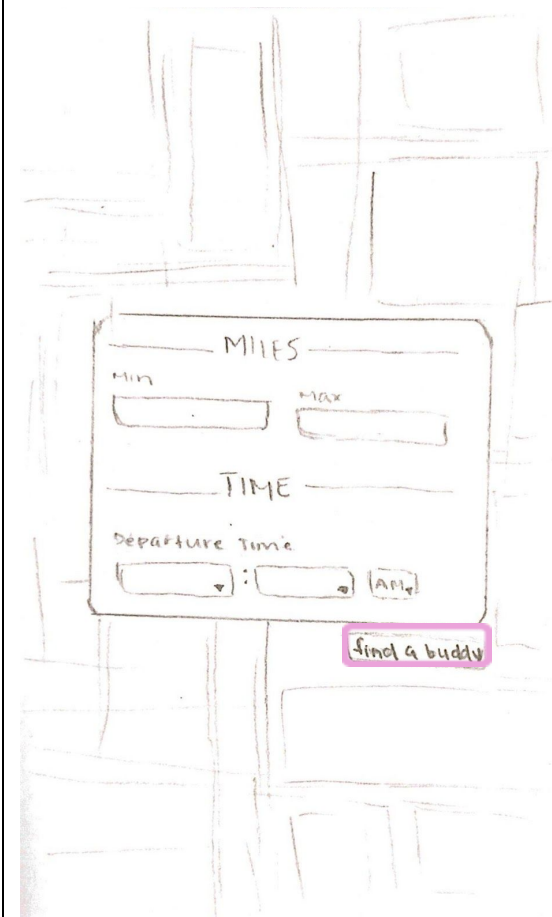
3. The user **waits to be matched**. They open the menu to change settings.



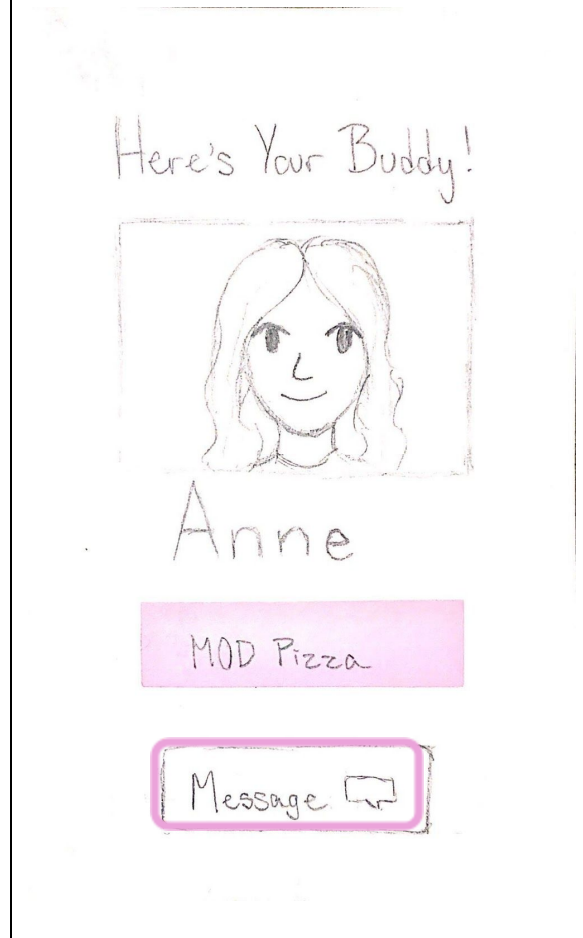
4. The user wants to change their **departure time**.



5. The user changes their departure time and **confirms**.



6. The user is **matched** with a buddy that has arrived at MOD.



7. User messages their buddy in order to find them, and clicks **“I’m with my buddy”** when they’ve sat down with them.



Anne

Go sit down with your buddy!

Message

Send

I'm with my buddy! >