Interactive High-Fi Prototype

Our team:

Fahad Nabi

Lyndsea Warkenthien

Elysia Smyers

Talk Overview

01 Value Proposition

02 Problem/Solution Space Overview

03 Heuristic Evaluation Results

04 Key UI and Product Revisions

05 Prototype Implementation

06 Demo

01

Value Proposition

About:

Our platform is a **community-focused** platform designed for individuals undergoing **lifestyle transitions**. We prioritize **physical and mental** wellness by encouraging **group-goal** accomplishments, uniting people in their shared journey towards better **well-being**.

***Our Mission Statement**: A collective pursuit of well-being.*

***Name Origin**: Derived from the Greek word, Enosis, which refers to the movement of communities that formed the modern political and social union of Greece*

Key User Benefit:

Leverage the power of **community** to motivate, inspire, and drive progress. **No one goes** through a lifestyle or wellbeing change **alone.**

02

Problem and Solution Space Overview

Problem Space:

Lifestyle transitions can often be lonely, causing feelings of isolation, discouragement, and a sense of being overwhelmed

Solution Space:

By setting shared goals, members can motivate and push each other forward, creating a snowball effect of positivity and progress

03

Heuristic Evaluation Results

Violations by Heuristic

Total Violation Count: 55

- 20 H4: Consistency and Standards
- 10 H2: Match System and Real World
- 5 H7: Efficiency of Use
- 4 H8: Minimalist Design
- 4 H11: Accessible Design
- 3 H1: Visibility of Status
- 3 H12: Value Alignment/Inclusion
- 3 H6: Recognition Not Recall
- 1 H3: User Control
- 1 H5: Error Prevention
- 1 H10: Help & Documentation

Violations by Severity

Total Violation Count: 55

Severity Breakdown

- 22 Severity 1
- 16 Severity 3
- 14 Severity 2
- 2 Severity 0
- 1 Severity 4

Total of 17 3 + 4 Severity Violations

Leading High-Severity HE (2+)

- 5 H2: Match System and Real World
- 3 H6: Recognition Not Recall
- 2 H7: Efficiency of Use
- 2 H1: Visibility of Status

Category	# Viol. (sev 3)	# Viol. (sev 4)	# Viol. (total)
H1: Visibility of Status	2	0	**2**
H2: Match Sys & World	4	1	**5**
H3: User Control	0	0	**0**
H4: Consistency & Standards	1	0	**1**
H5: Error Prevention	1	1	**1**
H6: Recognition not Recall	3	0	**3**
H7: Efficiency of Use	2	0	**2**
H8: Minimalist Design	0	0	**0**
H9: Help Users with Errors	0	0	**0**
H10: Help & Documentation	1	0	**1**
H11: Accessible Design	1	0	**1**
H12: Value Alignment & Incl	1	0	**1**
Total Violations by Severity	16	1	**17**

High-Severity Heuristics

04

Key UI and Product Revisions

Triaging HE Violations

Pain. Issues that cause intense frustration for the user, affect usability across user flows, or cause an immediate abandonment from the user experience.

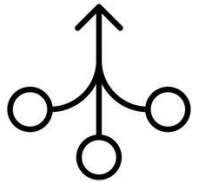
Density. Issues that appear in critical, highly trafficked areas on the application that affect a high frequency of users.

Impact. Issues that actively block the user from completing key tasks or activities in the application.

Sorting Violations

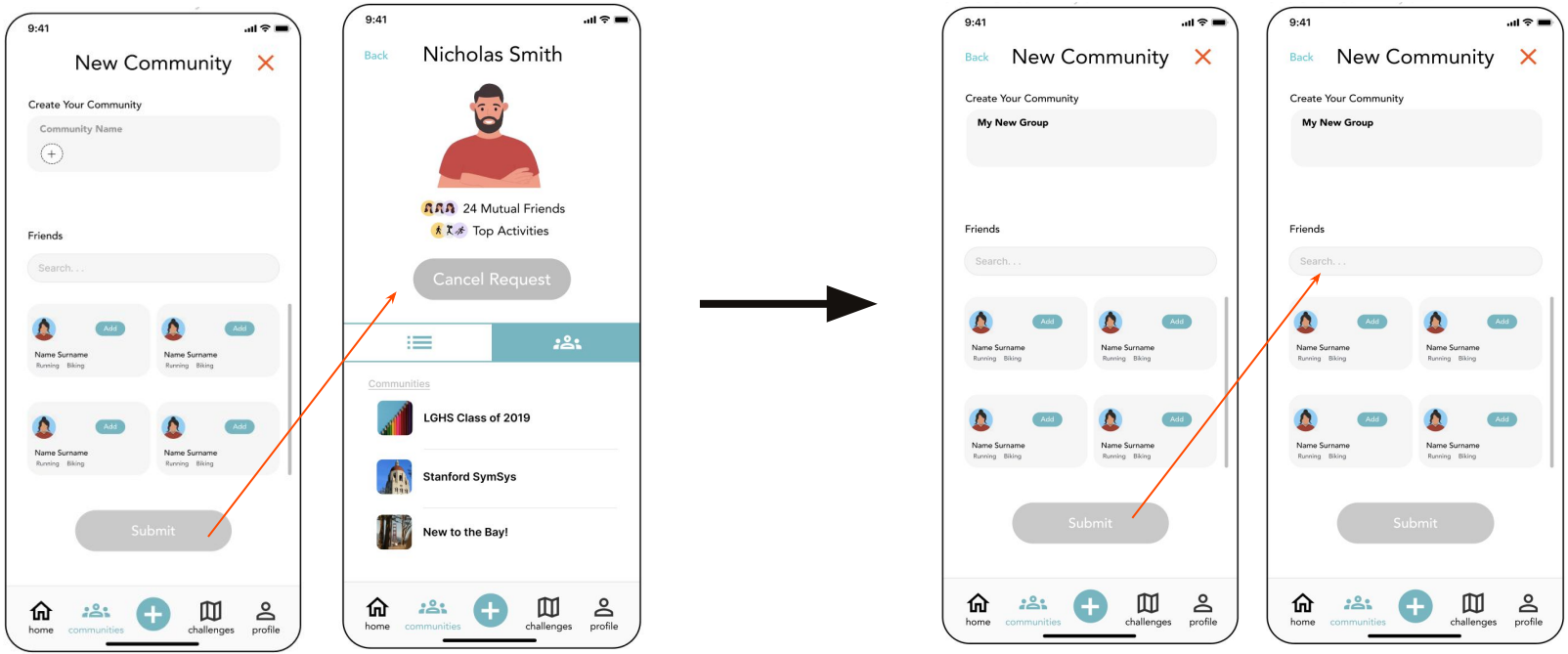
Clarify

Simplify and Reduce



Robust Search and Navigation

Revision #1 (Robust Search and Navigation)



Before

After

Revision #1 (Robust Search and Navigation)

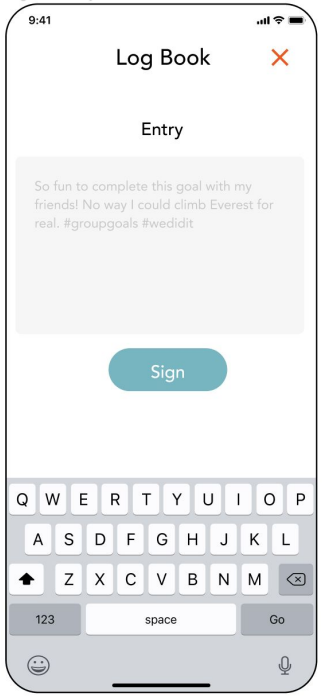
Rationale

- Unexpected redirections can **confuse** and **panic** users, as it interrupts their user flow

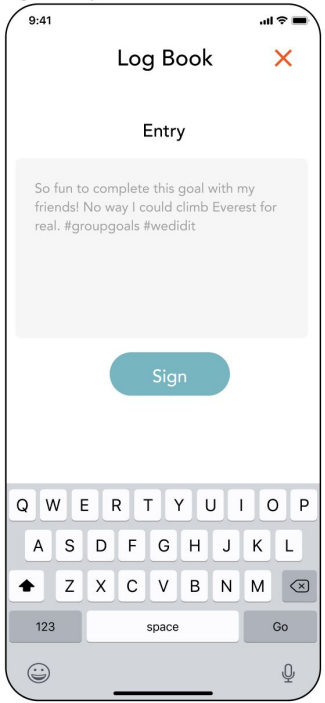
How The UI Change Drives Usability Goals

- Accounts for the possibility of user errors such as misclicks
- Ensures such misclicks do not accidentally redirect to other parts of the application, improving the **efficiency** in which a user is able to complete their task.

Revision #2 (Clarify)



Before



After

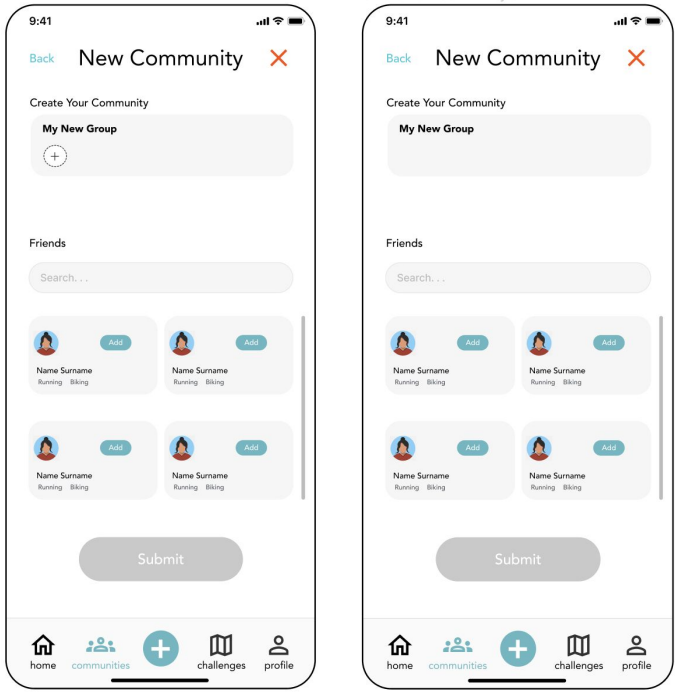
Rationale

- Due to a **lack of contrast**, users (especially, visually impaired ones) may have trouble reading the existing placeholder text and gathering comment ideas.

How The UI Change Drives Usability Goals

- Improving contrast will allow for ease and speed of reading, improving the **efficiency** of the task completion

Revision #3 (Simplify and Reduce)



Before

After

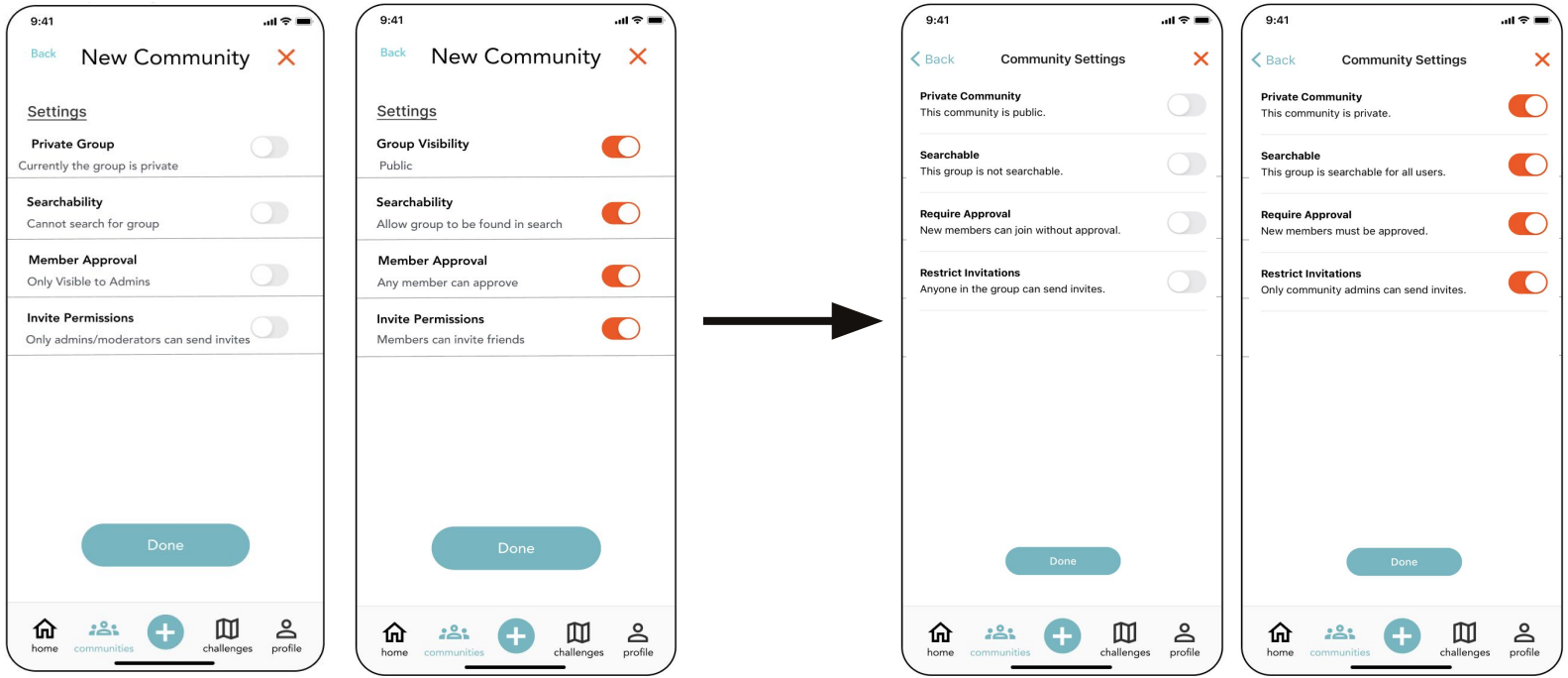
Rationale

- An unnecessary, **repetitive** step is present, as the “Add” button should provide a direct way to add friend

How The UI Change Drives Usability Goals

- Taking a “Less is More” minimalist approach, we encourage interactive search and visually additions of users, which is more **fun** for the user

Revision #4 (Clarify)



Before **After**

Revision #4 (Clarify)

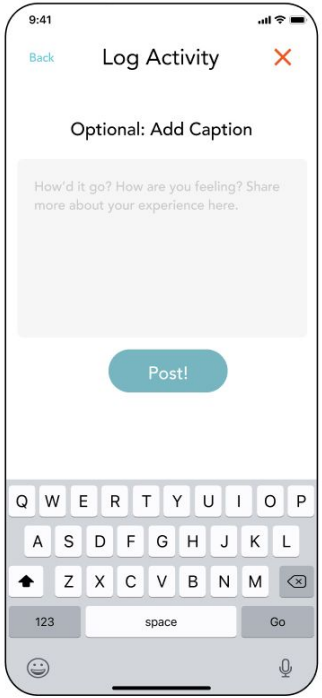
Rationale

- Toggling in between settings changes the descriptions, **confusing** users on the current state the system is in

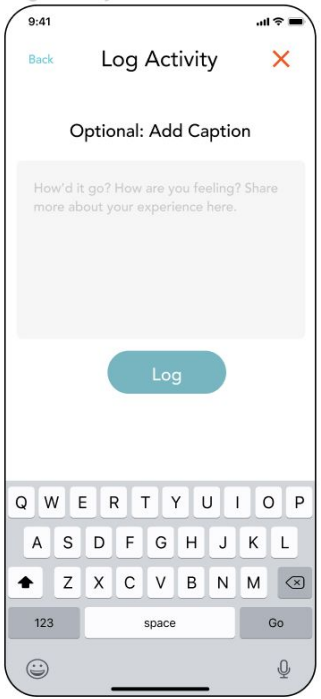
How The UI Change Drives Usability Goals

- By using consistent descriptions and language to describe the state of the system, we can simplify to just the “yes” and “no” binary for user choice and improve **learnability** of how the system settings work

Revision #5 (Clarify)



Before



After

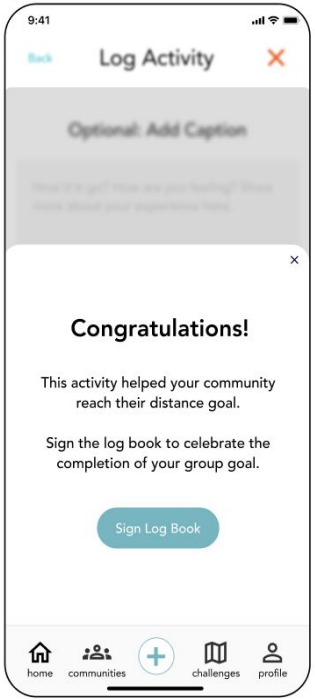
Rationale

- Users **lack understanding** of when exactly their activity is successfully logged

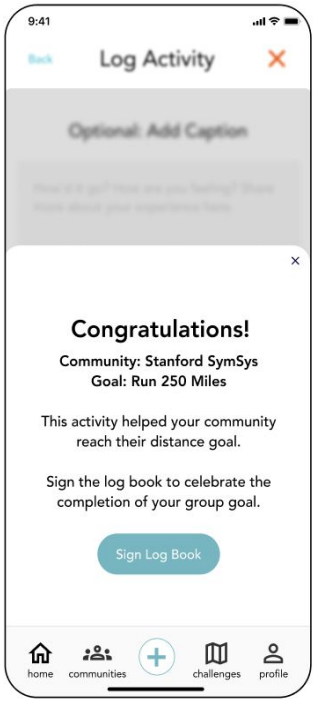
How The UI Change Drives Usability Goals

- We standardize the button language to “Log”, so that users can **intuitively** understand that they are in the process of logging the activity and do so successfully when they click “Log”, driving forward **learnability**

Revision #6 (Clarify)



Before



After

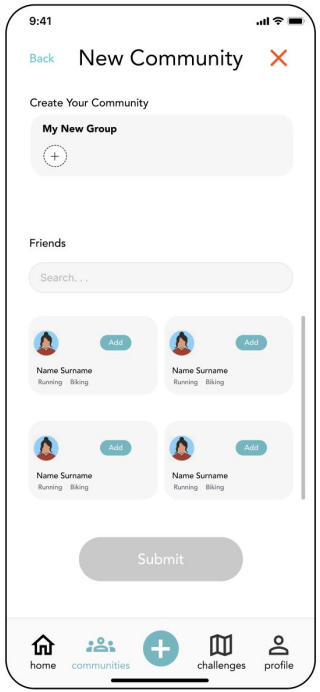
Rationale

- **Lack of clarity** around which community a user contributes to and what the group goal is

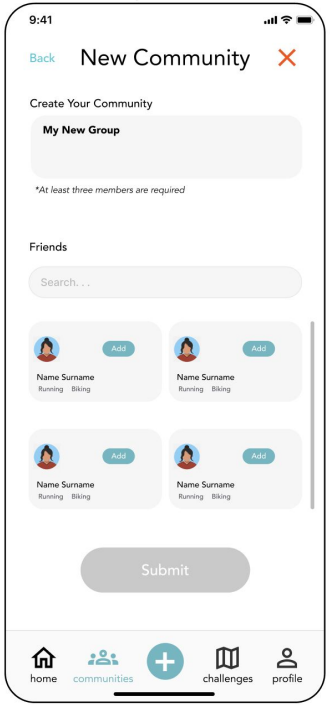
How The UI Change Drives Usability Goals

- By providing such information on the UI (higher on the visual hierarchy, too), users quickly understand their contributions, improving **learnability** of use

Revision #7 (Clarify)



Before



After

Rationale

- **Lack of clarity** around minimum requirements for group creation

How The UI Change Drives Usability Goals

- By providing such information up front to the user (*), users are less likely to run into this error when submitting, improving **efficiency** of use

Unaddressed Violations

Violations		Rationale
H2: Match Between System and the Real World The function of the "+" button at the page's bottom is not immediately clear. Severity: 3	→	User-testing and feedback from latest versions proves it is intuitive.
H6: Recognition Rather Than Recall Logbook and Captions have very similar UI, but the pages serve different purposes. Severity: 3.	→	We want to prioritize standards and consistency in UI cross-pages.
H6: Recognition Rather Than Recall After exiting from the logbook, it's very unclear where one can access it again. Severity: 3.	→	Log book would only be accessible to users earned the option to (i.e, as a reward/incentive).
H6: Accessible Design The "x" button on the logbook pop-up is too small. Severity: 3.	→	User-testing does not reveal this as a pain point.
H6: Accessible Design After issuing a friend request, I can't go see what the status of that request is. Severity: 3.	→	Friend request status is indicated by status of the button on profile of said person.

05

Prototype Implementation

We implemented our high-fidelity prototype on

React Native, Github, Expo, and VS Code

Pros

- Easy simulation of various device screens via Expo
- VSCode makes it easy for file organization and synchronization
- Github allows for version control and cross-team collaboration
- React Native allows for simple development for cross-platform apps

Cons

- React Native has a steep learning curve, for beginner users
- Frequent merge conflicts or issues on Github with team members
- Compatibility of distinct versions of React Native and dependency issues, led to interruptions in workflow between team members

Implemented Features

- Supabase-backend database for the information captured during the user profile registration and sign-in process; users can successfully create their own profiles and we would capture the appropriate data
- Ability for a user to log their activity, specifying which activity (including custom activities), metric, and performance
- Users can specify user profiles, add them, and create new communities on the platform

To-Dos and Plans to Finish

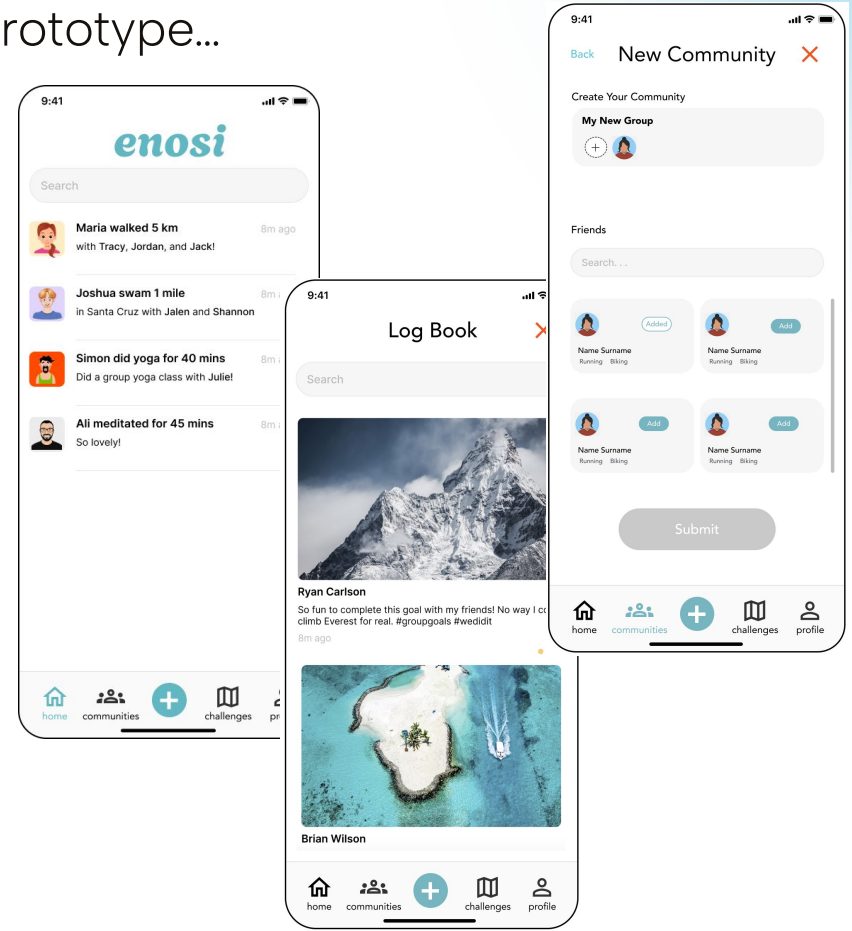
- Creation of the Log Book, and keeping track of shared performance in backend
- Creation of the Profiles page, and being able to add/cancel friend requests
- Creation of the Challenges page, and populating key activities based on user interests and activity

Taking a closer look at our high-fi prototype...

Enosi

Hard Coded and/or Wizard of Oz Features

- No Hard Coded/Wizard of Oz Features
- Instead of hard coding values such as *Profile Information* or *Logbook Entries*, we implemented a **comprehensive mobile and web backend** in Supabase which captures real-time user data and is responsive with the UI to ensure an optimal, seamless user experience.



06

Demo

Thank you!