

BOUNCE

Good Morning,
Today we will be presenting to you our project; codenamed; "Bounce".

Past

Present

Future



We will cover important findings in our past iterations with the project, followed by a demonstration of our present progress, after which we will present our future directions with "Bounce".



[CONCEPT] DESIGN [RESPONSE] PROCESS

[RESEARCH]
Initial Research
Interim Presentation
User Testing
{ "now it's complex!" }
Testing Significant Builds
Back to K.I.S.S.

This is a quick overview of our design process to date where you can see us cycling between our concept, research, and feedback.

Initially research was undertaken on a broad scale to boost us in the right conceptual direction. This has progressed to the recent testing of working builds of our application with in-house users. Meanwhile, brainstorming, affinity diagrams, observational, & surveying techniques have facilitated in our progression through these cycles.



Our original concept was derived from the issues facing the organization of contacts and the absence of a central hub, and was focused more on people and your relationship with them rather than them and all their inter-personal activities. We decided to target teenagers with medium computer literacy (the bulk of this age group), and left off synchronous communications in favor of asynchronous due to their already-crowded online lives.

The following is a wireframe of this original idea. Here, a user could create groups through a drag and drop system, and be presented through time with related content. The existence of a traditional hierarchical system also facilitated a user's interactions with their contacts and related media.



Nadine Denten

UNI FRIENDS



- News Feed
- Messages
- Events
- Friends
- Game Rec
- Applicat
- See More
- Friends Dr
- Alana
- Anna
- Anna Jo
- Ben Ch
- Denny Ealy
- Jessica Clark
- Jessica Mose
- Jessica Swartzberg
- Lillian Cadin
- Sammy Rugg
- See All

Cameron Martin was tagged in Emelia ...
Profile Pictures



As we progressed with our project, we were continuously augmenting it with more and more features as per user request. This was also contributing negatively to our design fixation (caused by cementing our original idea early on). Eventually, it was recognized (i.e. Martin enlightened us), that user feedback has to be accepted on a significantly more abstracted level. Feeling relieved, we proceeded to minimalize our full-fledged and functional application, to a passive one. This allowed us to adhere closer to our initial idea, creating a simple and 'fun' experience.



As we began testing and implementing our concept in digital form, we came across a plethora of traditional interaction elements that are truly, only missed in their absence. These significant subtleties included guidelines like 'Fits Law', the many minute intricacies of dragging an icon, the intuitive user-preference of hit-areas enclosing perceived hit-targets, along with many other elements.



After researching for some time for ways to implement our idea, it was concluded that although still possible in JavaScript over a long period of time, Java would be the most efficient means of representing our product. Technical integrations of API's etc. were also downranked in preference for achieving a (mainly) horizontal prototype.

Scenario:
Aesthetic Hi-Fi
&
Dynamic App.

tweet tweet tweet
status staus status

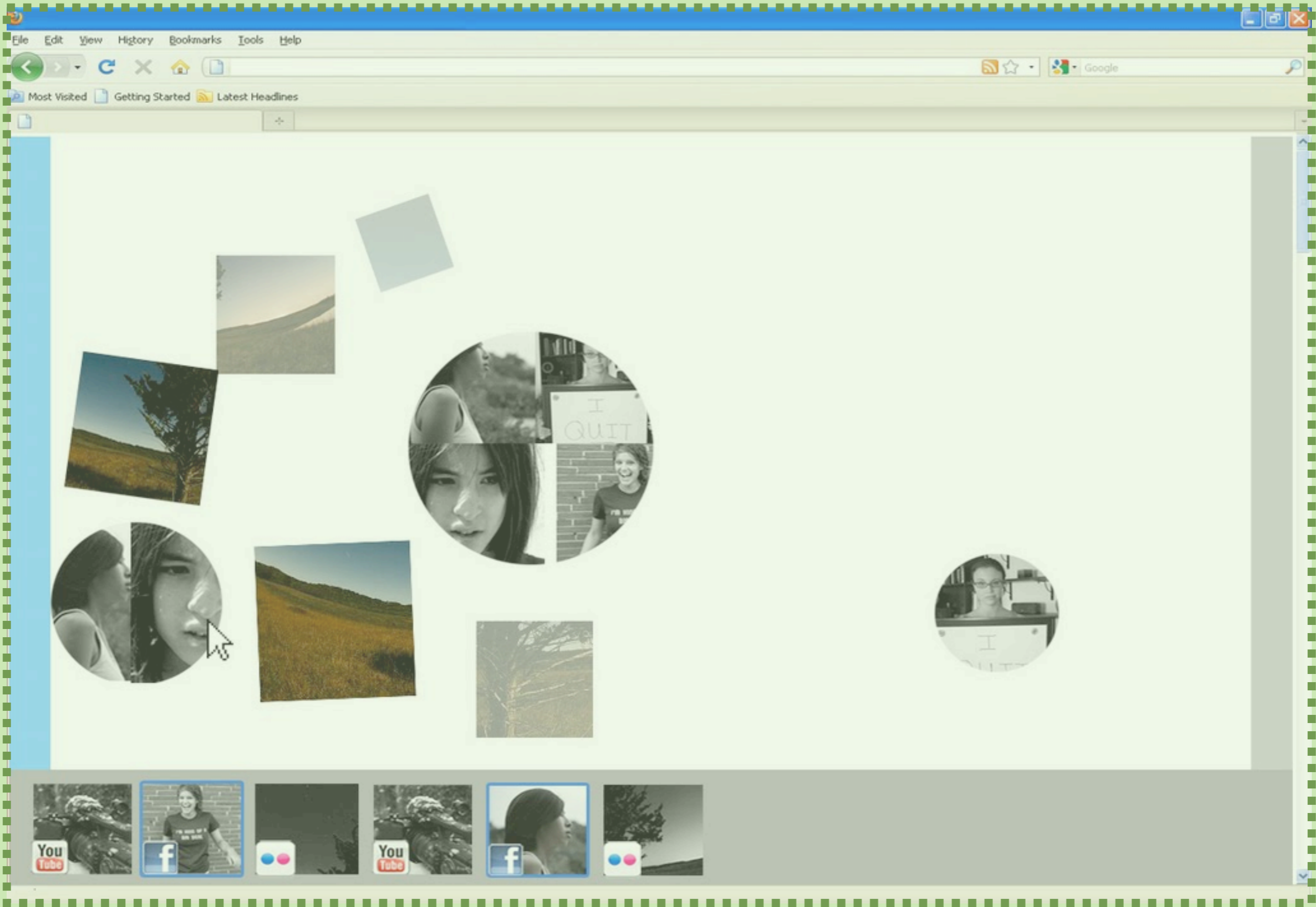
status staus status

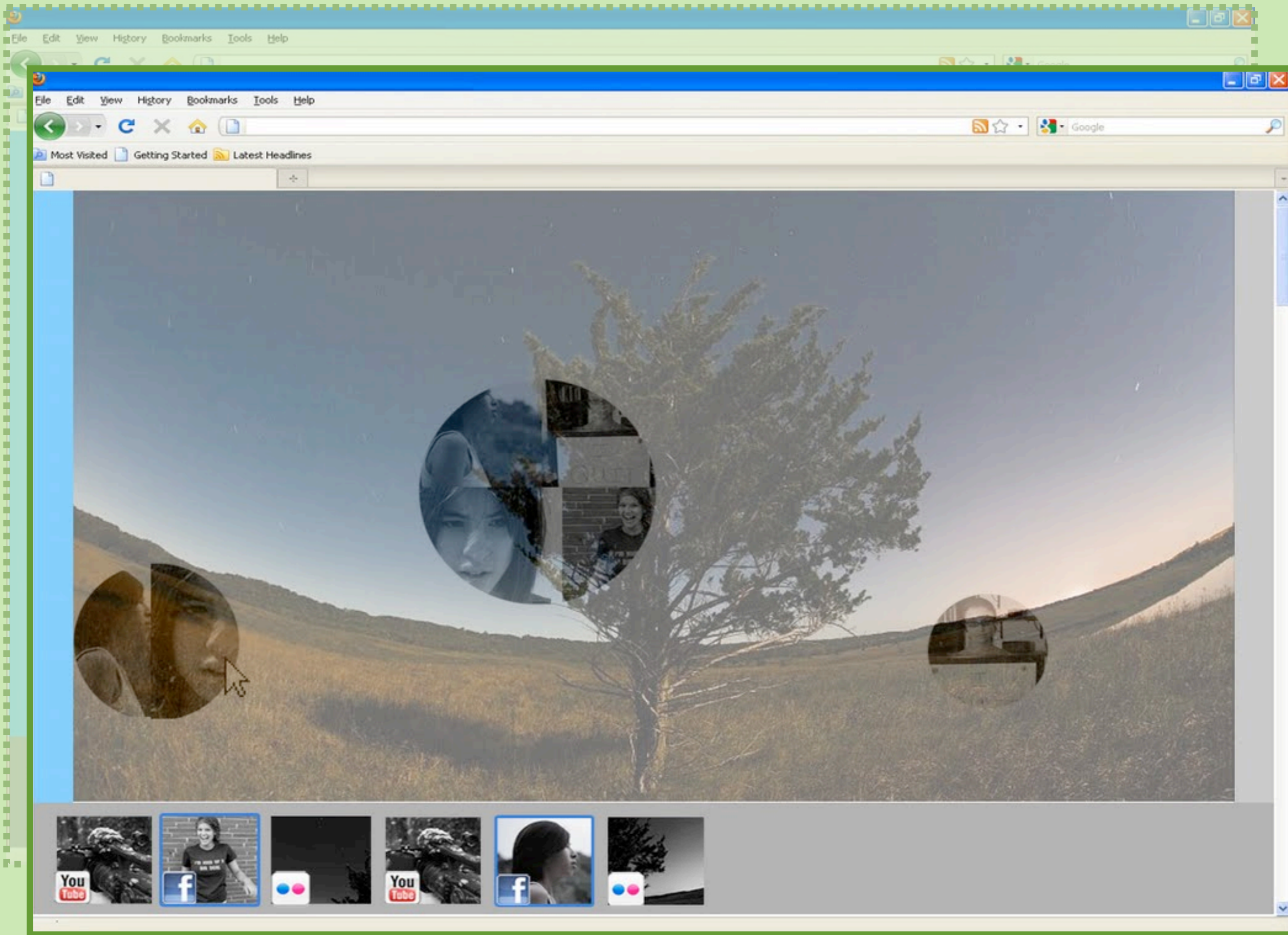


tweet tweet tweet

status staus status









Lopre... m, this is an exam
of a quick brown fox
jumper the lazy dog.





We have much to implement and address in the future direction of our application.



Ethics

Ethics being the biggest issue, with concerns on mature content and privacy. We have currently restricted our model to handle only images and short texts, but this will be re-addressed in the future, whilst considering security issues such as virus'. Technologically, we have also yet to integrate our application within the browser (where we will need to face issues on transitions between workflows and procrastination), as well as problems with network integration over the various online social networks. Issues with network integration also includes the existence of different characteristics of a person per network, the variance in a network's content (e.g. lastfm vs. twitter), and unforeseen use-case-scenarios such as the representation of international languages. Variances in different devices' cpu speed are also a concern.



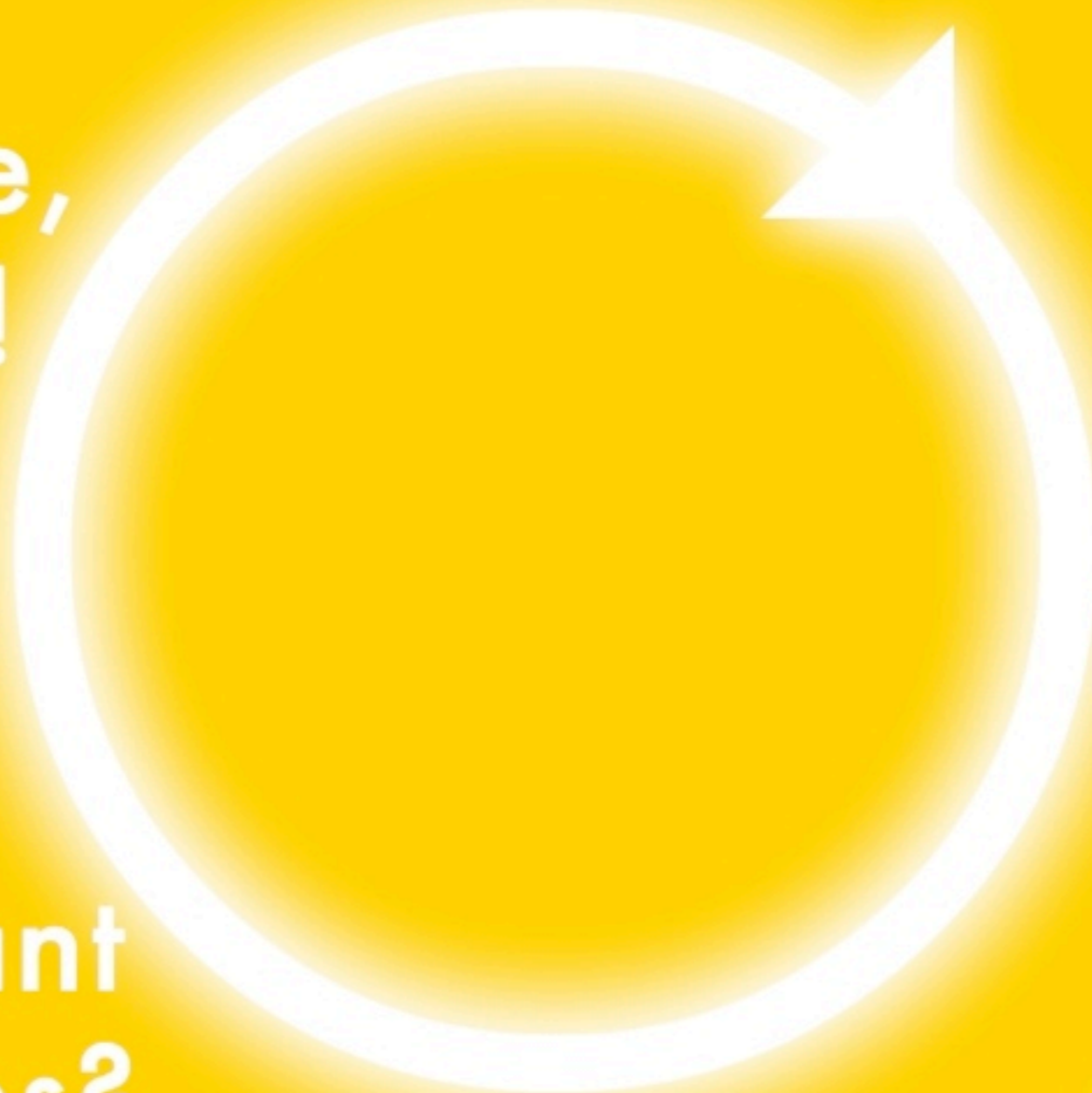
Whilst future iterations will take a bulk of those issues into account, the 'Aesthetic' and 'Game Dynamics' of "Bounce" will be continuously developed based off feedback. 'Game Dynamics' in particular will also be measured with current and desired levels of knowledge discovery and attention. User testing, being integral with our process, will be continued throughout, with the next stage being testing with a digital dummy interface. This will then be followed by tests with real world contacts & networks, generated by initial alpha-testing and then beta-testing.

Users Lie,
Simplify!

Can you
spot the
Significant
Subtleties?

Issues

Develop
& Tests



So to recap:

Users Lie and don't know what they want. One needs to abstract and simplify.

Coding in an interface delivers a significant appreciation to the various subtleties in interaction design.

Whilst addressing issues, we will continue to develop and test our application with users – User Testing!

Thanks for Listening :)