

Sketching and Prototyping

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CSCI 1300

Prof. Jeff Huang

FOCUS Messaging App

Initial Idea & Sketches

Sketchs A - D

The job of secretary is a complex one that cannot entirely be replaced by a computer, robot, or app. However, one common task of a secretary may easily be replaced by a simple app. We targeted the secretary's duty to coordinate the flow of information between senders and receivers. If an employee of a given organization is busy in a meeting, a secretary will be tasked with delaying all of their incoming messages until they are free. We've designed an app called Focus that includes all the basic functionality of a messaging app, such as iMessage, but has the added tool of allowing users to actively set their state as either focused or free. When a person sends a message, he or she may choose to delay the delivery of the message if and when the receiver's state is focused until the receiver's state changes to free. Alternatively, senders may choose to disrupt a receiver's focus and send a message and notify the receiver immediately. This effectively simulates the task of secretaries to control the flow of messages and information

Final Lo-Fi Sketch

Lo-Fi A & B

Feedback for Sketch A (Dan) made us drop the initial syncing with Calendar idea.

Feedback for Sketch B (Annalia) was that there should be a status indicating whether or not the receiver is free or busy. **However, we decided to not implement a status because we don't want senders to filter their messages based on whether they thought receivers were free or busy.** We still want receivers to receive important/emergency messages. We also decided to implement pop-up that allows senders to see when receivers have become available and received their messages.

Feedback for Sketch C (Elbert) was that the settings for busy/free and whether or not to receive emergency messages were confusing, so we decided to centralize them in one area, giving the receiver freedom to choose when they want to receive messages. When a sender gets a pop-up about whether to "send anyway" or cancel to a busy receiver, we were given feedback that we should use stronger language such as "interrupt now" to indicate that senders should only send emergency messages.

Feedback for Sketch D (Kevin) was that it was unclear whether to slide or press the buttons, so we decided to implement sliders in the final paper prototype and in the first hi-fi prototype.

Hi-Fi Draft (Pre-Crit)

Hi-Fi 1

Along with transferring the changes made to the final lo-fi sketch. We also made some other visual changes. The color green was chosen as a color to represent natural and healthy colors to get users into a good state simply by looking at the color. As well as a way to differentiate it from the normal messages app on phones. We wanted to forgo buttons and minimize that as much as possible. This led us to thinking about how to get people using the phone in a way that is different from a computer. This is why Focus! is very gestural (having to swipe one way or another to confirm or cancel or send messages). The challenge that comes out of this is how do you display that to the user without having to say swipe, so on the edges of everything, there's little half circle nibs cut out to suggest that this can be grabbed and moved.

The actual interaction of sending a message also uses the gestural approach with having to swipe upward to send it into the thread. When it comes to the interrupt interaction, we used a bright red to suggest to the user that this is an important decision because other people's time is valuable and you might be distracting them from being extremely productive.

Hi-Fi Final (Post-Crit)

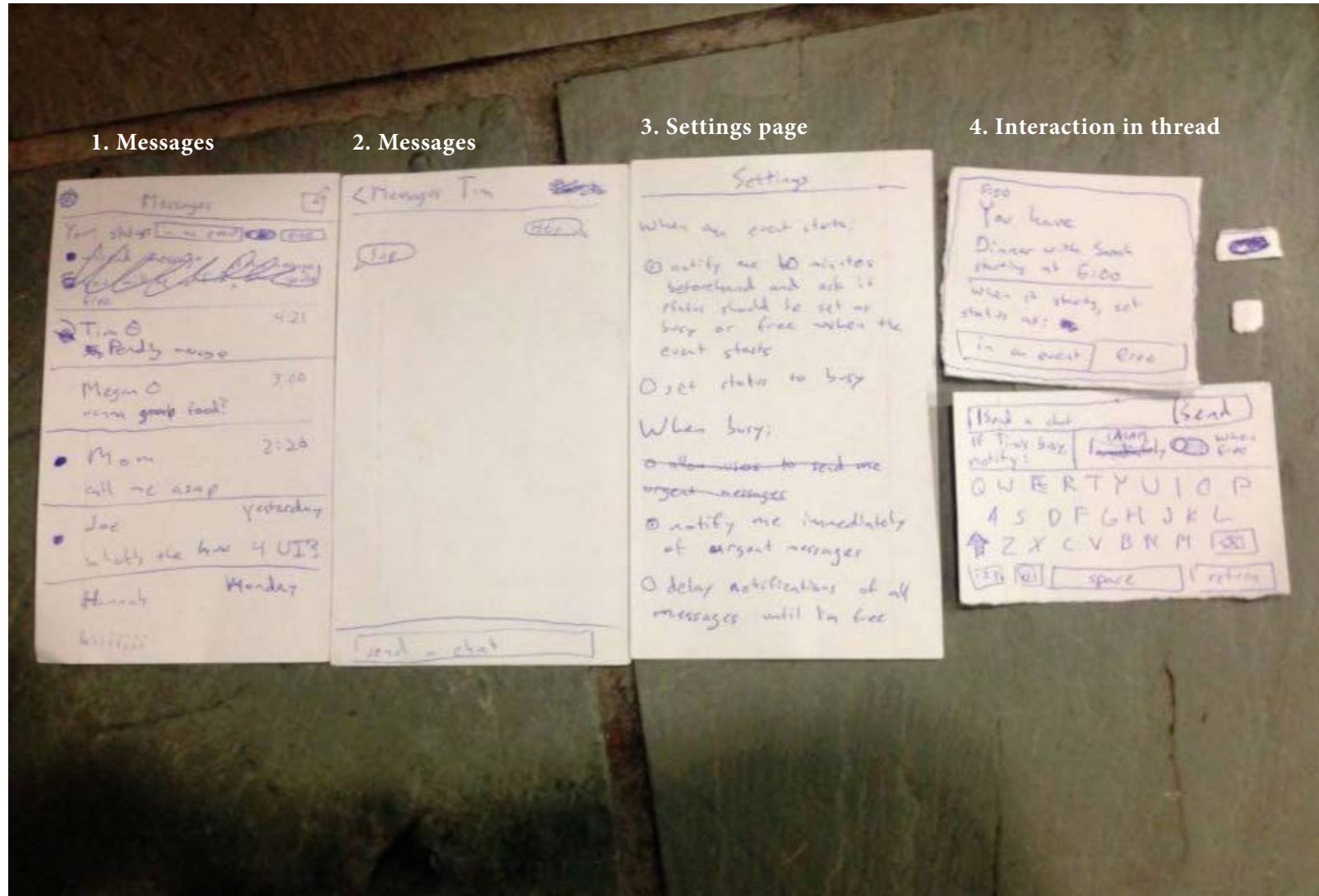
Hi-Fi 2

After the Crit, we took the feedback we got and used it to inform new design decisions in our application. To start we changed the color from the bright green to a darker shade of blue so that the contrast was much higher but still keeping the focused and calmness of the green. Also our nibs that were meant to show that you're supposed to slide were being confused for buttons so we took the arrows symbol from the iOS visual language and put them inside of the nibs to further suggest that they're not buttons and meant to be slideable. Along with this, we also color coded some more things. So now when the message has been sent but the person is focused, the message stays gray and turns blue after the person is no longer busy. A red message symbolizes an urgent one that was used to interrupt.

We had comments saying that the red was too bright and didn't work but we decided to keep it as it's supposed to be jarring and make you aware that your notification may be disrupting someone.

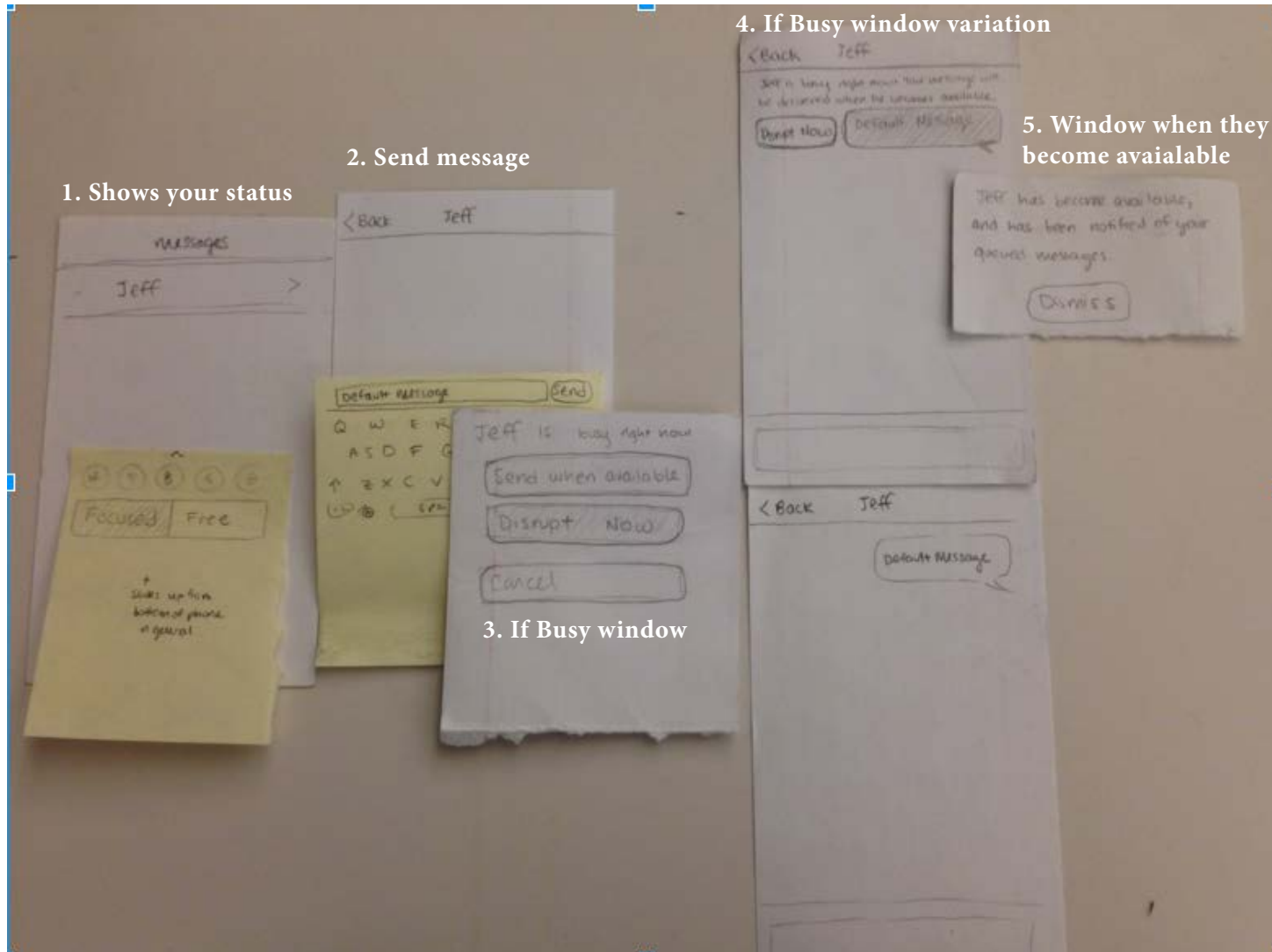
Initial Ideas and Sketches

Sketch A (Dan)



Initial Ideas and Sketches

Sketch B (Annalia)



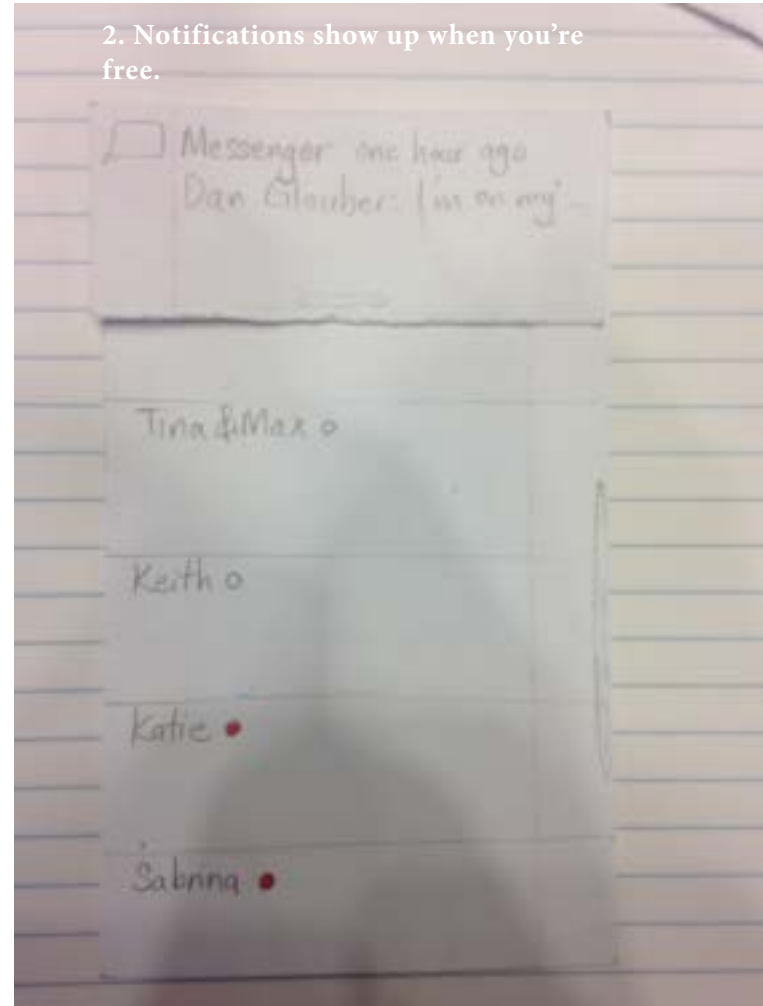
Initial Ideas and Sketches

Sketch C (Elbert)

1. Set if you're busy or free

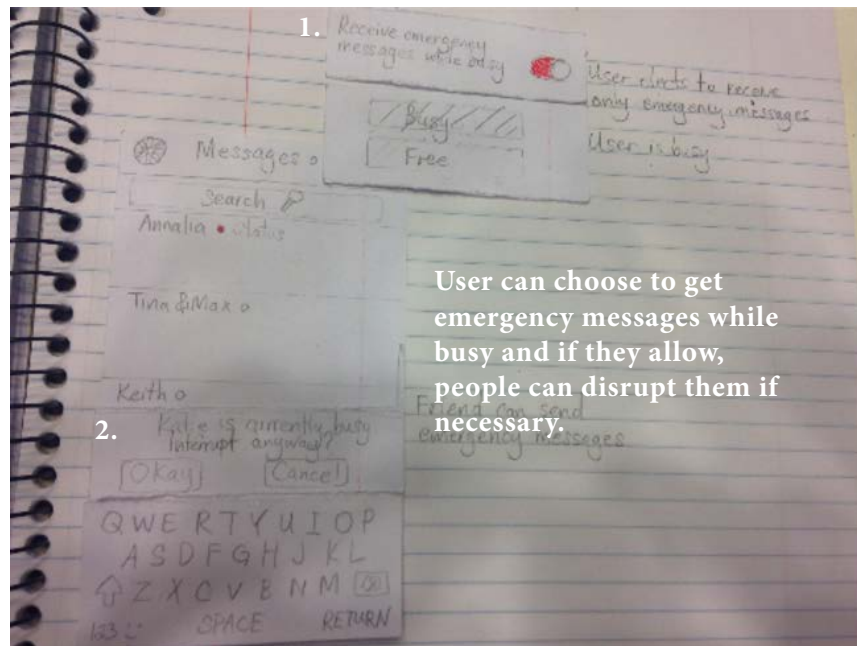


2. Notifications show up when you're free.

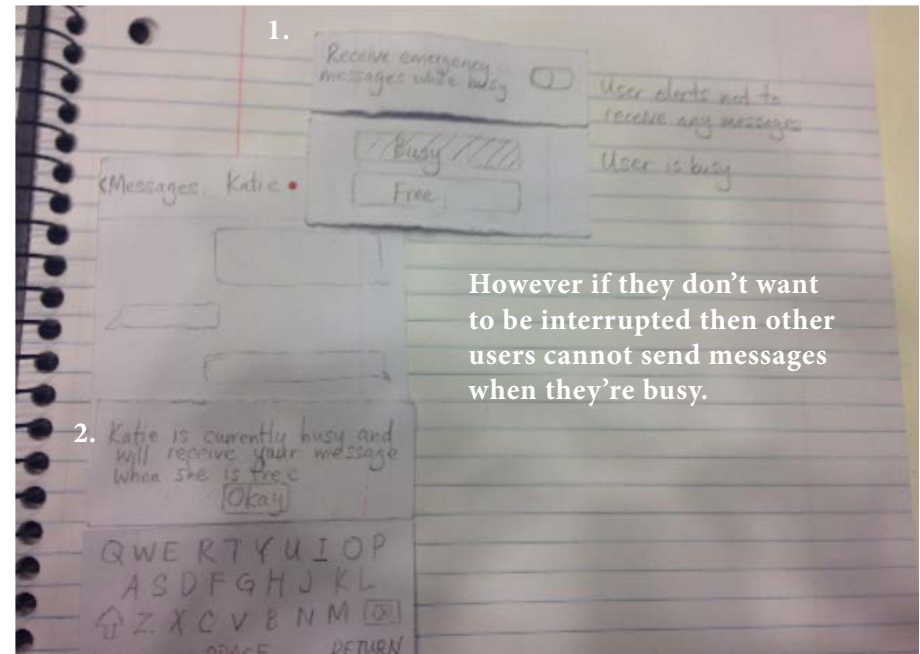


Initial Ideas and Sketches

Sketch C (Elbert)



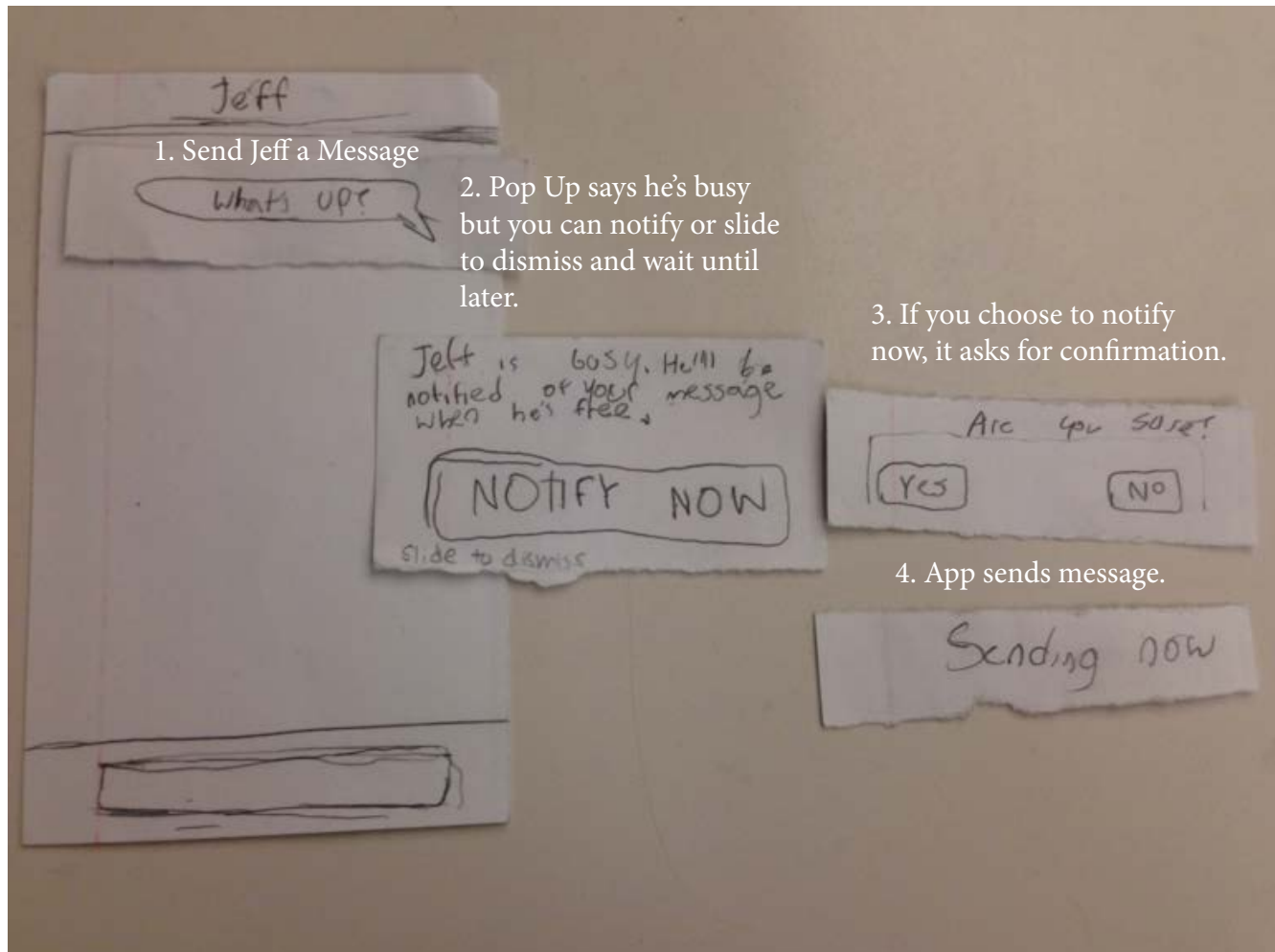
User can choose to get emergency messages while busy and if they allow, people can disrupt them if necessary.



However if they don't want to be interrupted then other users cannot send messages when they're busy.

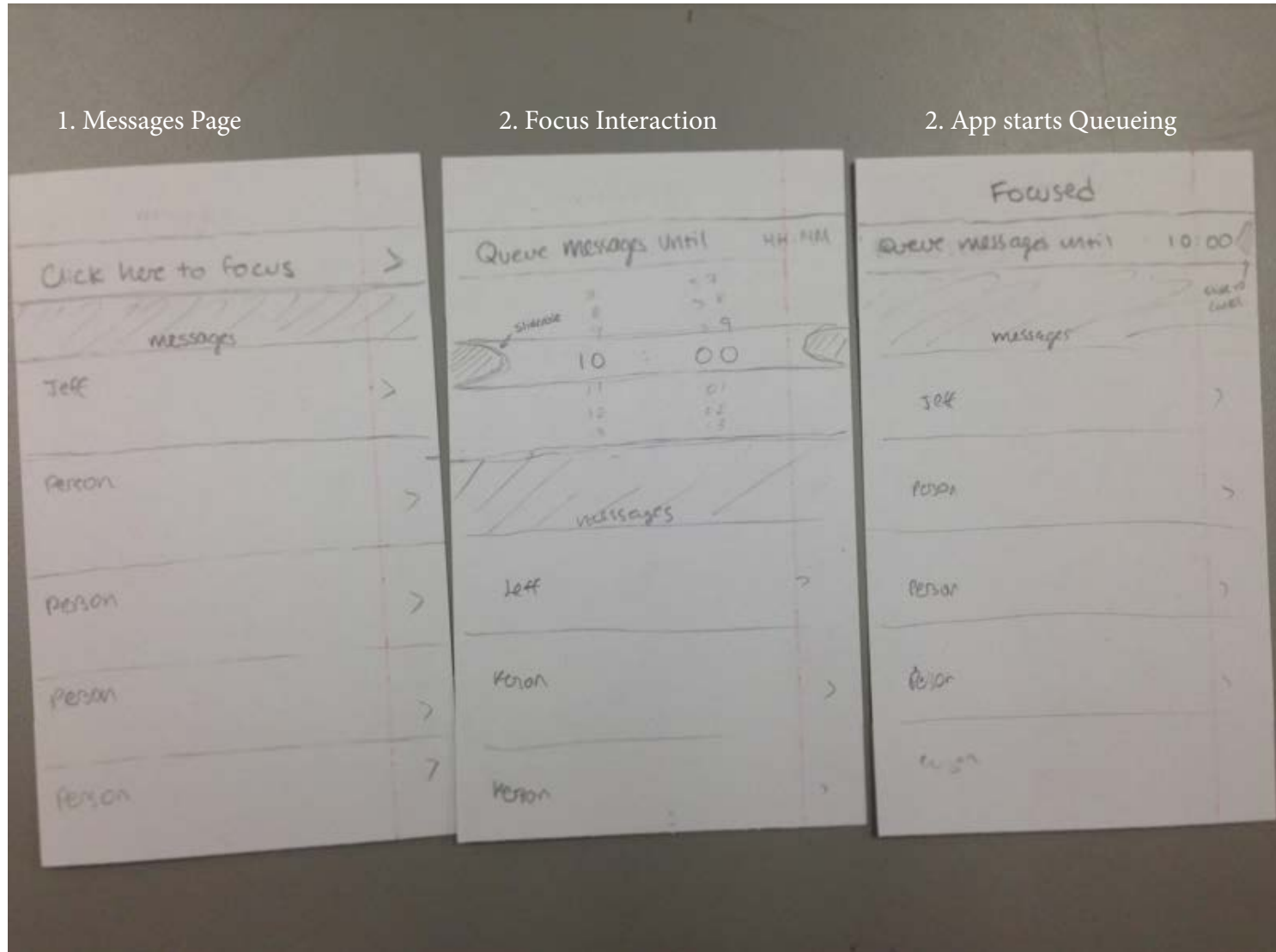
Initial Ideas and Sketches

Sketch D (Kevin)



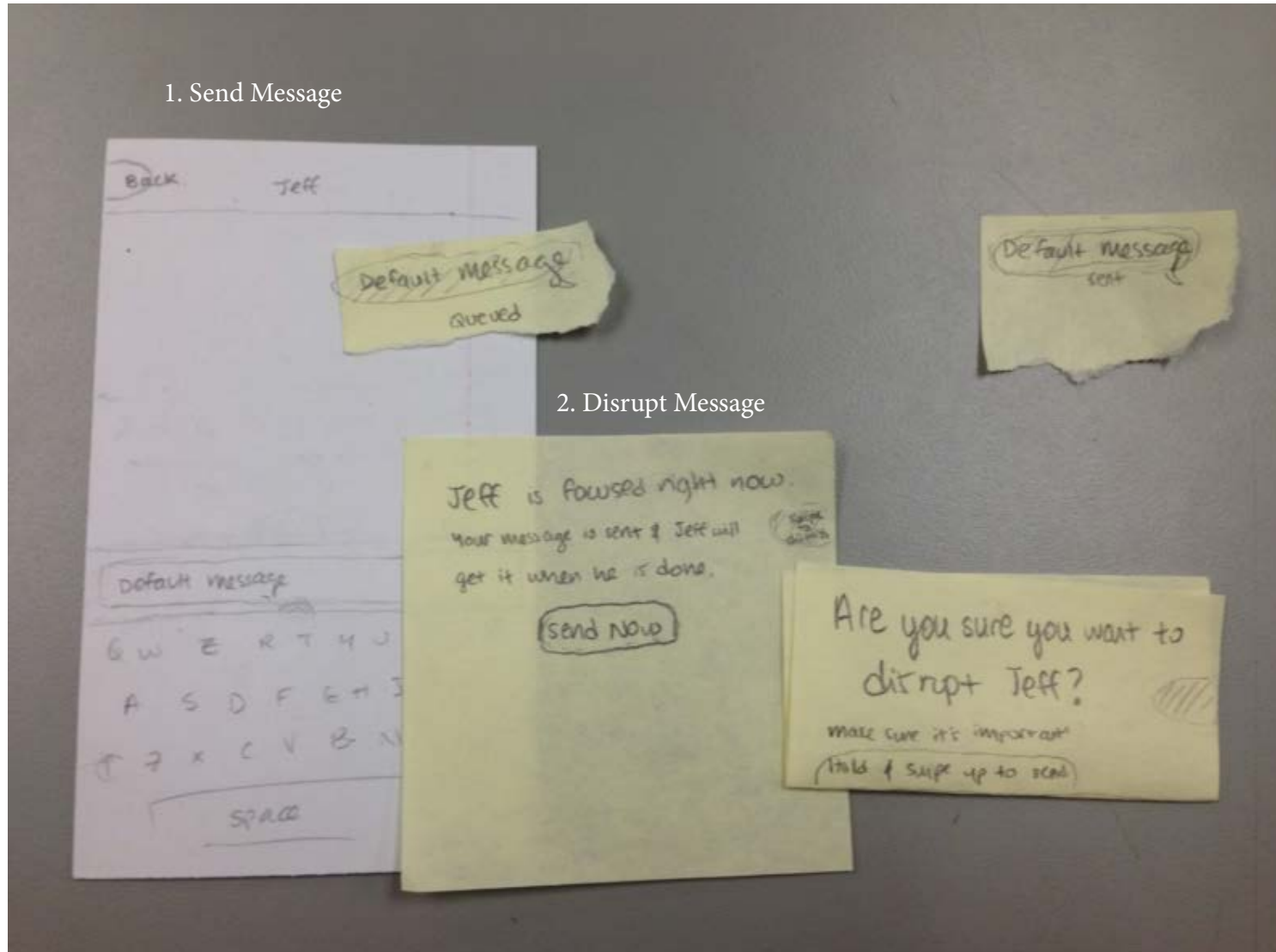
Initial Ideas and Sketches

Lo-Fi A



Initial Ideas and Sketches

Lo-Fi B



Hi-Fi Draft (Pre-Crit)

Hi-Fi 1



<https://invis.io/7D50C416N>

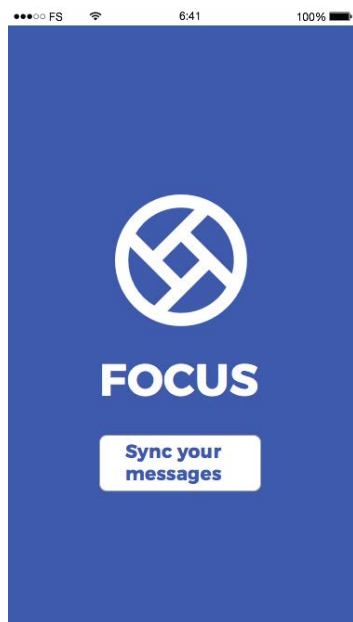
Please Click through the Prototype!

Hi-Fi Final

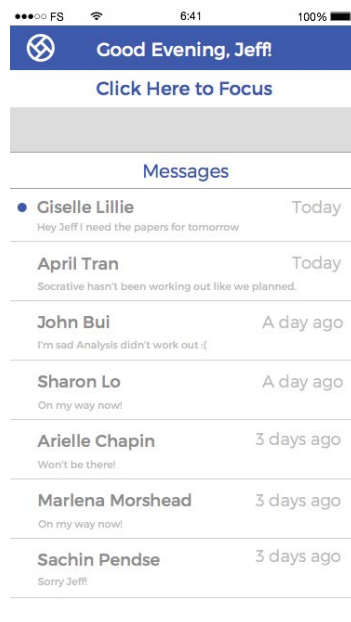
Hi-Fi 2



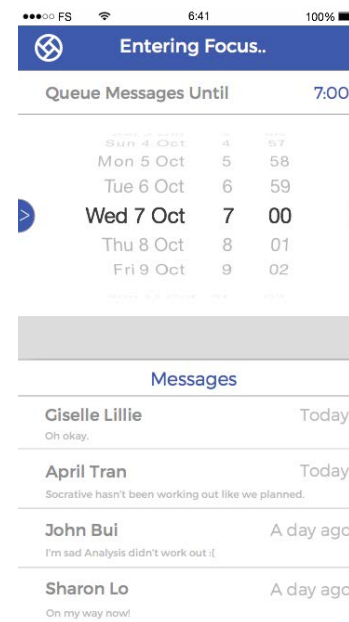
1. Sync Message



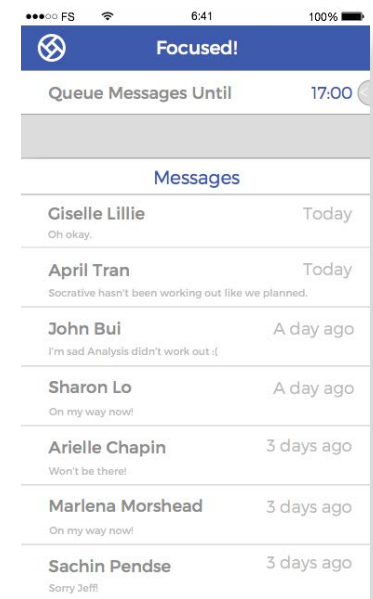
2. Click Bar to Focus



3. Set Time



4. Swipe Right to Set

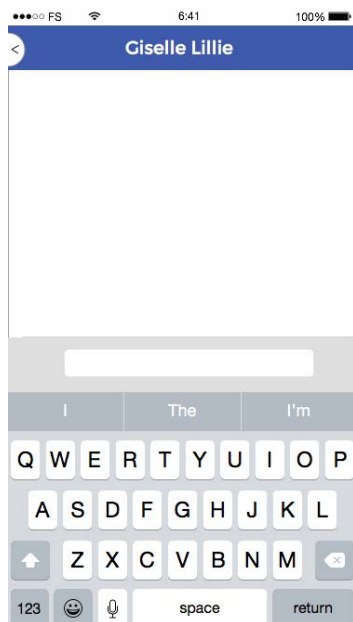


Hi-Fi Final

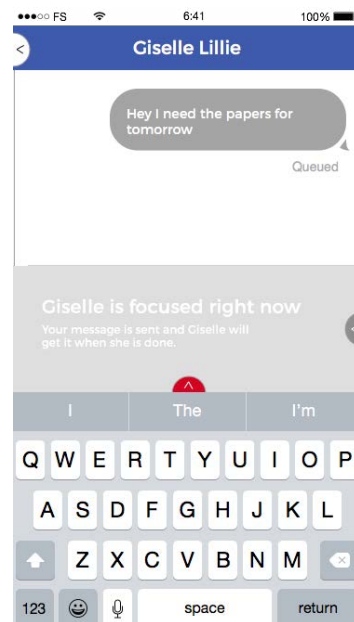
Hi-Fi 2



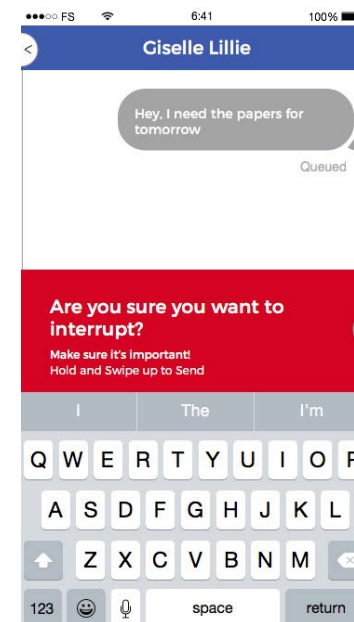
1. Message Thread



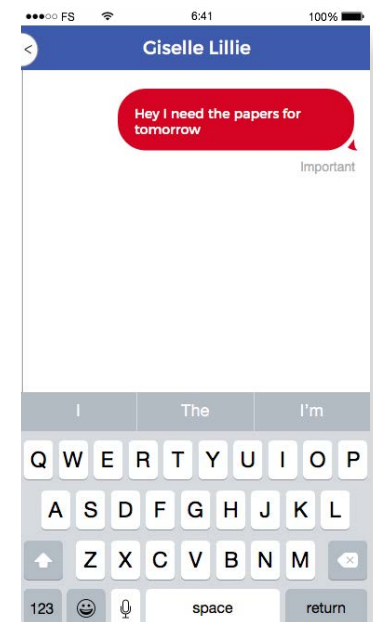
2. If Busy Screen

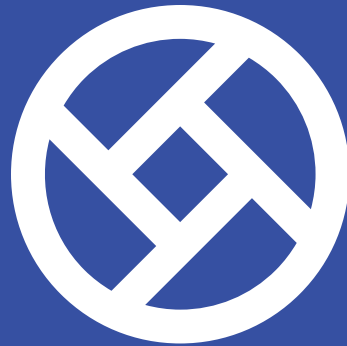


3. If User Chooses to Interrupt



4. Interrupt Message Sent





Thanks for Viewing!

Kevin Cadena // Dan Glauber // Annalia Sunderland // Elbert Wang