

Boray Tuna Goren – Design Document

Complete Evaluation Plan:

If I had unlimited time and resources, I would start by doing more interviews and forms. Because I believe only having two interviews is not enough to understand the current problems users face. After I collected more data, I would come back to the paper prototypes I have and redesign them according to newly collected data. Paper is not enough to test an interface. So, I would use software like Figma, to turn the paper into software where testers can click on and interact with. I would conduct as many tests as possible and redesign the prototype if necessary. I would repeat this by getting new people to test until the prototype is usable by designated user group. Once it is certain that the prototype works with the designated user group. I would move on to the development of the application in code.

How I used last week's data:

After conducting my interviews, I have created a design document. In that document there was a part where I created the patterns, causes, and consequences I saw in both interviews. Those patterns and the cause of the patterns inspired me to produce the idea for this week's lab. Also, I had a couple of ideas about the areas that could be changed. Privacy was a big concern for both interviewees, so I started the idea of this design by ensuring the user agreement is short enough that people can read and agree to it. Another concern was the people were only focused on consuming rather than sharing. So, I wanted to make sharing necessary to be able to use the app. Also, the content they would see was too repetitive, so I gave them the opportunity to adjust the algorithm to their likings.

How I incorporated peer feedback:

When I showed the algorithm screen to my peer, he was unable to adjust the algorithm to his liking. Because it consisted of two pages. First, the algorithm page showed data and rotated a pie chart to adjust the percentage of each topic. But that was not enough to delete one, add one or enter a specific percentage. The second page was responsible for these actions. But it was confusing for him to find and do it. So, I put the two pages together which helped the user to navigate the algorithm screen.

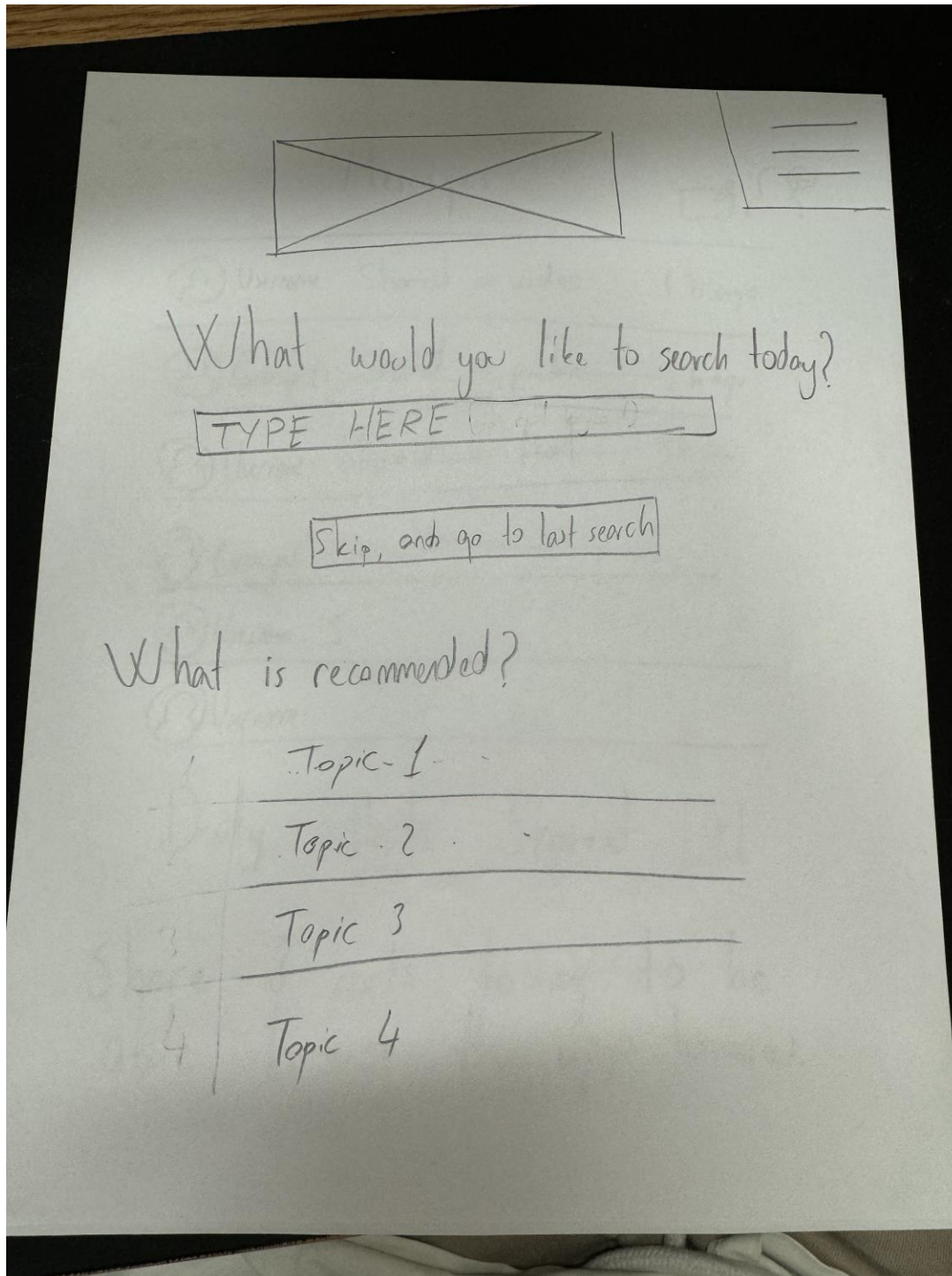
Sketch 1:

The sketch shows a hand-drawn user agreement form on a piece of paper. At the top, the title "THE S APP" is written in large, hand-drawn letters, with the "S" underlined. Below the title, the words "USER AGREEMENT" are written in a similar hand-drawn style. The main body of the form is enclosed in a rectangular box and contains three horizontal lines, suggesting a space for text or a signature. Below the box, there are three question-answer pairs. Each pair consists of a question line (e.g., "Question 1: ...") followed by an answer line (e.g., "Ans: ..."). The questions are numbered 1, 2, and 3. The answer lines are drawn as long, horizontal bars. At the bottom right of the form, there is a small rectangular button labeled "Submit".

Sketch 1 Exp: The app exposes a user agreement form, to inform the user how their data is being used. The important part is that it is only 2-3 paragraphs long, which makes it easier

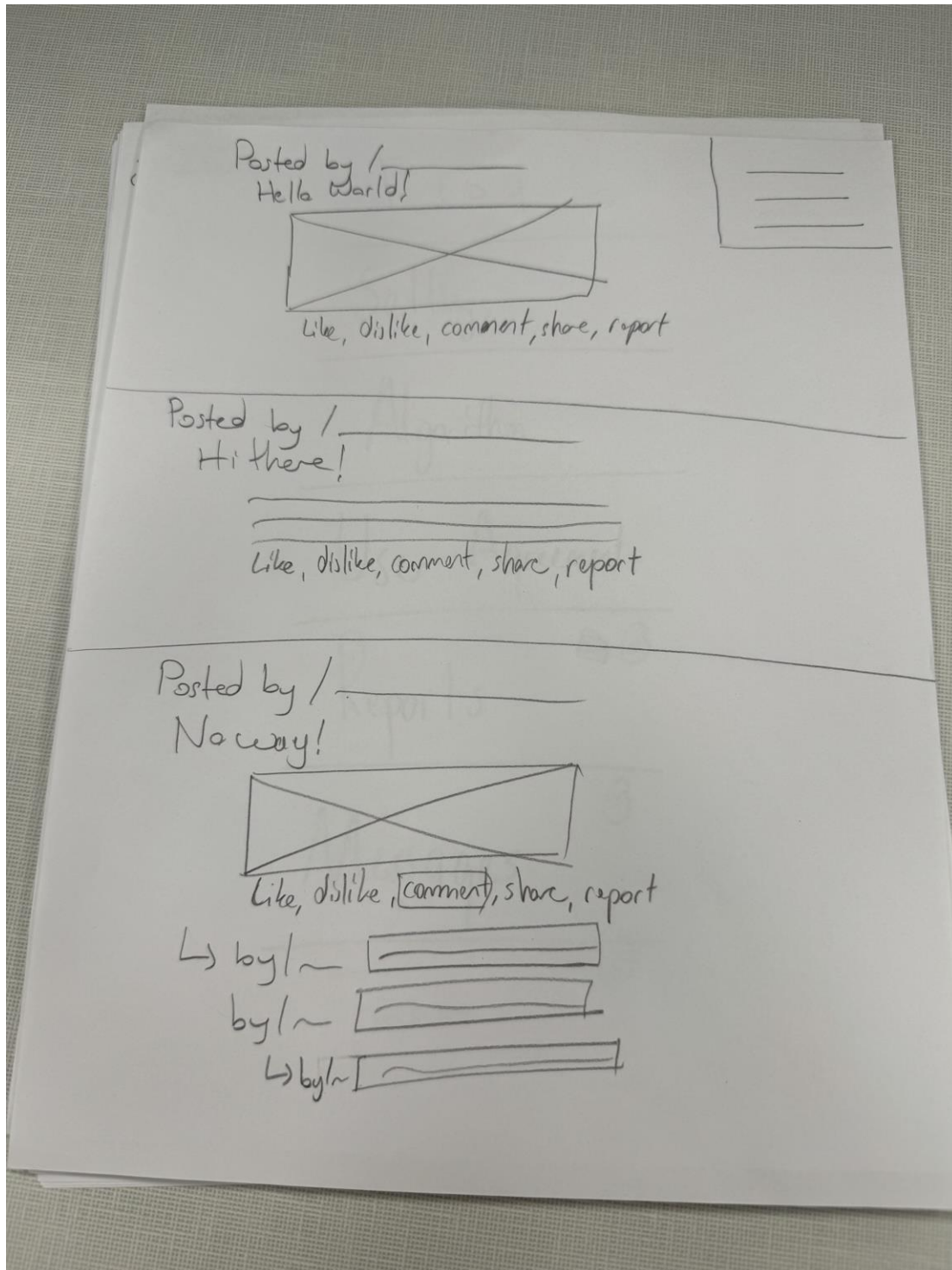
to read. Then, the user needs to answer 3 questions to prove they read and understand the agreement.

Sketch 2:



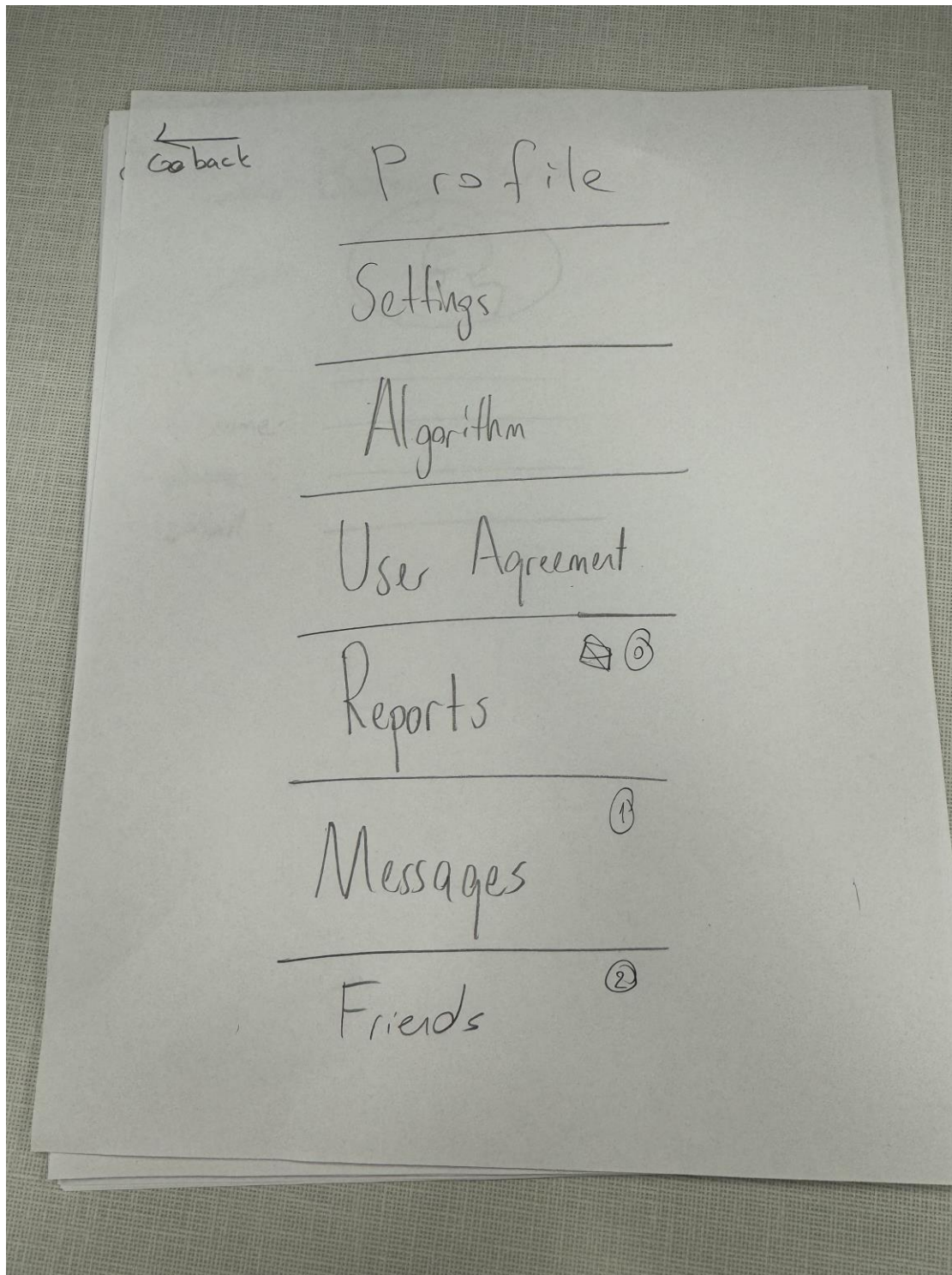
Sketch 2 Exp: This is the main screen users see when they login to the app. It does not start throwing contents at the user, instead it asks them what they would like to search for. If they cannot decide, there are options like prior searches and trending topics.

Sketch 3:



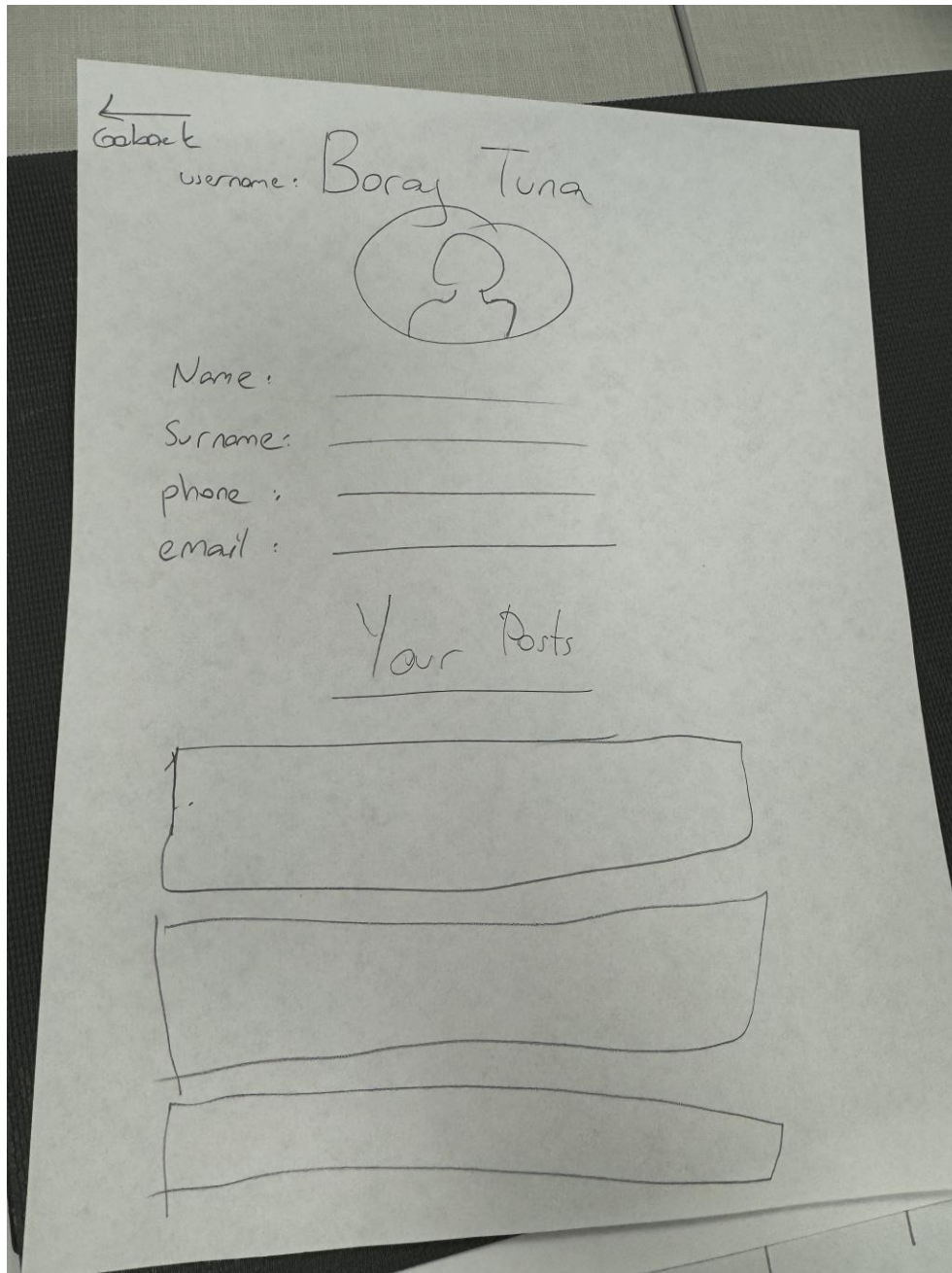
Sketch 3 Exp: The feed can consist of videos, photos, texts. There are buttons for like, dislike, comment, share and report. There is a menu button on the top right.

Sketch 4:



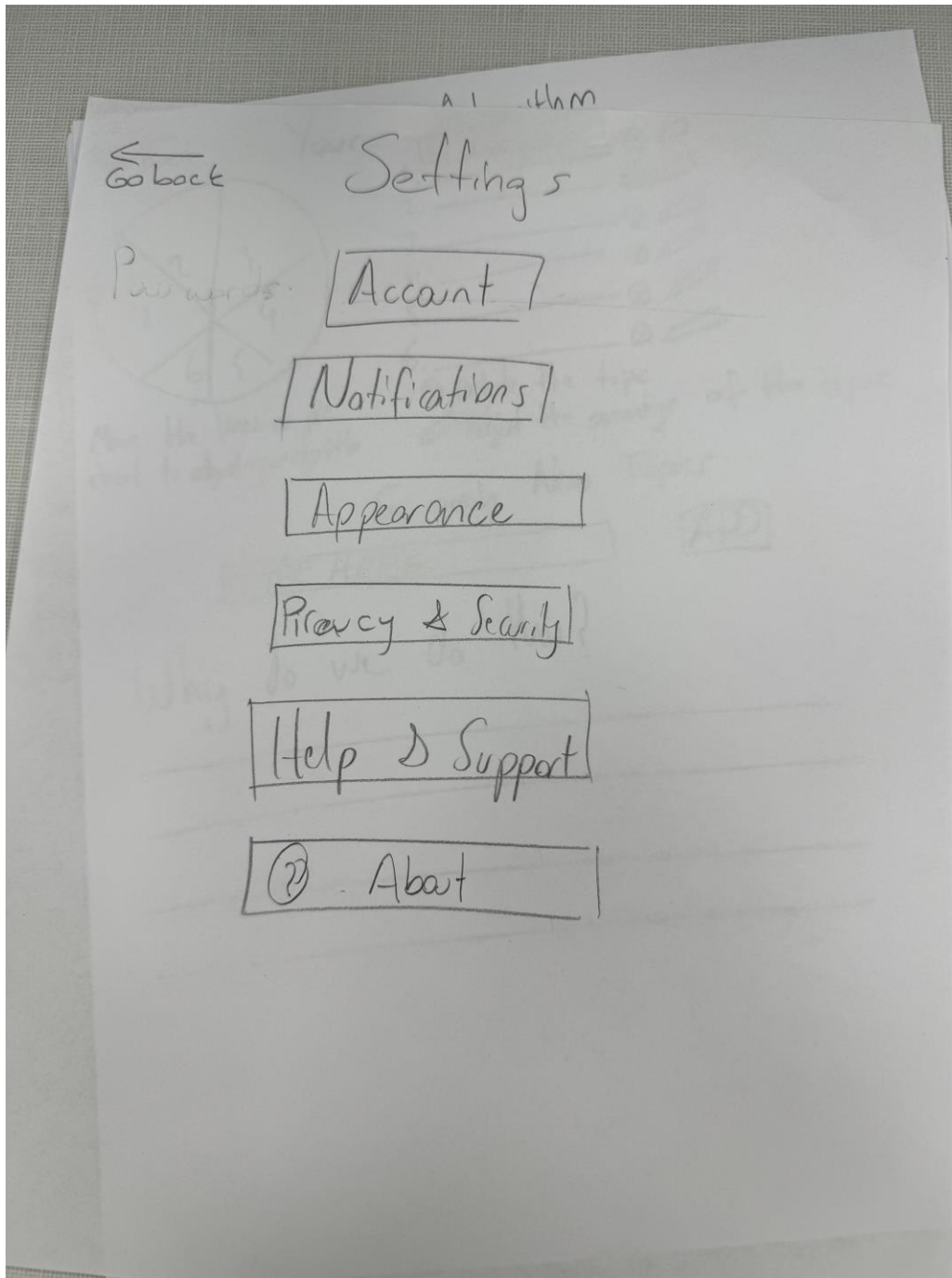
Sketch 4 Exp: This is the screen for the menu button. The menu button takes the users to such sections as profile, settings, algorithms, user agreements, reports, messages, and friends. Reports, messages, and friends can have notifications.

Sketch 5:



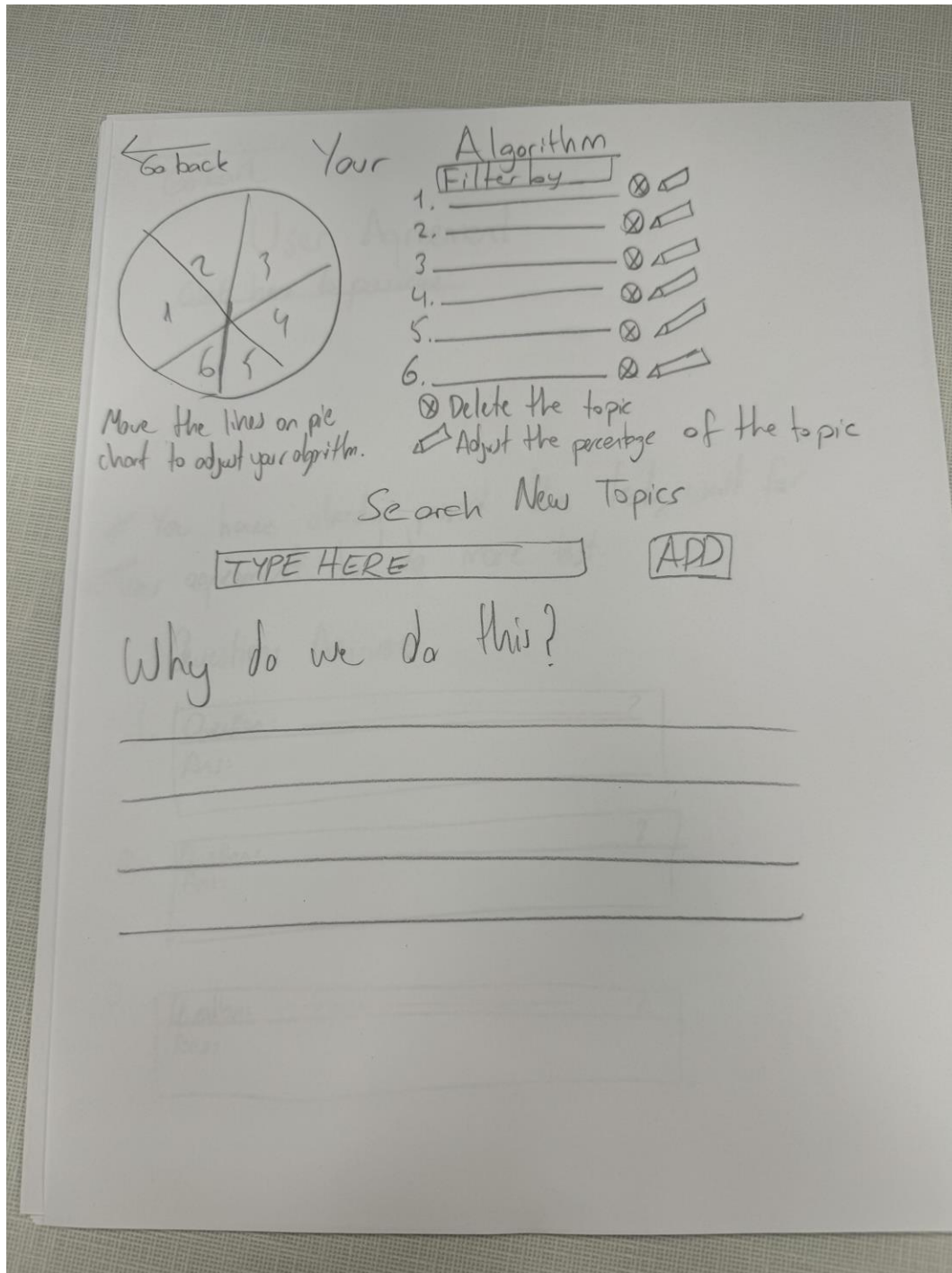
Sketch 5 Exp: The profile section is very simple. The information about the user profile. This is the screen other users will see when they search to add friends. There are the posts shared by the user under the profile.

Sketch 6:



Sketch 6 Exp: The settings section contains the information for user account, notification settings, appearance of the app, privacy, and security, help and support and about the company sections.

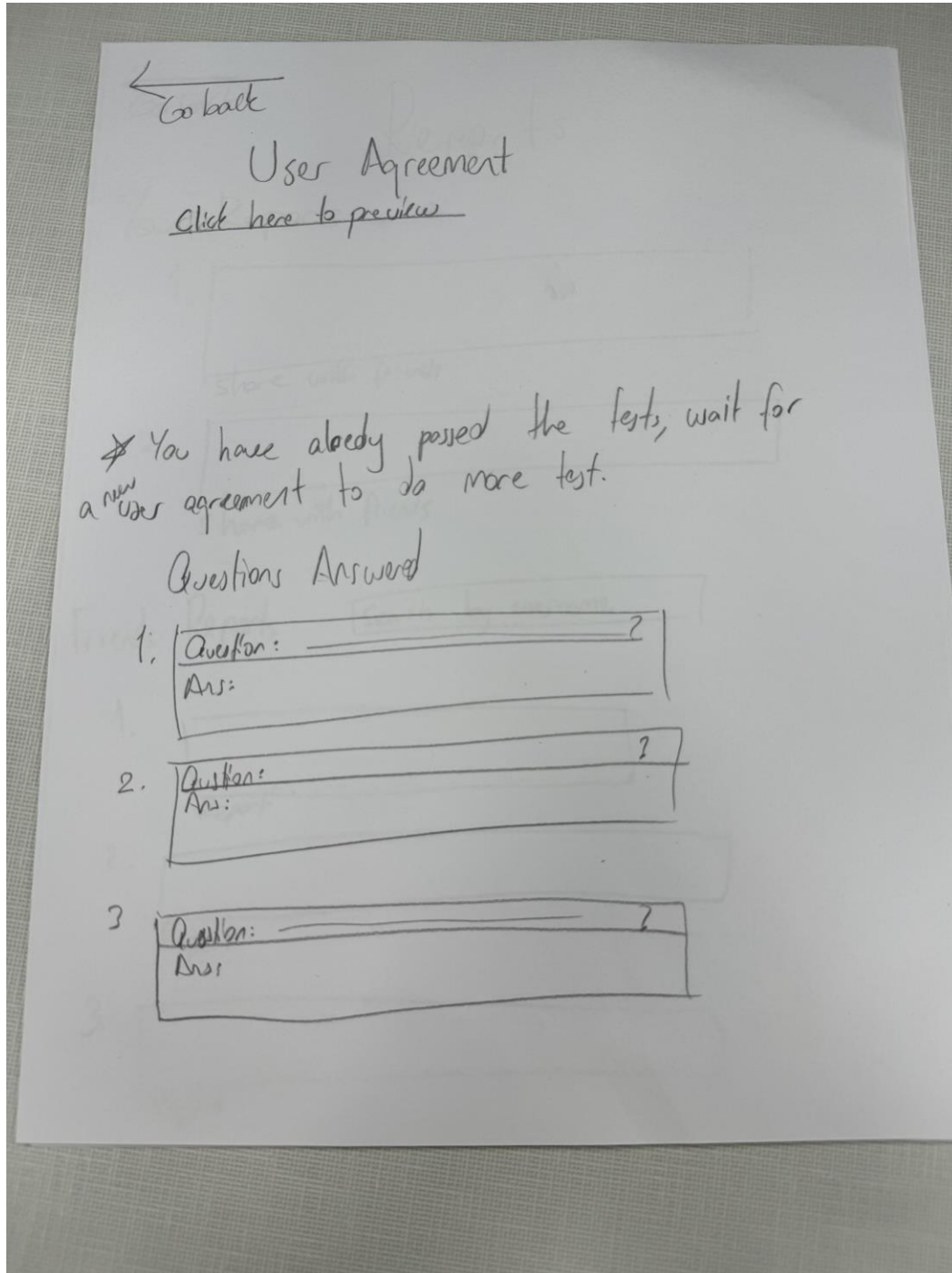
Sketch 7:



Sketch 7 Exp: The algorithm section is special to this app. Now, users can see the percentage of each topic in their feed and adjust it to their liking. This makes the algorithm transparent. Users can delete the topic using "X" adjust the percentage of each topic using

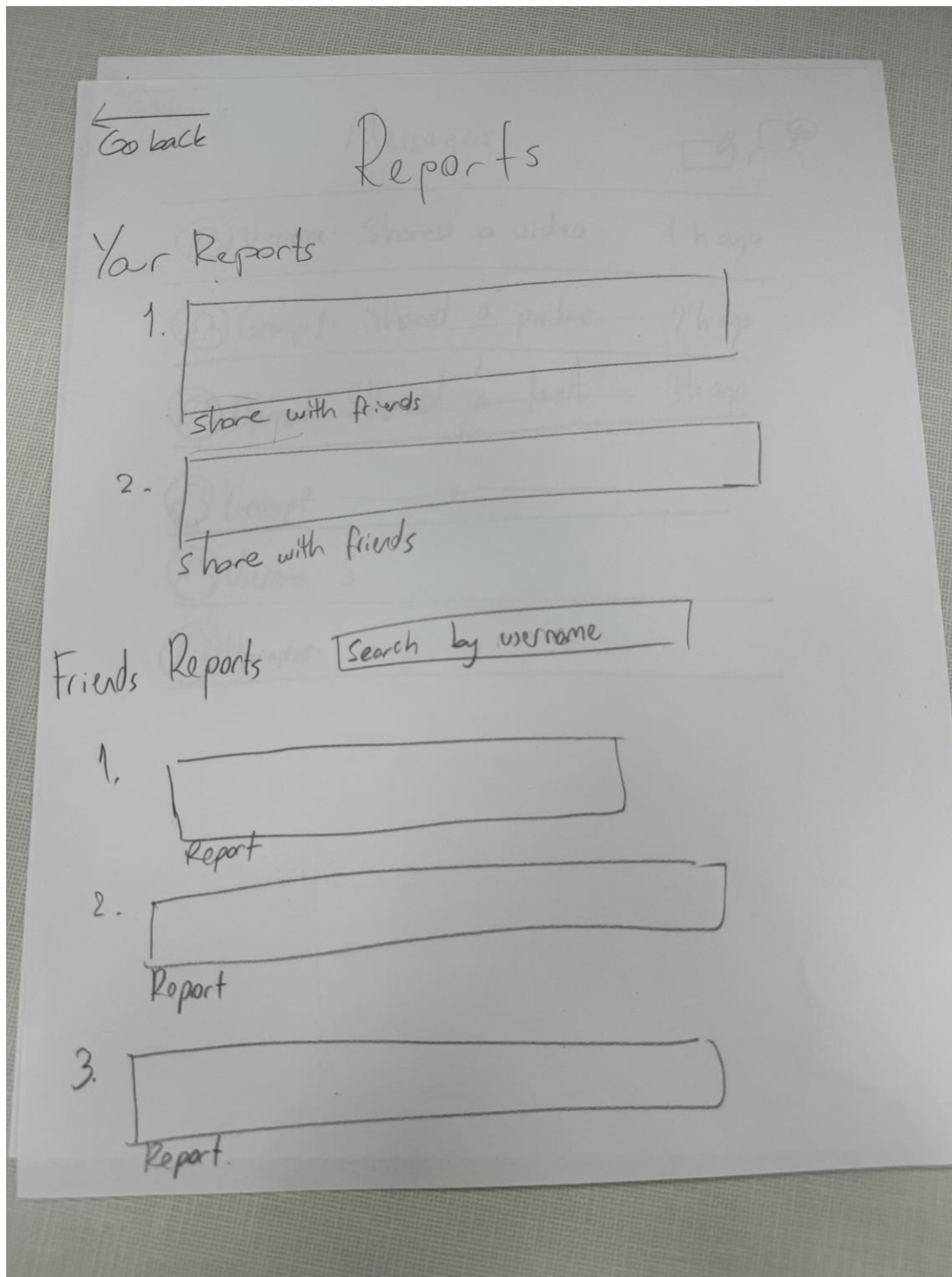
the pen icon and search new topics. They also can read why it is possible to adjust their algorithm.

Sketch 8:



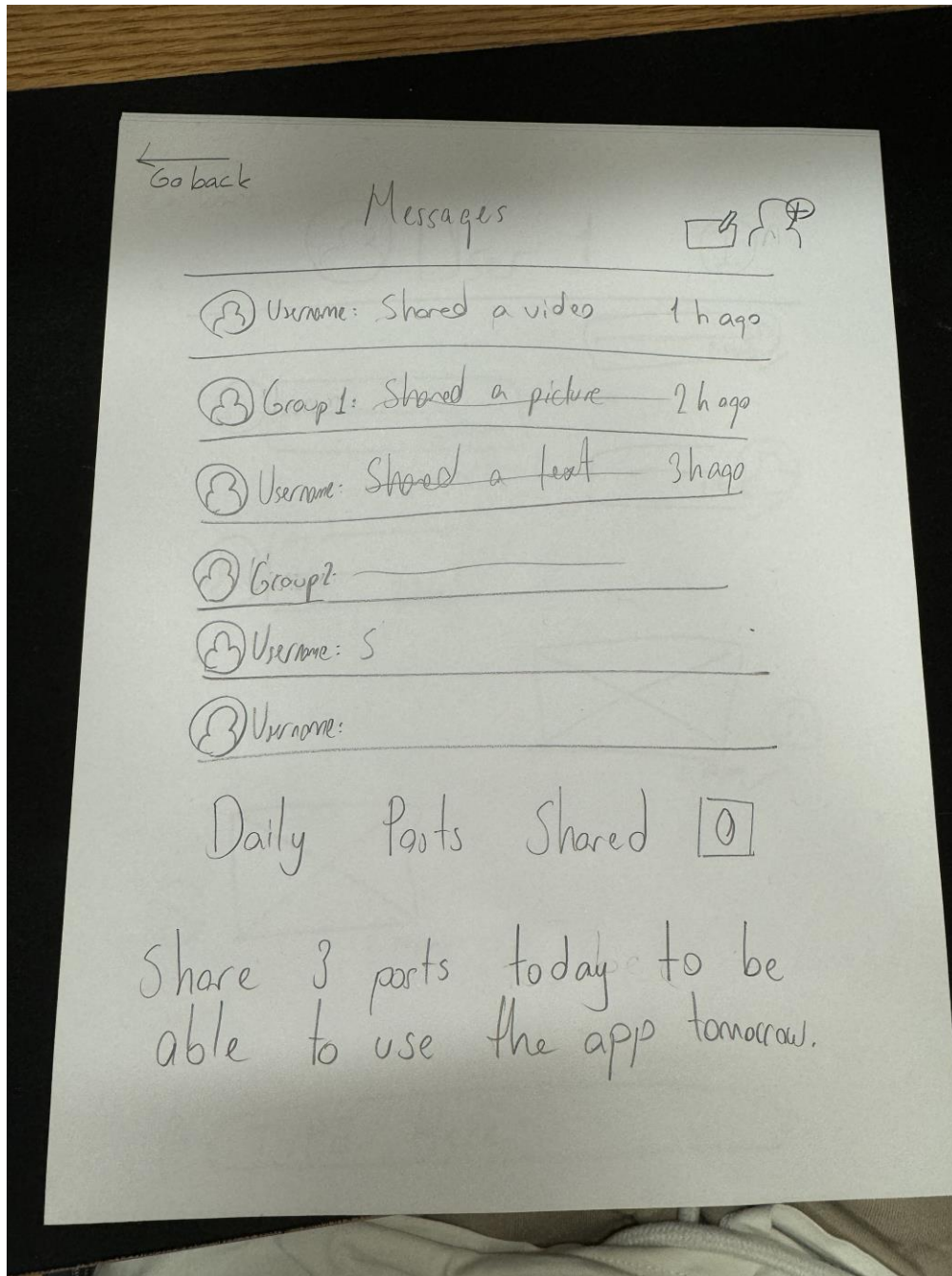
Sketch 8 Exp: This page keeps a copy of the user agreement for the users. So, they can come back and read it. Also, they can see the questions they answered to be able to use the app. When there is an update to user agreement, users get notified and redo the tests.

Sketch 9:



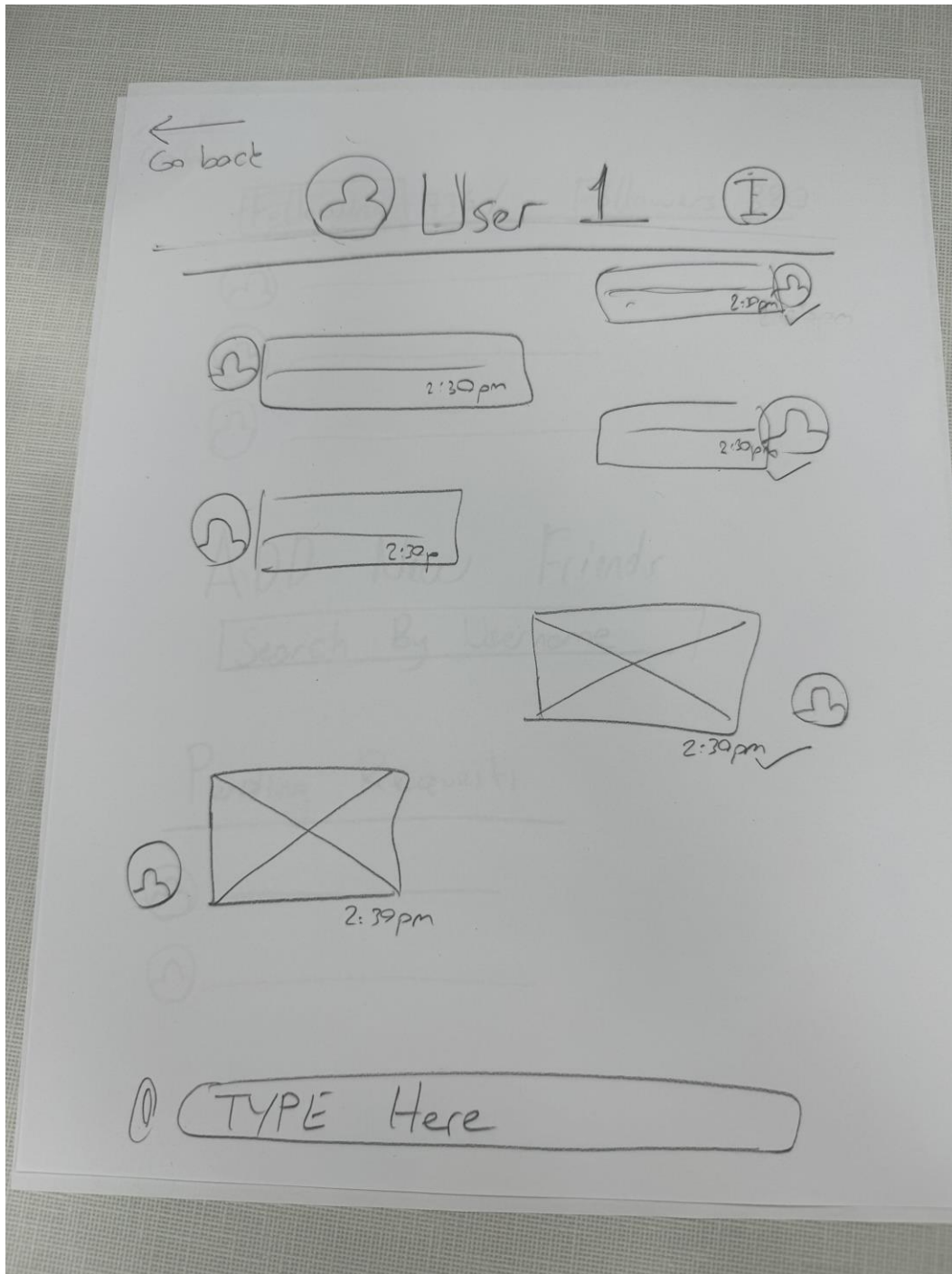
Sketch 9 Exp: The reports screen is responsible for storing the reports user did and showing what the user's friends reported. User can share the posts they reported with friends for more reports on that post or to learn their perspective, etc. User can search the list with the username.

Sketch 10:



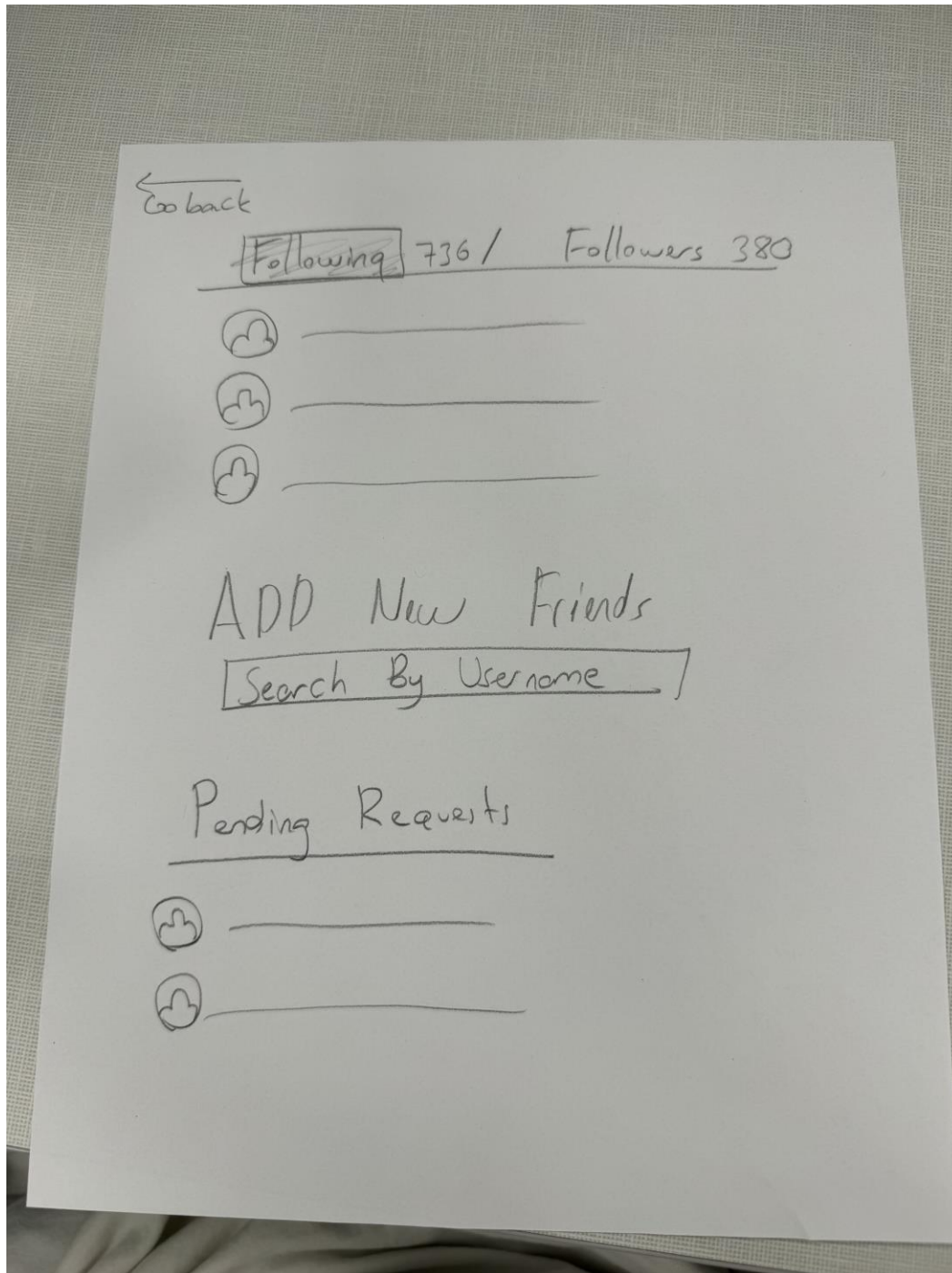
Sketch 10 Exp: The messages screen is responsible for users to communicate with each other. They can send direct messages to each other, to group chats. The buttons on the top right corner of the screen are responsible for starting new conversations and creating group chats. Also, this screen is responsible for reminding users that they need to share 3 posts with their friends to be able to use the app the next day.

Sketch 11:



Sketch 11 Exp: This is what the messages will look like. On the right side is the user, and on the left one is the friend. The attachment icon next to the "Type Here" is responsible for sending pictures, videos, audio etc. The "i" at the top right corner takes the user to the friend's profile.

Sketch 12:



Sketch 12 Exp: The friends section is the last section of the menu. This is where the user can see the people they follow, the people who follow them, add new friends, and see the pending request list.