

## 6.813 GR3: Paper Prototyping

### Briefing:

Our application is called Mealmates! The purpose of Mealmates is to make organizing a food outing with friends as painless as possible. Our application aims to simplify this process using a bidding system where users rank their preferences for location and time and the system finds what works best for everyone. The application lets you create a meal event, specify your availability and a list of restaurants you are interested in going to, and then invite your friends to the meal. When your friends receive this meal invitation, they can specify their own availability, as well as rank their favorite restaurants. Mealmates then aggregates all of this data, picks the best time and location based on this data, and then sends it out to everyone who's been invited.

### Scenario Tasks:

1. You want to go out to ice cream with your friend David Kim. Set up a date with David Kim at Toscanini's from 5:00 p.m. to 7:00 p.m. on Wednesday, December 3rd. Give the meal the title "Ice Ice Baby" and give the meal a suitable description.
2. You are currently attending a family dinner with your mom and your dad, but you have a possible conflict, so you may not be able to make it. Modify your RSVP status for Family Dinner from "Attending" to "Maybe Attending".
3. Unfortunately, your possible conflict is now a real conflict, and rather than just not go to the Family Dinner, you have decided to cancel the meal altogether. Cancel the Family Dinner (and tell your parents so they don't get mad at you!).

### Observations: First Round Usability Test Results

When executing our first round of usability tests, we found that users didn't expect the right-to-left swipe functionality we had built into our paper prototype. Instead, users tried to directly tap on the indicator buttons for our swipe functionality (the "next screen" labels: "when", "where", "who", and "what"). When users used the search functionality on our "who" screen, we found that users were most comfortable with and expected a prefix search, instead of a substring search.

We found that tasks two and three of our scenario tasks were executed unanimously without hesitation or confusion.

## Prototype Iteration: How the Prototype Changed Between User Testing

In response to the users being unable to recognize our swipe functionality, we decided to make the “next screen” labels respond when you tap on them. They now correctly move to the next screen when you hit the label. We do feel that having the swipe functionality increases efficiency, so we have the user interface perform the same movement when you hit the label as when you use the swipe functionality.

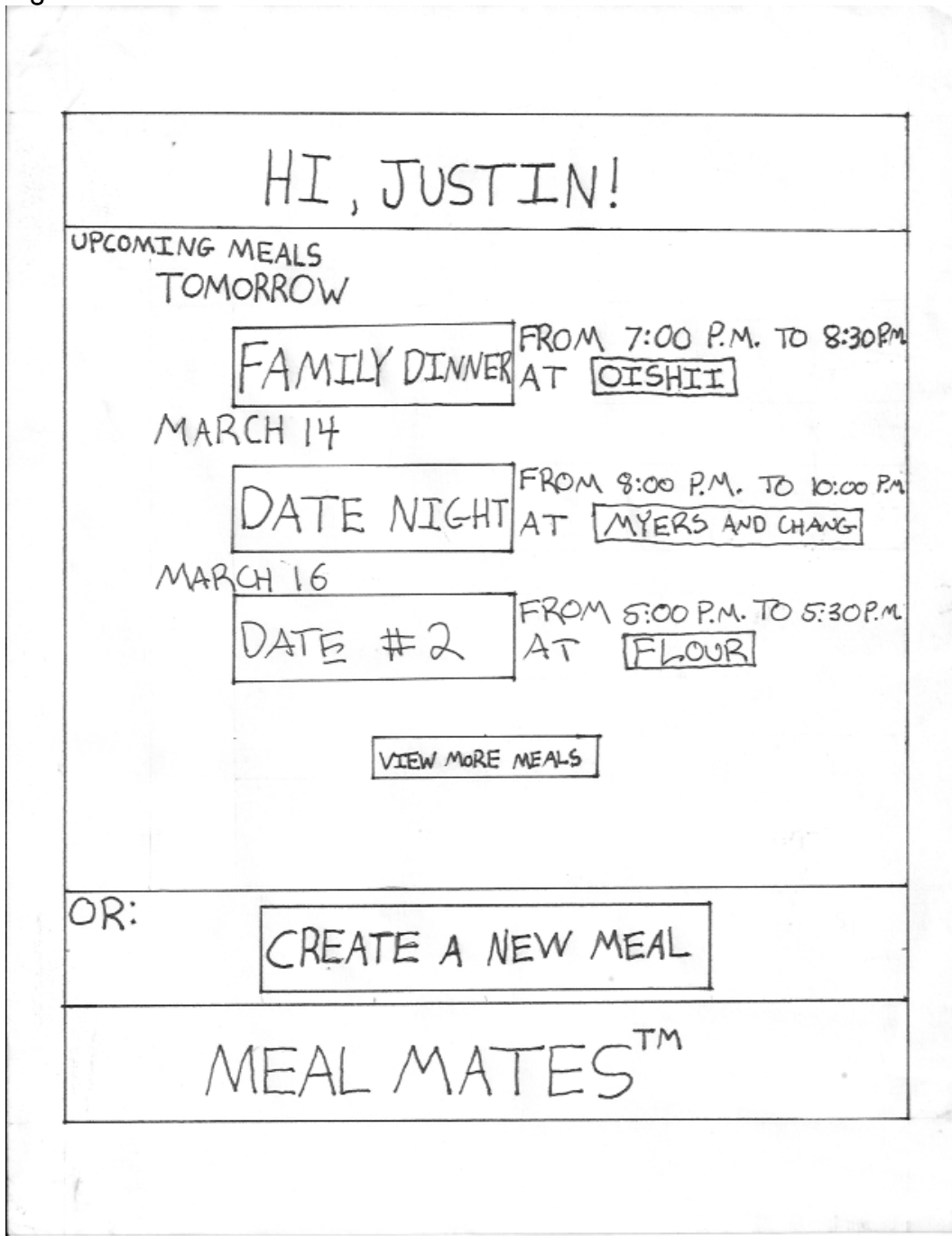
We also decided that, in order to maintain a more consistent interface, we would remove some of the traditional buttons we had in the application, and replace them with the same swipe functionality that we have for the “New Meal” interface.

We slightly modified the “New Meal” Confirmation screen so that it showed the “Description” data, and added “Change” buttons next to the Title and the Description. We also removed an intermediate screen that shows up when you click “Confirm Meal”, because users felt that it was redundant.

### Observations: Second Round Usability Test Results

After our prototype improvements, we found that users continued to tap on the indicator buttons for our swipe functionality. This time around, our prototype was able to work with that input, and responded as most users expected. One user, when presented with the task of scheduling a time for a meal, indicated an availability from 5pm to 5pm, with the intention of indicating a strict start time of 5pm. Our intention for this particular feature was for all participants in a meal to indicate their individual availability, so that the application could aggregate this information and pick a time in common that works for most or all participants. This also inspired us to add an “I’m available anytime” checkbox on that section.

Figure 1.



This is the MealMates homepage. This is the starting point from which you interact with your schedule of events and invitations and create new events.

Figure 2.



<< What                      When                      Where >>

Select a date and times that work for you.

Enter a date

I'm available from

[ ] : [ ] [ PM ]

to

[ ] : [ ] [ PM ]

ADD ANOTHER TIME

Figure 3.  
Second screen of the meal creation dialogue. This is the date and time entry page.

2012  
 << ~~December~~ >>  
~~Month~~

Sun	M	T	W	Th	F	Sat
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

**Figure 4.**

Here is the date selection pop-up. This appears above page 4 when the "Enter a date" button is pressed.

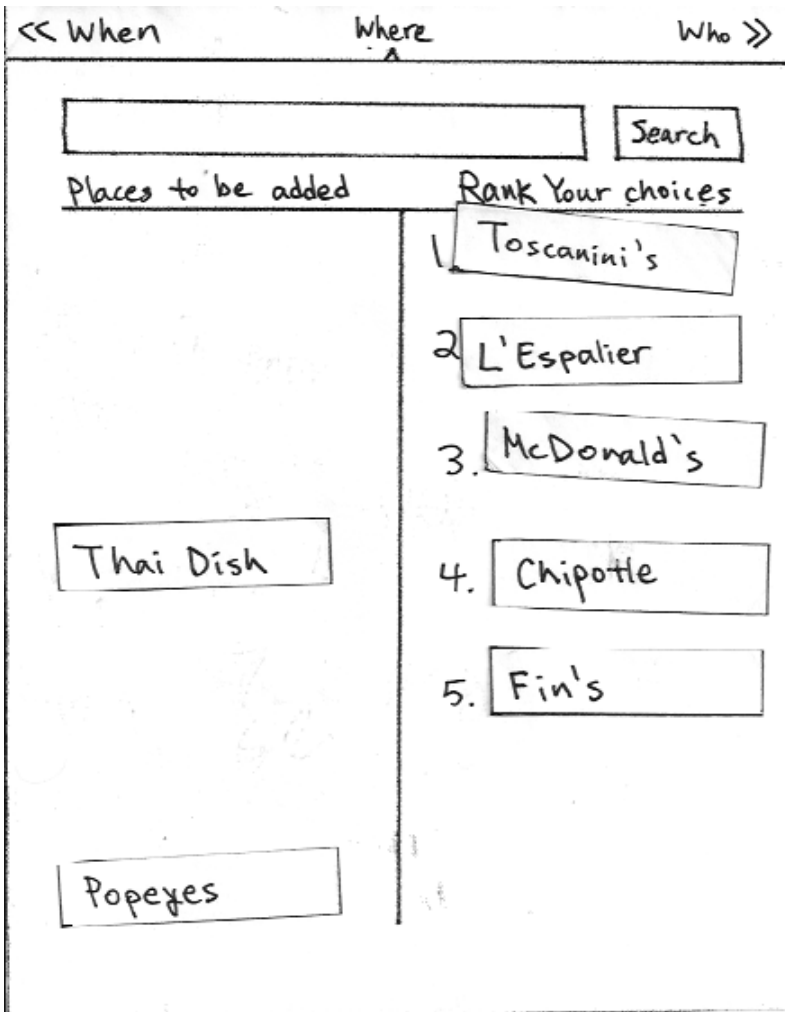


Figure 5.

Here is the location selection page. Dragging a restaurant name from the left of the divider to the right side selects that spot as a possible choice.

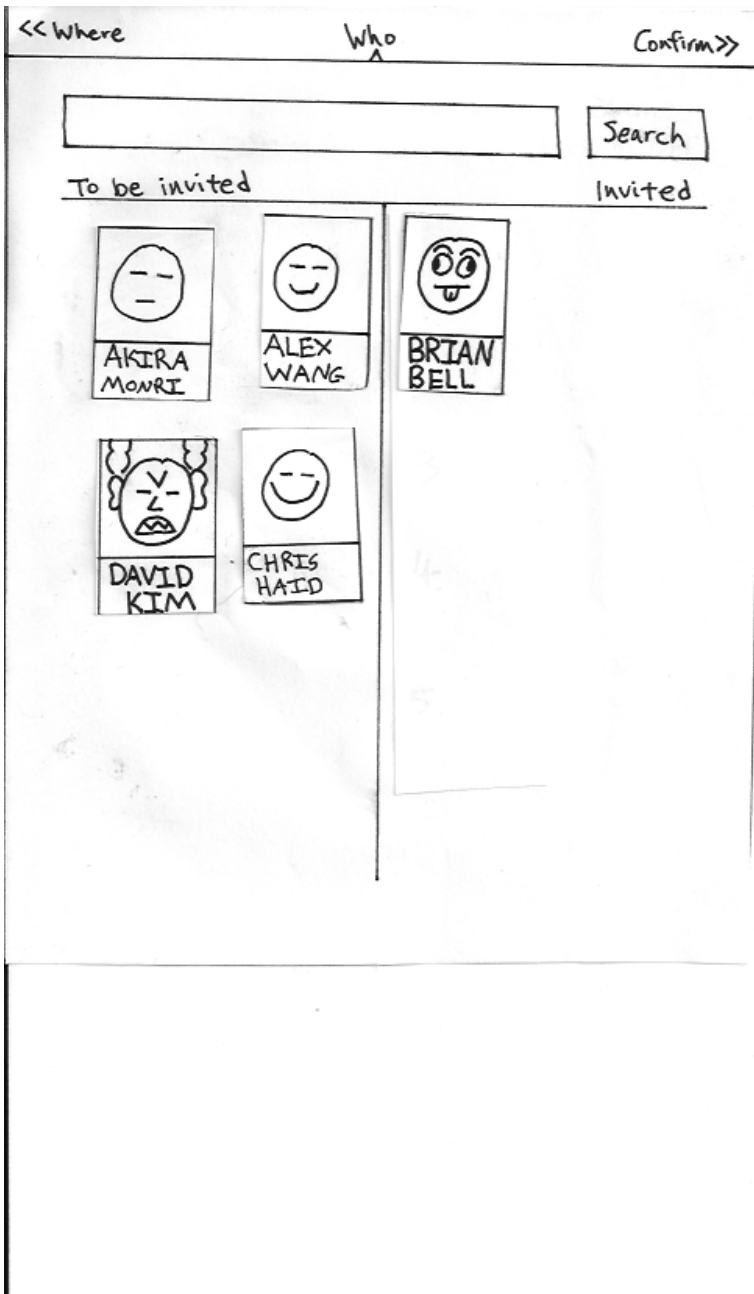


Figure 6.

This is the Friend selection page. Here you drag friends from left to right to invite them.



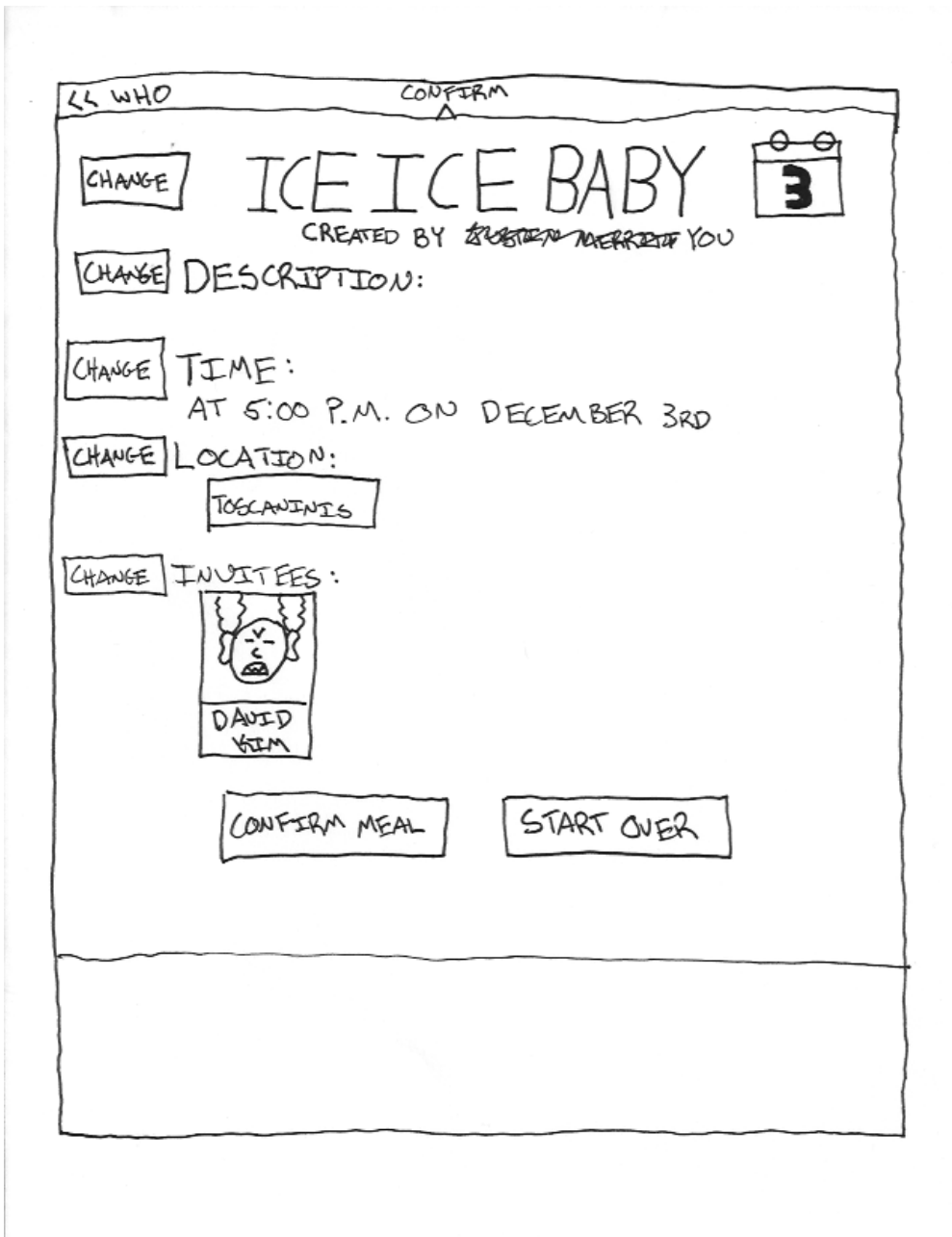


Figure 7.

This is the final confirmation page of the meal creation dialogue. Here you can review the entered information and navigate back to correct errors.

CONFIRM MEAL



THANKS!

EVERYONE YOU INVITED TO THE  
MEAL WILL RECEIVE AN INVITATION  
SHORTLY.

**Figure 8.**

This is the confirmation pop-up that appears when the confirm meal button is pressed on the Figure 7 confirm meal page.

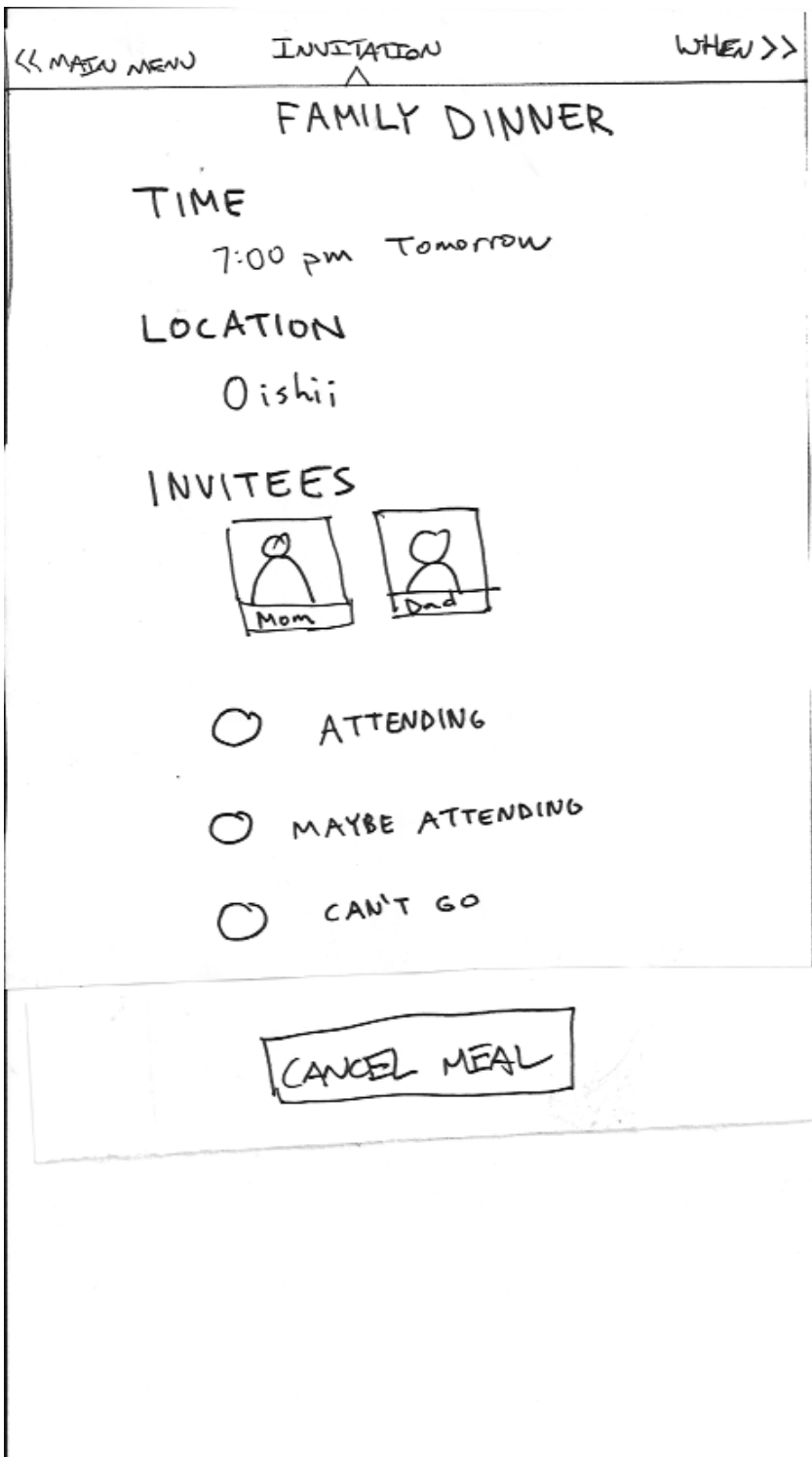


Figure 9.

This is the pop-up you are presented with when you have been invited to a meal some other user is organizing. You are able to pick your initial RSVP status based on the information given.