CAPSULE

Share knowledge, receive knowledge, one capsule at a time.

README

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Link to prototype

Target audience

Our target audience is members of proximal communities (e.g., neighborhoods, campuses) who wish to feel connected to those around them. When in newer environments, it can be challenging to establish a sense of belonging and contribute to the collective knowledge of the community. Capsule encourages individuals to foster connections and engage with people in their community.

Design tools

We used Figma as our main design tool (see link to Figma prototype above) for our med-fi prototype. We chose to use this design tool because it allowed us to design with the intended level of fidelity, closely simulating the look and feel of screens, as well as allowing for the flow from one screen to another. In addition to Figma, we made several hand-sketches with pencil and paper to inform the Figma prototype.

How to use

Users can try out each of the tasks by selecting a task in the Figma navigation menu (found in the upper-left hand corner). This section will describe how to go through the tasks and functionality of Capsule, and what to expect from each exploration.

Simple Task - View Capsule
This task begins with a capsule being available. The intention of this task is to recognize that a capsule is available and subsequently view it.
Screens:

- Available capsule
- Information about capsule sender
- Capsule
- Waiting for next capsule

Actions:

- View capsule info
- Open capsule

Medium Task - Author and Send Capsule
This task begins with a notification that a capsule is available for the user to send. The purpose of this task is to receive notice that a capsule can be sent, receive a prompt, author the capsule, and send it off.
Screens:

- Notification
- Capsule authoring
- Capsule sent

Actions:

- Set flair(s)
- Author capsule/add content
- Send capsule

Complex Task - Organize Capsules
This task can be accessed at any stage/at any point in the interface. The intention with this task is to view saved/liked capsules (stored in the cabinet) and organize them.
Screens:

- Waiting for next capsule
- Capsule cabinets
- View capsule from unstored cabinet
- Add to cabinet storage

Actions:

- View and select saved capsule
- Organize unstored capsule into a cabinet (category)
- Delete capsule

Limitations

The main limitation of this prototype is that it does not offer the full serendipitous experience of sending and receiving spontaneous capsules. Additionally, we only show the receival of one capsule. The range of functions is also limited within this prototype, reducing the full image of what can be done. Further, there are limitations to capsule authoring and cabinet storage, which we will further outline in the Wizard of Oz and hardcoded items sections of the README.

Wizard of Oz

The biggest components of the system that we are wizard of oz'ing are the **capsule prompt algorithm** and capsule sending and receiving matching/algorithm. We assume a database and generative agent that can reliably send out appropriate capsules to the appropriate recipients, handling the capsule transfer.

Hardcoded items

Capsule sender info:

Profile info has been hardcoded according to our wizard of oz'd sender.
Why? We aim to communicate the user experience rather than focusing on the details of who our user is - this is a different flow that is less central to the application.

Capsule authoring:

Flairs that can be selected + capsule content.
Why? This decision was made to reduce complexity of the Figma prototype to focus on the intended functionality rather than the details (for this level of fidelity).

Capsule cabinet:

Capsules within the cabinet section have been hardcoded, assuming that the user has already saved them.
Why? This decision was made because we wanted to highlight the task of organizing capsules rather than the task of saving them when received (a branch of task 2).