

CAPSULE

INTERACTIVE HIGH-FI PROTOTYPE

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CAPSULE

VALUE PROPOSITION

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

THE PROBLEM

When in newer environments, it can be challenging to establish a sense of belonging and contribute to the collective knowledge of the community.

THE SOLUTION

Capsule encourages individuals to foster connections and engage with people in their community by presenting daily inquiries or activities, motivating users to provide their responses, leading to them receiving a reciprocal "capsule" from a fellow member within the community.

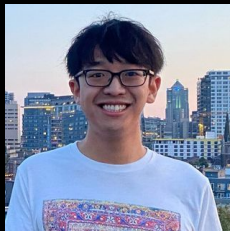
THE TEAM



JULIA



KENDALL



ALLEN



TRISTAN

OUTLINE

- 1. Heuristic evaluation results**
- 2. UI and product revisions**
- 3. Prototype status**
- 4. Demo**

HEURISTIC EVALUATION RESULTS

49 VIOLATIONS

SEVERITY 1

- 14 total
- 4 Consistency & Standards
- 3 Match Sys & World

SEVERITY 2

- 21 total
- 5 Recognition not Recall
- 3 Error Prevention

SEVERITY 3

- 10 total
- 4 Consistency & Standards
- 2 Efficiency of Use

SEVERITY 4

- 2 total
- H6 & H11

ACCESSIBILITY ISSUES (SEVERITY 4)

- **Small Font Size for User Details:** The font size in the simple task section is too small for comfortable reading.
- **Recognition Over Recall:** Difficulty for users in finding where to type in a capsule if they miss the notification.

CONSISTENCY AND STANDARDS ISSUES (SEVERITY 3)

- **Lack of Like/Save Options:** No visible option to like or save capsules, causing confusion since there's a tab for viewing liked or saved capsules.
- **Unclear Notification Purpose:** Uncertainty about whether the "new capsule available" notification and the "view capsule" button serve the same purpose.
- **Missing Multiple Capsule Check:** No feature to check for multiple capsules, leading to potential user confusion.
- **Inconsistent Button Placement:** The progress button is located at different vertical heights across various screens, hindering user navigation.

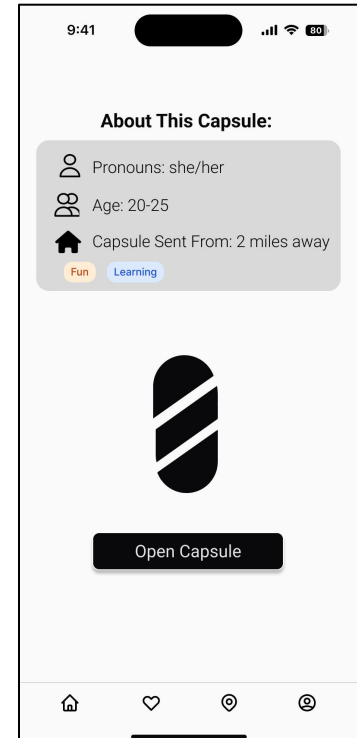
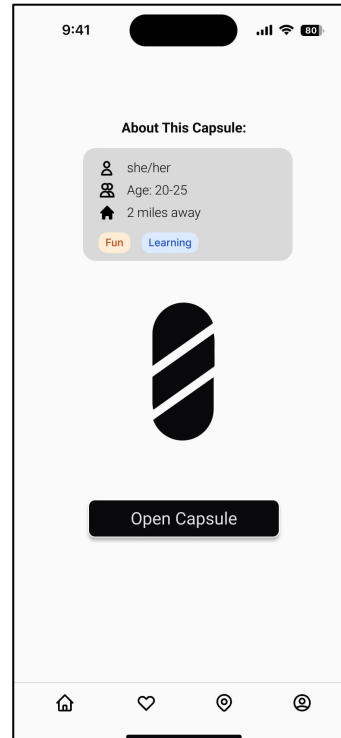
USER CONTROL AND FREEDOM ISSUES (SEVERITY 3)

- **Inability to Remove Flairs:** Users cannot remove flairs once added, limiting their control over the capsule customization.
- **Redundant Back Options:** The presence of both a back arrow and a "go back" text button, causing unnecessary complexity.
- **Indistinguishable Cabinet Naming:** "Unsorted cabinet" appears in the same font as named cabinets, leading to confusion.

UI AND PRODUCT REVISIONS

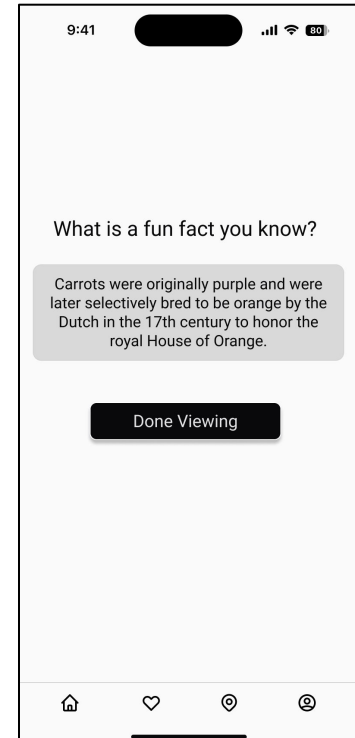
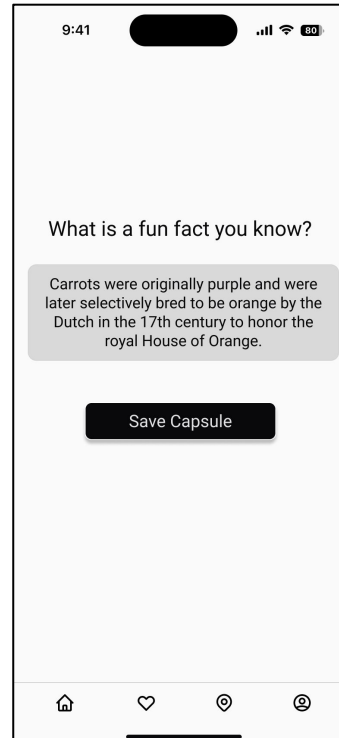
CAPSULE AVAILABLE SCREEN

- Severity 4: "Accessible Design"
- Implemented larger font size for improved visibility and user accessibility.



CAPSULE OPENED SCREEN

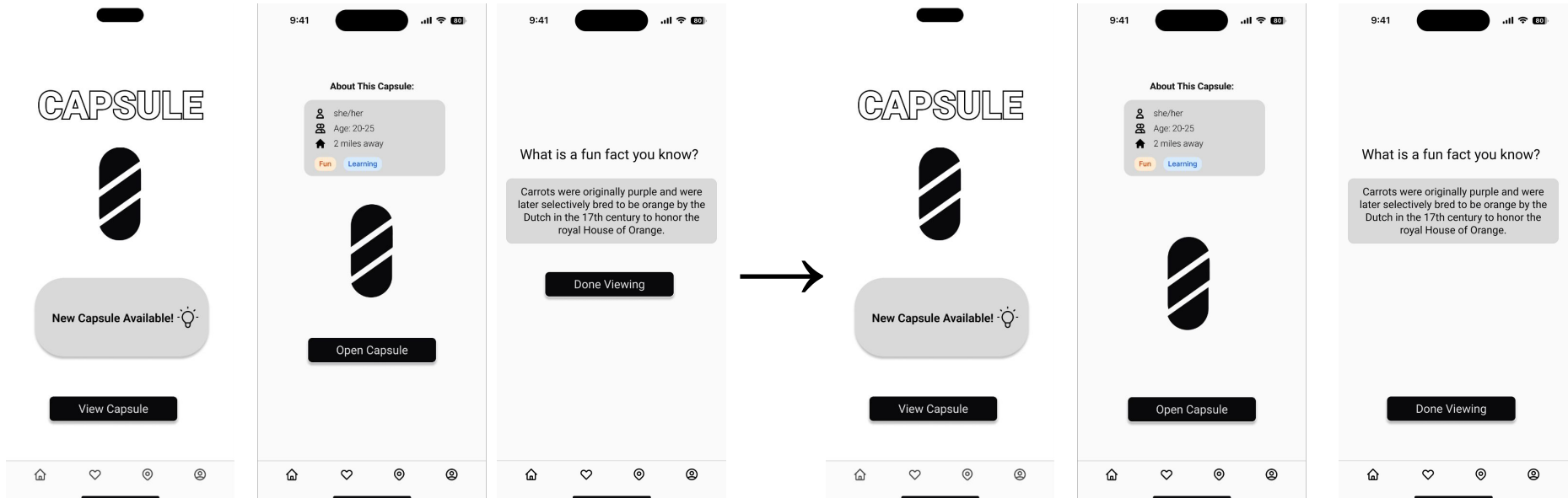
- Updated user interface:
Replaced "Done Viewing" with "Save Capsule" for clarity on capsule management.
- Enhanced capsule management: Users can now delete unwanted capsules from their saved list.



CONSISTENCY - BUTTONS

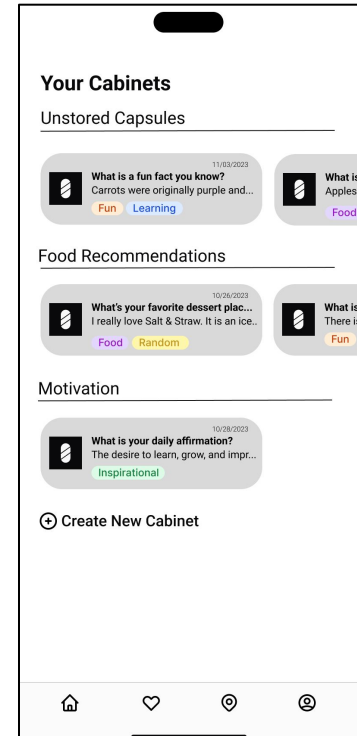
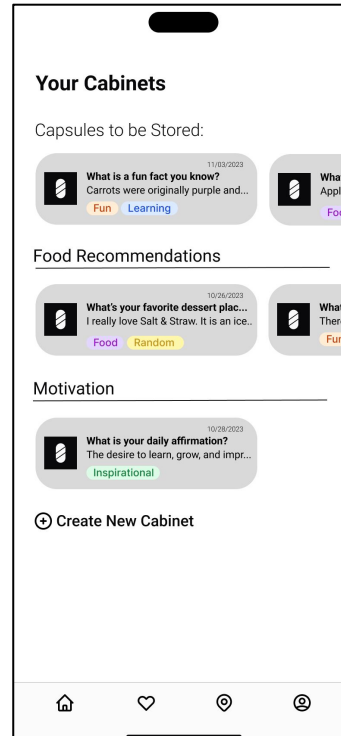
- Addressed inconsistent placement of progress buttons across different pages.
- Enhanced user experience by positioning the progress button consistently in the same spot.

CONSISTENCY - BUTTONS



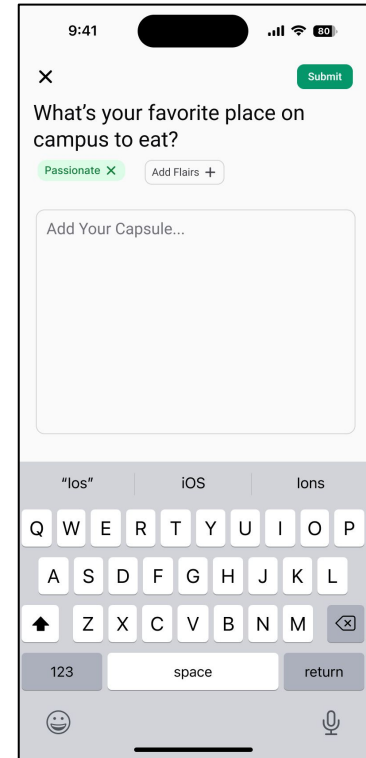
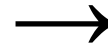
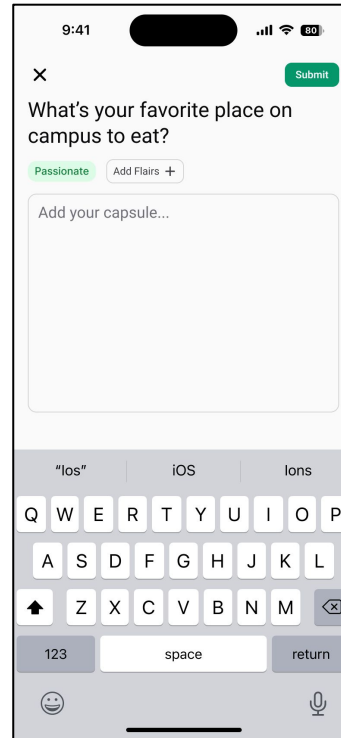
CABINET SCREEN

- Improved clarity in the user interface by removing the bar under "Unstored Capsules."
- Changed font weight to avoid confusion with other "shelf/cabinet" sections.



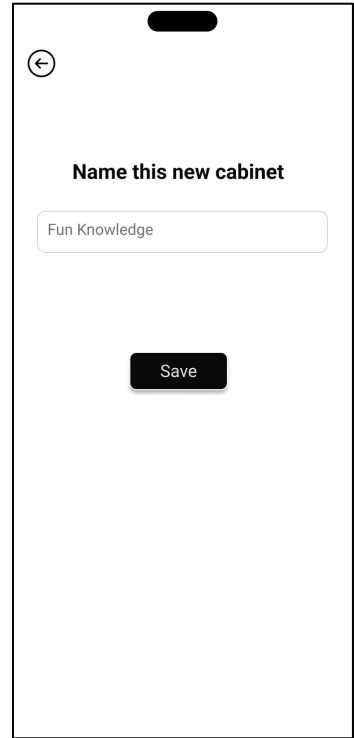
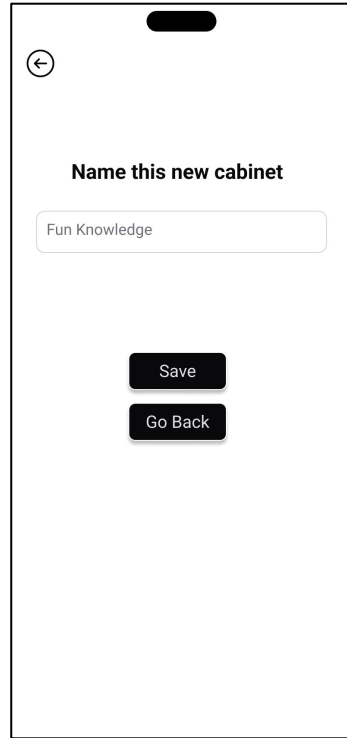
RESPOND/FLAIR SCREEN

- Added a delete option (an 'X') to the flair feature, allowing users to remove flairs that were added mistakenly or deemed unfit for the capsule.



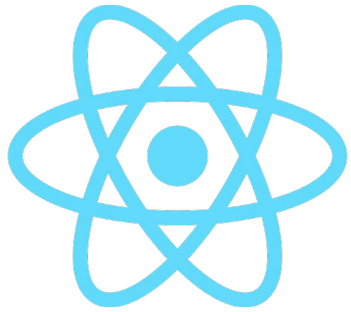
CREATE CABINET

- Eliminated the "Go Back" button to prevent confusion caused by having two buttons with the same functionality on a single screen.



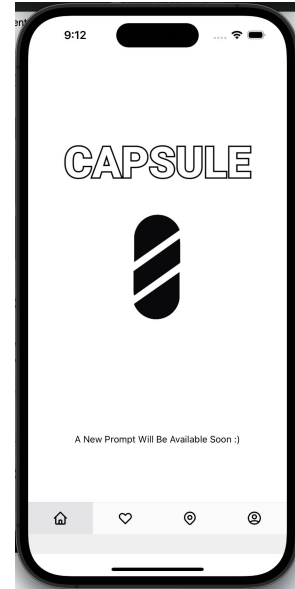
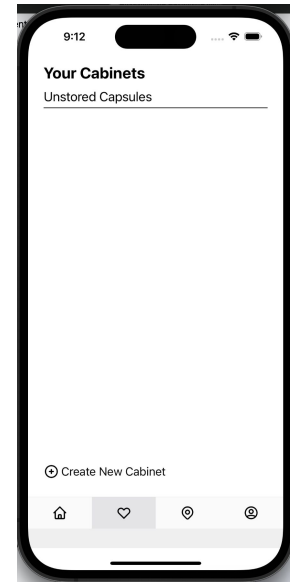
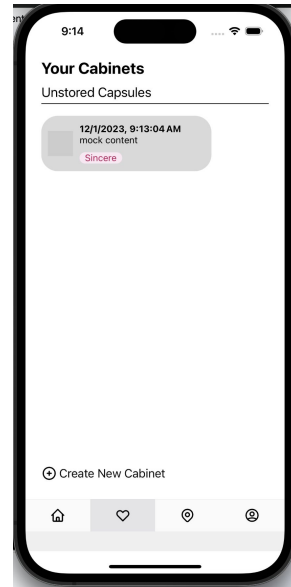
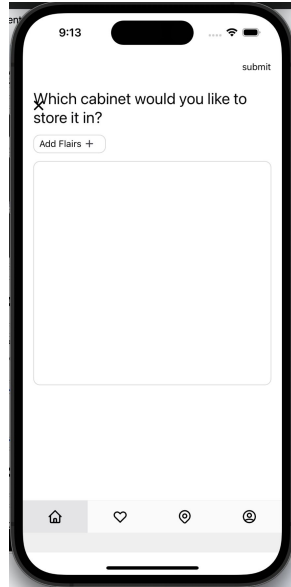
PROTOTYPE STATUS

FRAMEWORKS



CURRENT STATUS

- Implemented our first task
- Responding to Capsules is in progress, layout has been started
- Have made progress to managing Cabinets and creating cabinets



UNIMPLEMENTED FEATURES

- A lot of the work is in progress
- Need to begin working on our mapping feature
- Need to fix some of the issues in our Redux store

WIZARD OF OZ - HARDCODED

- Redux!
- Stores all the data of Capsules that are collected
- Also handles the Capsules you are prompted with
- Need to think more about how we can trigger these notifications
 - Timer?
- All data is being hardcoded

DEMO

9:46



CAPSULE



New Capsule Available To View!

View Capsule



THANK

YOU