



A8: Hi-fi Prototype

Bloo ME



Nourish Your Body, Grow Your Mind.



A8: Hi-fi Prototype



Nourish Your Body, Grow Your Mind.

MEET JJYC



JASMINE X.

Psychology & CS '27



YUJEN L.

Symbolic Systems '27



JADE C.

Symbolic Systems '27



CLARE L.

Design '28



Presentation Outline



01.

Problem &
Solution Overview



03.

UI and Product
Revisions

02.

HE Results
Summary



04.

Prototype
Implementation
Status + Demo

01.
Problem &
Solution





Problem

Many people who struggle with food, whether they fall into subclinical or clinical categories, often keep their pain to themselves. They hesitate to reach out to friends, family, or professionals because they feel a persisting anxiety in being a burden to others, and continue to live with their guilt around eating.



Solution



BlooMe is a peer-to-peer story-sharing app that pairs community warmth with daily structure. It also offers journaling prompts, a personal “butterfly sanctuary” to store encouraging messages, and community affirmations to guide recovery routines.

02.

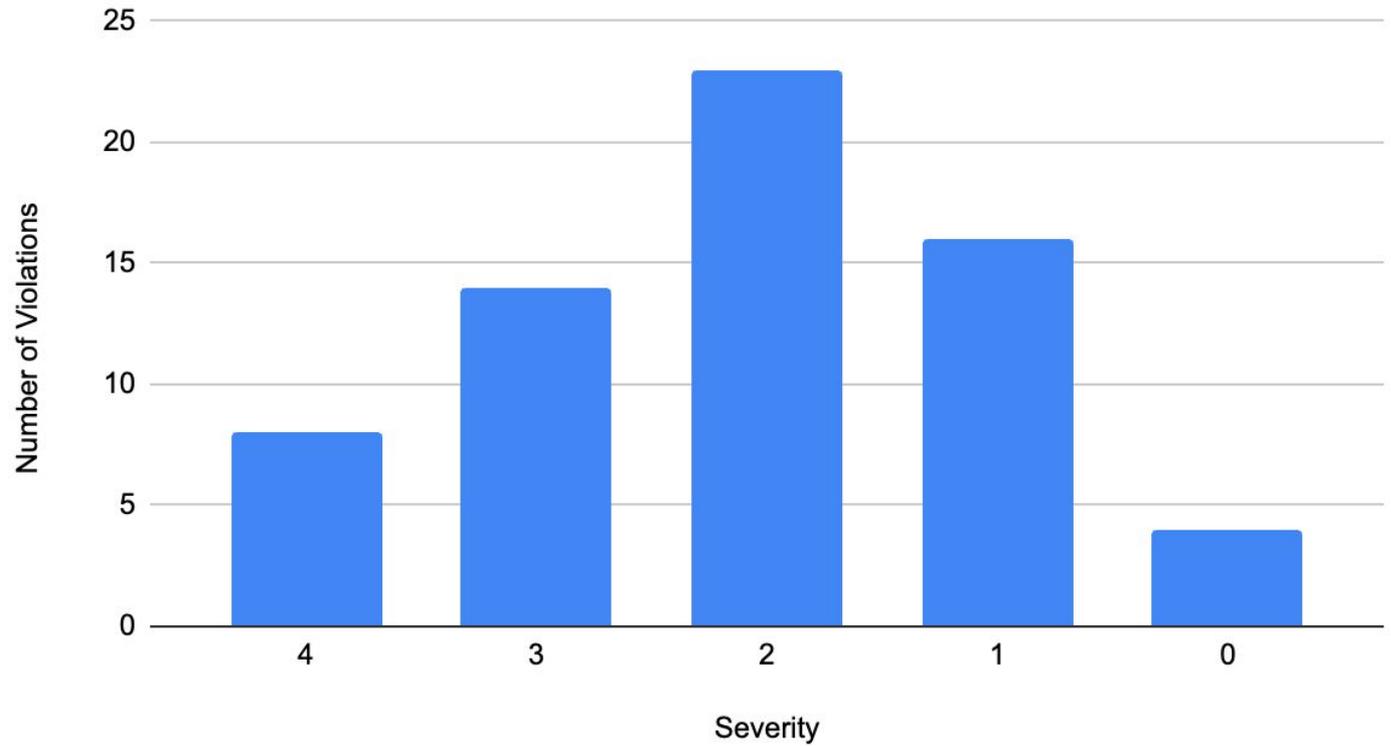
HE Results Summary



Total violations: 68

- 4's: 8
- 3's: 14
- 2's: 23
- 1's: 16
- 0's: 4

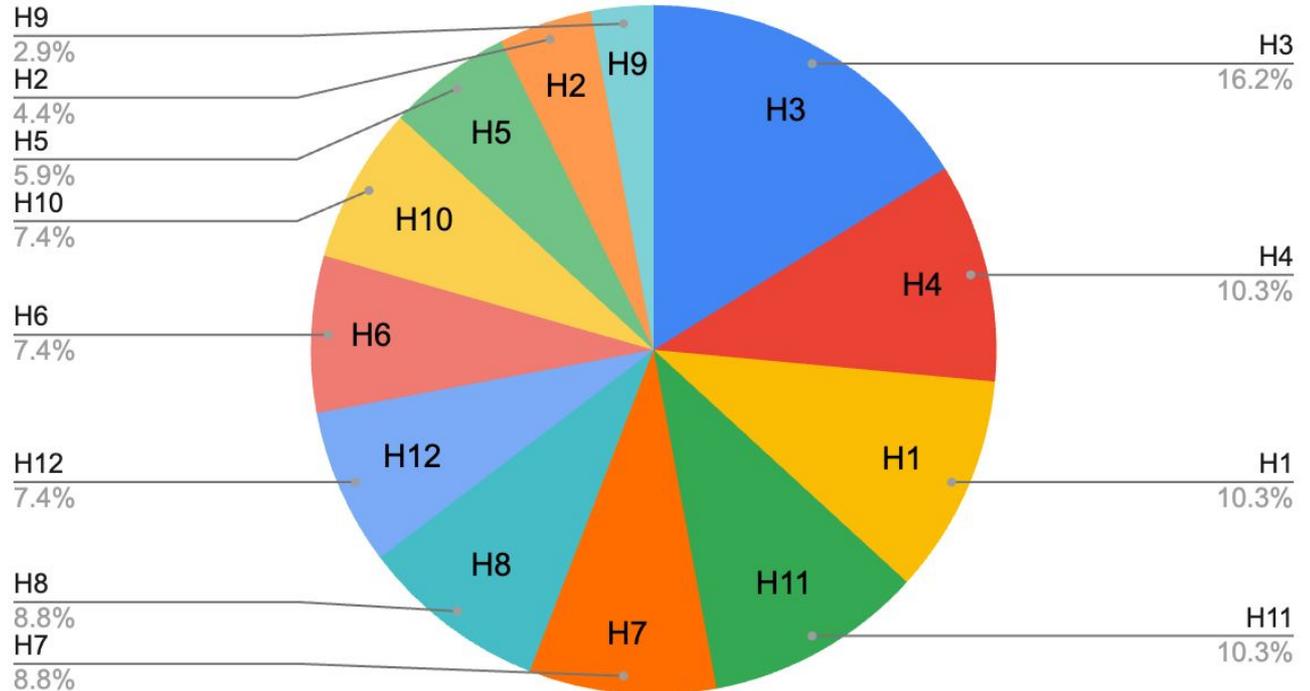
Total Heuristic Evaluations



Most Common

- **H3: User Control & Freedom (11)**
- **H4: Consistency & Standards (7)**
- **H1: Visibility of System Status (7)**
- **H11: Accessible Design (7)**

Heuristic Breakdown



Results Summary

Total # of UI
revisions:

Severity 3's and 4's:
14 (cut down from 17
due to overlap)

Extra Revisions:
Severity 1's and
2's:
13



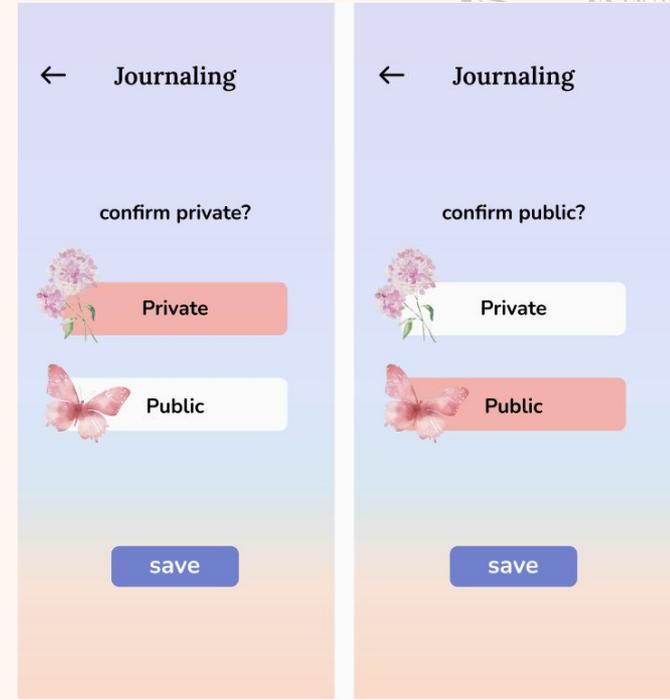
List of proposed changes: Moderate

- Adding tags (reflective, uplifting, tips) to appeal to categorization and clear values
- Add a customizable profile picture feature (confusion in iconography)
- Add more captioning and description
- After pressing save, staying on the page of the message rather than going home



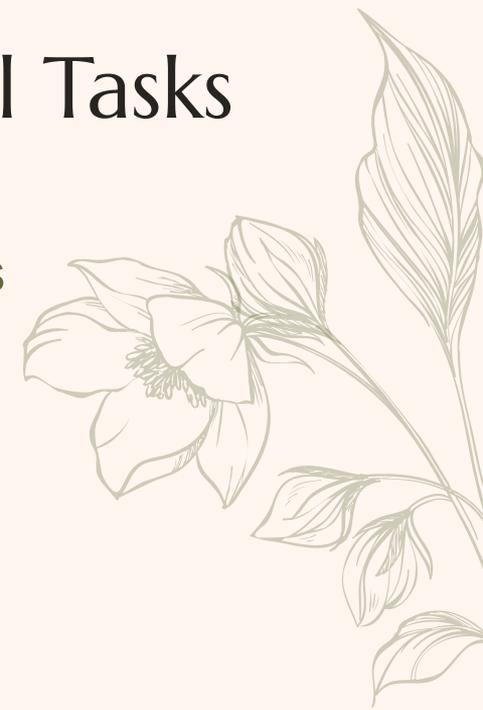
List of proposed changes: Complex

- Adding a delete/undo button for unwanted posts
- Adding progress bar
- Not always landing home after an action (staying on feed after post)
- Reframing language for journaling guidance to be more supportive for the user, aligning with our values
- Toggling between private and public in edit mode





List of proposed changes: All Tasks

- Adjust saturation and luminance of text colors against light backgrounds
 - Flipped account and collections, to make it easier to find
 - Adding error messages (blank boxes, inability to post, etc.)
 - Navigation inconsistencies, will finalize pathways
 - Realign our visual components through a grid
 - Change the vocabulary all to post for things shared and message for things received
- 



Justification of Rejected Suggestions

H11: Accessible Design

Prototype lacks keyboard navigation or screen-reader structure

- While accessibility is important, and we agree, this feature isn't high on our priority list. It is not feasible, but we want to add text size changing and taking advantage of dictation for creating posts
- 



Additional Accepted



H12: Value Alignment and Inclusion (Complex)

Tone of the reflection can be further refined

- To use language that are aligned with the values of compassion and gentle growth. Show encouragement

H2: Match w/ System and World (All)

Confusing terms that make an unclear mental model.

- Make our terminology consistent internally and externally.



03.

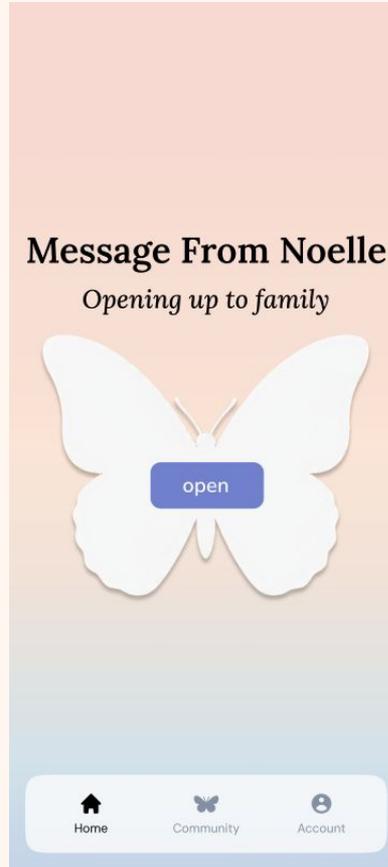
UI & Product
Revisions



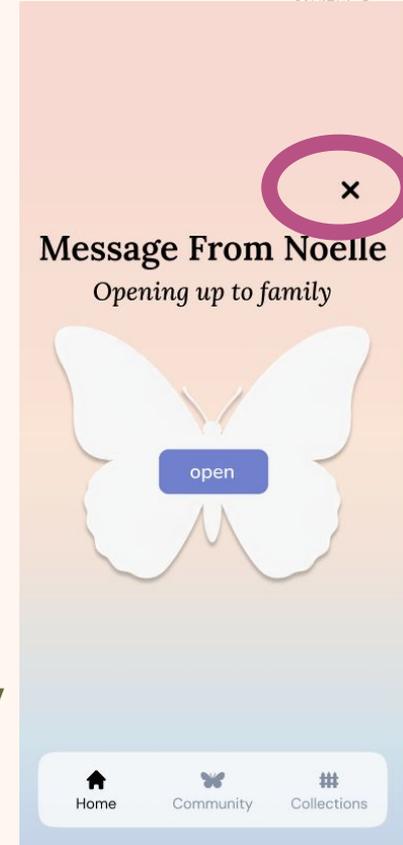


Simple Task Change: Reject Note of the Day

Change of the delay in the adding an option to exit out of the Note of the Day.



Improve Flexibility



After delay





Medium Task Change: Incorporating Filter



Incorporated a tags and filtering feature for organization and to be transparent about our product's values



Improve on Compassion

Flexibility

Efficiency





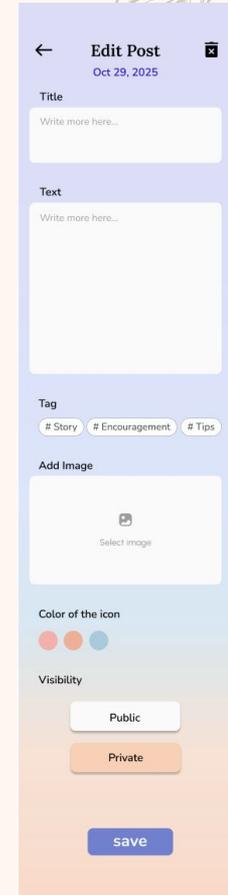
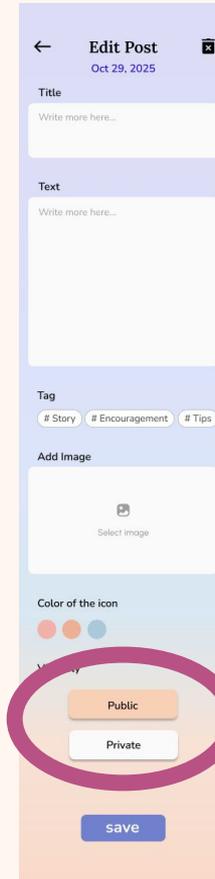
Complex Change: Private and Public Toggle



Allowing a user to toggle between private and public after posting



Improve Flexibility Efficiency





Change: Landing Page After Saved

After saving a post, rather than returning to home, the user stays on the feed for further interaction and user freedom.



Improve
Flexibility





Change: Navigation Bar + Account

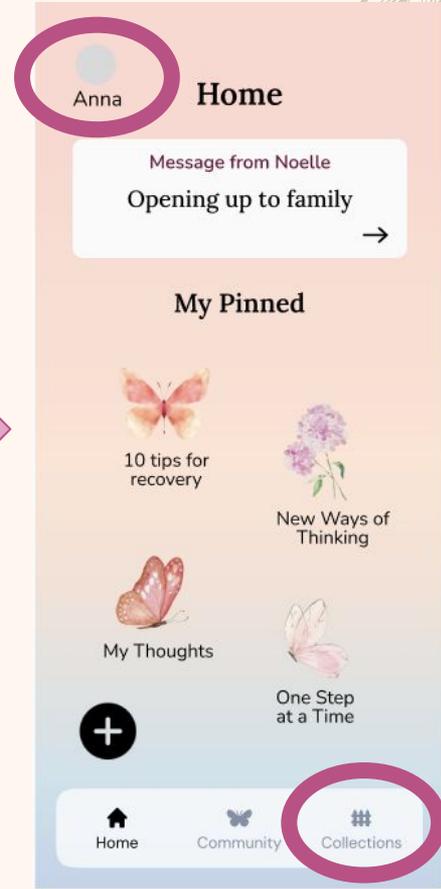
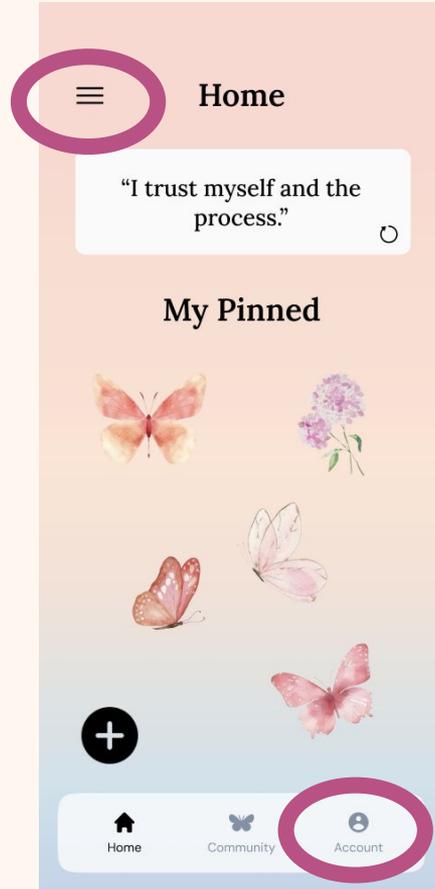


- Changed the sandwich menu to the account page
- Made the collections a new button in the navigation bar for clarity.

Improve
Recognition

Efficiency

Clarity

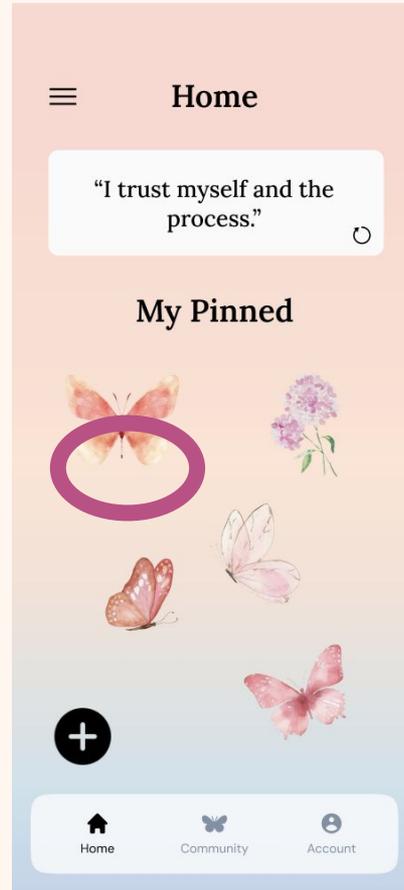




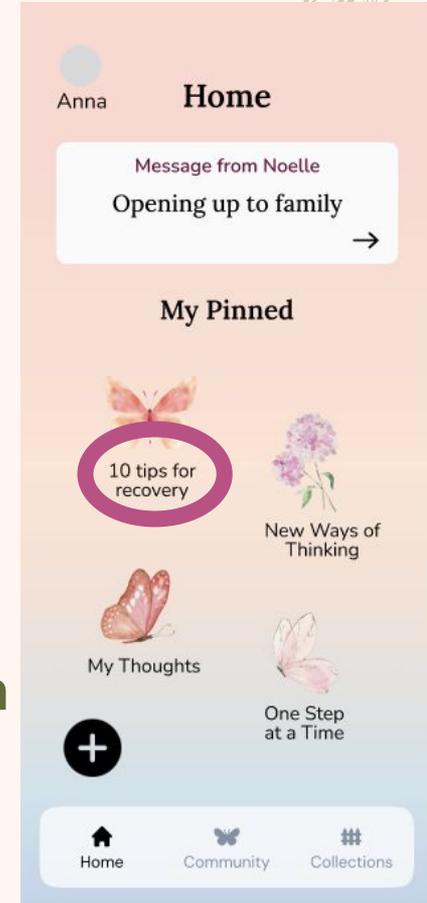
Change: Recognition of Pinned



Captioned the pinned with their respective titles to appeal to recognition rather than having the user click around to figure out the function of the icons.

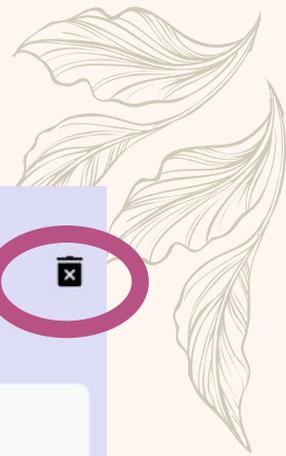


Improve
Recognition

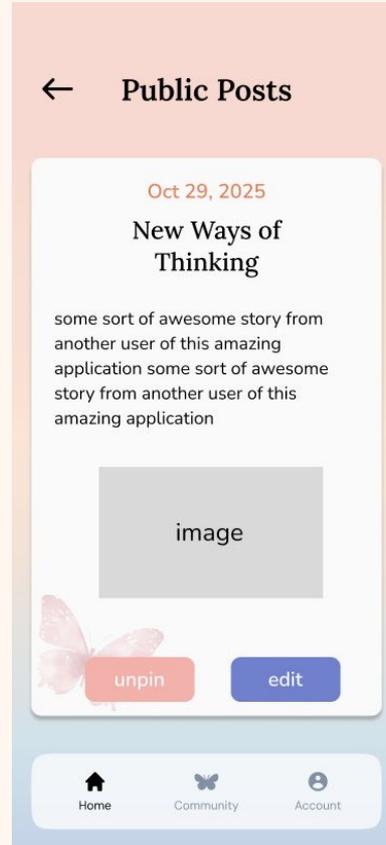




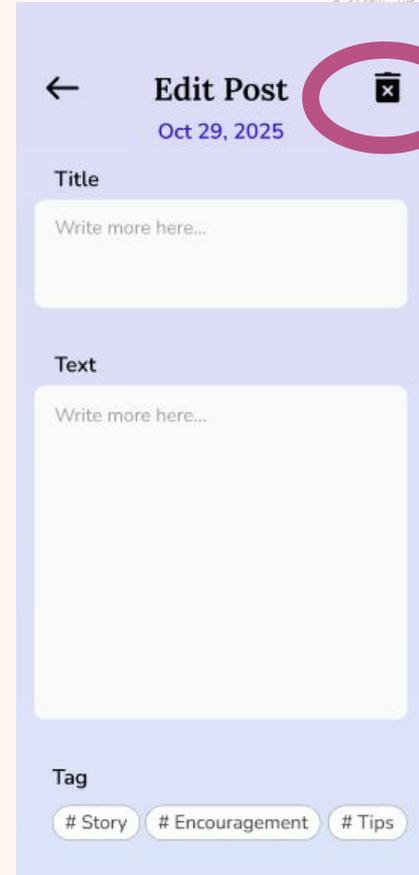
Change: Delete Post



Have a trash or undo button. If a user wants to take down a post after it goes into feed, they now have the option to.



Improve Flexibility





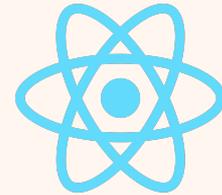
04.

Prototype
Implementation
Status + Demo

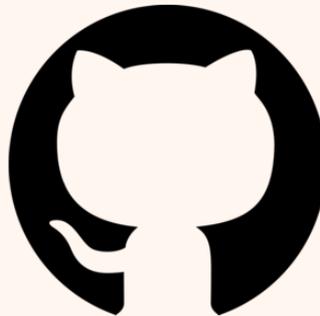


Tools Used

- ReactNative (development framework)
- Expo (app framework) & Expo Router (Navigation)
- Supabase (database)
- Visual Studio Code (IDE)
- Figma (for design components)
- GitHub (collaboration)



React Native



Implemented features

Moderate Task

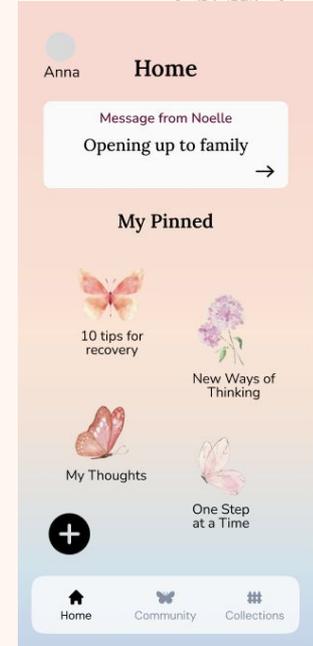
- Community Feed
- Filtering
- Reactions
- Click into Posts
- Saving Posts

Simple Task

- Receiving the Message of the Day
- Saving the Message

Other Tasks:

- Home Screen
- Small Animations



Unimplemented features

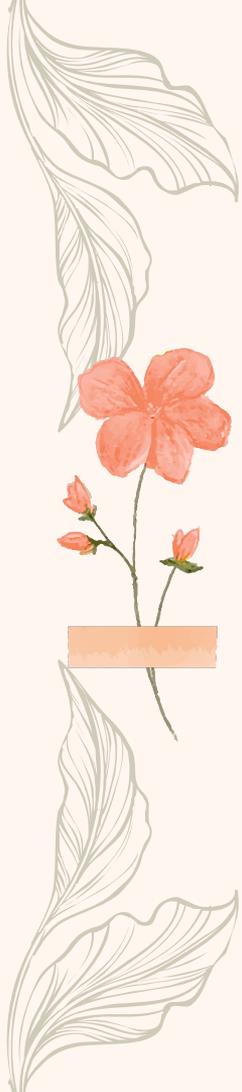
- Task 3: Journaling and Posting
- Collections Page + Editing Page
- Account Set Up
- Tutorial

Timeline:

- Over Thanksgiving: Set up databases (need to set up 6: users, profiles, journal posts (for both private and public), reactions, saved post, pinned post) and called in within the screens
- Work on Task 3
- Having the screens ALL visually set up.
- Setting up the backend, making sure that the navigation are calling the right files
- Work on Account Setup

Week 10:

- Adding animations and small detail
- Add Tutorial



Wizard of Oz

- **Simulated reactions:** Reactions shown beneath posts are not created by real users, but are placeholder reactions to simulate social engagement. Reactions are also not saved to a database.
- **Sharing Journals:** Publishing appears instantaneous to mimic a robust backend, but the confirmation is purely UI-based.
- **Simulated saving:** When a user “saves” a post, the action is visual only. The app displays a saved-state icon, but no data is written to a backend or persistent storage.





Wizard of Oz

Justification:

These Wizard-of-Oz techniques were used because all user-to-user interaction features, such as public journals, community posts, and reactions, require an active user base to function authentically.

Since the app does not yet have real users, we needed a way to **simulate** the presence of a community in order to test the core peer-support concept. By using WOZ methods, we were able to demonstrate the intended social experience and evaluate the value of community-based support, even without a fully populated user base.



Hard Coded Aspects

Daily Message: A static community message automatically appears on app launch, simulating the “daily message” feature.

Static User Profiles: Profile details (e.g., username, avatar, tags) are hard-coded and identical across sessions rather than editable or personalized per user.

Prepopulated Database of Posts: Messages displayed on the Community page were pre-defined examples in the database rather than dynamically generated content.

Non-Persistent Data: New posts, reactions, or changes made during testing are not stored.





Hard Coded Aspects

Justification: Because we did not yet have real users interacting with the platform, and **given the time required to implement** backend logic for dynamic content, we chose to hardcode the daily message and pre populate the community database.

This allowed us to simulate core user flows, **focus on the UX experience**, and ensure consistent behavior during testing without building full backend infrastructure.





Looking Ahead



- Coding our Backend & Front End(Main Developer Jade + Support from the Rest)
- Finalize Design Details (Clare and Yujen)
- Poster, Pitch + Final Report, and README File (Yujen and Jasmine)
- Working on our project + Turkey





Demo!







Thanks!



Do you have any questions?

CREDITS: This presentation template was created by **Slidesgo**,
including infographics & images by **Freepik**





Appendix



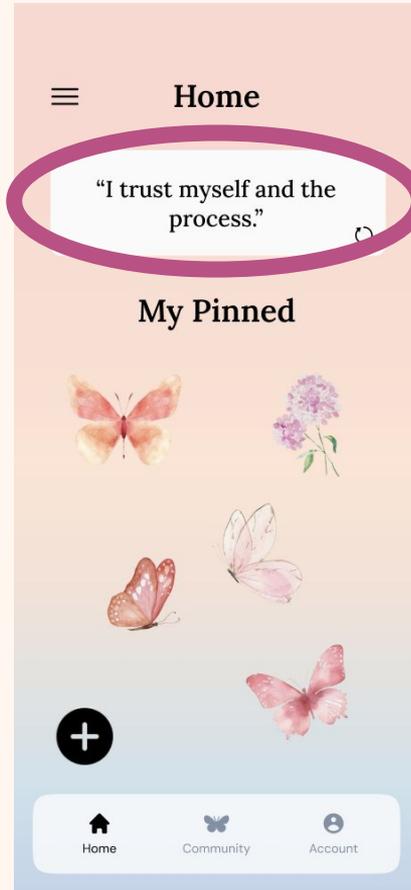


Simple Task Change: Removed Daily Affirmation



Changed the daily affirmations to the message of the day as an easy way to access if a user wants to repeat, or they initially rejected the message.

Improve
Flexibility



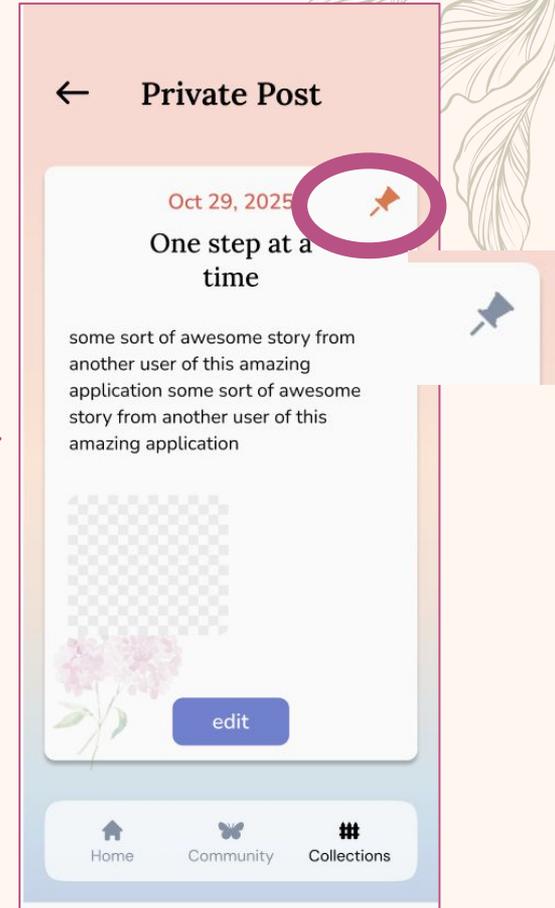
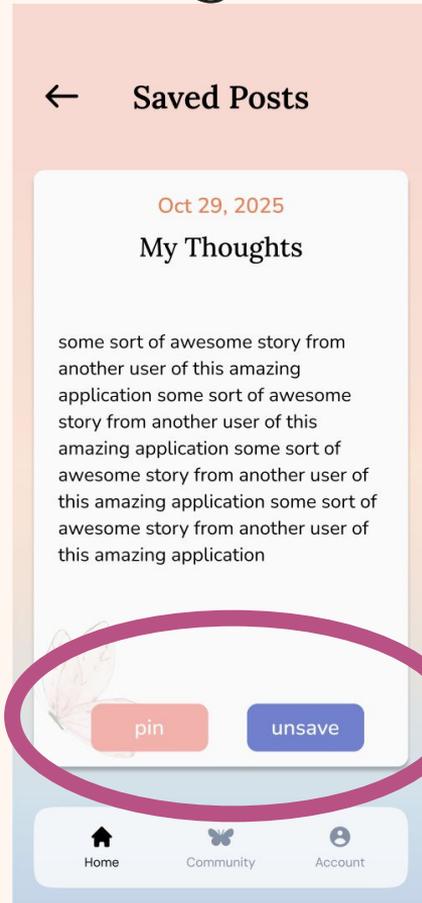


Pin and unpin icon to make the function more intuitive

If pinned, highlighted orange, if not it is gray

Improve Recognition

Change: Pin Icon

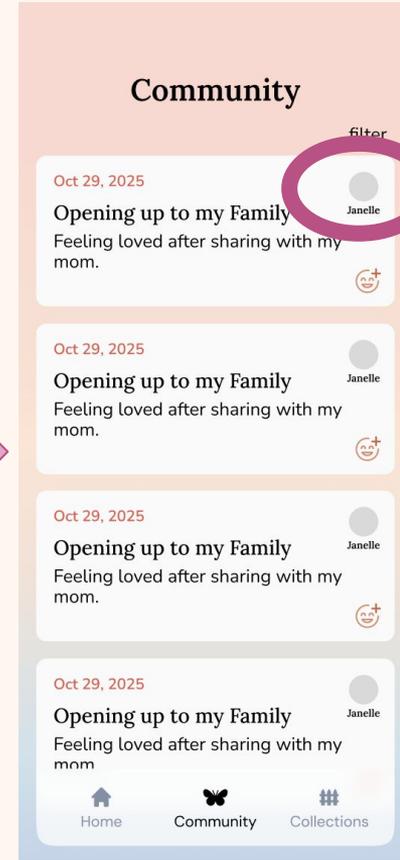




Medium Task Change: Profile Icon



Changed the profile iconography to minimize confusion in repeated icons and their meaning



Improve Clarity



Medium Task Change: Color Luminance and Saturation



Using a pastel shade for the font made it difficult for the user to see. We chose a deeper color to make it more visually apparent.



Improve
Visual
Design

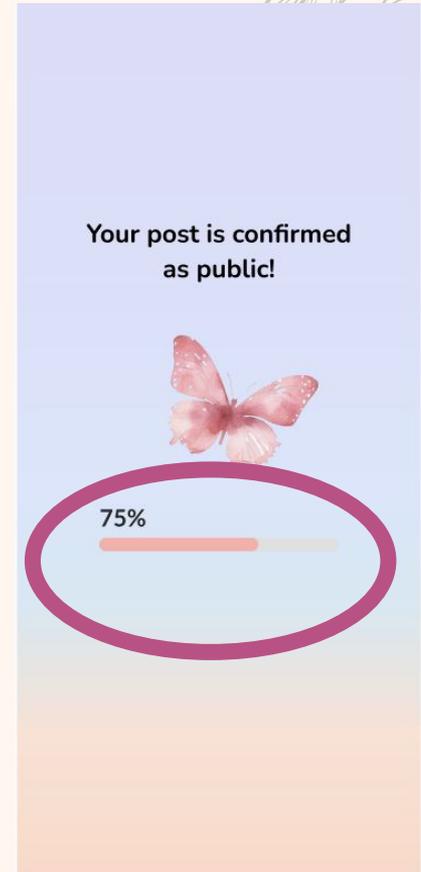
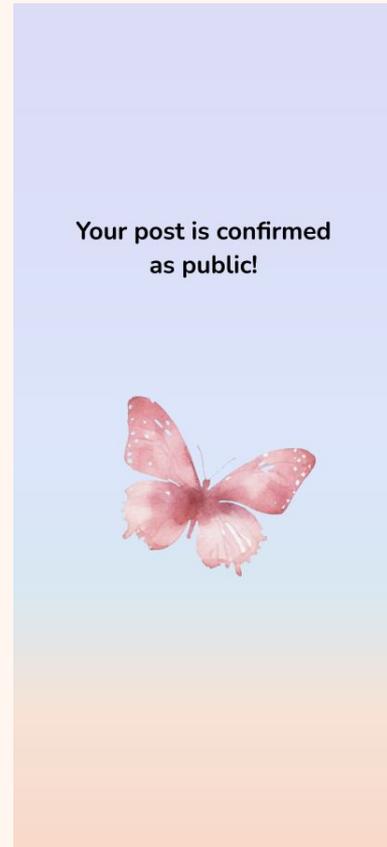




Change: Progress Bar



Added a progress bar to show the system status when sharing a post rather than leaving the user blind.



Improve **System Visibility**



Adding error messages to guide the user to work through problems when encountered

Improve Efficiency



Change: Error Messages



Tag

Story # Encouragement # Tips

Add Image

Select image

Color of the icon

next



Tag

Story # Encouragement # Tips

Add Image

Forgot to choose a tag! Tag your post before posting.

Color of the icon

next

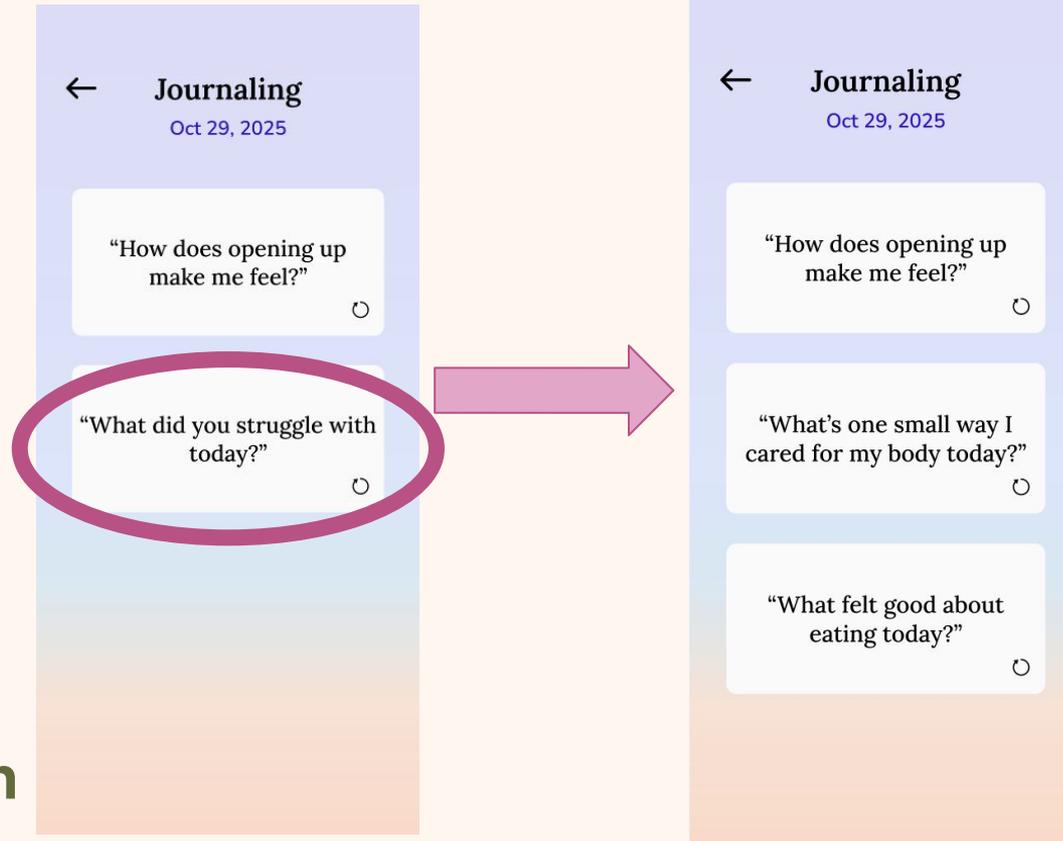


Complex Task Change: Reframe Guidance Language



Being aware of our values and framing our language in an encouraging, positive, and reflective manner

Improve
Compassion





Minor UI Changes



We had some trouble with alignment throughout our design, so we utilized the grid and made our alignment and design choices consistent throughout the frames.

