



SparkBook

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Medium-Fi Prototype

Setup Summary:

To run the prototype, open the Figma link in a desktop browser. It is designed for iPhone 16 dimensions but can also be viewed on desktop.

Target Audience

SparkBook is designed for creatives of all levels—from the hobby artist to the seasoned professional. Users can easily capture and organize anything that inspires them so that they can spend their time creating! Users interact with SparkBook during the creative process — for example, when brainstorming, capturing inspiration on the go, or organizing reference material for ongoing art projects. The app helps them seamlessly transition from idea capture to project organization.

Design Tools

We used Figma as our primary design and wireframing tool for our medium-fidelity prototype due to its ability to easily design features and prototype interactions in a collaborative setting. The dimensions of our prototype fit an iPhone 16, but designed to be flexible across devices.

We chose Figma for its intuitive prototyping tools, collaborative features, and built-in mobile templates. Its main limitation is the lack of native support for dynamic interactions such as drag-and-drop or real-time data, which we approximated with animations and hard-coded items.

Operating Instructions

General Info

- The flow of the prototype begins at the login page. Once you are logged in, you will land on the home page, at which point you will be able to complete the 3 main tasks.
- Due to the flexible nature of the product, a feature which is one of our core product values, there would ideally be unlimited options for how to interact with this app. Due to the nature of Figma and for the purposes of prototyping our main tasks, the available options and interactions are limited.
 - A blue box will flash around interactive elements if you click on an unmapped part of the screen.
- A back arrow will be available in the top left corner of the screen, which will take you back to the page you were most recently on.

- Some eventual functionalities of the app may be currently unavailable, but they are not relevant to the main tasks, so they will be implemented in the high-fidelity prototype.

Onboarding

- Sign Up / Log In
 - On the splash screen, sign in by selecting the "Email" field
 - Click the email field again on the following page to autofill a mock email address, select continue, then repeat to enter password

Home Page

- Home screen layout consists of:
 - Header (Non-functional in this iteration of prototype)
 - Search Bar
 - Profile Icon
 - Create new board, filter/sort
 - View Projects: The body of the homescreen shows a list of all of a user's projects/folders. You can scroll through to see all of them. Select a project to open it
 - *For this prototype/task, only "Sunset Inspiration" can be opened*
 - Footer / Navigation Bar
 - This is available on the Home Page and Community Page, and allows navigation between the pages
 - + Button opens the Quick Add menu, described below

Quick Add

- Appears as a blue "+" in the center of the bottom navigation bar
- When selected, a menu of options appears

- Photo
 - Select an image to add to a “sparklette” and then click “next”
 - Only the purple sunset is fully functional through the task flow
 - You can click any of the text fields (except for search) on the following page to simulate adding a note to the image or creating a new board.
 - Click the sparklettes that you want to add the image to. Note that for this task flow, only Sunset Inspiration can be selected.
 - After selecting the projects to save to, hit “Add”
- Note
 - Click the text field to simulate typing out a note. Hit “add” to save to a sparklette, or “cancel” to exit.
- Audio
 - Click the record button to “record” an audio note. Disclaimer that no audio will actually be recorded in the medium-fidelity prototype.
 - Click the square stop button to stop recording and either save to a sparklette or delete.
- Import
 - Import a file from device and then select from list of imports. Click “add” to add to a sparklette
- Music
 - Select a song to add to a sparklette. Note that in this prototype, only “Fate of Ophelia” can be selected. In final prototype, this feature will be connected to Spotify so users can search through songs. Then click “next”
 - Use checkboxes to decide if you would like to save lyrics and/or album cover of the song, then choose a sparklette to save it to.

Community Page

- Scroll through the community page to see what other users have shared. Users can share sparklette boards or specific sparks/pieces of inspiration
- Note: Icons currently do not allow users to share items

Sparklette Board

- Sparklette Board prototype meant to simulate an infinite scrolling canvas. In the high-fidelity prototype, items can be dragged and dropped anywhere on the board, but this functionality is not present in the medium-fidelity prototype.
- Sunset image in the top left corner can be dragged to a trash can in the bottom center of the page
- Organize button in the top right corner opens a text field. Click the text field to simulate writing a prompt on how you want the sparklette to be organized. Then, select "Organize" under the text field to simulate our AI algorithm sorting the components of the board based on the prompt.

Limitations

Due to the limitations of Figma, we left out the following features:

- Ability to drag and drop across the board to perform quick manual organization because Figma doesn't enable for such detailed interactions
- Ability to add from camera view—substituted for mock up camera UI, because there's no camera plug in to Figma
- Expansive community view that replicates the true flow of scrolling through public posts
- Back-end understanding of how we can tag metadata on uploads for AI organization and actually execute the commands

Wizard of Oz Techniques

- In this medium-fidelity prototype, users cannot actually type in any text fields. When they click it, filler text appears.
- The smart “Organize” button will function with AI in the final version, but in the medium-fidelity prototype, we manually organize based on the smart prompt.
- Images cannot be dragged in Figma prototype, so we created an animation to make it appear as if the user is dragging a photo to the trash. While users cannot actually drag items, the visual cues still convey the affordances of flexibility and creative organization, allowing us to test conceptual usability.

Hard-Coded Items

- Much of the media in the prototype is hard-coded. For example:
 - Photo options have been hard-coded in, but in the final version, it will embed the user’s camera roll
 - The song options are hard-coded to show the current top 5 songs, but the final version will show the user’s top Spotify tracks and let them search for other songs
- All of the sparklette boards have been hard-coded and pre-populated to provide more context and suggestions for what the use-cases can be.