

A6: Med Fi Prototype

Clarus

**Seamless, flexible communication between founders
and designers**

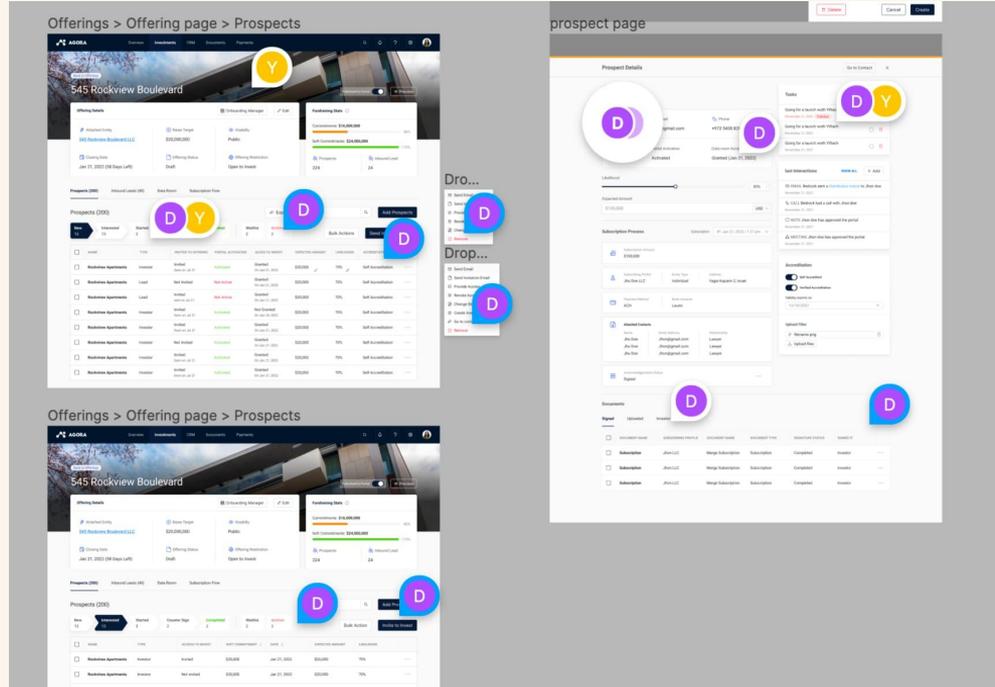
Avey Etaghene, Candace Cang, Siya Goel, Tyler Abernethy

Communication in current design tools is disorganized

comment flows in current tools are:

text-based

overwhelming



disorganized

not transferable
to to-dos

lacking revision
history

Our solution synthesizes and organizes information

our platform

empowers users with **multi-modal** communication



text



voice



video

Status quo

text-based

disorganized

overwhelming

not transferable to to-dos

lacking revision history

Clarus

multimodal: voice, video, and text support

filtered by role, modality, element, etc.

synthesized with AI

transformed into role-specific to-do lists

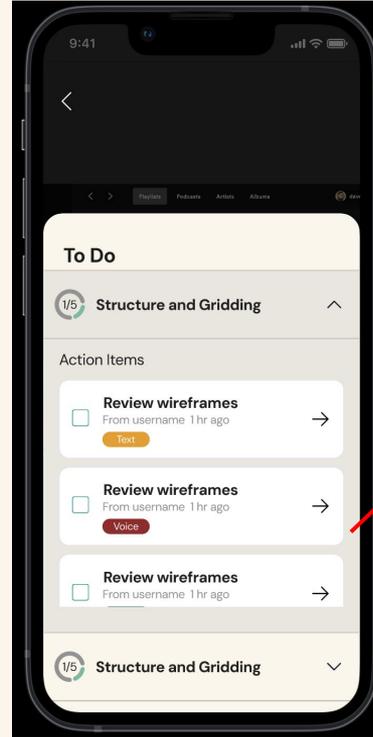
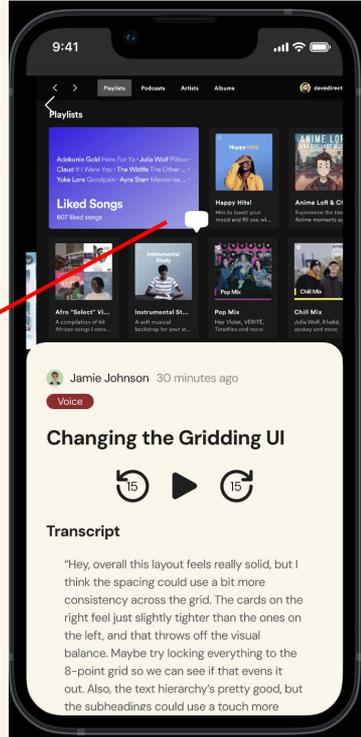
digestible and accessible documentation of edits and comments

Values

Clarus aims to make every comment understandable and actionable

Clarity

Each comment is pinned to a specific spot, reducing ambiguity about what feedback refers to.

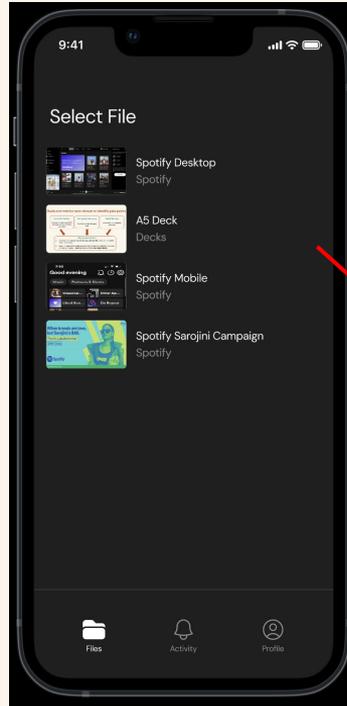
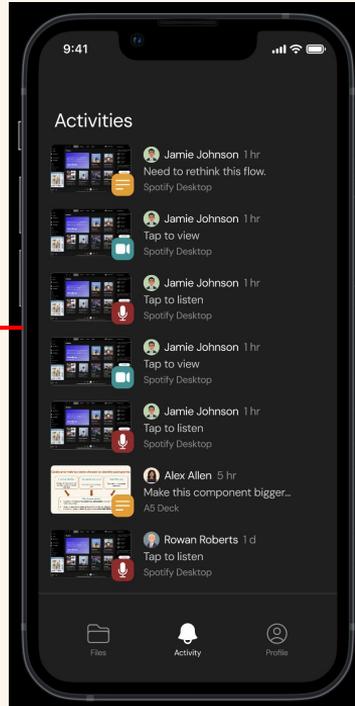


AI generates to-do summaries by converting comments into concrete, organized action items.

Collaboration in clarus should help founders and designers turn feedback into shared progress

Co-Creation

Shared workspaces display founder and designer activity, fostering shared ownership.

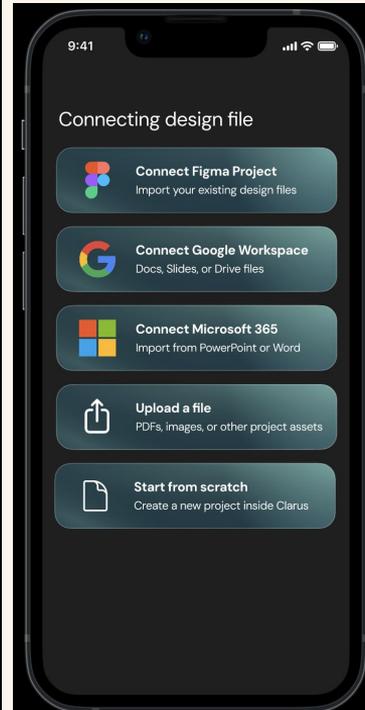
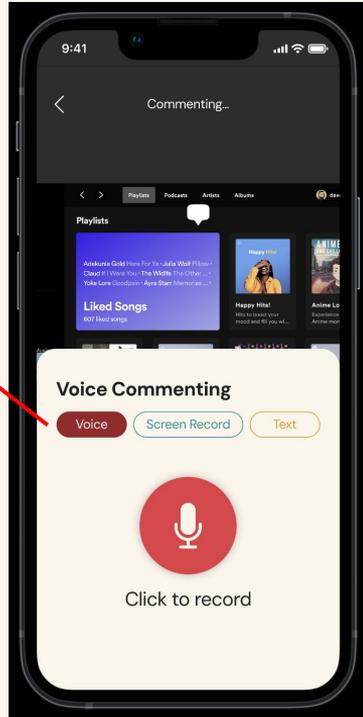


Realtime call with live note taking: enables both parties to co-view the mockup and take notes collaboratively.

clarus adapts to how different users think and communicate,
ensuring everyone feels understood and heard

Empathy

Multimodal commenting (voice, video, text) lets users give feedback in their preferred format



Inclusive logins and integrations (Figma, Google, Microsoft) enable seamless collaboration across tools

clarus balances *human expression* and *structured collaboration*, maintaining clarity without losing empathy or co-creation

Tensions in Values

Real-time collaboration creates clutter

Solution: clear structure without losing collaboration

- Comments pinned directly to mockup elements
- AI-generated to-do summaries organize shared feedback

Structure can flatten tone and nuance of the communicator

Solution: organized yet expressive communication

- Multimodal (voice, video, and text) commenting
- Users can replay comments to retain original tone and meaning

Tasks

Simple Task

Comment asynchronously on a mockup with voice, video, or text

Low-Fi Prototype

All 3

types of comments



reduced
complexity

Med-Fi Prototype

1

type of comment

Moderate Task

View and complete AI-generated to-dos

Low-Fi Prototype



calling designers



swapped moderate
and complex tasks

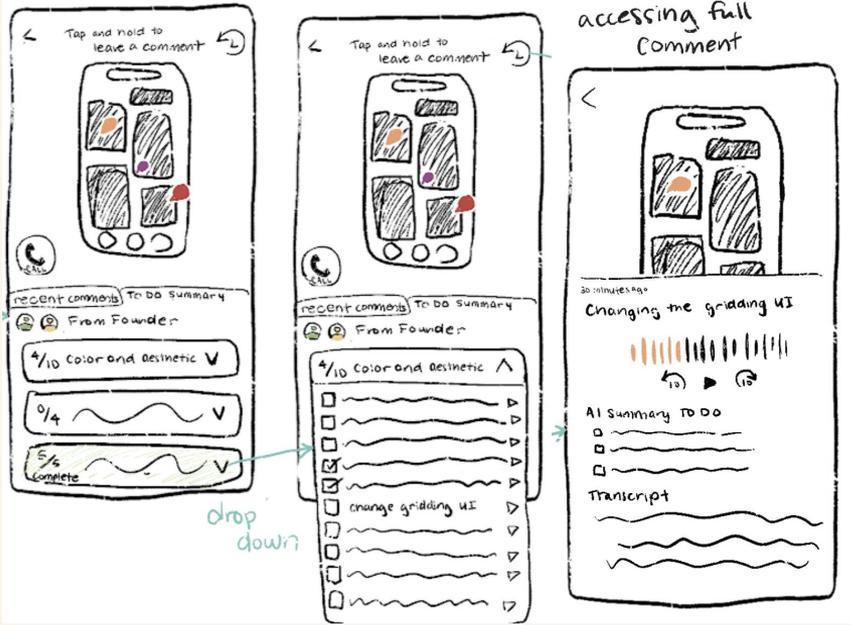
Med-Fi Prototype



manage AI
generated to-dos

Moderate Task

Low-Fi Prototype



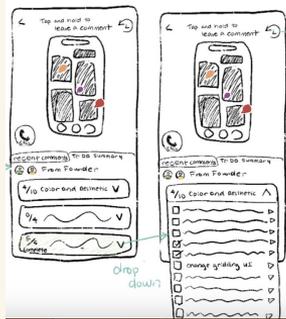
Changes Made

- More **organized menu bar** to easily click on "todos"
- Adjusted box shape so **drop-down arrow is easier to notice** and understand
- Made it clearer how to mark a "todo" as done and view full comments by adding structured, clickable boxes

Complex Task

Call designers in real time

Low-Fi Prototype



manage AI
generated to-dos



swapped moderate
and complex tasks

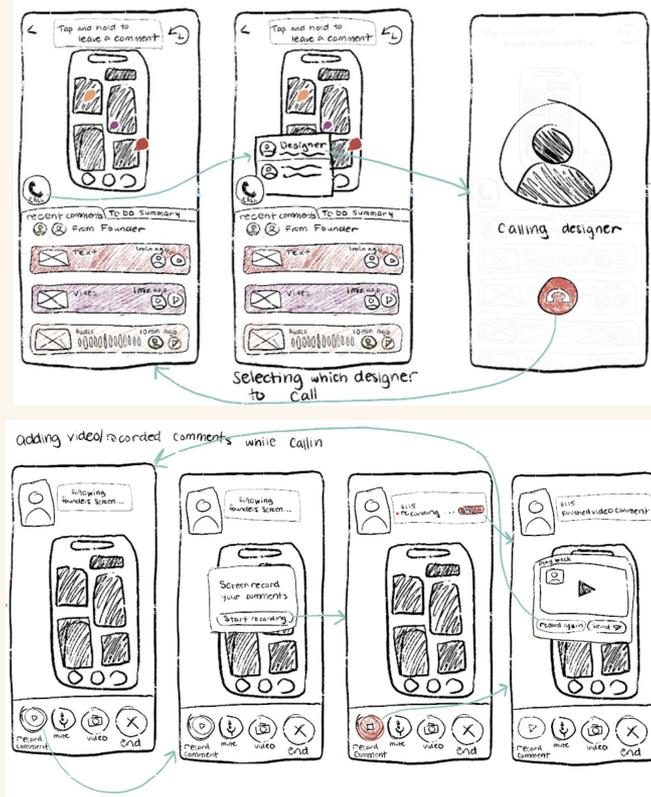
Med-Fi Prototype



live video calls

Complex Task

Low-Fi Prototype



Changes Made

- Contacts page is in **“full screen”** to easily see all the **designers you can call**
- **Note taking** instead of commenting **while screen sharing** for a more intuitive flow
- **Simpler, clear icons** for key screen sharing tasks and **removed unnecessary buttons**

Usability Goals

Existing metrics overlook key emotional and behavioral insights

Limitations of metrics

User Satisfaction

Average of relevance (1-10) and ease of use (1-10) for each task

- Doesn't reveal **why** users rated **high or low**
- "Ease of use" may vary by **user interpretation**
- **Misses emotional factors** like frustration or delight

Navigation Accuracy

Number of misclicks per task

- **Hesitation** or **uncertainty** not captured
- Doesn't capture **magnitude** of incident
- Doesn't show **why misclicks occurred** (unclear labels or icons)

Task Efficiency

Time taken to complete each task

- Fast times may reflect **rushing, not usability**
- Longer times could **mean engagement, not inefficiency**
- Ignores perceived effort—**users may finish fast but feel strained**

Addressed limitations through qualitative insights

Revised metrics

User Satisfaction

Quantitative

1-10 self reported scale
Success: Avg. rating ≥ 8 ;

Qualitative

Post-task prompts:
“What felt intuitive or confusing?”
Success: $\geq 80\%$ report high confidence ($>7/10$)

Note **signs of frustration**
(pauses, repeated clicks)
Success: ≤ 1 noticed frustration sign per task

Navigation Accuracy

Quantitative

Number of Misclicks
Success: ≤ 1 misclick per task

Qualitative

Track **time hovering/rereading** labels
Success: 20% less hesitation time between rounds

Post-task question: **“Was it easy to find what you needed? Why or why not?”**
Success: 90% agree navigation felt straightforward

Task Efficiency

Quantitative

Completion time per task
Success Criteria: consistent completion time across participants

Qualitative

Count **backtracks/retries** and **think-aloud uncertainty**
Success: backtracks $\downarrow 25\%$ across tasks

Confidence rating (1–10) in completing tasks
Success: ≤ 1 mentioned confusion per task

Design Improvements to Achieve Success Criteria

Design Changes and Evidence

User Satisfaction

"I think I get the todo arrows but not fully", "I didn't understand the video comment."



- **Clearer, more clickable buttons** (especially for todos)
- Introduced **countdown before screen recording** starts
- Added sender, modality, and timestamp to comment previews

Navigation Accuracy

"Where do I click record?", "I do not know where to find the designer to call"



- Added **menu bar** for quick task switching (calls, comments, todos)
- Used **clearer, more legible icons** across tasks
- **Removed user's face** in screen recordings to **reduce hesitation**

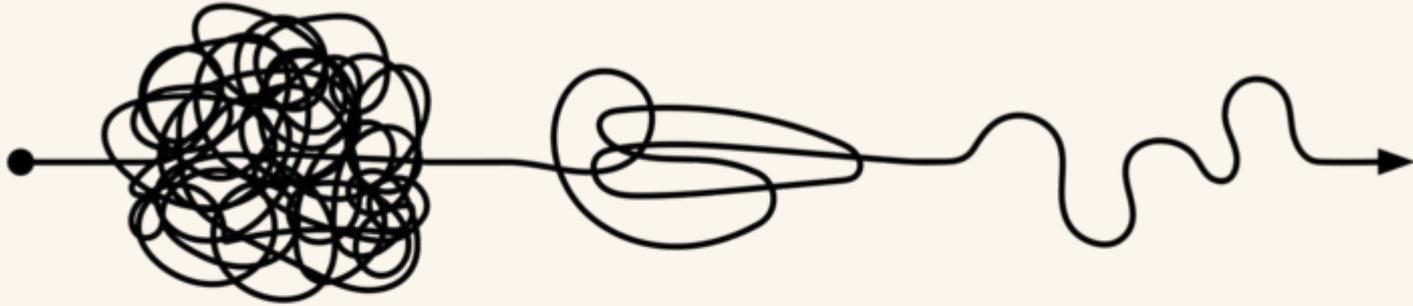
Task Efficiency

"screen is a bit busy", "version history button is not intuitive to me"



- Simplified video call UI by **removing extra buttons and steps**
- Enhanced existing components to streamline and improve commenting flow
- Converted "version history" to an **"activity page"** for **easier access**

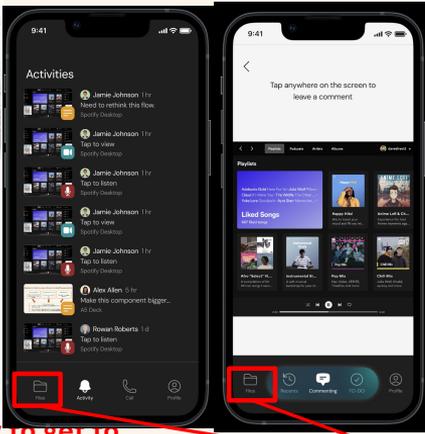
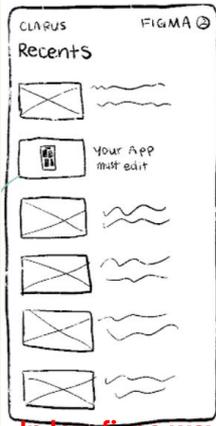
Progress



We improved video calling, screen recording comments, and menu features by clarifying icons and buttons and reducing on-screen clutter. These changes aim to enhance user satisfaction, navigation accuracy, and task efficiency and achieve our success criteria.

Revised Sketches

Design Change #1: Menu Bar Changes



Adding Navigation Bar

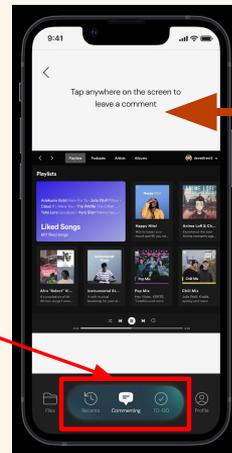
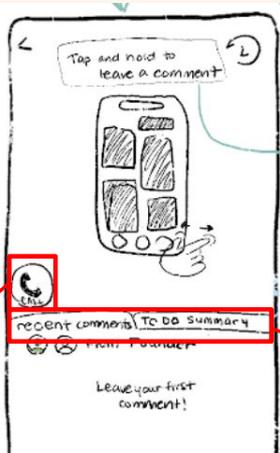
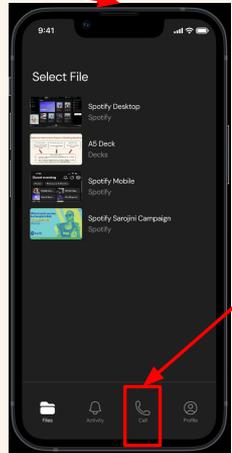
We added a navigation bar with **“files”** to view all files and **“activity”** to see recent comments in order to increase clarity.



In low fi, no way to get to get back to files

Simplified Call Access

We moved calling to the bottom navigation bar to clarify flow for users.



Adding Commenting Menu

We added a **“commenting menu”** that appears when users open a file to reduce navigation confusion.

Refined the Menu Bar to Reduce Confusion and Improve Task Efficiency



User Satisfaction



Navigation Accuracy



Task Efficiency

Adding Menu for Files:

Simplified Call Access:

Commenting Menu:



The new “files” and “activity” tabs make navigation clearer, reducing misclicks and hesitation time.



Moving calls to the “files menu” clarifies call origins and minimizes confusion or frustration.



Clarifying “todos” vs. “recent comments” improves intuitiveness and boosts confidence ratings.



Centralizing file and comment access shortens search time, improving completion consistency.

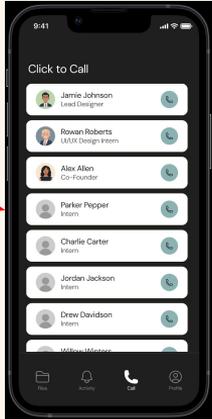
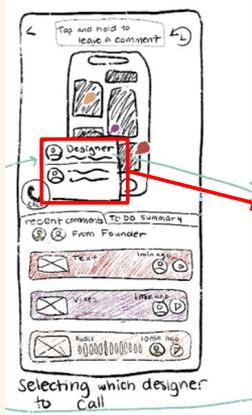


This change makes call initiation more predictable and reduces unnecessary backtracking or retries



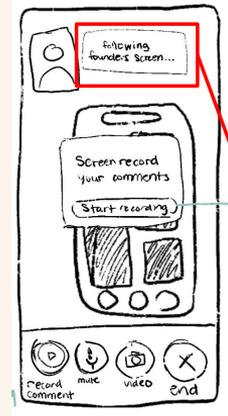
The “commenting menu” streamlines workflows, cutting extra steps and improving task speed.

Design Change #2: Video Calling Flow



Enhancing Calling Designers

We made designer contacts full screen, like a phone interface, to improve usability.

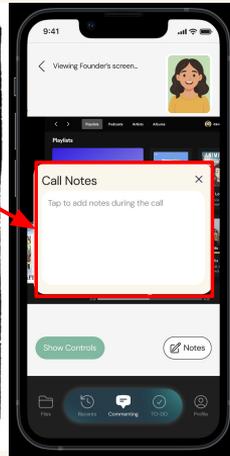
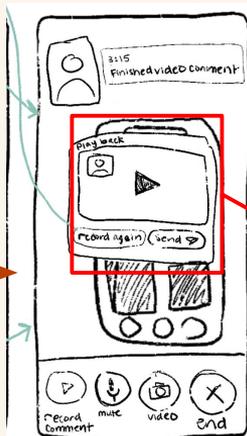


Control Screen Sharing

We added a clear screen share option for users to choose when to begin sharing.

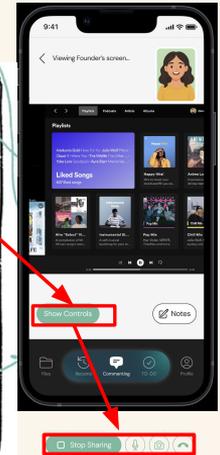
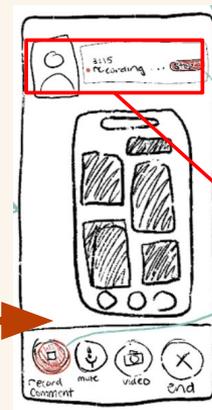
Removing Commenting in Calls

We replaced commenting with note-taking to reduce confusion.



Reducing Clutter on Call Screen

We added a "view controls" button that lets users access options like "stop sharing" when needed.



Improving Clarity and Control in Video Calling

● User Satisfaction

● Navigation Accuracy

● Task Efficiency

Enhancing Calling Designers:

- Making the designer selection full screen reduces misclicks and hesitation time, improving navigation accuracy.
- A clearer interface boosts user confidence and perceived control, raising satisfaction scores.

Control Screen Sharing:

- Allowing users to choose when to start sharing prevents surprise actions and frustration, reducing confusion signs during tasks.
- Giving control over sharing minimizes unnecessary retries, improving task completion consistency.

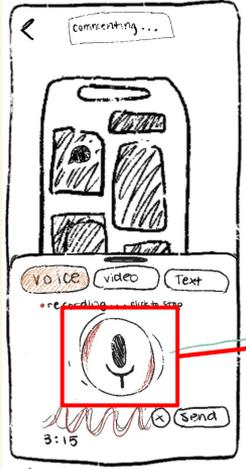
Removing Calling and Commenting:

- Replacing simultaneous calling and commenting with note-taking simplifies workflow, reducing task complexity and completion time.
- Fewer overlapping actions make the process feel more intuitive, increasing satisfaction and confidence ratings.

Reducing Clutter on Call Screen:

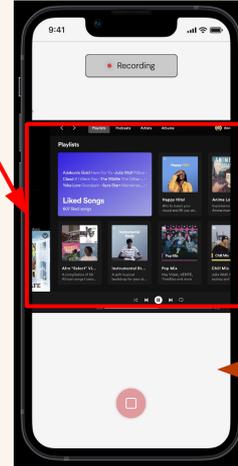
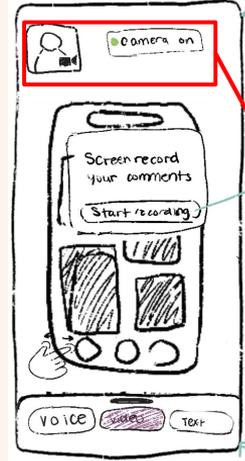
- Adding a “view controls” button helps users quickly locate key functions (like “stop sharing”), cutting hesitation time.
- Cleaner interface improves focus and consistency across participants, leading to smoother and faster task performance.

Design Change #3: Voice and "Video" Commenting



Clear Stop Function for Voice Commenting

We added a stop button that replaces the start button once recording begins.

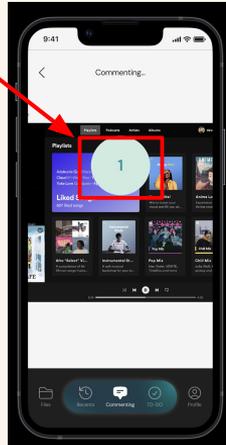


"Video" to "Screen Record"

We removed the camera feature and changed label to "screen recording" to reduce confusion about task functionality.

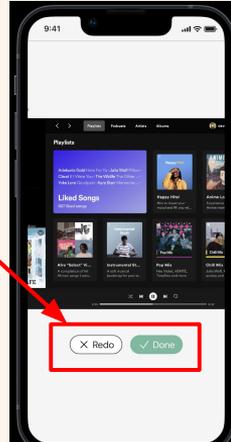
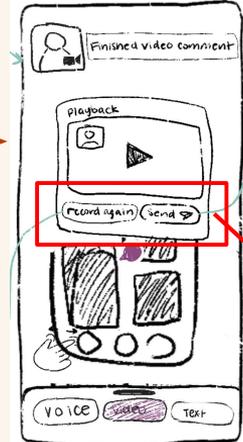
Countdown Before Screen Recording

We added a countdown to show how much time users have before screen recording begins.



Simpler UI

We removed unnecessary buttons and images to make it more intuitive.



X Redo ✓ Done

Making Commenting Simple, Clear, and User-Friendly



User Satisfaction



Navigation Accuracy



Task Efficiency

Stop Function for Voice Commenting:

Adding a clear stop button gives users more control, reducing frustration during voice recording.

Simplifies retakes and minimizes task restarts, improving completion time consistency across participants.

“Video” to “Screen Record”:

Removing the camera and renaming to “screen recording” eliminates confusion about what’s being captured, improving user confidence/clarity.

Reduces misclicks and hesitation from unclear labels, strengthening navigation accuracy.

Countdown Before Screen Recording:

The countdown prepares users for recording start, lowering mistakes and hesitation time by improving awareness.

Helps users begin smoothly without retakes, improving efficiency and reducing task variability.

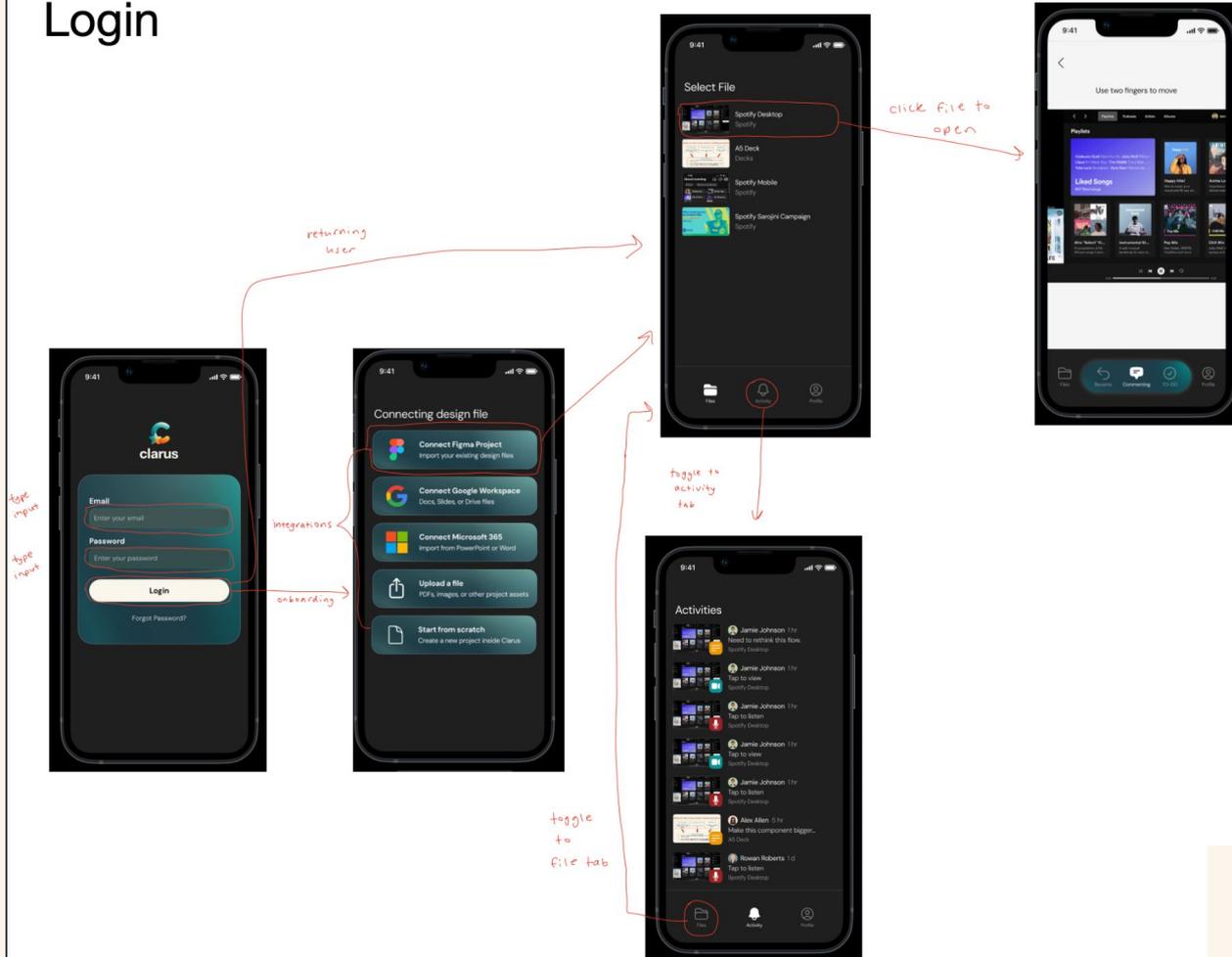
Simpler UI:

Removing unnecessary buttons and images reduces cognitive load and confusion, boosting user confidence

A cleaner interface streamlines commenting, resulting in faster and more consistent completion times.

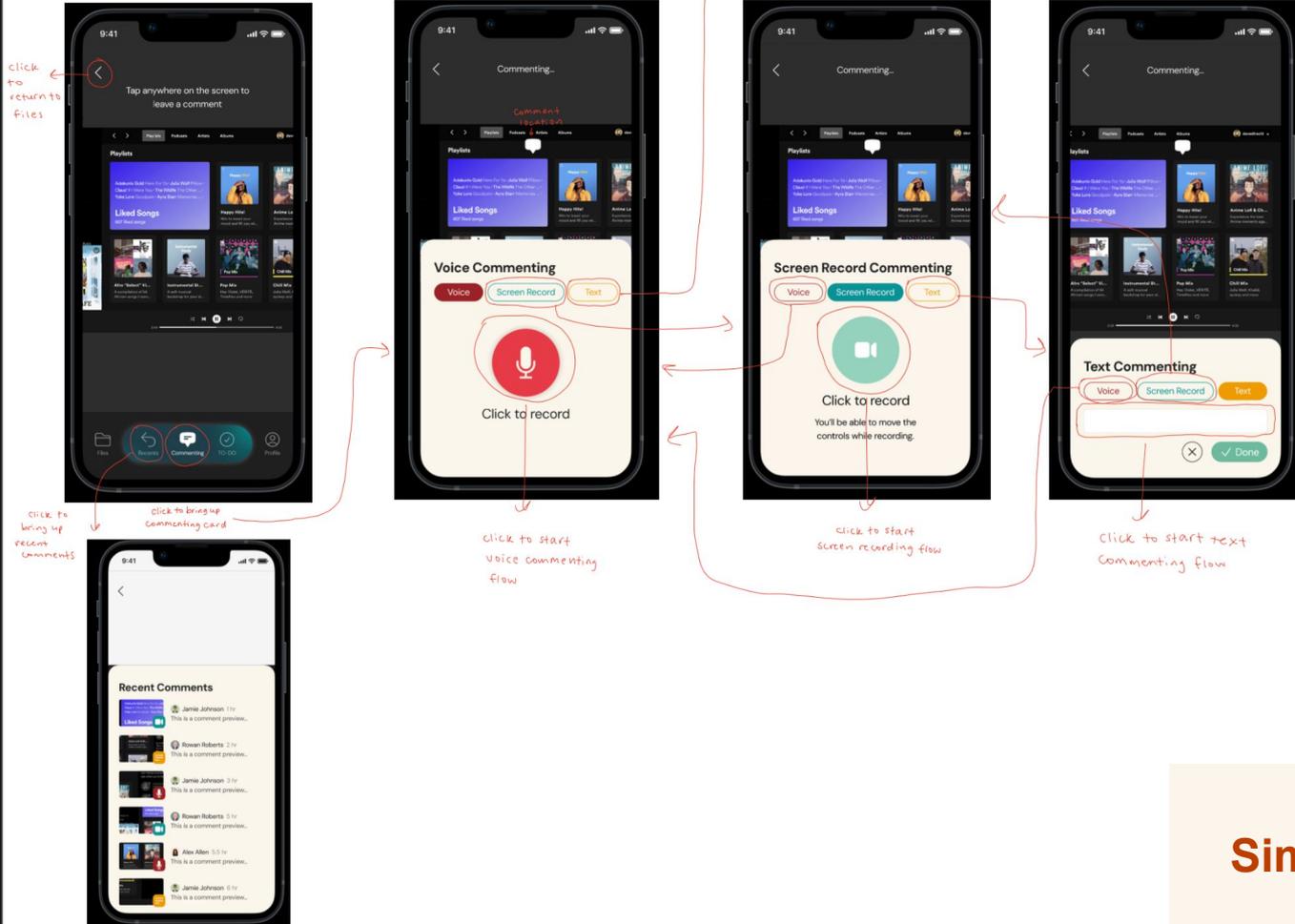
Medium Fi Task Flows

Login



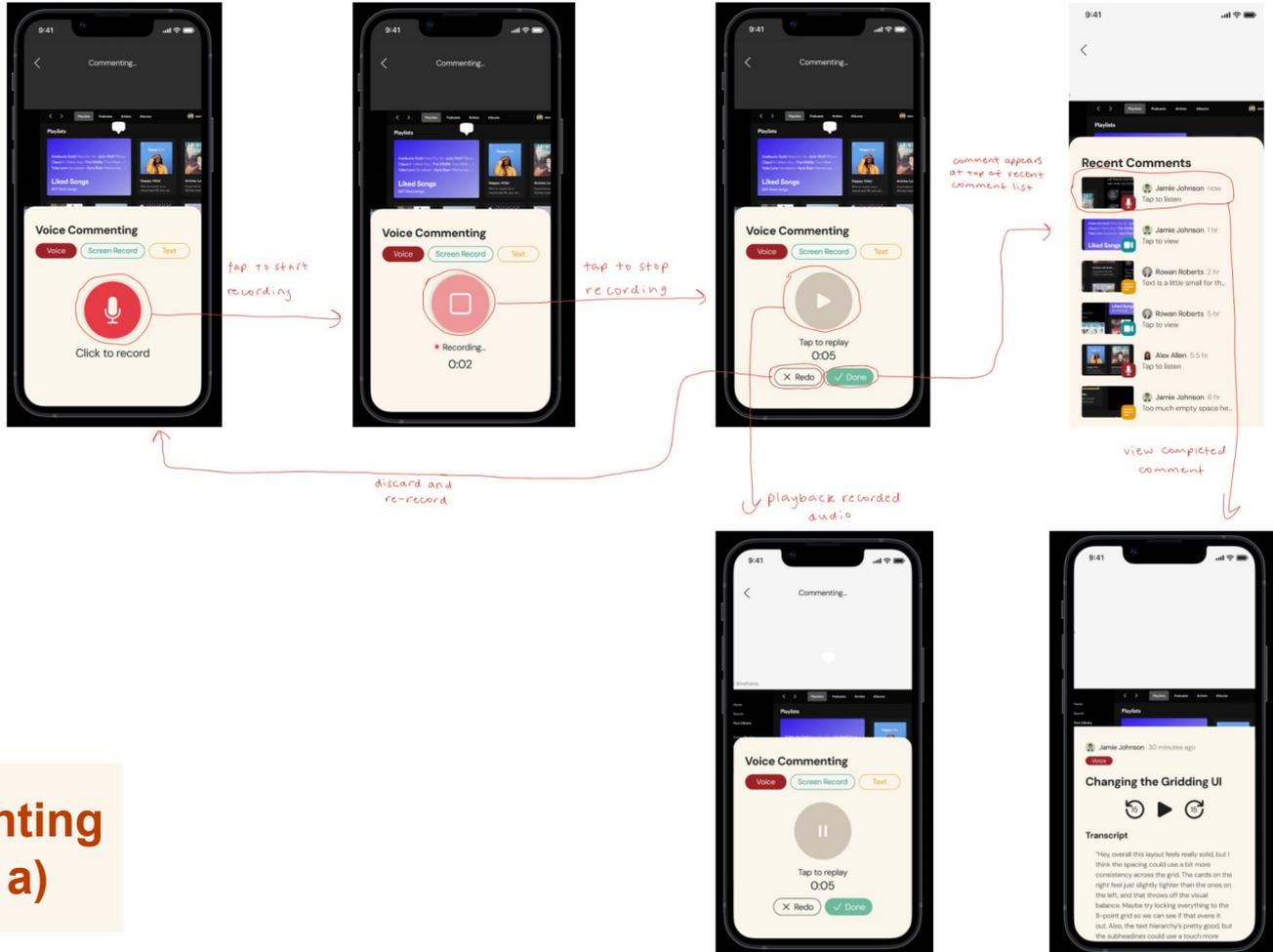
Not a user task,
but necessary flow

Commenting Overview



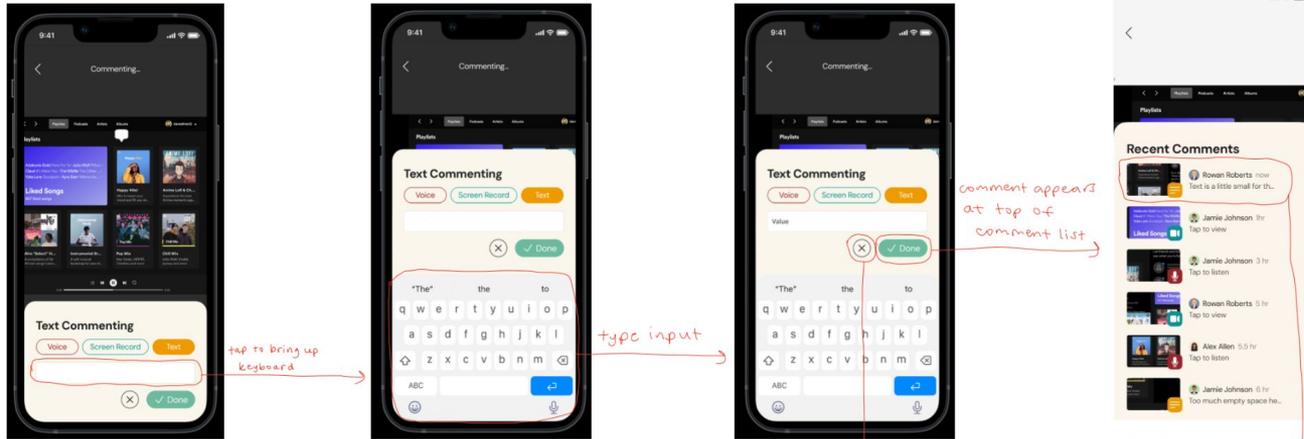
Simple Task

Voice Commenting



Voice Commenting (Simple Task 1a)

Text Commenting



discard and start again

view completed comment

Text Commenting (Simple Task 1b)

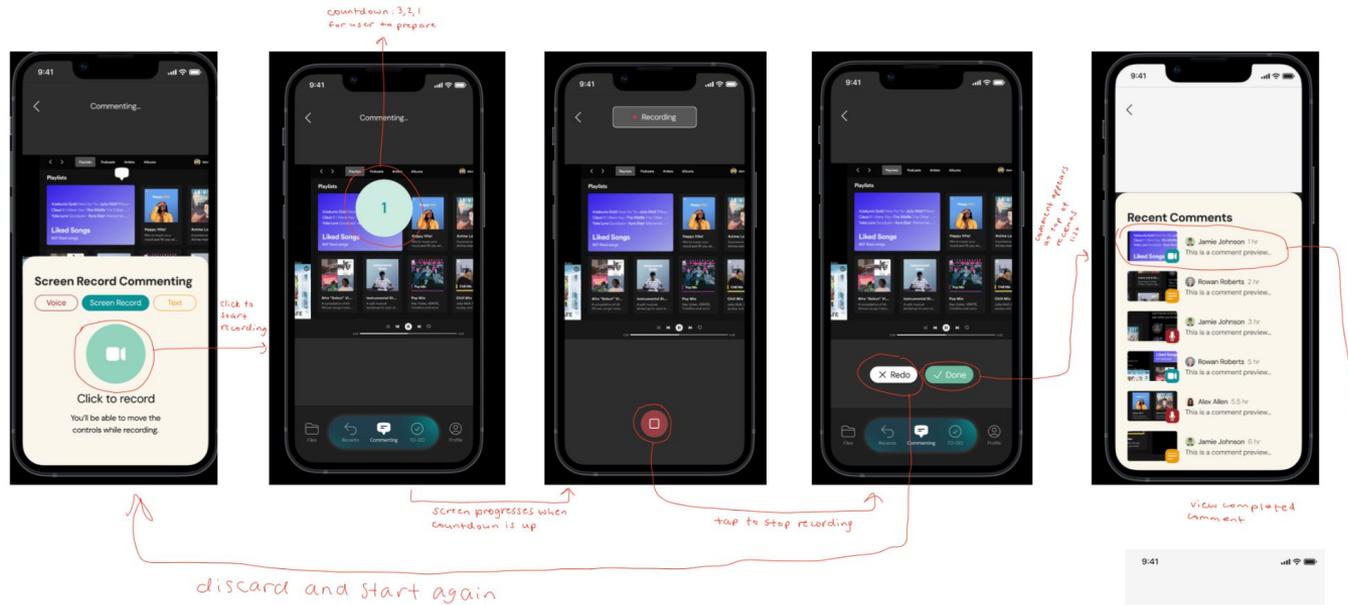
AI generated file

Changing the Gridding UI

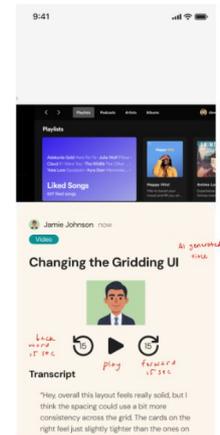
Overall this layout feels really solid, but I think the spacing could use a bit more consistency across the grid. The cards on the right feel just slightly tighter than the ones on the left, and that throws off the visual balance. Maybe try locking everything to the 8-point grid so we can see if that evens it out. Also, the text hierarchy's pretty good, but the subheadings could use a touch more contrast or weight — they kind of blend.

summary = see full text

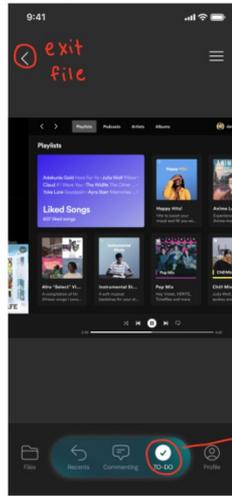
Screen Record Commenting



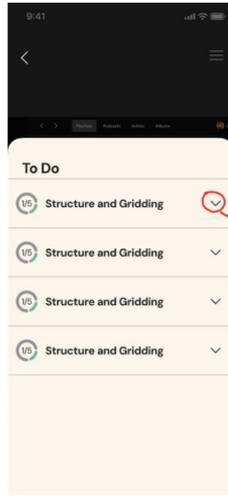
Screen Record Commenting (Simple Task 1c)



Managing To-dos

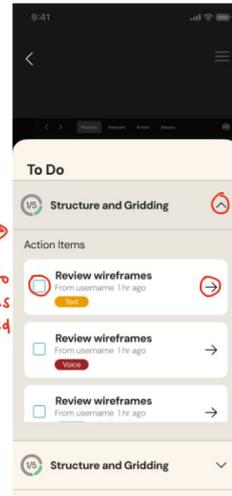


click to bring up to-do summary



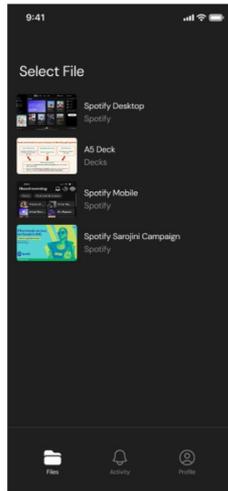
toggle to expand to-dos

click to mark as completed



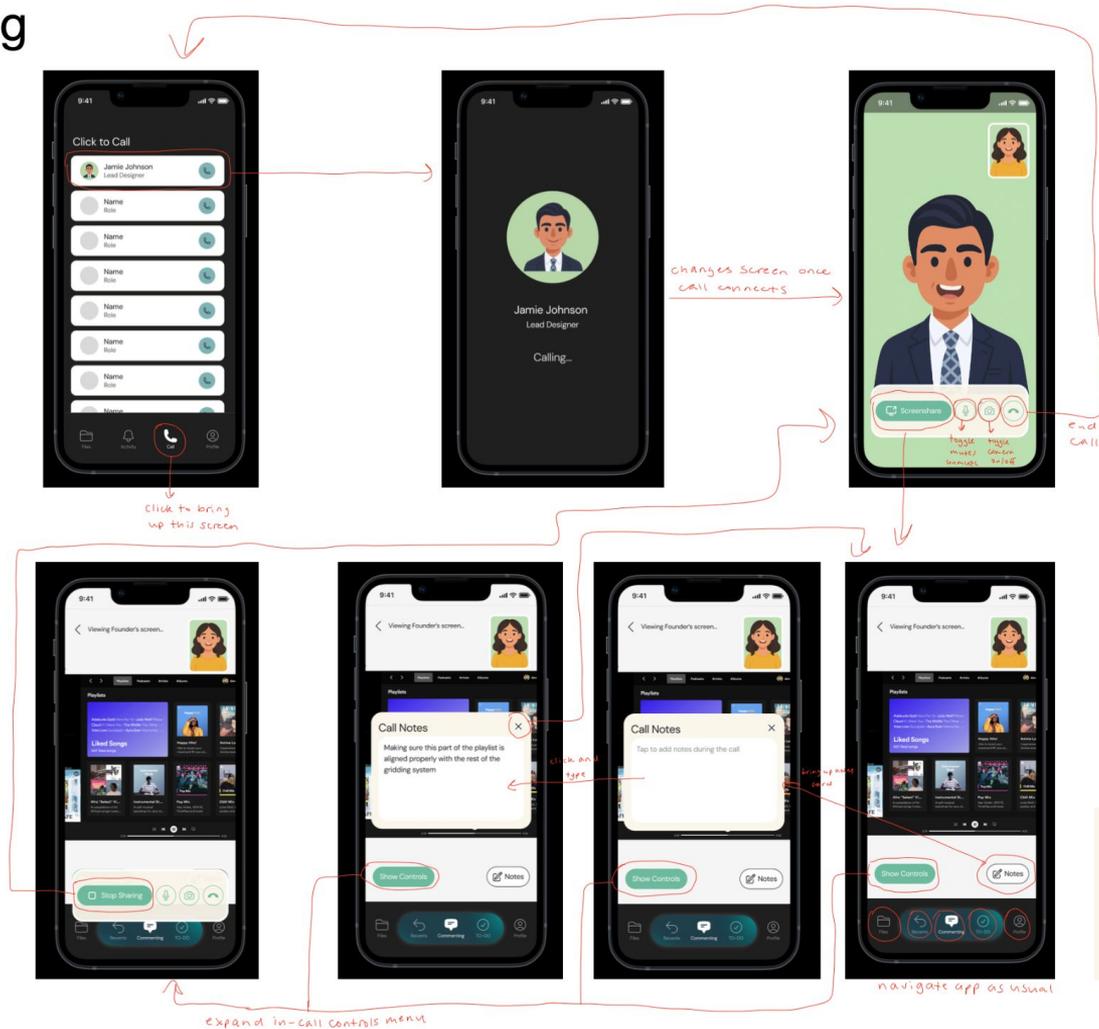
toggle to hide

click to view associated comment



Moderate Task

Calling



Complex Task

Prototype Implementations

Figma's testing and prototyping strengths outweighed its drawbacks, allowing fast, consistent iteration and smoother development

Pros and Cons with Figma

We used **Figma** to build our prototype for its **easy collaboration and industry-standard design tools**

Pros:

- Consistent system design via components
- Realistic frontend prototypes
- Easy sharing for user testing and feedback

Cons:

- Steep learning curve
- Unable to develop complex interactions
- Design-to-code inconsistencies



Simulated Features



Hard Coded Features (Forced Choice Experience)

- Can only **interact with preset interfaces/files**
- **Comments appear in the same spot** regardless of click location
- Listed **comments and transcripts use default descriptions and modalities**

Wizard-of-Oz Features

- **Recent activity** is not a log of changes made by humans → can **still test engagement without actual activity**
- People **don't actually interact with humans** on call → can still test **overall calling flow without interaction**



Users experienced only simplified simulations, limiting realism and feature evaluation

Limitations of Prototype

- **AI features** excluded due to lack of Figma integration → couldn't test **reliability or usefulness**
- **Voice/screen recording** not supported → users could only simulate comments, **limiting evaluation of quality and speed**
- **Live video calls** not supported → couldn't assess **call experience or collaboration quality**



Appendix

[Figma Dev Mode](#)

[Figma Production Mode](#)

[Readme Doc](#)

[clarus Website](#)

[All Changes Made from Low to Med Fi](#)

[Med Fi Annotations PDF](#)