

Low-fi Prototyping

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Team Lore



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 lore 





Value Proposition

Unpack your memories: life stories in timeline form

Lore facilitates the sharing and exploring of life stories in a chronological and spatial context



Problem/Solution

Problem

Older adults have had long and varied lives, and younger people want to know the lore of their elders, but these stories are going untold due to an absence of infrastructure connecting the generations.

Solution

Lore, an app which gives older adults a platform to record and share their stories, and young people the opportunity to learn about the way things were at various places and times.



Talk Outline



01

Planning

Concept sketches, pros and cons

03

Testing

Finding participants across a range of ages, observing as they completed the tasks

02

Prototyping

Defining our tasks, drawing out the interface

04

Insights

Analyzing testing results, assessing next steps

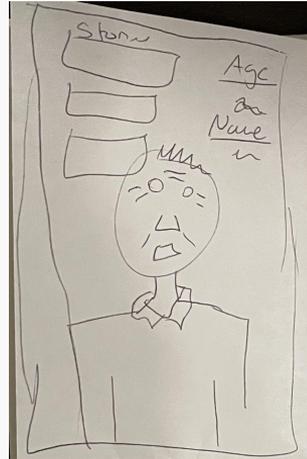
Planning



Concept Sketches: Augmented Reality



AR IDEA 1: Location-based interactables that contain clusters of stories



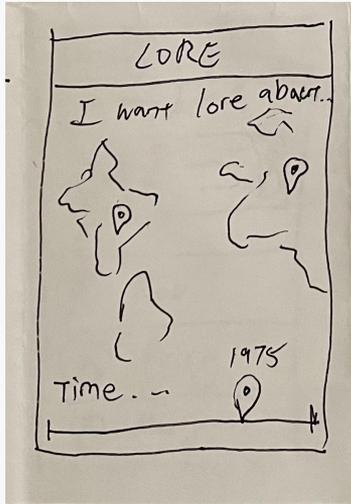
AR IDEA 2: Scanning a passerby gives you access to their stories



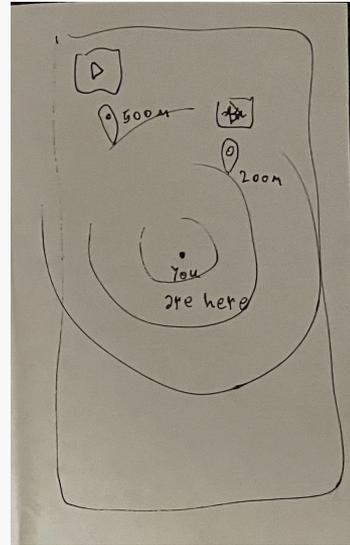
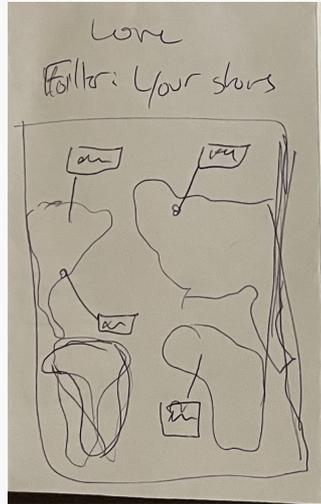
AR IDEA 3: Visualizing stories in a 3D format



Concept Sketches: Map-based

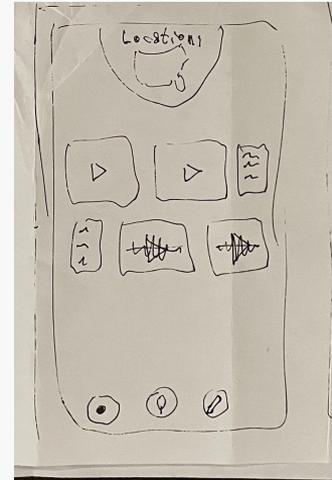


MAP IDEA 1: Location-based interactables that contain clusters of stories

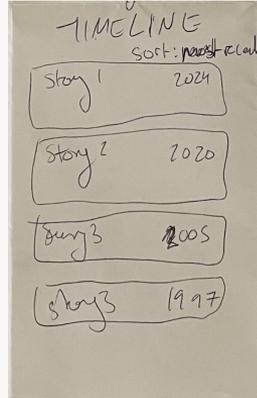
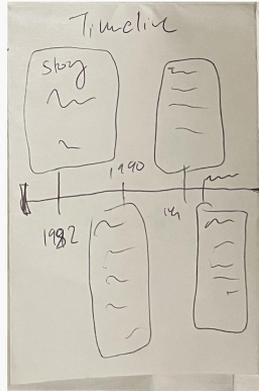
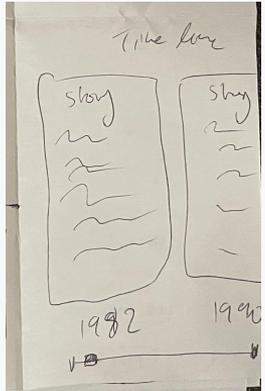


MAP IDEA 2: Distance-based stories that allow users to learn about the other people in their region

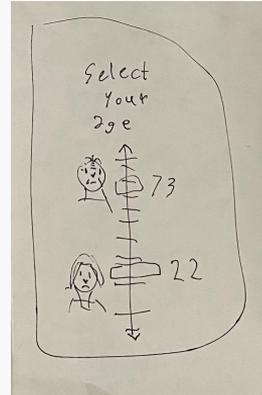
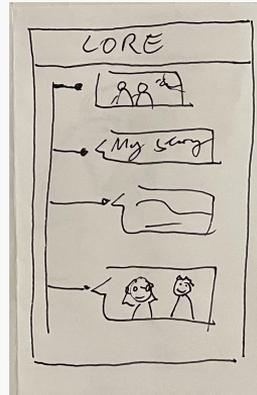
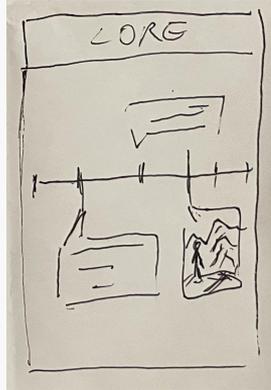
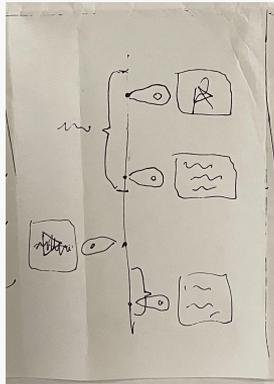
MAP IDEA 3: An explore feed that primarily filters based on map location



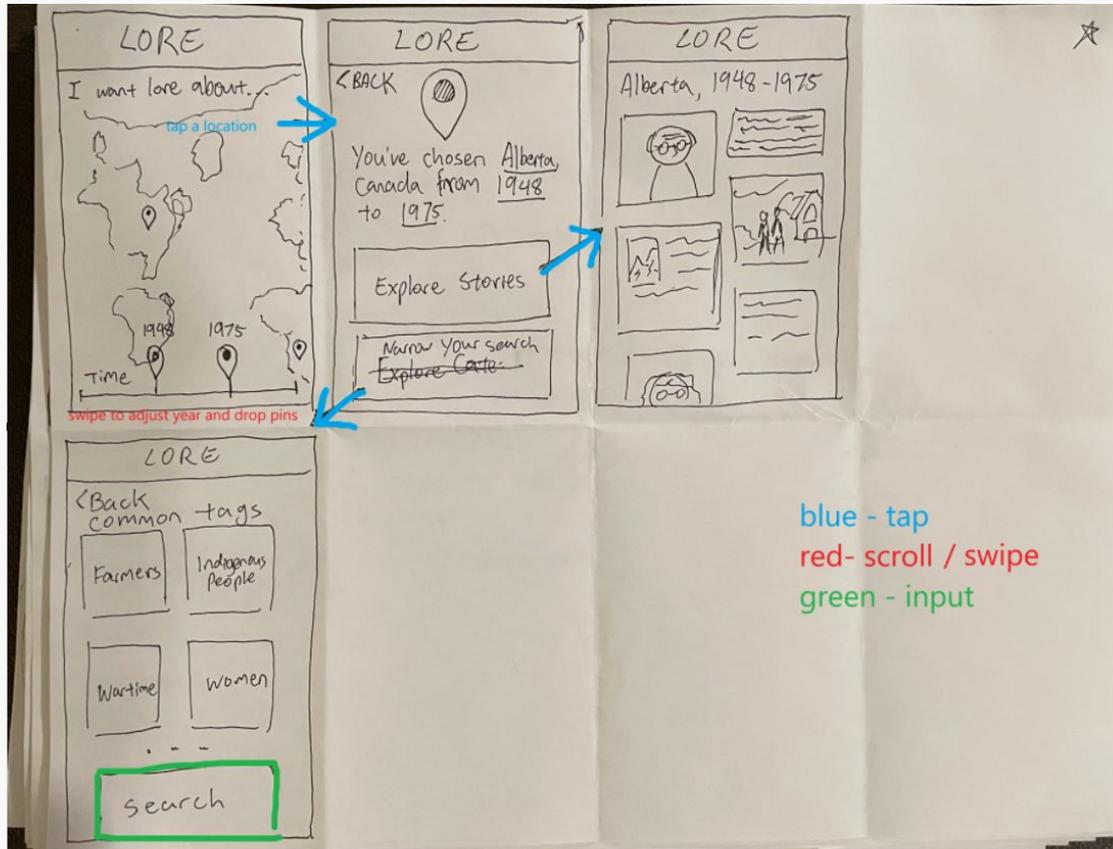
Concept Sketches: Chronology-based



CHRONOLOGY IDEAS (see: left): Various ideas of time-centric methods of organizing stories, including but not limited to orientation differences (horizontal vs vertical, centered, etc.), mixed media approaches, different visual hierarchies



Fleshed out: Map-based



DRIVING CONCEPT: We wanted an implementation focused on showing the geographical diversity of stories on Lore. The concepts allows people to effectively search for location-based stories

EXAMPLE USE CASES:

- People invested in learning about local elders or those around them
- Immigrants/adoptees wanting to better connect with their cultural background

Pros & Cons: Map-based

Pros

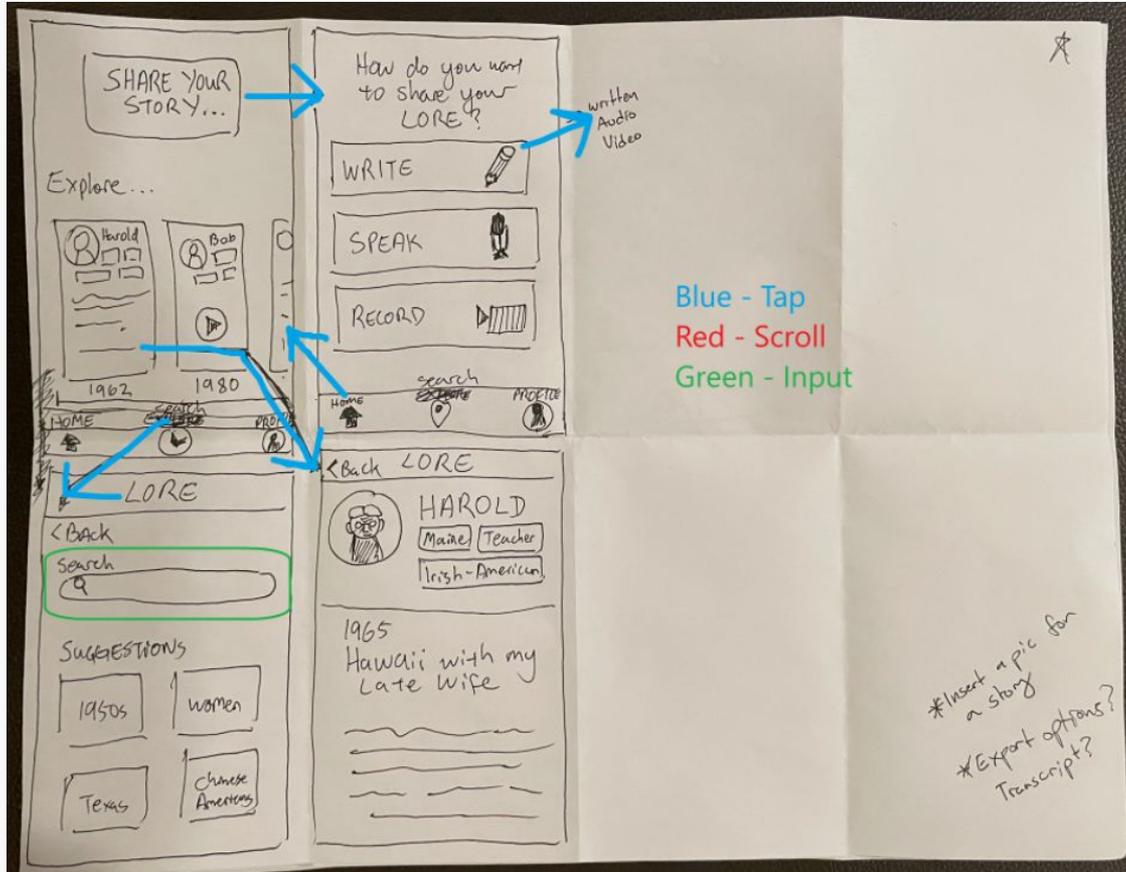
- Puts the stories in a geographical context
- Easier for people to explore by region (helpful for users with strong location-centric interests)

Cons

- Complex map interface may be difficult for older adults to navigate
- Overlapping time overlays add another dimension of complexity
- Unclear how to tell stories
- Hard to tell which stories are new
- Very similar to the other group



Fleshed out: Chronology-based



DRIVING CONCEPT: We wanted an implementation focused on efficiently discovering and creating stories based on chronology. The concepts prioritizes a simple approach to visualizing memories and life stories

EXAMPLE USE CASES:

- Older adult who wants to visualize and organize their scattered memories, photos, and stories in a timeline
- Viewing a relative's overarching life events
- Seeing the lives of individuals pre- and post- a historical event the user is interested in

Pros & Cons: Chronology-based



Pros

- Easy to navigate
- Text based interaction - easier to navigate if you don't know technological conventions (i.e. older adults)
- Makes telling and consuming stories both equally accessible
- Easy to explore by time period

Cons

- Initial discovery of users and tags might be difficult
- Harder to navigate by geography (more time-focused)
- Harder to distinguish between date posted and date when the event happened

Relevant Data

61%

Of US adults ages 65+ own a phone, only 15% own a smartwatch, and 6% have used VR/AR.

40%

The percentage of US residents ages 65+ who had at least one disability

What Shaped our Decision

- **Constraints of the platform**

- Chose iPhone/tablet due to older adults' lack of access to VR/AR and wearables
- Due to the 2D nature of the tablet interface, we were limited in how much UI we could make obvious to the users
 - Constrained us when trying to represent an entire map in addition to all the other information we wanted to make available.

- **Findings**

- It became apparent to us while designing the storyboard that it would be difficult to integrate post creation into the map-based UI.



Values Behind Design Choice



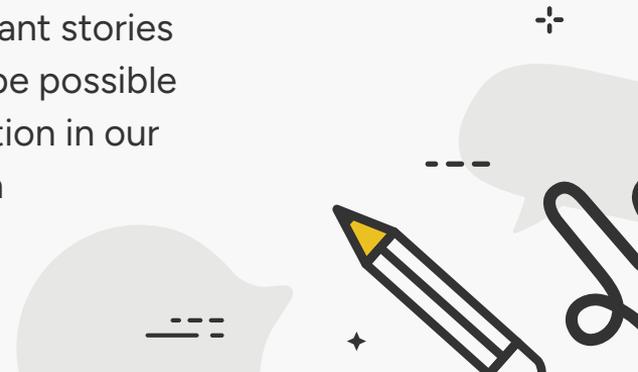
Accessibility

1. The simpler interface is designed with older adults—including those with low vision and dexterity issues—in mind
2. Maps tend to be harder to navigate intuitively

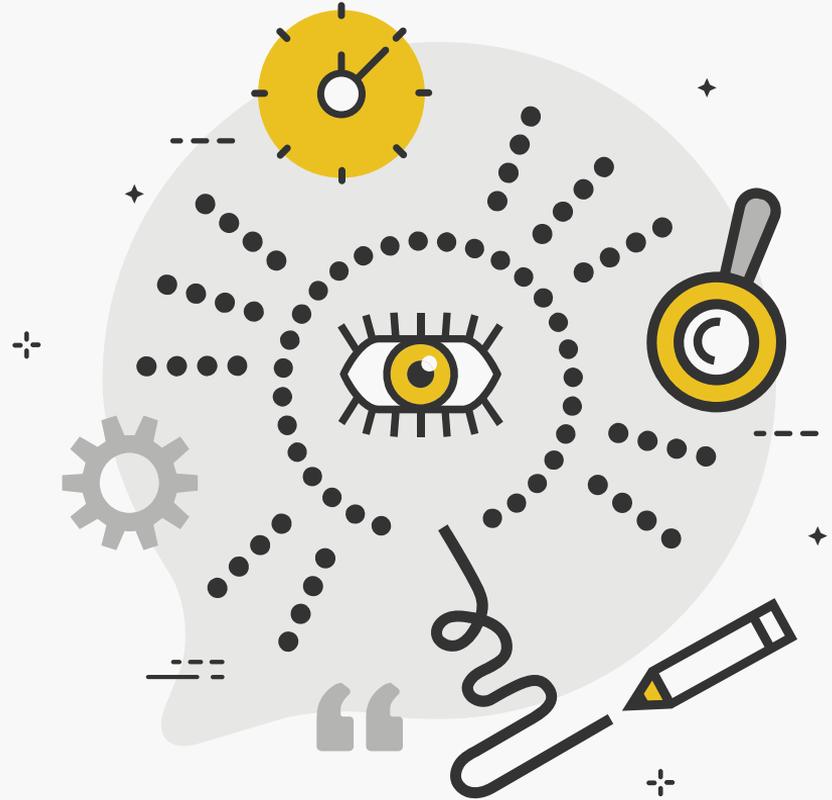


Use Case Coverage

1. The type of users who want location-centric stories are only a subset of those who want stories
2. It would still be possible to filter by location in our second solution



Prototyping



Low-Fi Process



SKETCH

Drew screens we need on tablets and uploaded them to Figma

PROTOTYPE

Drafted the logic between via Figma. Printed tablet-sized screens (2 per standard paper)

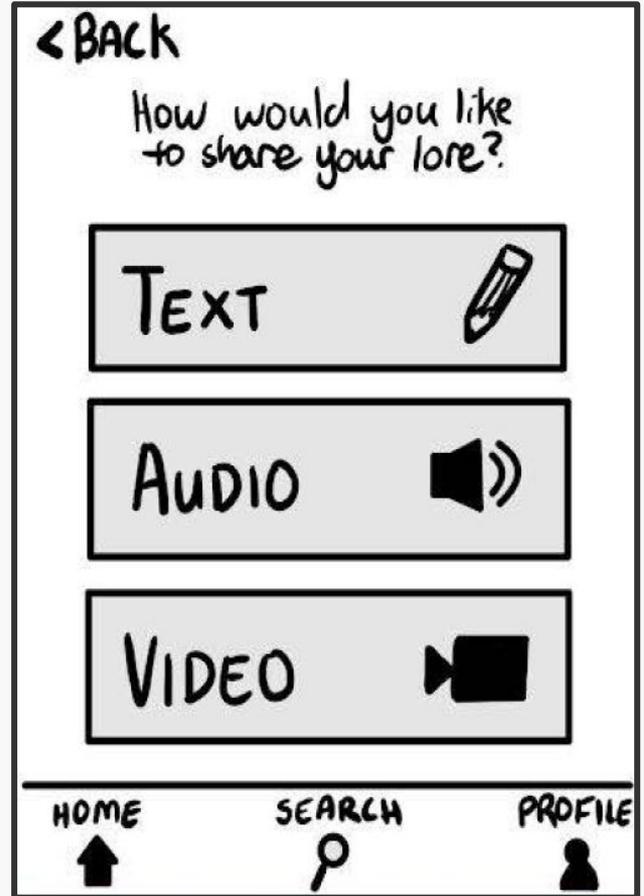
TEST

Started participants on the 'tablet' home screen. Provided instructions and context before use.



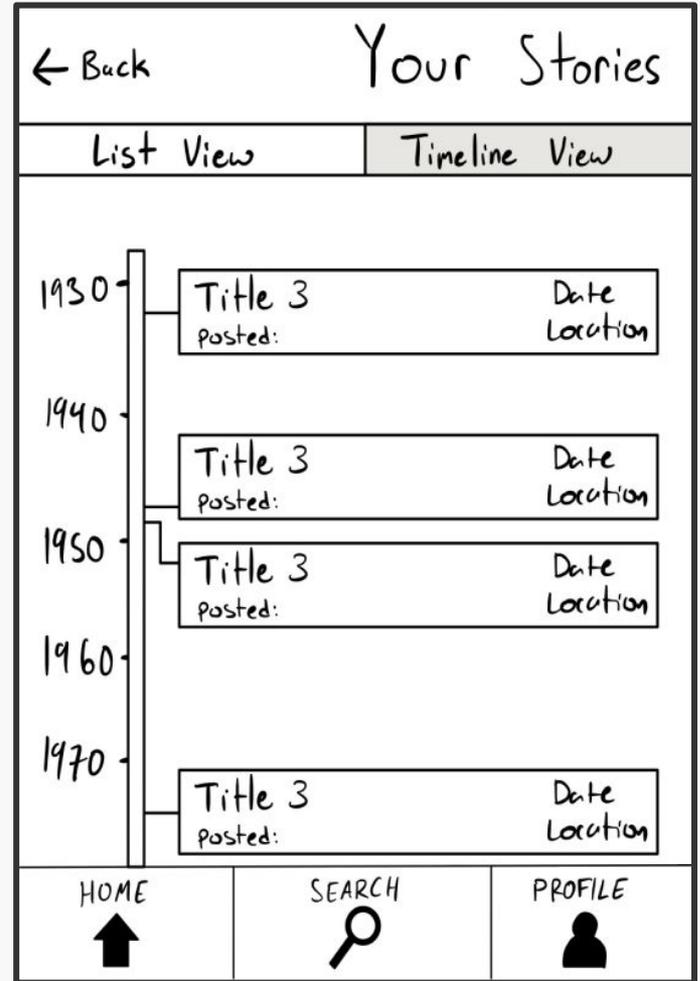
Post a Story

Simple flow: Recording a story via text, audio or video, and publishing it with a title to a group of their choice (public or their circle)



View All Your Stories

Moderate flow: Navigating to their profile and finding their posts



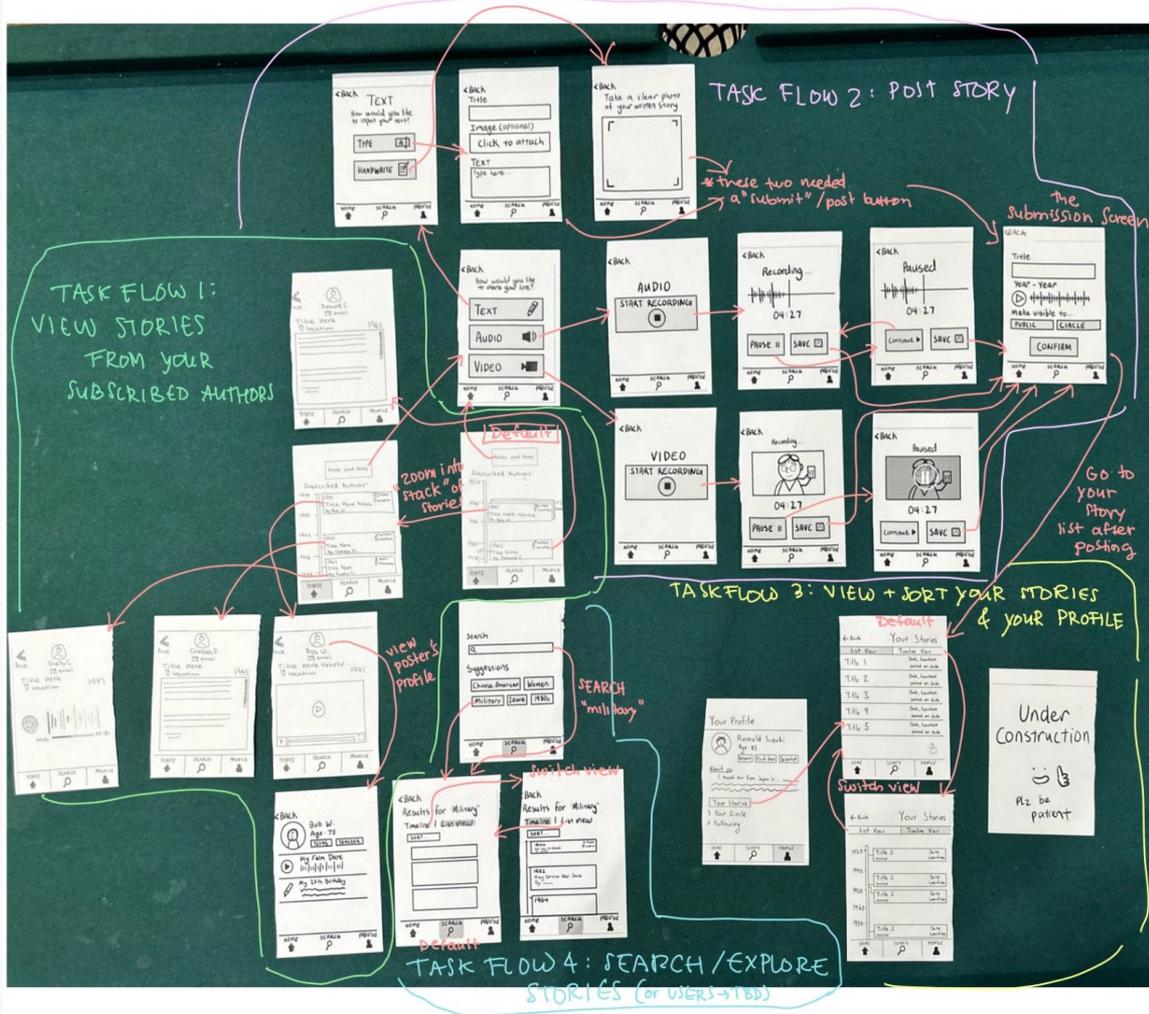


View Stories by Time; Place; Topic

Complex flow: Being able to search for a particular category that they are interested in

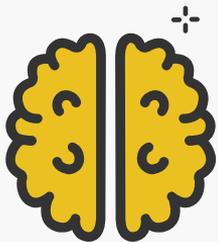


Lo-Fi Prototype

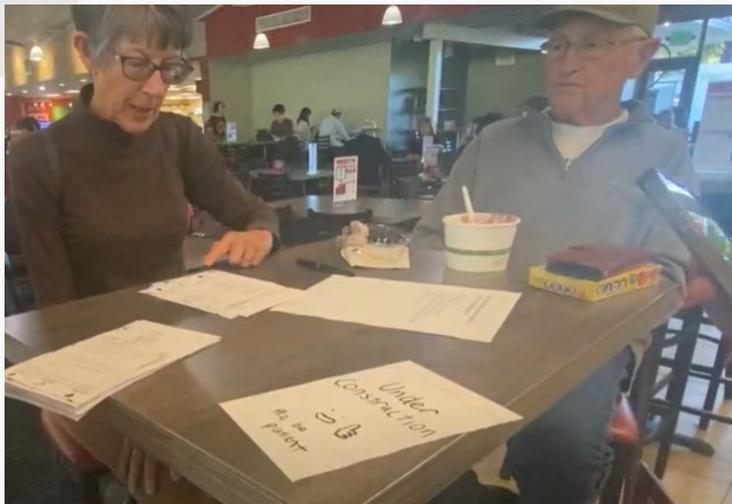


Testing



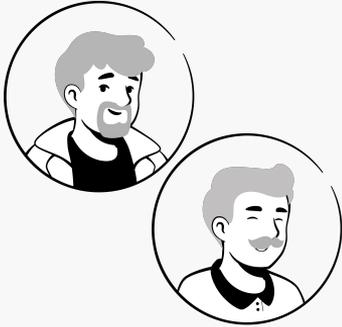


Low-Fi Prototype



- Features
 - Allowed users to **view their profile** and **stories** “they” had posted
 - Let users **search** (for pre-set things) by clicking on suggestions
 - Gave options for **posting** a story in different mediums
 - Allowed users to view stories posted by others
- Interactions
 - User was able to **interact** with the “screens” via tapping

Participants



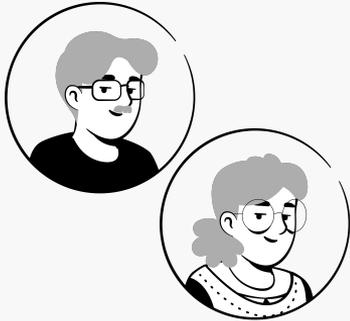
1) Bernie & Ernest

Two older men enjoying a conversation outside Tresidder



2) Faith

A middle-aged woman and Christian minister



3) Annie & Jack

A married older couple; Annie worked as a teacher



4) Tiffany

A cotermin student studying engineering physics



Environment & Apparatus



Environment

Various tables around the **Tressider** area, both within the building and outdoors



Apparatus

A stack of **tablet-sized** pages, swapped in by our development team in response to tester interactions



Team Member Roles



→ **Renn**

Videographer & Notetaker



→ **Ngoc**

Simulating tablet / computer



→ **Hera**

Simulating tablet / computer



→ **Eliza**

Notetaker & Facilitator



Goals and Measurements



Speed

Length of time to complete tasks



Confidence

Certainty in choice of options



Independence

Able to complete tasks with minimal help



Insights



Testing Results: Process Data

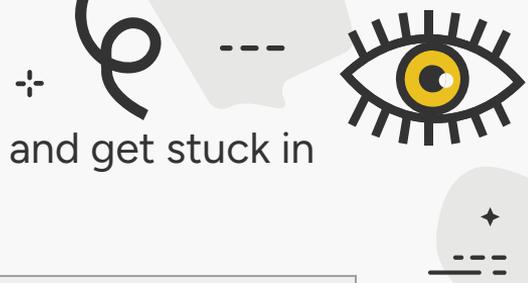
Concept Overview:

- Overall, people seemed **interested** in the general **app concept**.
- The only big picture criticism we got was Faith asking **how we differentiated** our app from social media platforms
- Otherwise people seemed reasonably compelled by the concept.

Features Overview:

- Testers showed interest in posting both **privately** and **publicly**
 - Older adults mentioned use cases for **family** and grandchildren
- They also seemed interested in **reading** others' stories as well as **telling** their own.
- However, users were **not** particularly **compelled** by the **timeline** features.

Testing Results: Bottom-line Data



While overall app use was quite fast, people tended to slow down and get stuck in a few places.

Location	Severity	Participant	Description
Locating timeline view	2 - minor	1, 3, 4	Participants seemed confused by the instruction to switch to different views
Unprompted storytelling	0 - n/a	2, 3	Participants were willing to go along with the fiction of the prototype and pretend they were really recording a story
Finding their profile	3 - major	1, 3	Some participants didn't understand the profile button would always take them to their profile
Out-of-app share	1 - cosmetic	1	Some participants wanted to be able to export their stories from the app

Testing Results: Other Observations

1

The only issue that every single tester ran into was with **switching between “my stories” views**.

- We believe, as does the tester we asked, that this was in large part an issue of the **wording of the task**
- However, the UI could also definitely use improvement.

2

The other most common complaint focused around the slowness and lack of intuitiveness of the **paper prototype medium**.

- It took several of our testers time to **get used** to tapping on paper and waiting for them to be swapped out
- But once they did, they got **much faster** and more confident.



Did We Hit Our Usability Goals?

In some ways...

In general, participants found the UI easy to use and were able to navigate with **speed** (~4-12 minutes) and **independence** once they got used to the interface

But not in others...

Some participants struggled with some of the tasks, and asked us to explain certain aspects of the interface. The **timeline view** and **profile** were especially confusing.



Discussion

Implications of our Testing

- 1) People did see Lore as an outlet that prompted them to share stories, even in paper form
- 2) Not all people thought about their stories strictly in chronological terms

Changes Going Forward

- 1) We plan on making the distinction between timeline view and list view clearer
- 2) Changing "Profile" to "Your Profile" to make it clearer

Not Revealed in Testing

- 1) How accessible Lore is for those with physical disabilities
- 2) Whether the log in/onboarding flow would be confusing
- 3) If a phone-sized version of the UI leads to a comparable experience



05

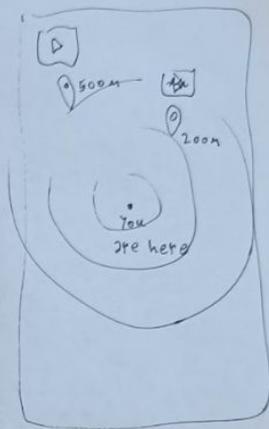
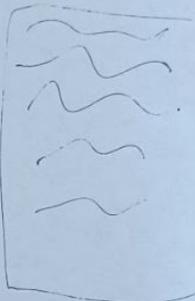
Appendix

Extra content, Sources

Report



Based on her lore, what would groups think about shibari toilet?



How do you want to share your lore?

Write 

Speak 

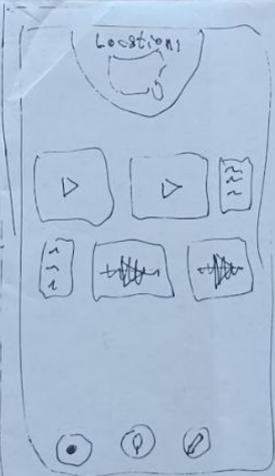
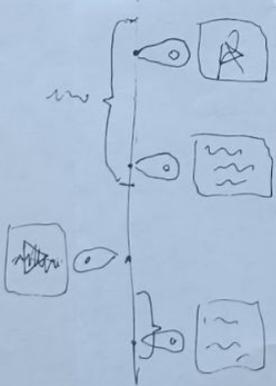
Record 

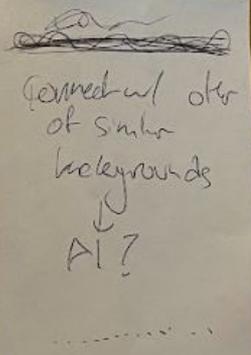
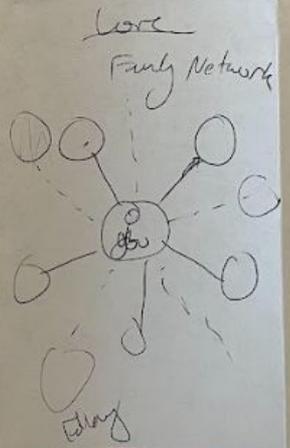
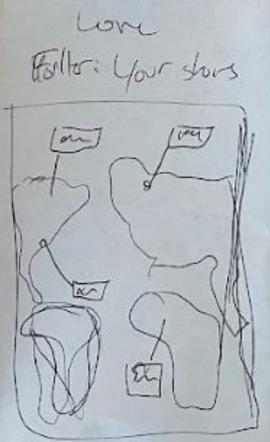
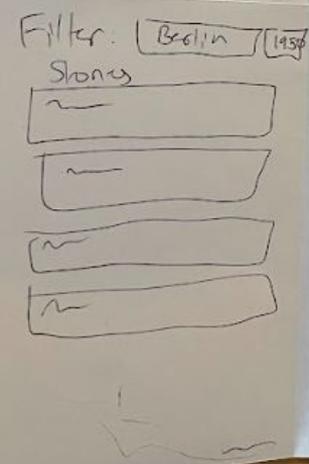
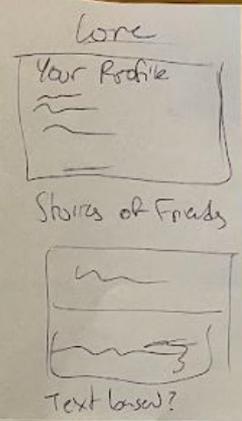
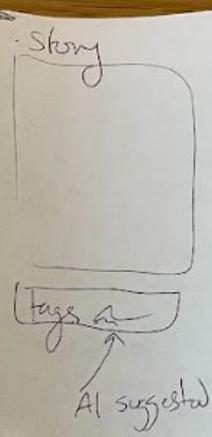
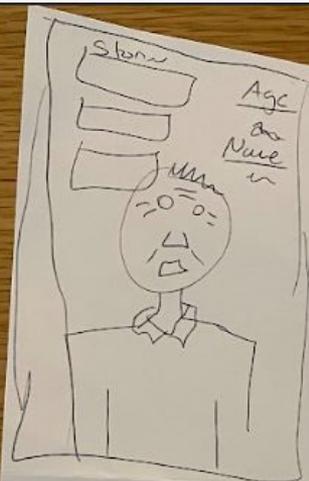
Select your age



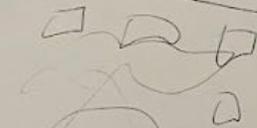
Your Lore ^(EN) is Being Absorbed







New Lore
X post a story



core
New story

Core

turn on
space control?

OR

Tap here to say
what you want to say



??
a r

Core

What would you
like to do today?

tell a story

What action

keyboard



Generate random time



Tell a story
about this year

Gen. Random X



TIMELINE

Sort: ~~next~~ real

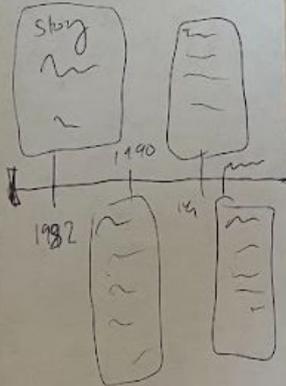
Story 1 2024

Story 2 2020

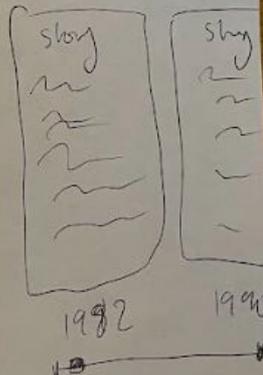
Story 3 2005

Story 3 1997

Timeline



Time here



LORE

Francis posted...

You may like

Follow Suggest

LORE

<BACK

Record Story

WRITE

PHOTO

New story!

LINDA

LORE

My story

Hey! Question

LORE BATTLE

VOTE

FRANCIS

1965

LAWNA

VOTE

LORE

I want lore about

Time...

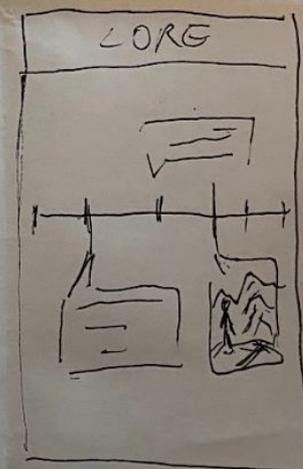
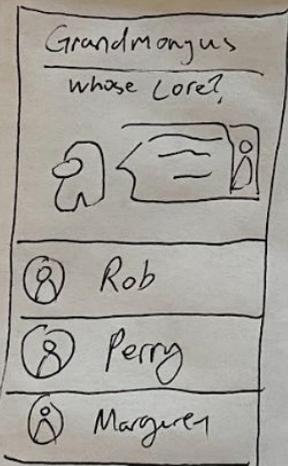
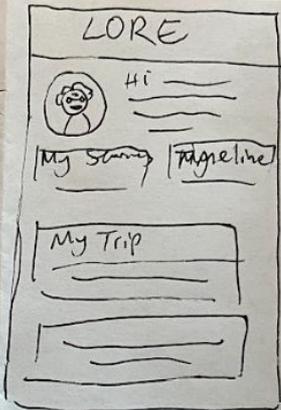
1975

LORE

My story

LORE

Iowans in the 1930s



Video Citations

YouTube

Nostalgic Music by Scott Buckley

Happy / Uplifting Music by Infracation

Grainy Video Overlay by Areeba Hussain

Pixabay for SFXs

Crowd Applause

Phone Ring

Phone Unavailable

Ding Dong

Photos (photoshopped and printed)

Raw Photos

Edited Photos made on Photoshop with the usage of generative AI fill tool

- prompts: military hat, camo military outfit, boots, flower bouquet, big diamond ring, Asian wife and kids in winter clothes, soccer player happy, soccer teammate cheering

Image and Graphic References

Slide Theme: [Design Thinking Workshop Slides - SlidesGo](#)

[Notion-Style Profile Photos](#)

Team member photos provided by team

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You can describe the topic of the section here

