

README

This prototype is designed for older adults and seniors, notably from immigrant populations. This app is designed to serve the purpose of facilitating social connections and activity in this user population. To better ensure that this community can be formed, the prototype provides “recommended” events based on the user’s cultural background and language ability. The prototype should enable three major tasks: 1) allowing the user to join a culturally aligned event, 2) enabling the user to contribute to a given event of their choosing, and 3) allowing the user to create their own event for others to join. The prototype was intended to be used on a tablet, for better visibility and accessibility to the older population.

The tools used to create this prototype was Figma. Varying screens were created to simulate transitions and the entering of dummy information. Figma also provides a variety of buttons and interactive abilities that best demonstrate how the app would function.

The limitations of this prototype are centered around the ability to simulate the multitude of events that would ideally be accessible. Given time and the nature of Figma, it is difficult to create unique user paths for every event listed. Thus, we had to make the choice to force the user to navigate one path, notably joining one specific event. We also had to force the user to enter pre-selected information, as adjusting the screens based on individually selected information would be virtually impossible. Unfortunately, this limitation may take away from the immersion and reality of the app, as users are navigating the prototype under a name or identity they do not align with. Another limitation is general app continuity, notably with the “updating” of certain screens or navigations. Information like, “your next event”, or “my events”, are not always accurate depending on user path. However, having the Figma ensure this information is correct is a difficult task that would require a multitude of screens and navigations. When it comes to programming, this process of updating is much more achievable to undertake. The nature of Figma makes it difficult to ensure that status is tracked accurately, especially when considering the varied pathing that this prototype provides.

To improve immersion, we implemented Wizard of Oz techniques such as “compiling events” for a pre-set user. This false process provides the illusion of a backend system that is analysing input to create a set of recommended events for the given user. These techniques are also visible in error messages- where if users fail to proceed through certain steps in the correct order, the prototype displays a message to guide them in the right direction. This again grants an illusion of a backend system that takes user input and returns certain errors based on pre-set requirements.

As was mentioned previously, the nature of the prototype and of the design tool required us to force users to undergo a pre-set path, for ease of design and navigation. The nature of Figma, inability to provide individual status updates, and the complexity of our app makes a hard-coded user input necessary for this prototype. The hard-coded items included user information, the navigable day on the calendar (Nov 18th), the functional event (Gakuto’s), and the information for the individual event. As was mentioned previously, the inclusion of these

hard-coded items were necessary, as allowing for individual user input would be virtually impossible to simulate.