REGINA, SOPHIA, ISABELLE, ANNA

OCT 10, 2024

A5 Assignment

PRESENT

Team

REGINA

Computer Science

ANNA

Computer Science

ISABELLE

Symbolic Systems / Co-Term Computer Science

SOPHIA

Computational Creativity

timelock

capture the moment; enjoy the experience

Our user is someone who....

Love

Parties, concerts, large gatherings, conferences, social events, a fun night out.

Wants

To be present, but also wants to have something to remember an event by.

Needs

Capture a holistic sense of the event, from music to decorations to locations.

The Problem

The need to be present, but also have something to remember the night by.

Sharing and aggregating media aesthetically across large groups .

An easy way for groups to capture and share meaningful memories all in one place.

The Solution

Collaborative app designed to create a time-sensitive multimedia experience for groups

Participants contribute various forms of content, such as photos, videos, voice recordings, songs, locations, and messages, within a specified time-frame

all contributions are compiled into a single, shareable memento that captures the essence of the moment for all participants

Outline of Presentation

1)Sketching Explorations
2)Refined Realizations
3)Choosing a Realization
4)Lowfi-Prototype Construction and Features
5)Paper Prototype Testing
6)Results and Implications

Sketching Explorations

Concept Sketches

pokemon go-esque pinned location for friends that have made timelocks in the same location

VR experience on a phone of the videos added to a timelock.

VR feature / panoramic pic

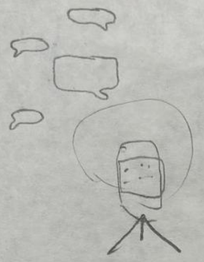
timelock flashbacks

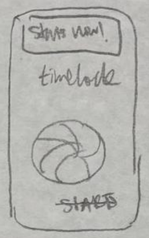
trade with friends family

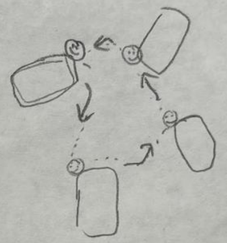
My 05/02

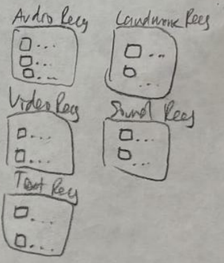
↘ Your 05/02

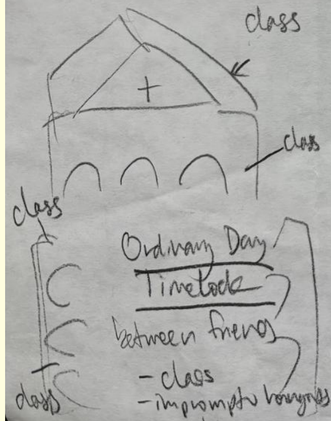
DITL game

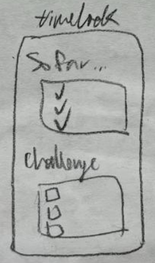




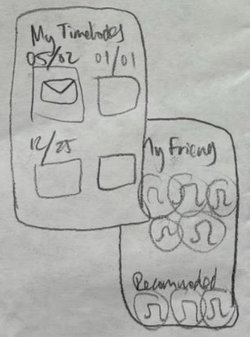


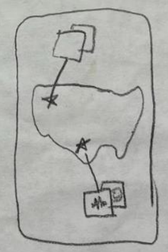




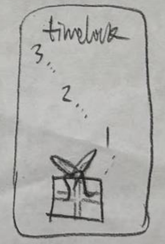


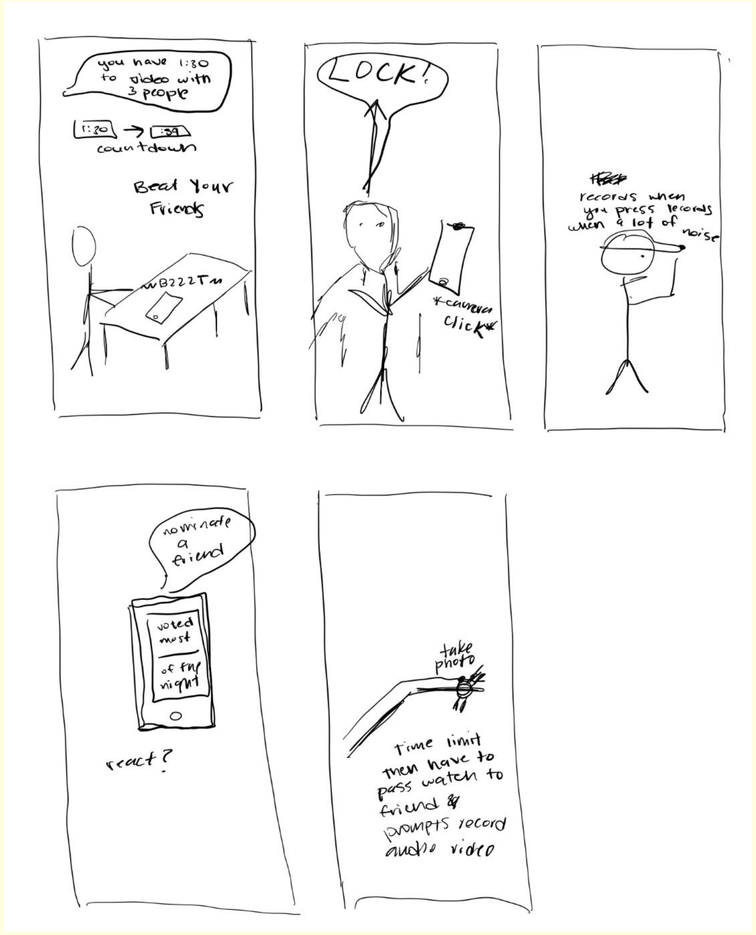
passed to diff friends throughout the night

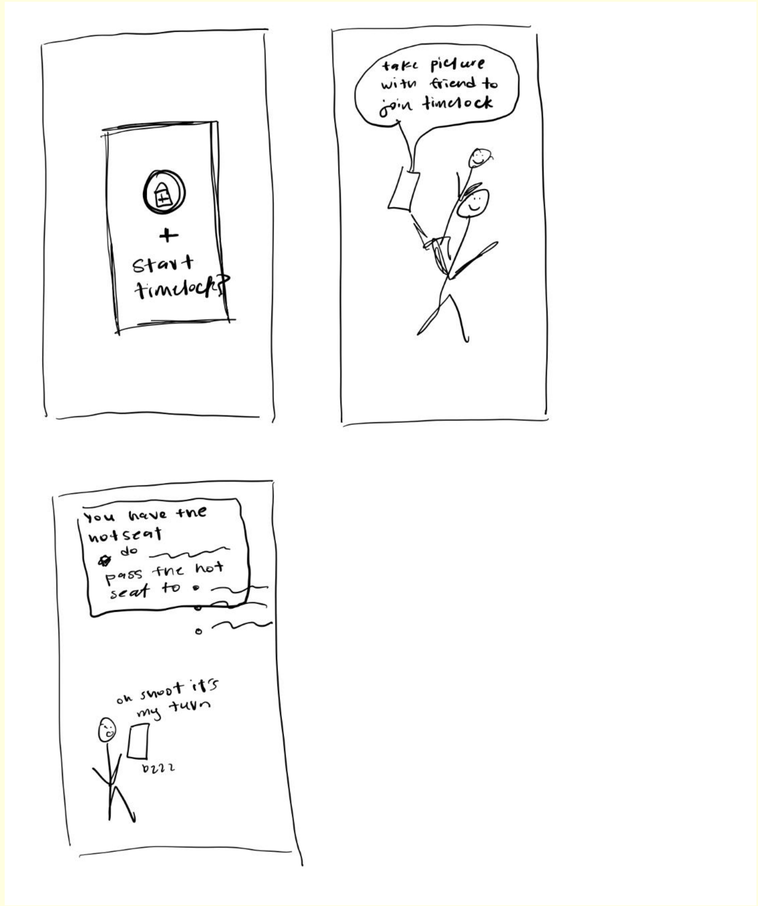


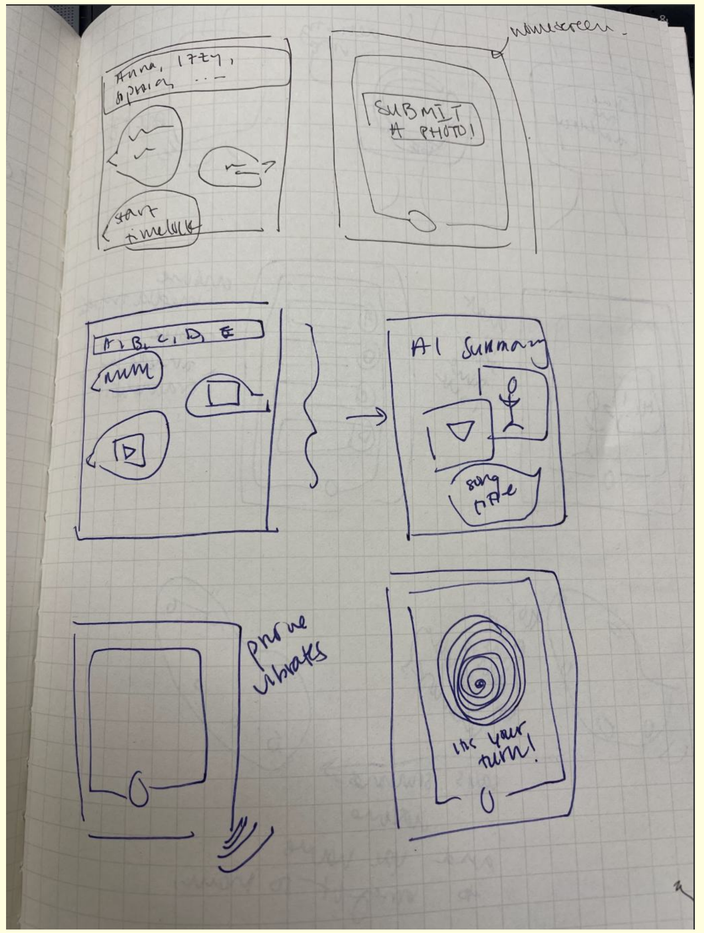


location based timelocks




you have 1:30 to video with 3 people
1:30 → :39
countdown
Beat Your Friends
wB222Tm
LOCK!
camera click
records when you press records when a lot of noise
nominate a friend
voted most of the night
react?
take photo
Time limit then have to pass watch to friend & prompts record audio video

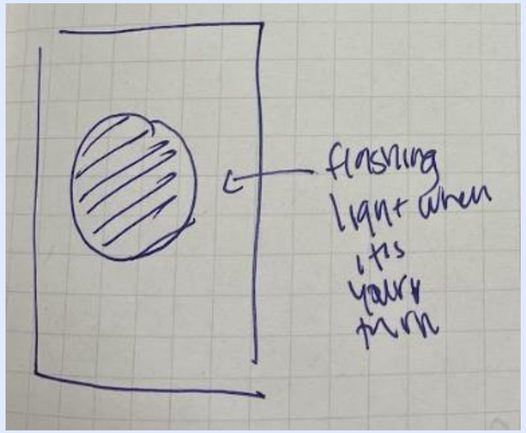

+
Start timelock?
take picture with friend to join timelock
You have the hotseat
do
pass the hot seat to
oh shoot it's my turn
b222

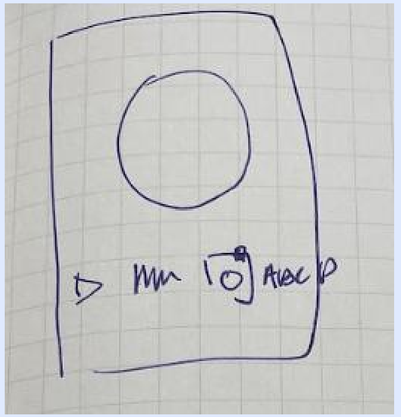

Anna, Izzy, Sophia, ...
start timelock
SUBMIT A PHOTO!
A, B, C, D, E
AI Summary
song title
phone vibrates
its your turn!

Exploring Concept Sketches

Timed Submission Alerts:

- *Participants have specified times to submit media to a timelock*
- *Notification when they can submit media*



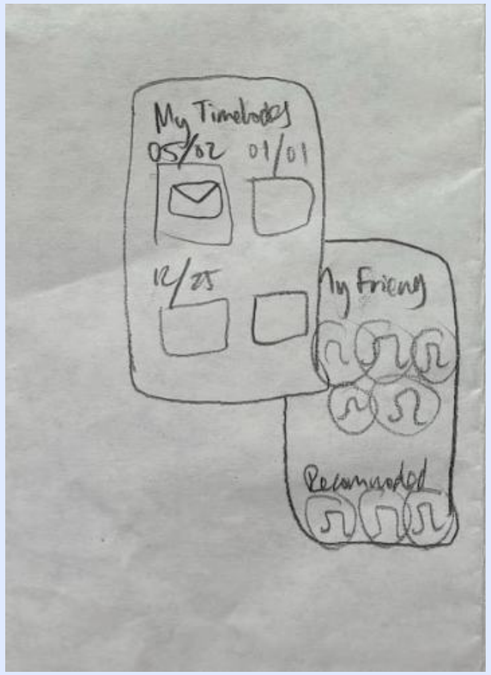


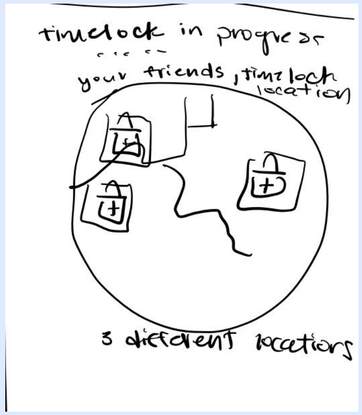
Timelock Stats:

- *timelock shows “stats” (ie amount of each type of media submitted*

Sharing Functionality:

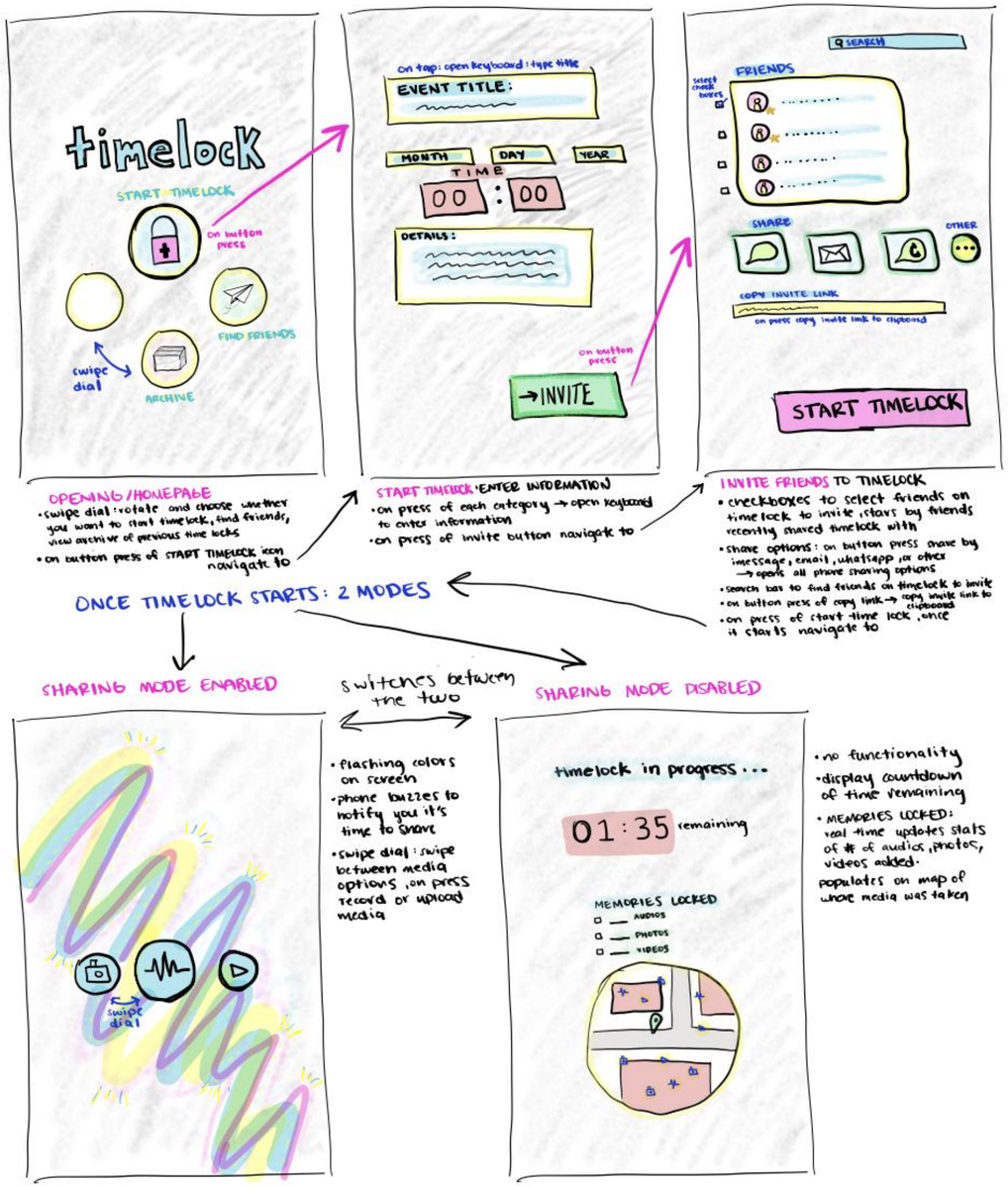
- *easily share timelocks after an event concludes*



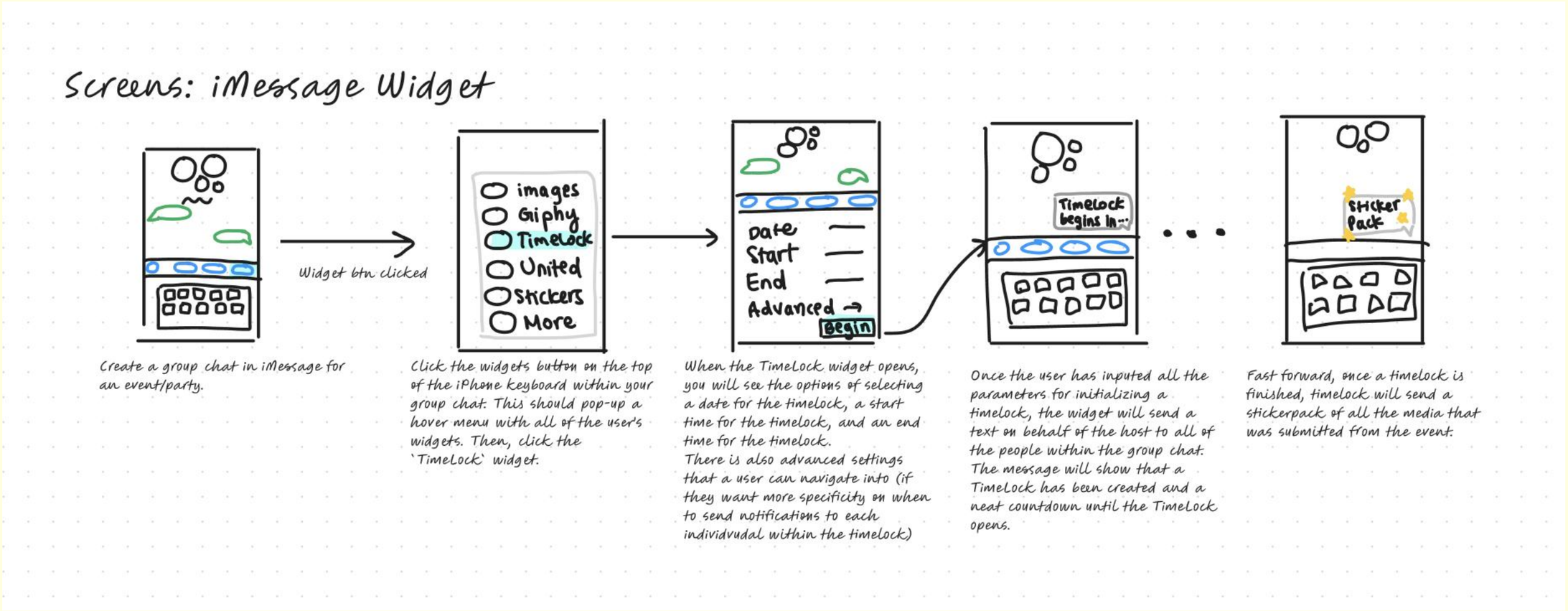


Refined Realizations

Mobile App


timelock
START TIMELOCK
on button press
FIND FRIENDS
swipe dial
ARCHIVE
on tap: open keyboard: type title
EVENT TITLE:
MONTH
DAY
YEAR
TIME
00 : 00
DETAILS:
on button press
→INVITE
SEARCH
FRIENDS
select/ unselect boxes
SHARE
OTHER
COPY INVITE LINK
on press copy invite link to clipboard
START TIMELOCK
OPENING/HOMEPAGE
•swipe dial: rotate and choose whether you want to start timelock, find friends, view archive of previous time locks
•on button press of START TIMELOCK icon navigate to
START TIMELOCK: ENTER INFORMATION
•on press of each category → open keyboard to enter information
•on press of invite button navigate to
INVITE FRIENDS TO TIMELOCK
•checkboxes to select friends on timelock to invite, stars by friends recently shared timelock with
•share options: on button press share by imessage, email, whatsapp, or other → opens all phone sharing options
•search bar to find friends on timelock to invite
•on button press of copy link → copy invite link to clipboard
•on press of start time lock, once it starts navigate to
ONCE TIMELOCK STARTS: 2 MODES
SHARING MODE ENABLED
switches between the two
SHARING MODE DISABLED
swipe dial
•flashing colors on screen
•phone buzzes to notify you it's time to share
•swipe dial: swipe between media options, on press record or upload media
timelock in progress...
01:35 remaining
MEMORIES LOCKED
AUDIOS
PHOTOS
VIDEOS
•no functionality
•display countdown of time remaining
•MEMORIES LOCKED: real time updates stats of # of audios, photos, videos added.
populates on map of where media was taken

iMessage Widget



Choosing a Realization

iMessage Widget

Pros:

Enhances Existing User Behavior:

- Integrates seamlessly with common social practices (group chats with friends)

Focused Interface:

- Small, streamlined design highlights the importance of group interaction.
- Reduces distractions, allowing for a more engaging media-sharing experience.

Cons:

- **Not cross-platform:** iMessage only.
- **Small interface:** This design requires leaning into messaging native artifacts and design choices (e.g., texting notifications).
- **Only certain demographics enjoy using widgets:** This limits overall use.

Mobile App

Pros:

- Cross platform, not Apple specific.
- More opportunities for creative designs around multi-media artifacts.
- Versatile invitation format (text, send link, invite via app) vs. text only.

Cons:

- Requires download on the part of all users.
- Adds a layer of complexity by bringing user out of their common medium of communication with friends (e.g., text).

FINDING 2

Rationale: Choosing Mobile App

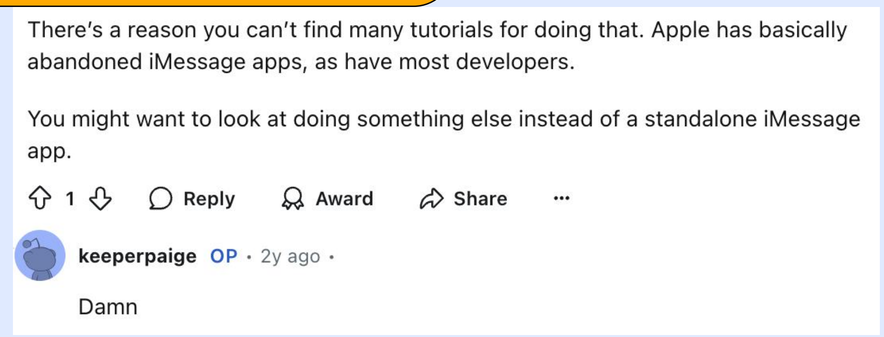
iMessage widget: integrates into an existing flow where users are already engaging with their friends during events

Mobile App: can be cross platform and expands our design space for interesting multi-media outputs.

Only ~26% of smart phone users are iPhone users

What about interactive outputs? Timelines?

Reddit commentary...



Lowfi-Prototype

OCT 10, 2024

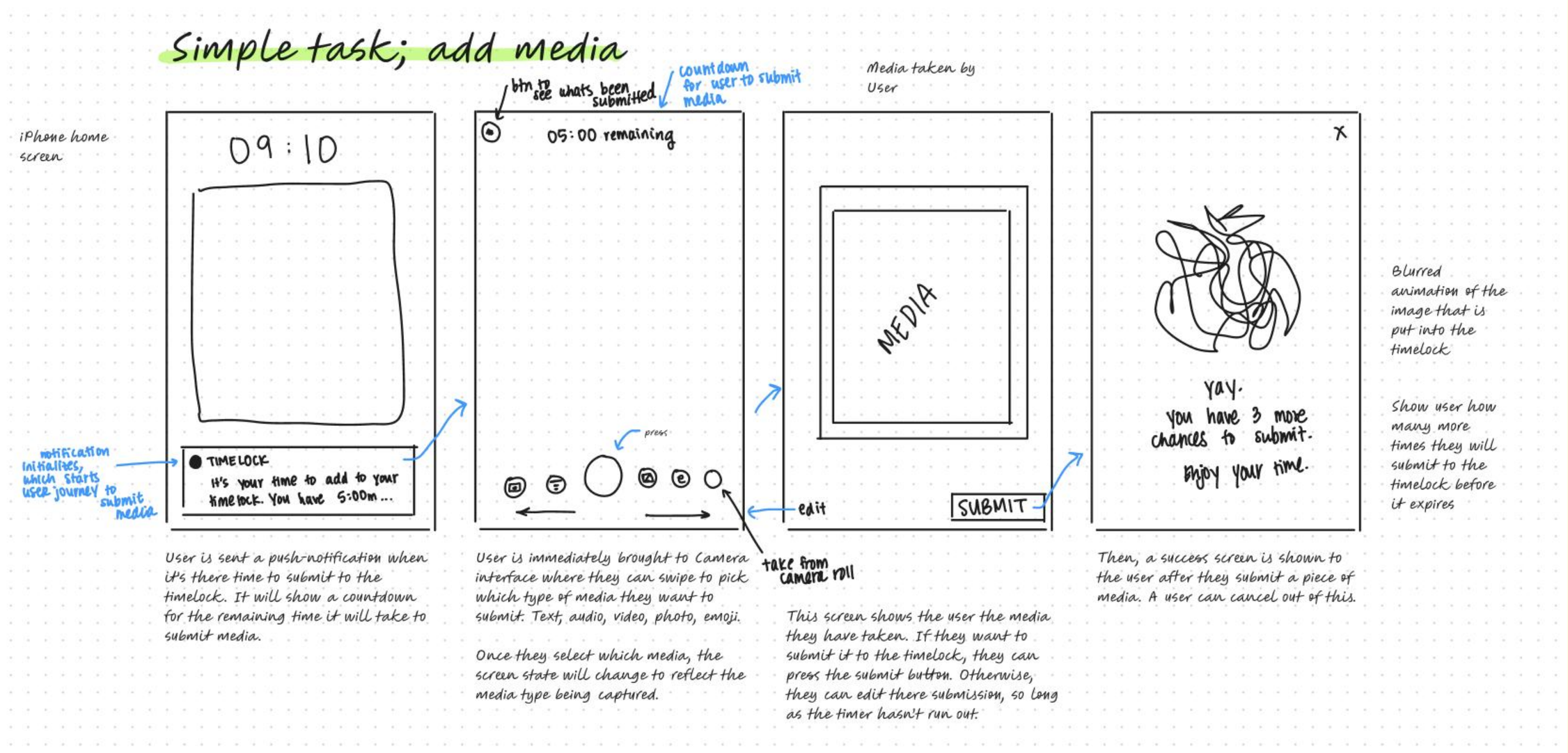
Low-Fi Prototype: 3 Task Flows

PRESENT

TODAY'S DATE

PROJECT NAME

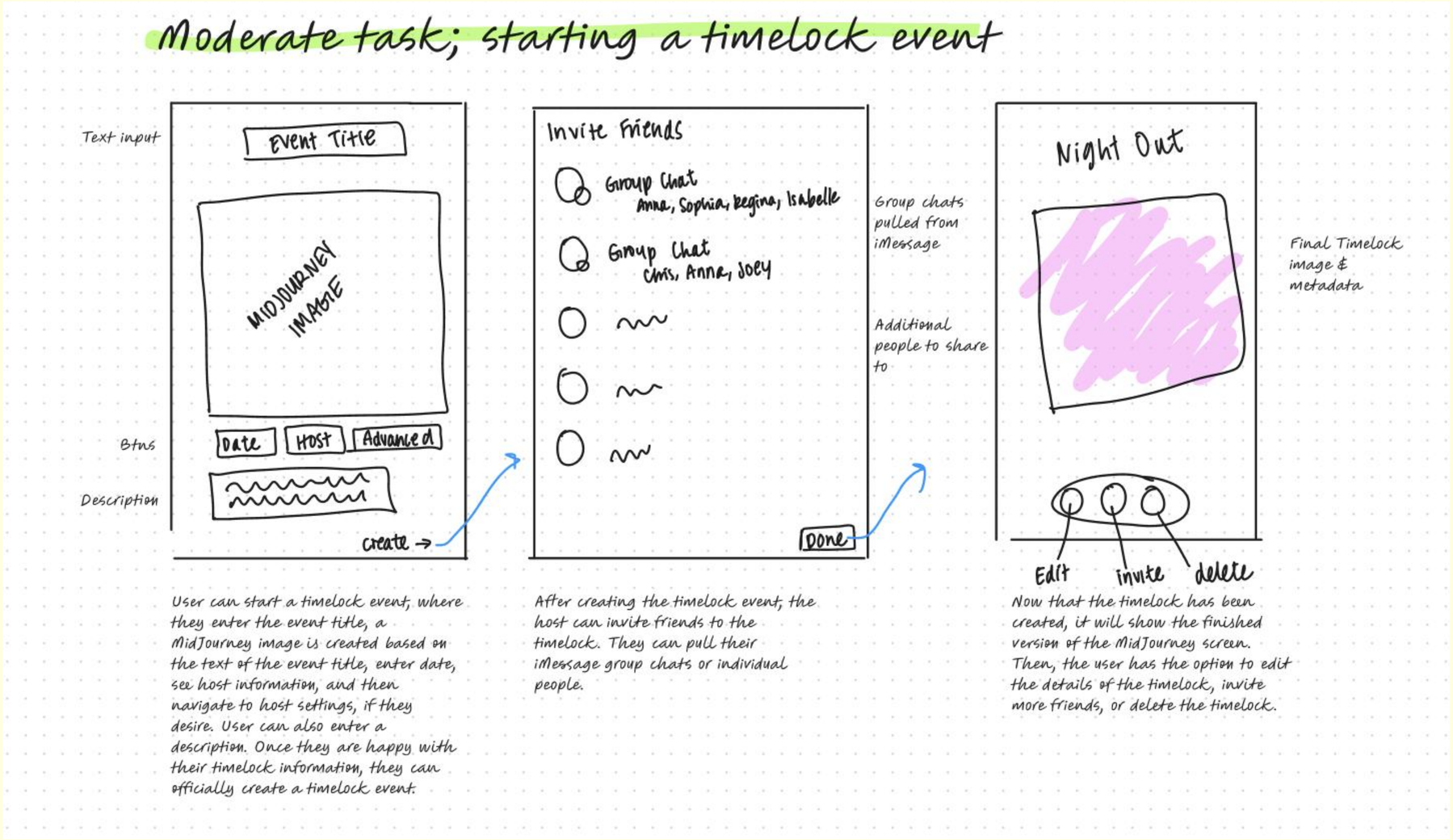
Simple



TODAY'S DATE

PROJECT NAME

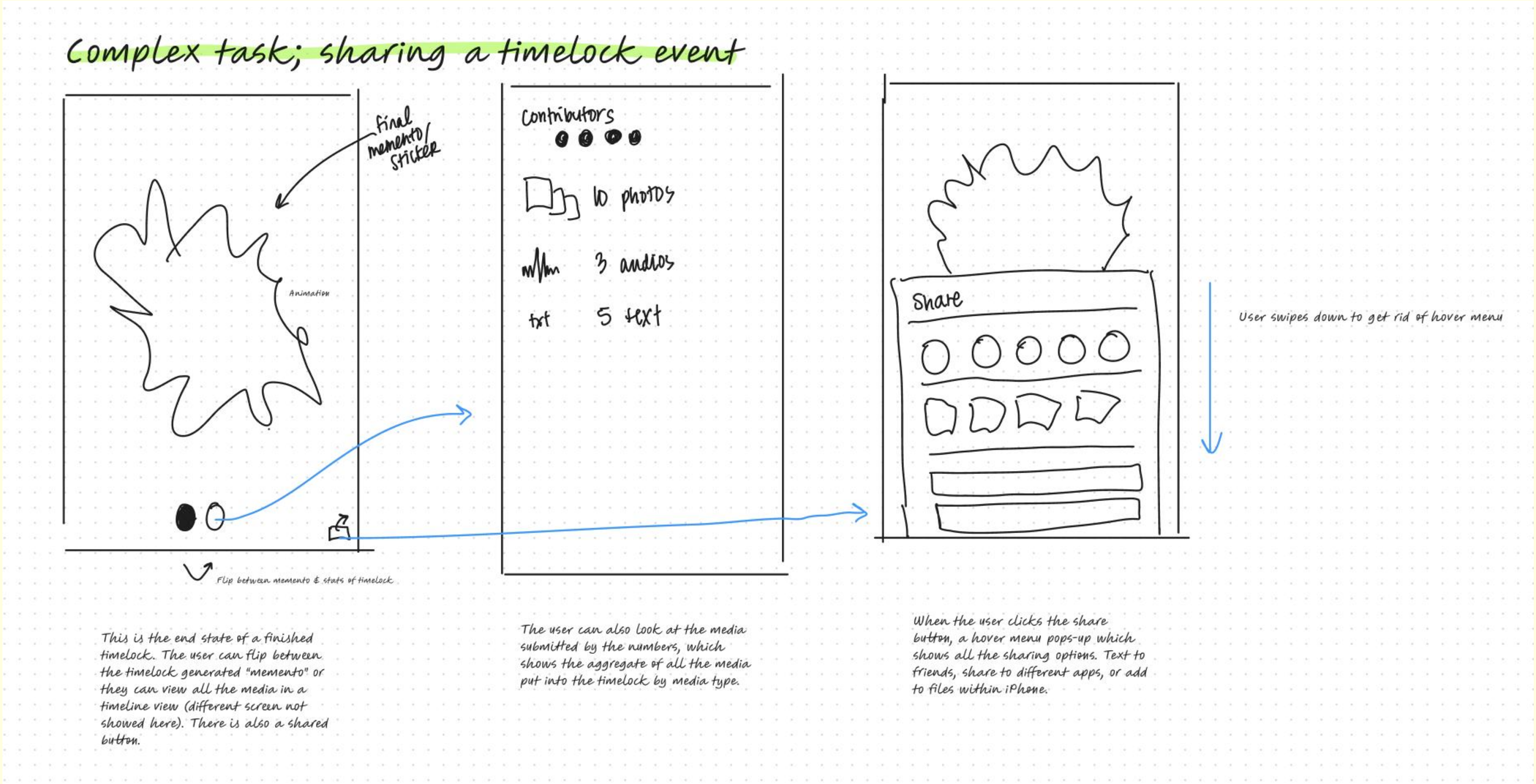
Moderate



TODAY'S DATE

PROJECT NAME

Complex



OCT 10, 2024

Our Paper Prototype

PRESENT

Our prototype included three main tasks:

Moderate Task (Step 1)

Create a timelock event and share it with a friend.

Requires inputting text.

Simple Task (Step 2)

Add a piece of media to an existing timelock.

Requires taking a photo.

Complex Task (Step 3)

Share a timelock with an (external) friend.

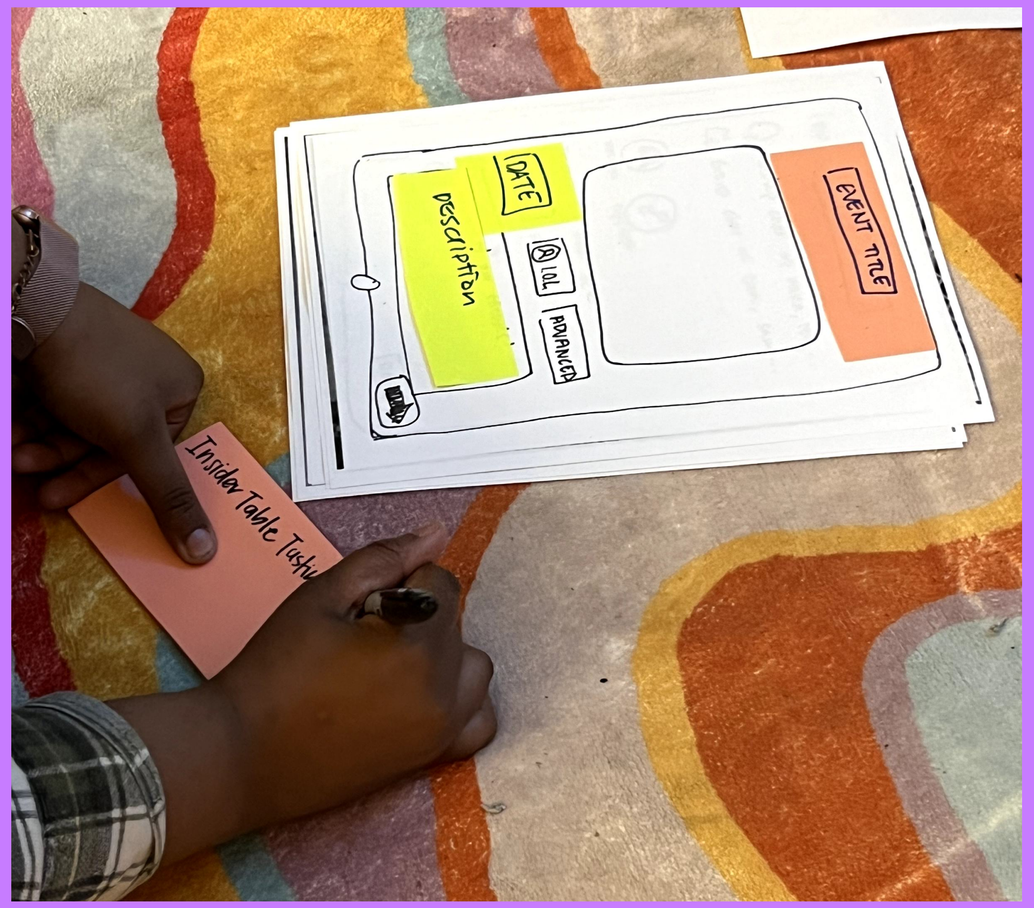
Requires sharing.

CAPTURE THE MOMENT
UPCOMING
Sophie's Bday
Family Dinner
PREVIOUS
Night Out
Bay to Breakers
EVENT TITLE
DATE
TIME
ADVANCED
Description.
Invite Friends
Messages
Instagram
Whatsapp
Airdrop
Copy Link
Friends in Timeclock
Dan M.
Sam B.
Georgie C.
John D.
Done
Night Out
DONE
09:10
NOVEMBER 10, 2024
TIMECLOCK
It's your time to add to your moment.
You have 5:00:00 remaining
5:00 remaining
5:00 remaining
edit
Submit
Yay!
You have 3 more timeclock submissions.
Enjoy your night.
CAPTURE THE MOMENT
Upcoming
Sophie's Bday
Family Dinner
Previous
Night Out
Bay to Breakers
NIGHT OUT
(complete)
NIGHT OUT
Share
HM
JL
MP
Save to photo album
NIGHT OUT
You've shared your memento!

Inputting text

For areas of the prototype where you could input text, we provided sticky notes and the instruction:

“When you see a sticky note...”



Taking a photograph

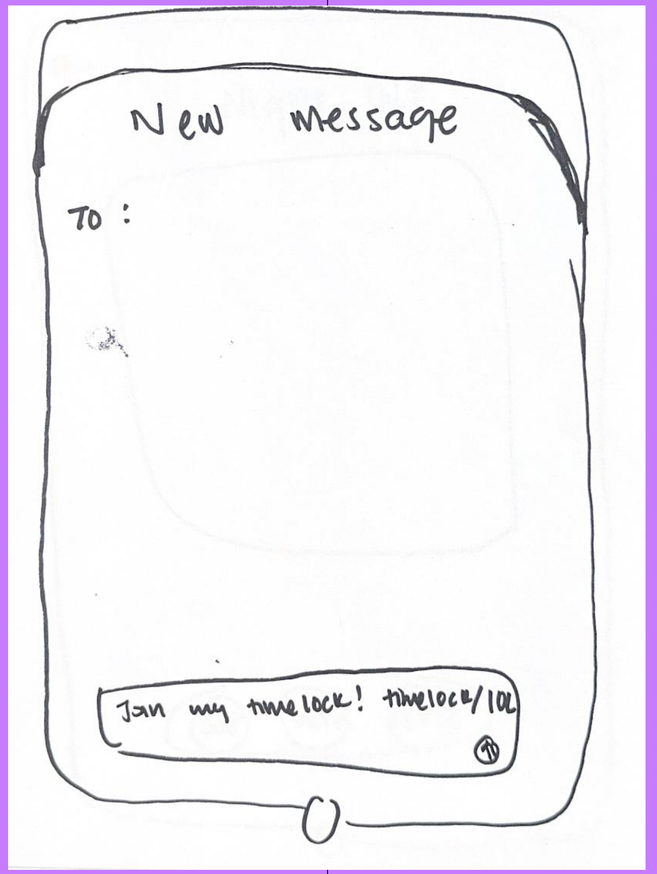
To prototype “taking a photo” that you then “submit to the timelock” we cut out a square in the middle of the screen of our prototype. We provided the instruction:

“XYZ”

FINDING 1

Sharing with friends

Our initial prototype required a user to walk through a fake iMessage sharing flow. To simplify this complex UI, we mimicked sharing by having a user press one button and then receive a success message “you’ve shared X with Y.”



PREVIOUS

FINAL

Testing Our Paper Prototype

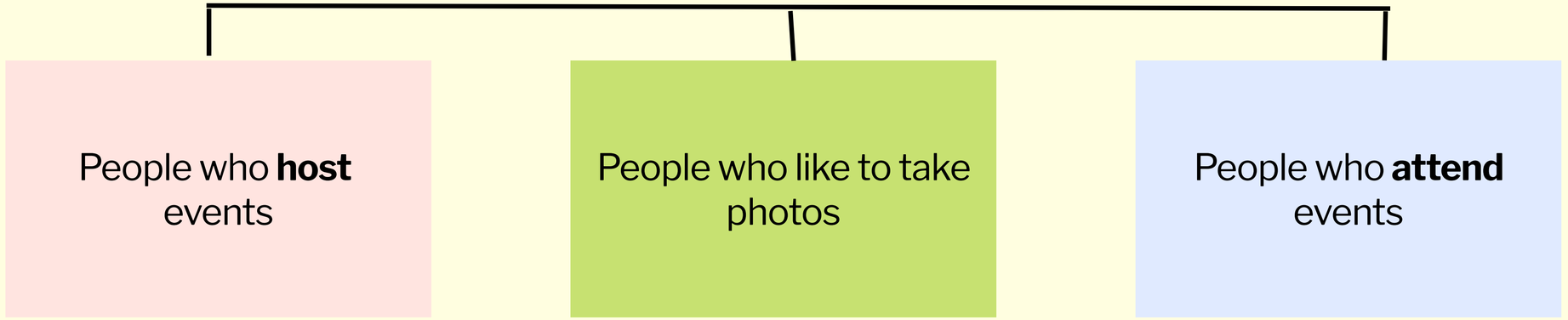
Finding Participants: Target Demographic

What demographics are relevant to timelock?

↓

What demographics would value timelock?

↓



Participants

Trisha

mid 20s, content creator, large event host for brands and apps

Kevin

early 20s, SJSU student, takes photos socially

Vicky

early 20s, Stanford student, takes photos socially and hosts medium sized social events

Hazel

early 20s, USF student, takes photos socially and hosts small/ casual social events

Compensation: sour patch kids	**Recruitment**: Tresidder & Downtown PA

Environment, Apparatus, and Roles

4 In-Person, Paper Prototypes

CONSTUCTOR

CONSTRUCTOR

FACILITATOR

NOTETAKER

Testing Procedure and Design Iterations

Initial Testing

Test Participant 1

Test Participant 2

Refine Prototype

Analyze participant feedback and refine paper prototype

Second Iteration of Testing

Test Participant 3

Test Participant 4

Usability Goals

Learnable: ease of first time use

Many users may download timelock immediately prior to an event

Pleasing: easy and Fun to use

Essential to ensure users continue to use timelock

TODAY'S DATE

PROJECT NAME

Usability Goals:
Key Measurements

Learnable: Ease of first time use

- Relative time it takes for users to complete each task
- Whether or not users successfully completing the task
- Users minimally running into “dead ends”

TODAY'S DATE

PROJECT NAME

Usability Goals:
Key Measurements

Pleasing: easy and fun to use

- Users enjoy engaging with features
- Verbally assessing user satisfaction after testing
- Verbally assessing if users would use again and/or recommend to friends

Testing Iteration 1

Testing Iteration 1: Immediate Problems

Confusion and User Navigation:

Both participants experienced instances of confusion (e.g., navigation loops, unclear icons)

users encountered “dead ends,” affecting overall usability

Feature Enhancements:

Participants expressed a desire for additional features (mood tags, captions, and sharing options)

Key Goal in Refining Paper Prototype:

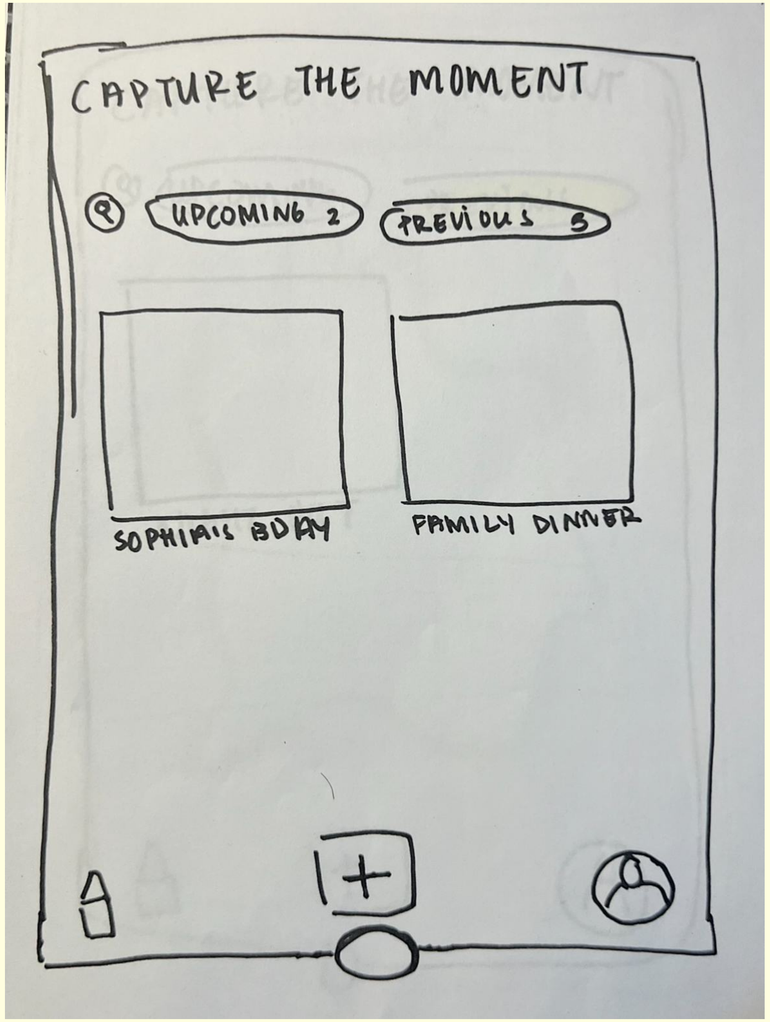
Navigation Issues: not meeting important usability goal

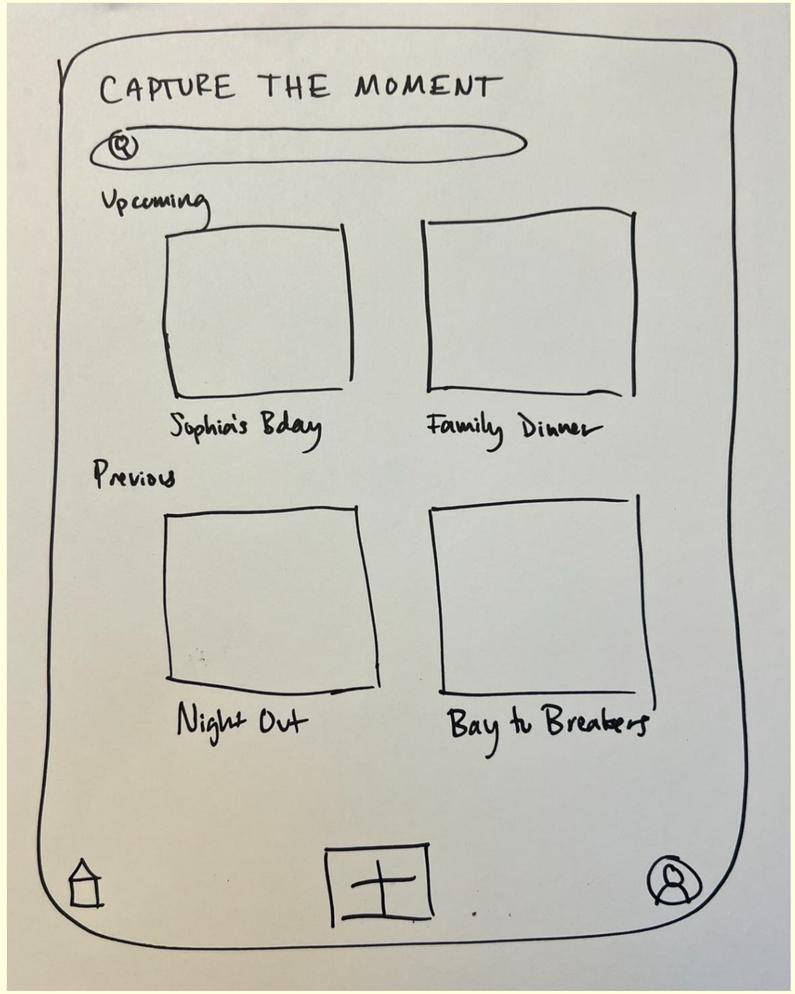
Learnable: Ease of first time use

Based on User Feedback:

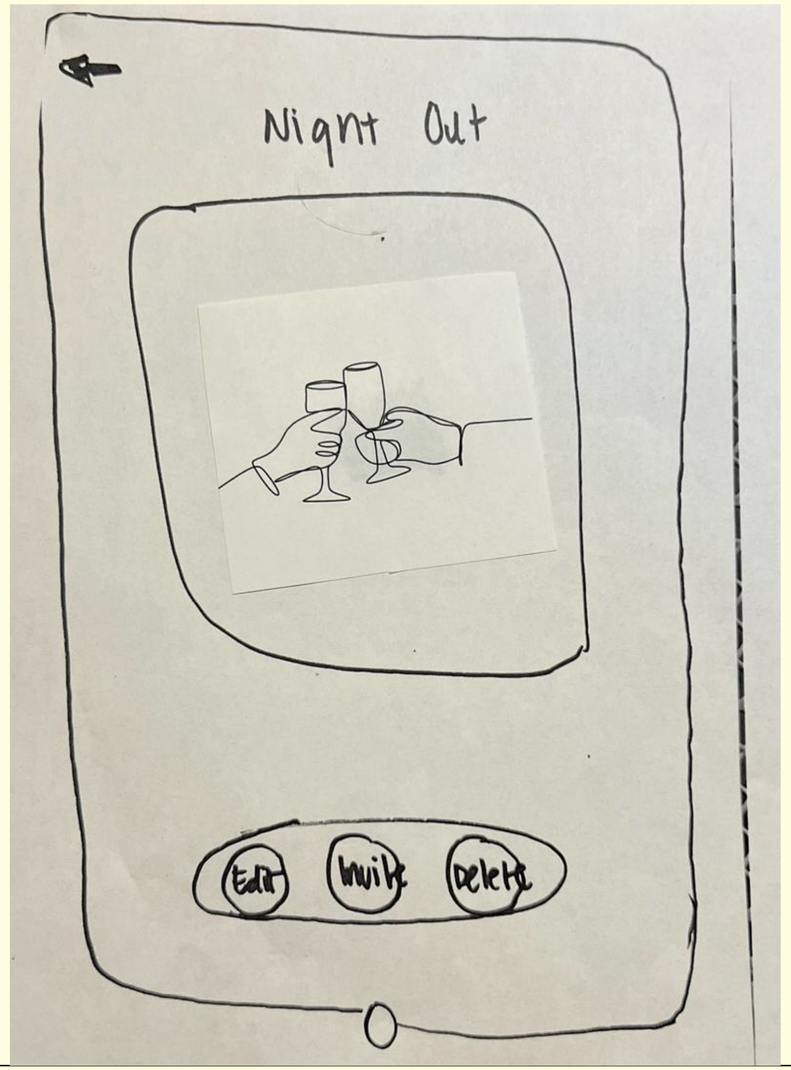
- remove “dead ends”
- eliminate confusing interface elements

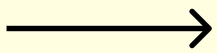
Home Page Layout

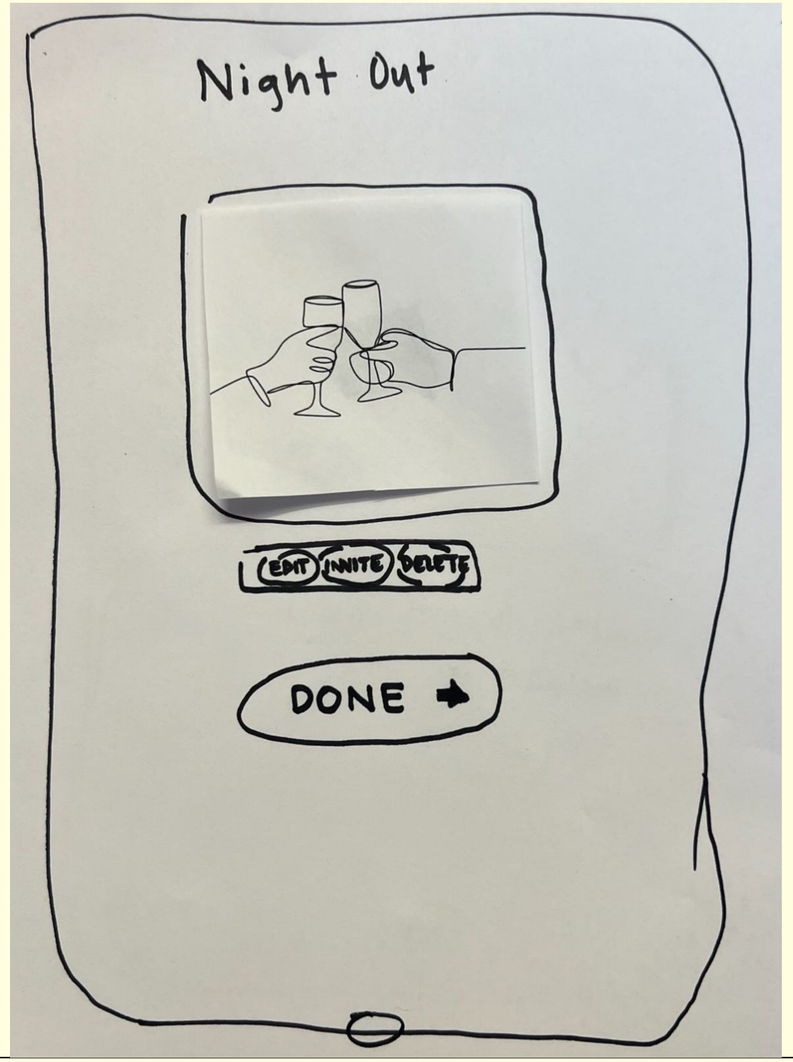




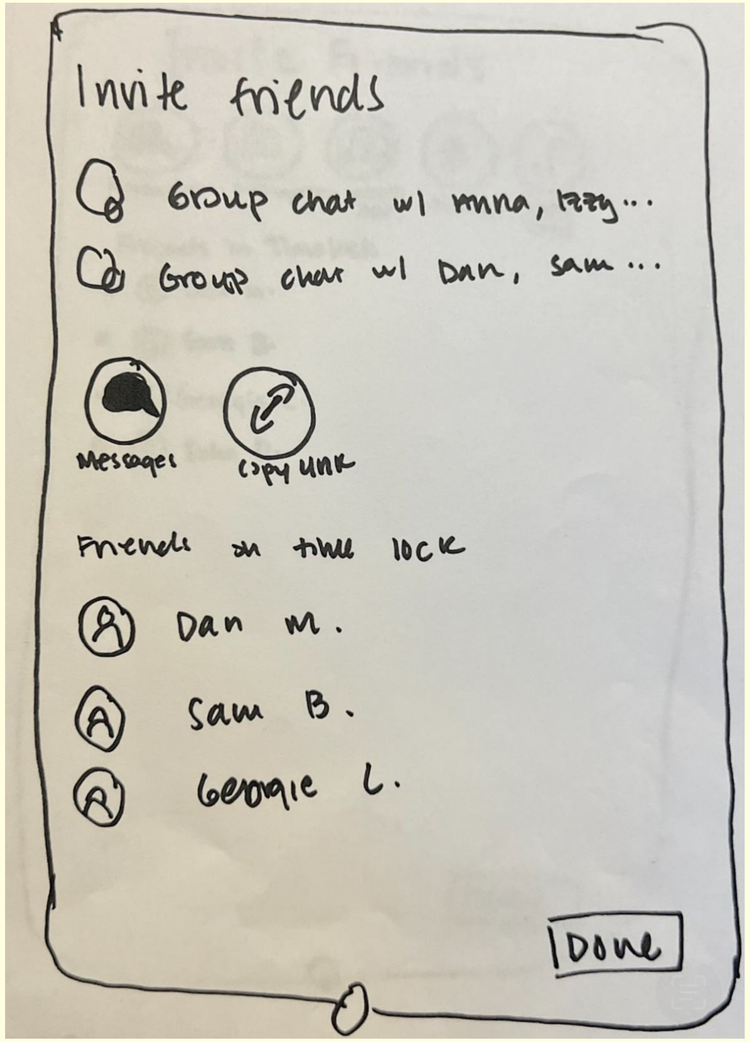
Dead End in Timelock Creation

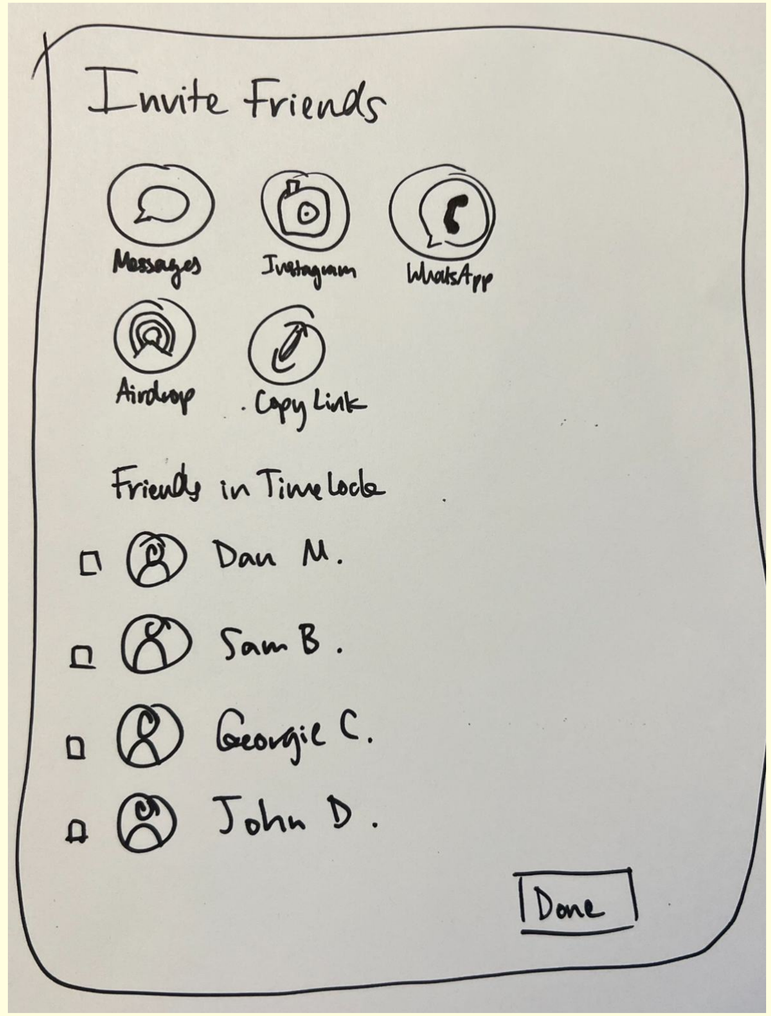




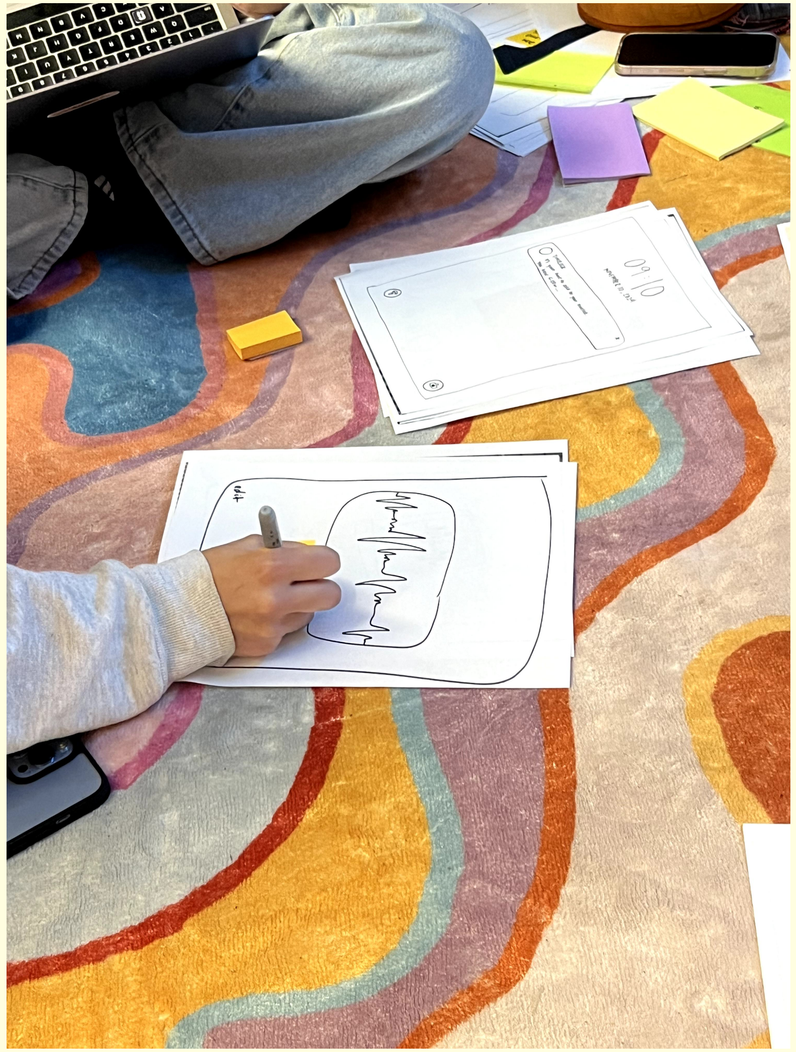


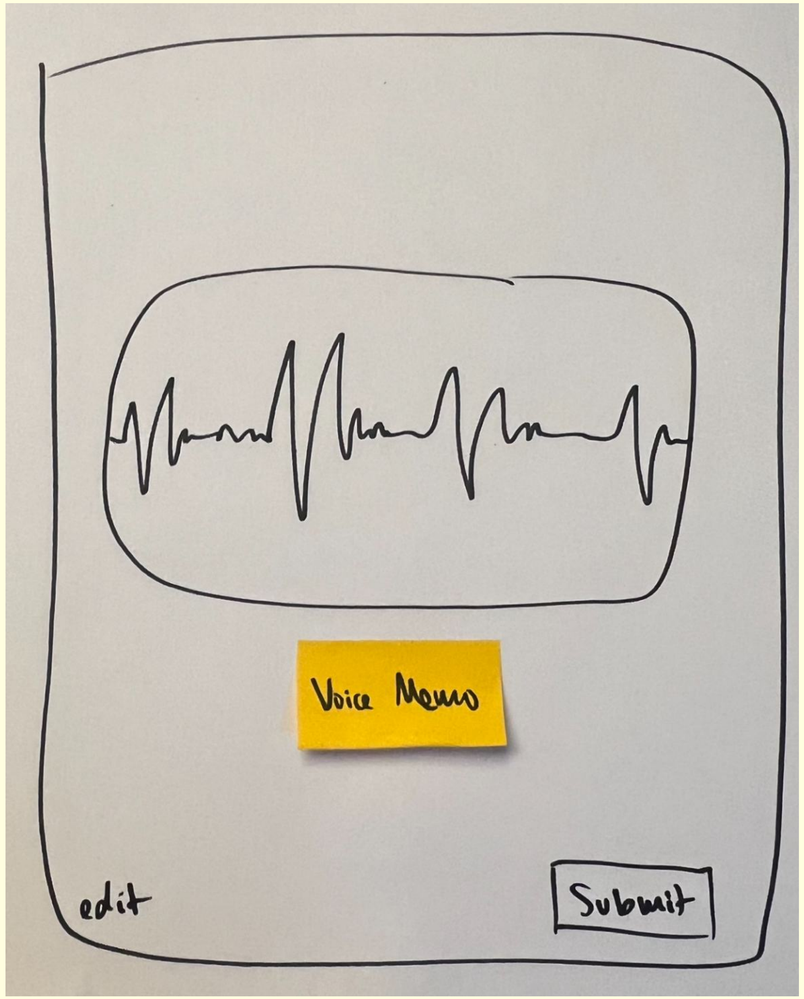
Sharing Options:



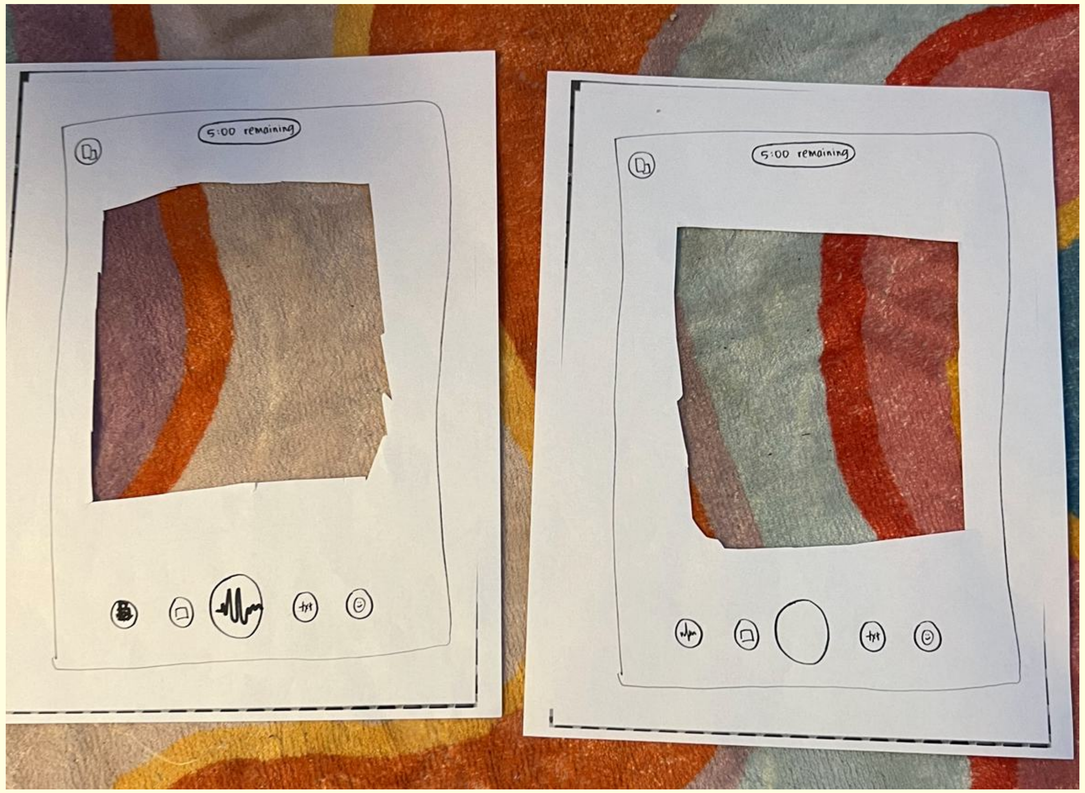


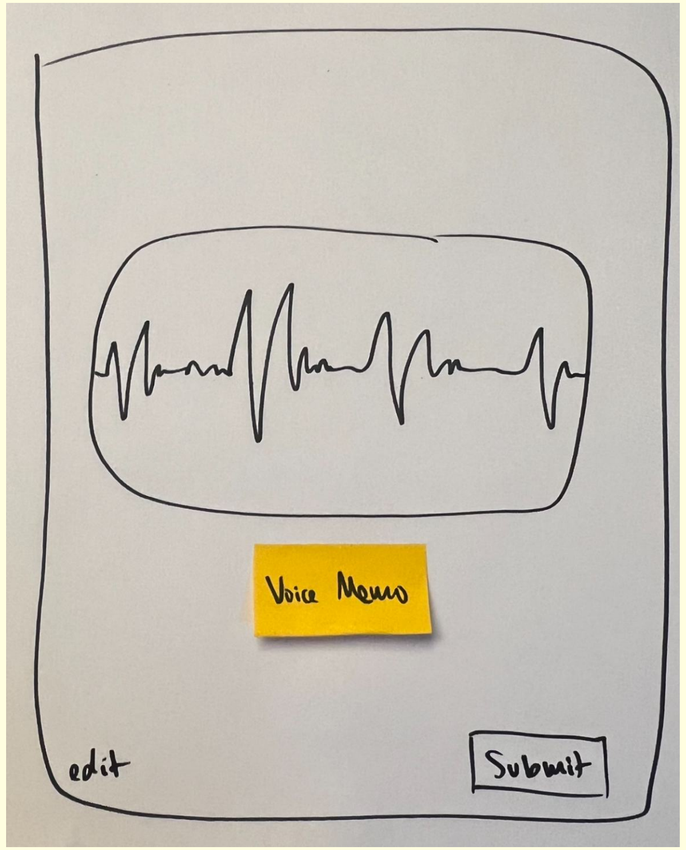
Ability to Add Captions





Test Multimedia Sharing Component





Testing Iteration 2

Significant reduction in navigation issues

Process Data

Participants demonstrated positive engagement with the Timelock app.

Key themes emerged around user experience, including confusion with certain icons, a desire for enhanced features, and a strong interest in social interactivity.

Users appreciated the app’s multimedia capabilities for sharing memories but noted areas needing improvement to enhance usability and enjoyment.

OBJECTIVE

Bottom-Line Data

Learnable: ease of first time use

After prototype modification, there was largely no confusion

Especially for uploading media during an event:

- Big buttons
- Simple text
- quick process

Pleasing: Easy and fun to use

What participants liked:

Spontaneity: idea of getting a notification at any moment

Multimedia upload options

Key Aspect Missing:

More Social Components

OBJECTIVE

Key Usability Goal to Address:

Pleasing:
Easy and
FUN to use

Participants felt more social components would make timelock more engaging

Social components participants felt would make timelock more FUN

- notifications when other people upload
- photos as a live update to attendees who are a part of the timelock
- can send photos an hour or two before timelock starts to “build hype”
- allow comments from people at the event
- public timelocks that can be a part of a profile

Common Theme: Real Time Interaction

Key Findings

What would motivate users to continue using timelock?

- Fast and Easy to Use: doesn’t distract from the event
- More Social Components
- Aesthetics/ Visual Appearance

Participants stated they would only be interested in continuing to use timelock if a large number of their friends also use it

Implications

Current features are not enough : Need more social elements to keep users engaged

The success of Timelock relies heavily on a network effect, where the value of the app increases as more users join

Improving timelock's design:

- Improve ease of navigation and icon clarity: big buttons, simple text, quick process
- Expand Customization Options: Introduce more ways for users to personalize their experience
- Add more social components

What testing couldn’t reveal:

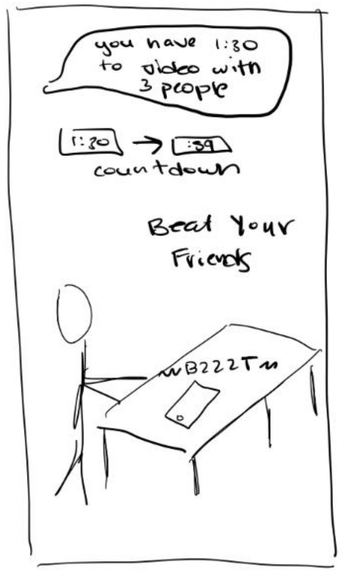
How users would interact with the app in dynamic, real-life settings where distractions could impact usability

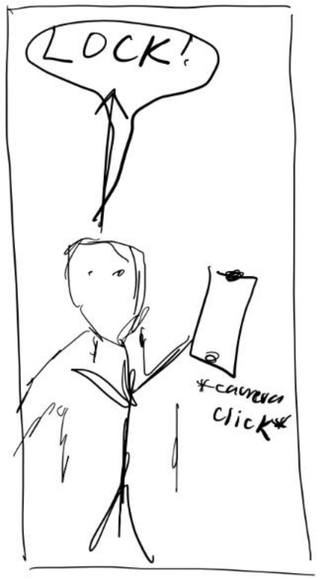
How users would interact with social features (currently not implemented)

Long-term engagement of users with the app over multiple events

Thank you.

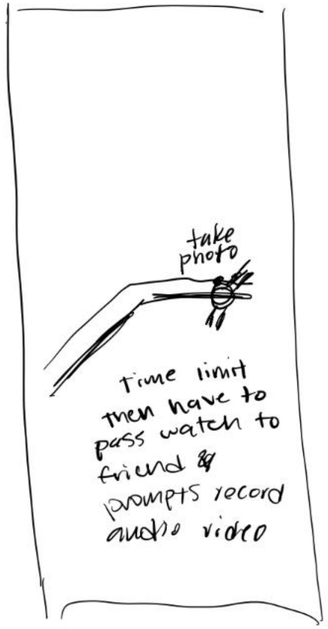
Appendix

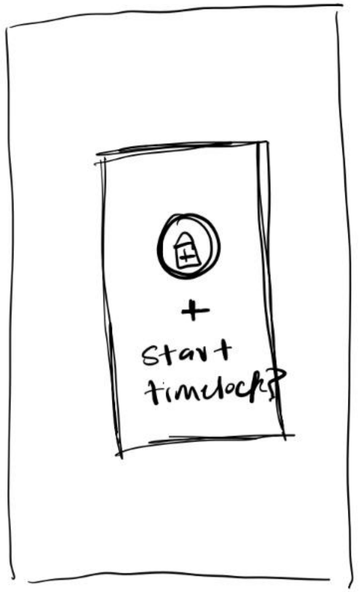

you have 1:30 to video with 3 people
1:30
:59
countdown
Beat Your Friends
WB222Tm

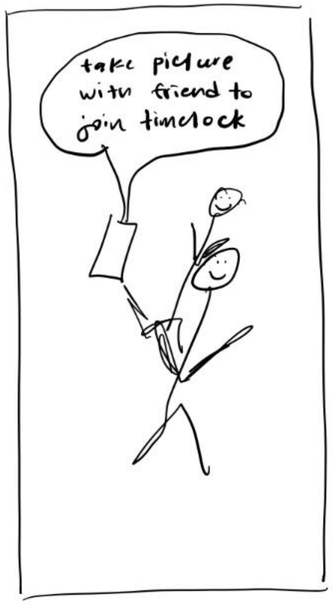

LOCK!
camera click

records when you press records when a lot of noise

nominate a friend
voted most of the night
react?

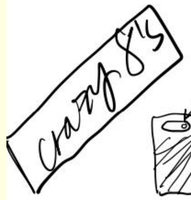

take photo
time limit then have to pass watch to friend & prompts record audio video


+
start timelock?


take picture with friend to join timelock

you have the hotseat
do
pass the hot seat to
oh snoot it's my turn
D222

Idea #3 (plug into socials & have it look based on stories)



Idea #1 (text msg for iPhone)

Idea #2 (plug into Partiful/other integrations for invite sending)

Idea #3 (plug into socials & have it look based on stories)

pokemon go-esque pinned location for friends that have made timelocks in the same location

VR experience on a phone of the videos added to a timelock.

VR feature / panoramic pic

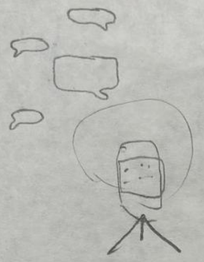
timelock flashbacks

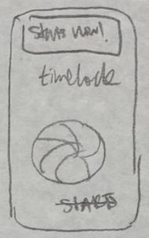
trade with friends family

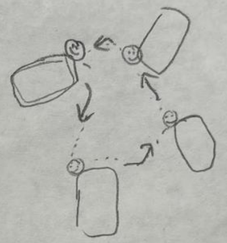
My 05/02

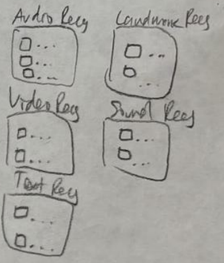
↘ Your 05/02

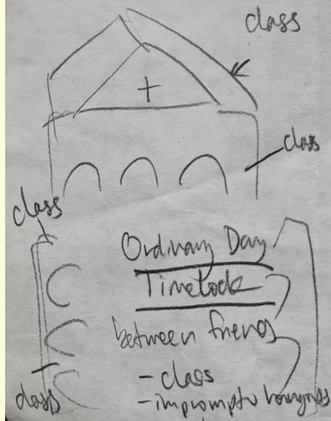
DITL game

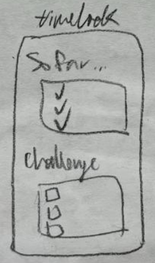




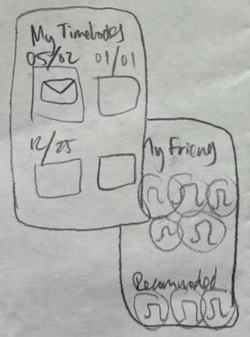


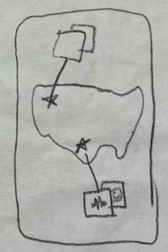




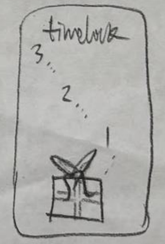


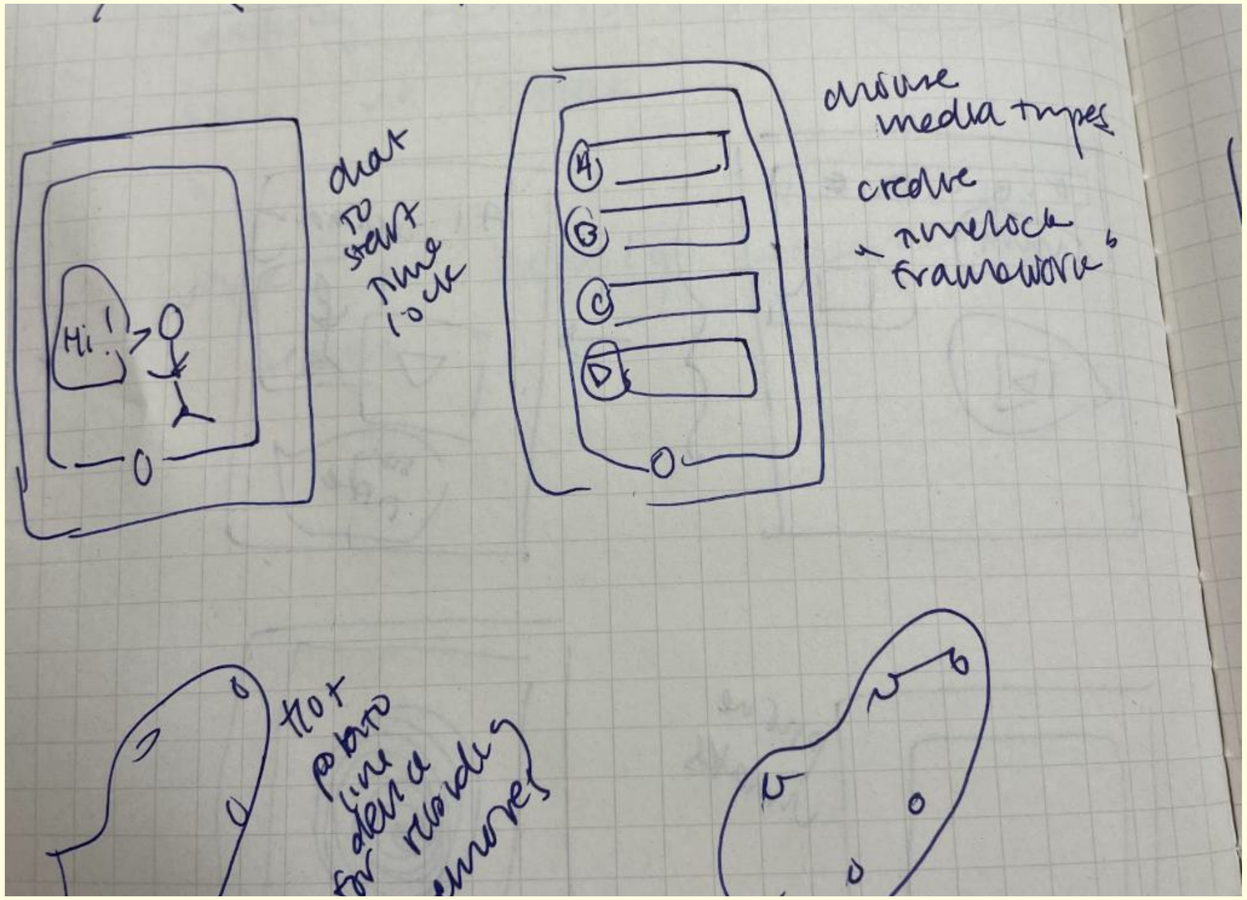
passed to diff friends throughout the night



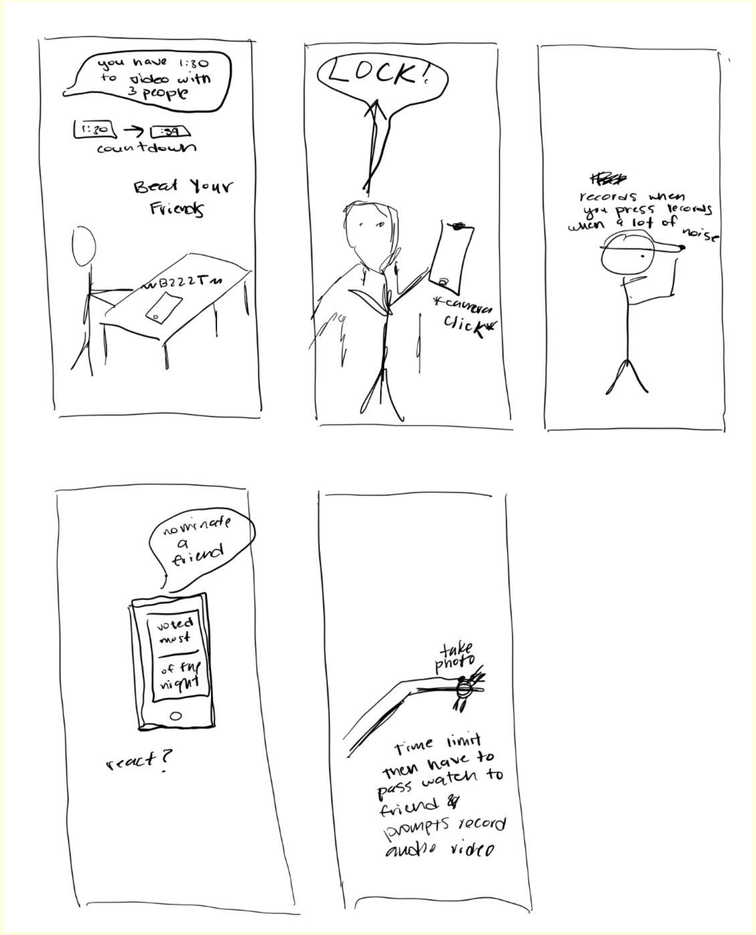


location based timelocks




Hi!
chat to start time lock
A
B
C
D
choose media types
create "timelock framework"
Hot potato line device for recording memories

start timelock
A PHOTO!
A, B, C, D, E
AI Summary
song title
phone vibrates
its your turn!


you have 1:30 to video with 3 people
1:30 → :39
countdown
Beat Your Friends
wB222Tm
LOCK!
camera click
records when you press records when a lot of noise
nominate a friend
voted most of the night
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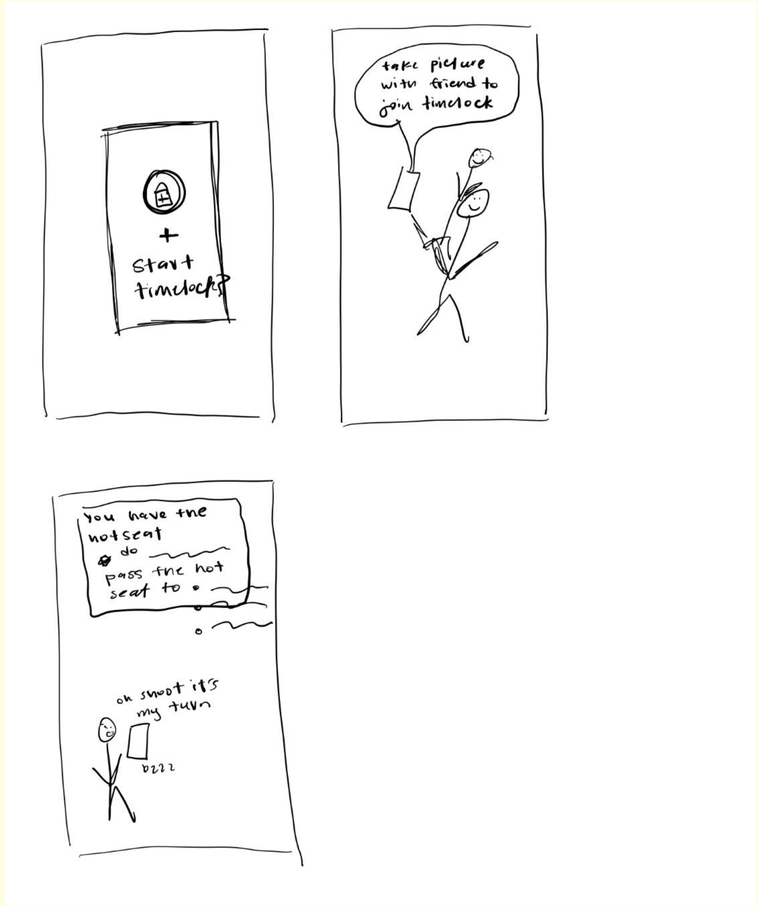
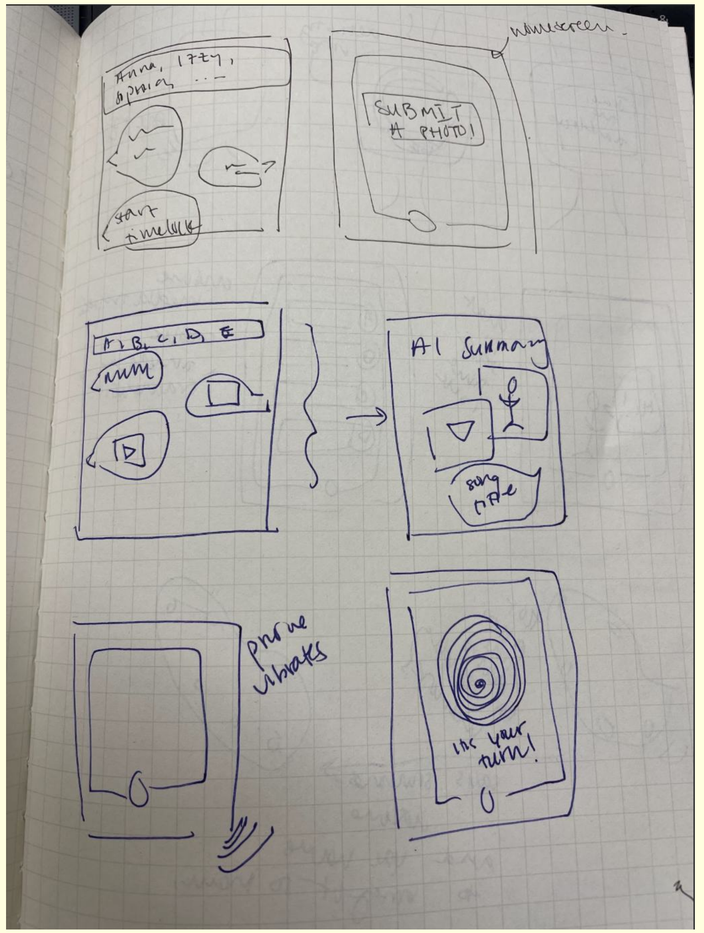
take photo
Time limit then have to pass watch to friend & prompts record audio video

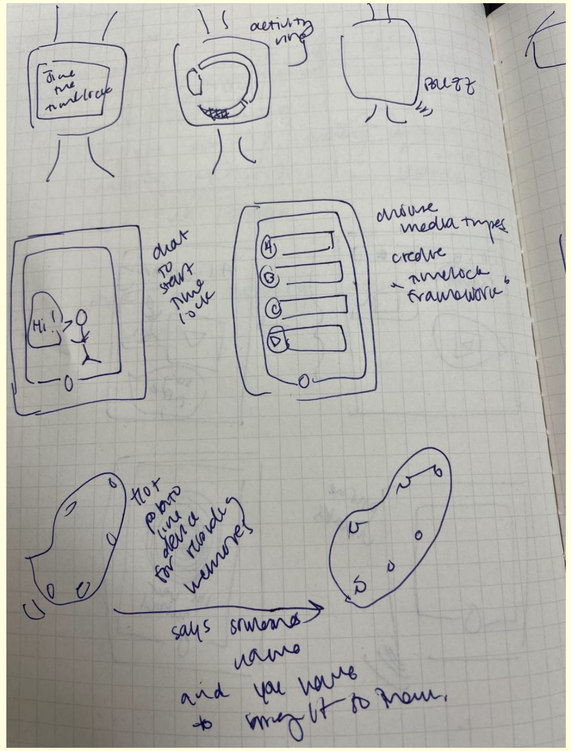

+
Start timelock?
take picture with friend to join timelock
You have the hotseat
do
pass the hot seat to
oh shoot it's my turn
b222

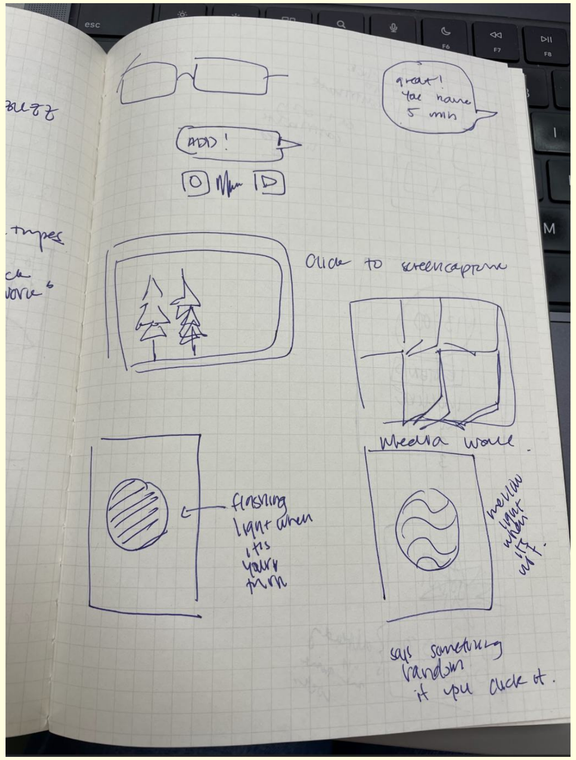

Anna, Izzy, Sophia, ...
start timelock
SUBMIT A PHOTO!
A, B, C, D, E
AI Summary
song title
phone vibrates
its your turn!

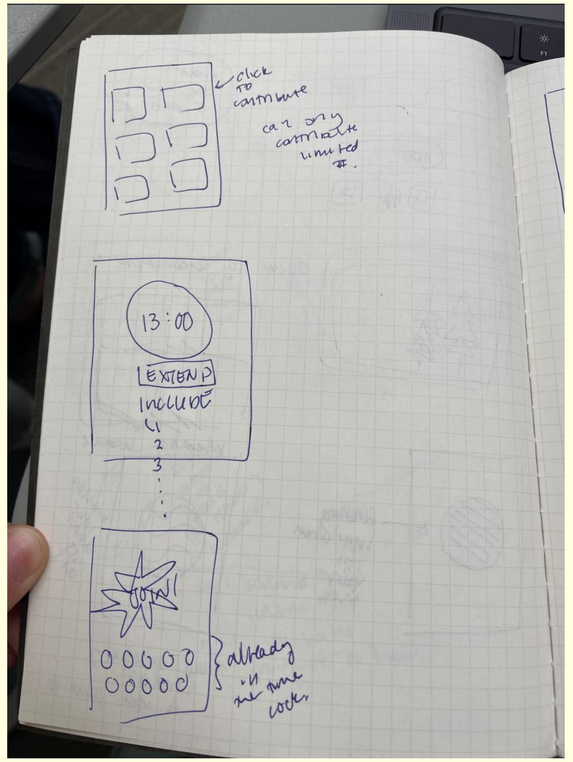
TODAY'S DATE

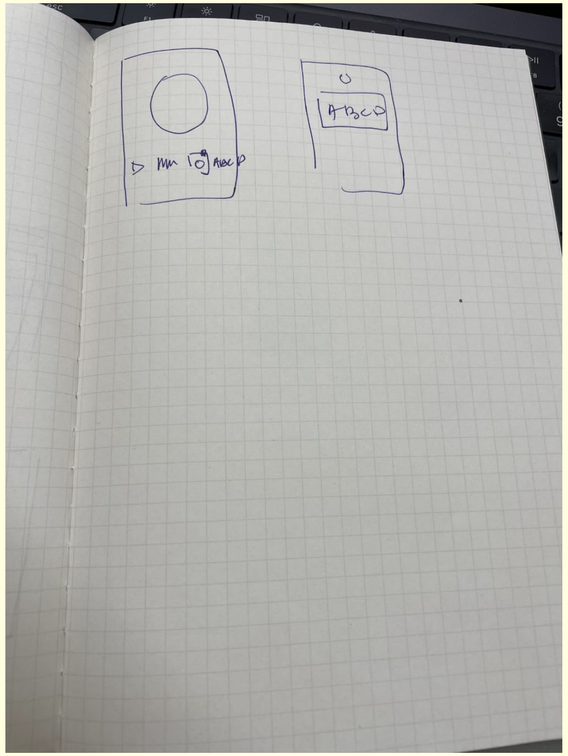
PROJECT NAME

Concept Sketches (con't)









iMessage Widget

Pros

- Augments a common user behavior (social group chats with friends) instead of trying to create a completely new one.
- Small interface emphasizes the importance of the group chat and social systems supporting the media sharing behavior. By default, less distracting.

Cons

- iMessage only, not cross-platform.
- Small interface. This design requires leaning into messaging native artifacts and design choices (e.g., texting notifications).
- Only certain demographics enjoy using widgets. This limits overall use.

Mobile App

EVERYONE: FEEL FREE TO CHANGE ADD MORE BELOW.

Pros

- Cross platform, not Apple specific.
- More opportunities for creative designs around multi-media artifacts.
- Versatile invitation format (text, send link, invite via app) vs. text only.

Cons

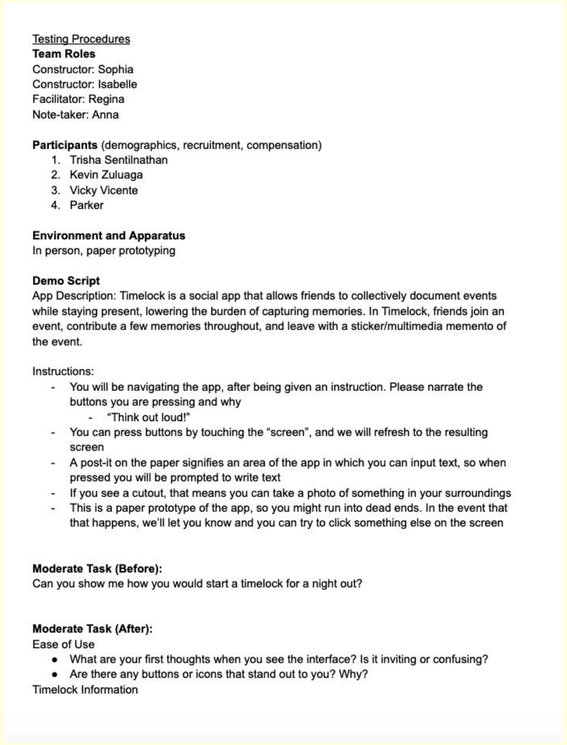
- Requires download on the part of all users.
- Adds a layer of complexity by bringing user out of their common medium of communication with friends (e.g., text).

OBJECTIVE

TODAY'S DATE

PROJECT NAME

Testing Preparation



Testing Procedures

Team Roles

Constructor: Sophia
Constructor: Isabelle
Facilitator: Regina
Note-taker: Anna

Participants (demographics, recruitment, compensation)

1. Trisha Sentilnathan
2. Kevin Zuluaga
3. Vicky Vicente
4. Parker

Environment and Apparatus

In person, paper prototyping

Demo Script

App Description: Timelock is a social app that allows friends to collectively document events while staying present, lowering the burden of capturing memories. In Timelock, friends join an event, contribute a few memories throughout, and leave with a sticker/multimedia memento of the event.

Instructions:

- You will be navigating the app, after being given an instruction. Please narrate the buttons you are pressing and why
  - "Think out loud!"
- You can press buttons by touching the "screen", and we will refresh to the resulting screen
- A post-it on the paper signifies an area of the app in which you can input text, so when pressed you will be prompted to write text
- If you see a cutout, that means you can take a photo of something in your surroundings
- This is a paper prototype of the app, so you might run into dead ends. In the event that that happens, we'll let you know and you can try to click something else on the screen

Moderate Task (Before):

Can you show me how you would start a timelock for a night out?

Moderate Task (After):

Ease of Use

- What are your first thoughts when you see the interface? Is it inviting or confusing?
- Are there any buttons or icons that stand out to you? Why?

Timelock Information

- Is there any other information you would want to include in the description of a timelock? Is there anything missing? What kind of information do you think is necessary to include when starting a Timelock?

Inviting friends to a timelock

- Do you see a clear way to add participants? What would you expect that process to look like?
- Is there any method of sharing a timelock you think would be easier?

Task Flow

- Do you think creating the timelock took too much effort or required too much information?
- How do you feel about the flow of tasks when creating a timelock? Should they be rearranged?
- How do you feel about the multiple step process of adding all of the information (inviting people, time, description) for a timelock? Would you prefer adding all of the information in one screen?

Overall

- Do you foresee any difficulties in starting a Timelock? What might be frustrating?
- Is there anything about this interaction that feels unclear or cumbersome?
- Are there any elements that could make the process smoother for you?

Simple Task (Before):

Can you show me how you would share a voice-memo to your timelock during your night out?

Simple Task (After):

Ease of Use

- What are your initial thoughts about the photo-sharing interface? Is it easy to understand?

Photo Selection Process

- How would you go about selecting a photo to share? Is this process straightforward?
- Are there any options for importing photos (like from a gallery, camera, etc.) that you would expect to see?

Timelock Context

- Is there any additional information you would want to include with the photo (like a caption or tags)?

Task Flow

- Does sharing a photo feel like a seamless part of the Timelock process?
- How do you feel about the number of steps required to share a photo? Is it manageable or cumbersome?
- Would you rearrange or change anything about the process of sharing a photo from a timelock?

Overall

- Do you foresee any challenges when sharing a photo? What might be frustrating in this process?

- Is there anything about this interaction that feels unclear or that you would change?
- What elements could enhance the photo-sharing experience for you?

Complex Task (Before):

After your night out, can you show me how you would share the timelock with a friend?

Complex Task (After):

Ease of Use

- What are your first impressions of the interface for sharing a Timelock? Is it intuitive?

Sharing

- Is there any additional information or customization you would want to include when sharing the Timelock?
- What methods of sharing do you see available (e.g., link, direct invite, social media)? Are these options sufficient?

Inviting Friends

- How easy is it for you to select or invite friends to view the Timelock? Does this feel straightforward?
- Do you see a clear way to manage who has access to the shared Timelock? What would you expect from that functionality?

Task Flow

- How do you feel about the overall flow of sharing the Timelock? Is it a smooth transition from creating it to sharing it?
- Do you think the number of steps involved is appropriate, or would you prefer a more streamlined process?

Overall

- Is the sharing process encouraging for group engagement?
- Do you foresee any potential issues when sharing the Timelock with friends? What might be frustrating?
- Is there anything in this interaction that feels unclear or could be improved?
- What features could enhance your experience when sharing a Timelock?

Wrap Up Questions

General Impressions

- What are your overall thoughts about the Timelock app? How does it compare to your expectations?

Functionality

- Were there any features you expected to find but didn't? What would you like to see added?
- How well do you think the app supports the goal of documenting memories collectively?

Usability Goal: Ease of first time use

- Did you find any part of the app confusing or difficult to navigate? Can you elaborate?
- Were there any moments during the tasks where you felt lost or unsure of what to do next?

- How intuitive did you find the app's layout? Were there specific sections that seemed out of place?
- Would you say you were able to complete the tasks without prior knowledge of the app? Why or why not?

Usability Goal: Fun and engaging

- How engaging did you find the app overall? Were there features that particularly drew you in or kept your interest?
- Were there any aspects of the app that you found tedious or boring? What made them feel that way?
- Are there any design elements that you particularly liked or disliked? What were they?
- Did the app create a sense of nostalgia or excitement for sharing memories? How so?

Feedback/Improvements

- If you could change one thing about the app, what would it be and why?
- What features would enhance your experience and make the app more enjoyable to use?
- Would you be interested in using this app for real events in the future? Why or why not?
- What would motivate you to use this app again in the future? Are there specific features that would bring you back?

Usability Goals

#1: Pleasing: Easy and Fun to use
-Important so that people will continue to use the app
#2: Learnable and EASY FIRST TIME USE: Users can quickly learn how to navigate the app
-Timelock is collaborative, and relies on the participation of many users in a social group
-Many people might download the app, immediately prior to an event when a timelock would start, so they need to be able to easily navigate and engage with the app with no prior experience

Key Measurements

- Relative time it takes for users to complete each task
- Whether or not users successfully completing the task
- Users minimally running into "dead ends"
- Users enjoy engaging with features
- Verbally assessing user satisfaction

link: https://docs.google.com/document/d/19k1zyu0UXUY2wy9M6_vpWAzzKfQq8teXlD5wbLOwitc/edit?usp=sharing

Birds Eye View of Final Paper Prototype

Organized Log of critical incidents

Full Summaries, Incidents, Analysis

https://docs.google.com/document/d/1jtg3my9MS6SPV-cvs4cAUy7VMSywcRFJDlONZbnZkKc/edit?usp=sharing

Participant 1: Thrisha

- **Incident 1: Confusion with Inviting Friends**
  - **Description:** Thrisha felt unsure if she had successfully invited friends after pressing the invite button.
  - **Impact:** Created uncertainty about whether the task was completed.
- **Incident 2: Confusing Group Chat Icon**
  - **Description:** Unclear if the icon creates a new group chat or uses an existing one.
  - **Impact:** Led to hesitation in using the feature, possibly affecting social interactions.

Participant 2: Kyle

- **Incident 3: Unclear Start Button for Timelock**
  - **Description:** Kyle found the generic plus sign for starting a new Timelock confusing and suggested a more specific icon.
  - **Impact:** May have delayed task initiation and user confidence.
- **Incident 4: Navigation Loop**
  - **Description:** One participant felt trapped in a navigation loop due to unclear back buttons.
  - **Impact:** Frustrated the user, potentially discouraging continued use.

Participant 3: Vanessa

- **Incident 5: Missing End Time Control**
  - **Description:** Raised concerns about the host's control over when the Timelock ends.
  - **Impact:** Highlighted a need for flexibility in managing events.
- **Incident 6: Suggestions for Sharability**
  - **Description:** Suggested adding features for sharing public Timelocks on user profiles.
  - **Impact:** Indicates a desire for greater community interaction and content visibility.

Participant 4: Parker

- **Incident 7: Plus Sign Visibility**
  - **Description:** Suggested making the plus sign larger for better visibility.
  - **Impact:** Affects user experience in initiating tasks.
- **Incident 8: Questioning Icon Purpose**
  - **Description:** Parker was unsure about the purpose of certain icons, like the user icon.

  - **Impact:** May lead to confusion or disengagement if users are unclear on navigation elements.

Summary of Incidents

- **Common Themes:**
  - **Confusion Around Navigation:** Several participants expressed uncertainty about buttons and icons, particularly regarding inviting friends and starting a Timelock.
  - **Desire for Enhanced Social Features:** Feedback indicated a strong interest in features that enhance community interaction and sharing.
  - **Visual Clarity:** Suggestions for improving icon visibility and clarity were consistent, indicating a need for better design choices.

Differences Between Iteration 1 and 2

1. **Reduced Navigational Issues:**
   - **Iteration 1:** Participants like Thrisha and Kyle reported confusion with buttons (e.g., "invite friends") and navigation loops.
   - **Iteration 2:** Participants (including Vanessa) found the interface intuitive and streamlined, indicating that changes addressed previous confusion effectively.
2. **Improved Clarity of Features:**
   - In Iteration 1, there was uncertainty around features such as group chats and sharing methods. Iteration 2 saw clearer descriptions and a better layout for these features.
3. **User Feedback on Enhancements:**
   - Participants in Iteration 2, like Vanessa, appreciated the design improvements, noting a clear process for inviting friends and a seamless photo-sharing experience.

a. Process Data (What's Happening in the Big Picture)

The feedback from all participants indicates a generally positive reception of the Timelock app. Users appreciate the app's ability to facilitate memory sharing and event documentation, highlighting its intuitive design and engaging features. Participants expressed excitement about using the app for real events, suggesting a strong potential for social interaction and collective memory creation.

b. Bottom-Line Data (Usability Goal Key Measurements)

- **Learnable:**
  - Participants found the app straightforward, with many noting that they could complete tasks efficiently.
  - Feedback indicated high task completion rates, with users successfully navigating through the processes of starting a Timelock and sharing photos.
- **Pleasing:**
  - User satisfaction was evident, as participants enjoyed engaging with the app's features, particularly the photo-sharing interface.

  - Most participants indicated they would use the app again and recommend it to friends, reflecting a positive user experience.

c. Other Relevant Observations

- Participants expressed interest in additional features that enhance social interaction, such as live updates and customizable sharing options.
- Feedback highlighted the importance of content relevance, with users preferring smaller group dynamics for more meaningful engagement.

d. How Well Did You Achieve Your Usability Goals Based on the Key Measurements?

The usability goals were largely achieved, with participants demonstrating ease of use and enjoyment of the app. High satisfaction levels and a willingness to recommend the app indicate that it is meeting the intended objectives for learnability and user engagement.

a. What Are the Implications of Your Findings?

The findings suggest that the Timelock app is well-positioned to meet user needs for documenting and sharing memories in a social context. The positive feedback on usability and engagement highlights the potential for growth and user retention.

b. Based on the Results, How Will You Change Your Design?

1. **Enhance Social Features:** Implement functionalities that promote real-time interactions and notifications during events.
2. **Expand Customization Options:** Introduce more ways for users to personalize their experience, such as customizable tags or themes for events.
3. **Focus on Content Management:** Develop features that allow users to curate and filter shared content based on group size or event type.

c. Was There Anything That the Testing Couldn't Reveal?

The testing did not fully capture how users would interact with the app in dynamic, real-life settings where distractions could impact usability. Additionally, the long-term engagement of users with the app over multiple events remains to be evaluated.