

# Topicon

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# Problem & Solution Overview

General: Topicon is a social application meant for connecting people based on common points of interest.

Value Proposition: “Talk about what excites you, anytime, anywhere”.

The Covid-19 era has prevented us from meeting our loved ones, friends and others who share our common points of interests. Topicon is a way to meet people with common interests and chat with them about whatever you like, whenever you like.

# Our Tasks

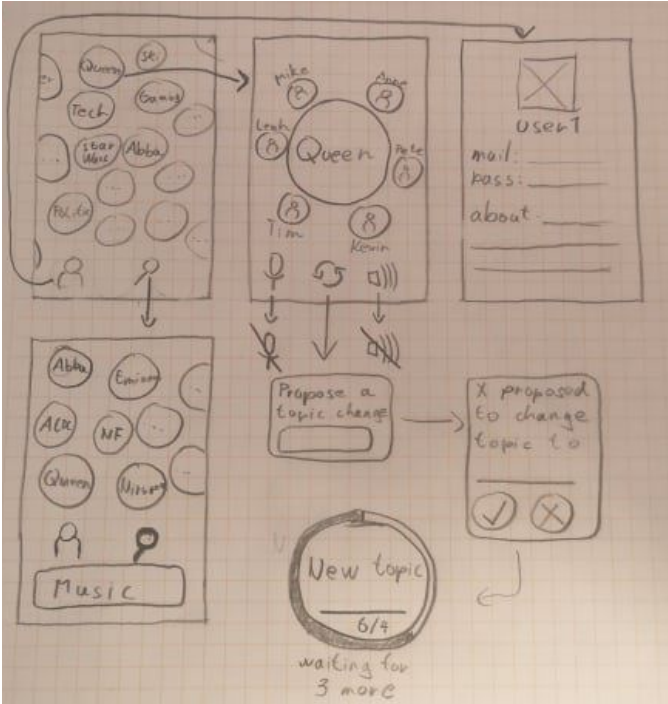
Simple - The user will enter a certain topic based chat room.

Moderate - The user will suggest the change of a topic in the current room.

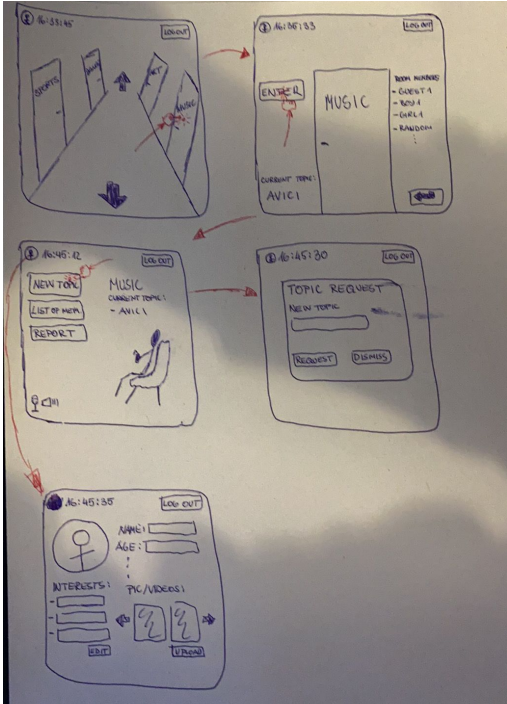
Hard - The user will create and edit his personal profile.

# Design Ideas

## Bubbles



## Hallway



# Paper Prototype

	Hallway	Bubbles
Pros	<ul style="list-style-type: none"><li>● Unorthodox design, very out of the box</li><li>● Similarity to google street view so you can understand it quicker</li><li>● Can be implemented as a VR app</li></ul>	<ul style="list-style-type: none"><li>● Unorthodox design</li><li>● Random distribution of topics helps to find unexplored topics</li><li>● Mobile friendly</li></ul>
Cons	<ul style="list-style-type: none"><li>● Hard to find specific topic</li><li>● No search bar</li><li>● Hard to implement</li></ul>	<ul style="list-style-type: none"><li>● Could be confusing</li><li>● Hard to find specific topic.</li><li>● Hard to scale size of rooms .</li></ul>

After reviewing the designing options, we decided on using the bubbles design, as it seemed to us more user friendly and doable when making the medium-fi prototype.

<https://youtu.be/WNmv8OKFzao>

# Paper Prototype Testing

## Part A - Methodology

To test the paper prototype we recruited three Israeli participants that all live in the suburbs of Jerusalem. The three are friends of Noga's family members, aged 25, 30 and 62.

All the participants tested the prototype in Noga's home. Initially, a short demo was performed by Noga to demonstrate how to operate the system in general.

Following that, the participants were asked to use the system based on a script made beforehand.

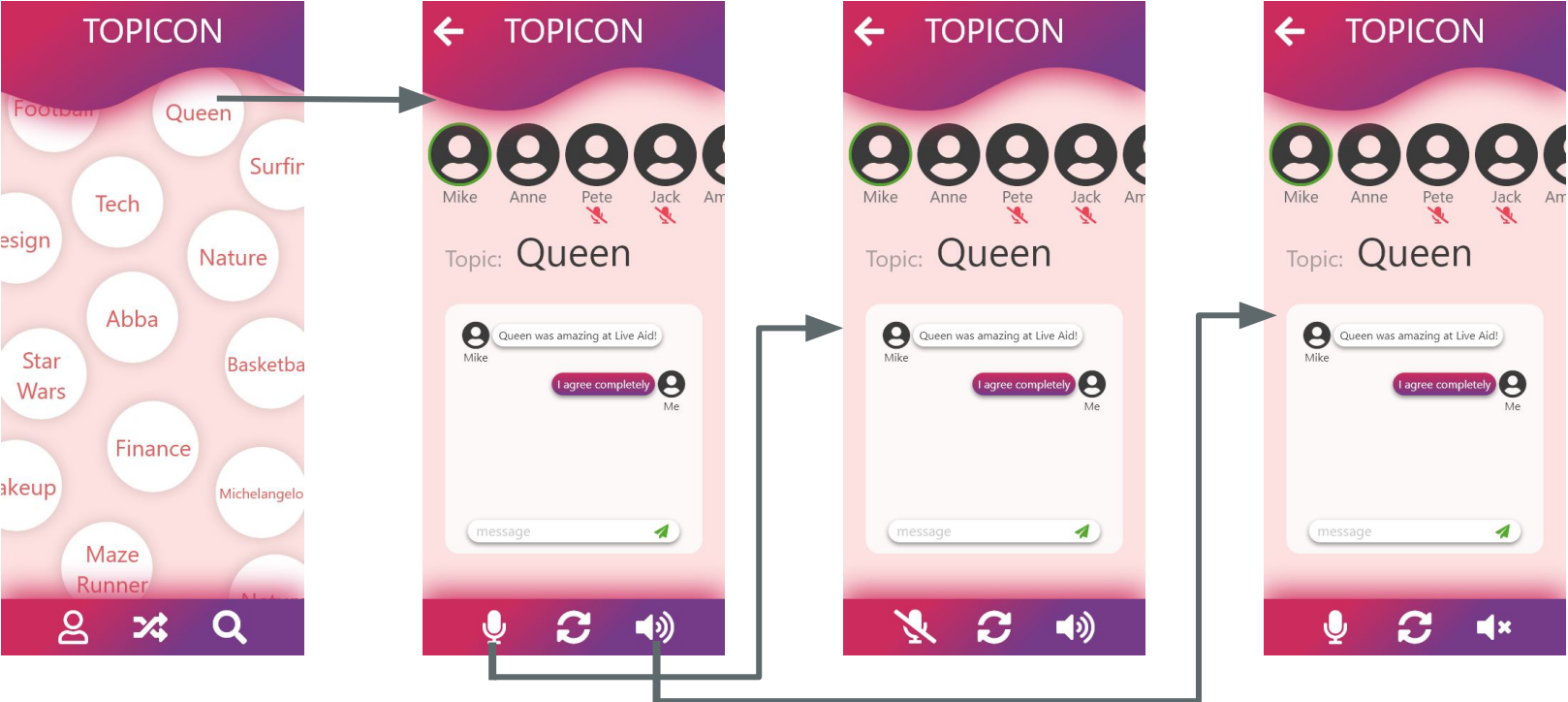
# Paper Prototype Testing

## Part B - Changes and Learning Process

- Participants had trouble finding the “Leave Room” option. Instead, we have added an “ ← ” sign on the top left corner which seems more intuitive.
- One participant was hesitant about which fields are required when creating his personal profile. We added a “\*” mark to indicate which fields are mandatory.
- One participant chose a wrong topic by mistake but had no way of changing it. We therefore switched the topic choosing style to checkboxes, which makes the choosing process easier for the user.
- The users mentioned that the interface lacks confirmations, such as “registered successfully”. We added those later on in our prototype.

# Medium-Fi Prototype Task Flows

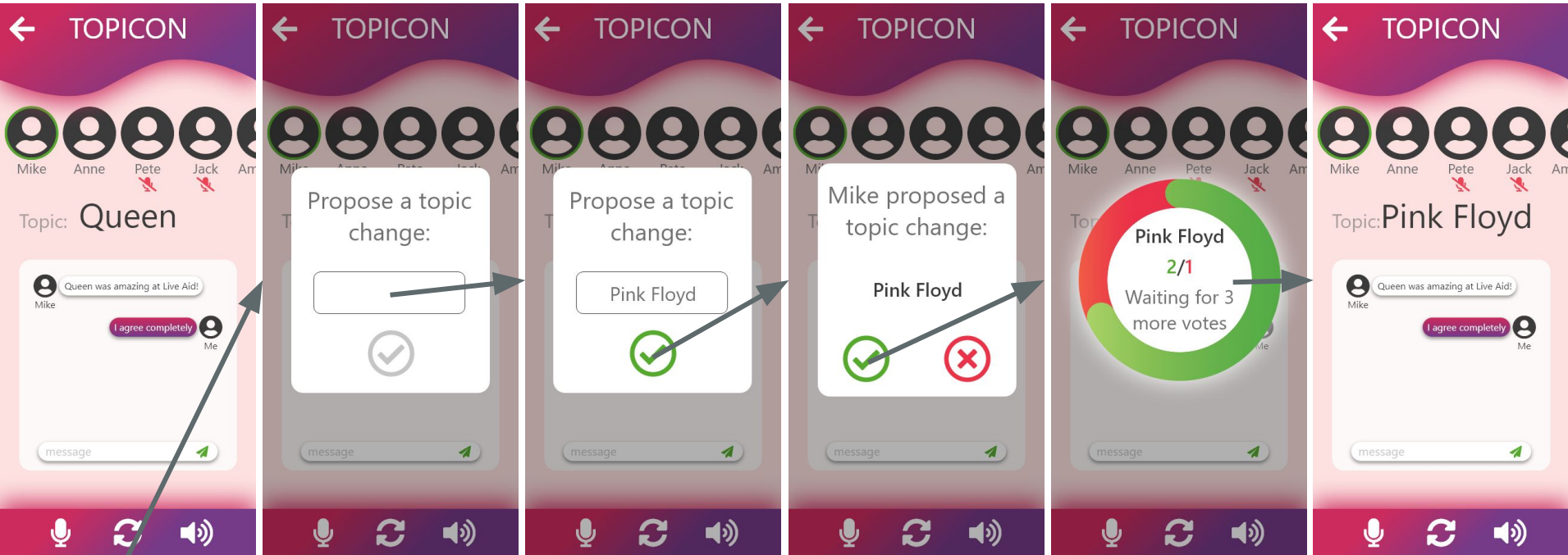
Entering a topic based chat room:





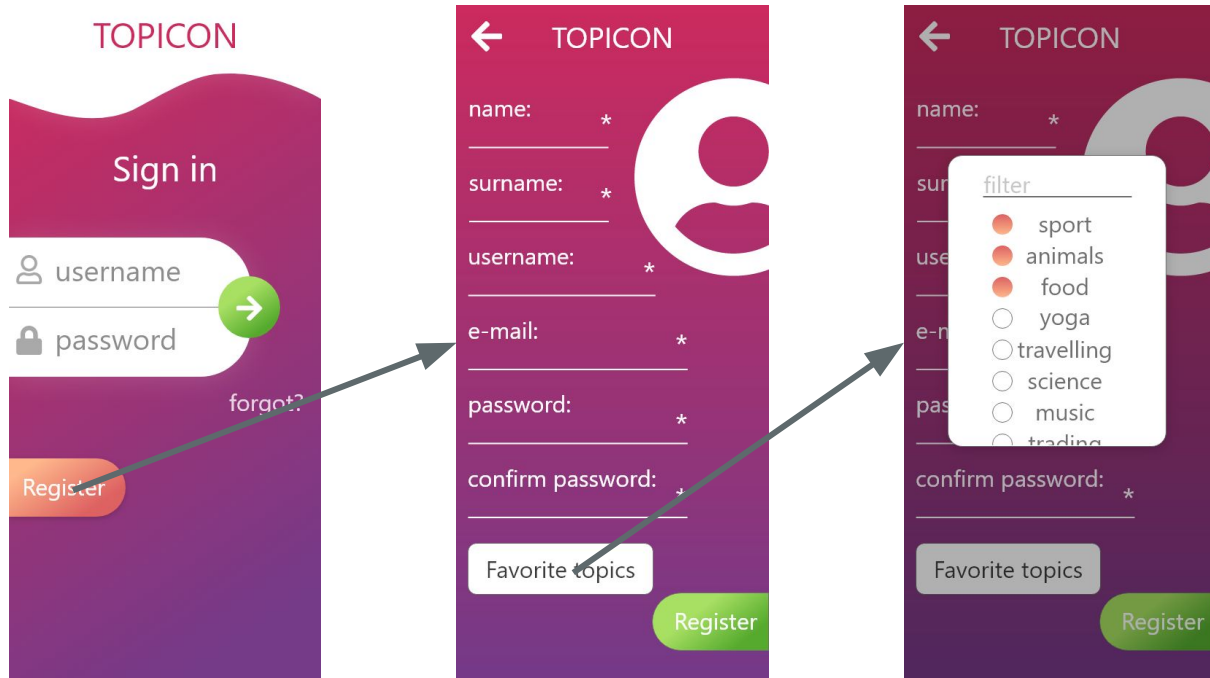
# Medium-Fi Prototype Task Flows

Suggesting a change in the room's topic:



# Medium-Fi Prototype Task Flows

Creating and editing a personal profile:



# Prototype Overview

## Limitations and tradeoffs

- In the paper prototype, we chose an aspect ratio that is wider than current mobile phones → had to be addressed in medium-fi prototype.
  - Sign-in page
  - Chat rooms
- Favorite topic picker had to be changed to pop-up for the same reason.
- Loaders removed.

# Prototype Overview

## “Wizard of Oz” techniques

No Wizard of Oz techniques were used, as our interface functionality did not require a response generated by a human operator.

## Hard Coded Data

All of the topics, users, profile information, votes and chat was hard-coded.

**Thank you for listening!**