SABABA Group

MatchUs

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Problem

Adolescents don't do enough physical activity which can lead to numerous health and mental issues

Solution

When people train together and encourage one another, they are able to integrate sports into their daily lives

Value Proposition

MatchUs is a social application that matches people who want to do sports together

MatchUs

1 **Share** an activity event with the people around you

2 **Find** others that would like to join an event

3 **Enjoy** Practicing - together

Tasks

simple

Responding to a suggested sports event that is occurring nearby- either joining or declining participation and handling friend requests

medium

Browsing through the list of events, to find the desired sport activity, with the option to join an event

complex

Creating a sports event, sharing it with others in order to find partners for an activity and viewing events created

Task 3

Paper Prototype

Paper Prototype Testing Methodology

- ❏ Target group of people ranged from 16-40.
- ❏ Recruited four participants that weren't exposed to the project beforehand. They were from different age groups, backgrounds and each had unique sport interests.
- ❏ Met physically with participants- created an environment with moderate sound.
- ❏ Presented a short brief of the application and the value proposition.
- ❏ Explained the main purpose of the testing and how the session will take place while demonstrating an example.

Paper Prototype Testing Methodology

❏ Wrote notes of informal critical incidents during the task and after each task, we asked short questions which helped us to assess the quality of task.

❏ After all three tasks were completed we asked a few general questions about design and navigation in order to understand how the overall experience was.

Gave numerical grades for each task:

0 = no problem

1 = cosmetic problem

2 = minor usability problem

3 = major usability problem

4 = usability catastrophe

Paper Prototype Findings

| What we learned	What we improved
Long text, isn't suitable for a smartwatch screen	Usage icons to illustrate simple features
A high number of steps to complete a task, creates difficulty for the user	Reducing the number of steps where possible
The notification message interferes with the sequence of actions	Using vibration, sound or color highlight to handle notification pop-ups
Users had difficulty to distinguish between clickable buttons and text	Designing buttons that will be easily distinguished from text and being consistent in button design

Medium-Fi Prototype Task Flows (0)

Signing up
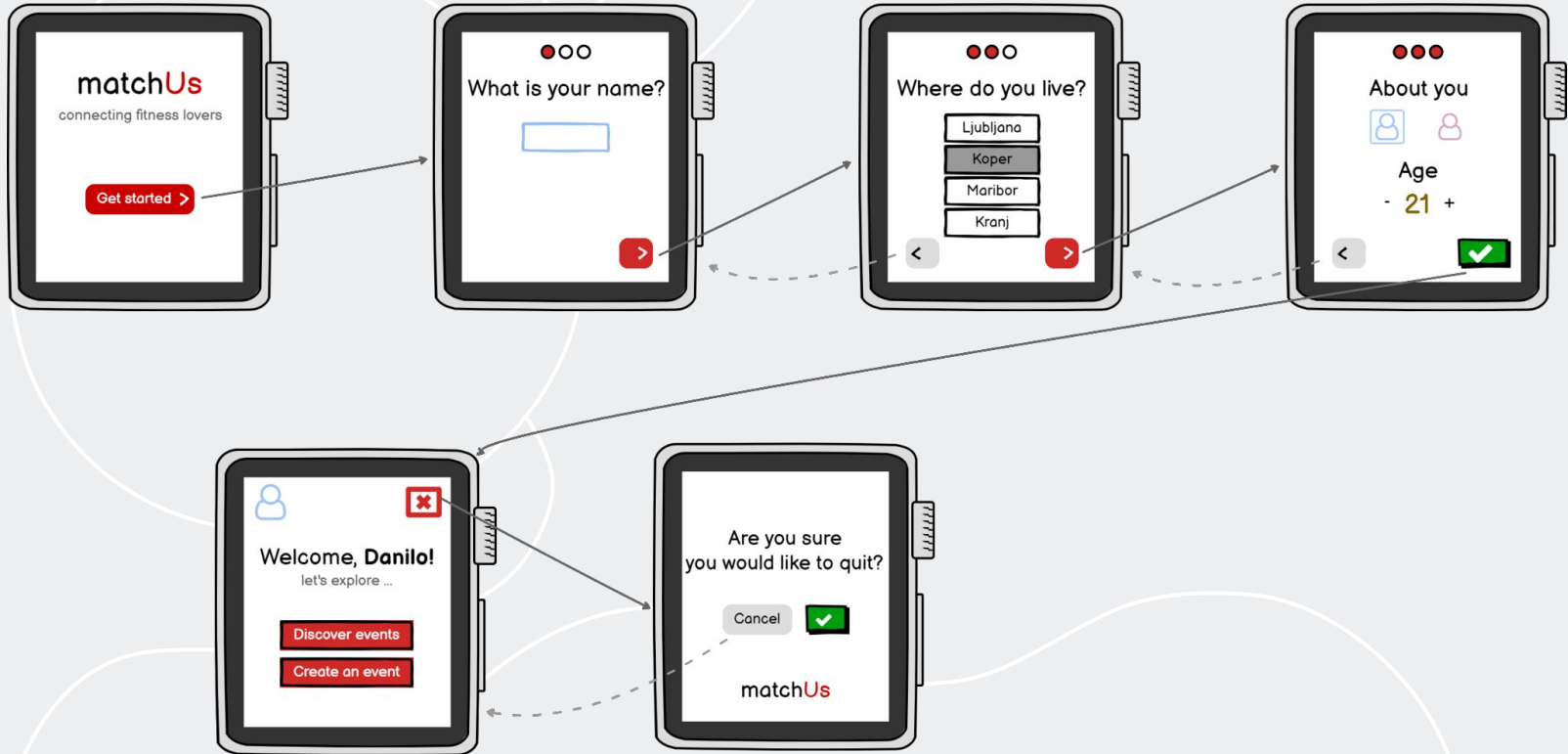
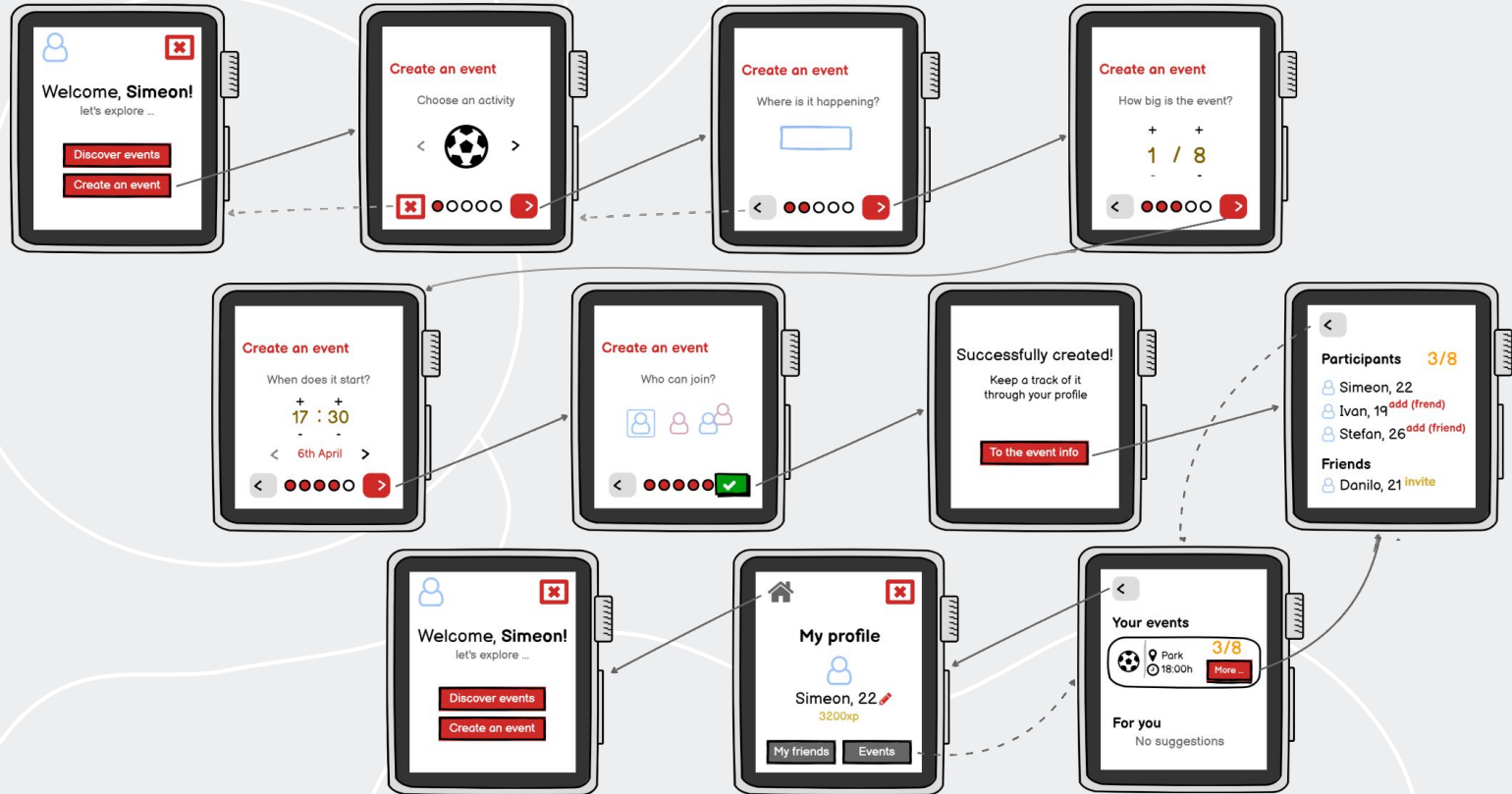## Simple task (Responding to suggestions)
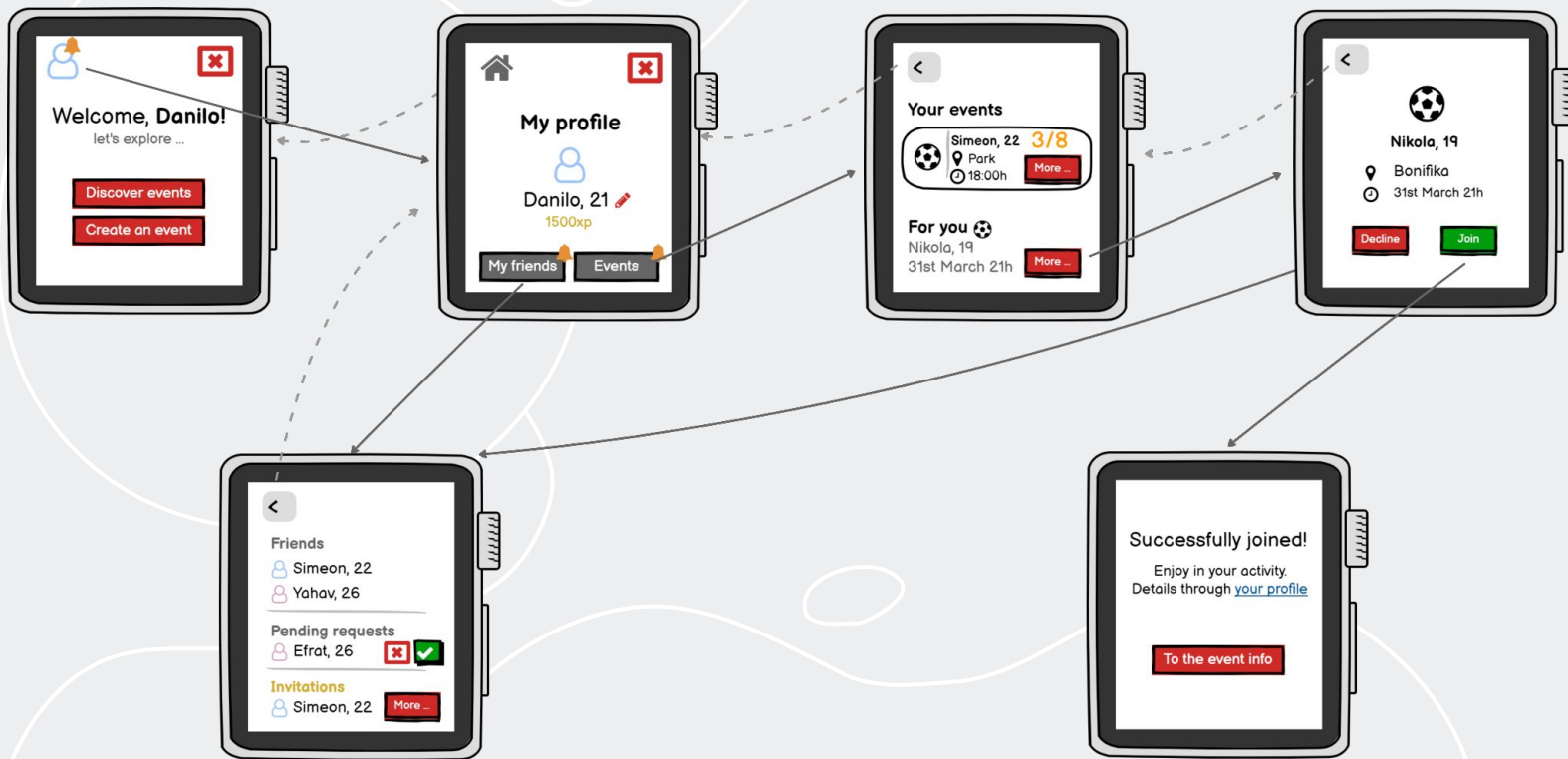
Medium-Fi Prototype Task Flows (2 of 3)

Medium task (Discovering & joining an event)
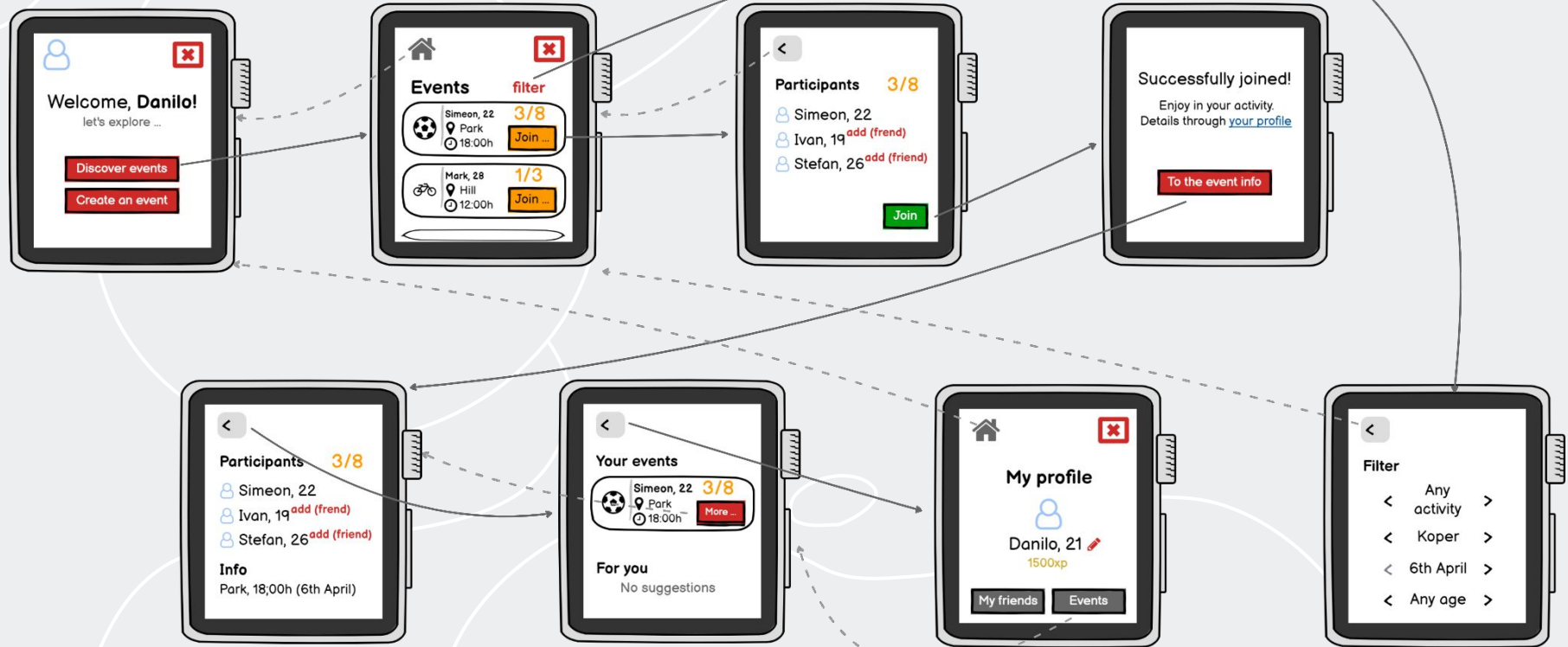
Medium-Fi Prototype Task Flows (3 of 3)

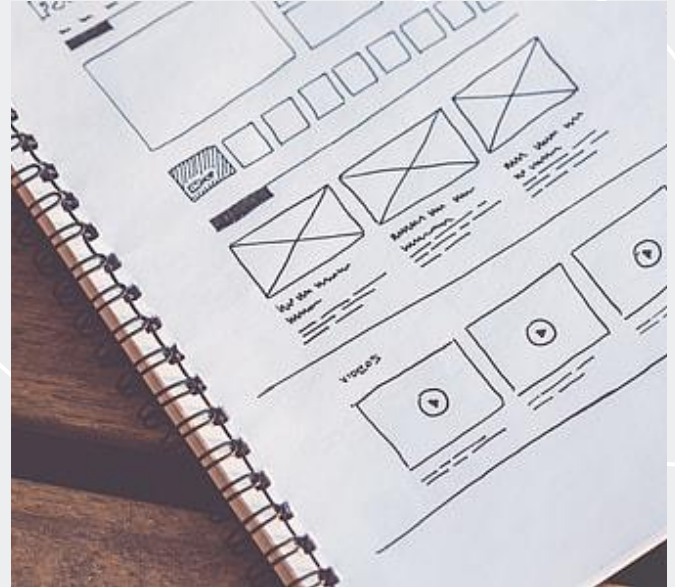## Complex task (Creating an event)
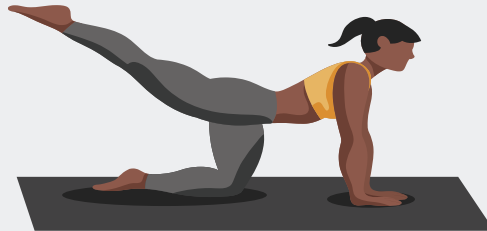
Prototype overview

Limitations & Tradeoffs

- ❏ Viewing the user profile before accepting/rejecting friend request.
- ❏ Additional app features (contact, help, testimonials, terms & conditions, etc.).
- ❏ Filtering by location supported only by country.

Note: No Wizard of Oz techniques have been used.

Hard-coded features

❏   Limitation to the number of possible active events (3).

❏   10-minute cooldown for joining.

❏   Limitation to the date of an event (max. 10 days from the current date).

❏   Award of experience points 12 hours after the start time of an event.

Thanks!

SABABA Group