

Week 4 report

DEP 301 : Collaborative Design Project

Prototyping

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1. Abstract

After deliberation on the kind of features that we would like to include, we went about how to implement it. We looked into the flow of the app, key elements to be included and created wireframes.

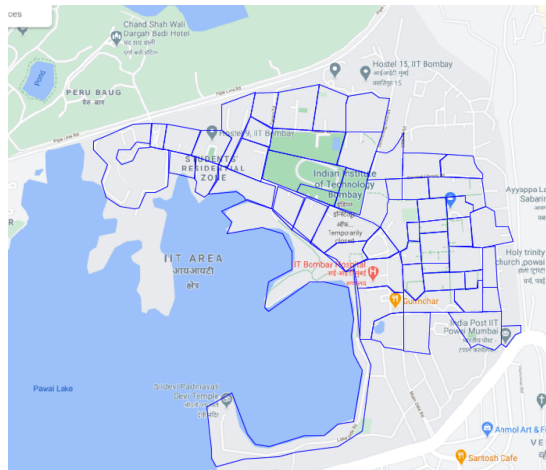
2. Elements

We narrowed down on the elements we wanted to include in the app. The three key features of the app were its location-based mapping, interaction with other users and the element of gamification.

2.1 Location-based mapping

Since location was an important aspect of the app, we had to make sure a map was created that served our purpose and also tied together every other element of the app.

It was decided that the map of the institute could be divided on the basis of pre-existing zones and further into sub-zones. Users would then walk in and out of zones and in the process, interact with the space.



2.2 Interaction

Localised interaction and keeping users updated about events (academic, formal and otherwise)

(2.2.1) Chats

Users will be able to view other users in their respective zones and also will be able to interact with them through the group chat that's specific to a zone. Personal conversations can also be initiated and one can view name cards of other users to learn more about their interests.

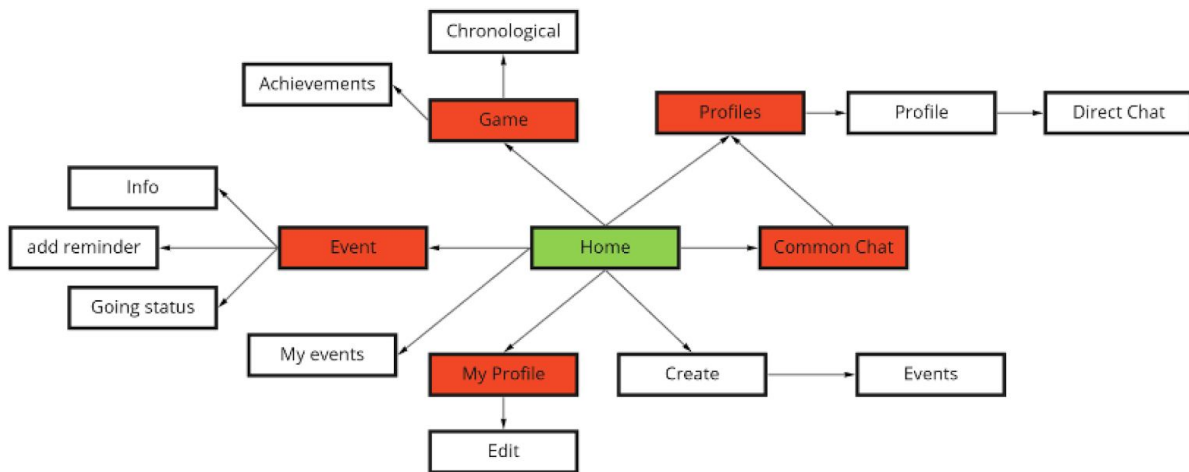
(2.2.2) Events

Users can learn about the different events happening around them, stay updated on those that interest them and also host events on their own. Event chats also help users stay informed and also clarify anything they might need to.

2.3 Element of Gamification

A gamified set of tasks would help motivate users to interact more with the space and people in it, while also making sure they don't miss anything that is part of "Insti culture"

Flow



Wireframes

