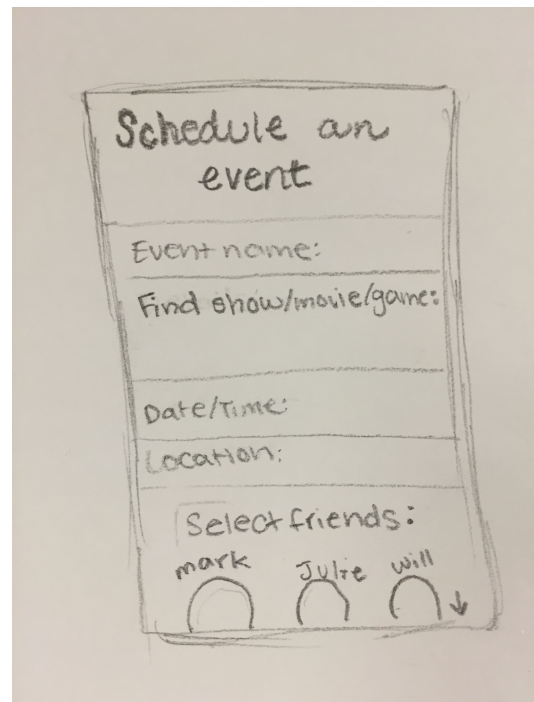
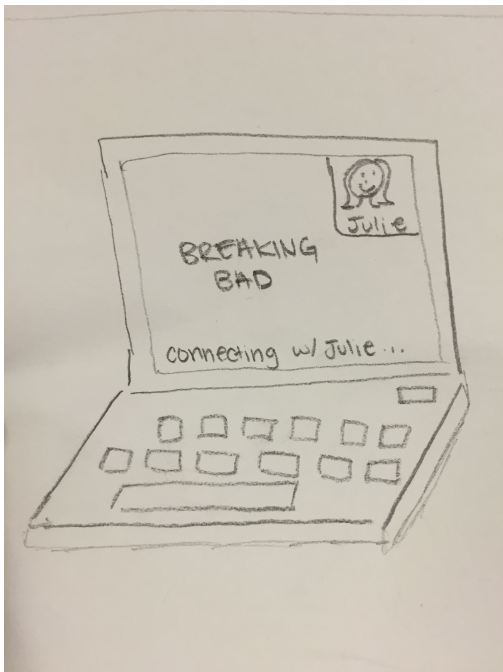
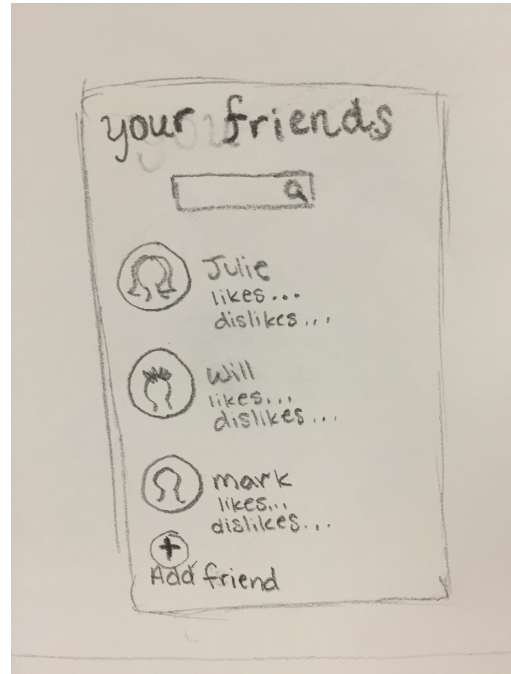
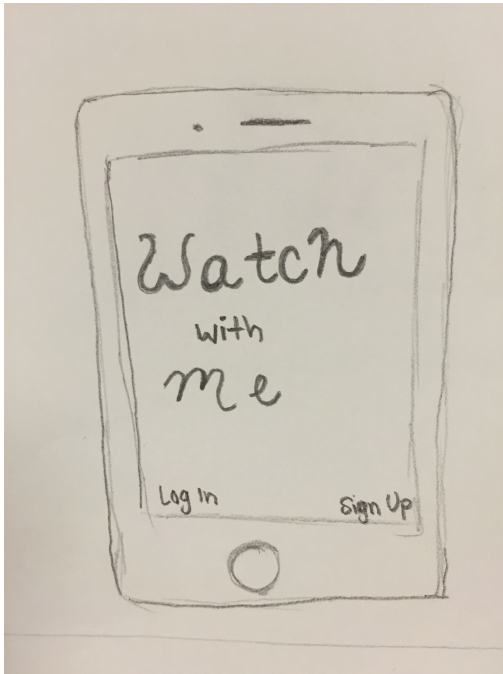
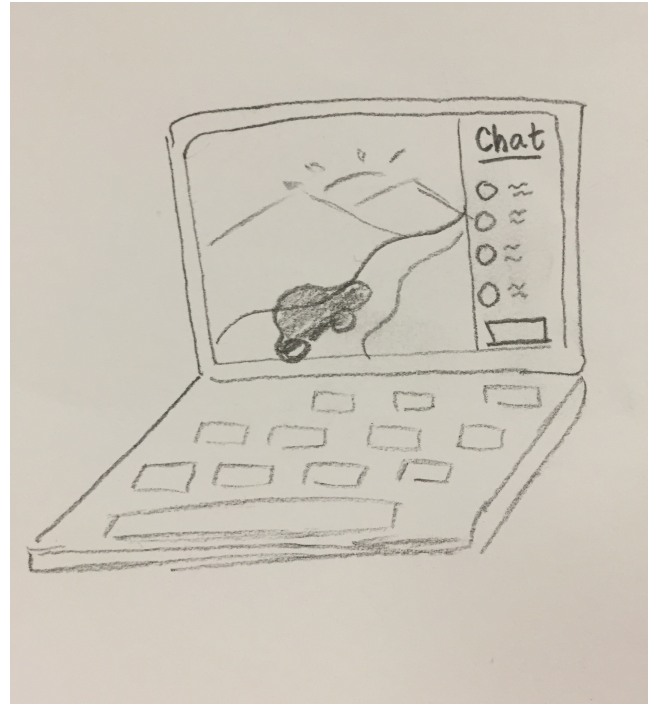
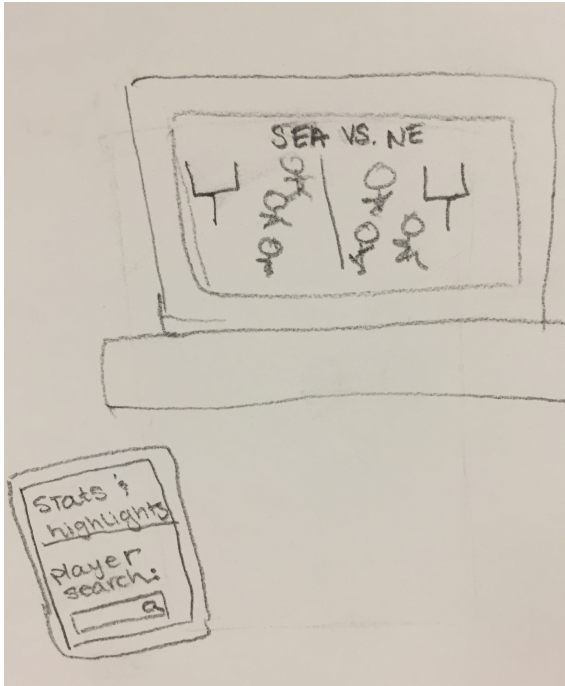


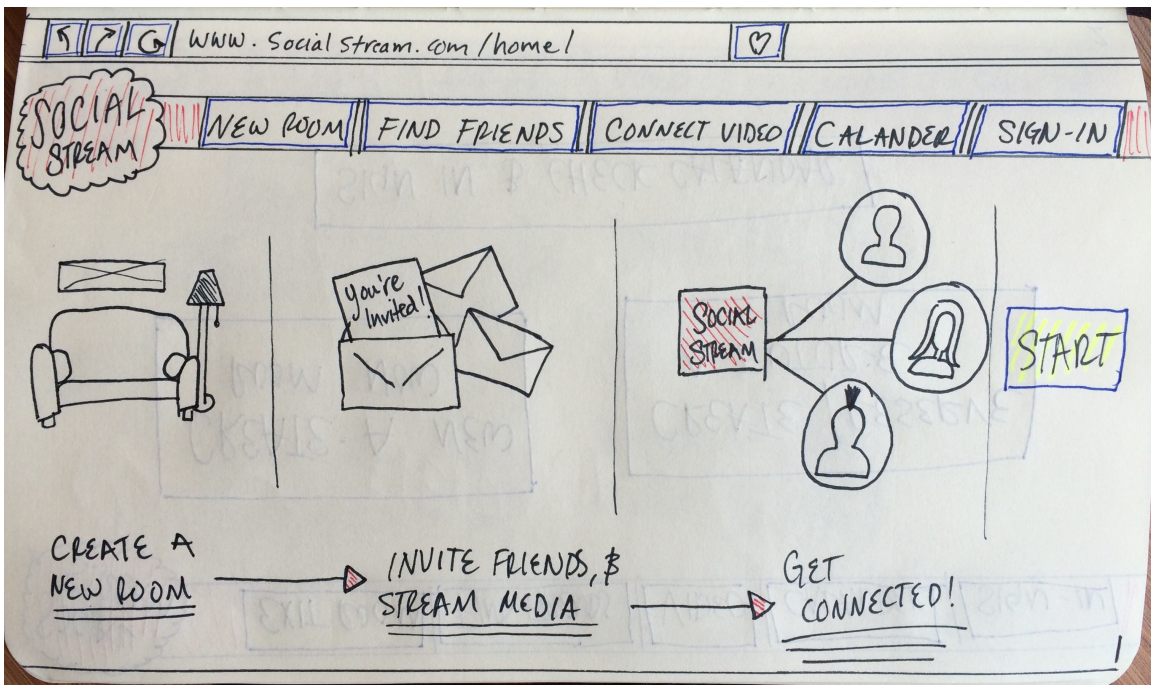
Nicole Tidwell, Will Richey,
Luis Flores, Nathaniel Tabit
P3: Design Sketches & Ideas
1/30/15

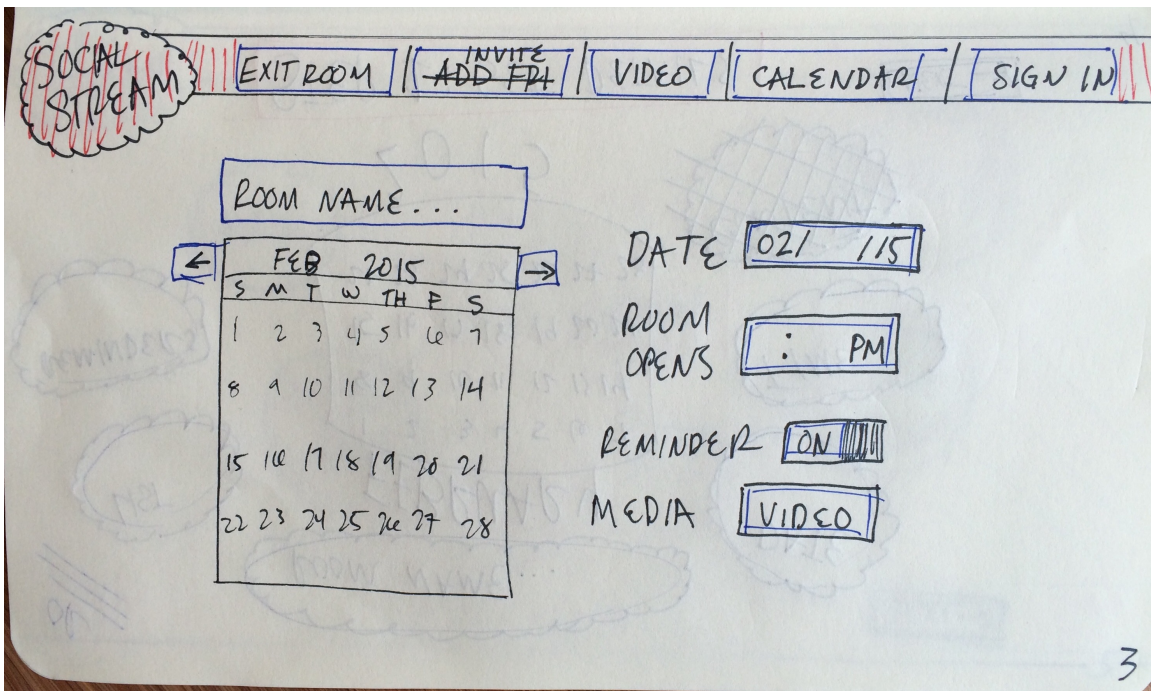
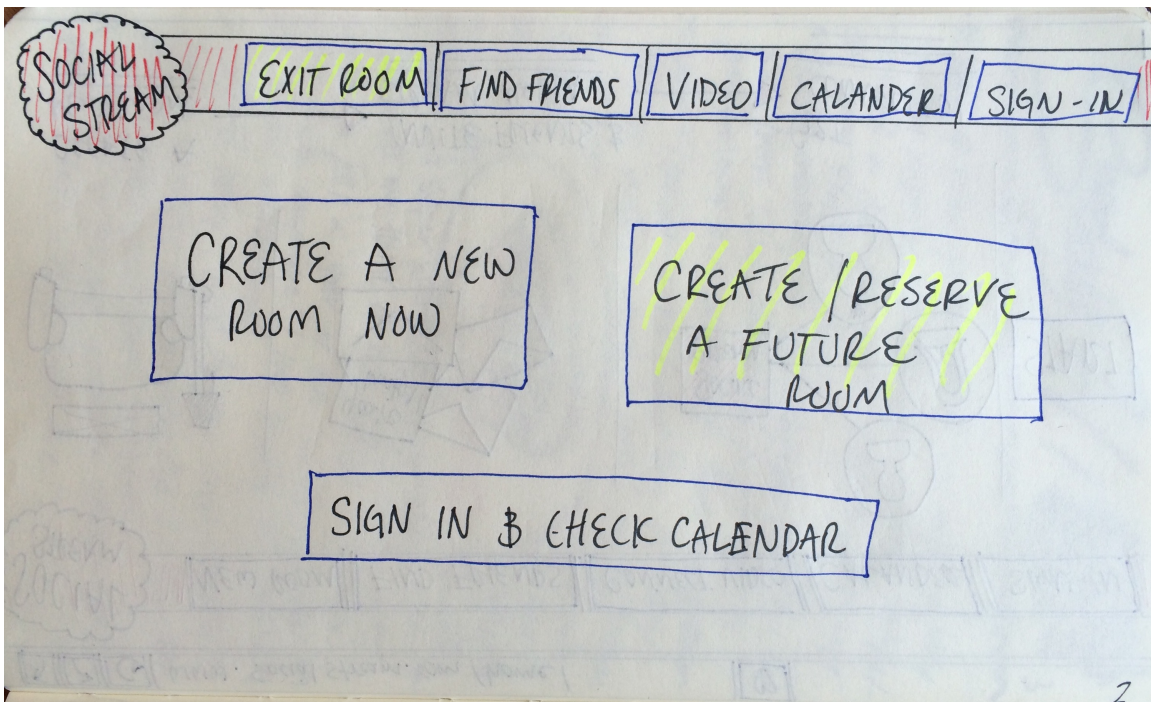
Nicole's sketches:

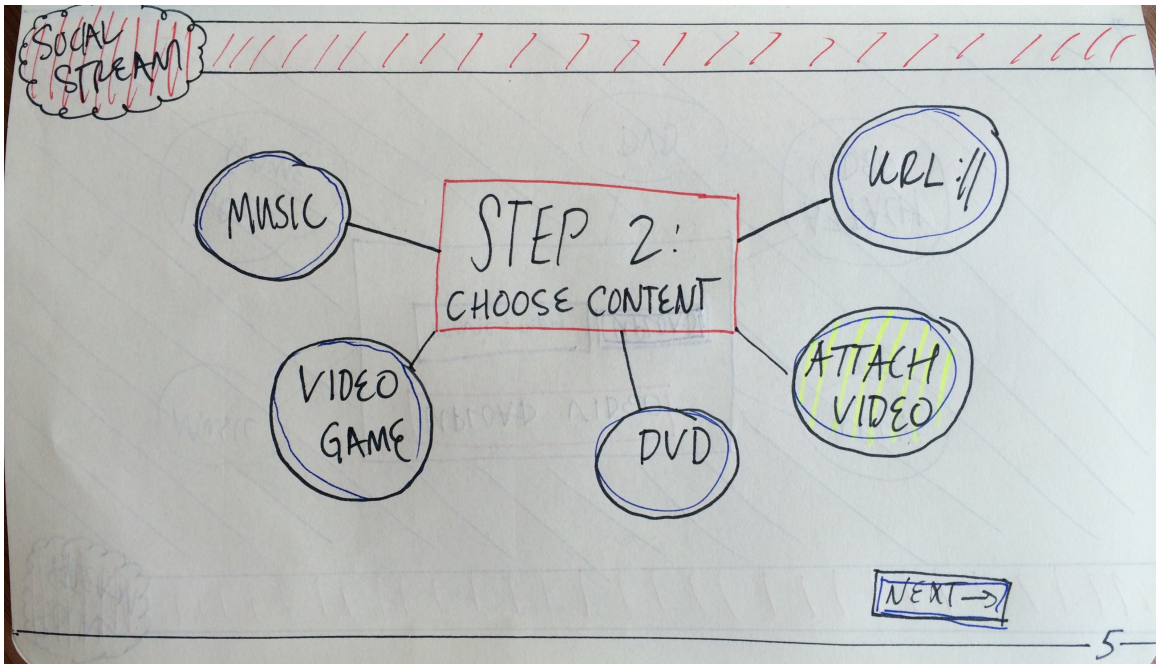
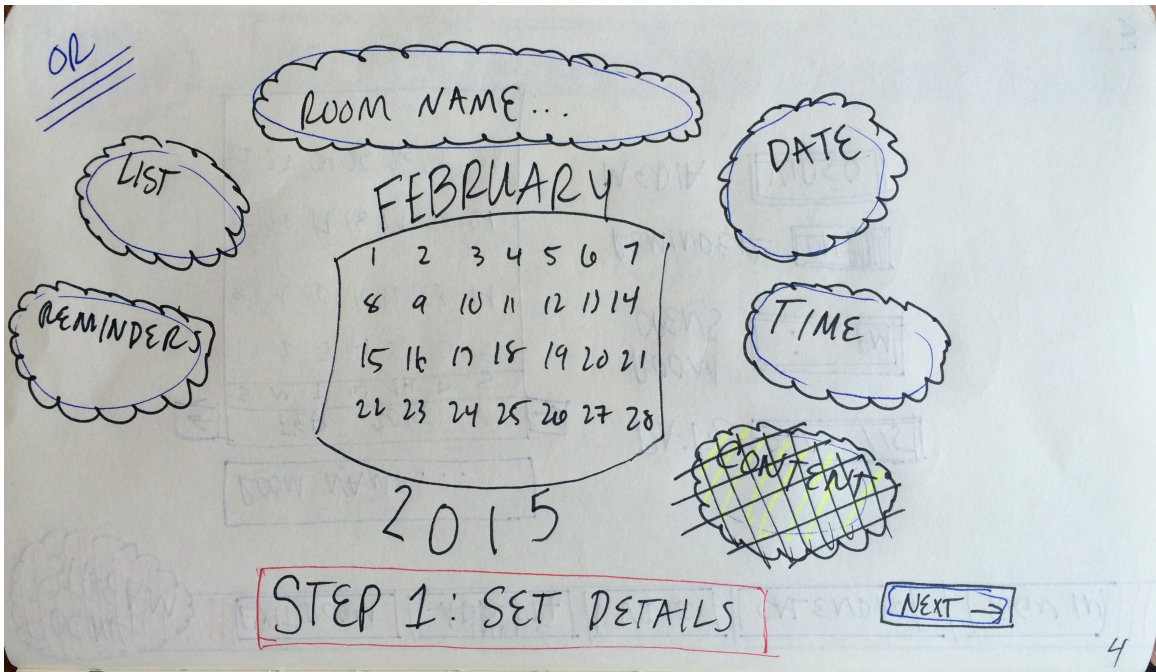


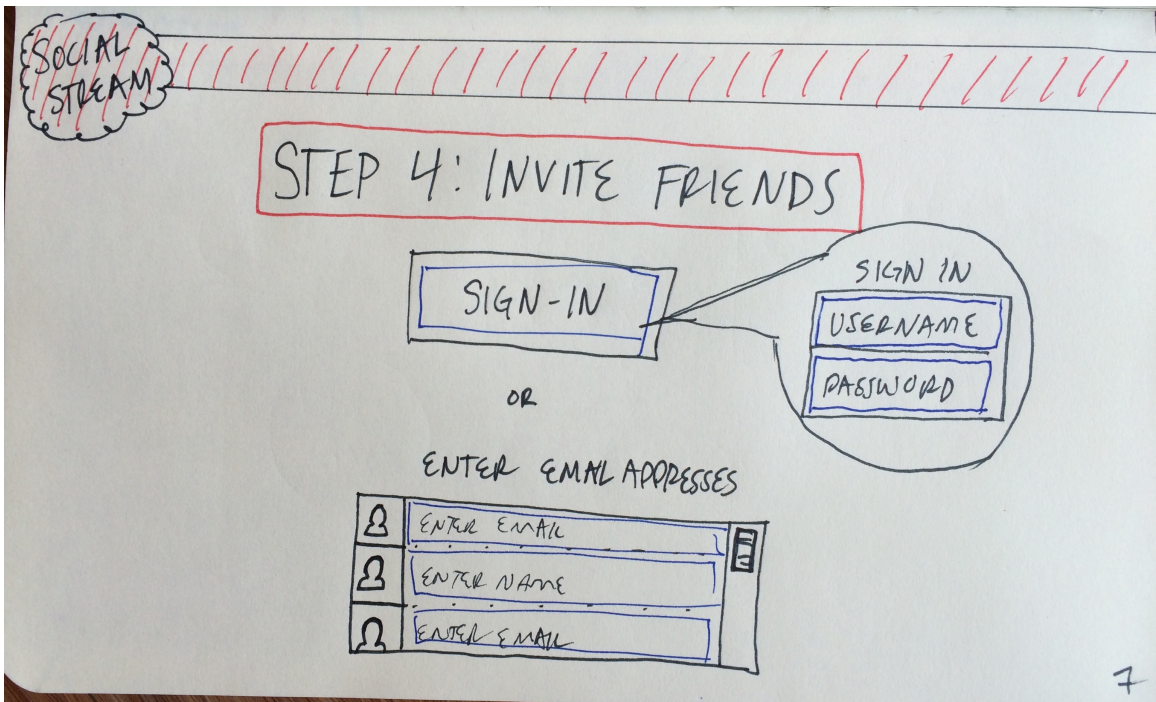
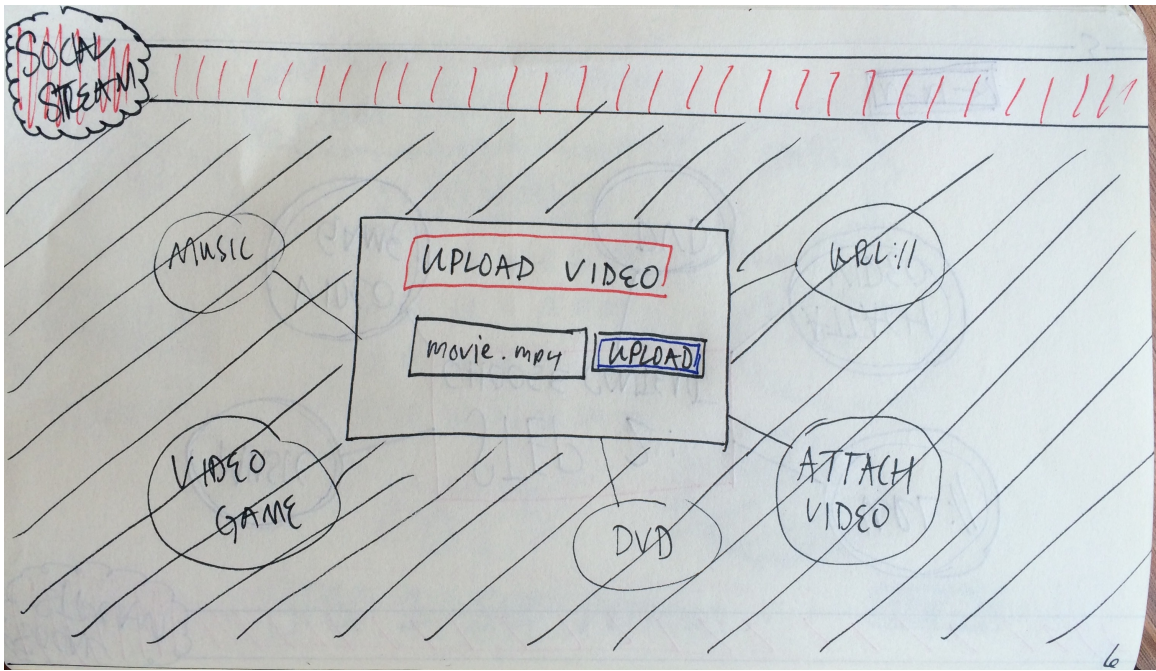


Will's sketches:









SOCIAL STREAM

CONTACTS

FAVORITES

- Julias Caesar ✓
- Meryl Streep ✓
- John Stamos ADD
- Taylor Swift ADD
- John Apple ✓
- Bob Saqet ADD
- Jim Buffett ADD

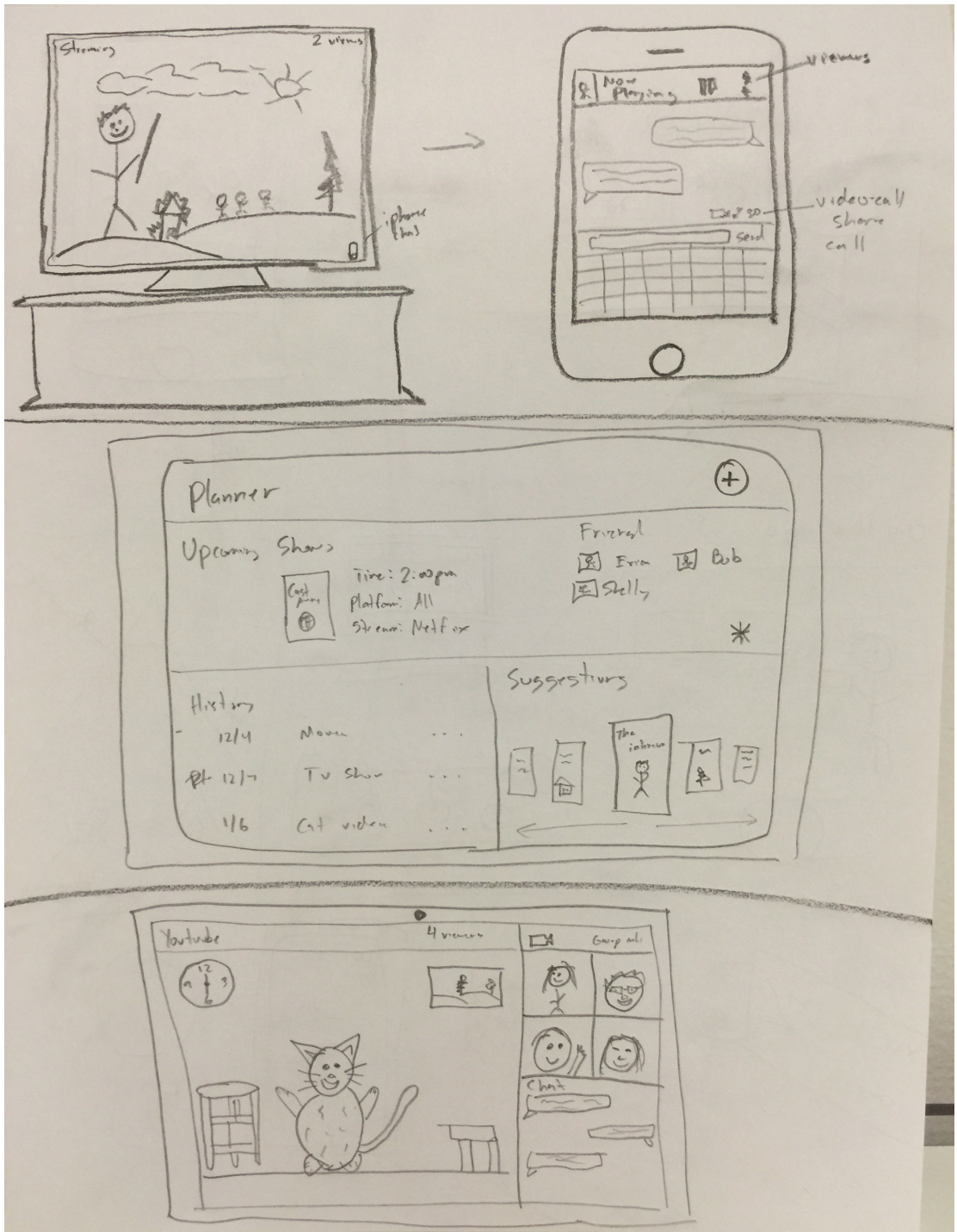
RECENTS

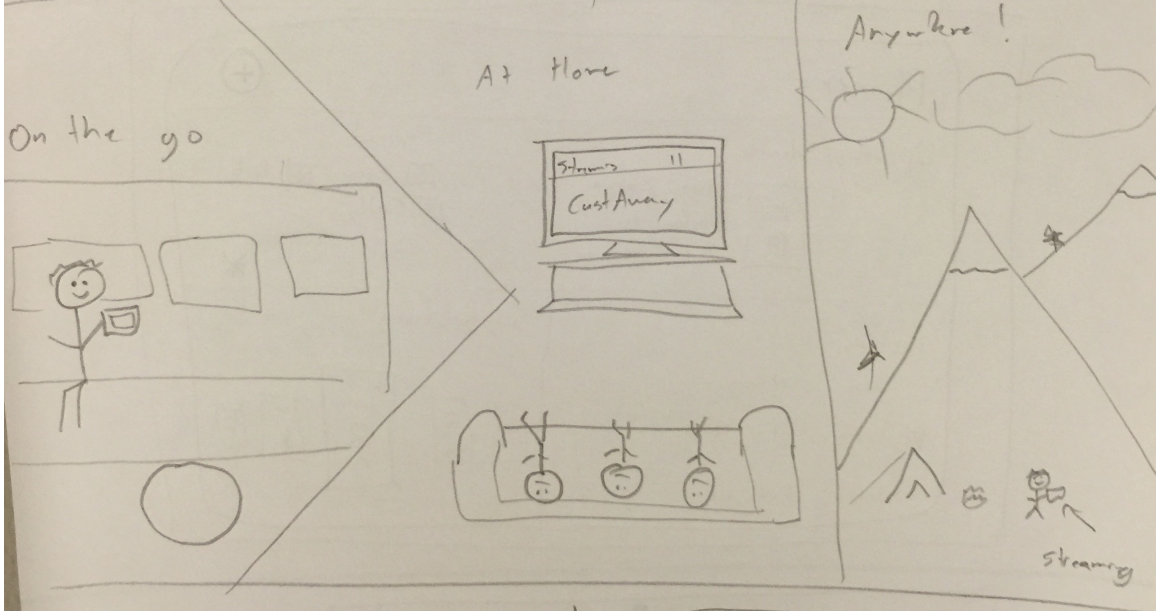
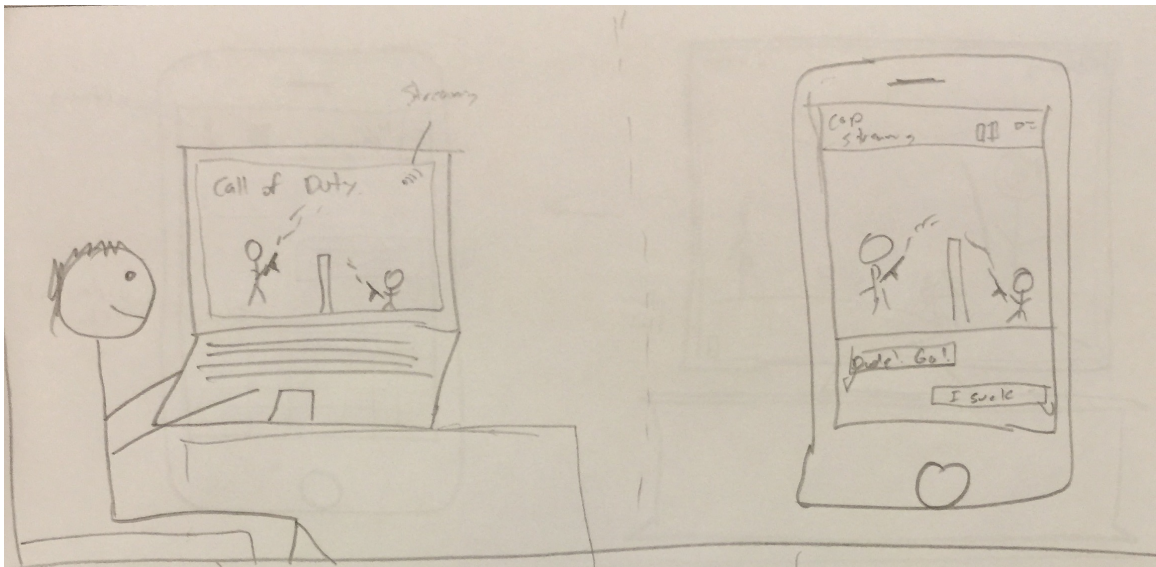
NEW ROOM

- Julias Caesar
- Meryl Streep
- John Apple

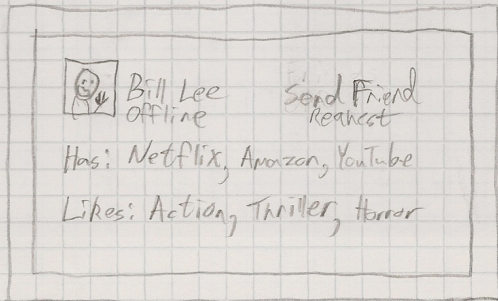
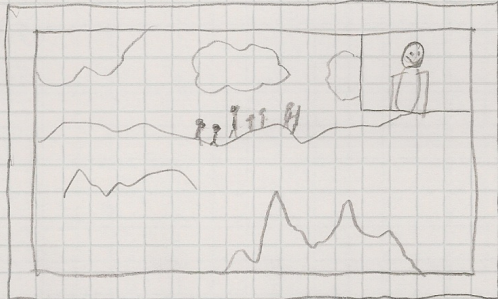
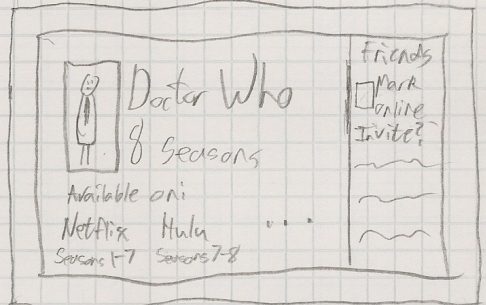
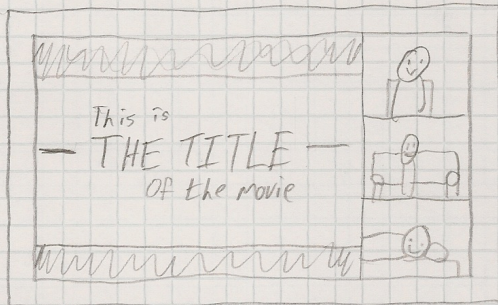
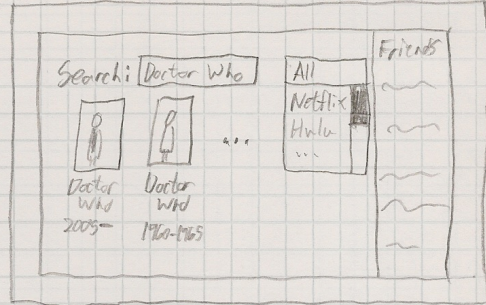
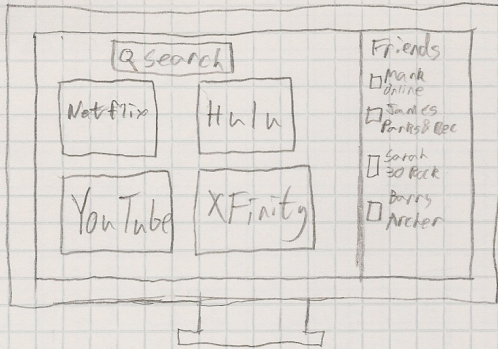
8

Luis' sketches:





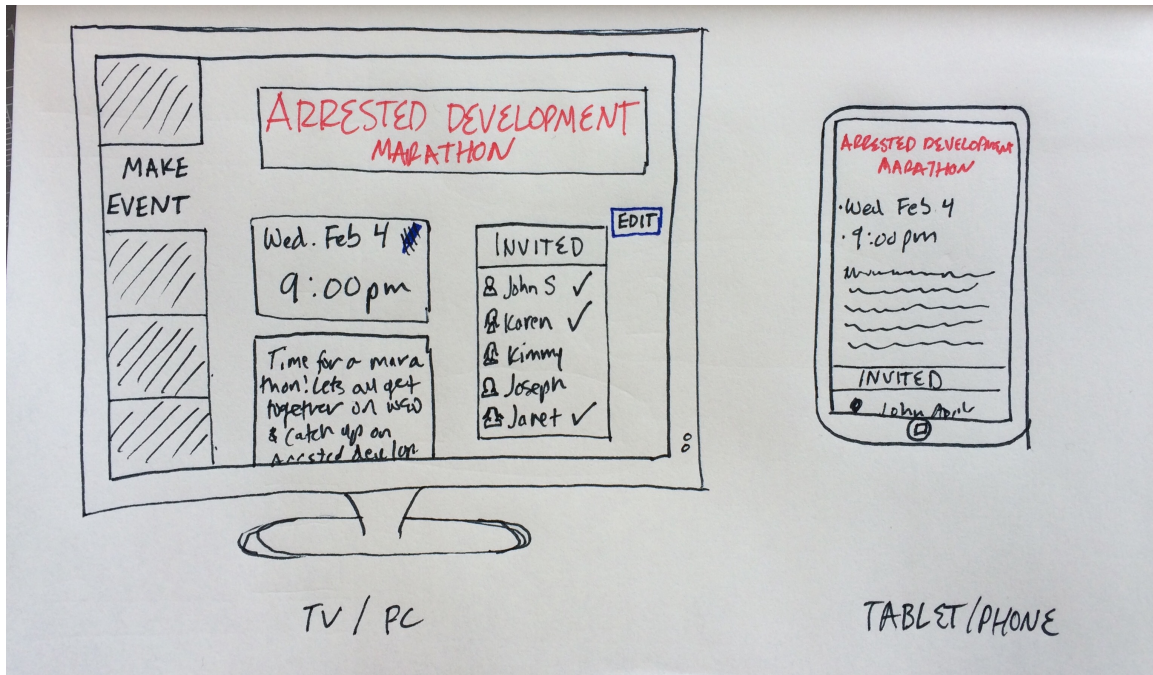
Nathaniel's sketches:



NEW sketches

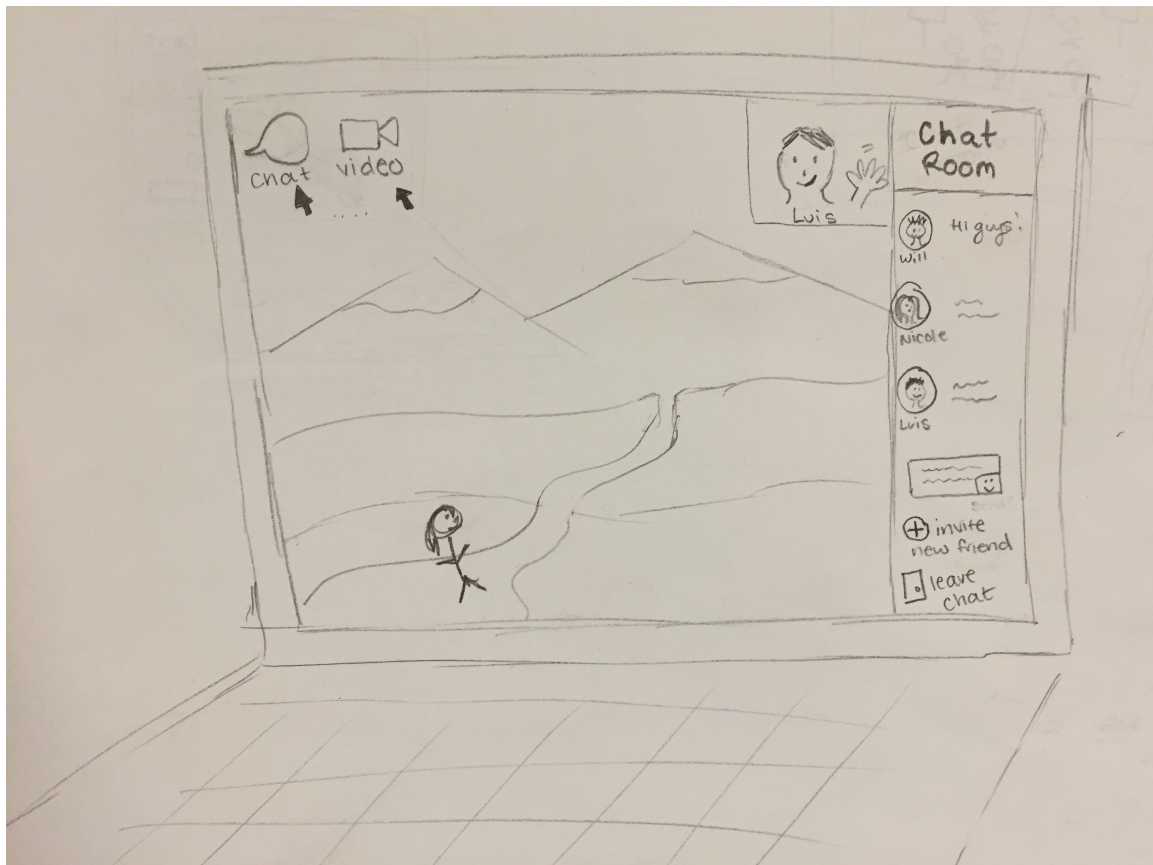
Will:

“Make an Event” interface

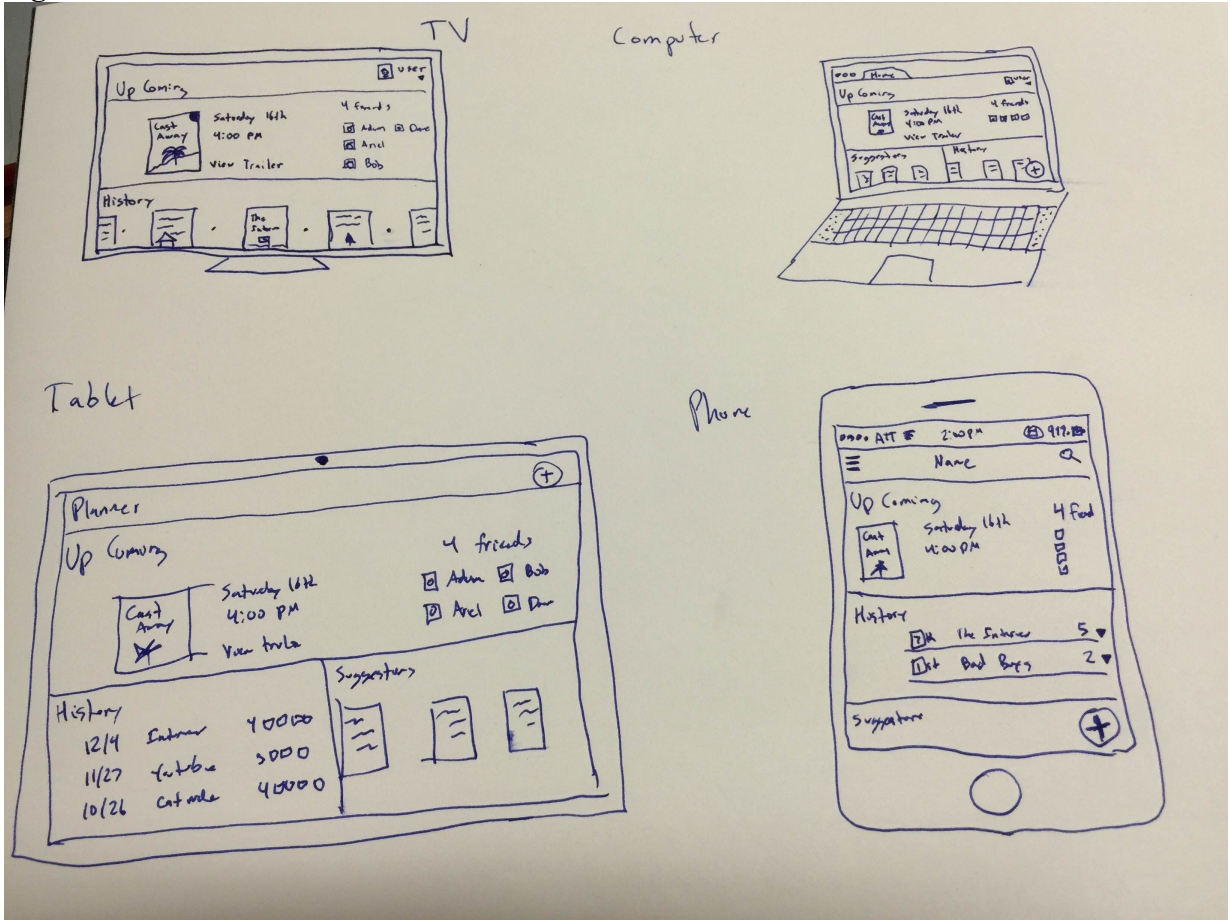


Nicole:

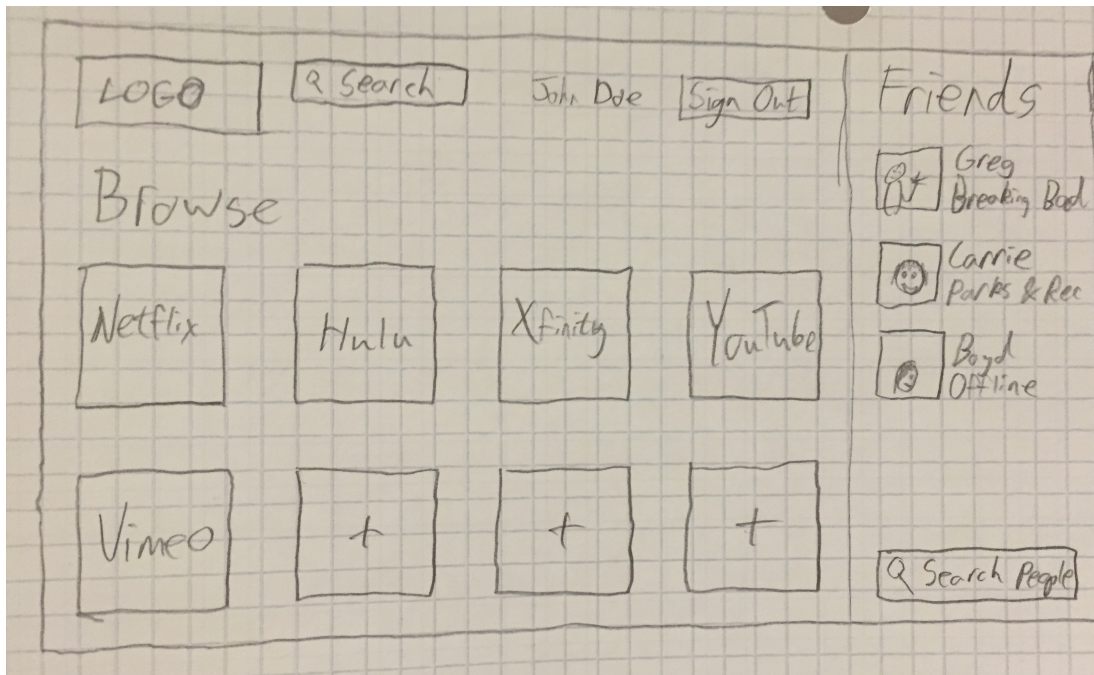
Chat/Video interface



Luis:
Sign in dashboard



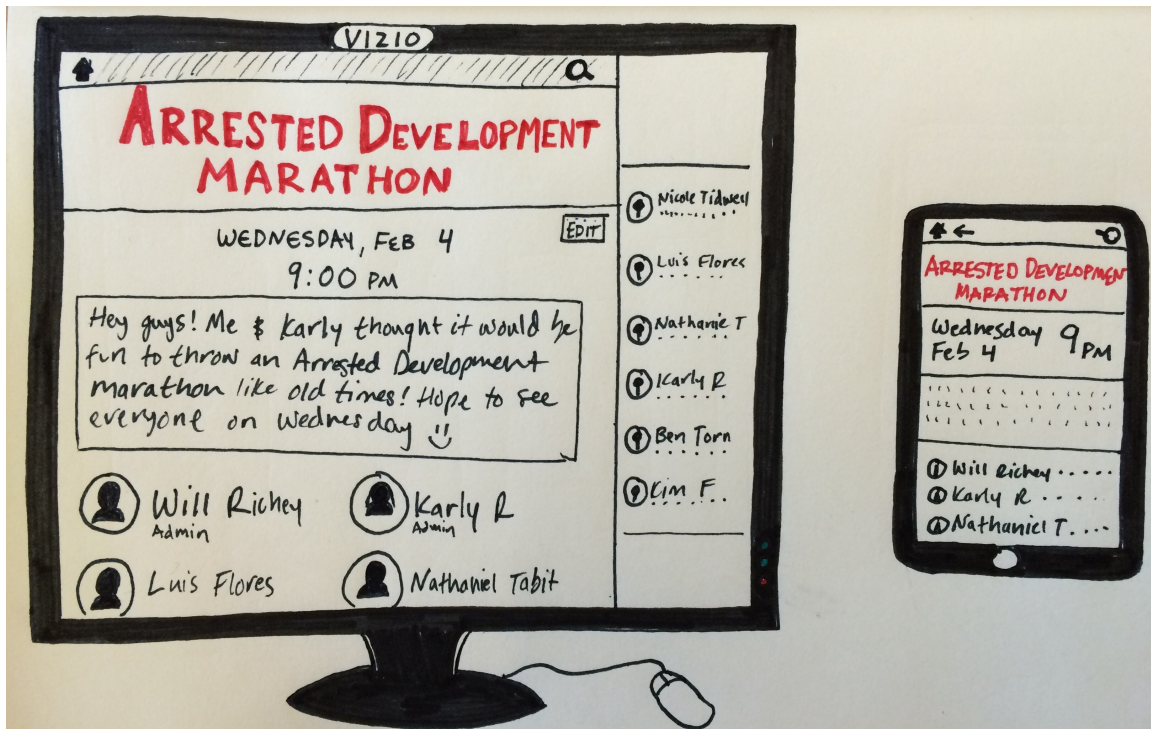
Nathaniel:
Main home page



Final 4 Sketches

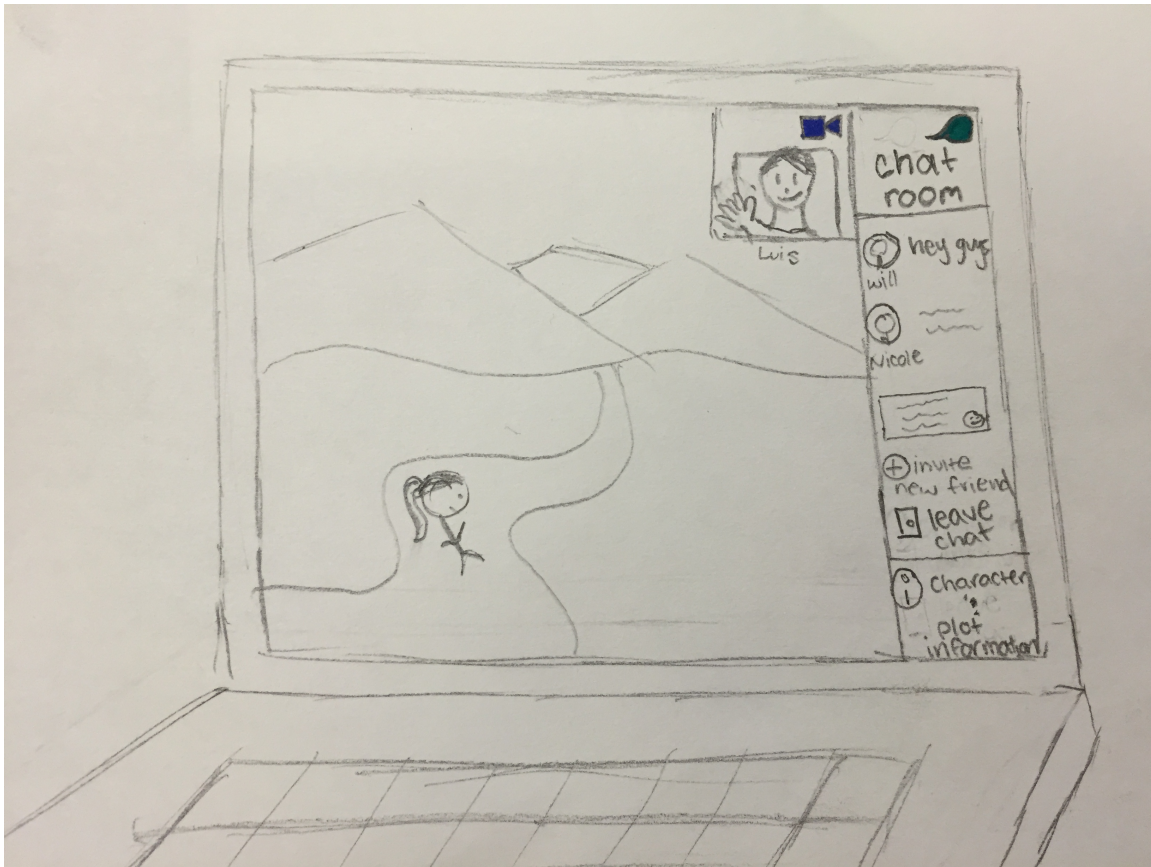
Event-Planning interface:

Our group chose to focus on the interface that one of our users would encounter when setting up a social streaming event. We felt this was one of the most important interfaces to focus on, because it is an integral function users will encounter when trying to set up watching events with their friends, which is the driving force behind our product. What makes this interface unique is the way it relates to the rest of our interfaces, and how they all directly rely on the information from this page to get an event going. The main concept is to create an easy to use event-planning page, which allows users to create and set the details for a future event, and subsequently contact all of the potential viewers to invite them to the viewing. By getting all of the details down, other viewers can determine whether they'll be able to virtually attend the event, powering the entire experience. The strength of this setup is that it clearly allows for planning and allows the administrator and guests to expect who will be in the virtual room. The major weakness of this feature (that we have not had a chance to address yet), is the lack of individual input from guests as to what time would work best for everyone. If there was a way for guests to provide quick feedback about what times they would be able to attend (if they are unable to attend an upcoming event) and there was a time that would work unanimously, it would much improve this step of the planning stage. Otherwise, we feel that our setup is very standard and easy to use based on users current preconceptions about event pages and how they function.



Video and Chat Room Interface:

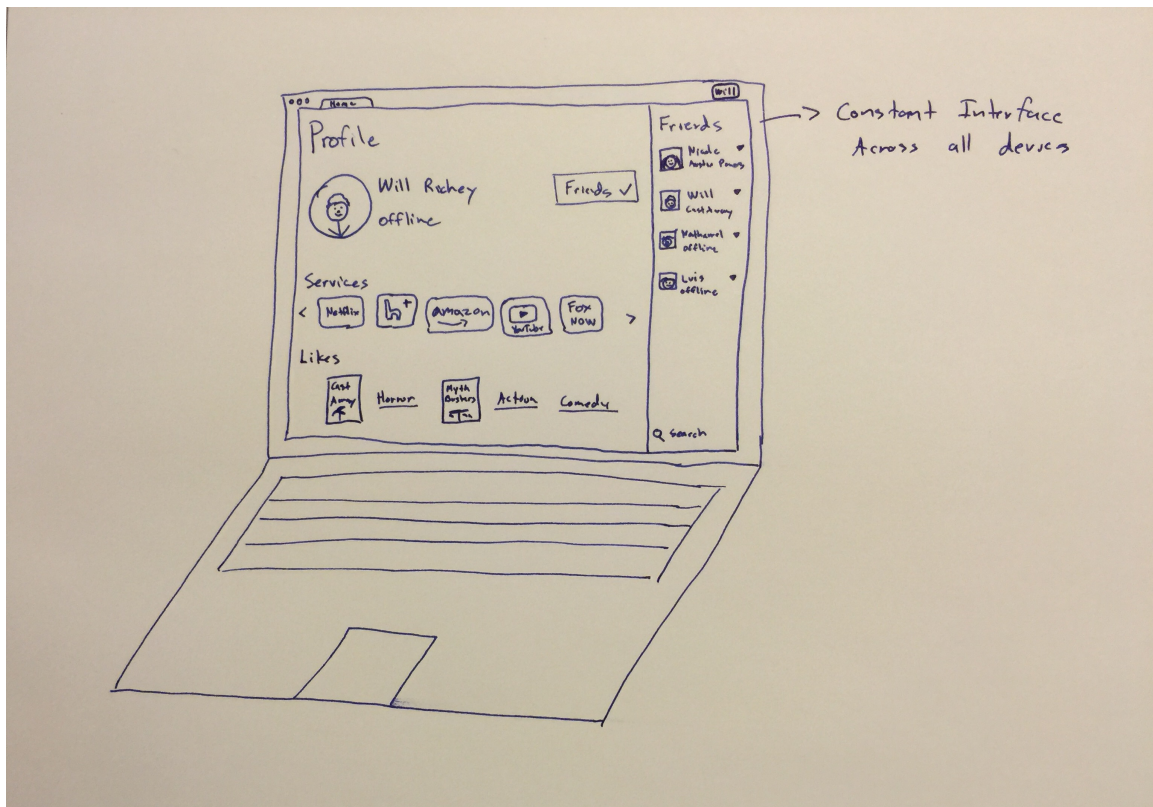
For our video and chat room interface, we include a video icon and chat icon. When the video icon is clicked, the user can choose a friend they would like to video chat with. When the chat icon is clicked the chat room opens up. The user can do both of these things while watching their show/movie/sports game. Also in the chat room is a button where the user can invite more friends to the chat room, a button to leave the chat room, and a button that leads them to information about the characters or players and plots. We came to this final design after iterating over a similar design. The strengths of this design are that it is simple enough, but provides the user with a lot of options, and that it is intuitive. They can chat if they want, video chat, and look up information, all while watching a show of their choice. This design incorporates a lot of functions into an interface that is not too overwhelming. The weakness is that once the chat room and video chat window pop up, the screen showing the movie gets smaller. This isn't a huge problem, but we plan on looking into this further to see if we can find a solution.



User Profile interface:

This sketch illustrates the profile page view of a user that uses our media streaming service and app. As a social service for individuals to stream movies, videos, and other media, the profiles of users are very important. Within this view, a person can see a user's name, streaming services, preferences, online status, and if they are friends. All these details are important because they help a person understand what this user likes, what services they use, and if they are connected and are friends. In addition, to be consistent with our layout, the friend's tab is located to the right and is located in the same location throughout the entire interface on larger screen devices.

The strength of this design is presenting important information about users in one screen that is consistent and easily accessible. In addition, logos and tiles are used to cut down on the amount of text provided and allow for a quick scan of the information presented, we don't want to overwhelm the user with a block of text. The consistent layout serves as another strength of our designs. On the other hand, this layout is better optimized for larger screens and would look different on smaller devices. The content would be the same, but the friends' bar and the content would have to be shifted vertically. Also, using whitespace to create nice evenly spaced areas does contribute to longer pages that need to be scrolled and are not as feature dense as they could be. Our team chose this design because it was a good balance between what users expect from a profile page that is simple, helpful, and intuitive for users of our app and service. Other ideas with more information, alternate layouts, and pop outs were discussed, but this was the result of our discussion and compromise.



Main Page interface:

This is a sketch of the home page of our service. It has basic account information on the top of the page, as well as a search function for the user to immediately look for something if they already know what they want. Below that, it reminds the user of any upcoming events they have scheduled, and whom those events are with. Underneath this is where users would go to browse individual service providers' libraries and add a service provider if one they want isn't in the list. It also has a persistent friend list on the right quarter of the screen which allows users to see what their friends are doing, and interact with them via drop-down lists. While I feel this design gets across all the necessary information to the user, I worry that it may be too busy for some people, making it hard to find that information.

