DEVELOPMENT

02 Research

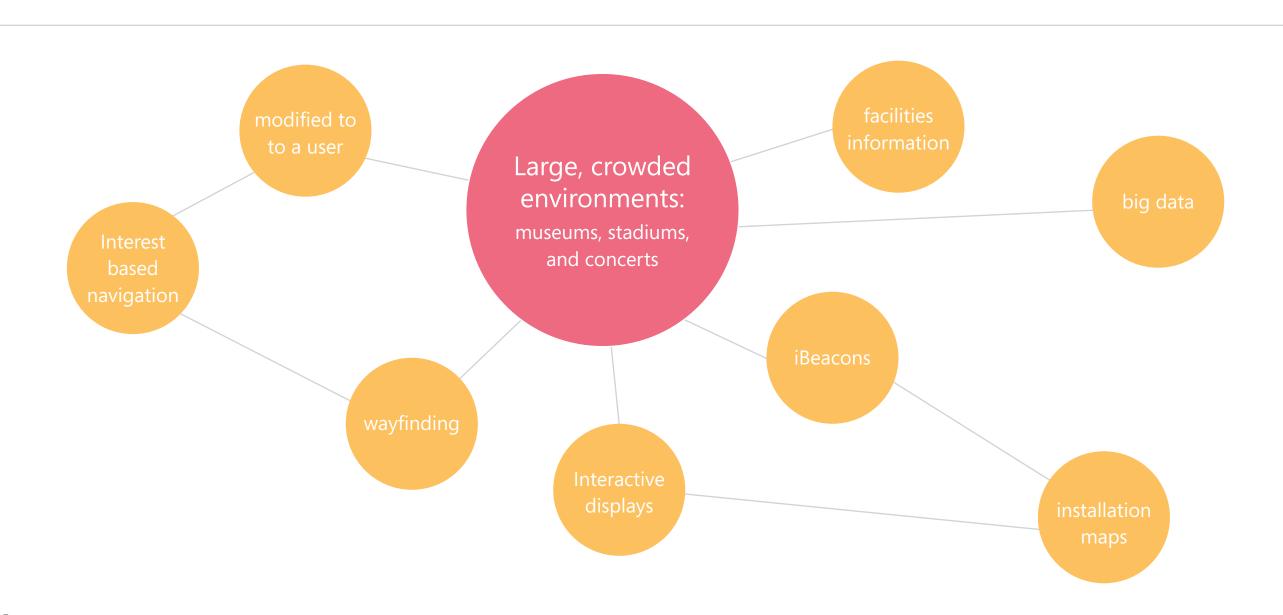
06 User & Buyer

11 Experience Design

RESEARCH

Concept Research
Trend Analysis
User Analysis

Our primary concept research was based on the setting of our project: large and crowded environments.



Common features for conference apps include personalized schedules, maps, and location-based features.

FEATURE	CROWDCOMPASS	ALOOMPA	GUIDEBOOK
Socialization	Personalized social feed, LinkedIn connections, shared contact information, SocialWall	Social & News screens keeping attendees in touch, friend finder, personalized greetings	Social media intergration, networking for attendees
Location-based features	Smart notifications based on location	Location sharing, finding food and retail, weather forecasts	No location-specific features
Schedules	General schedule of events, personalized schedules	Schedule of events	General schedule of events, personalized schedules, speaker profiles
Maps	Interactive maps	Maps	Interactive floor plan
Gamification	Photo scavenger hunt	None listed	Gamification options
Back end services	Interactive polling, survey feedback	None listed	None listed

Users want maps, navigation, and personalized schedules to help them during busy conferences.

DEMOGRAPHICS

Female:

Male:

20-40: **4**0+:

iOS:
Android:

CONFERENCE

How large was the conference?

Small:

Medium:

Large:

Were there scheduled events or all-day booths?

Scheduled:

Mix:

Was there a mobile app?

Yes: No:

Did you use it?

Yes:

No:

Main reason for not using app:

Lack of functionality during conference

INTERACTION

Is networking a priority?

Yes: No:

Do you make personalized schedules?

Yes:

Loosely: No:

Did you ever regret missing events you didn't know about beforehand?

Yes:

Did long lines stop you from doing things?

Yes: No:

CONCLUSIONS

Most important features include:

Personalized schedule

Recommendations

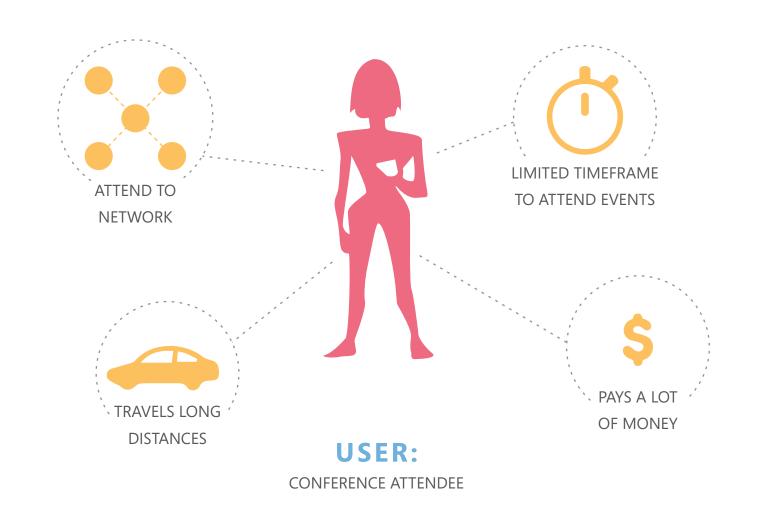
Secure ways to encourage socialization

USER & BUYER

User vs Buyer
User Persona
Case Study
Journey Map

Our buyer is the conference holder, but the actual user of our product is the conference attendee.







THE ATTENDEE

Hector Berlioz
35
RIT alumnus, graduated 2002
Business consultant
Charlotte, NC
Attending with girlfriend,
no children

This is Hector's first time coming to Imagine RIT since his graduation thirteen years ago. His favorite professor is mentoring a project that he's interested in seeing, and he'd like to look around at the other projects as well. He's interested in music and technology both, although he doesn't understand much higher-level mathematics or science. He's interested in the Brick City Singers, and used to be in the swing dance club.

Hector likes to plan out a schedule when he goes to professional conferences, and even festivals. He likes knowing where events will be and how long it takes to get there; his parents always taught him that being early was being on time and that being on time was being late. He doesn't like unfamiliar places, because he doesn't know where things are and runs the risk of being late all the time.

GOALS

Find a specific project
Attend scheduled music performances
Build a schedule catered to his interests

USER

MOTIVATIONS

Catching up with his alma mater Enjoying a day at a festival

FRUSTRATIONS

Coming back and finding campus has changed in the past thirteen years

Not knowing which events to go to

















THE CONFERENCE

Imagine RIT

400+ Exhibits

2800+ Exhibitors

35,000+ Attendees

Saturday, May 2, 2015

WHY IMAGINE RIT?

Imagine RIT is an on-campus festival held each spring that is being organized while this project is being made.

There are booths all over campus for users with a variety of interests.

Attendees can try a real prototype and give real-time feedback on the project in person.

OUR PROPOSED SCOPE:

We hope to cover the three buildings that comprise our colleges:

College of Imaging Arts and Sciences Golisano College of CIS

We estimate that we need 30 iBeacons to achieve this scope.

JOURNEY MAP



Shocked and

Overwhelmed

FESTIVAL ARRIVAL

Determined

Intrigued

RESEARCH & PLANNING

Hector is planning on attending ImagineRIT this spring. He will be traveling a long way to attend the festival. He wants to make sure that he makes it to all of the events he is interested in. The big factors that Hector hopes to avoid are time constraints, getting lost, and wasting his time.

Searches online for list of events at ImagineRIT	Writes down names of a few exhibits	Arrives in car at festival after driving several hours	Spots poster for Espy	Downloaded app and goes through onboarding	Recieves some recommendations	Searches for his specific exhibits	Wraps up visiting his last exhibit of the day	Begins his drive home		
Seeing Professor Hambleton's presentation is a must Are the Brick City Singers and Swing Dance Club performing? Let's see what else	A lot more exhibits than remember Wish there was a way to sift through I will just choose one or two more events to attend	I really need to find these exhibits Locating a map would be beneficial	What is this app for Espy?	This app really wants to learn about me I really enjoy music, technology, and maybe some design too	The are a ton of different exhibits I can go to after seeing the exhibit I came for Finding exhibits tailored towards my interests was super	Now I know where to find these first couple exhibits After these I will see some of the other exhibits I found	I managed to see all the events I wanted to and several others	I wonder what ImagineRIT has to offer next year		

Interested

Hopeful

Pleased

EXPLORATION

DEPARTURE

Accomplished

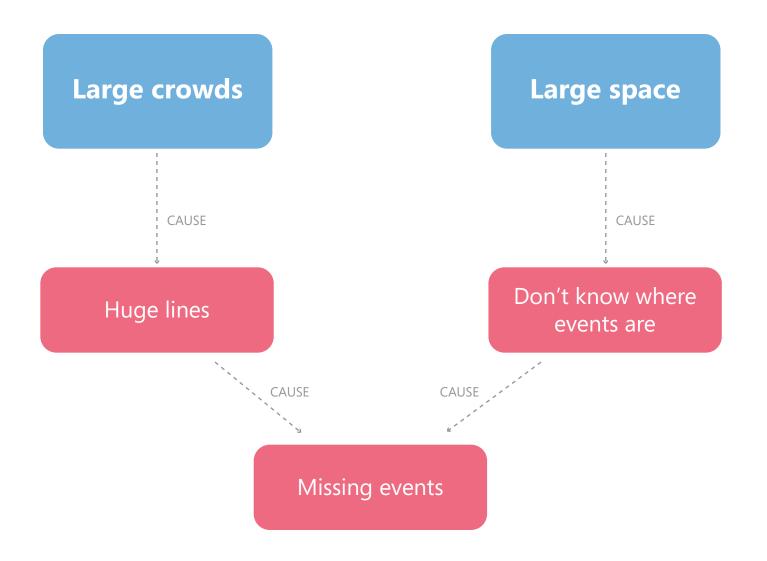
Thrilled

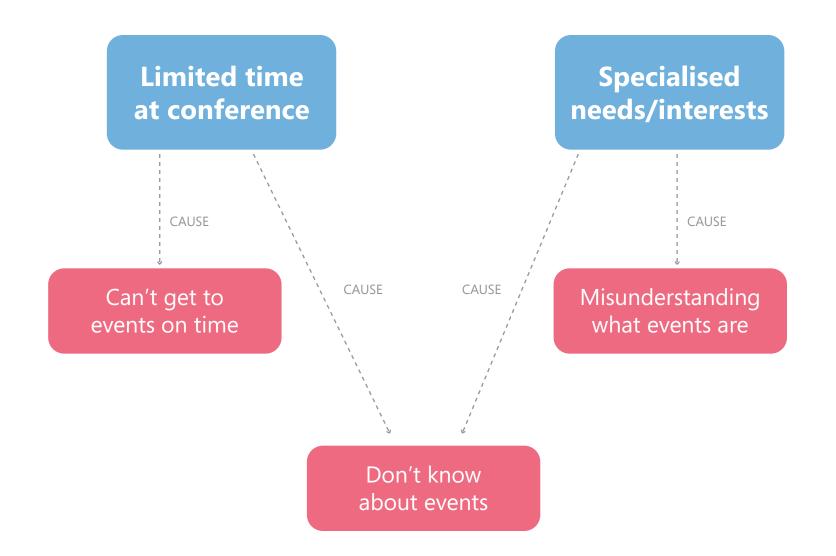
there is to offer

Excited and Eager

EXPERIENCE DESIGN

Problem Domain
Technology
Workflow
Conceptual Model
Mobile Information Architecture





KEY CONCEPTS EXPERIENCE



TIME MANAGEMENT

Espy gives information on line lengths around the conference

Users view and make their schedules

Notifications for time-specific events starting soon



PERSONALIZATION

Espy tracks users as they attend events and keeps track of their user paths and how long they spend at events

Based on interests, Epsy gives recommendations for events the user would like

User rate events after they attend them

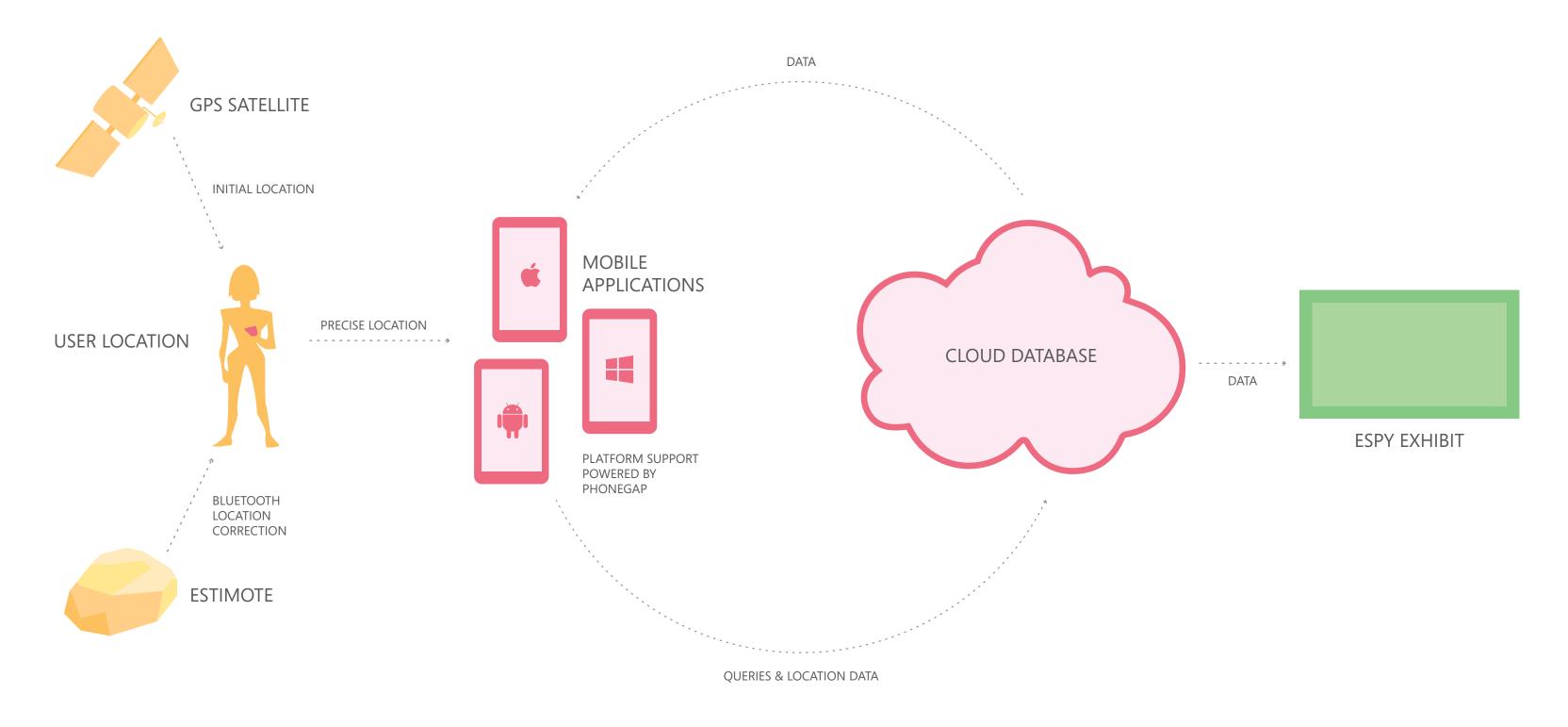


LOCATION

Espy tells the user where they are in relation to events aroudn them

Espy uses tracked location data to determine each user's interestsav

OUR TECHNOLOGY EXPERIENCE

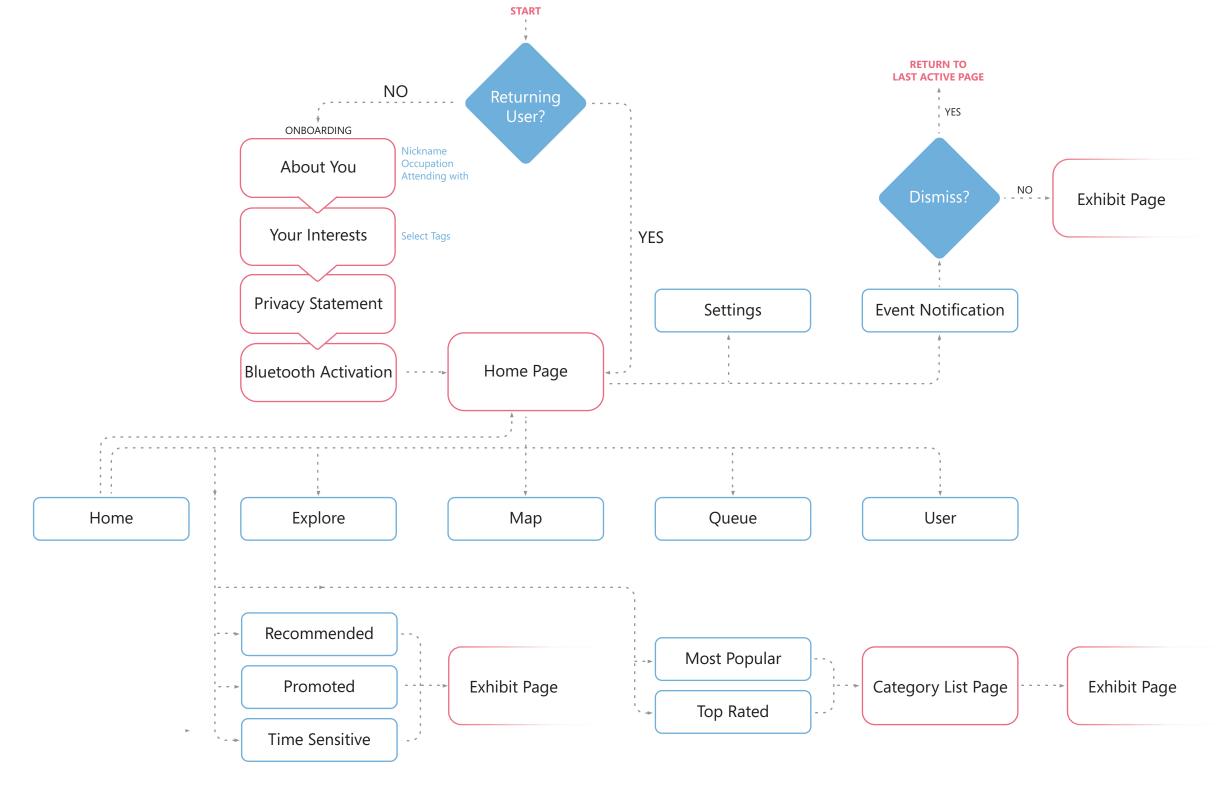


ESPY • SPRING 2015 06

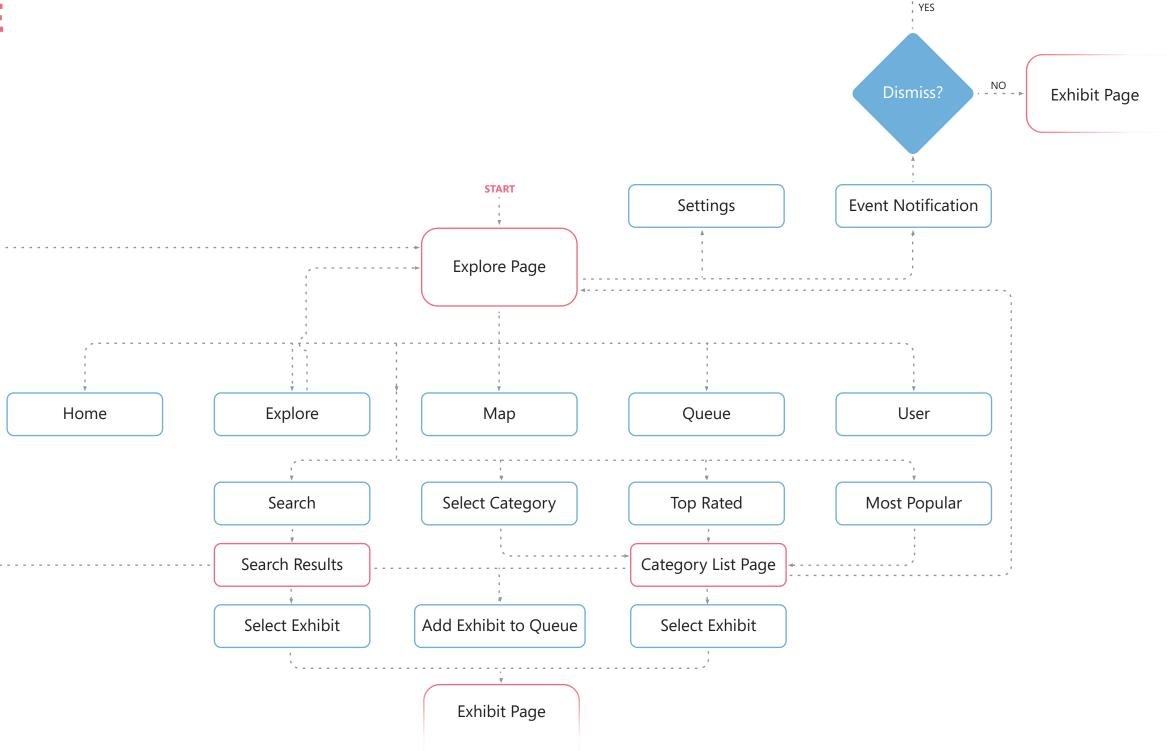
MOBILE WORKFLOW

EXPERIENCE

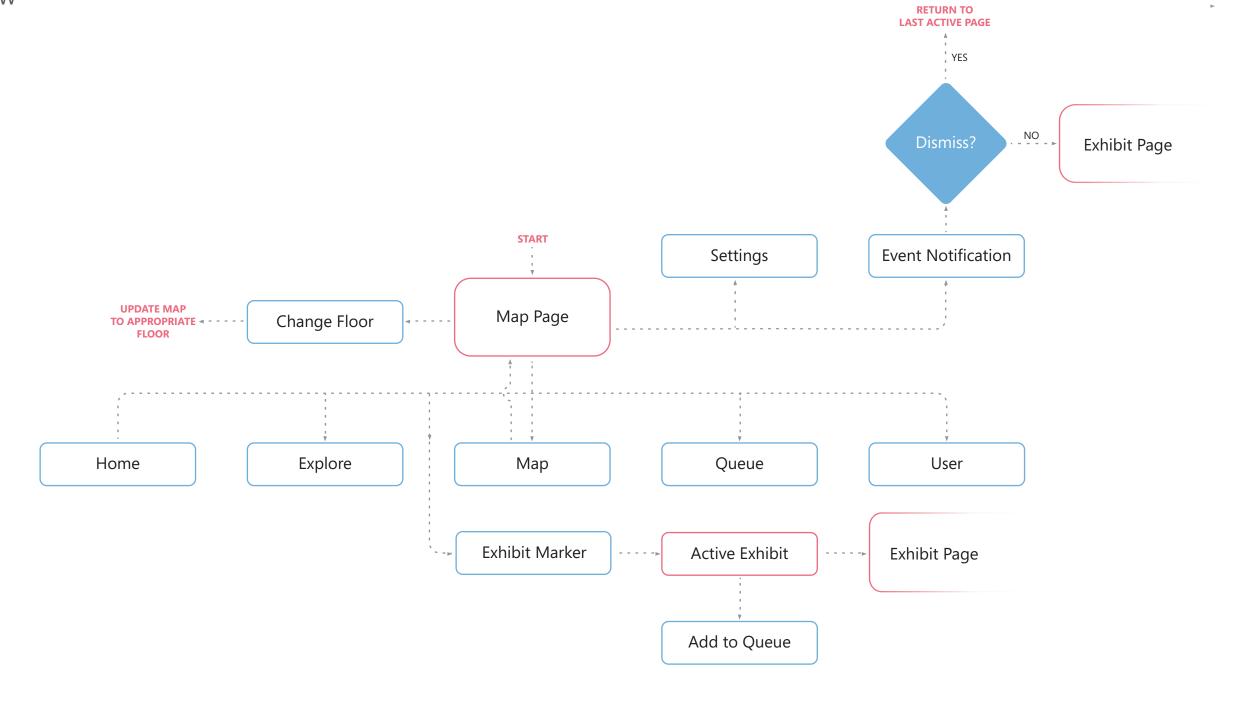
1 HOME



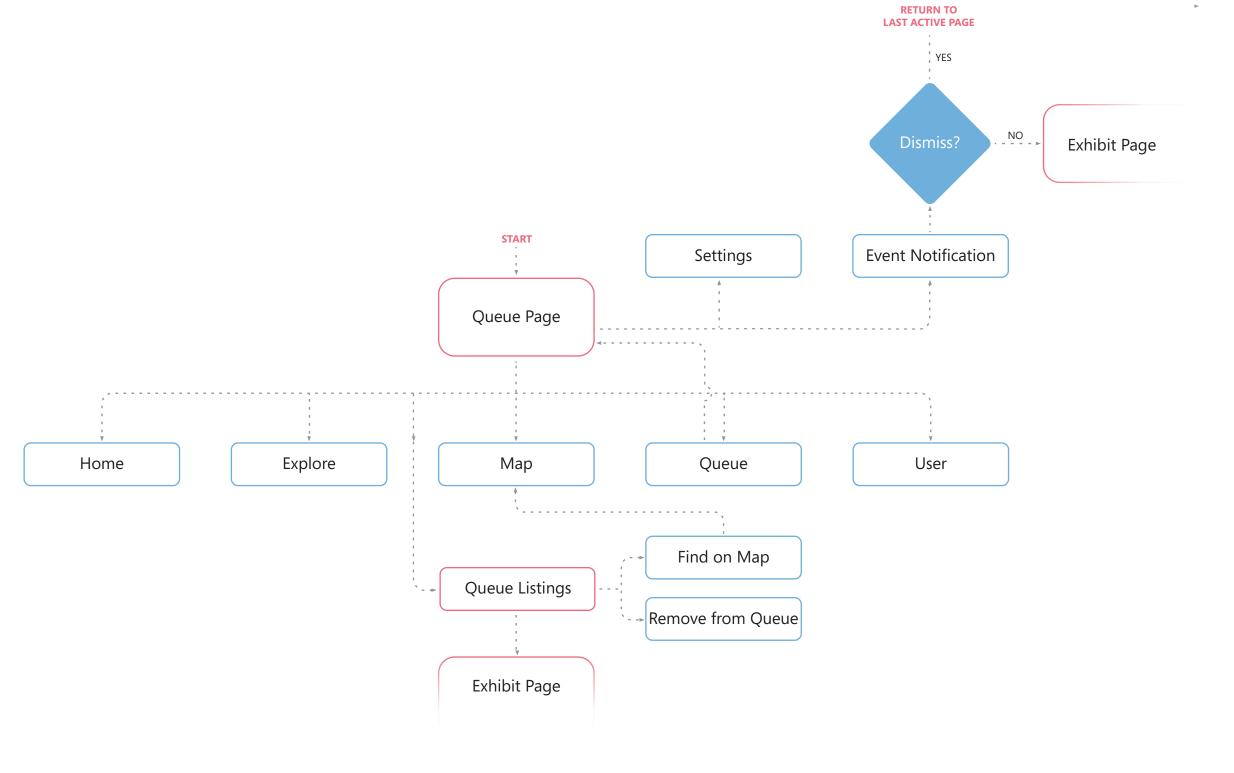
2 EXPLORE



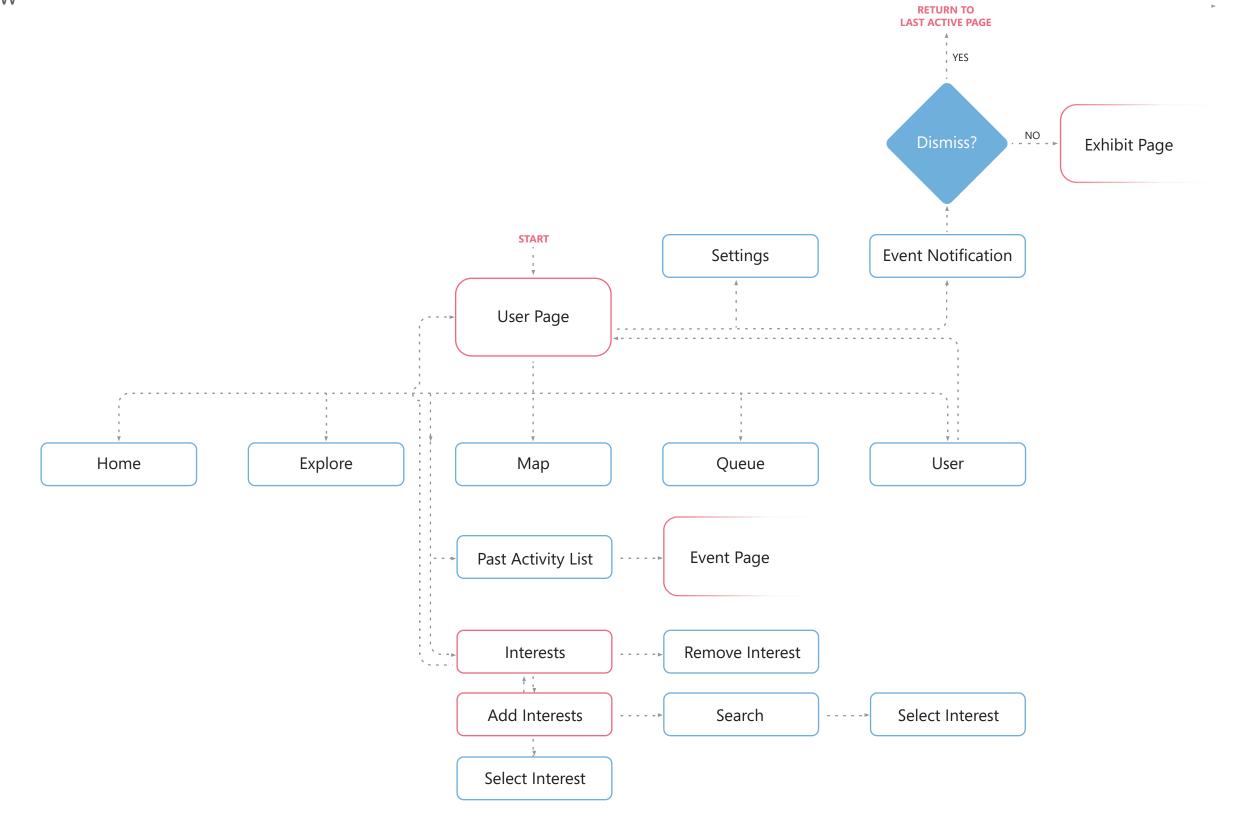
3 QUEUE



4 QUEUE



5 USER

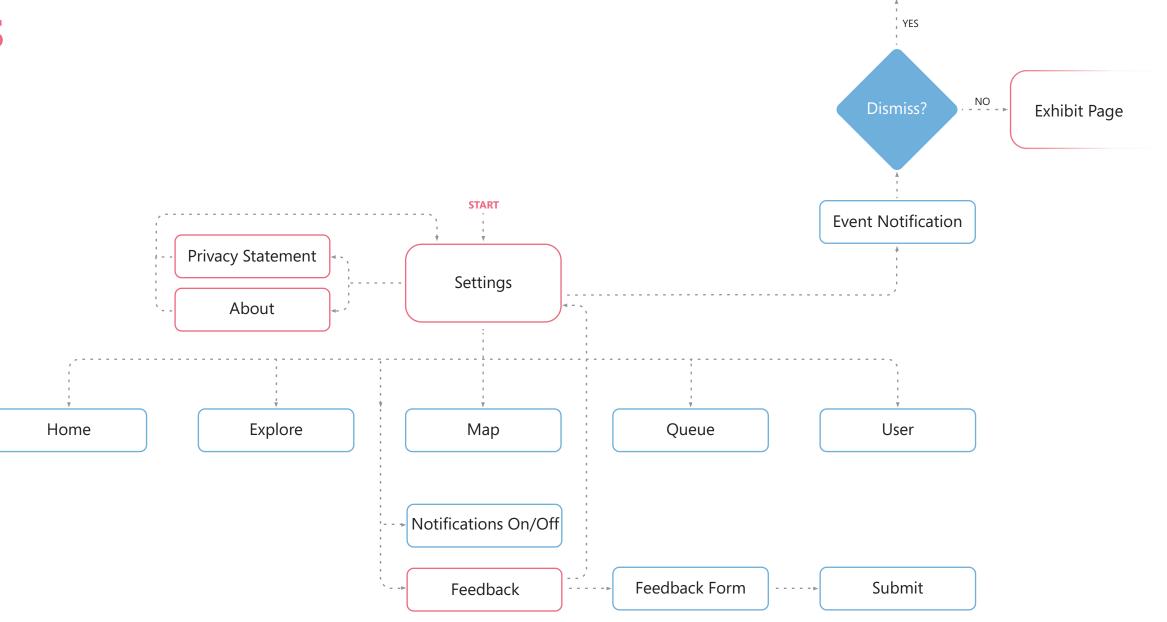


MOBILE WORKFLOW

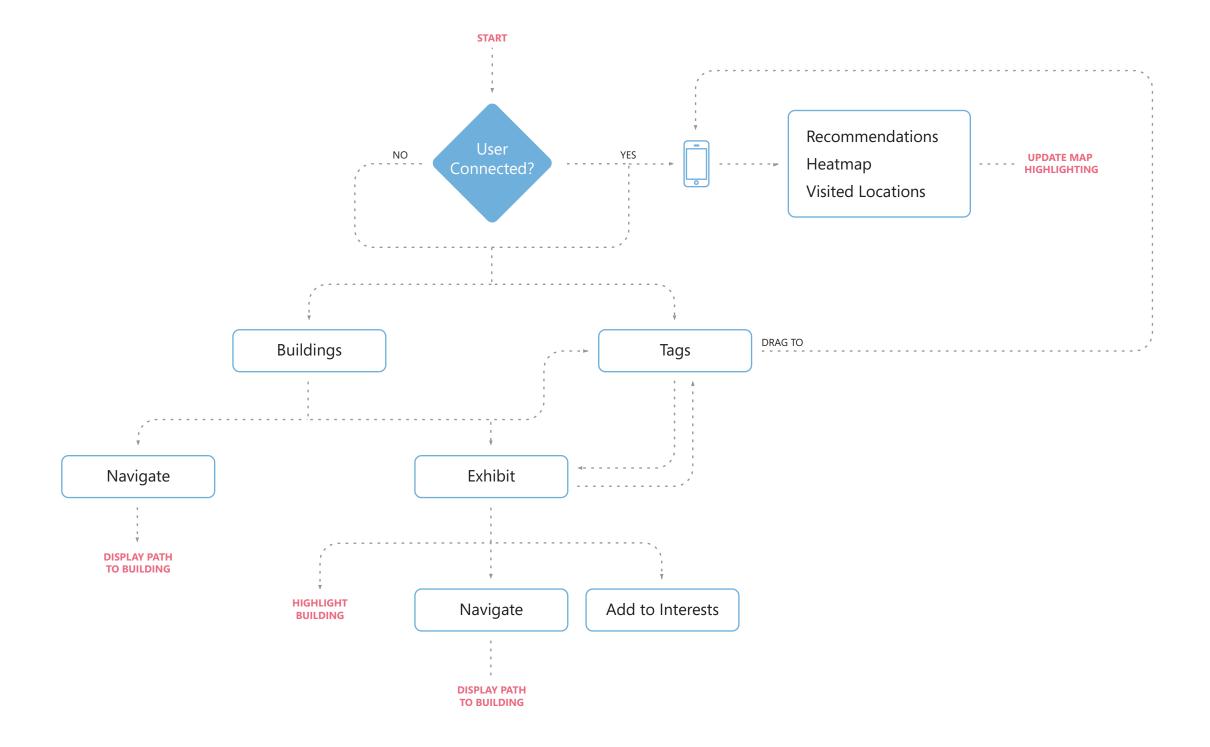
RETURN TO
LAST ACTIVE PAGE

EXPERIENCE

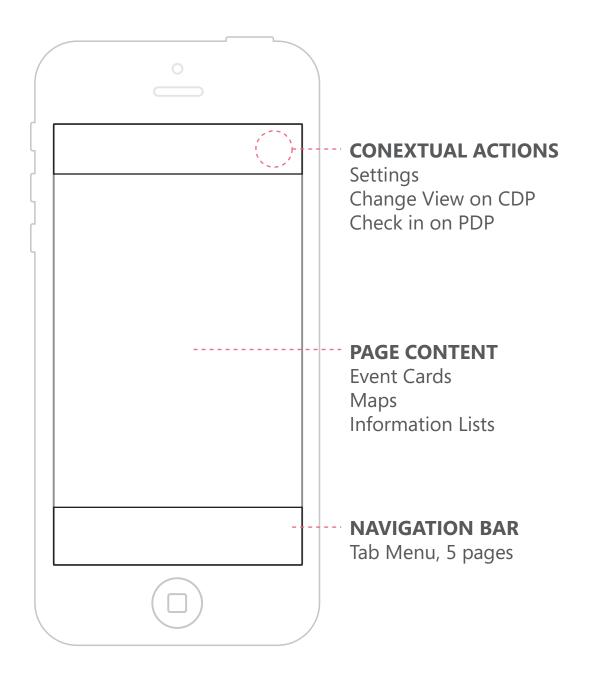
5 SETTINGS



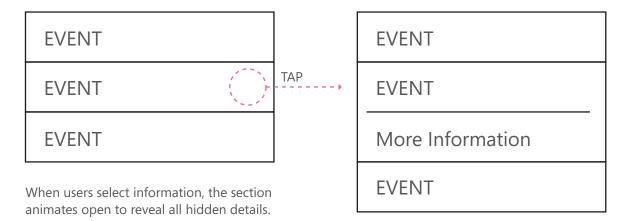
EXHIBIT



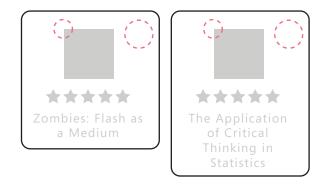
MOBILE CONCEPTUAL MODEL



EXPANSION MODEL



EVENT CARDS



There are two sizes of event cards.

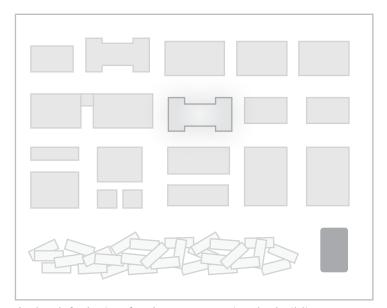
On the list pages, cards are shown in a two column list view.

On the map pages, cards are expanged to fill the bottom of the screen.

TIME-SENSITIVE INFORMATION

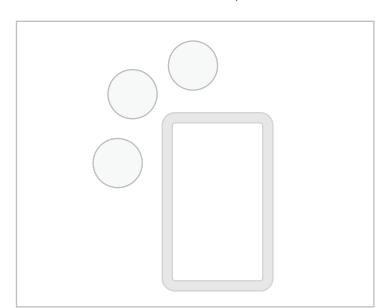


EXHIBIT CONCEPTUAL MODEL

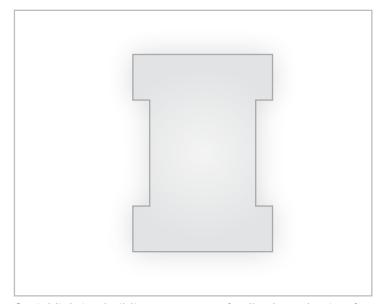


1. The default view for the map contains the buildings, tag pool and an empty phone dock.

Your current location (building) will be highlighted by default to orient the user to the map.

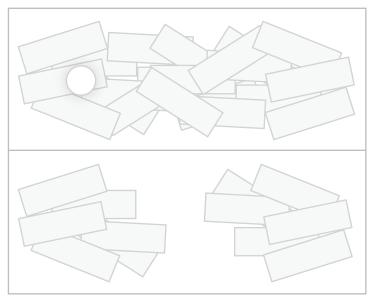


5. Placing your phone in the dock will display a flyout menu with map display options relevant to the user including recommended exhibits and locations, previously visited locations and a heatmap display that shows current traffic



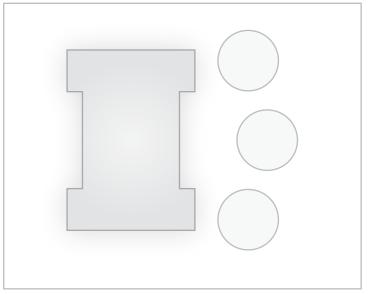
2. Highlighting buildings serves as a feedback mechanism for many interactions.

Colors will be different based on the contextual interaction.

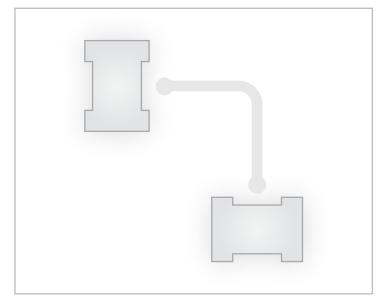


6. The tag pool is full of all the categories for every exhibit at the event. When the user places their phone down the tags the user is already interested gather around their phone and the others remain in the original pile.

Tapping a tag will bring up a category display for that tag. (7)



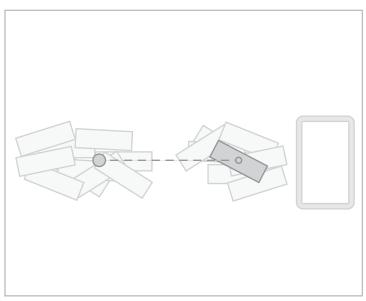
3. Interacting directly with a building will cause a menu to fly out with possible actions including navigate, tags specific to that building and exhibits specific to that building.



4. Navigating from one building to another highlights both buildings as well as a visual navigation path between them.



7. The category display reorganizes the tags into a more standard list display with a section to view the exhibits. Scrolling in both of these areas is just a simple vertical scroll.



8. Dragging tags from the general pool to your interests will add it to your interests and vice versa.

MOBILE APP INFORMATION ARCHITECTURE **SOLUTION**

ONBOARDING PROCESS

ABOUT YOU

Nickname Occupation Attending With

Continue

WHAT YOU LIKE

Tags for ImagineRIT **Events**

Continue

PRIVACY

A statement about what we do with private information

Continue

BLUETOOTH

Tells people to turn on Bluetooth or else major parts of the app won't work

Continue -----

--- APP STRUCTURE

BOTTOM NAV ----- HOME Home Search bar Explore Recommendations -----Мар **Promoted Exhibits** event Most Popular Queue Top Rated User Time Sensitive **Exhibits** SETTINGS EXPLORE tap a category CDP tap an event PDP Upper right Pivacy Statement Search Bar Title Image Notifications Top Rated Tages Title of exhibit About Espy Categories Rating Contributor names Feedback Image Rating Oueue button Description Rate button ------ RATING MAP Time info if time **PUSH** sensitive Oueue button ·----Map of current floor **NOTIFICATIONS** Find on map Options to change lcons representing ----icon Distance Reminders for **EXHIBIT** Location time-specific events Event title Time different exhibits Age range OUEUE Title Tages Rating USER Image Past Activity Navigate button Nickname Time info if time

sensitive

Icon if associated with an estimote Sorted in add order

Change Interests

Modal window

system

adds event

to the queue

Five star rating

INFORMATION ARCHITECTURE

1 EXHIBIT

