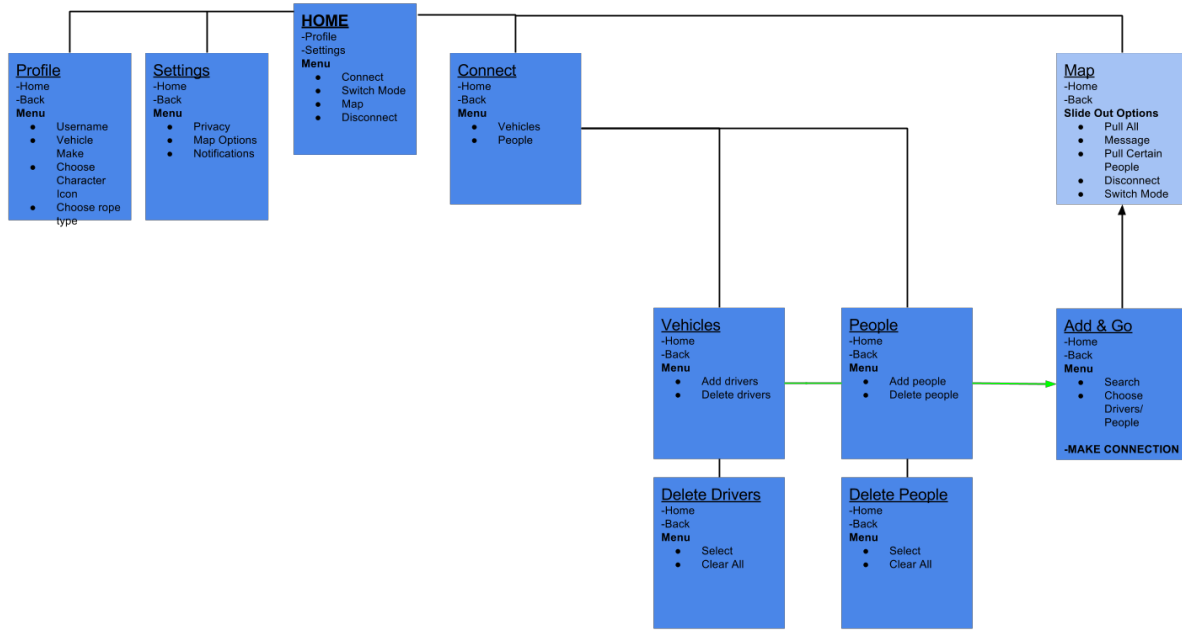


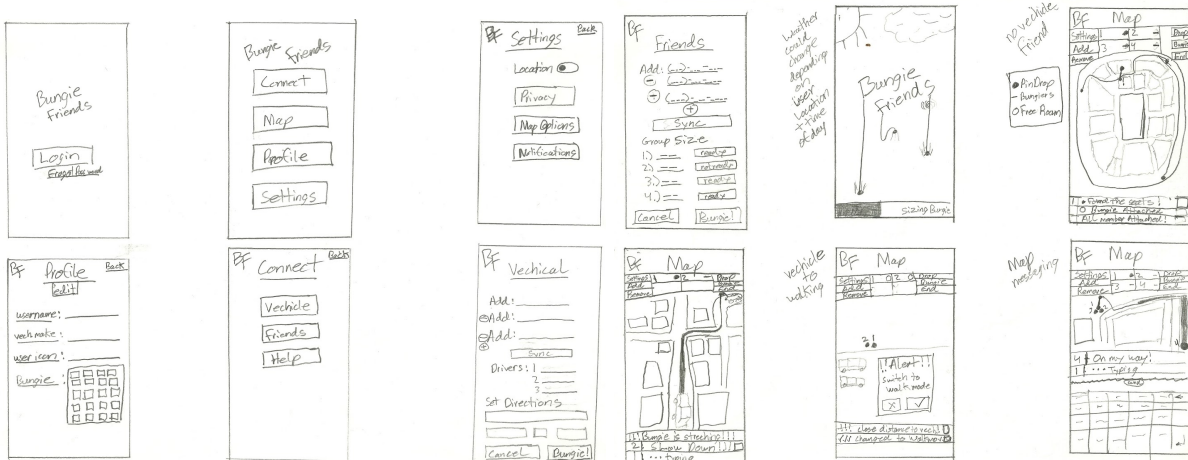


Design Process
By: Alexander Gountras

Sitemap (User Environment Design)



Sketching:



Scenarios:



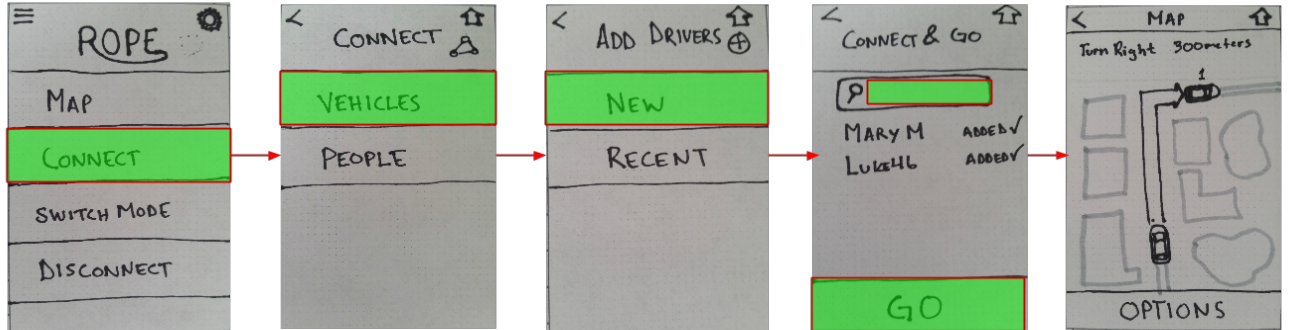
1. **(Vehicle Mode)** Matt, a user experience researcher in his mid-twenties, bought 4 tickets for a big-ticket concert at White River State Park in Indianapolis. He invited three of his friends to go with him to the big event. On the day of the concert, all of his friends meet at his house. Because of everyone's obligations after the show, the group decides to drive separately but want to follow each other in order to be able to park next to one another at the show. Before the group leaves for the show, they decide to use "Bungee" in order to keep track of one another on the road. They each get out their phones and open up the "Bungee" application. They tap each other's phones and hit "connect". Matt decides to be the lead driver so he designates himself as such through the application. As the group takes off down the road they can see each other's vehicles connected on a map that gives turn by turn directions to the lead driver. The group gets slightly separated, due to heavy traffic. Matt realizes he is low on gas. He makes a stop at a gas station where the other drivers are able to find him through directions given by Bungee. They eventually all park next to each other at the concert given the affordances of the application.



2. **(In-Person)** Once arriving at White River State Park for a the large concert event, Matt and his friends get out of their vehicles. They decide they still want to know each other's location and keep the group together so they hit "switch mode" on the Bungee application. This allows them to keep track of one another on foot/ in-person. They are connected with straight bungee lines on the application that stretch the further they get away from each other. The group walks into the event and decides to split up in order to find the best view at the show. Matt happens to stumble upon a perfect plot of grass for the group. He uses "Bungee" to then bring the group to his location by signaling the others. The rest of the group finds Matt easily with the application and enjoy the show. When anyone in the group begins to get tired they could signal the rest of the group through "Bungee" and cut the line connected to the group. The group enjoyed being connected in a large crowd and avoided confusing phone calls and texts.

Low-Fidelity Prototype

Vehicle Mode



1. Click Connect

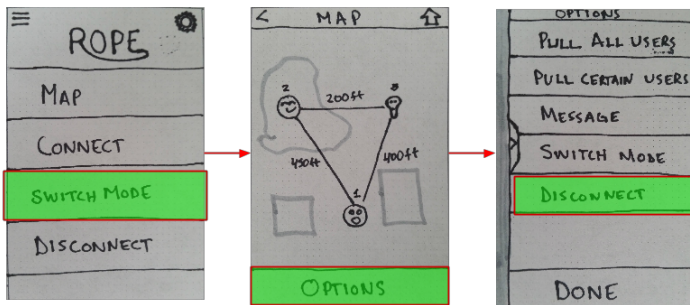
2. Select "Vehicles"

3. Add Drivers

4. Find and add user

5. Following in map view

In-Person Mode

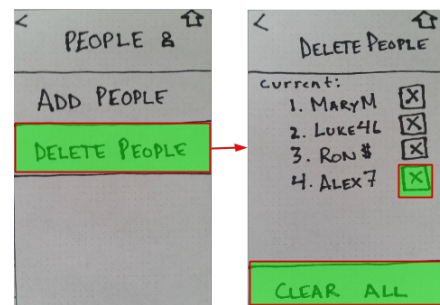


6. Switch to In-Person Mode

7. Options in Map for slide-out menu

8. Disconnect from Group

Deleting Users



Deleting People

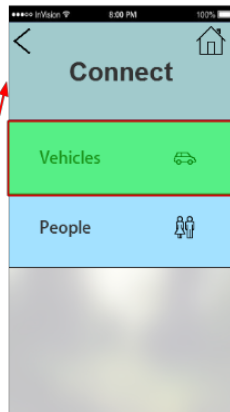
Clear All or select individuals

High-Fidelity Prototype:

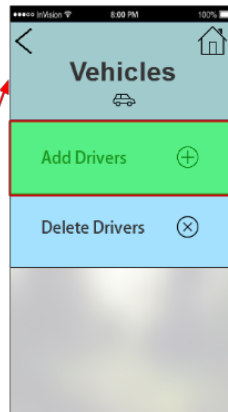
Vehicles



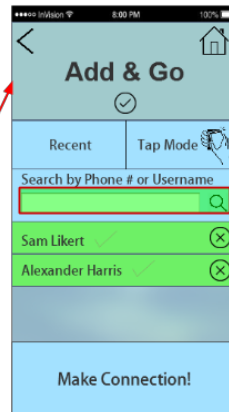
1. Click Connect



2. Select "Vehicles"



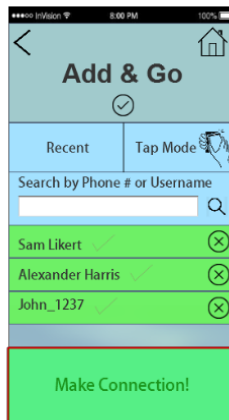
3. Add Drivers



4. Find and add user



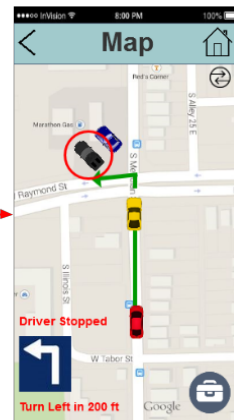
5. Search for user by username



6. Click "Make Connection!"



7. Follow lead driver



8. Identify lead driver stopped

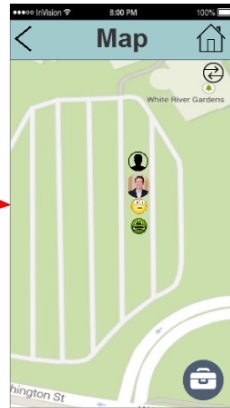


9. Arrive together

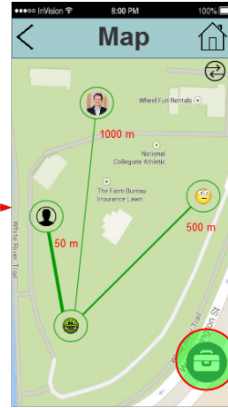
In-Person



1. Switch Mode



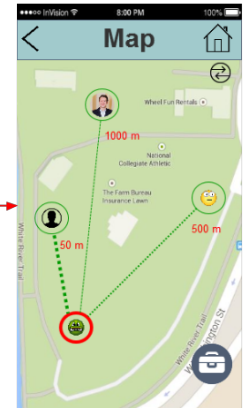
2. View others on foot



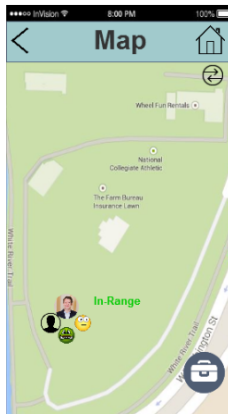
3. Open tool box



4. Select Pull to bring everyone together



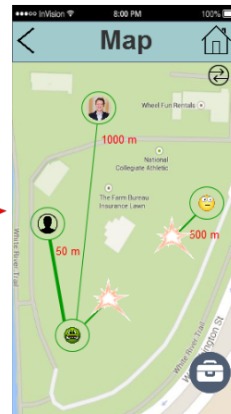
5. Everyone is pulled to target



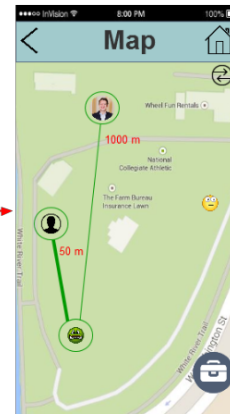
6. Click toolbox to leave group



7. Click "Leave Group"



8. Watch your bungee break



9. Disconnected from group