

documentation



user experience

wrapper

timeline

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our idea

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02
methods & concept

03
design

where we end up
our app

project description
the projects roots

interviews
affinity diagram
how might we
target group
persona
user story
stakeholder map
MoSCoW prioritisation
features

user flow
wireframes
design process
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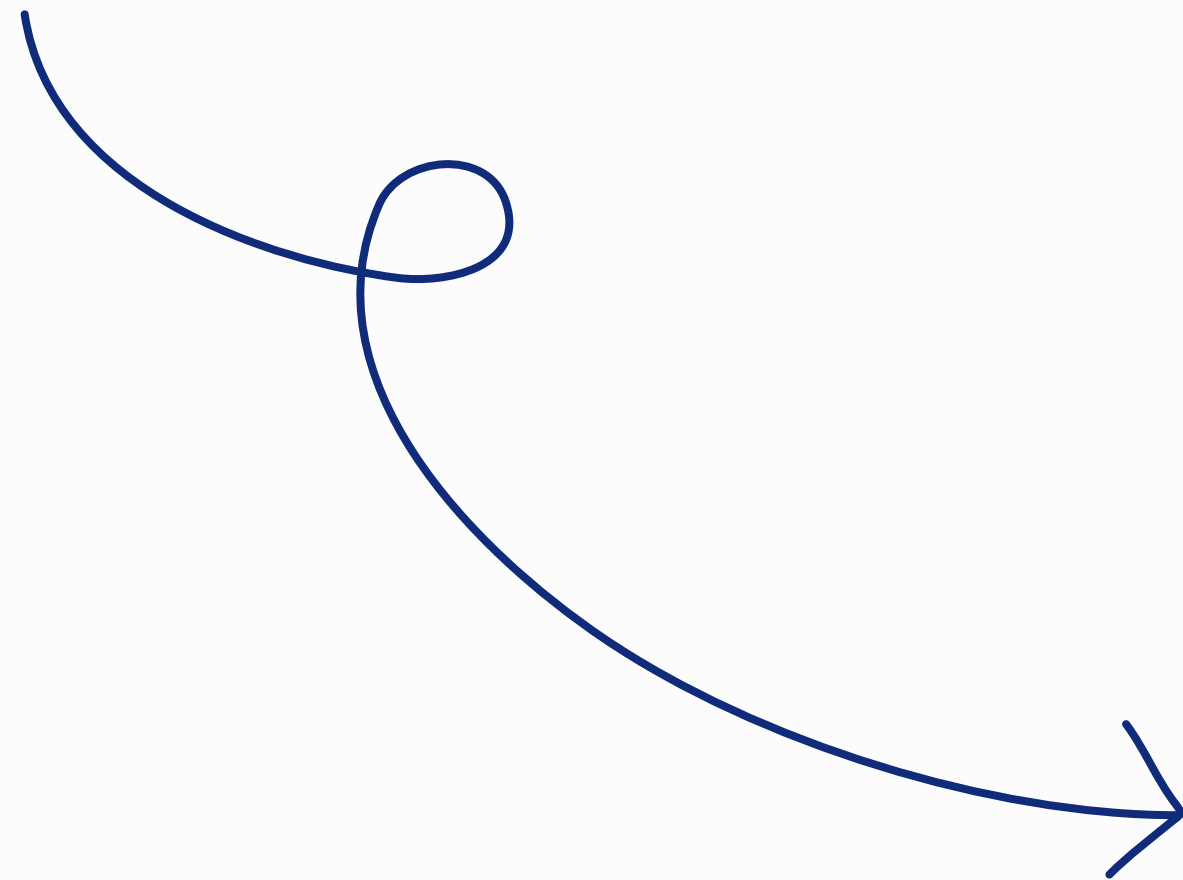
where we end up
our app



project description ₀₁

A good idea alone does not make a great product. In the course User Experience students learnt how to design the user experience through a complete design process, starting with the problem definition and ending with creating a prototype. To solve the small problems of everyday life in a great way.

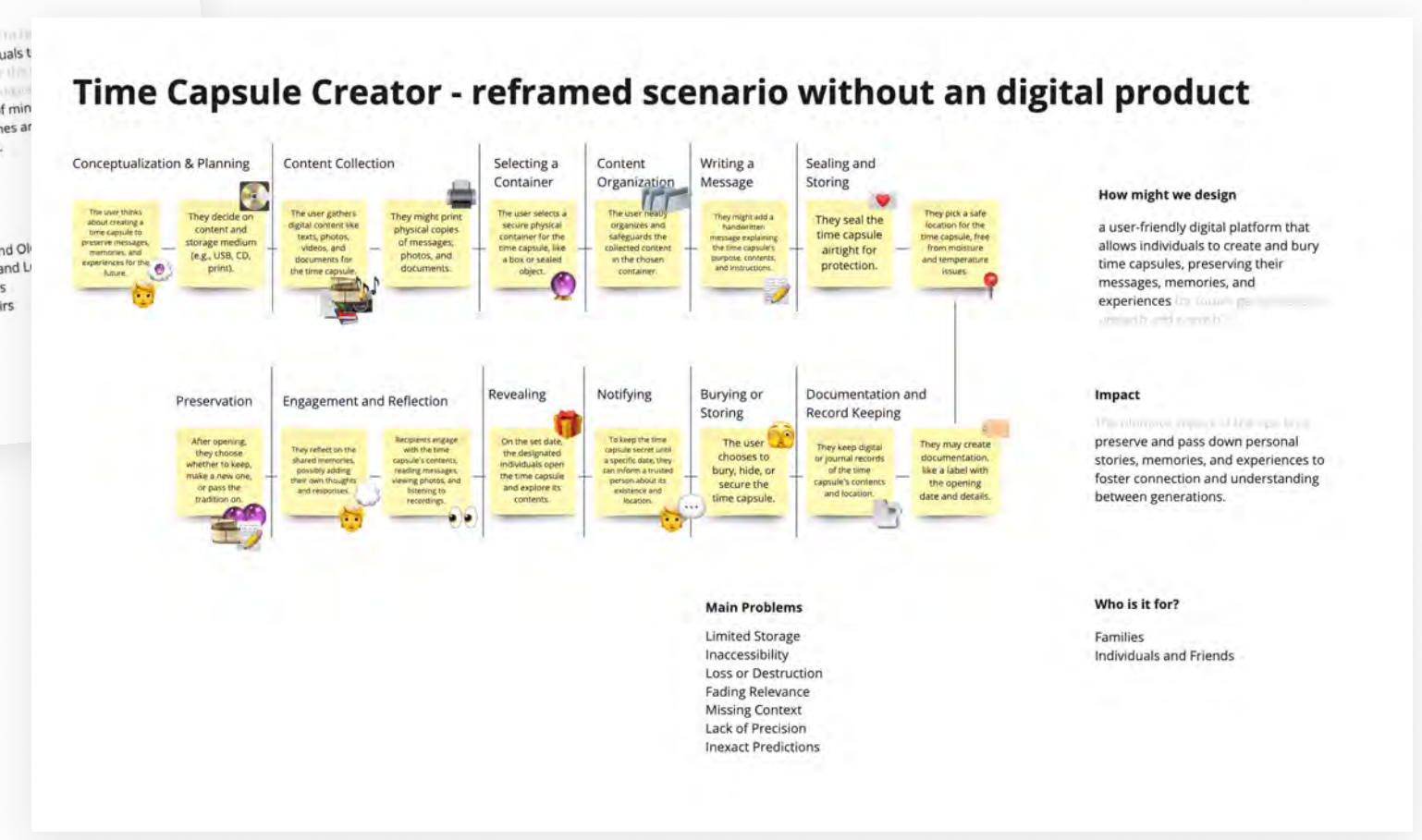
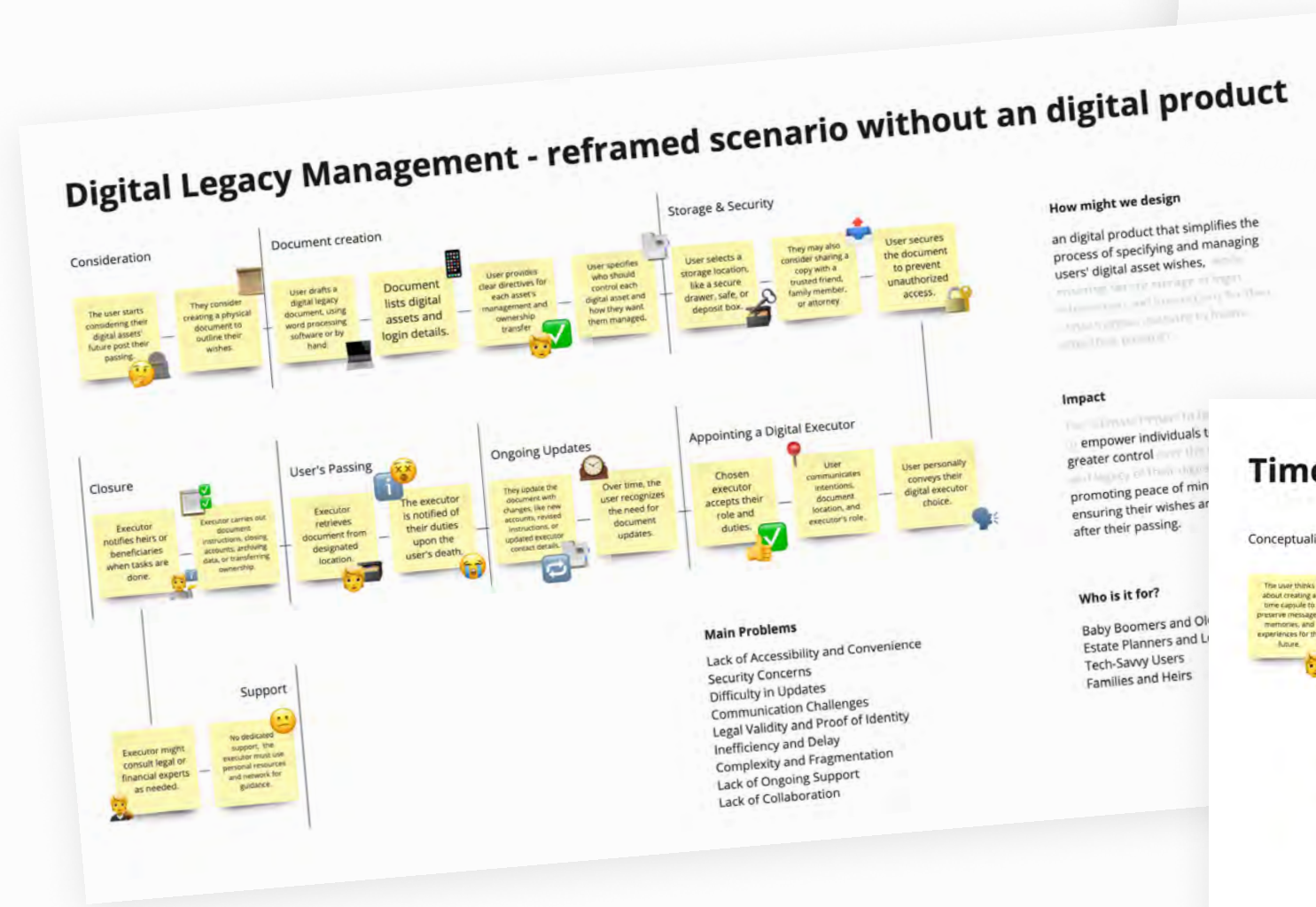
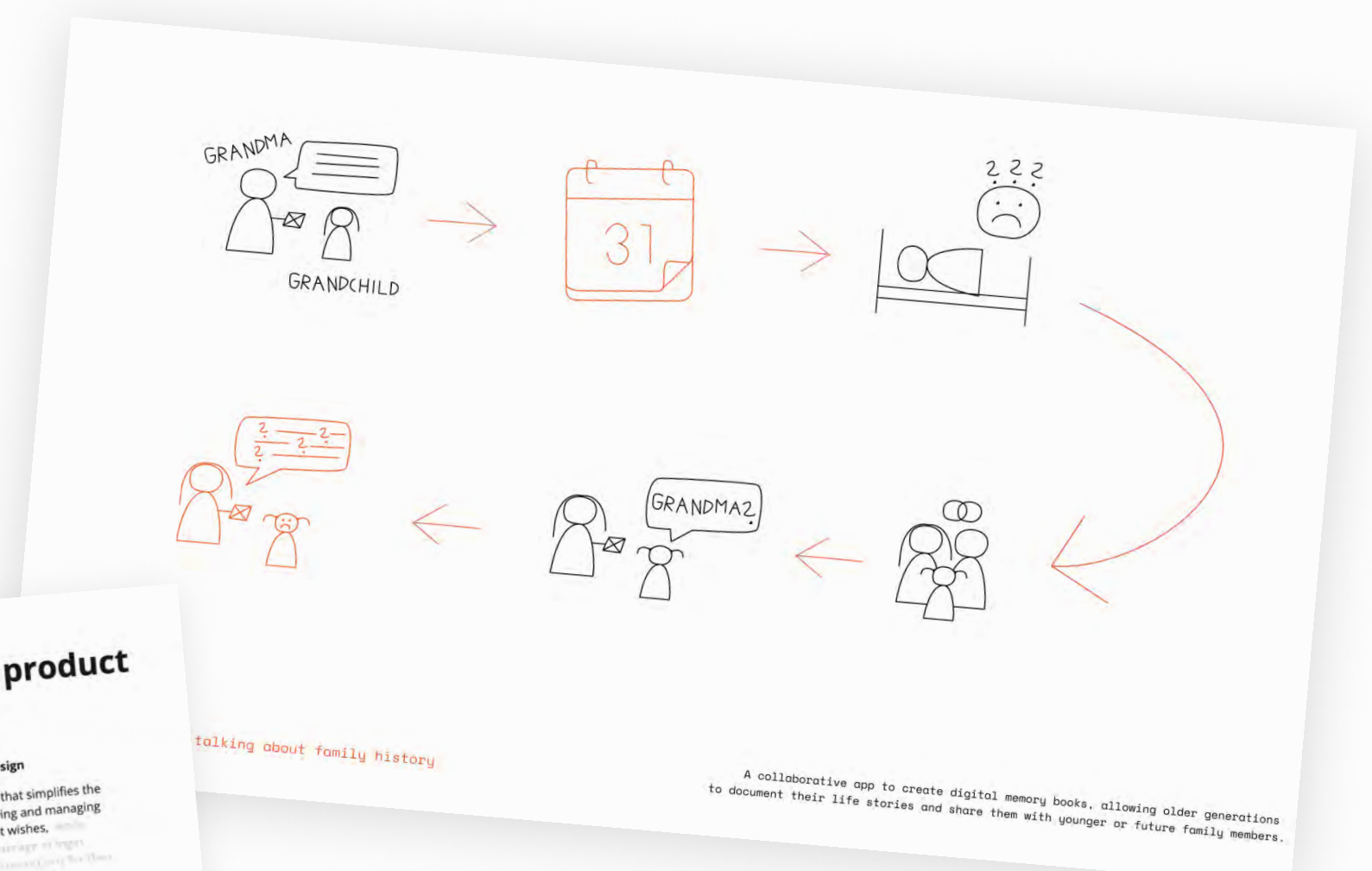
The primary learning objective is to learn design methods that are fundamental to the development of user- and experience-centred software. Students acquire knowledge about the fundamental factors of user experience and user interface design, including conceptual, technical and design methods for the development of digital products.



The following documentation shows the chronological course of the project wrapper.

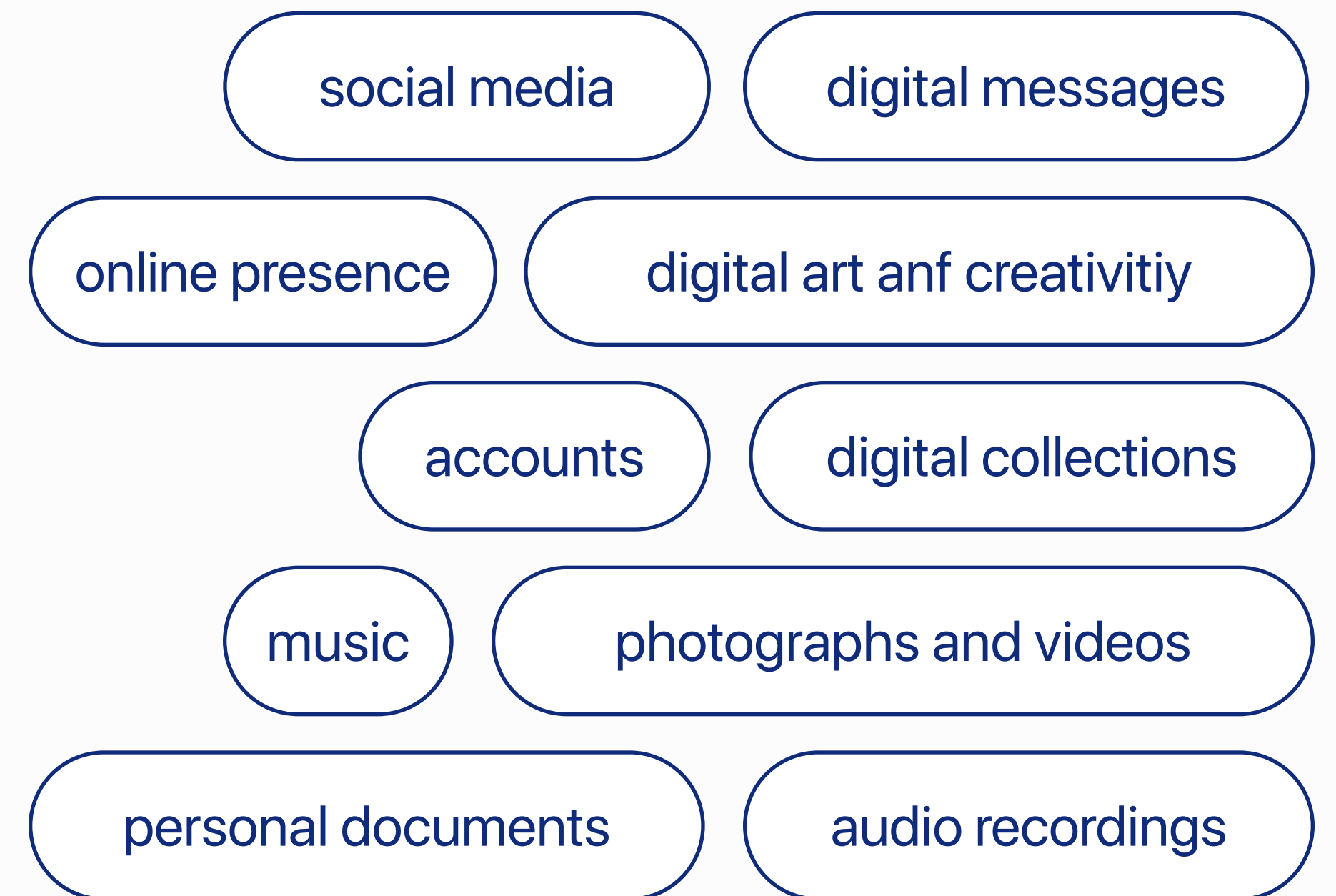
the projects roots ₀₁

In order to get closer to the UX/UI topic, we started the course with the creation of user journeys. For practice purposes, different user journeys were developed for different scenarios. These then helped us to find topics and define problems. A tendency already developed here, on the topic of digital legacy management and time capsules, later developed on the theme of keeping memories alive.



the projects roots ₀₁

Based on this, we came up with a problem definition:
What actually happens to our digital estate? While the passing on of material things is regulated by law, what happens to digital photos, music, films, accounts or documents such as contracts has not yet been clarified.
How can we help to ensure that digital property is passed on in a controlled manner? In order to get closer to the topic, we collected assets that could be inherited digitally.



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interview 02

An interview with various people helped us to create an affinity diagram. In the interviews, we made sure to ask different people and identify different perspectives. ***The interviews gave us important impressions that led our project in a new direction: How to keep past memories alive and how to document and preserve them.*** In the following, we provide a brief overview of the most important and interesting parts.

*journaling
person*

baby boomers

tech person

*unaware
person*

interview with

a tech person

Questions & Answers

_How do you balance digital decluttering and preserving important digital memories?

Things that are not important to me should still be accessible. But what I still have in my head is much more important.

_Can you share a time when you found a forgotten digital asset and its significance to you?

I found pictures of my parents on a hard drive that was super interesting.

Dominik, student with a lot of digital assets

baby boomers

Questions & Answers

_ In your opinion, how does the concept of digital asset inheritance contribute to the preservation of family memories and traditions?

There used to be photo books, but with digital it is easier to copy, share and objects don't age.

_What elements would you like to have as a summary of a person's digital assets after they pass away?

Photos and videos of the course of life, life partner, jobs, school, hobbies and interests.

Christine, part of the baby boomer generation

interview with

*a journaling
person*

Questions & Answers

_ What is your motivation to document your life?

I do it to create memories for me and also for my children.

_ Do you review the documented things again at regular intervals or on special occasions?

Yes I always read through everything at the end of the year and sometimes on other occasions.

Wanyu, student journaling in Chinese

*an unaware
person*

Answers

_ Do you have an overview of your digital assets?

No, I don't have an overview, especially of my passwords; I'm not sure whether I should write them down somewhere or on my cell phone.

_ Do you have a digital asset that holds sentimental value to you?

Yes mainly pictures, but there are so many, you'd have to sort them.

Christine, student

affinity diagram 02

Pictures would be important to me because they are memories

I review assets again at regular intervals, to remember my feelings

I store photos, that I keep structured in folders on a hard disk

photographs of special moments

importance of images

Being able to have a visual reference of what happened in the past can become more personal

I would like to have a rough overview of my life for children and grandchildren

when publishing, it is important to me to connect with people

it makes me happy to see what happened in the past

it helps me to reflect on myself and put myself back in old situations

human connection to memory

Have a physical and emotional connection to memories that can be looked back at and then be passed on for sentimental value.

it would be cool to have a film of my life for my heirs to see!

the course of life, i.e. life partner, jobs, school, hobbies and interests

maybe also music that I listened to during that time

i think maybe things that shaped a specific time

reviews & milestones

Collecting milestones, special memories... and being able to look back on them by getting a short summary.

i look back every day

i always write one line a day, to make it easier to remember the day

i always read through everything at the end of the year

self-reflection helps me in understanding myself

personal reflection

Taking yourself back into the moment where you can self reflect on what happened...

affinity diagram 02

Organizing ones thoughts

Structure through reflection

Importance of images

Routine

Importance of passing on personal assets

Starting and passing assets

Auto review function

Digital platforms in someone's life

Personal reflection

Awakening a persons interests

Not thought about it mindset

Building a life package

Touch points in inheritance

Review/milestones of one's life

Time invested in

Digital accounts

Sorting Methods

Preservation of ones assets

Digital self determination

Human connection to memories

how might we? 02

How might we assist users in organizing assets based on their importance and sentimental value?

How might we help users document and preserve their life stories in an engaging and organized way?

How might we provide a means to create a digital time capsule?

How might we allow users to decide when and how digital assets are inherited?

target group ⁰²

Age range from 18-35 years

01

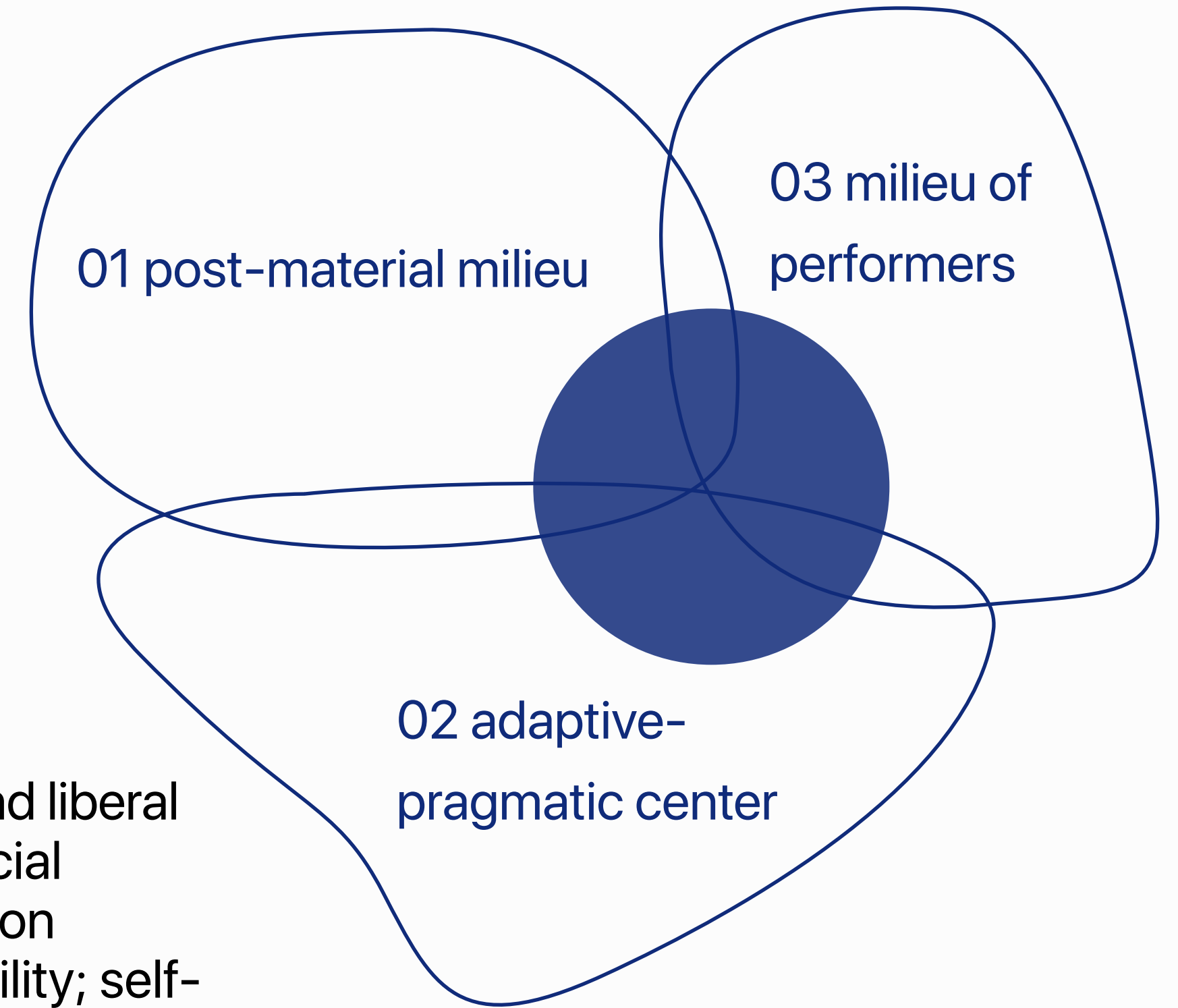
willingness to adapt and perform, utilitarian thinking, but also desire for fun and entertainment; strong need for anchoring and belonging; growing dissatisfaction and insecurity due to social development; self-image as flexible pragmatists

02

self-determination and self-development as well as orientation towards the common good; advocates of post-growth, sustainability, non-discrimination and diversity; self-image as a social corrective

03

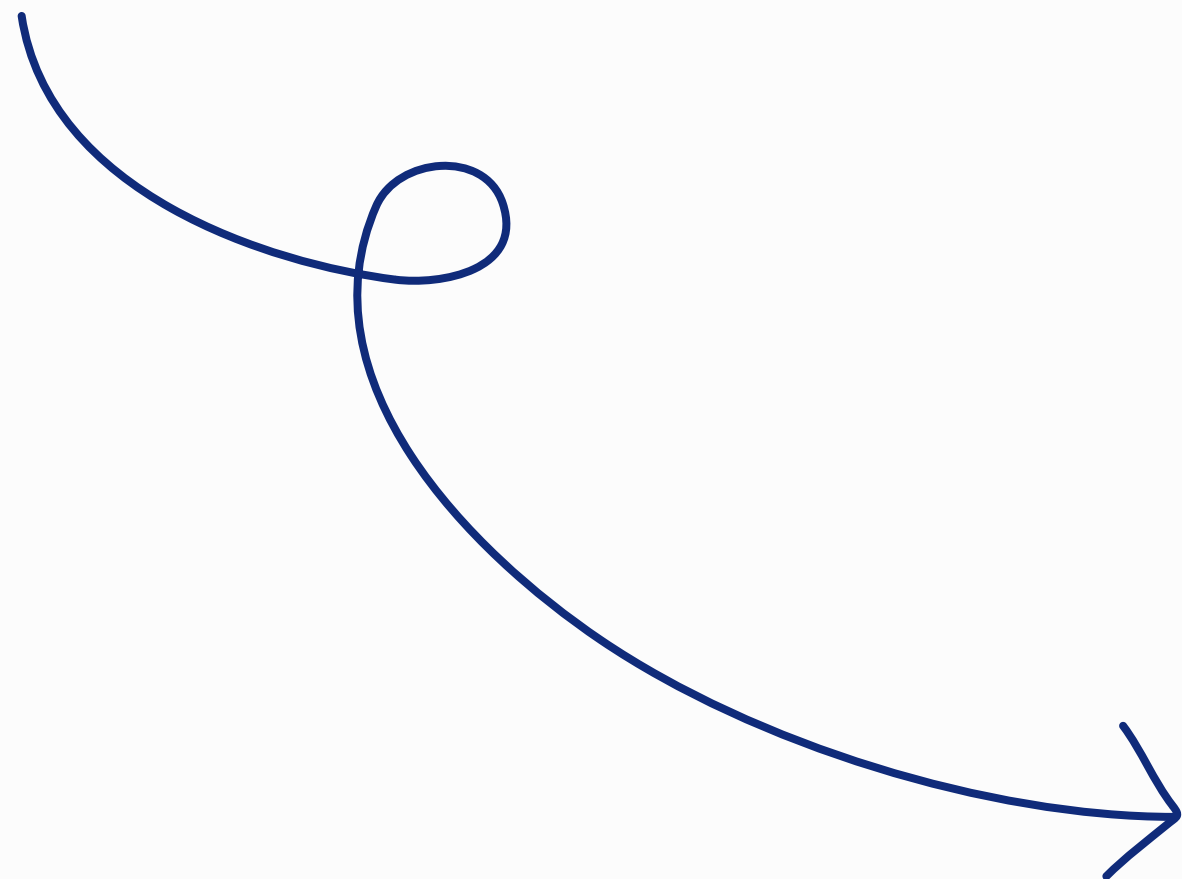
global economic and liberal thinking; overall social perspective based on personal responsibility; self-image as style and consumption pioneers; high affinity for technology and digitalisation



Our users main **needs** are : having connection with their emotions through visual references and audio, being able to store and share specific personal stories

personas ₀₂

A persona is a method for analysing target groups, they have expectations, values, wishes and goals and display human behaviour. Based on the interviews and the problem definition, we defined 3 personas to visualise typical representatives of our target group.



annika [19]



student

personality
motivated and structured person

social environment
Lives with her parents and her sister in the countryside
Joining in group activities
family person

interests
meeting friends
watching movies
playing tennis
has a horse and rides with it weekly

dreams
Wants do to a trip around the world after her studies

skills
good at drawing

Why would I engage with you? The easy start up of collecting and organizing

Why would not I engage with you? Feeling the pressure to document or writing important things down

personas ₀₂

alex [26]



program analyst

personality

helpful person
open for new people
structured lifestyle

social environment

lives in urban area
good relationship with family
cycling group

interests

photography
listens to classical music
biking

dreams

fighting for a better future
dreams of a cycling journey
on another continent eg. africa

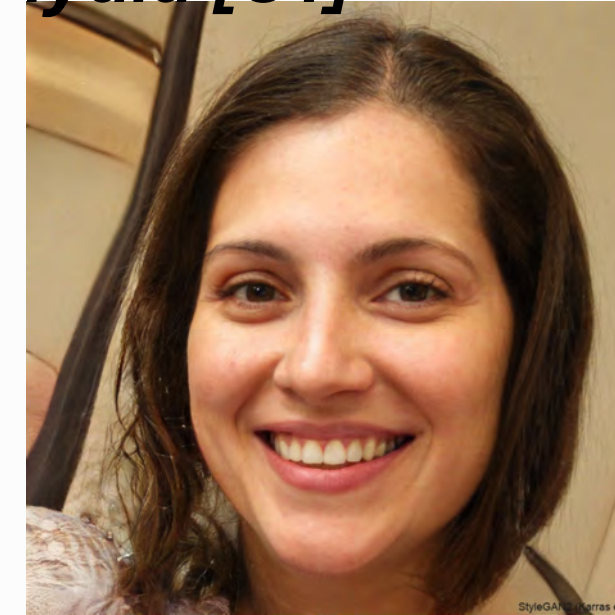
skills

electronical knowledge
can repair a bike

Why would I engage with you? We make it easier to structure and organize your digital data

Why would not I engage with you? Doesn't like how it is set up - he does not have the control to structure his data in his own specific way.

lydia [31]



mum & primary school teacher

personality

friendly and supportive
vegetarian

social environment

Lives in a suburban area in a multigeneration house with her family
meets with old friends for coffee dates
offers classes for struggling kids in the afternoon

interests

reading
sport
likes to cook

dreams

having a good connection with her child

skills

can explain things well
Is a good listener

Why would I engage with you? We would provide a decent way of storing memories to then pass them on.

Why would not I engage with you? Struggles with adding data online.

user storys 02

As a person living a digital life, I want to have my digital assets **safe and custom sorted** so that I can have a peace of mind.

As an adult I want to preserve the **emotional attachment** to my life happenings so that I leave behind a lasting legacy

alex

As a parent I want to **preserve life for my children** so that we can look back at it together.

As a parent I want to have it **easy curating** my digital life so that I can concentrate on the important parts of life.

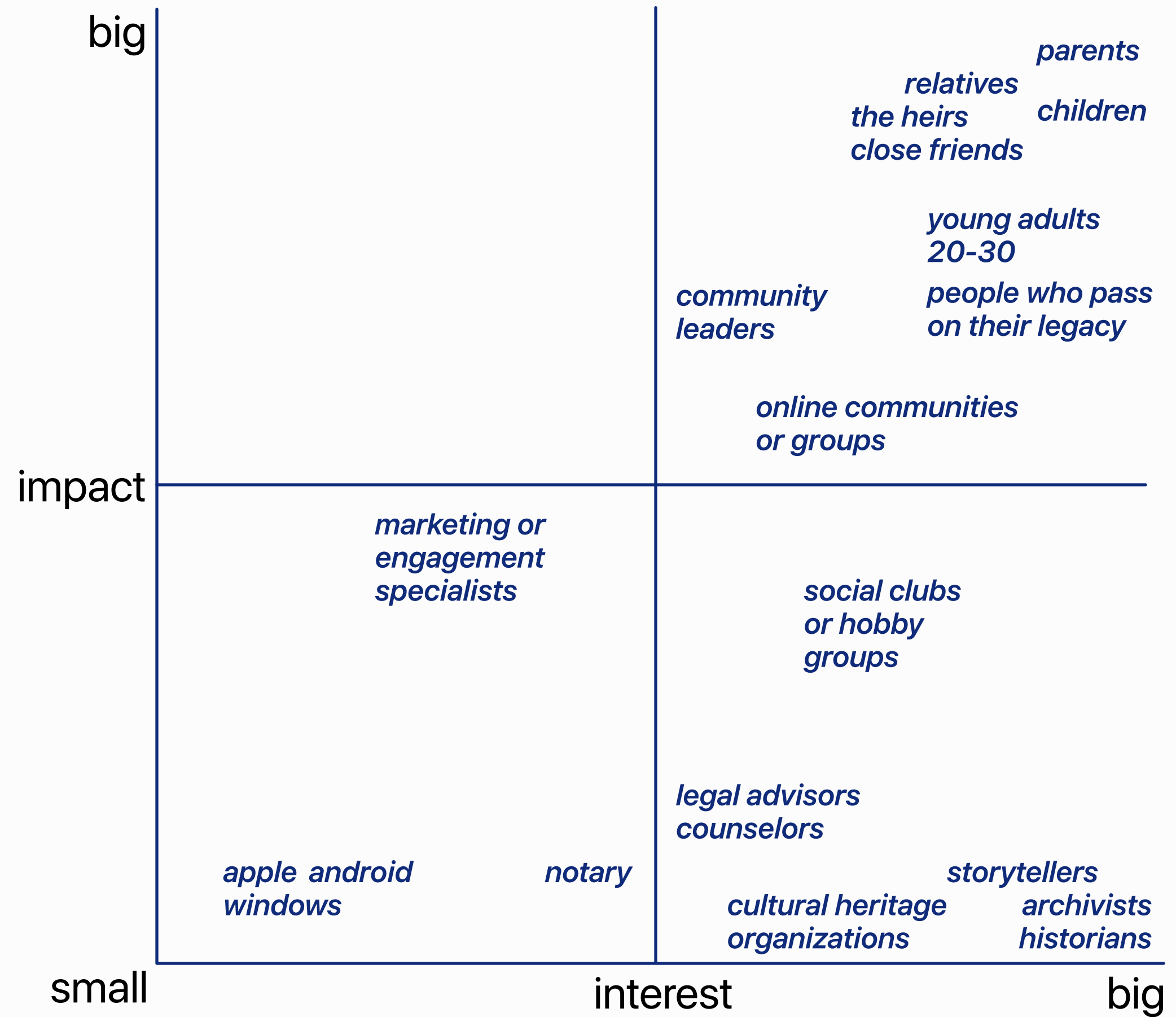
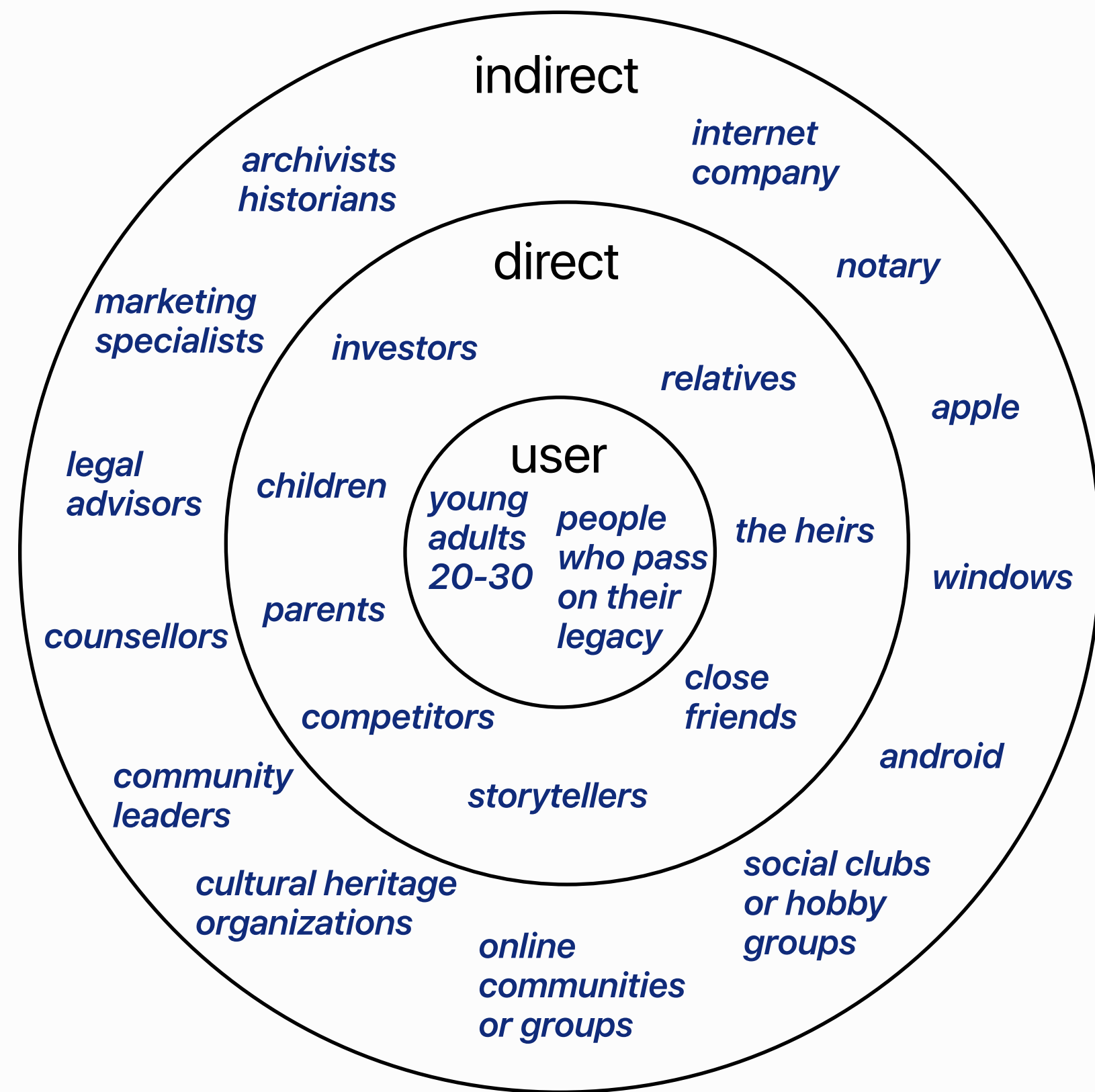
lydia

As a young adult I want to live my life so that I have the freedom to do whatever I want **without feeling the urge to document** everything.

As a people person I want to get an **overview of mine and my friends activities** so that I can reimagine what has happened so far

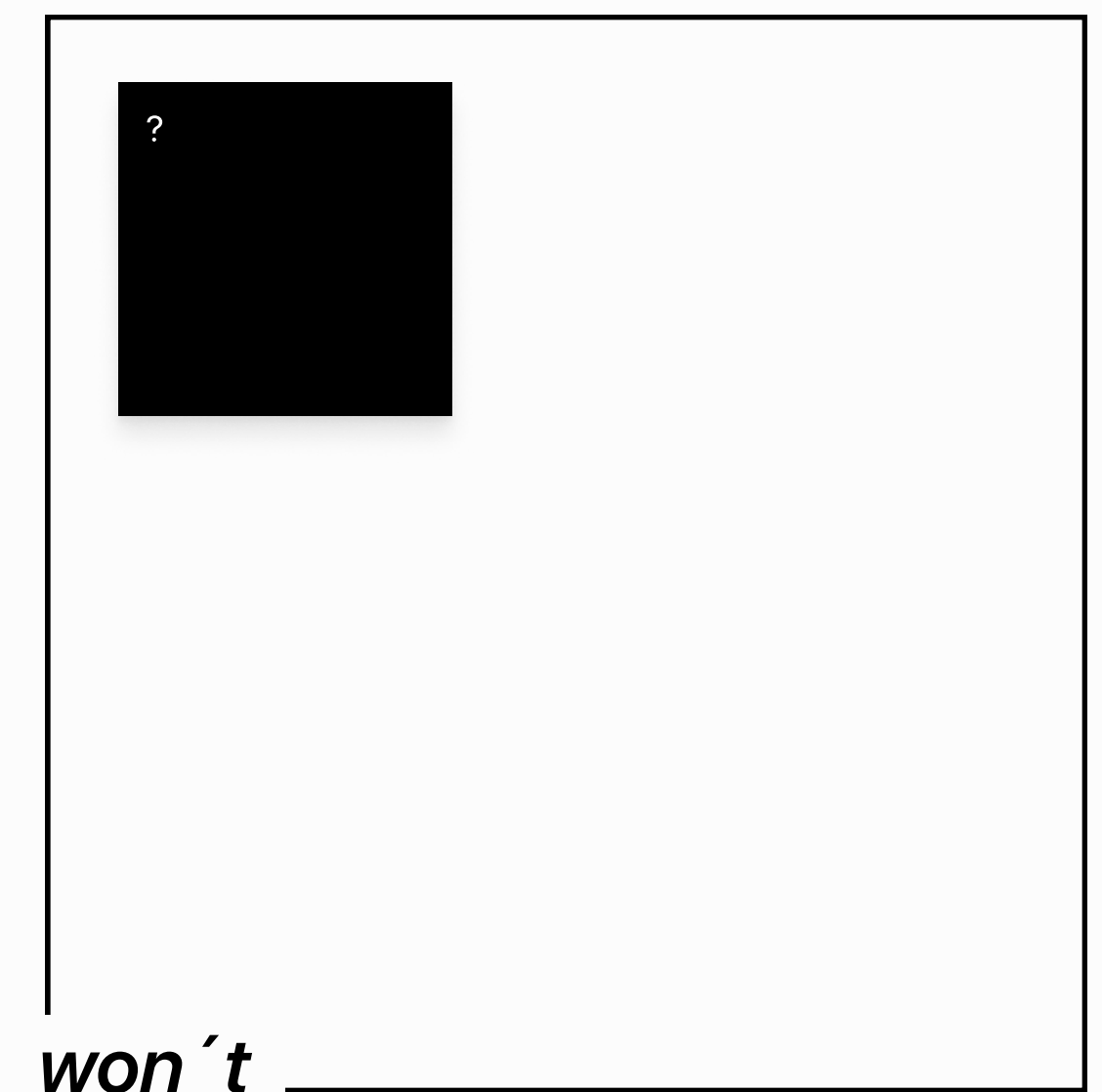
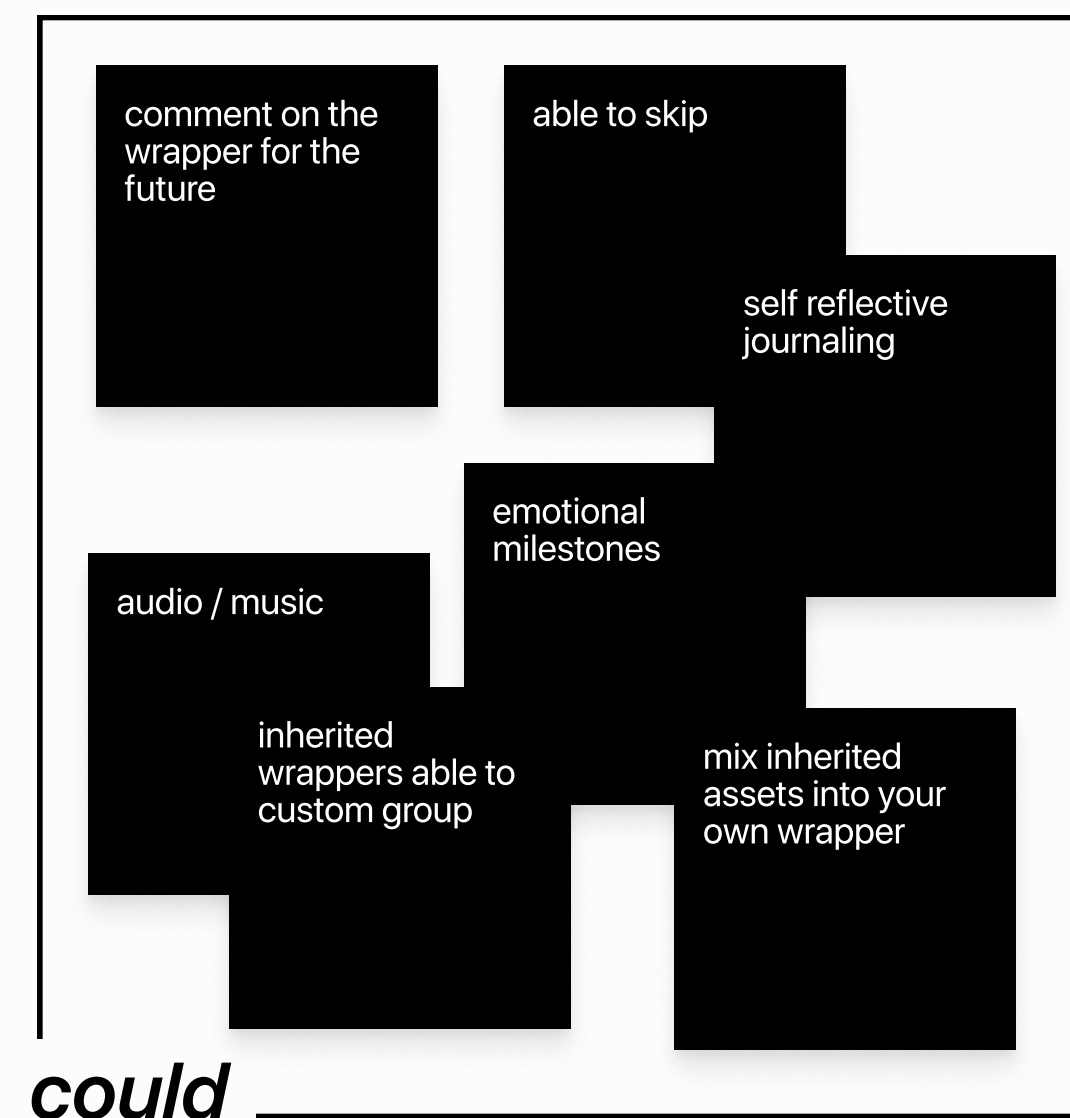
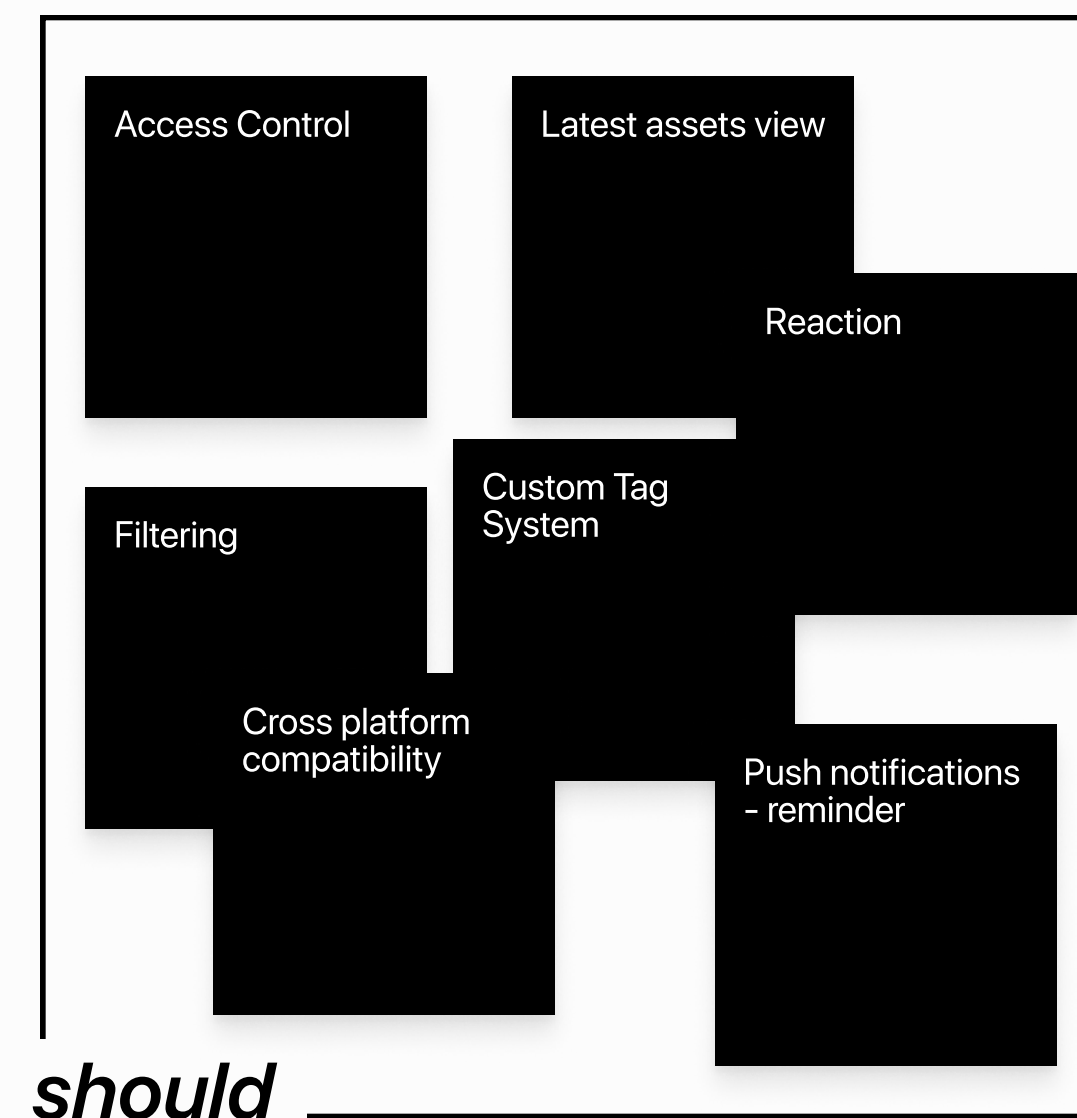
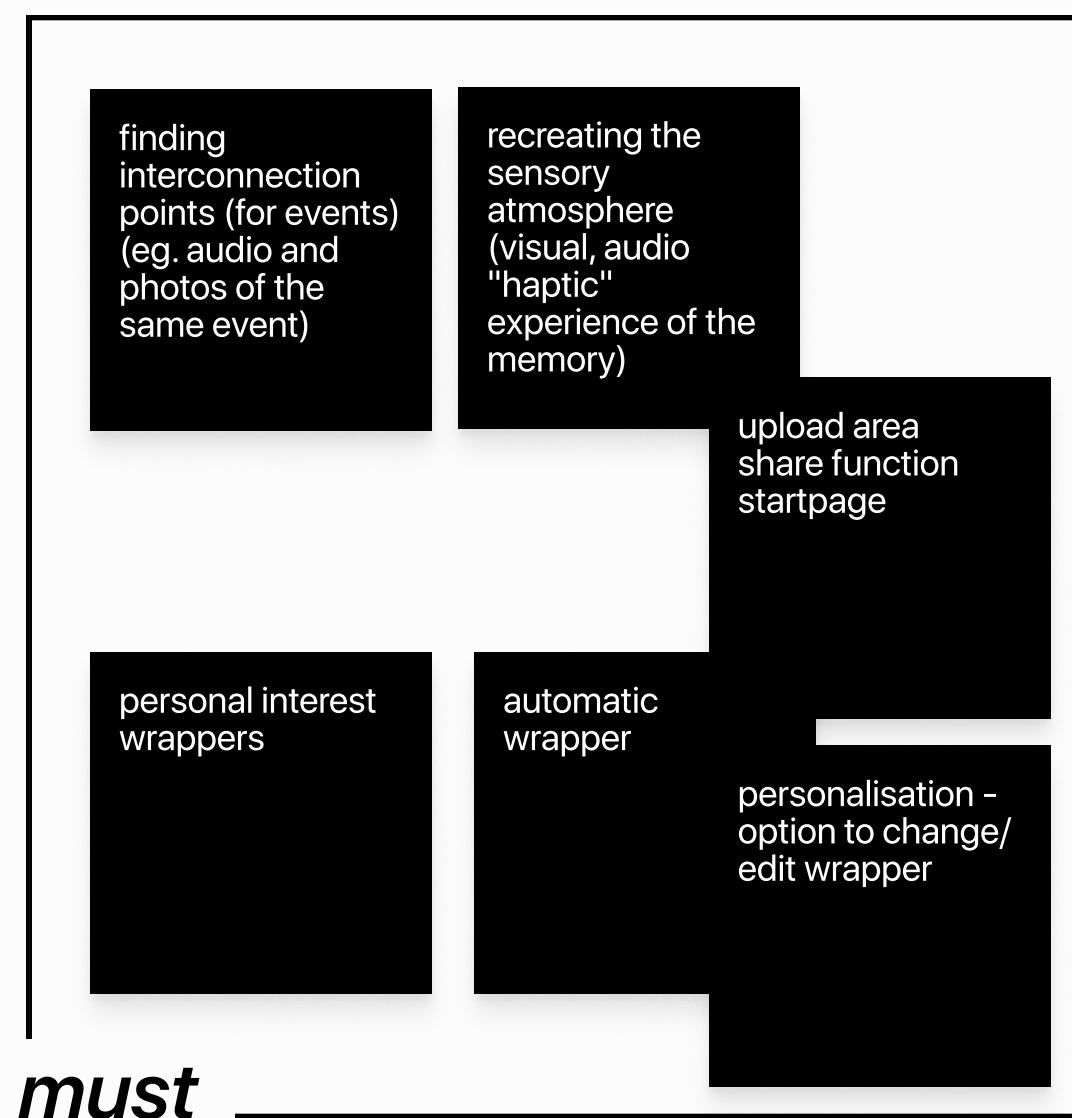
annika

stakeholdermap ₀₂



moSCoW prioritisation ⁰²

MoSCoW prioritisation is a method used in project management that helps to prioritise the implementation of requirements based on their importance and impact



features₀₂

A minimum viable product is a product with enough features to attract early-adopter customers and validate a product idea early in the product development cycle. With the minimum viable product strategy we brainstormed for the *most important features* to generate sufficient value for early adopters to use the product



- | | | | | |
|---------------------------------|-----------------------------------|-----------------------------------|---|---------------------|
| finding inter connection points | recreating the sensory atmosphere | to be able to recreate the moment | system app intergration (gallery, audio, notes) | automatic 'wrapper' |
| personal interest wrapper | upload area | share function | inheriting | custom tag system |
| filtering | download/export option | storytelling | reaction | |

features ₀₂

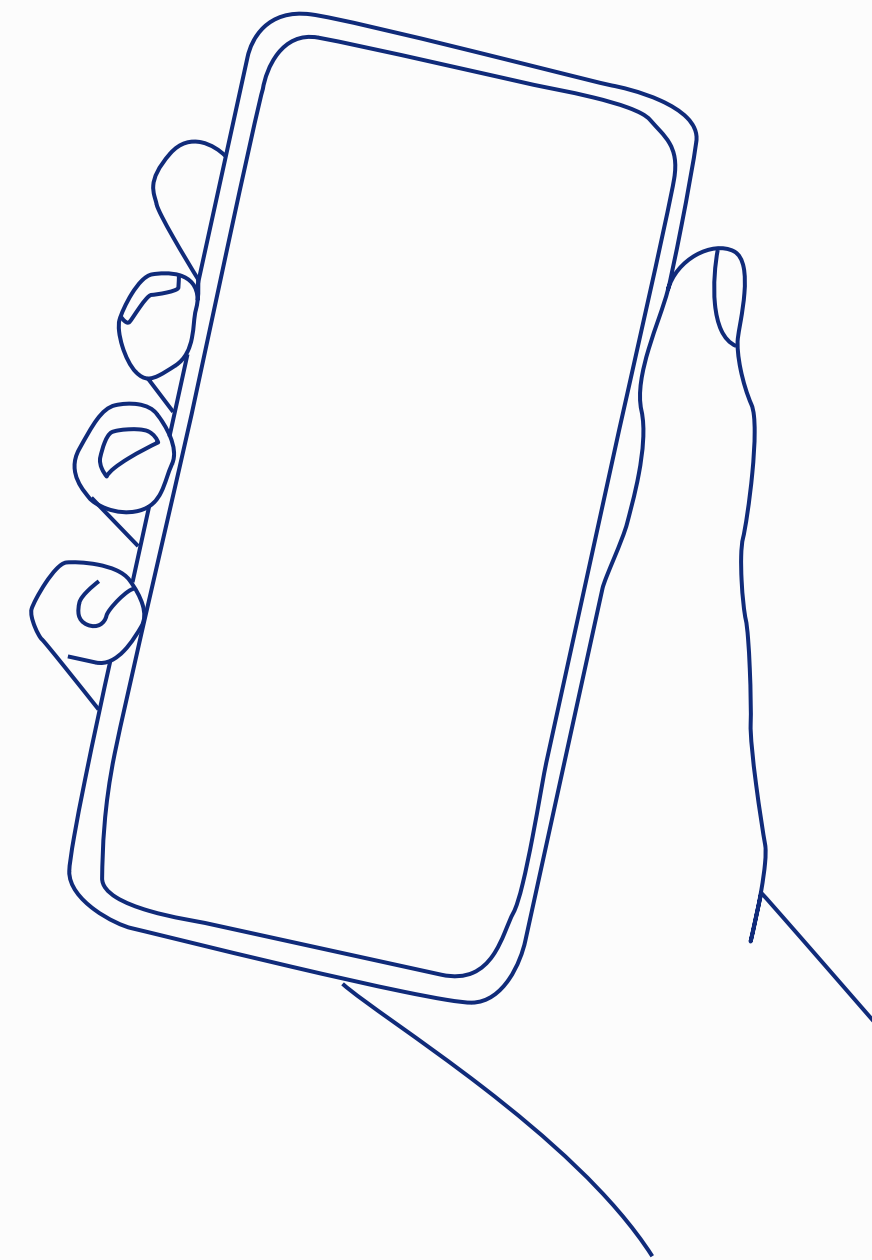
Our app seamlessly integrates with familiar apps like the photo gallery, music platforms such as Spotify, and social media platforms like Instagram to gather assets of a person's life and routines. By harnessing this capability, the app explores interconnection points among these moments.

Imagine Lydia, who loves to cook while listening to a particular song on repeat. The app notices these patterns and creates "wrappers" that aim to recreate the essence of these moments—the sights, sounds, and feel of the memory—to bring them back to life. These wrappers are presented to users regularly, giving them glimpses into their past.

There are special interest wrappers tailored to individual passions, like a cooking-themed wrapper for Lydia. Users can reflect on these moments and easily share them with loved ones. By default, users will be presented with wrappers encapsulating significant moments from specific periods of time.

And if a wrapper doesn't quite capture the essence, there's a simple editing function allowing adjustments to music, the order of images or videos, written or spoken notes, and more.

Looking ahead, the time may come when you inherit selected wrappers from a passed loved one. While these inherited wrappers can't be edited, they can be mixed in your own memories, keeping the spirit of those who've passed close at heart.



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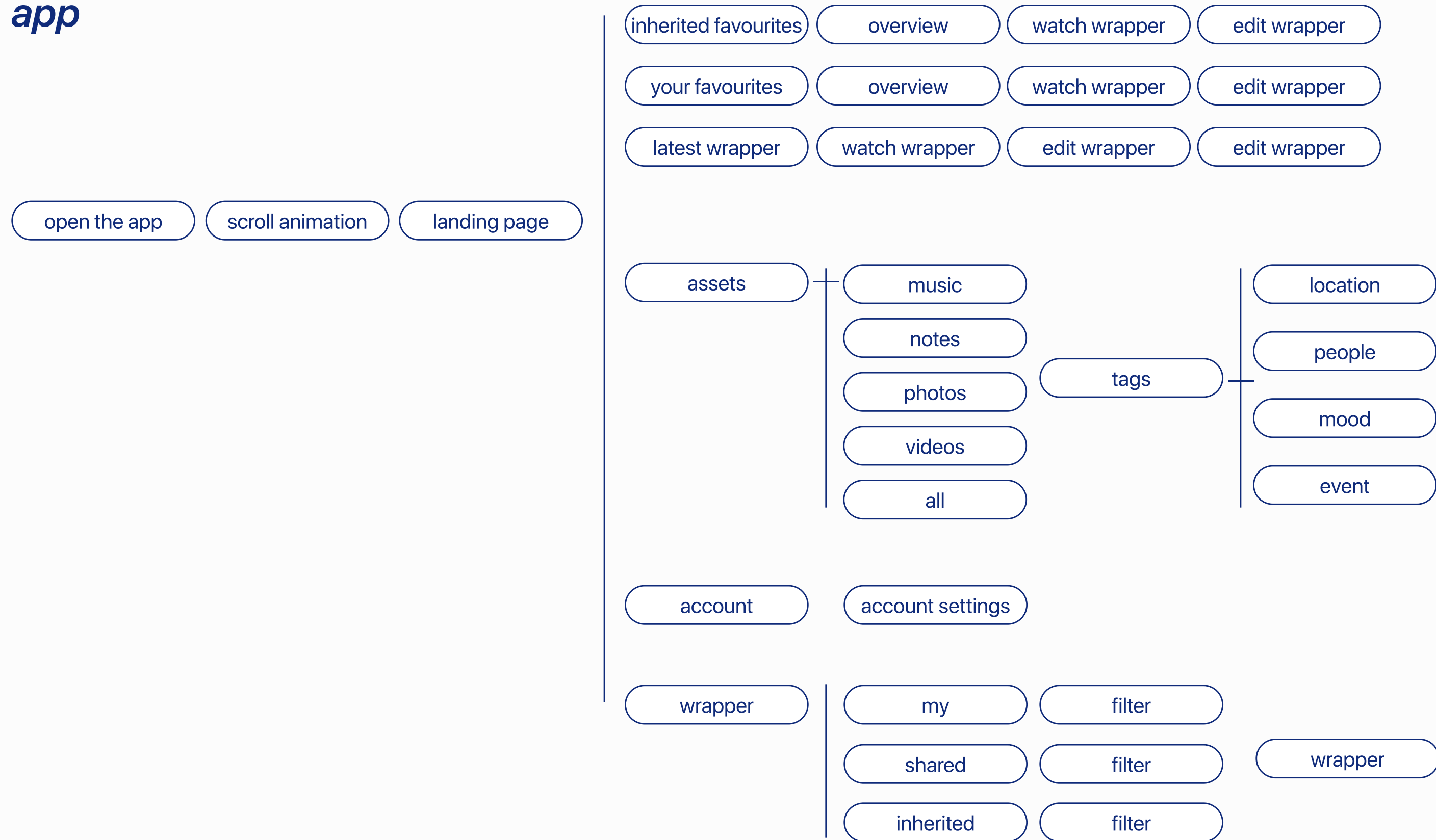
user flow
wireframes
design process
styleguide
prototype

where we end up
our app

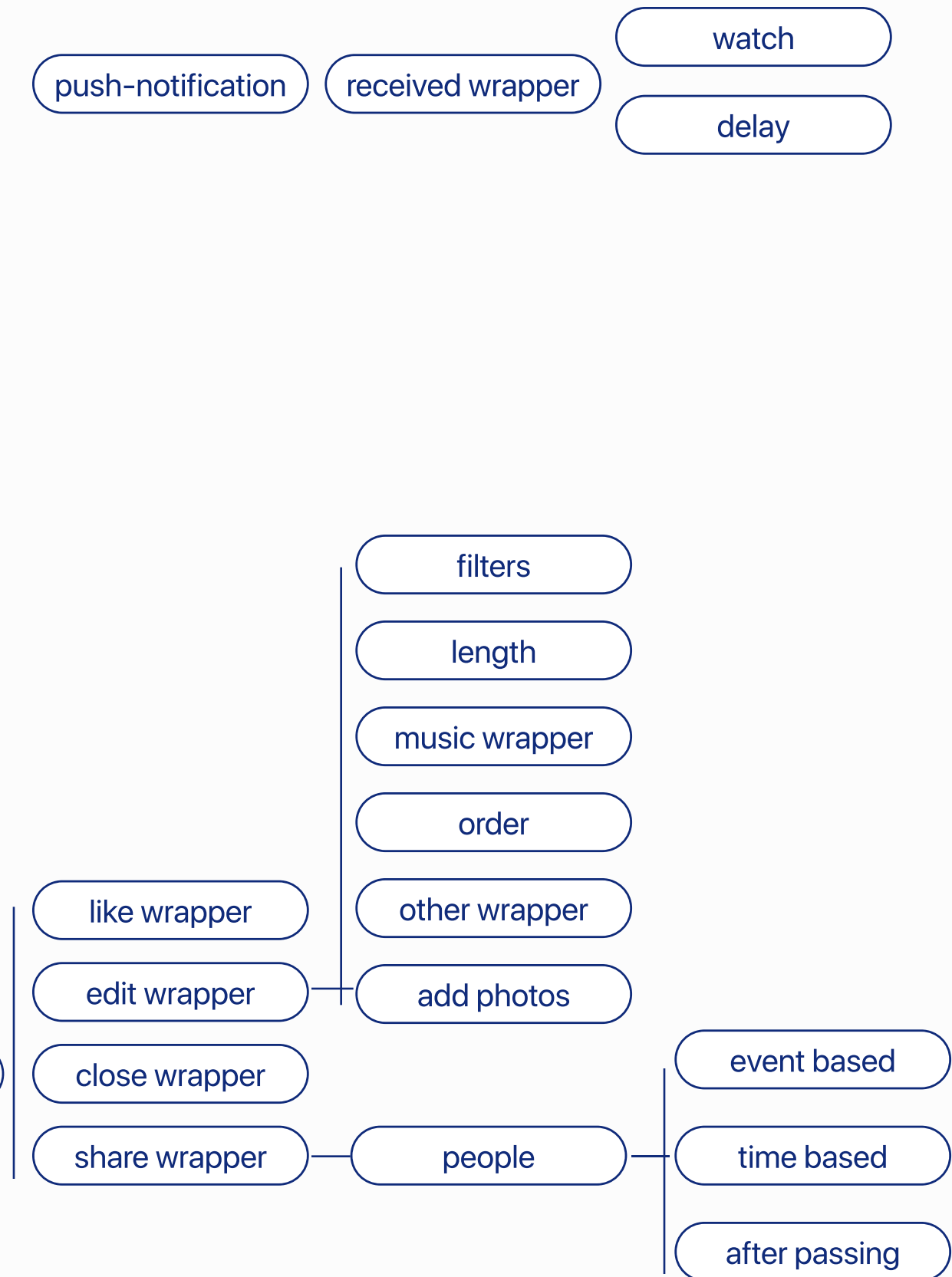


user flow ₀₃

app

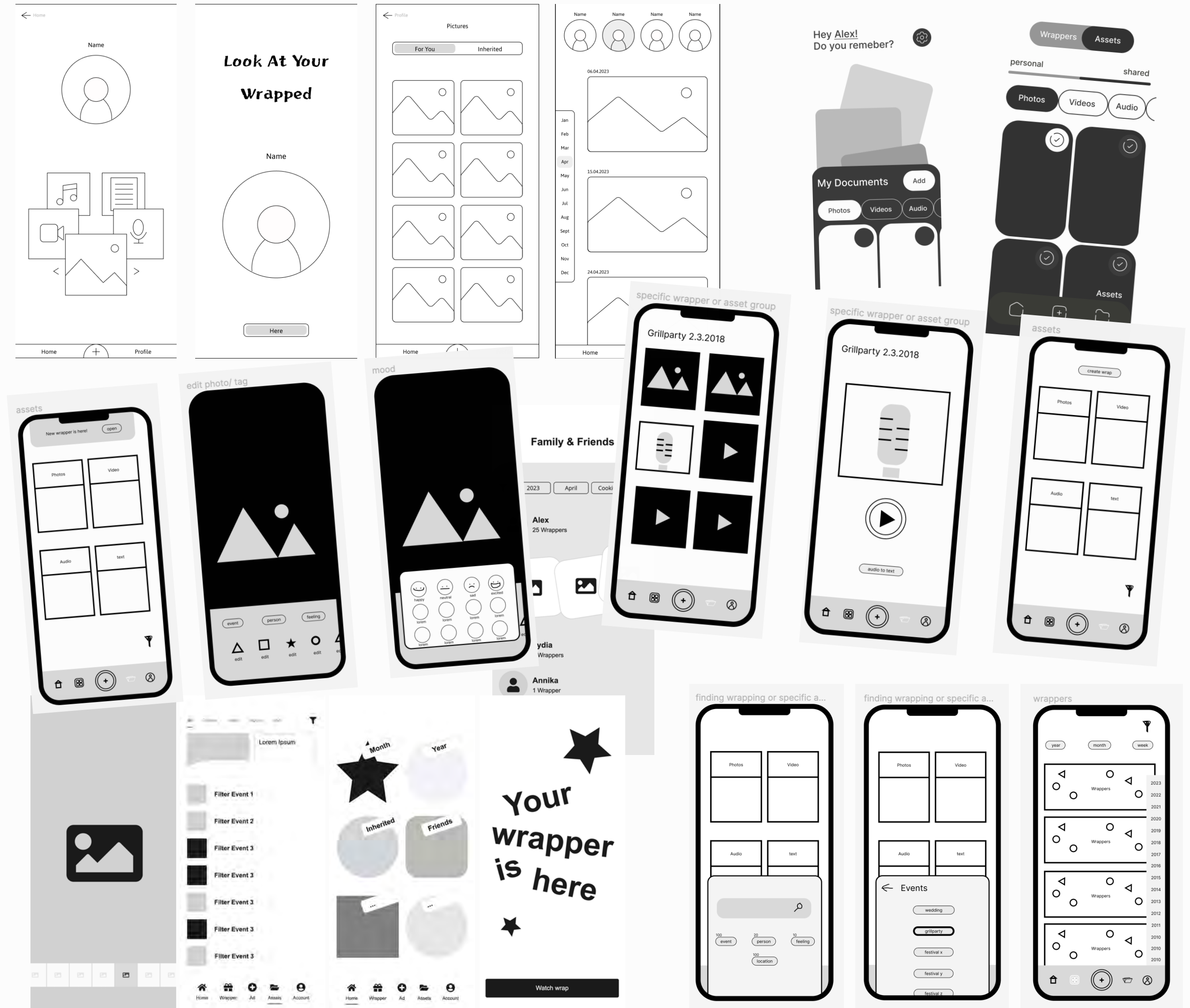


receive a wrapper



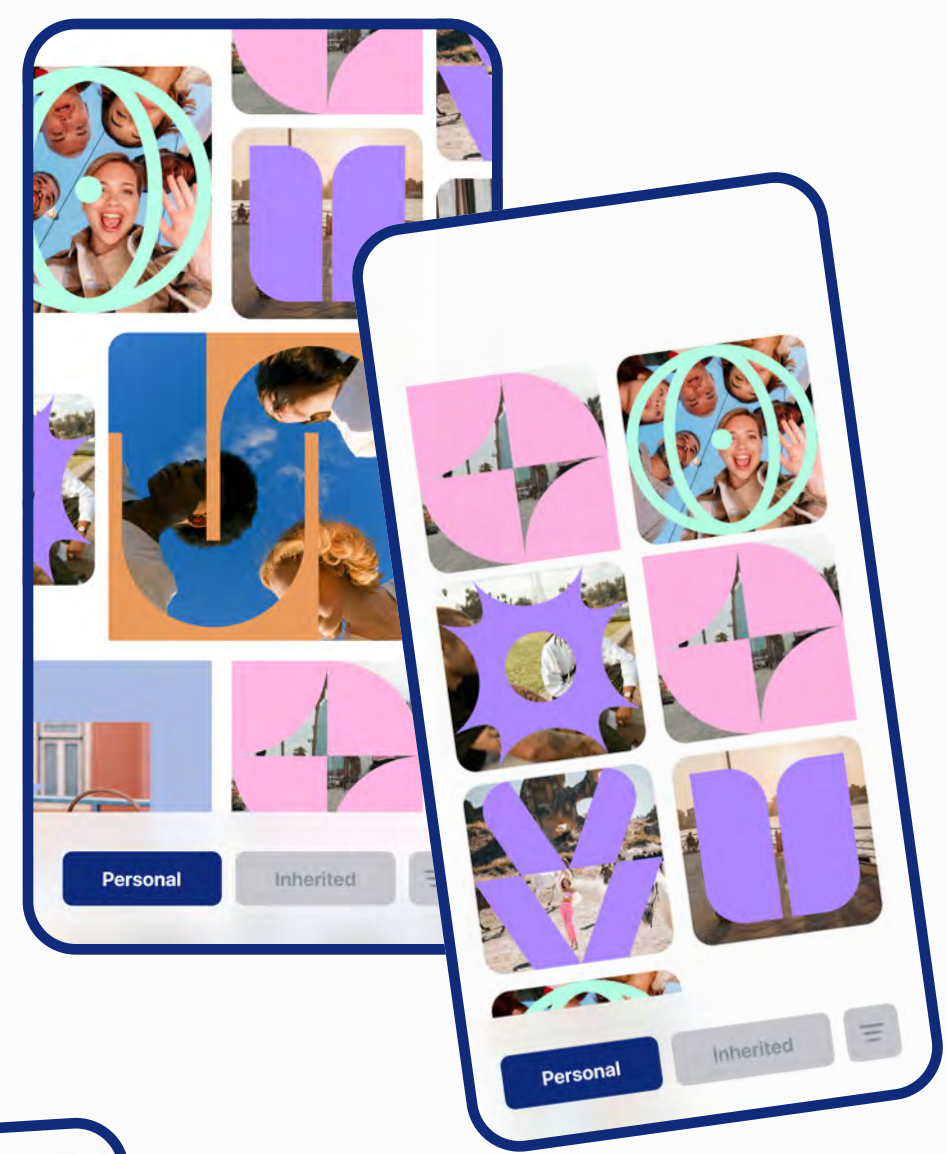
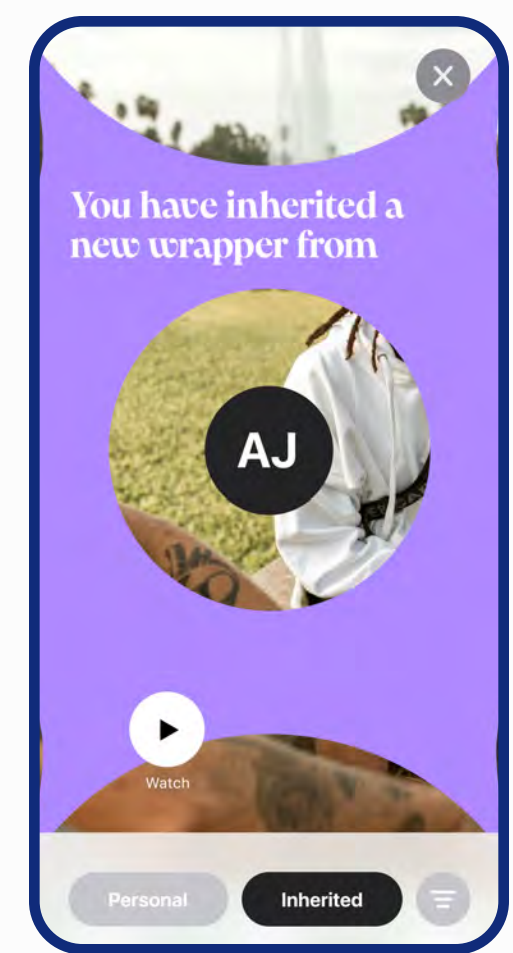
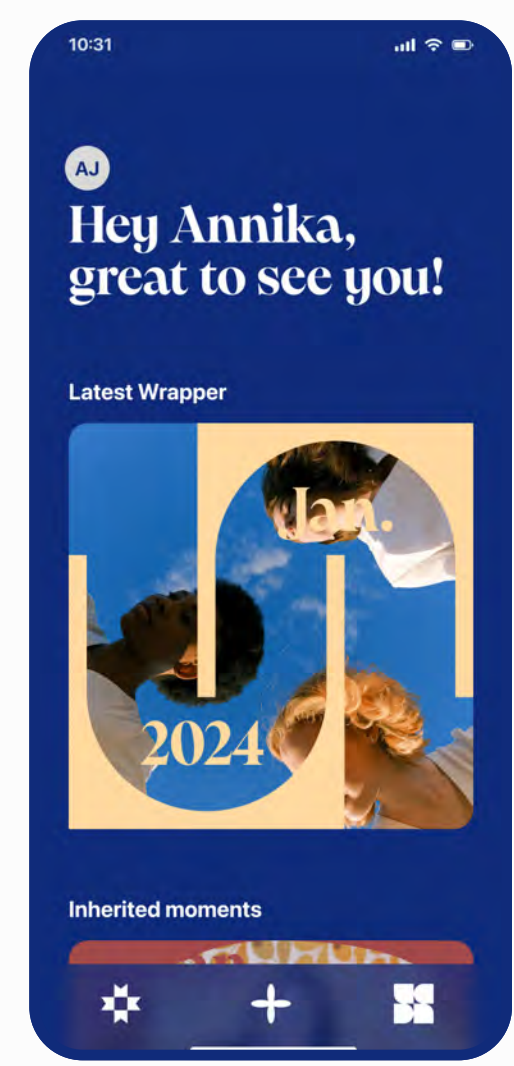
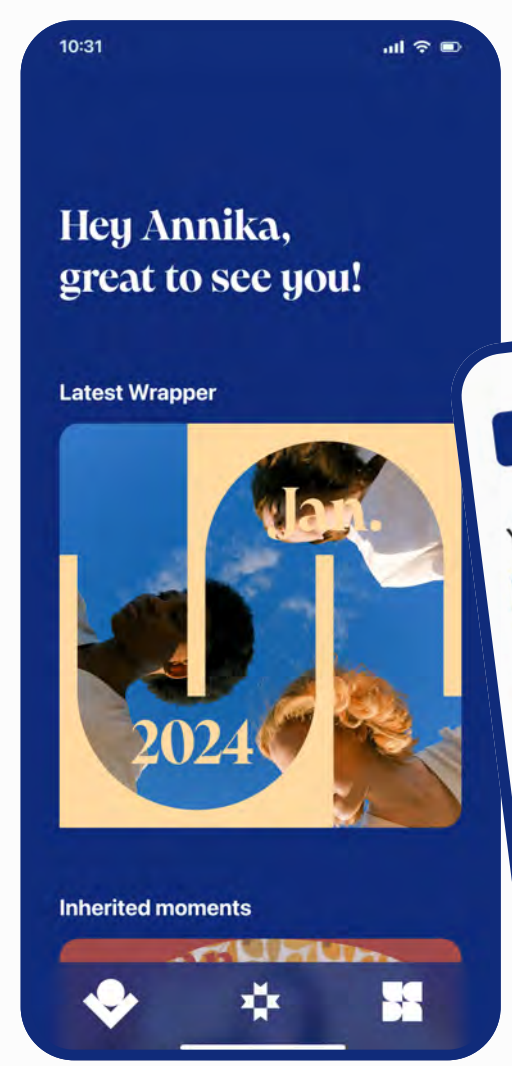
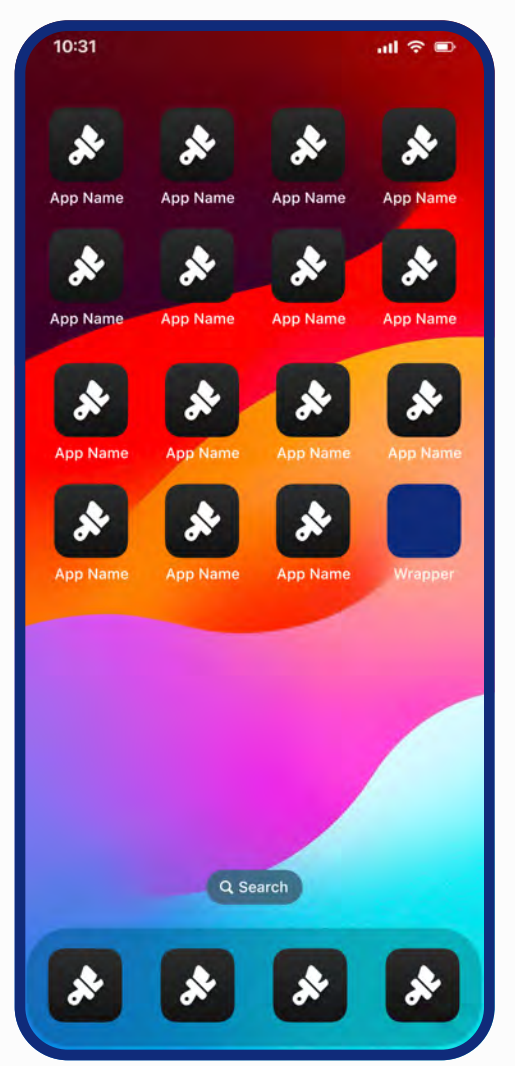
wireframes ⁰³

A wireframe is an overall design that illustrates the structure. It does not contain any designs or a wide range of details. It simply shows the structure and the most important elements. This helped us to gain an initial common understanding of the structure and elements of our app.



design process 03

some of the most important steps



styleguide 03

font

San Fransisco styles

All font sizes and weights as shown are available as styles.

Regular	Bold	Font Sizes
Caption2 / Regular	Caption2 / Bold	11/13
Caption1 / Regular	Caption1 / Bold	12/16
Footnote / Regular	Footnote / Bold	13/18
Subheadline / Regular	Subheadline / Bold	15/20
Callout / Regular	Callout / Bold	16/21
Body / Regular	Body / Bold	17/22
Headline / Regular	Headline / Bold	17/22
Title3 / Regular	Title3 / Bold	20/25
Title2 / Regular	Title2 / Bold	22/28
Title1 / Regular	Title1 / Bold	28/34
LargeTitle / Regular	LargeTitle / Bold	34/41

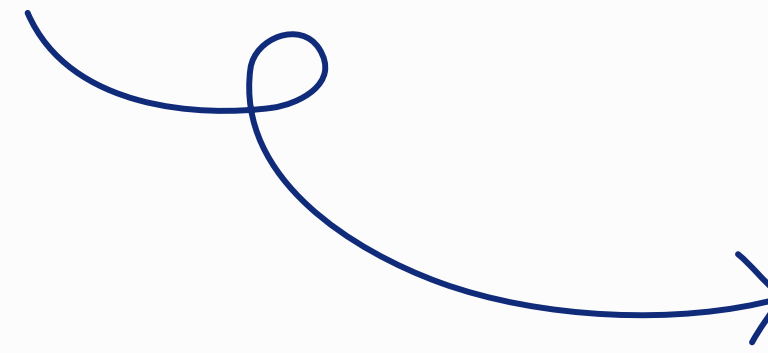
PP Pangaia styles

Not all font sizes and weights are available as styles yet, as the main use is for headlines, only title styles are available. (What will the Headline font be)


Regular	Bold	Font Sizes
Caption2 / Regular	Caption2 / Bold	11/13
Caption1 / Regular	Caption1 / Bold	12/16
Footnote / Regular	Footnote / Bold	13/18
Subheadline / Regular	Subheadline / Bold	15/20
Callout / Regular	Callout / Bold	16/21
Body / Regular	Body / Bold	17/22
Headline / Regular	Headline / Bold	17/22
Title3 / Regular	Title3 / Bold	20/25
Title2 / Regular	Title2 / Bold	22/28
Title1 / Regular	Title1 / Bold	28/34
LargeTitle / Regular	LargeTitle / Bold	34/41

styleguide ⁰³


color




Use "System Dark" colors on dark background,
use "System Light" colors on light background.




MainColor/Blue
#FF4D11 • RGB: 255,77,17




SystemGray/Dark
#AEAEB2 • RGB: 174,174,178




SystemGray/02/Dark
#7C7C80 • RGB: 124,124,128



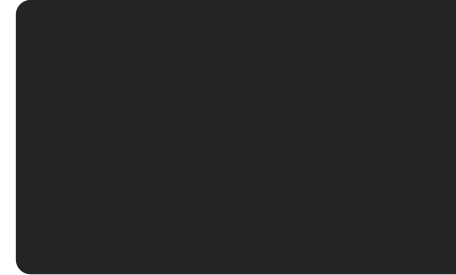
SystemGray/03/Dark
#545456 • RGB: 84,84,86




SystemGray/04/Dark
#444446 • RGB: 68,68,70




SystemGray/05/Dark
#363638 • RGB: 54,54,56



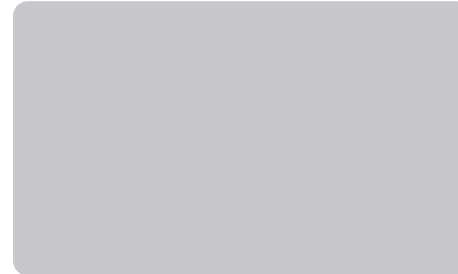
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#242426 • RGB: 36,36,38



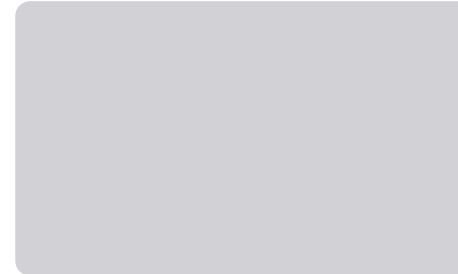
SystemGray/Light
#8E8E93 • RGB: 142,142,147



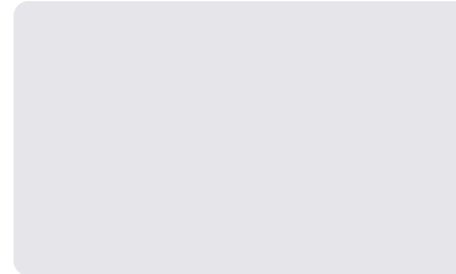
SystemGray/02/Light
#AEAEB2 • RGB: 174,174,178



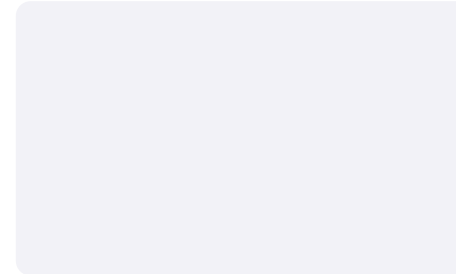
SystemGray/03/Light
#C7C7CC • RGB: 199,199,204



SystemGray/04/Light
#D1D1D6 • RGB: 209,209,214



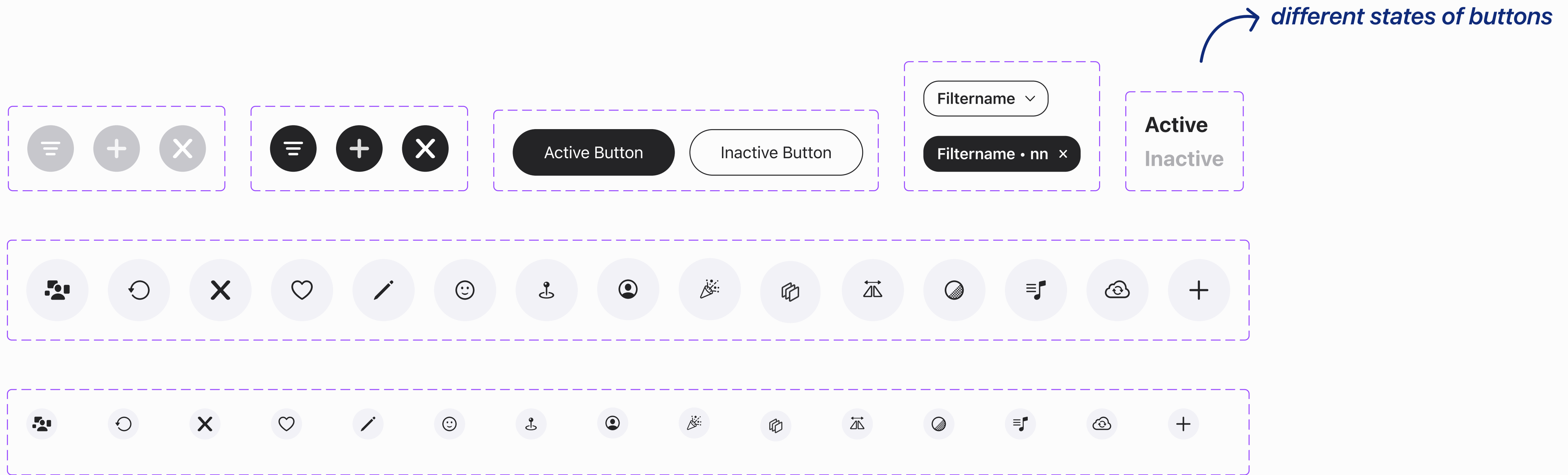
SystemGray/05/Light
#E5E5EA • RGB: 229,229,234



SystemGray/06/Light
#F2F2F7 • RGB: 242,242,247

styleguide ₀₃

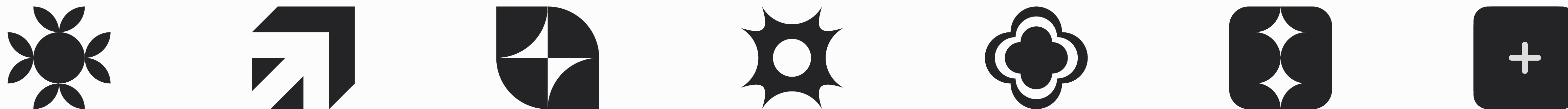
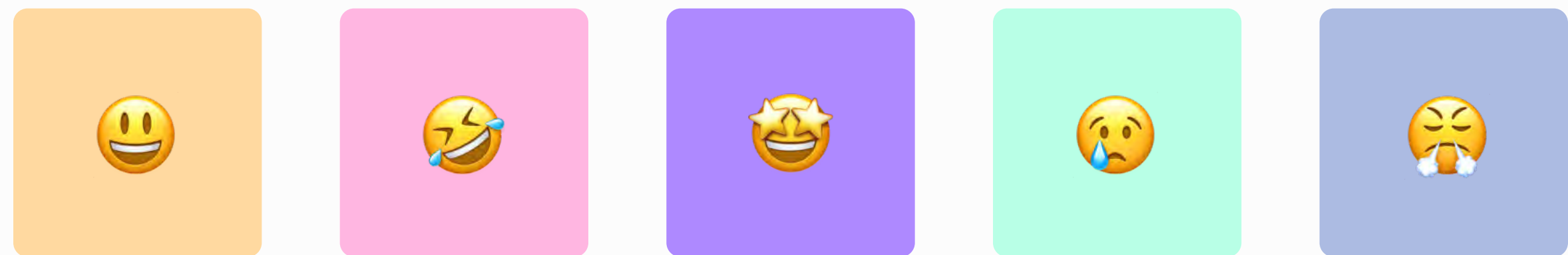
components



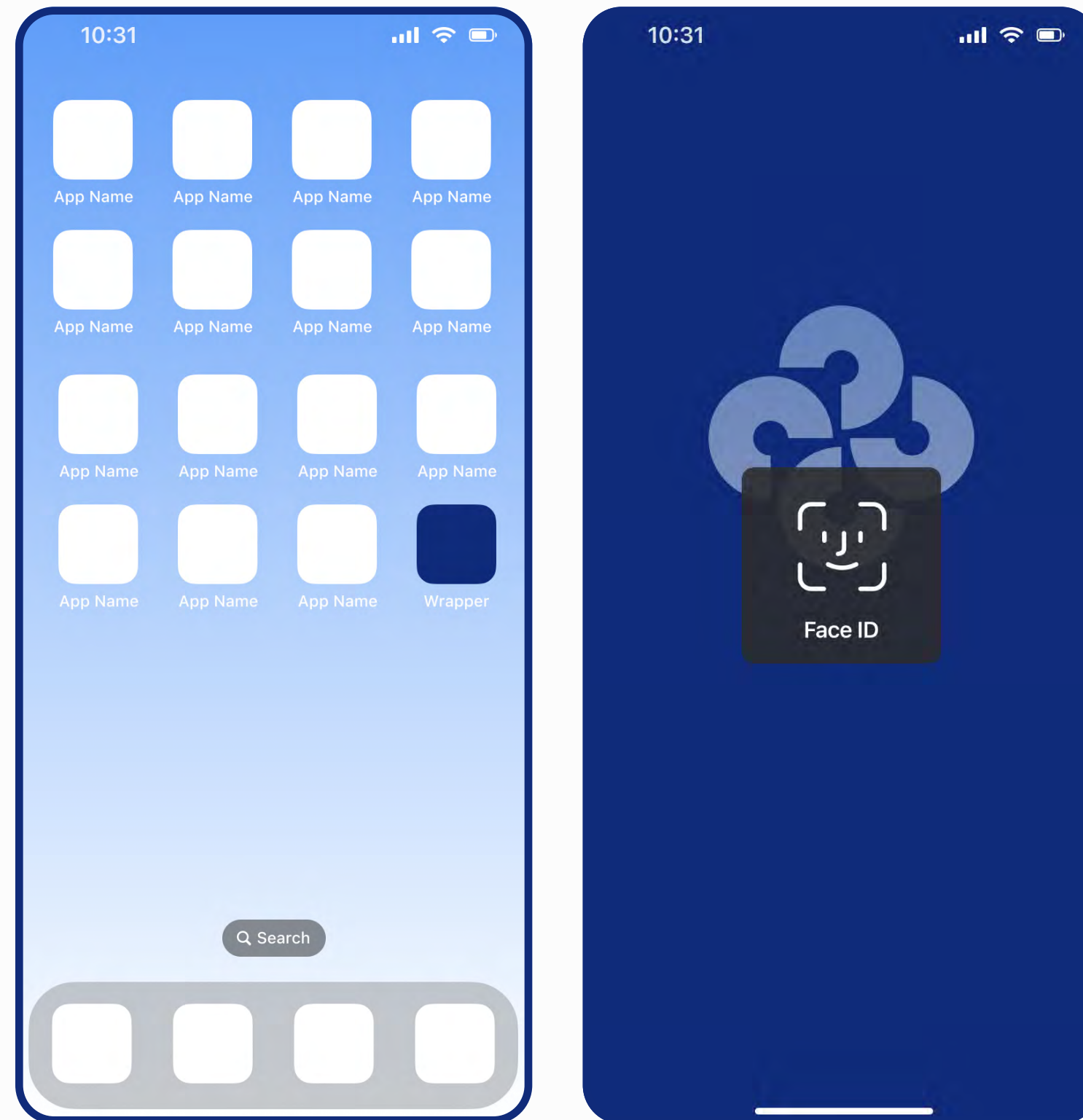
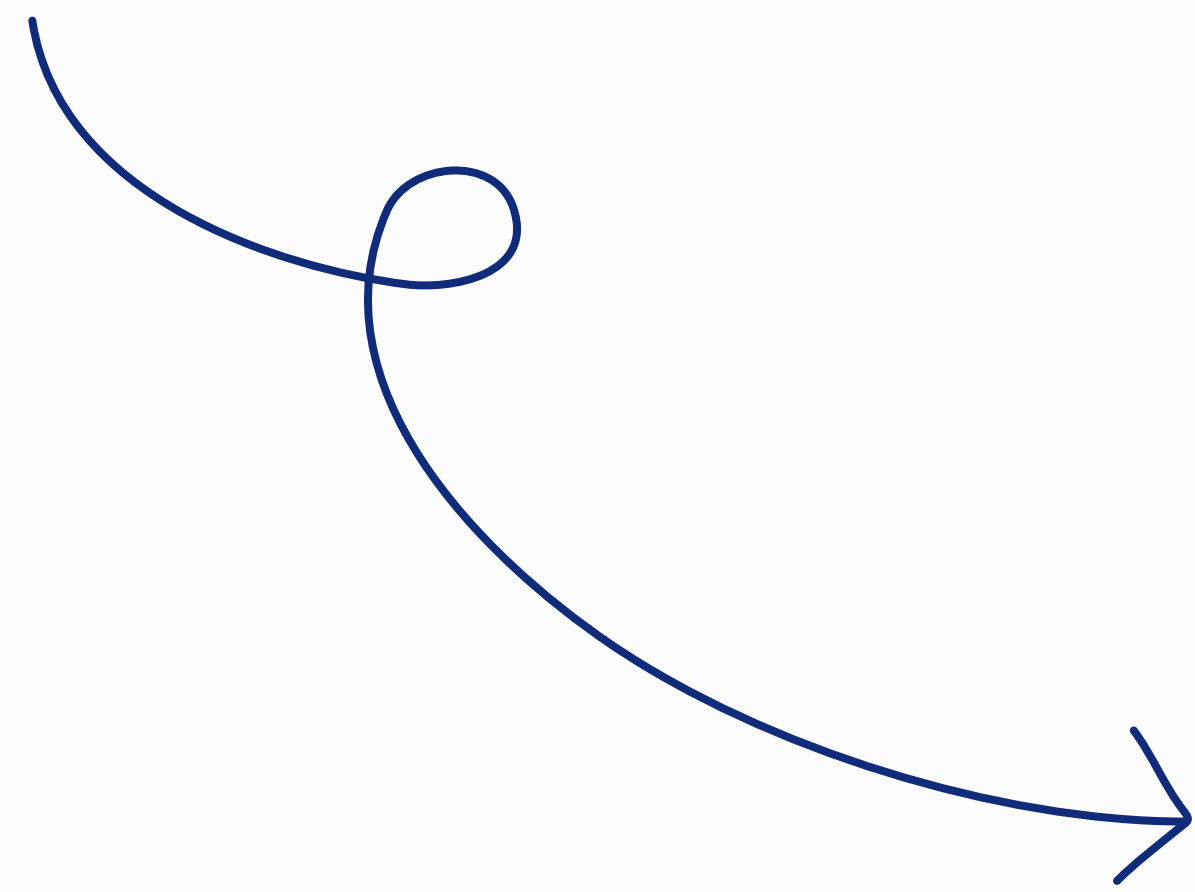
styleguide ₀₃

shapes

colors represent moods
shapes stand for events

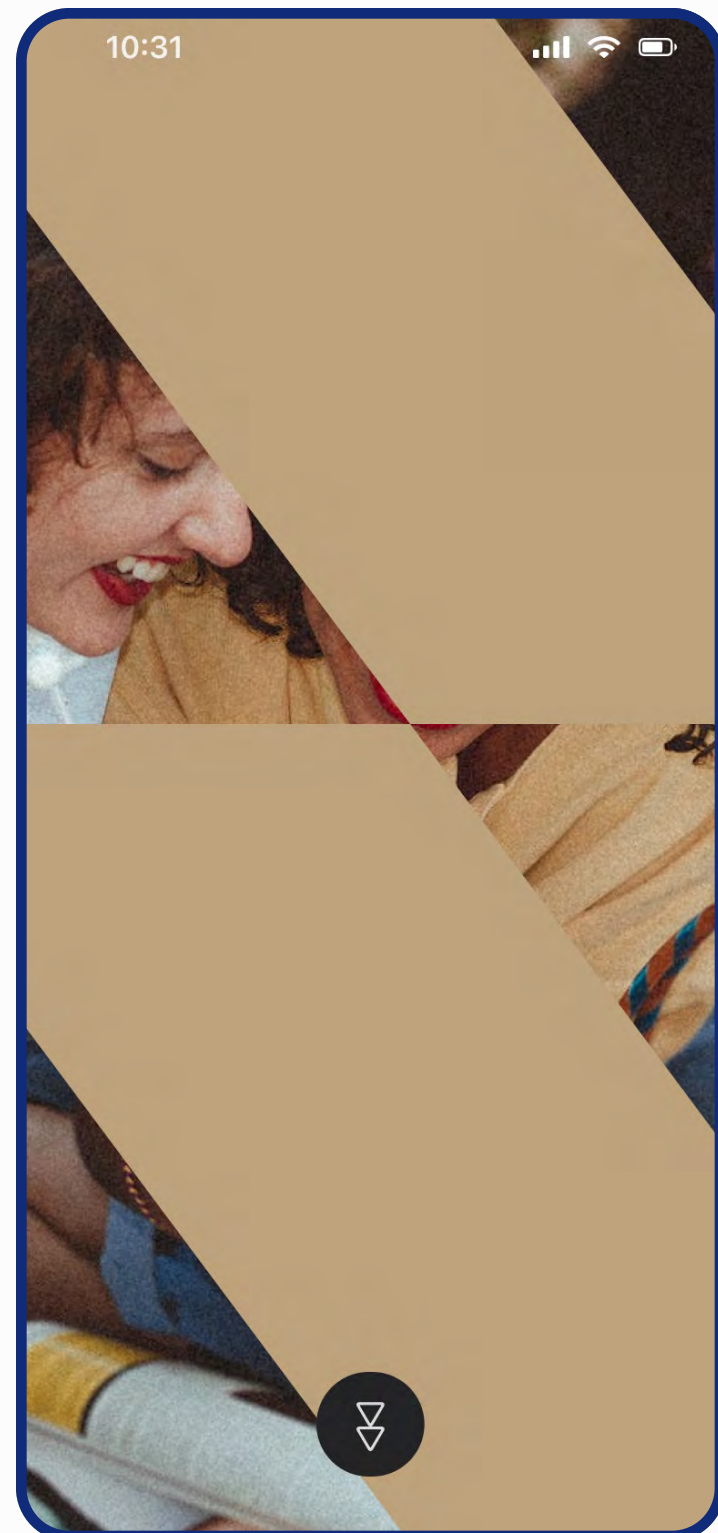


prototype ⁰³



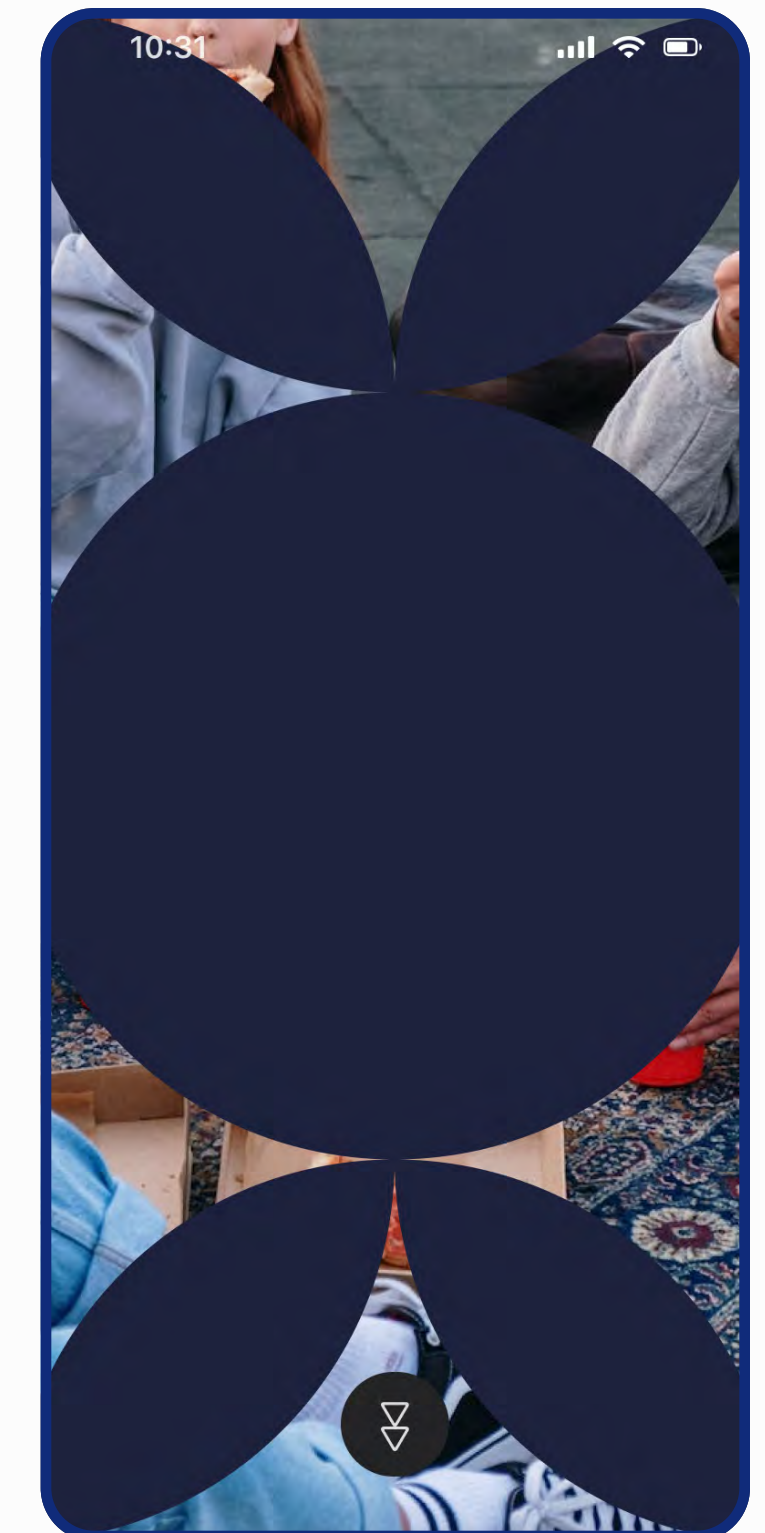
*open the app
secure login*

prototype ₀₃

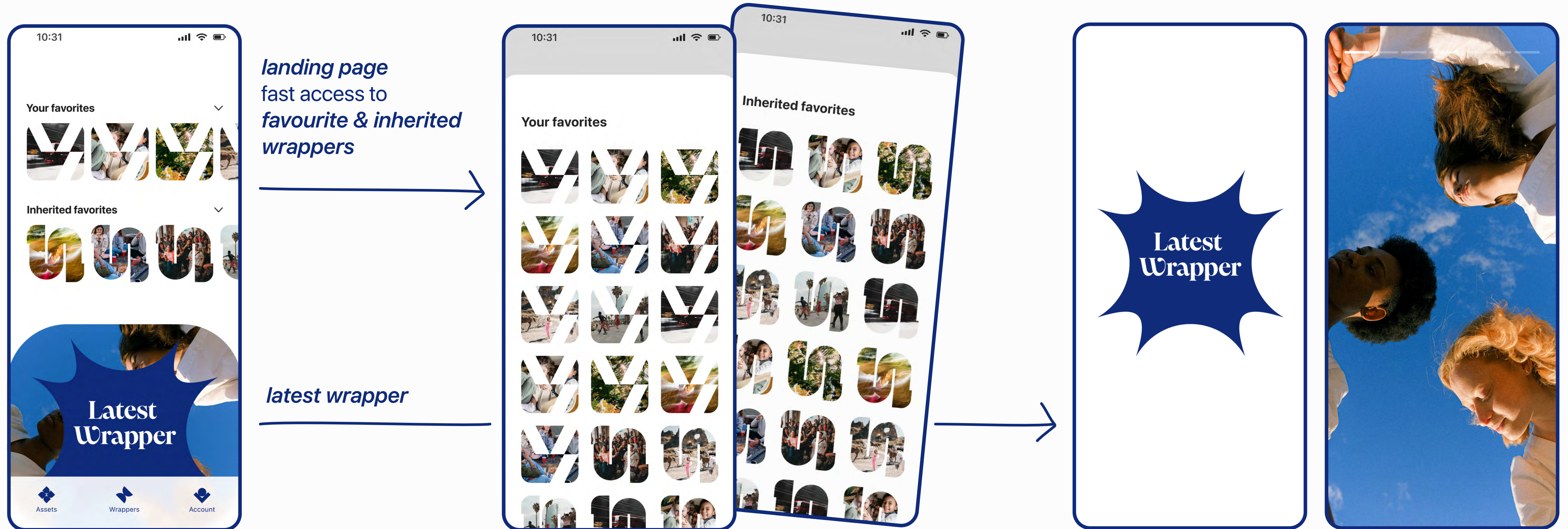


scroll animation
user scrolls through
four wrappers

arrow button
allows the user to skip
them & directly navigate
to the landing page



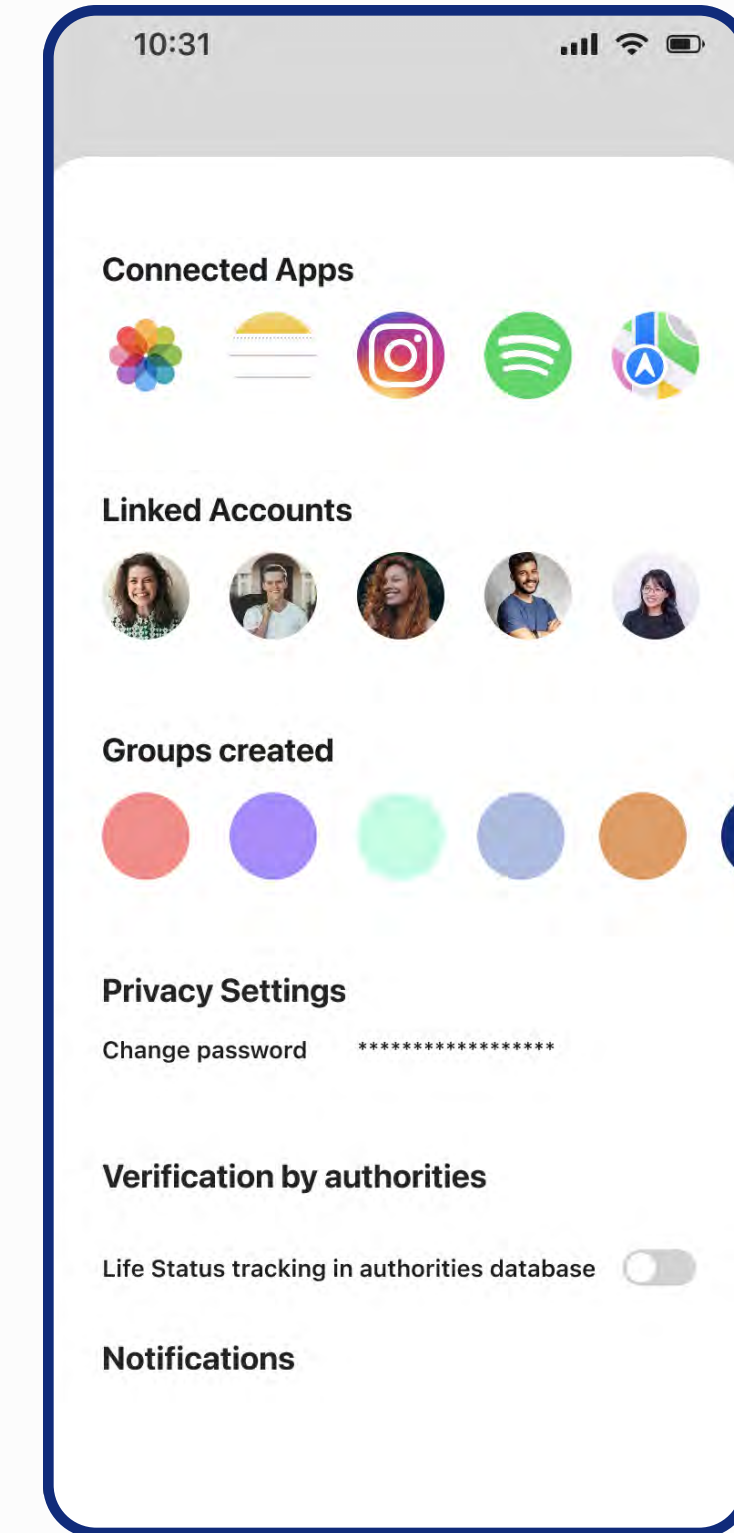
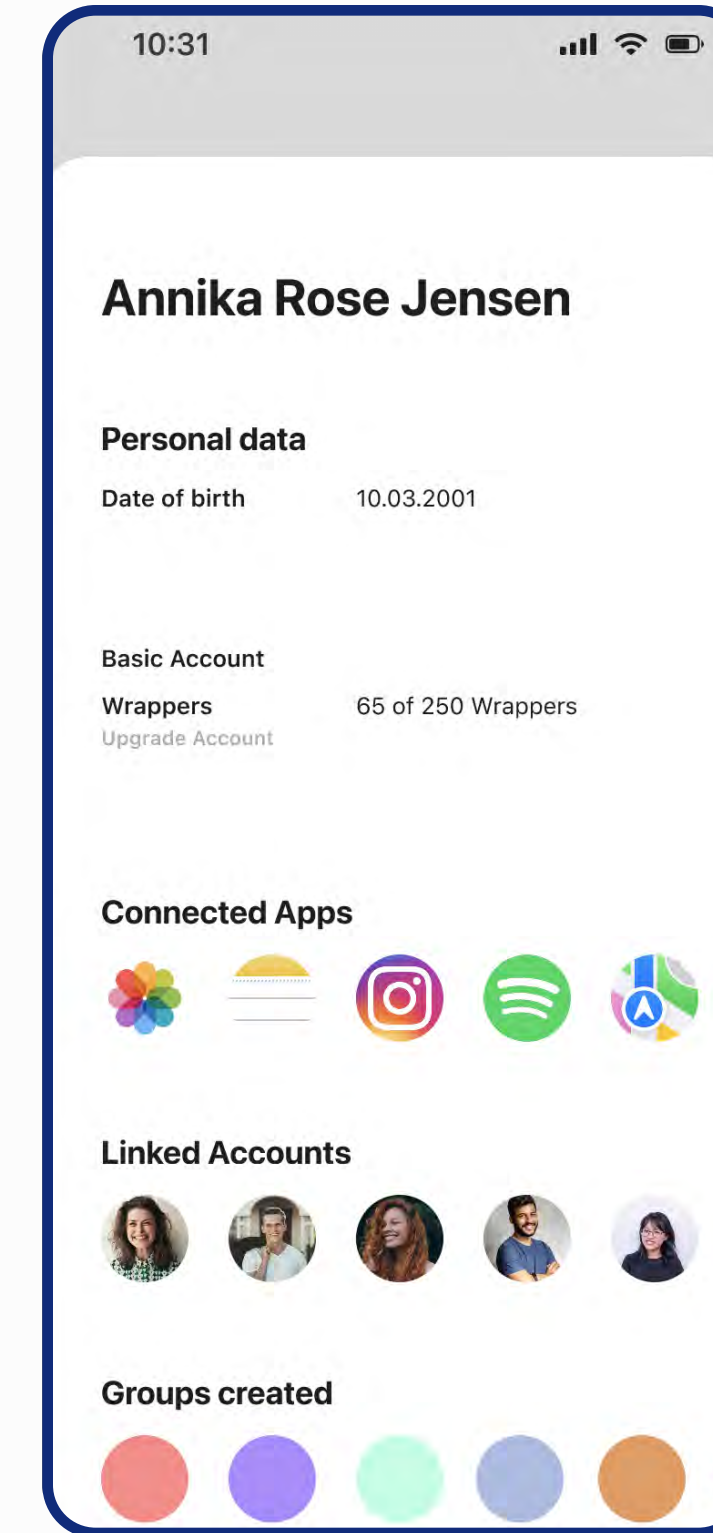
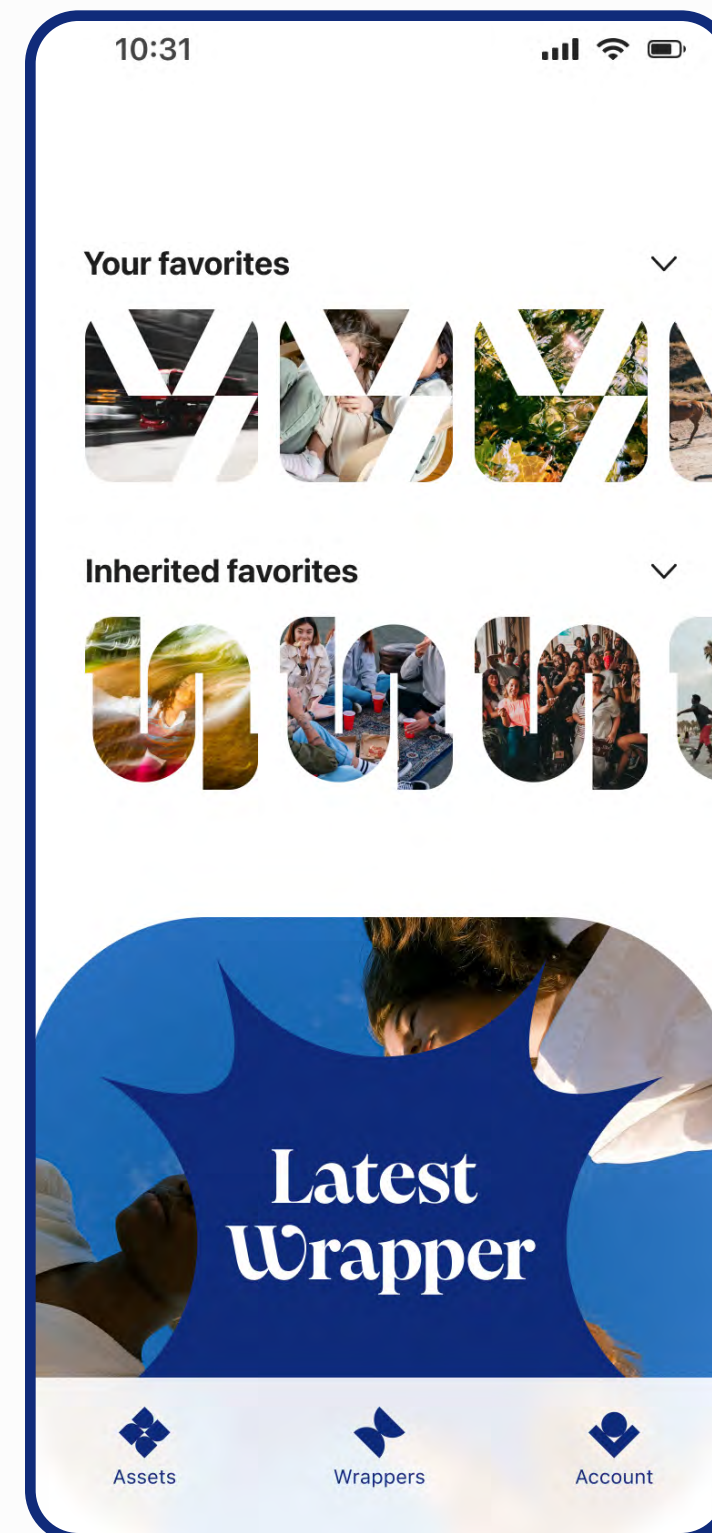
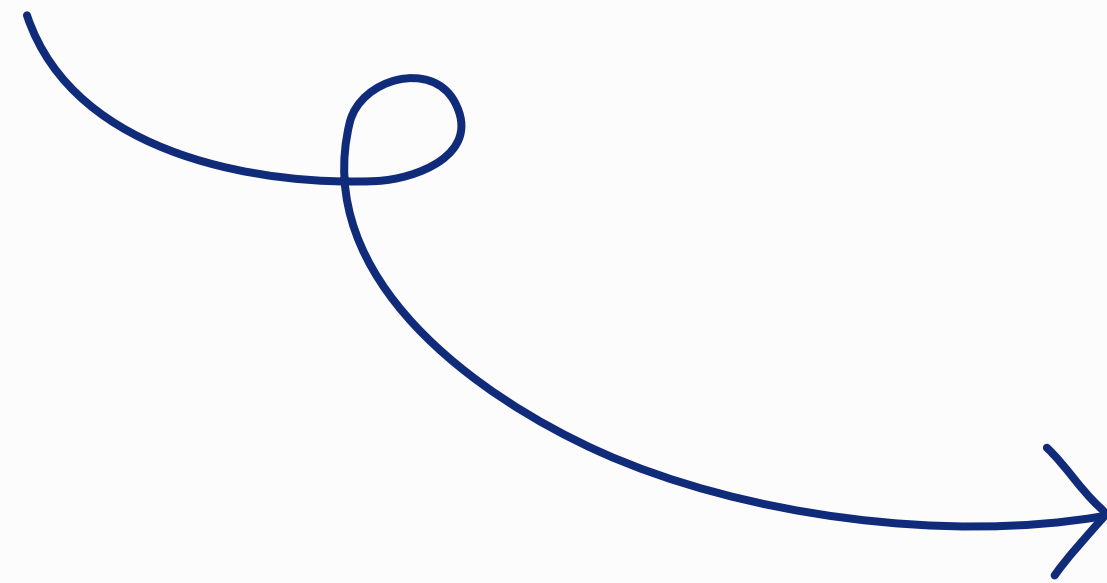
prototype 03



prototype 03

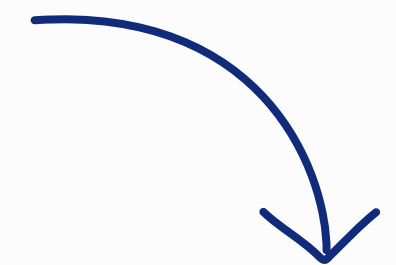
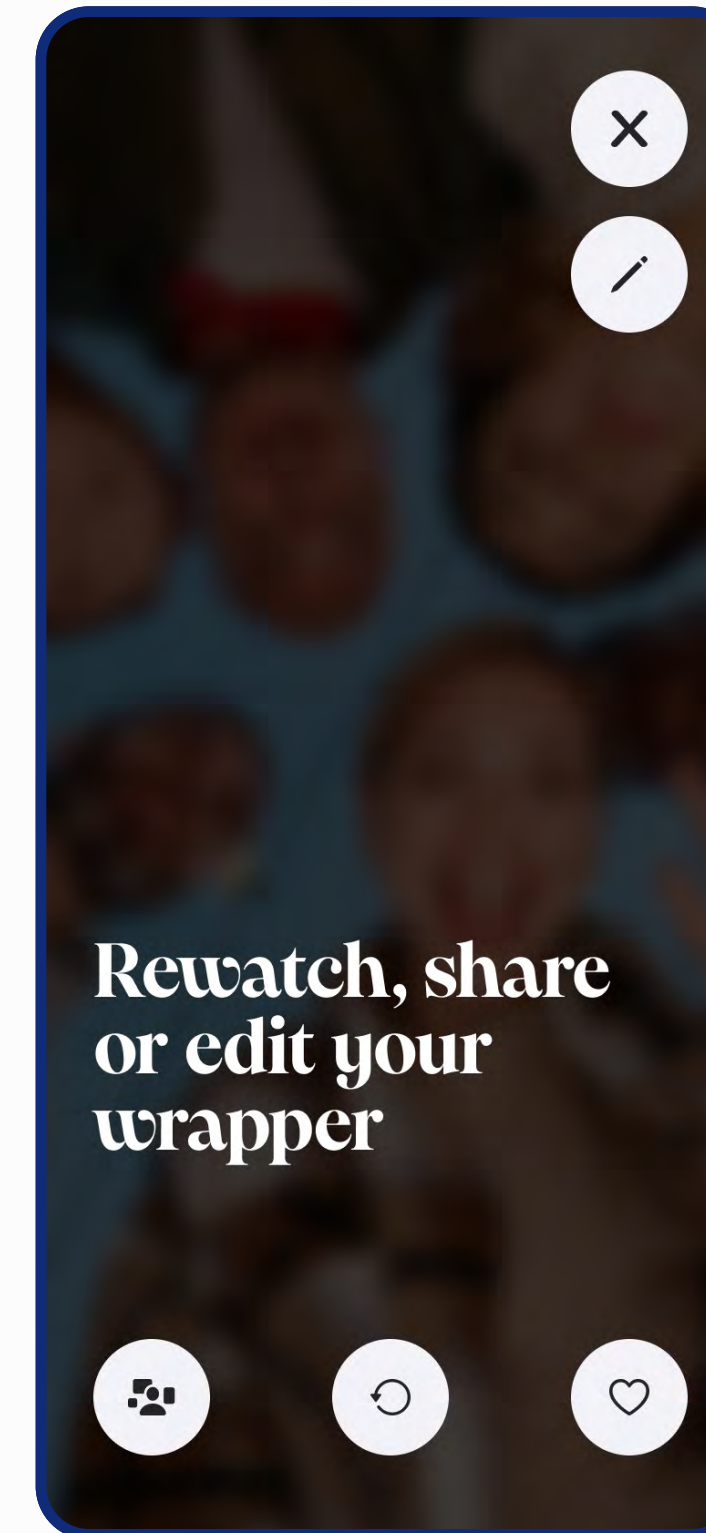
account

here the user finds all his personal data & account information, as well as connected apps, linked accounts & created groups



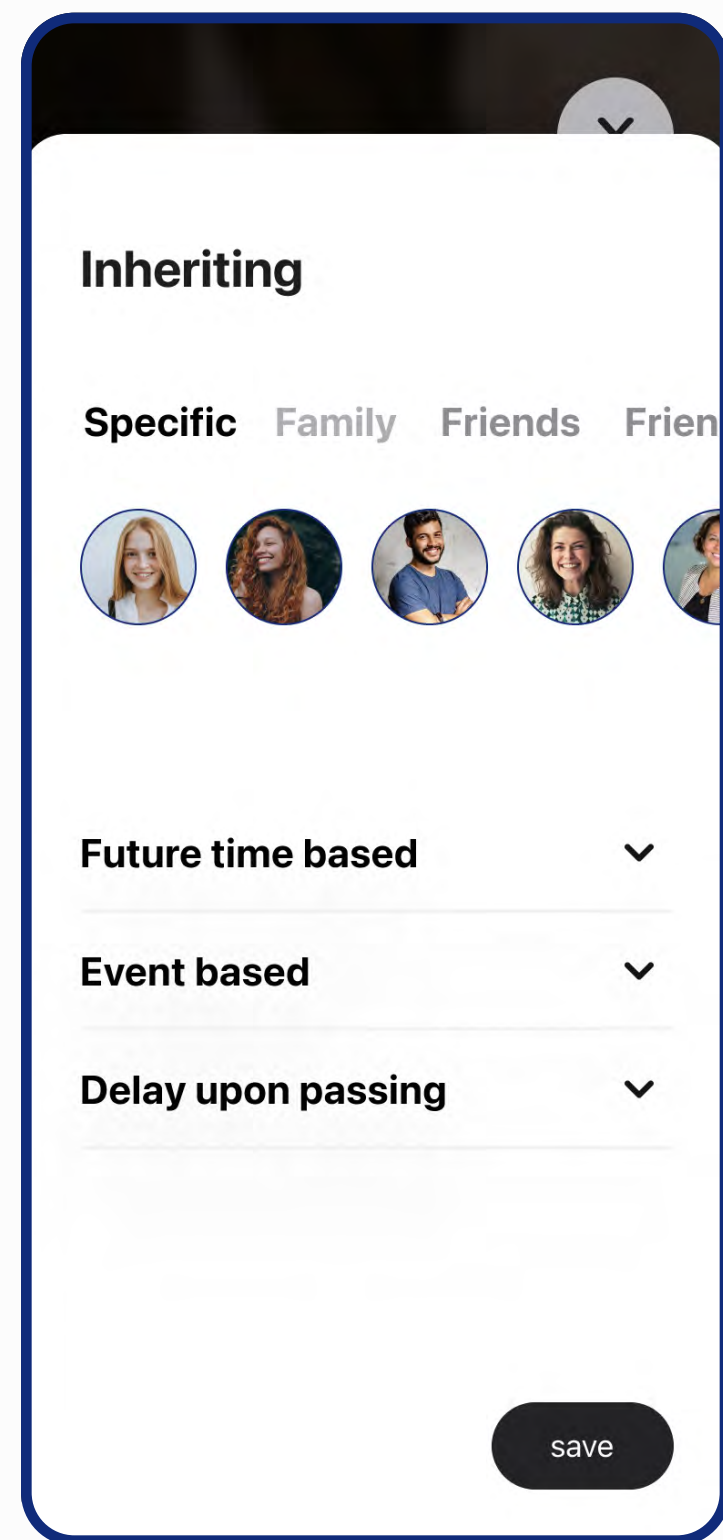
prototype ₀₃

watch wrapper
walk through the
different assets like
photos & videos



at the end
the user can choose
between rewatching the
wrapper, share, edit or to
save it in favourites
or they can also close it

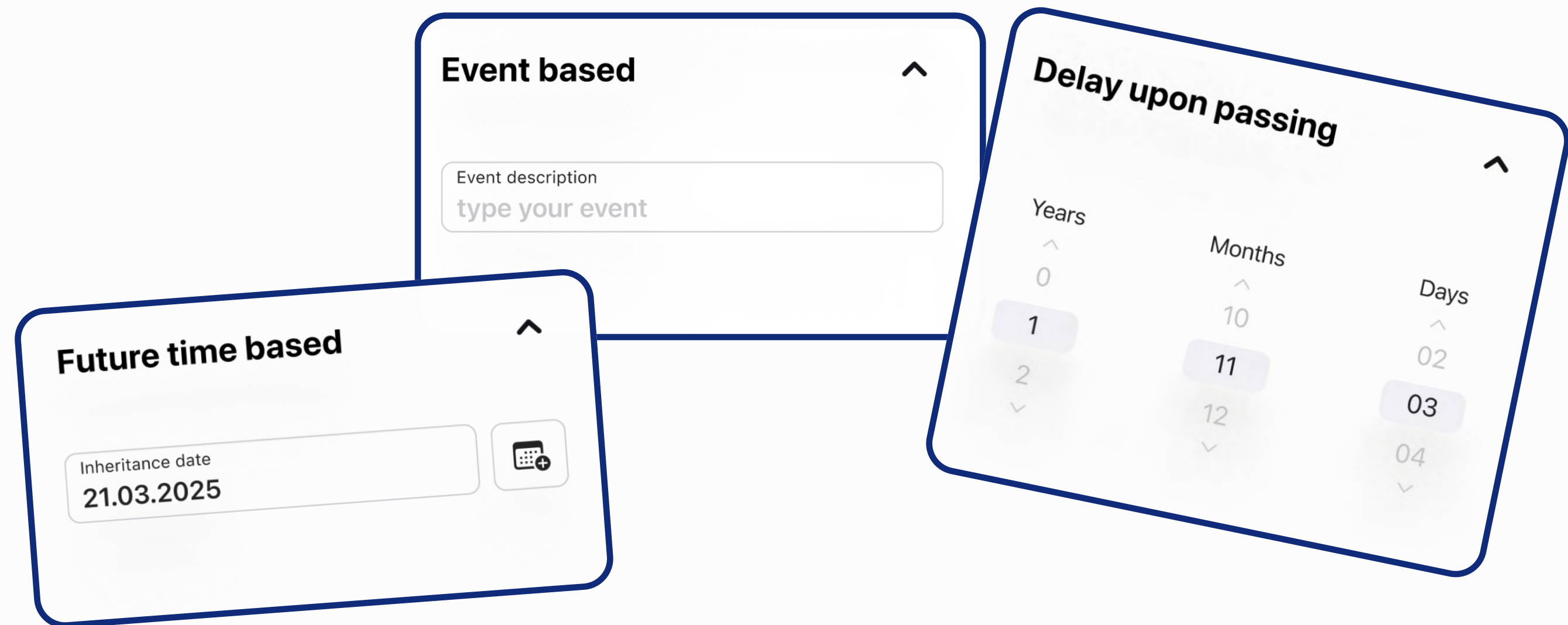
prototype ₀₃



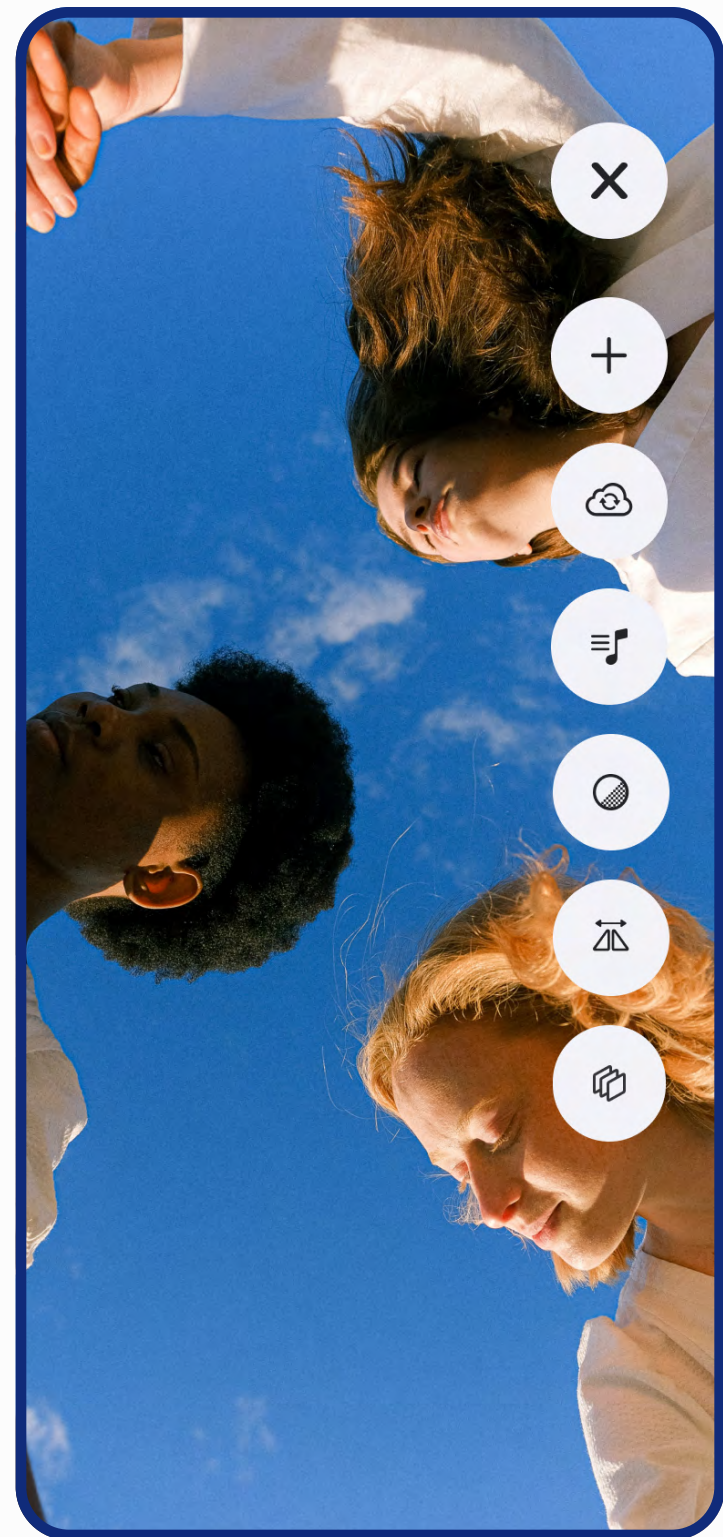
inherit a wrapper
user can choose...

who
he wants to inherit it, a
specific person or a group

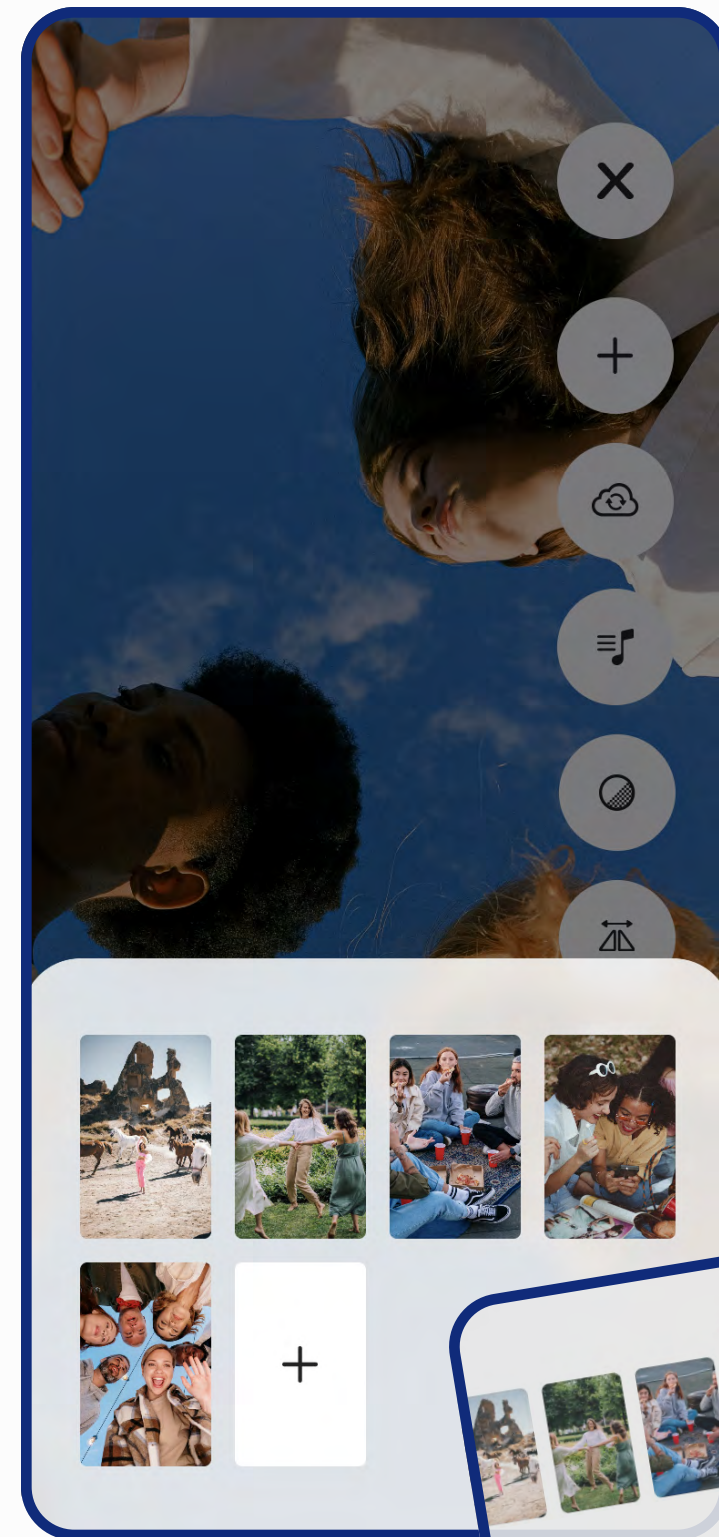
when
he wants to inherit it



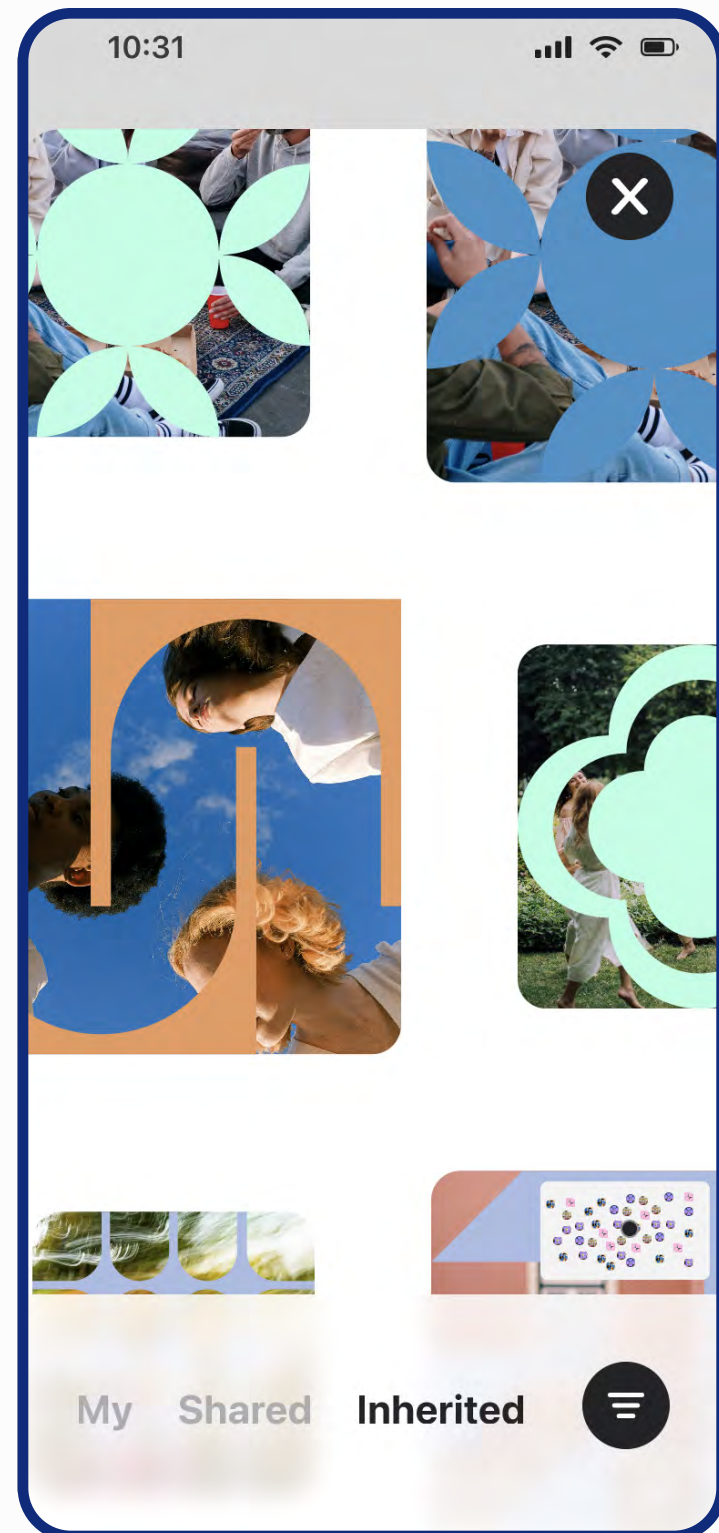
prototype 03



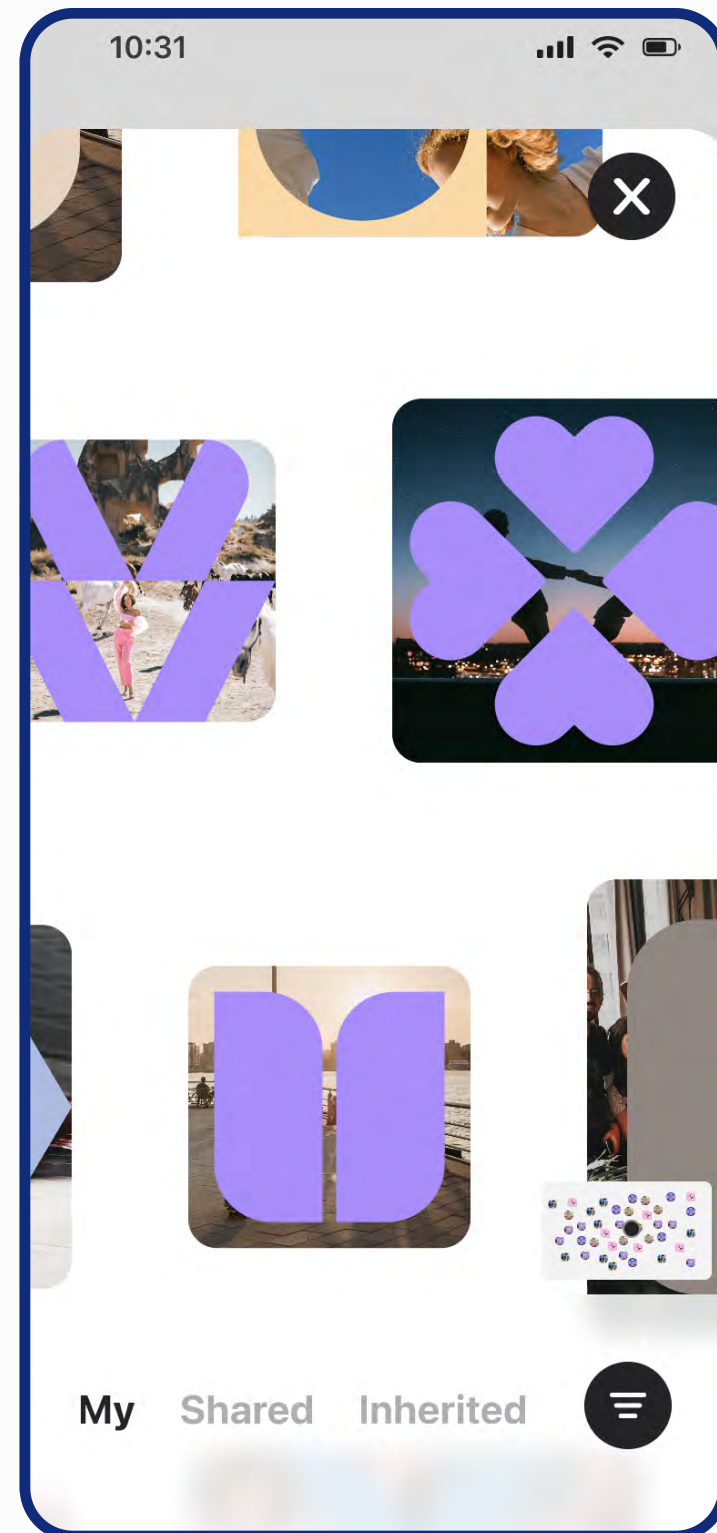
edit wrapper
user can edit the wrapper by adding inherited wrappers, assets, music. Also the photos can be edited with filters, as well as the order and length of the photos and videos.



prototype ⁰³

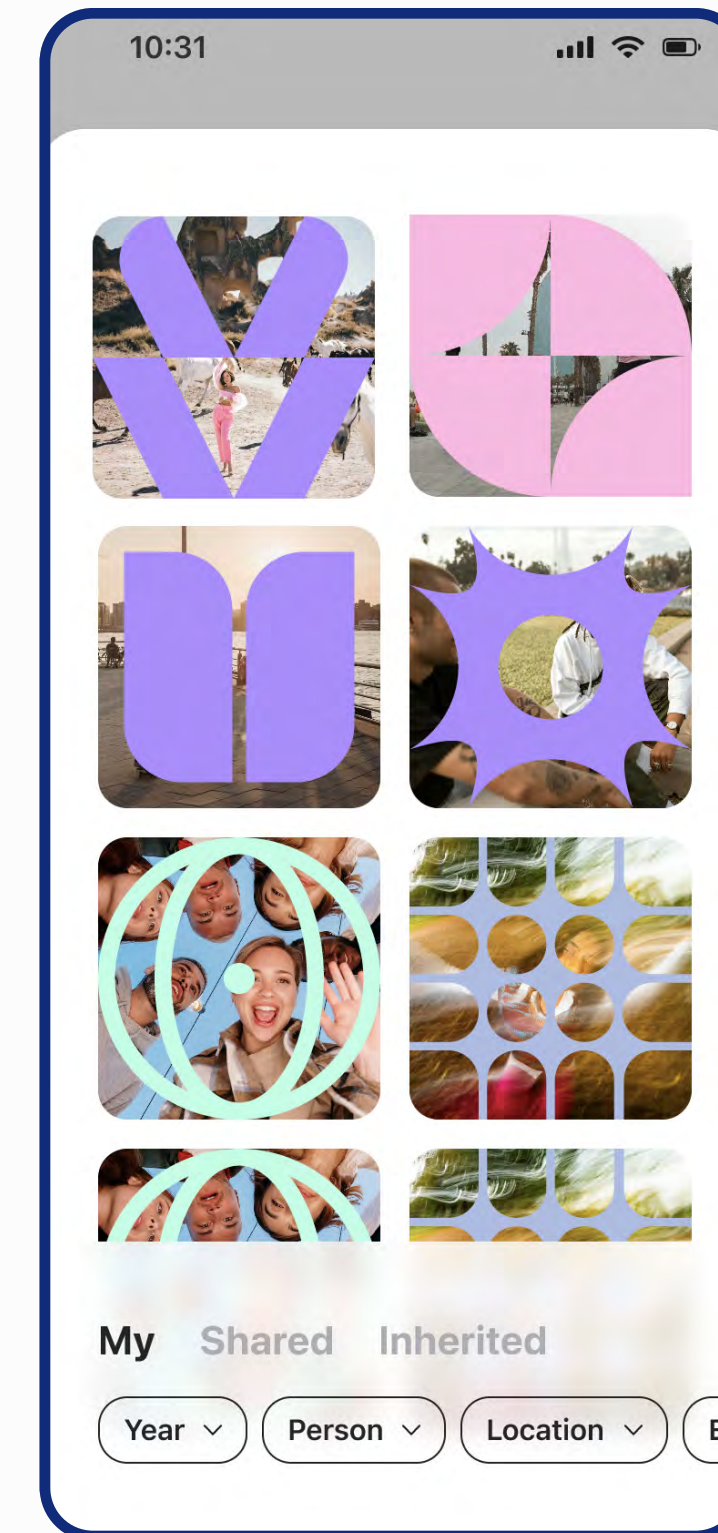


my wrappers
unorganized view where the user can explore different wrappers like scroll through old photo albums.

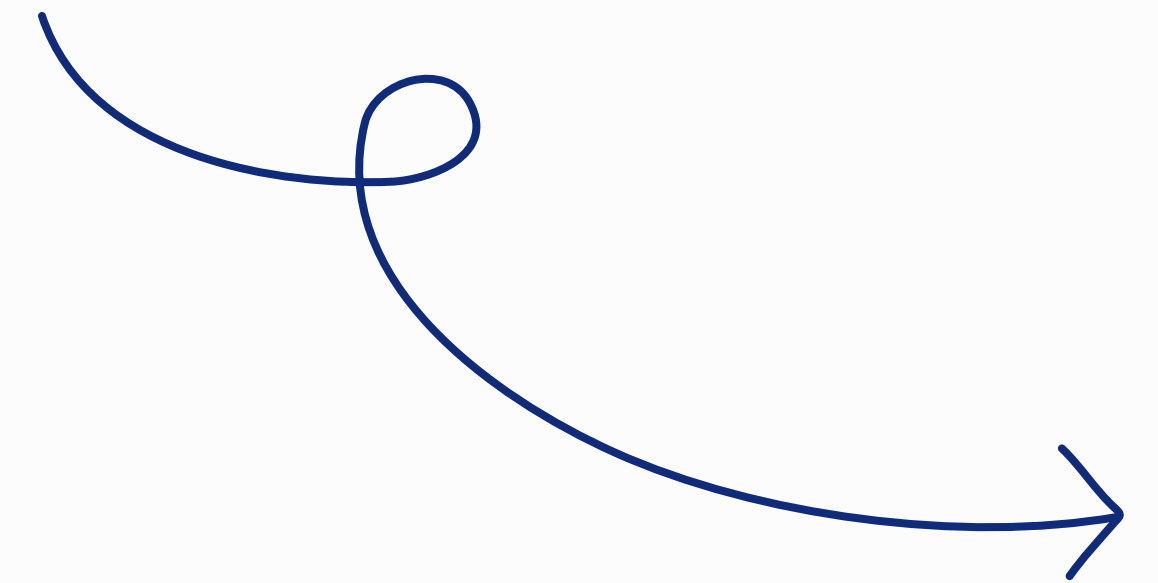


shared wrappers
unorganized view where the user can explore wrappers he already shared with others

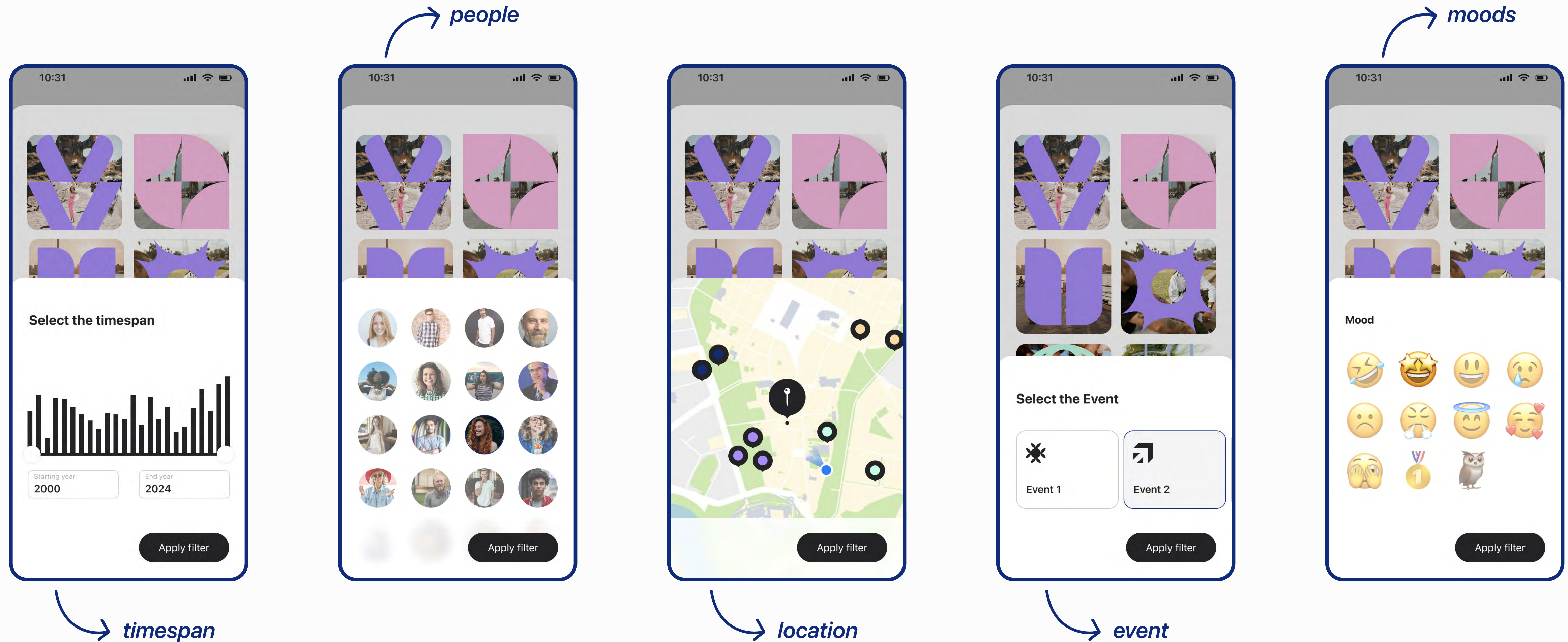
inherited wrappers
unorganized view where the user can see the wrappers he inherited



filters
there are different filter options to find specific wrappers like timespan, people, location, events and mood



prototype ₀₃



prototype ₀₃

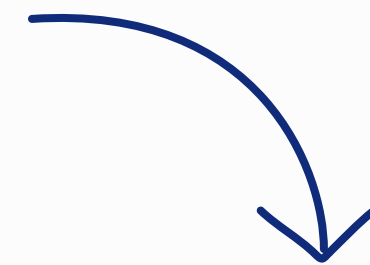
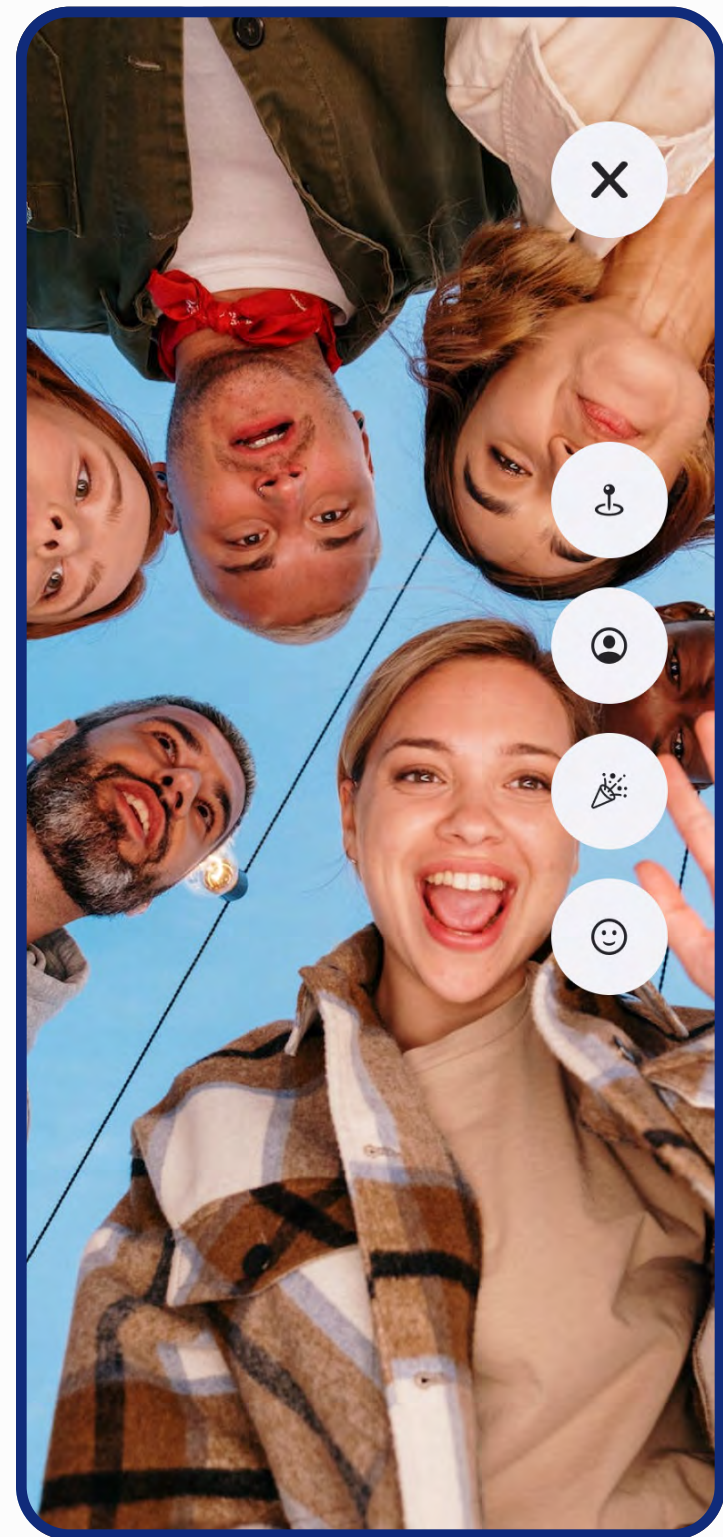
slider with assets types
videos, images,
notes, audio,
music & location



filters
same filter options
as in the assets

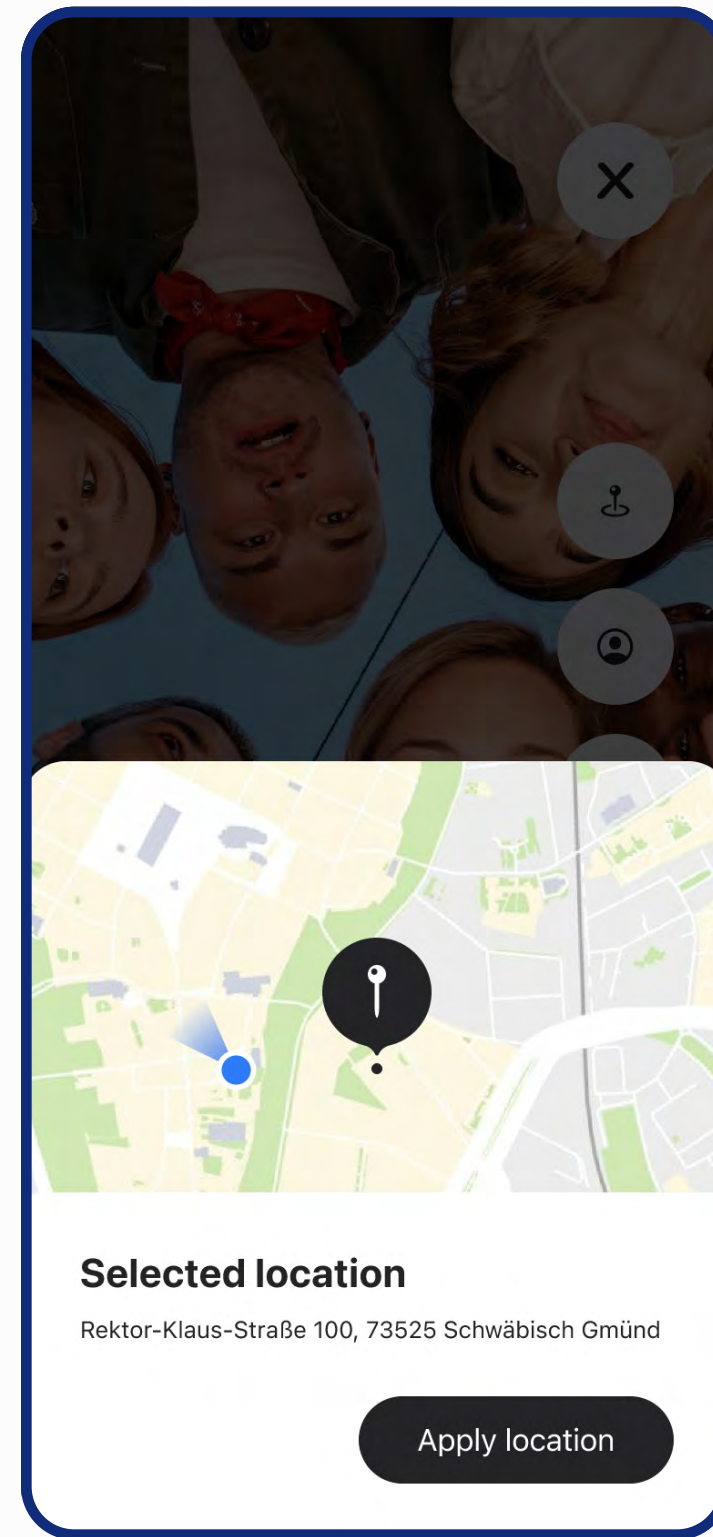


prototype ₀₃

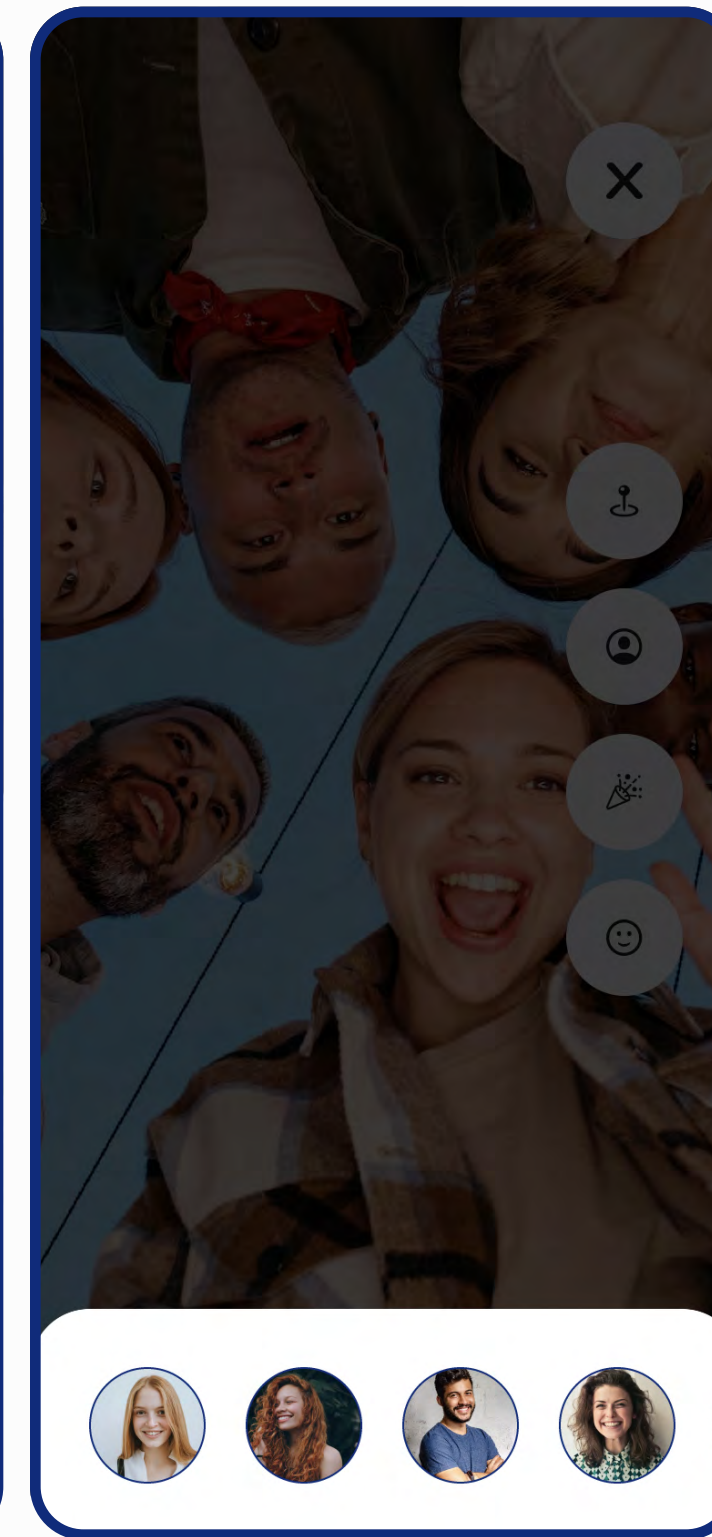


tags
by clicking into an asset the user can give it different tags which help the assets to mix and match into wrappers

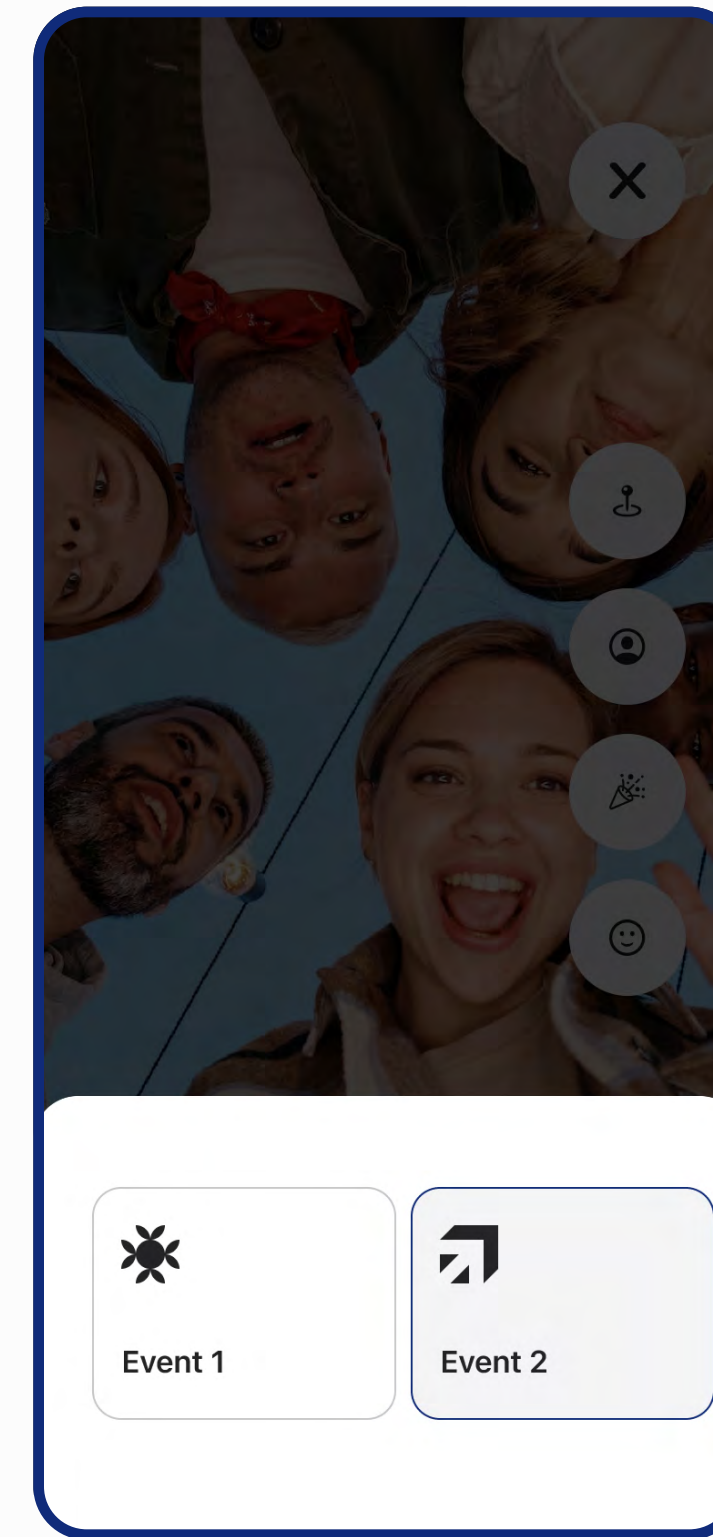
location tag



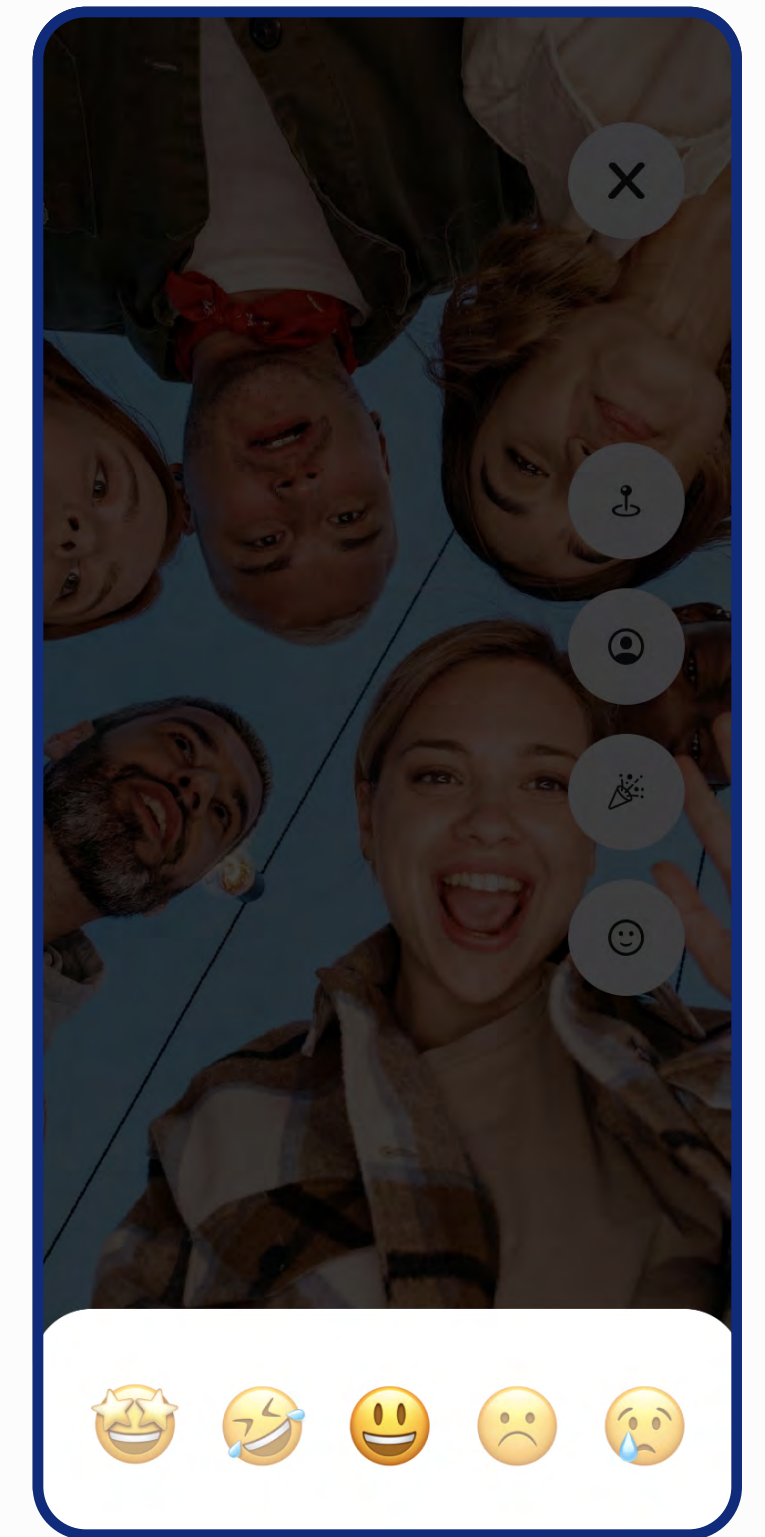
people tag



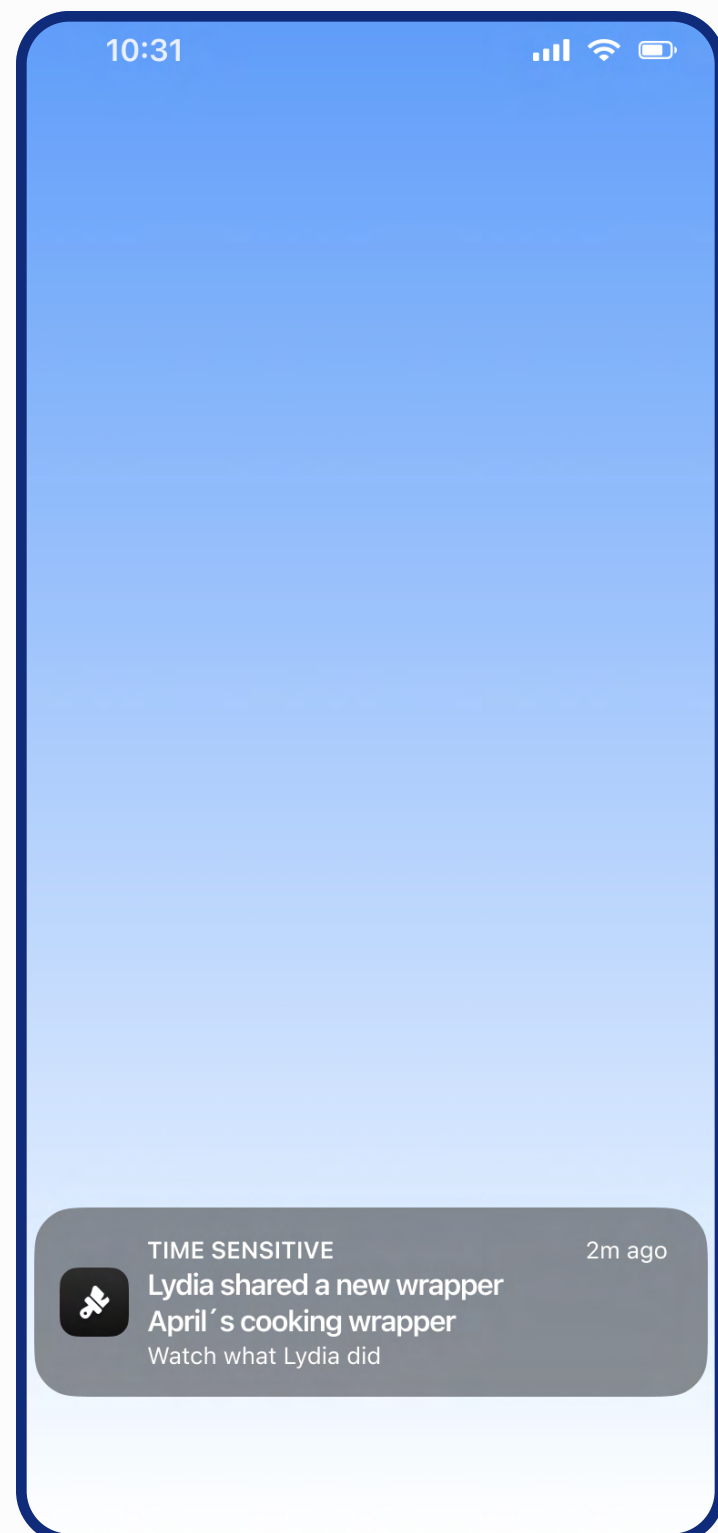
event tag



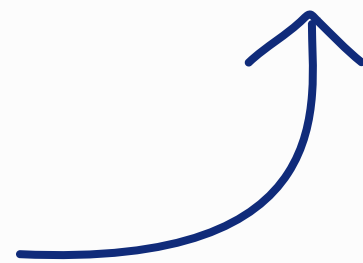
mood tag



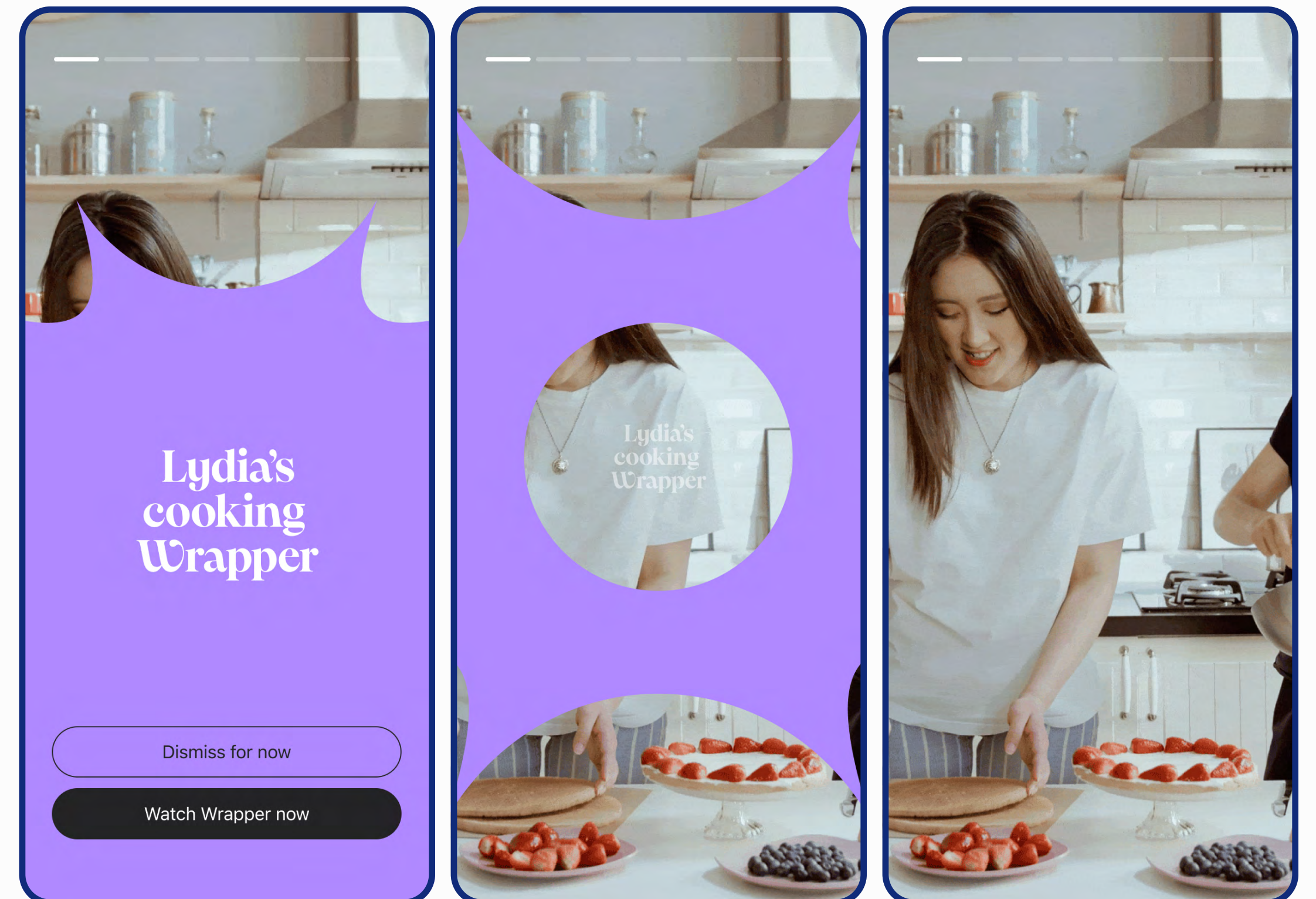
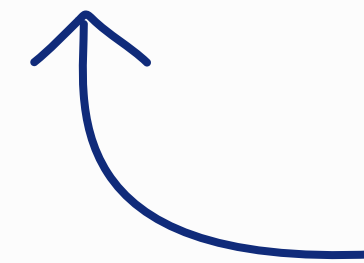
prototype ₀₃



receiving wrappers
the user gets a push-notification when someone has shared a wrapper with him

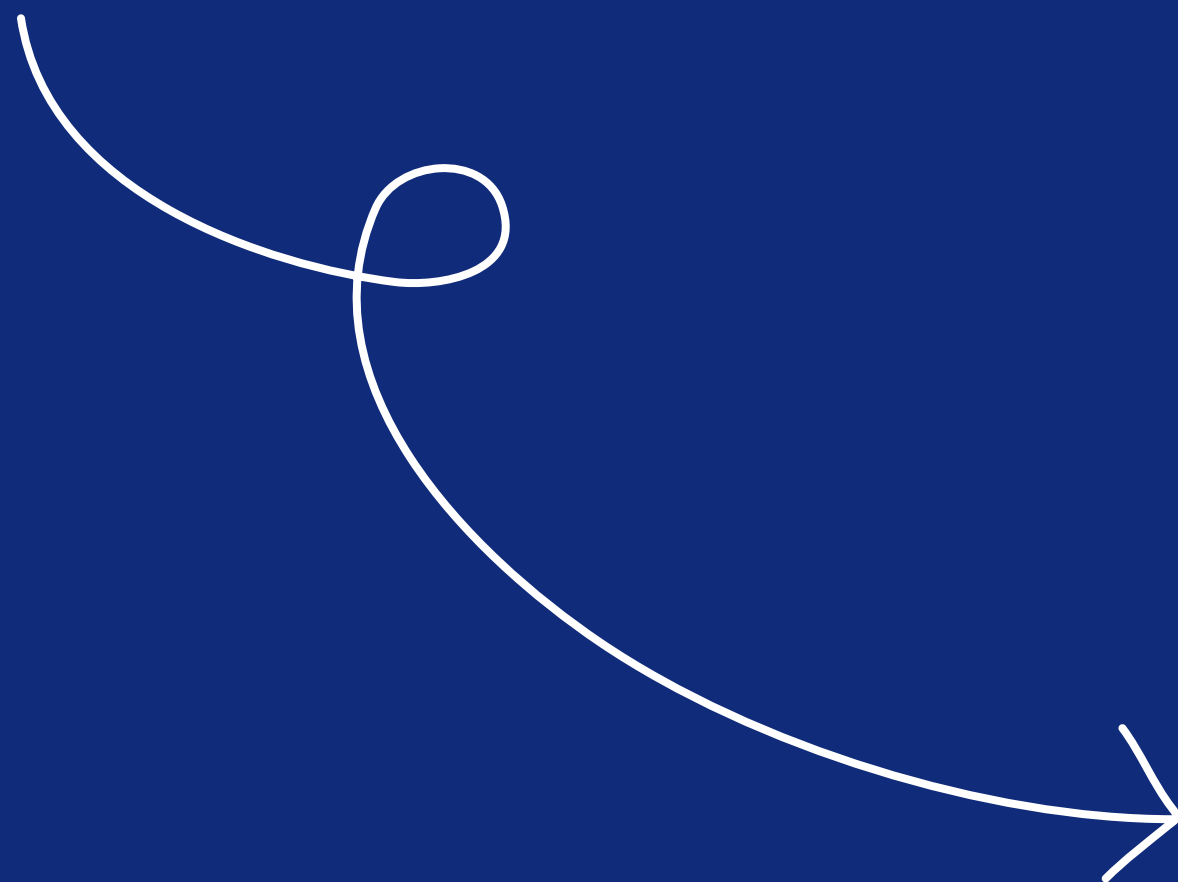


there is the option to watch it immediately or to delay it



In the "User Experience" course, we worked through a design process for user- and experience-centred software from start to end. We learnt many new conceptual, technical and design methods. Thanks to the long analysis phase, we were able to create a basis for our project that was useful for the final realisation. With the help of wireframes and the creation of design variants, we explored various directions in which the project could go. The large amount of time spent on the project and the detailed work in all steps of the process showed us how a design project should ideally be handled. With the new methods and knowledge we have learnt, we are well prepared for further projects.

where we end up
our app



figma
design file



<https://www.figma.com/file/PEmoTFO1ziJhJrmlc0Pwo9/Design?type=design&node-id=270%3A127&mode=design&t=hfVGqIWBnaCULhjm-1>

miro
board



https://miro.com/app/board/uXjVNGqM4-E=?share_link_id=205927321811

figma
prototype



<https://www.figma.com/proto/PEmoTFO1ziJhJrmlc0Pwo9/Design?page-id=270%3A126&type=design&node-id=520-2960&viewport=743%2C652%2C0.14&t=6dmmg7keFJOEgj18-1&scaling=scale-down&starting-point-node-id=520%3A2960&show-proto-sidebar=1&mode=design>