

Low-fidelity prototype

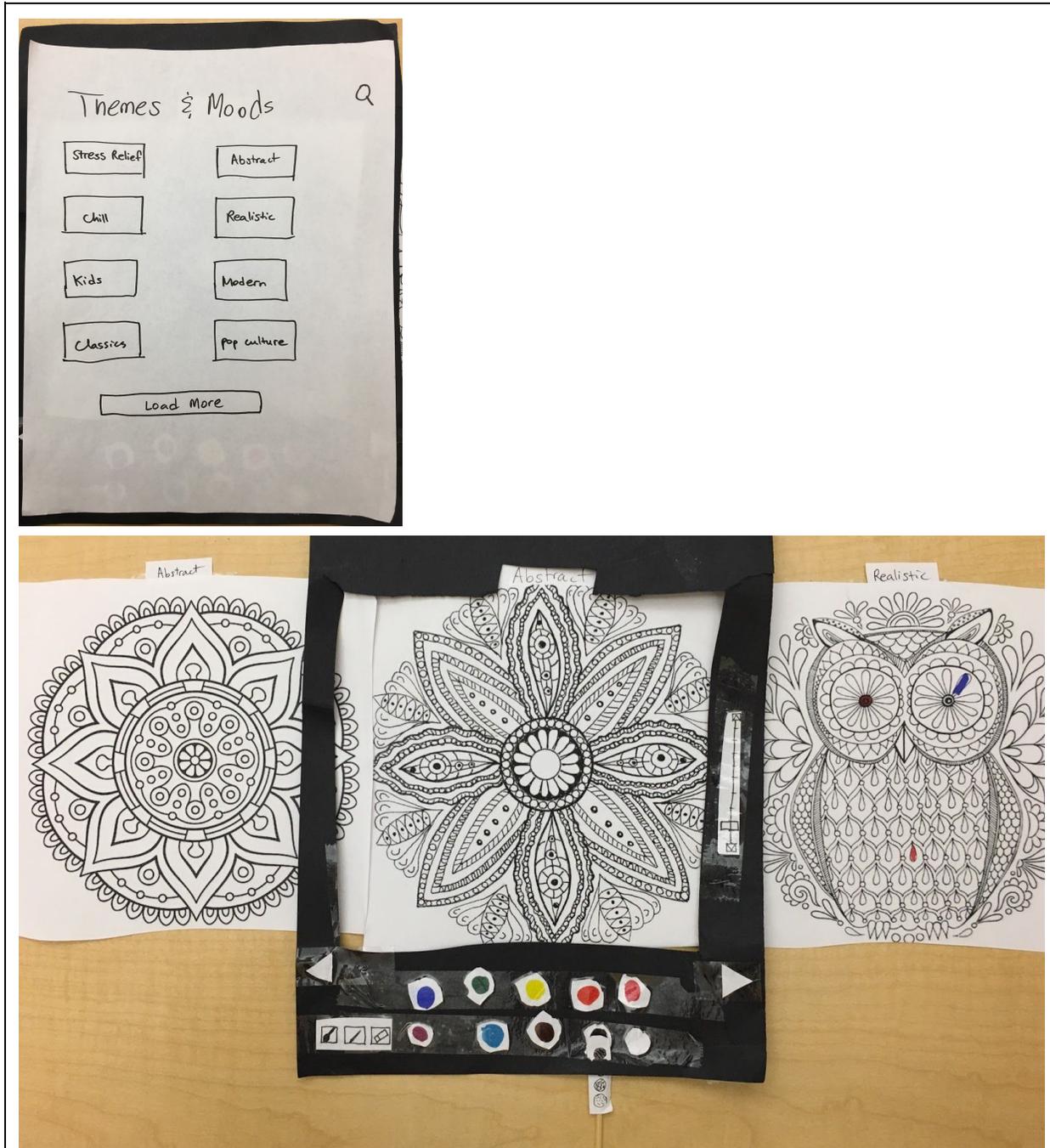
P3 Interactive Coloring Book - Cycle II

Sketches to Paper Prototype Synopsis

We agreed that having a theme-picking screen would be a good intro screen for users to choose templates to color based on their moods, preferences, and occasions -- it increases utility of the coloring app because it would fit user's situation and environment better. We also agreed that having a scale bar on the side would be convenient for users to choose the width of the pencil. Since we only have ten basic colors shown on the screen, we allow users to find more related colors by hovering on each basic color. We also allow users to skip templates or go back to previous ones as they would like, inspired by music apps with forward and backward buttons. Lastly, we simplified the tool box to only three commonly used tools -- brush, pencil, and eraser. The resulting paper prototype is an amalgam of Brian's sketch 1, 2, Ty's sketch 1, and 3.

Pre-studio Paper Prototype

PRE-STUDIO Paper Prototype



Coloring for X - A simple and minimalistic coloring app designed to tailor coloring templates based on user's moods and preferred themes.

CHANGES BETWEEN SKETCH AND PROTOTYPE

Simplifying toolbox - When reducing clutter of the toolbox, we had to think of three essential functions that must be included in the toolbox. One function is to autofill the entire enclosed section of a drawing. Another function is to manually fill up a space. And lastly to erase a given area. With a more streamlined and simplified toolbox, users would appreciate the simplicity and better user experience, while it affords the functions essential to a coloring app. We represent each of the three functions with a brush, pencil, and eraser, respectively.

Studio critique synopsis

One suggestion during studio is regarding the scale functionality on the side. Our users suggested that the scale corresponding to the scale of the drawing, instead of the scale of drawing utensils, would be more intuitive and usable. As a result, we decided to use the scale bar to indicate the scale of the drawing, adding a function to zoom in/out on the drawing by pinching.

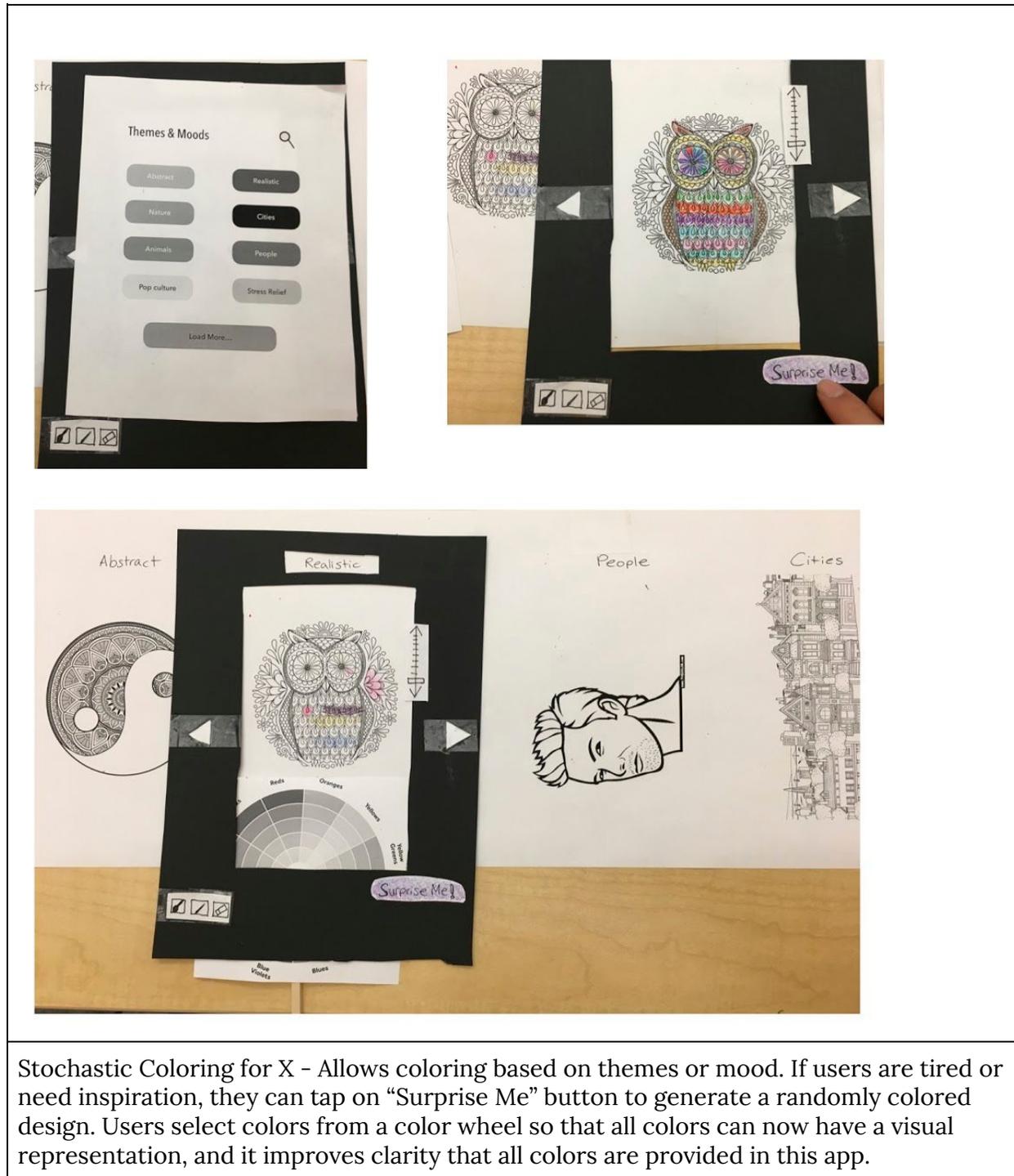
Another suggestion was the placement of “next template” and “previous template” buttons. Users pointed out that placing those two buttons too close to the color palette would suggest that its function is to control the color palette instead of the templates. On the other hand, placing it on the top would suggest it's related to themes. Therefore, we decided to place those buttons on the sides, improving clarity that they are for controlling the template.

We also noted that when users were trying to fill in colors on many detailed drawings, it can be quite tedious to fill up all of the tiny enclosed spaces. Thus, we decided to bring back the stochastic coloring feature so that coloring can be much simpler and less tedious for the user.

Although finding related colors by hovering on each basic color can provide many more colors at user's disposal, the function is still not visually communicated enough, and advanced users often want to blend colors. We decided to fix this by using a color wheel when swiping up on the color palette.

Post-studio Paper Prototype

POST-STUDIO Paper Prototype



Video (Youtube): <https://youtu.be/q-6Y2M5wryE>

CHANGES BETWEEN PRE- AND POST-STUDIO PROTOTYPES

Changing the placement of “next” and “previous” buttons to be more aligned with the template, instead of the color palette, so that the buttons clearly indicate their relations are with the template instead of the color palette.

Redirecting effect of the scale bar to be on the drawing instead of the width of the pencil. Since the scale bar is closer to the drawing than the toolbox, users naturally perceive the scale bar to be associated with the scale of the drawing. Enlarging the scale of the drawing would inherently decrease the width of the pencil, so the original intended effect is unchanged.

Switching to using color wheel instead of ten basic colors, so that related colors in the same color family are visually represented as well, improving communication of system status.

Addition of “Surprise Me!” button to run the stochastic coloring process and have the computer fill up an entire coloring page with stochastically determined set of colors. This stochastic coloring feature can make coloring much more simple and less tedious, and can inspire users to use colors that they have never thought of.

