STONE SOUP

Linden Essa | Design
Leslie Ferguson | Manager
Peter Kamb | Writing
Kim Todd | Testing

Video Prototyping

We included three scenarios for our video prototype that display the major uses of the Stone Soup application. As actors, we used two of our team members, Leslie and Kim, and recruited two CSE students, Kevin and Alyssa. We shot each of the scenes a few times so that we could choose from the best take during editing.

For the first scene, we filmed Leslie teaching Alyssa how to create an event using Stone Soup. Since Alyssa had never seen the application before, it was perfect for her to play a girl who had never heard of it. We tried performing the scene in two ways. First, Leslie simply described the interface to Alyssa and how it would be used without actually pretending to fill out the forms as they talked. Then, we tried having Leslie pretend to fill out the form as she spoke with Alyssa. We decided that the second version of the scene took too long, and felt awkward as Leslie typed things into the application and paused her conversation with Alyssa. So, we used the first version of the scene and decided to have the forms in the video fill in while Leslie described them without showing each letter being typed.

Next, we followed Kevin while he got his lunch at the HUB. Before starting filming, we described the interface to Kevin so he would know what to do on his iPhone while we shot the scene. During filming, Leslie read his "inner monologue" to him and he acted it out. Later, Peter recorded the speech and became Kevin's "inner voice". Finally, we filmed the party scene with Kim and Kevin. We tried to create a party atmosphere by finding couches. We also tried to make it seem like Kevin and Kim didn't really know each other and were talking for the first time. This showcased the power Stone Soup has in helping to maintain relationships formed at events created with our application.

After we finished filming, we began editing. We watched the footage and chose the best take out for each of the scenes. We also added music to the film, and photos of parties to help create the right atmosphere for the scene with Kevin and Kim. To show the interface, we put digital mockups of it beside the footage and highlighted the buttons as they would be pushed by the user in the video.

The most difficult part of the process was editing the footage and putting together the final product. Only one member of our team had done video editing before, so getting used to the software was a bit of a challenge. It was hard to get the interface in exactly the same position for every piece of the video. Also, it was hard to decide how much detail to show. For example, if we'd shown all of the letters being typed into the interface, the video would have been ten minutes longer, but we still wanted to accurately show the use of the interface. Also, it was a bit tedious to create so many different versions of the interface so that we could show it filled in and not filled in.

Overall, we feel the video accurately showcases the different uses of Stone Soup. The way we did the filming made it a bit easier. For example, we used people we knew as actors so that we were more comfortable talking to them during the scenes, and they were more comfortable acting. Also, we shot the same scene a few times in very rapid succession, each time becoming more and more comfortable and confident, so that by the third take, the conversations flowed very well.