

# That Person

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*ask the unknown*

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***What if your app was a human?***

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***What would you ask it? What would you expect from it?***

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***Could it hate you? Could it help you?***

~

***Would you trust it? Would you lie to it?***

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## **What is *That Person* ?**

The idea is to create a simple, short dialog between two unknown, randomly chosen people - the sender and responder. These two people can be either globally or locally situated which is determined by the sender's and/or receiver's wish to reveal his or her GPS coordinates. This adds an interesting twist to the mechanism.

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## **What is it not ?**

That Person is not intended to be a social platform or a forum for asking questions to experts. It is intentionally prevented by only being able to answer respectively ask to the same person once. The next question or statement is sent therefore sent to an other person. In doing so, it avoids chat-like conversations or certain kinds of misuse.

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## **What do we want to accomplish?**

Our basic goal is to implement a working mobile application being able to function between a sender and a responder. This assumes a working front-end as well as back-end forwarding data to a random person. Furthermore, we would like to implement some kind of localization for which the data can be sent locally.

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## **Who do we hope to reach?**

We think that the potential to send a message, a question, a statement, even a picture of some kind of other media to a stranger in potential proximity -someone you do not know and could be standing right next to you- has a certain appeal.

Questions about directions, science, events or about life itself are welcome. But do not expect a useful or even true answer, thus be surprised by the response you might get. By being anonymous, the user can say things he would not normally tell -to an stranger furthermore. We think that it has a potential to appeal to a whole wide range of people, that it could become something addictive in such that it being a thrilled experience to post something to a random person in close vicinity.

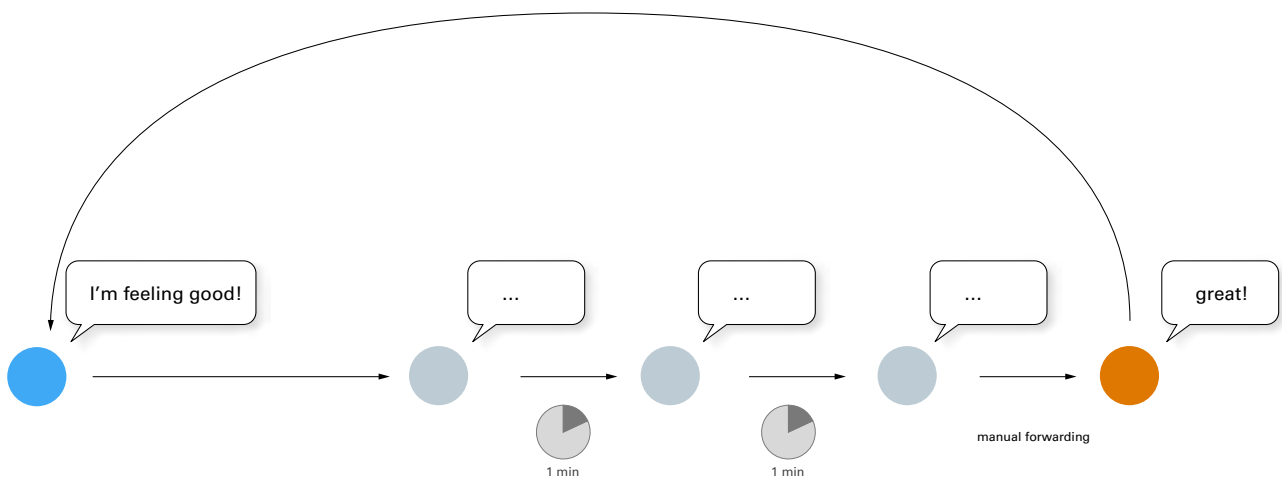
## **Introduction video**



## Research findings / conclusions

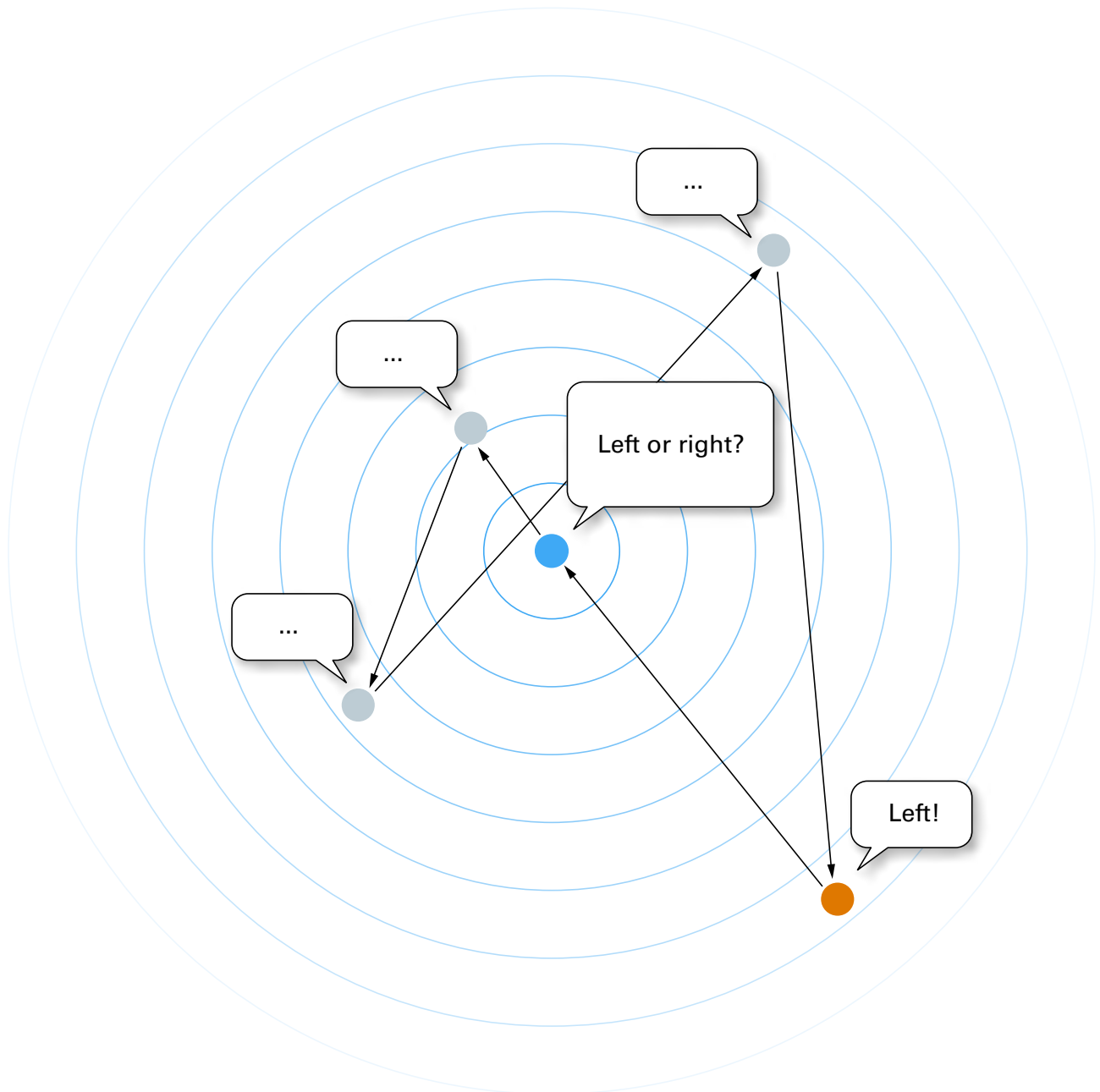
Our research findings have determined that people would prefer not to have another app that supports them in their daily life. An app should also be easy to use. Also, an app could include a playful element without necessarily being a game.

## How it works



As in this example, a statement *"I'm feeling good!"* is sent to the first random person. After a pre-defined delay of 1 minute (for example) the message is forwarded to the next candidate and so on and so forth. A person can also choose to actively ignore the message. Finally, a person decides to respond.

## How it works as well



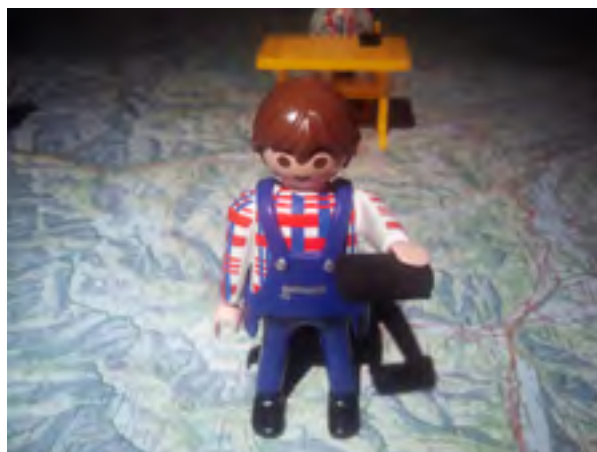
As in this second example, a user sends a localized message which is sent to the nearest available user.

## First Service Model

This is a more elaborate example of how *That Person* can be used.



This is the world of *That Person*.



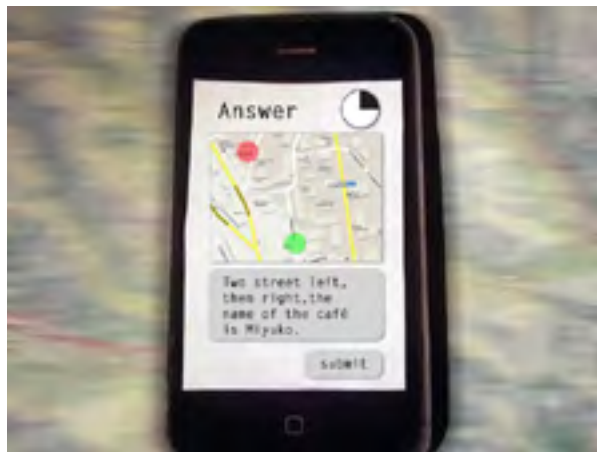
And this is Timmy.



Timmy has a question.



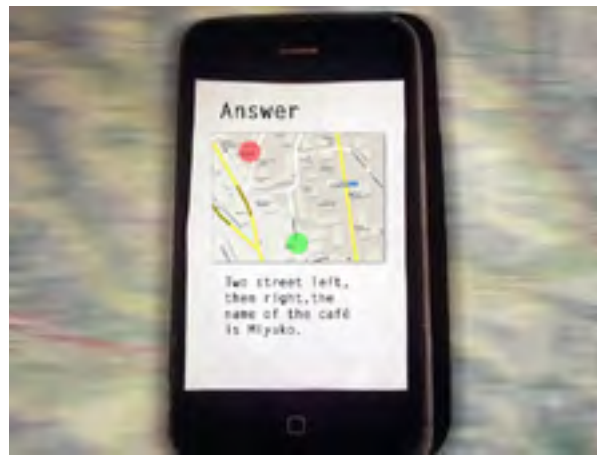
Anonymous receives a message...



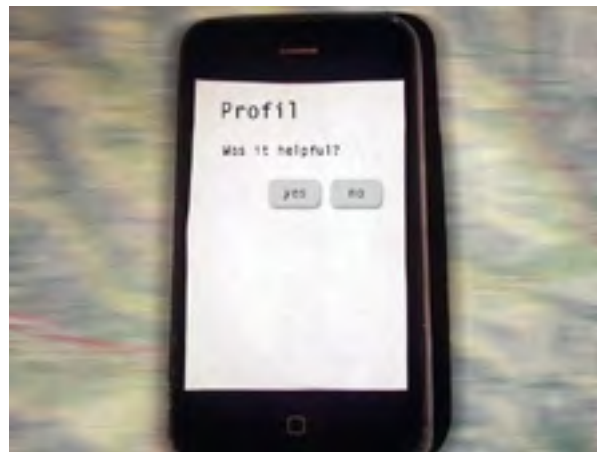
...and answers the question



Timmy gets a notification that a reponse has arrived.



He is grateful for the tip and enjoys a cup of coffee at the suggested coffehouse.



Before he makes his way, he responds to a short profile question.

## Second Service Model



Marius likes to bike and usually takes pictures on his trips.



Now he would like to know how someone else likes his picture.



Anonymous1 is alas busy.



After some time the system forwards the message to Anonymous2.



Anonymous2 is interested and answers the question..



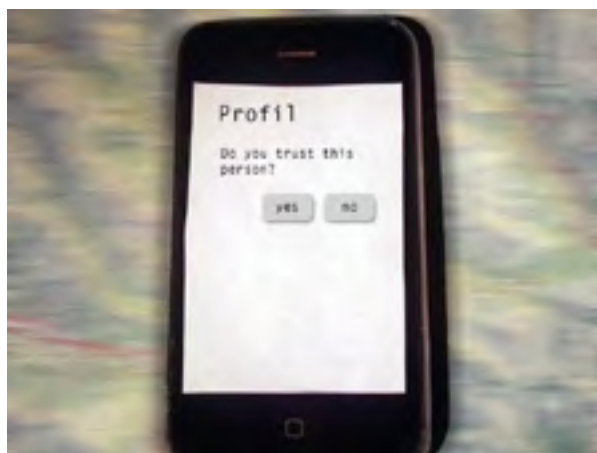
..by commenting the picture.



Marius gets a notification that an answer has arrived.

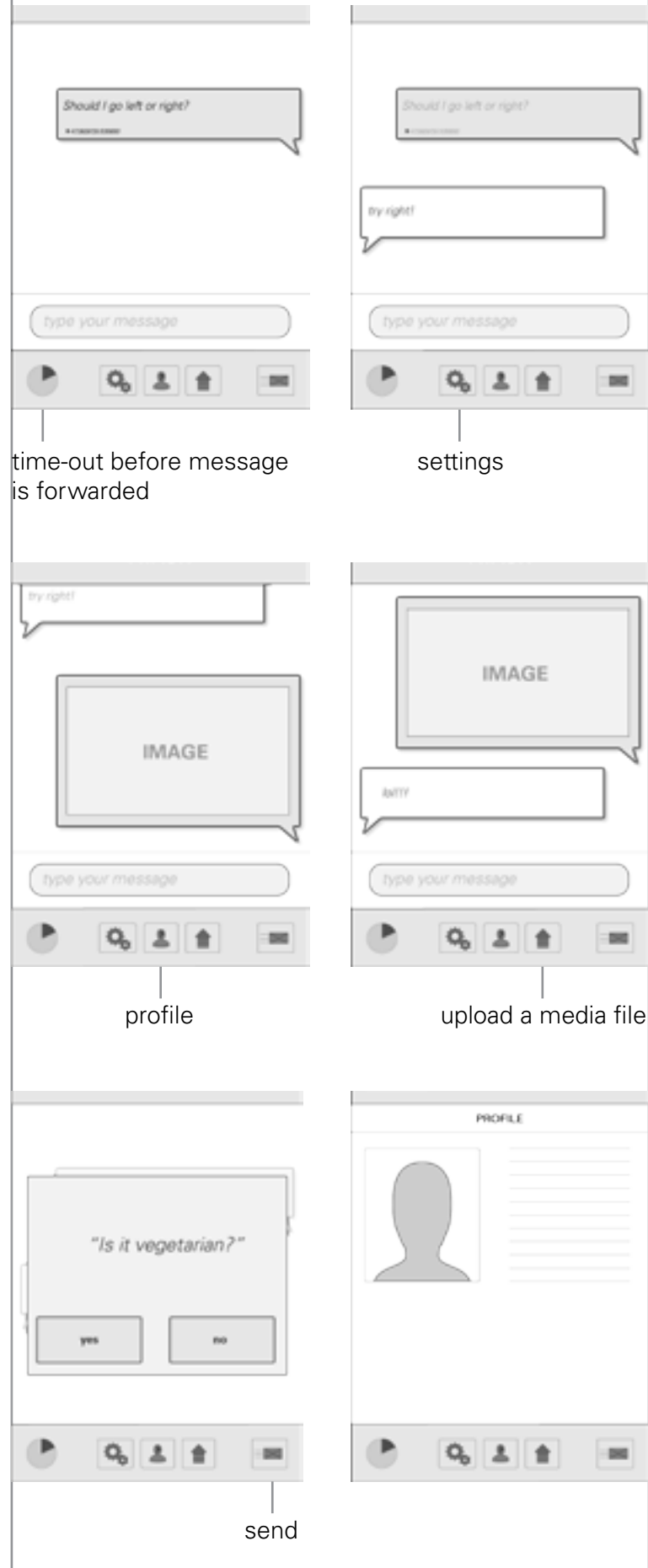


He reads the answer.



He chooses also to answer a profile question.

# Wireframe



## Challenges & Questions

We have additional features in mind which we will try to implement. Questions on certain aspects are still open for discussion.

- » One of our main challenges is to create a user profile by allowing the user to answer a profiling question. You can then see after a while what other people think of you and how they interpreted your response. We consider showing the profile as a diagram for the time being.
- » As a future release, an avatar could be created out of the profiling questions.
- » A user can send either a global message or a local message. The localization would happen by using the internal assisted GPS (WiFi, Mobile, GPS).
- » The registration process could either be via email (no data loss if uninstalled) or anonymously (user id).
- » A local History would be nice.
- » We think an answer / response timeout must be implemented so that a question decays after a certain time.
- » A resend button would be a user friendly contribution.
- » An embedded google maps to be able to points locations of interest as a response if a path to a certain location is requested.



