

Master Manual

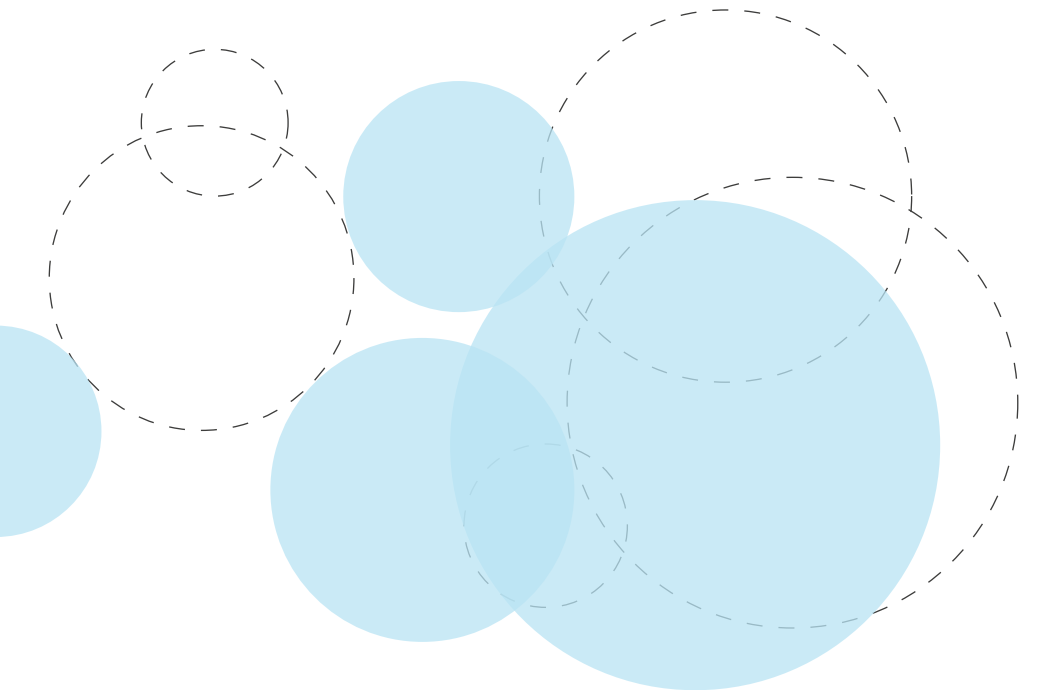
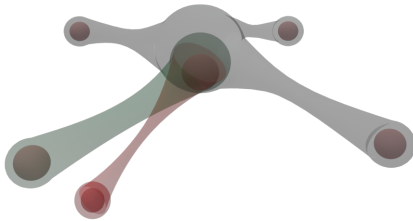


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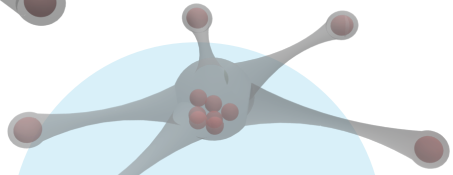
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Subject

The blank social media experience explores the user relationship on the internet. Three relationships were defined; celebrity, stalker, and mutual with a stalker. The user interacts with others in many different ways and can assume any of the previously listed roles. The ways in which these interactions happen has been abstracted and illustrated as digital bubbles interacting. These relationships are the digital form of the basic human experience. Relationships between people help to inform the design of both the digital and physical world. In the digital world distance is relative to the relationship versus physically you must be close to interact properly.



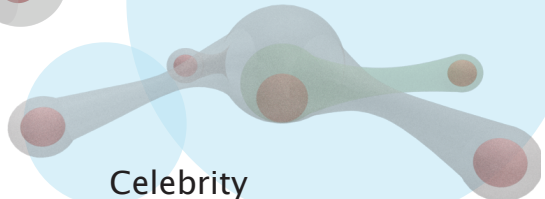
Celebrity with stalker
The celebrity is the center bubble that has follower and stalker bubbles attached to it. These attachments represent the users interacting with the main bubble. The stalker is the red bubble attached.



Group
Many users are collaborating within the main bubble space and other users are joining the group shown by their connections.



Mutual
Two bubbles interact exclusively.



Celebrity
Once again many other bubbles are interacting with one main bubble.

Representation

To physically represent these abstracted relationships we have constructed a “blank social media” experience. Within this experience the user can assume any of the previously listed relationships and explore their location within the modeled interactions. The social media experience can be accessed on mobile devices via a QR code.



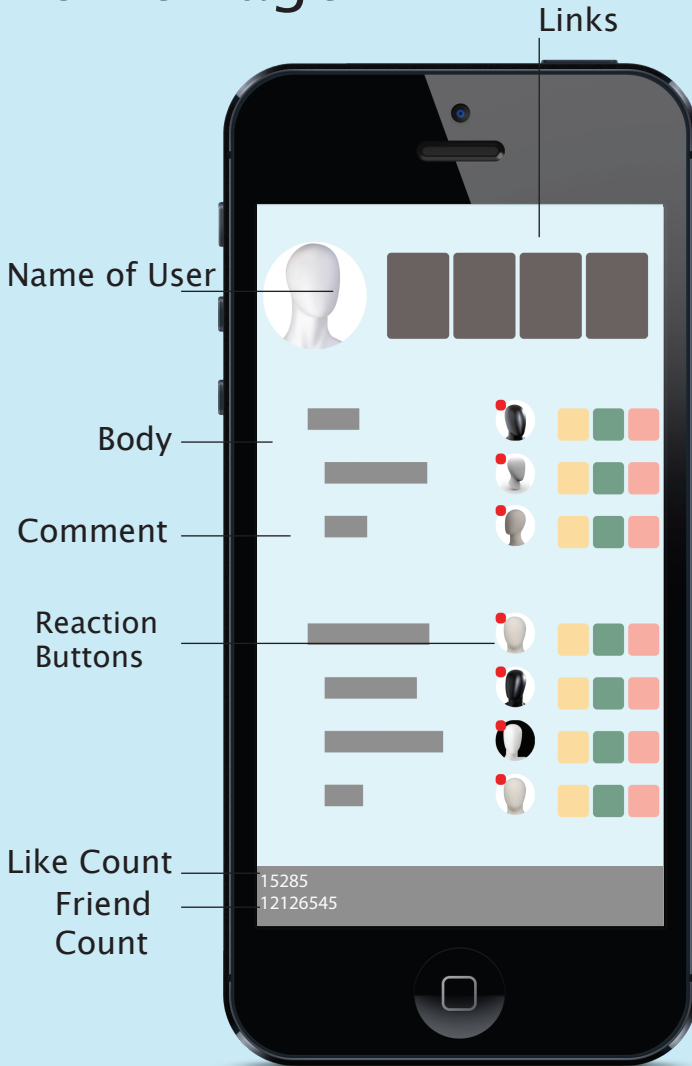
Reference Image

The image above is our base image for the graphic design of the blank social media site. In regards to social media design the layout needs to be familiar in order to engage the user with the experience. The experience elevates beyond basic social media due to the unfamiliarity of of no real text or labels.



QR Code

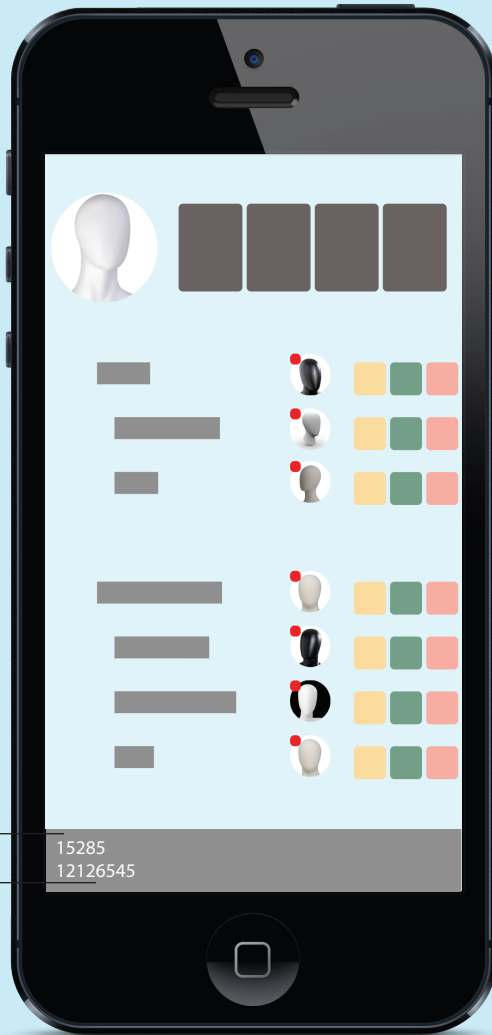
Home Page



Links

These links take you to different pages on the site, Home, the Forum, the chatRooms.

Friends



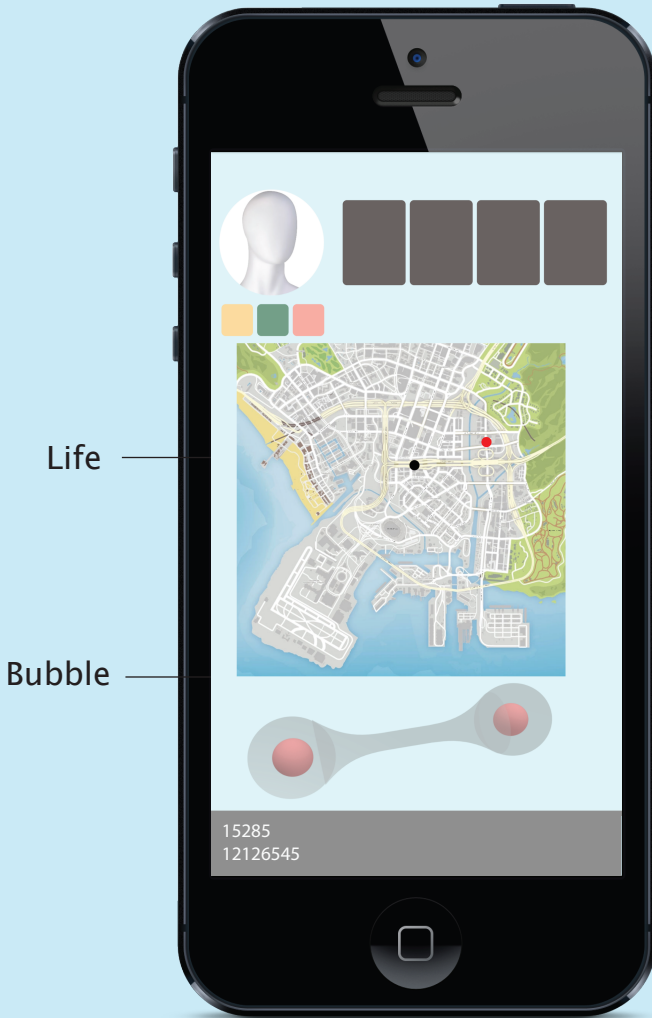
Friend Count

This number is a depiction of how popular you are. The larger the number, the more likely you are to become a celebrity.

Like Count

This is an accumulating number to how many people have seen your post and appreciated it enough to show their support.

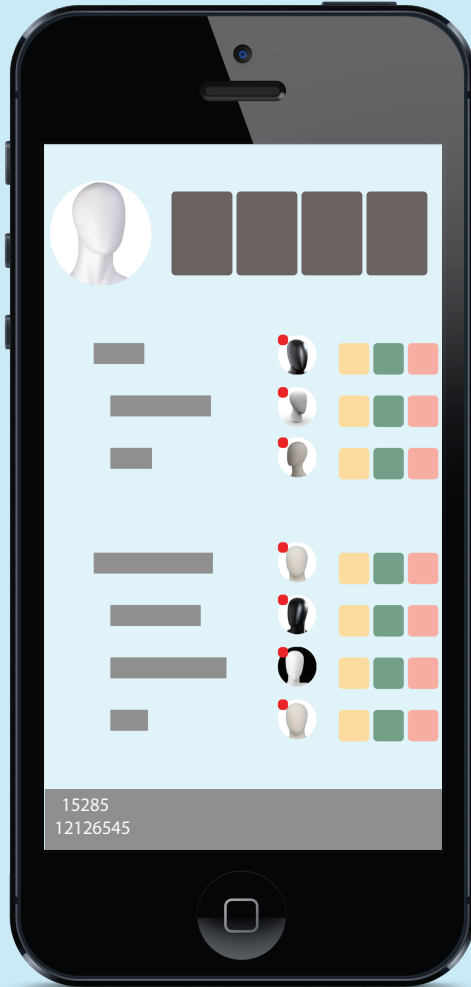
Location



Location

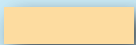
After clicking on location, a map will be brought up to provide your current location in the real world and online.

Reaction Buttons



Reaction Buttons

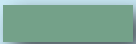
Buttons that have a consequence unknown to the user



- Like
- Adds likes to the user's collective likes

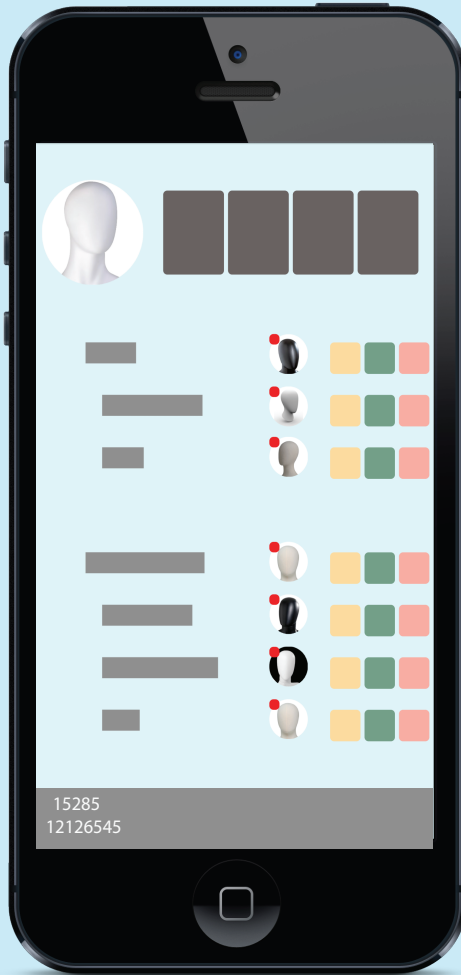


- Dislike
- Slows down the amount of likes that the user receives



- Add/Remove Friend
- Adds or subtracts one from the "Friend Count"

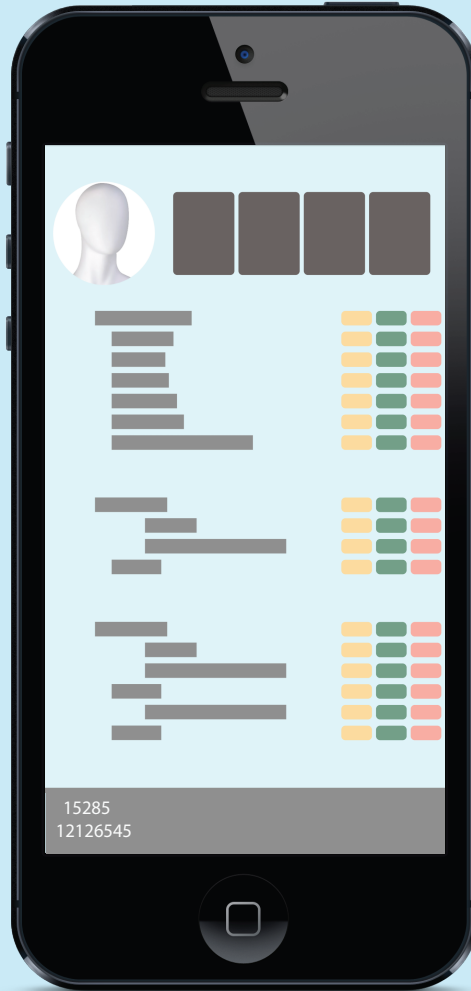
Comment Features



Comments

When the user adds comments to other posts, it increases the Friends Count and Like Count. It doesn't matter what the user types as it only gives one output, boxes acting as text.

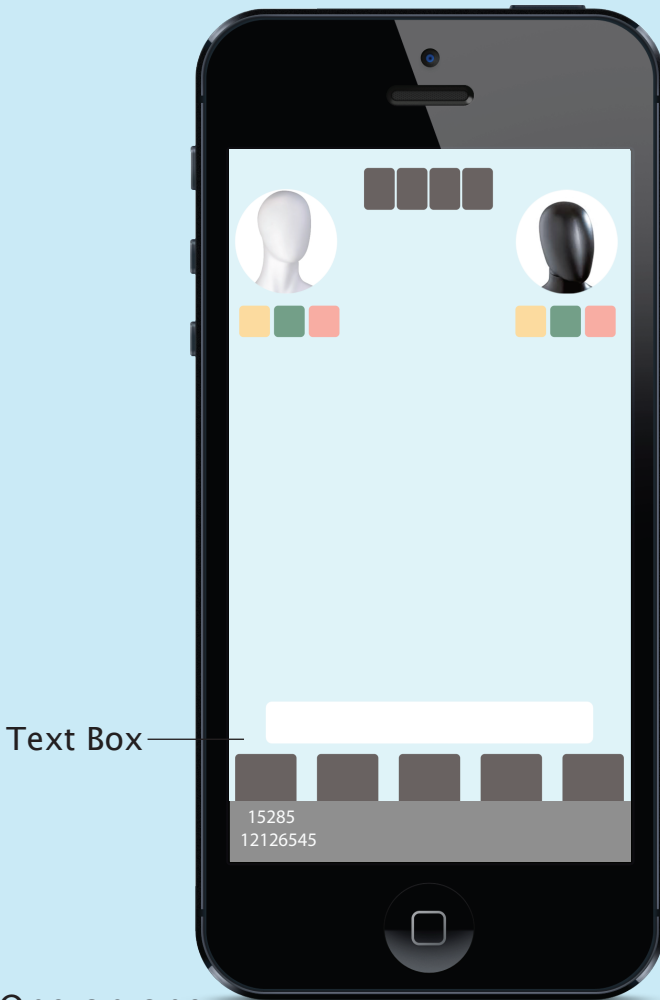
Forum



Forum

The forum is a place where the user can chat with a large group of users that they are not “Friends” with. Similar to adding comments, the text input into the forum does not matter, as the output is always boxes acting as text.

Chat



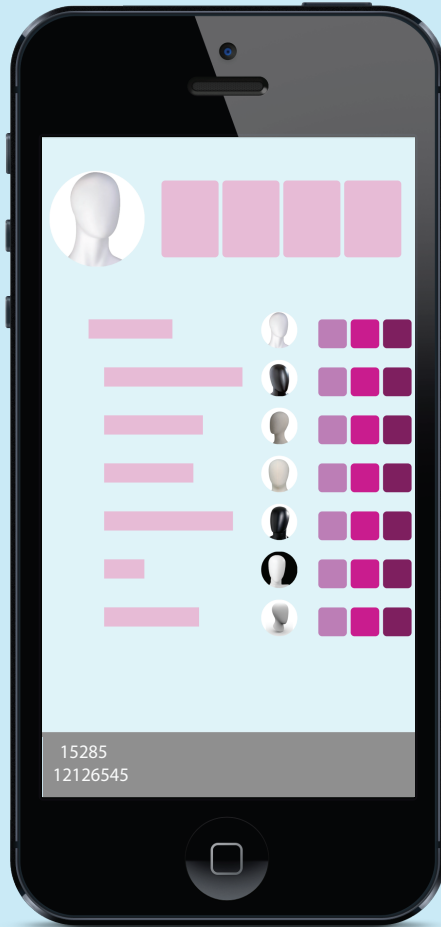
One on one

Chat one on one with another user and use reaction buttons to share how you feel.

Group

Chat with a group of other users and use reaction buttons to share how you feel about other peoples statements.

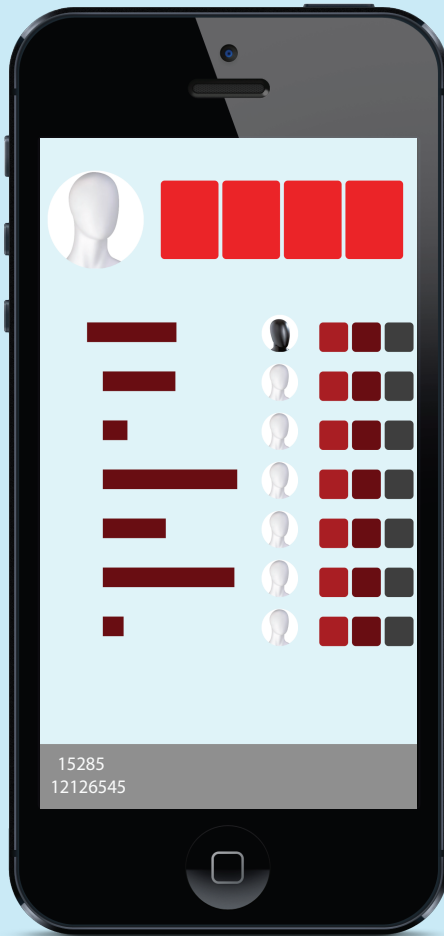
Celebrity



Celebrity

For a user to become a celebrity they must meet certain requirements. They must like thing posts until their friend count reaches 10,000, at this point their friend count number will begin to increase rapidly along with their number of replies. The most noticeable change will be the interface. The color scheme will switch to the celebrity scheme.

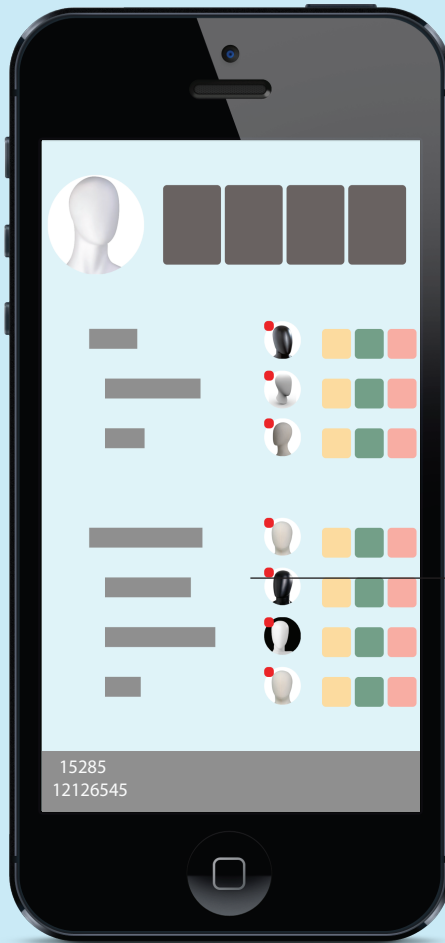
Stalker



Stalker

For a user to become a stalker they must click on the profile picture of a specific person ten times. Once they do this the color scheme changes to the stalker scheme and the user experience becomes focused on only one person, the person they chose to stalk. They can only view, click, and scroll through that persons page.

Gaining a Stalker



Secret Button

With Stalker

For a user to gain a stalker they must press a secret floating button that will be located on the page. Once they have a stalker the user experience becomes glitchy and a series of mousepressed functions begin to edit the page.