P2: Lo-Fi Prototype

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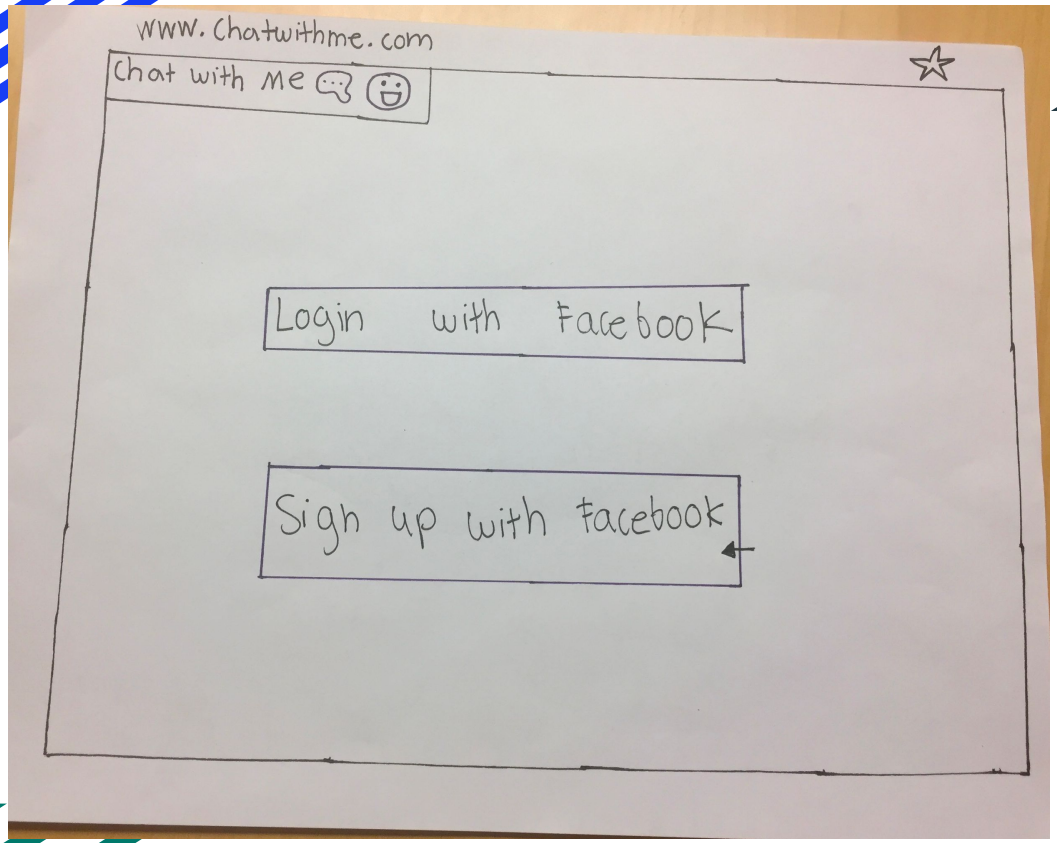
How might we enable demographically similar people to discuss their differing opinions on specific issues in a comfortable environment?

For part 1 of this project we went to a colloquium on the refugee crisis in Europe and another event on Free Speech on campus. From the first event, our best interview came from a Hungarian girl that visited her family in Hungry. She tried to engage with her friends and family there on the issue of Syrian immigration into the country and found that they dismissed her opinions because she came from a different background. This led to our first how might we revolving around sharing diverse opinions amongst similar people. We theorized that this would prevent people from dismissing opposing opinions because it came from someone of a different background. They would be forced to analyze the merit of the opinion itself. Our second event, the Free Speech on Campus discussion, lead us to realize that the threat violence (physically or emotionally) for more controversial issues got in the way of educational discussions. This was garnered from the many clashes between the alt-right and the ANTIFA on campus. Namely, people feared to express their political opinions if sided with the ANITFA due to peer pressure. In discussion we discovered that both HMWs supported each other in a complementary fashion. A comfortable environment can only make discussion better. Part of the reason we sought to match people up based on similarities was that similarities make both parities more comfortable to explore their differences. After realizing the that our two interviews and HMWs supported each other, we combined them into a stronger, more robust HMW. The first part of our HMW establishes the person to person relationship and the second part establishes the environment in which they will discuss.

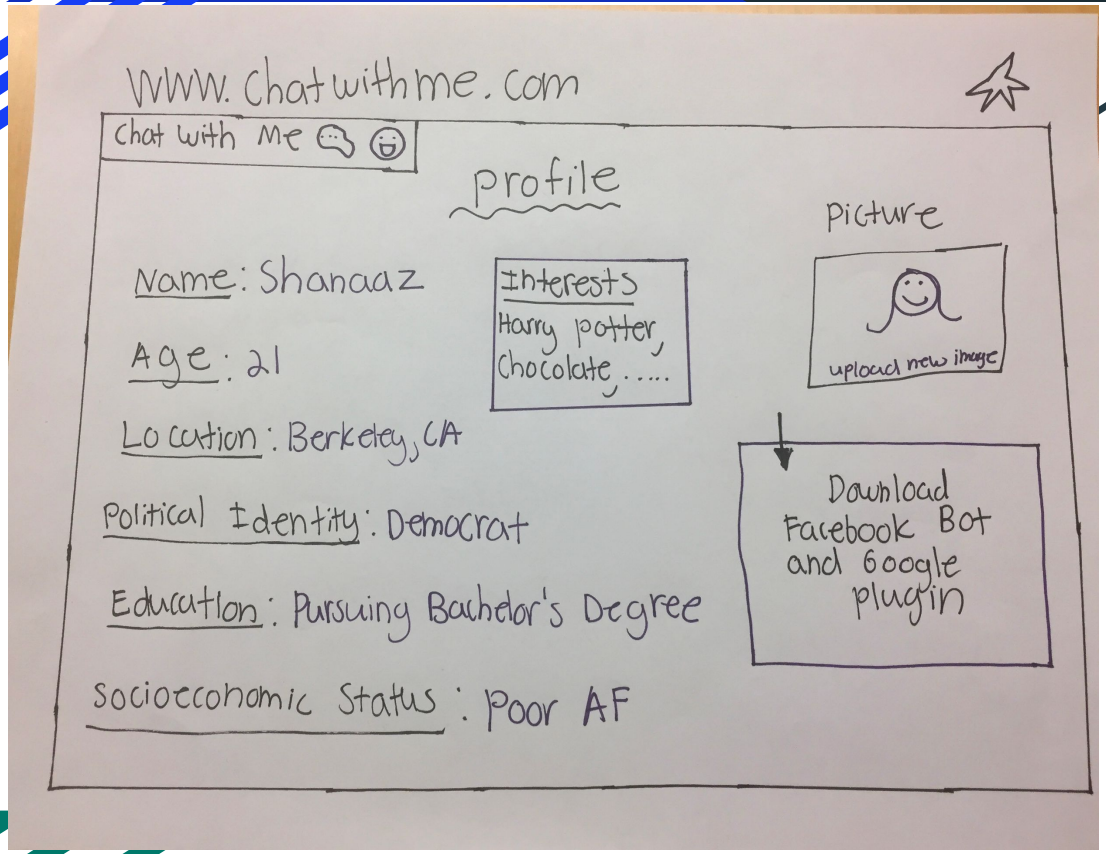
With this new HMW, we developed our product idea based around person-to-person similarities and a comfortable environment. When you're chatting with a friend about an issue and have a differing opinion, you can bring in two more people to help you explore the issue. These two people bring in more insight on the subject and expose the original two friends to even more diverse perspectives on the issue. One of the two new, added people (we call them chatters), agrees with one friend, while the other chatter agrees with the other friend. On the backend, we ensure that the two new chatters are similar in demographics to the original two friends. This system allows you and a friend to explore an issue together. Why is the friend there? Having a friend in a chat while confronting opposing opinions adds more familiarity to the discussion, thus making it more comfortable.

Brainstorm

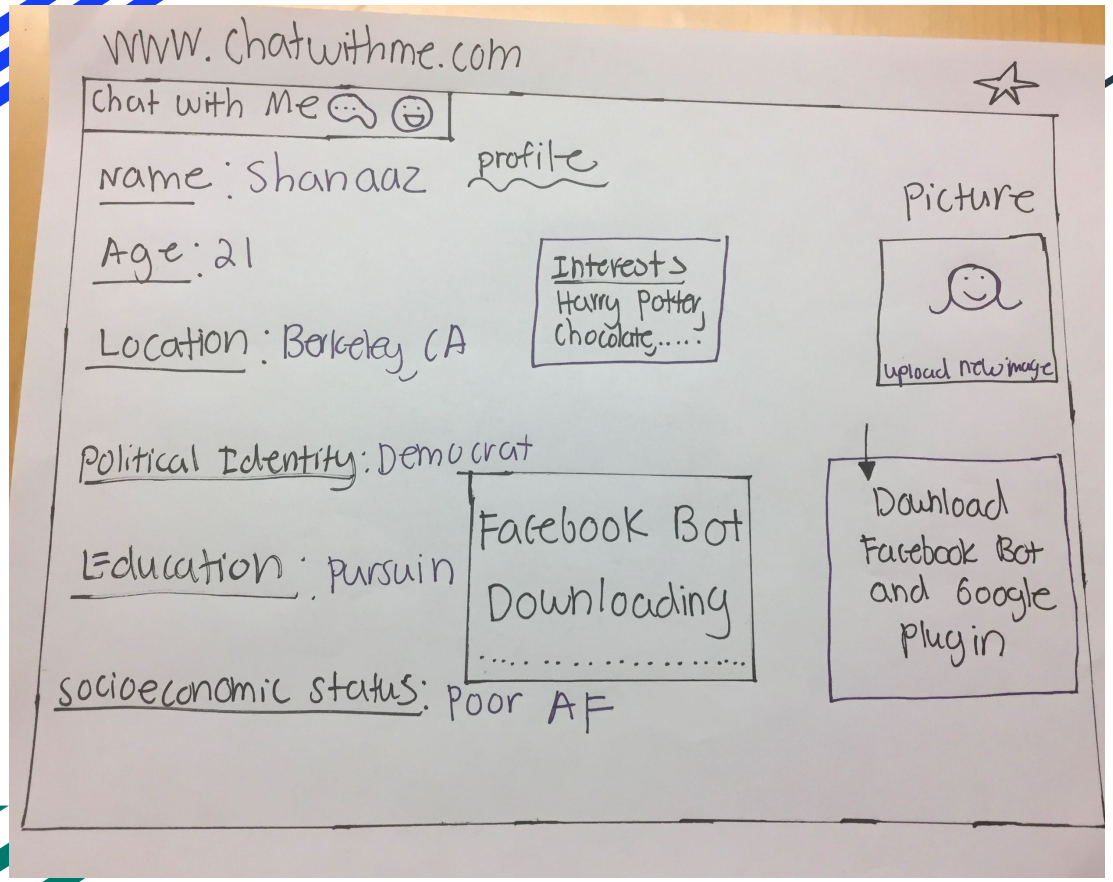
1. Bumble for politics
    a. 5-10 issues they're all similar to you
    b. Match people based off at least some percentage match
2. Ranking system among friends
3. Video chat in web browser if you are on same article, talk based on thumbs up/thumbs down
4. **2 vs 2 throw into chat if people are having a conversation and want to hear about a different opinion**
    a. **Match people based on profile and list of preferred topics (users will be required to fill out this information when they first log into chat-with-me website)**
    b. **Other chat-with-me users will get notified that 2 people want to chat with that user about a certain topic, and the question that the 2 people would like to discuss with that external person. The external user can respond with yes, no, or decline. Based on their response, other users will be contacted with notifications and options so as to create a balanced perspective chat environment (ie. eliminating the possibility of a 3 vs. 1 on siding with an issue)**
    c. **Can the conversation to 4 people. People have the option to leave the conversation if uncomfortable.**
5. Open up a "debate room", where you have similar backgrounds but differing opinions on an article. Only one person can say their part at a time, in a debate-like manner.



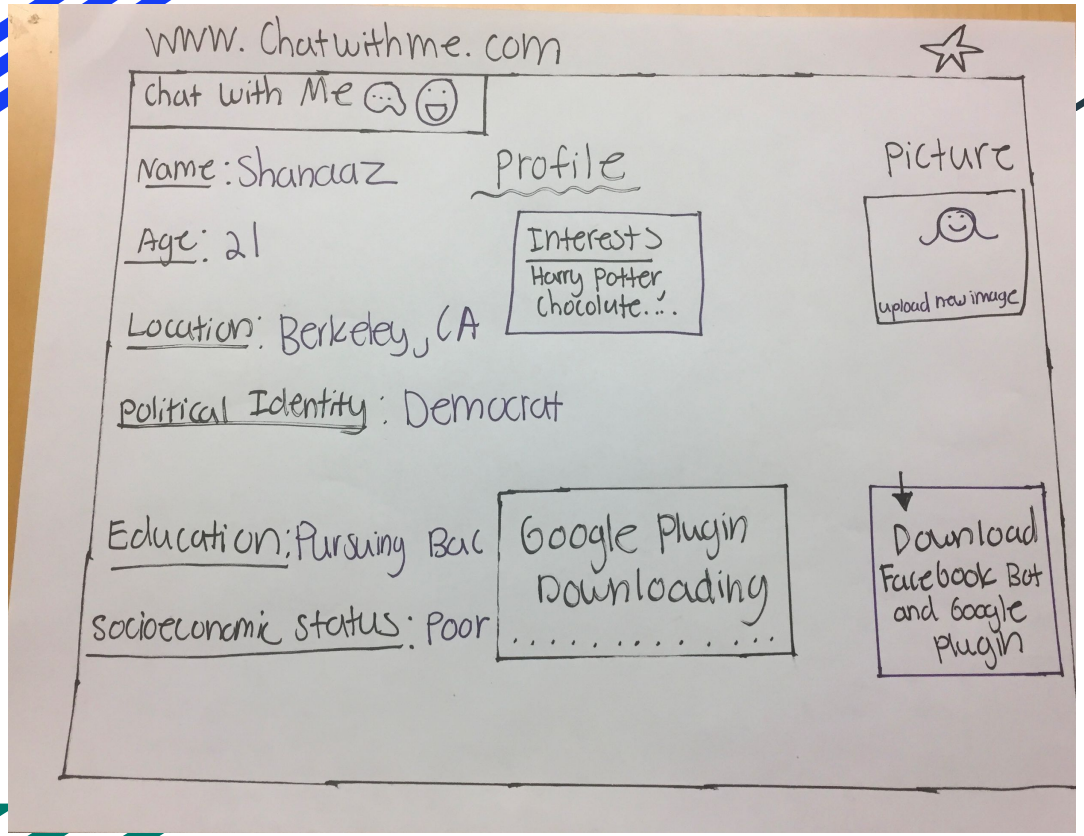
The user Shanaaz is about to login to Chat With Me for the first time. They decide to sign up with their Facebook account.



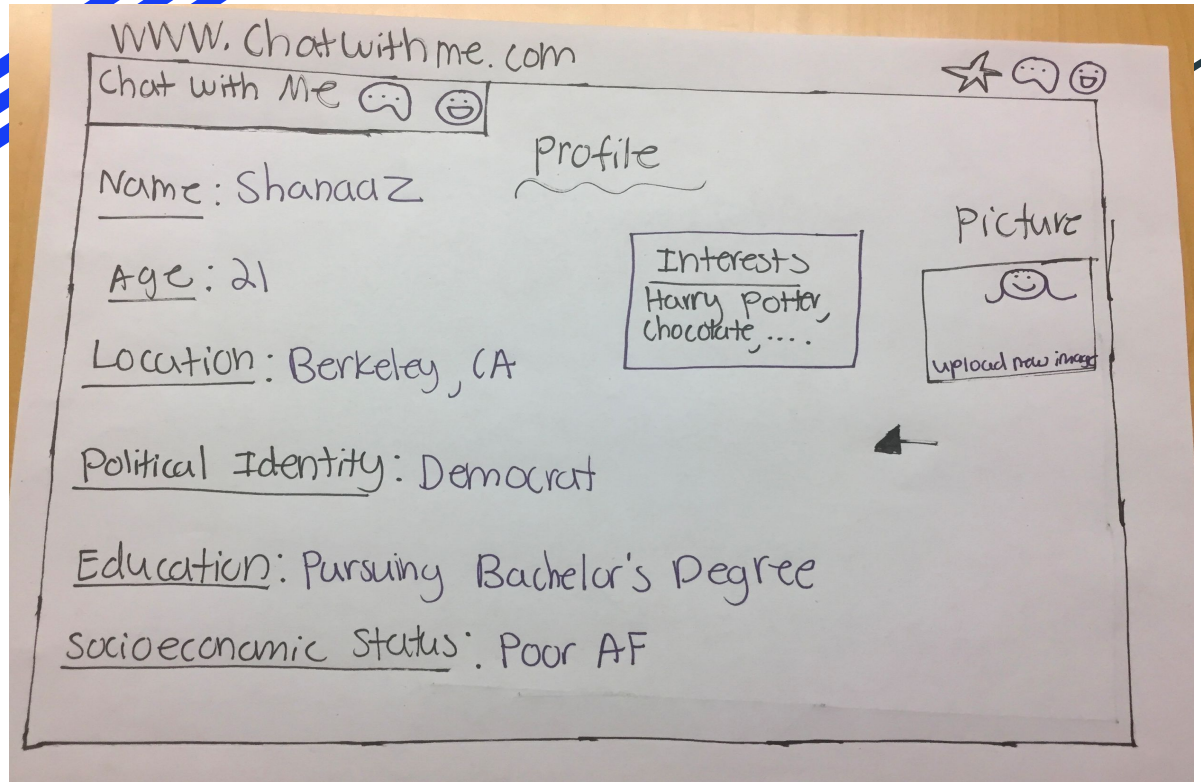
They click on the “Download Facebook Bot and Google Plugin” box. When they first sign up, their personal information and interests are autofilled by their Facebook account. Their main picture is the choice of the user.



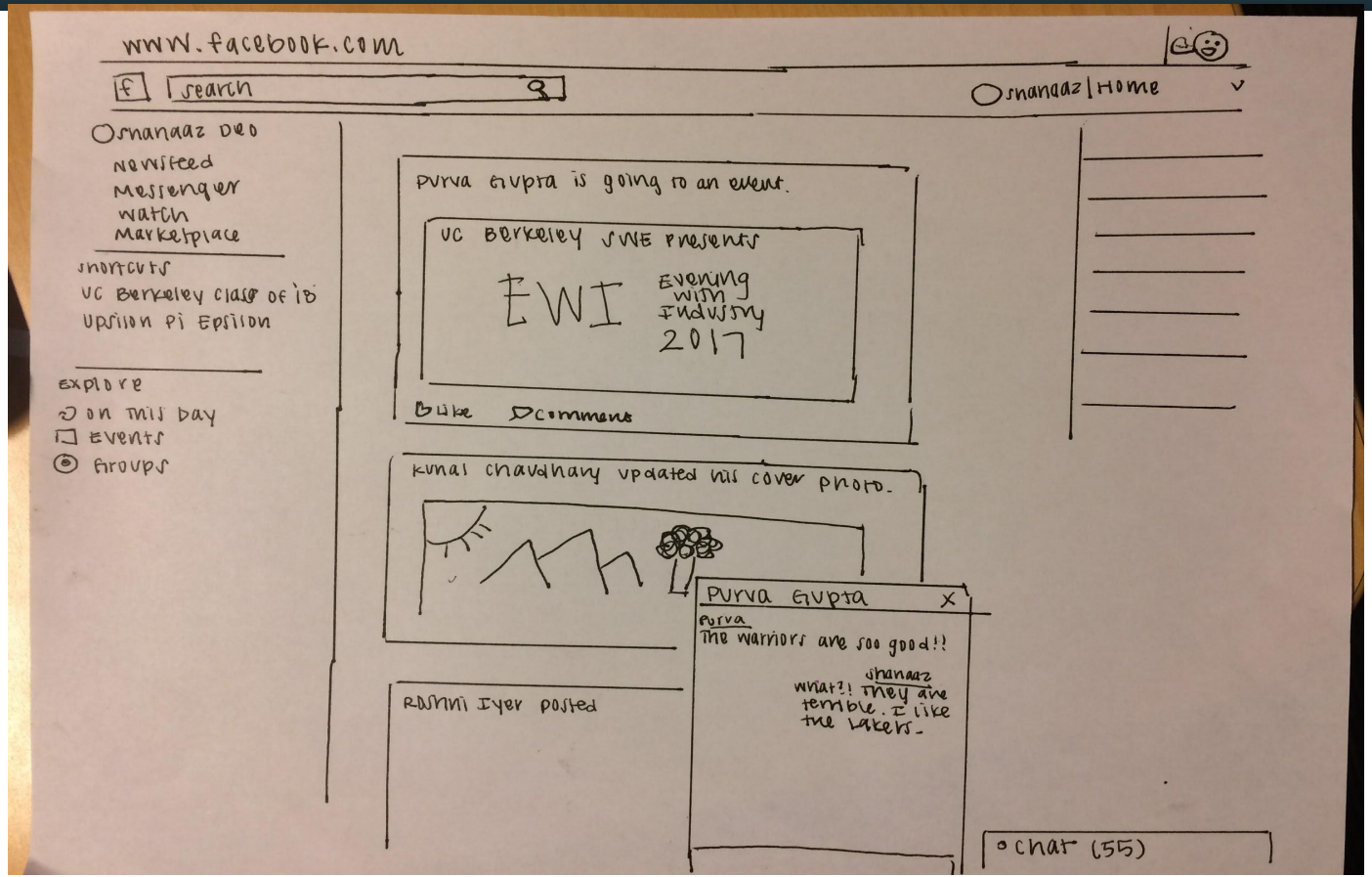
The “Downloading Facebook Bot” pop up is now present on Shanaaz’s screen. You can see that the Facebook Bot is now loading onto Shanaaz’s Google Chrome.



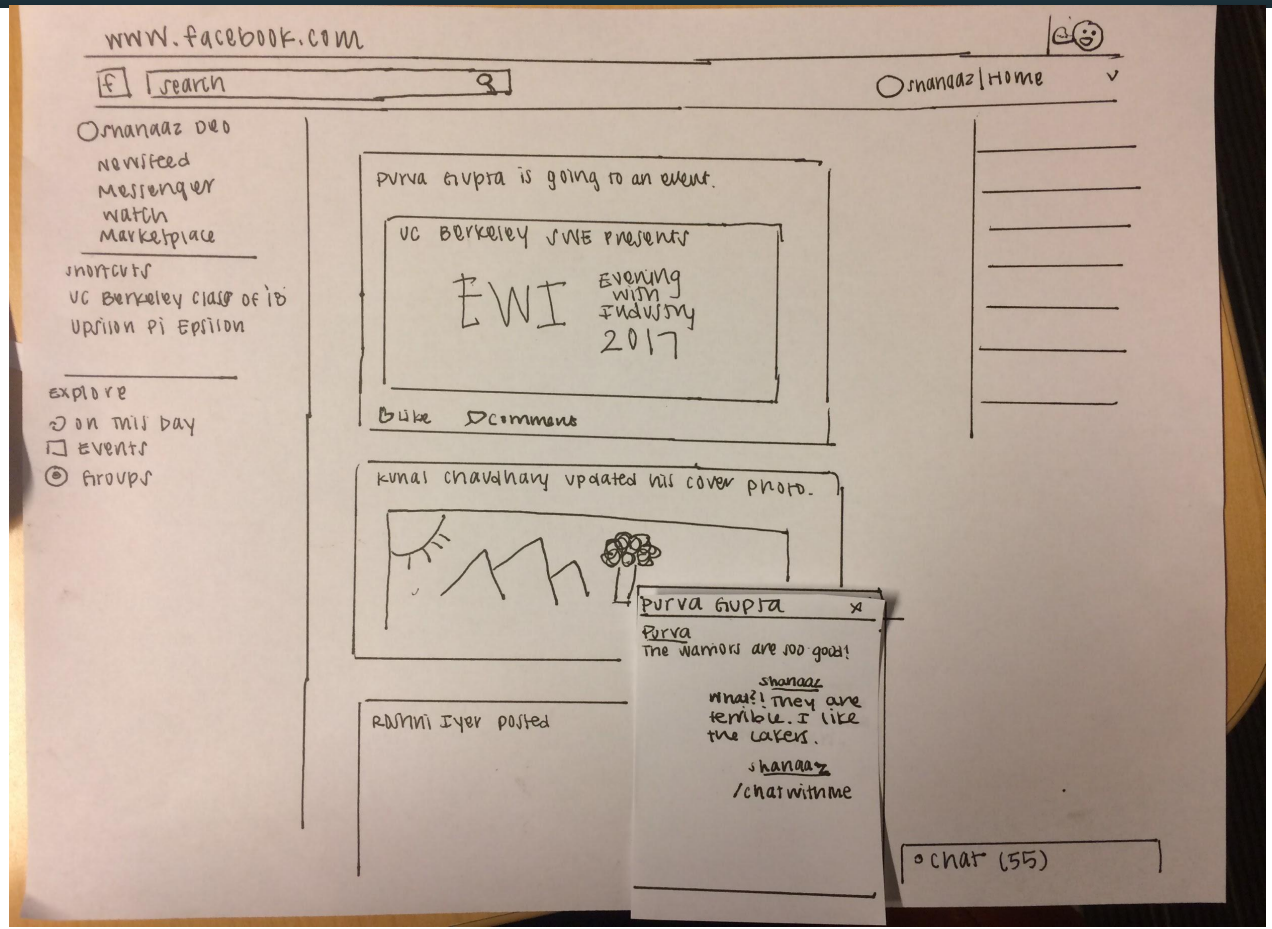
The Google Plugin is now loading onto Shanaaz's Google Chrome browser as well.



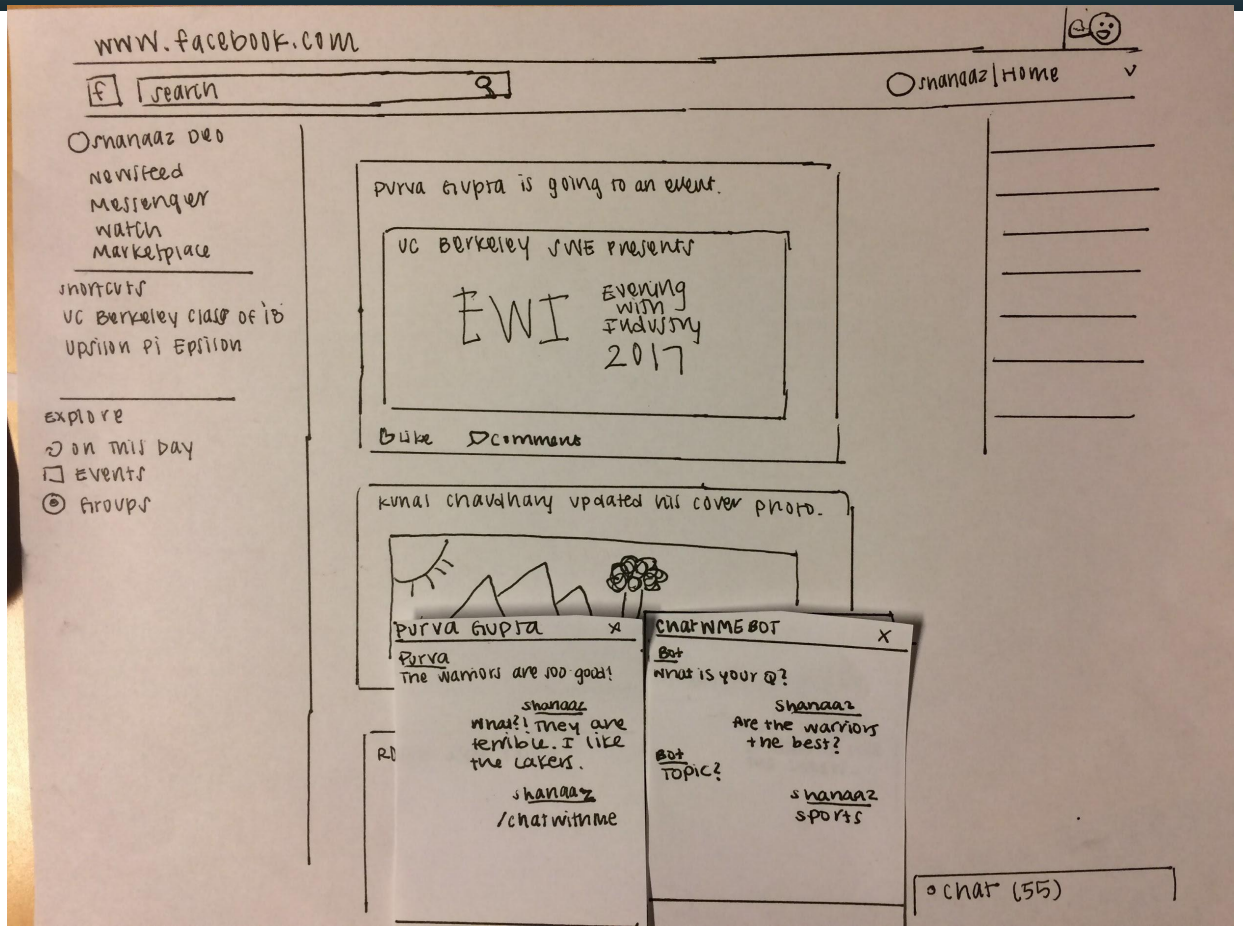
You can see in the top right corner that the Chat With Me logo is now present next to the “favorites” button. Therefore, the plugin is not installed onto the user’s browser.



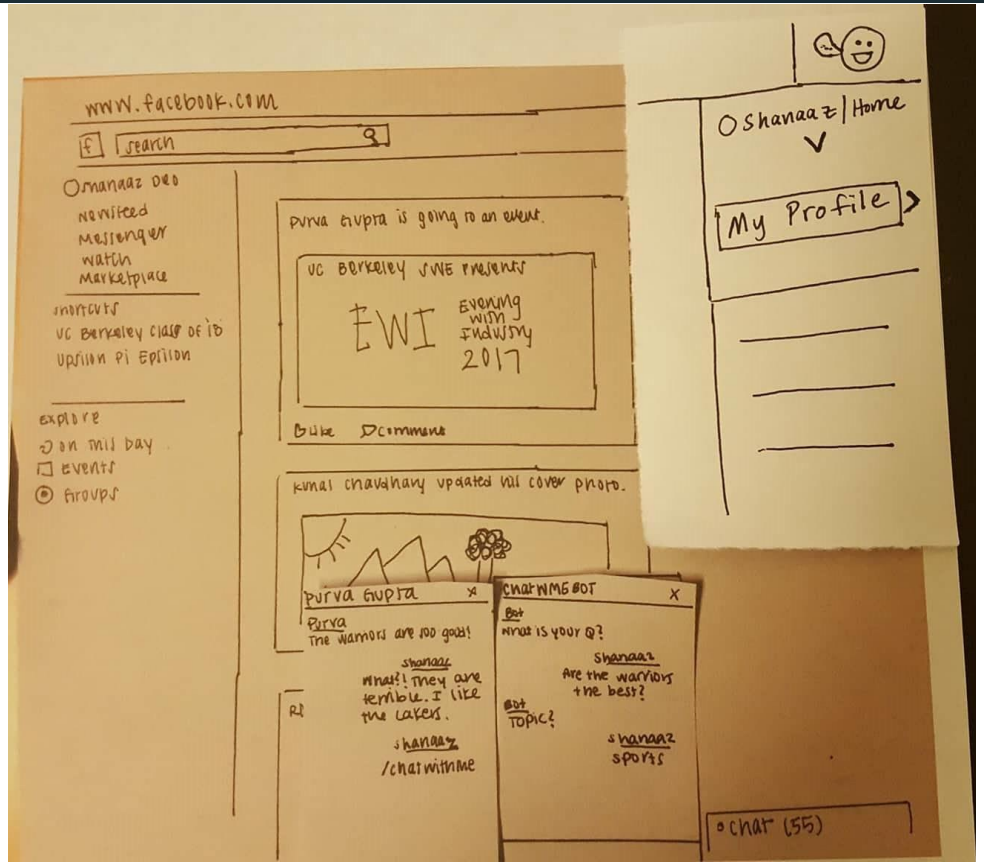
The user Shanaaz is logged into facebook and is chatting with Purva about basketball teams when they disagree on the better team-warriors or lakers.



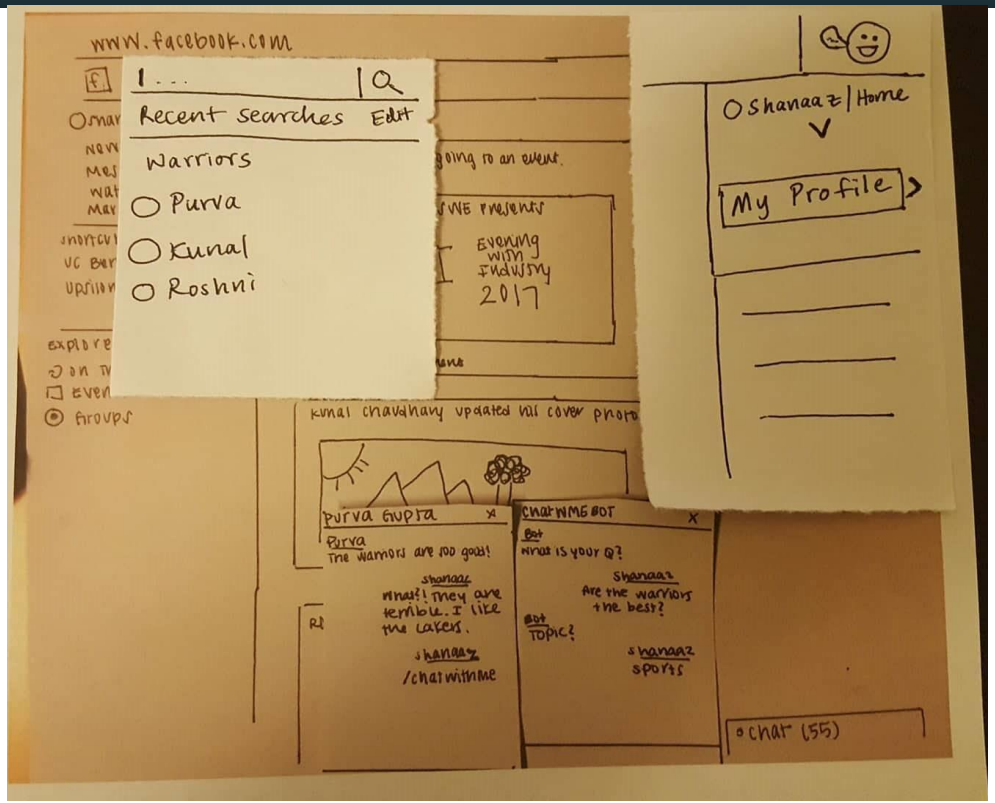
Shanaaz decides to get some more opinions by calling the chat with me interface.



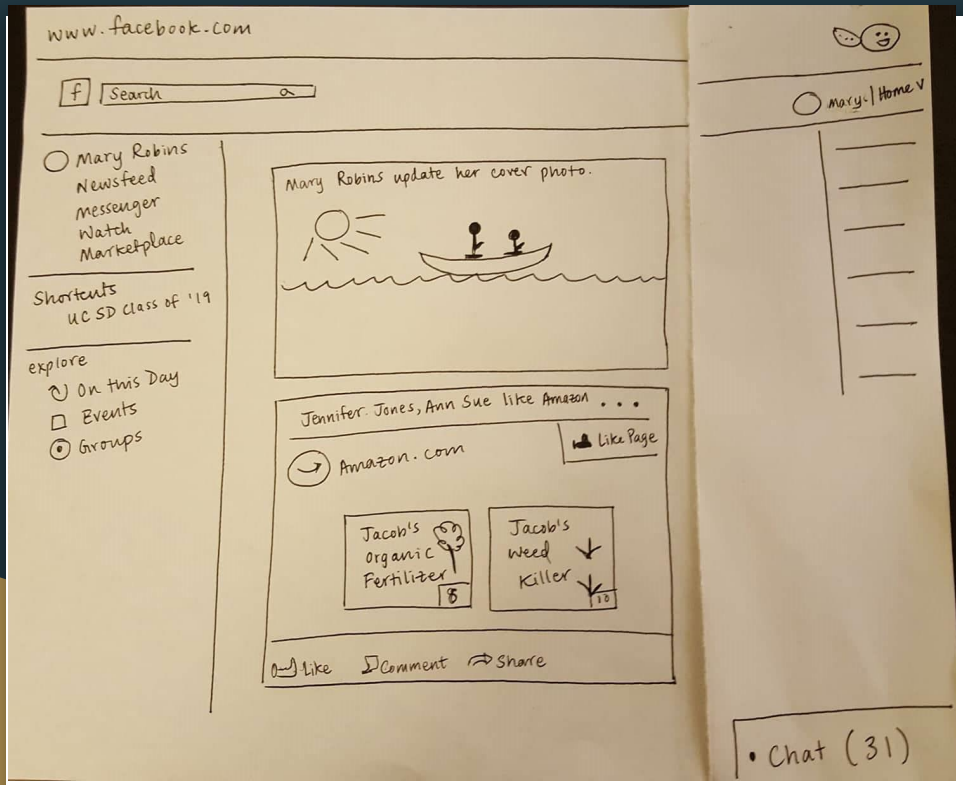
The Chat with Me Bot asks Shanaaz what question she would like to ask and what topic it falls into.

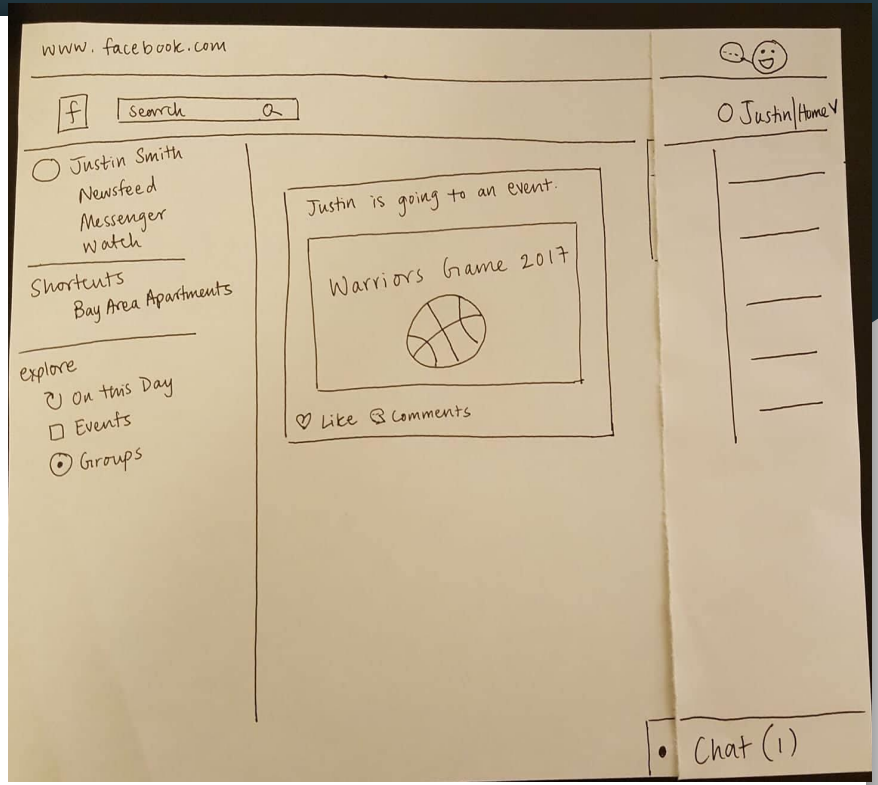


Shanaaz decides to update her chat-with-me profile information, so she can be matched with someone accordingly.

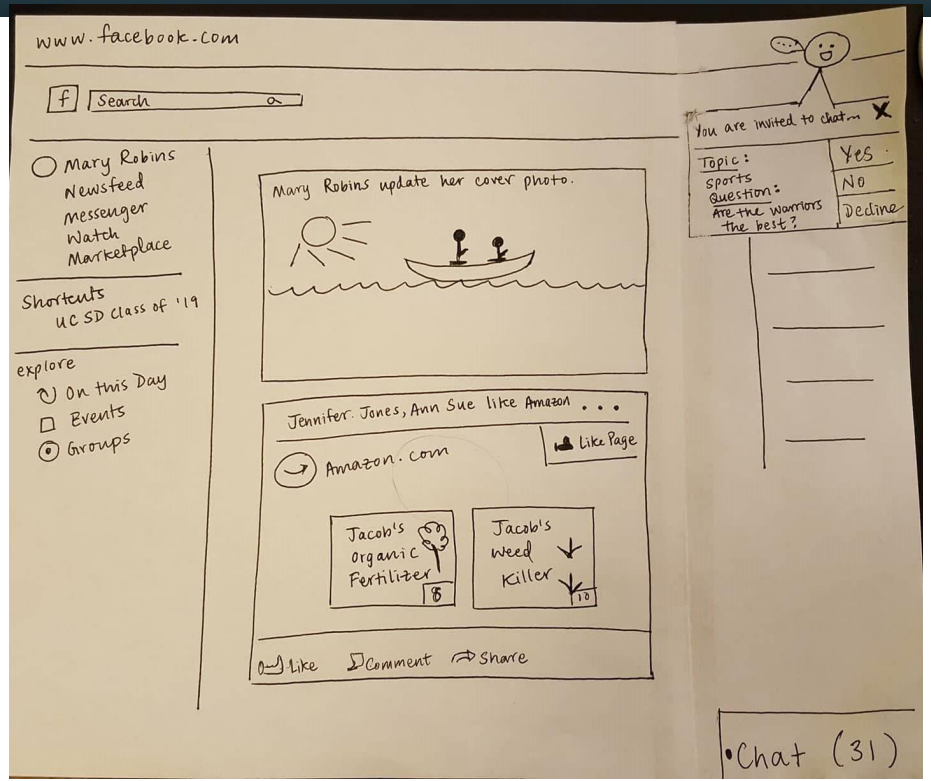


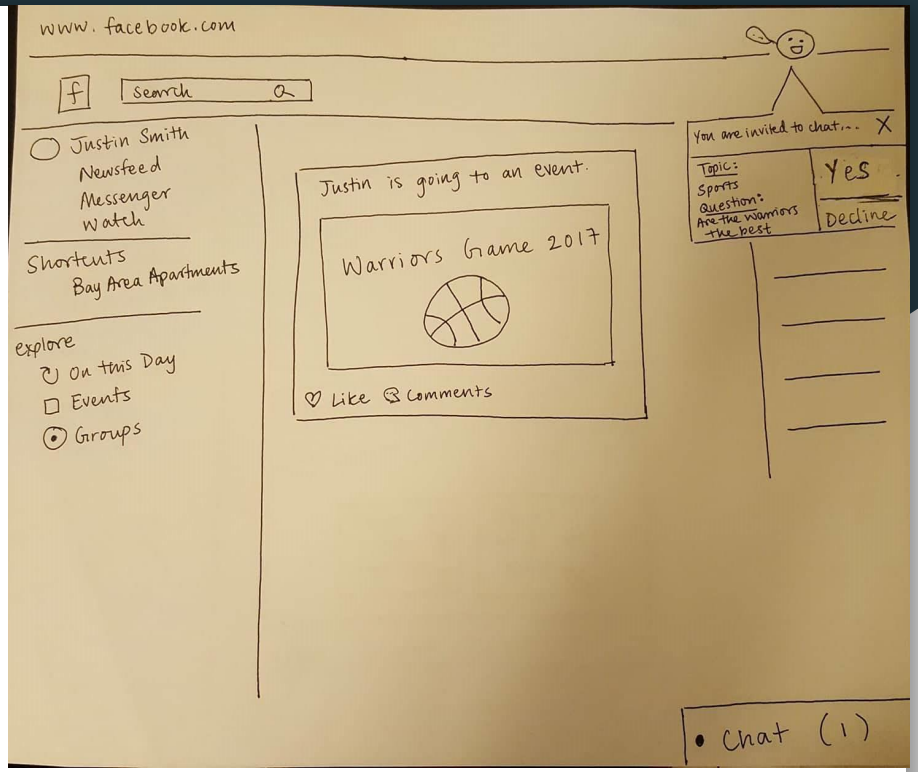
Shanaaz meanwhile makes a search about the warriors on facebook, to gather more information about the topic.



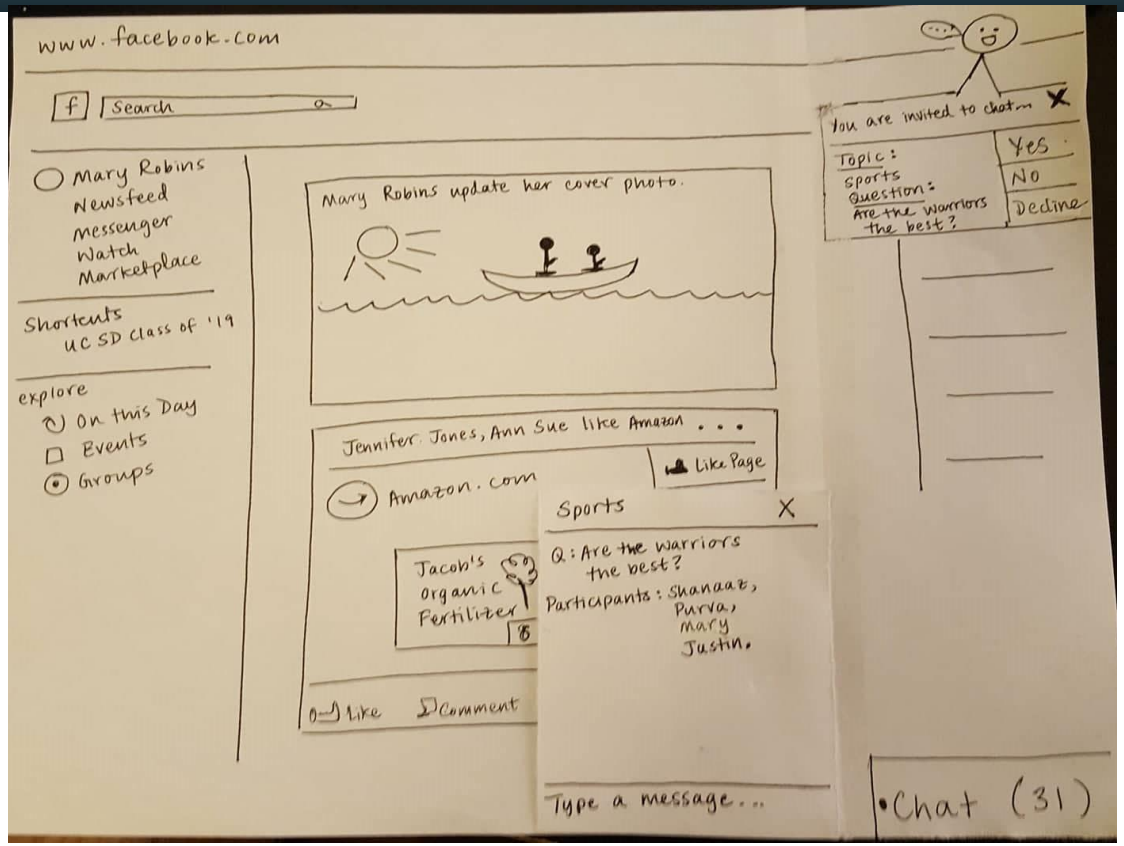


Meanwhile, two other facebook users, Mary and Justin have registered on the chat-with-me website and have created their user profiles.

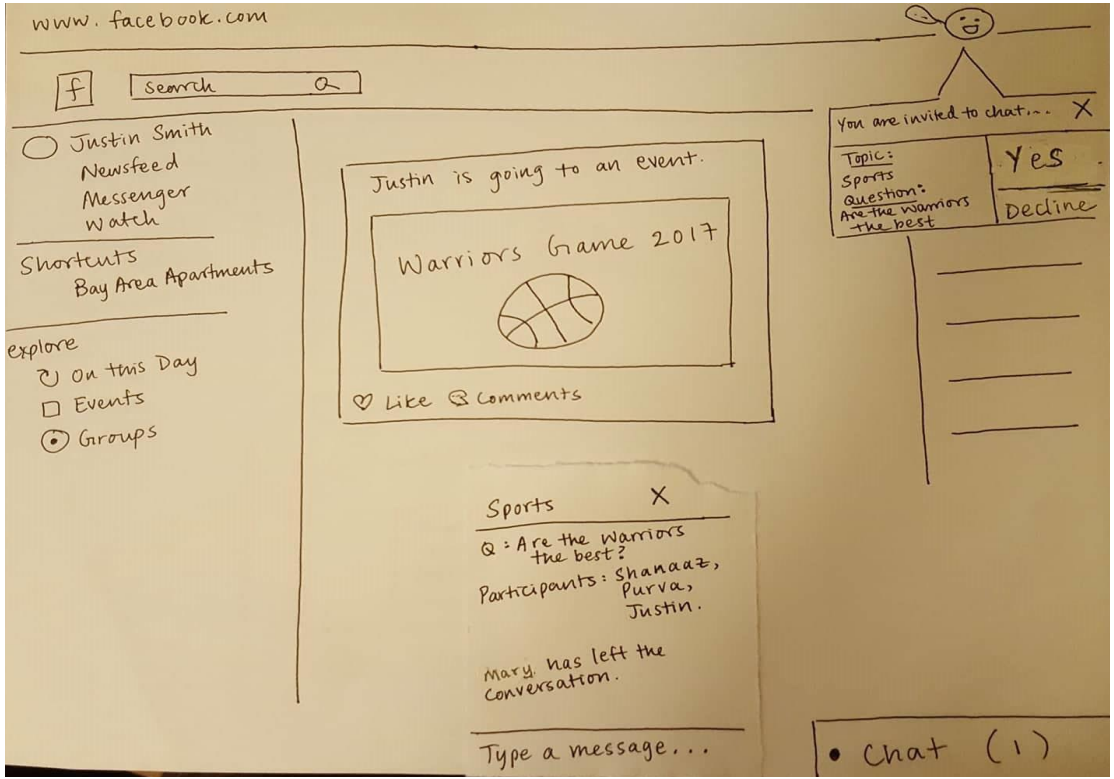




Mary and Justin each receive chat invitations to join the conversation. Based on Mary's and Justin's responses to the questions with "yes" or "no", chat-with-me learns which side each of these users stand on the topic. Ass Through backend matching, chat-with-me creates a two vs. two team of chatters, collectively representing both perspectives about the topic (ie. warriors team). These notifications are sent out asynchronously, so if a user clicks "yes", then the next user will only have the option to click "no" or "decline" and vice versa. This ensures we avoid the situation where we have two people clicking the same option (ie. yes or no), later creating a 3 vs. 1 unbalanced team on the topic.



Mary accepts the chat invitation (assuming with a “no”) and a group chat message created by chat-with-me pops up as shown above.



Since Mary responded to the chat invite with a “no”, Justin only has the option of “yes” or “decline”. Assuming Justin joins the conversation (clicking on “yes”), Mary soon leaves the conversation. A notification message on the chat-with-me group chat pop up indicates that Mary has left the chat. Note that the group chat is capped at 4 people (for purposes of simplicity). Once there are 4 people in a conversation, the option to request more chatters no longer exists.