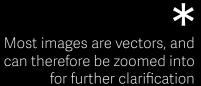
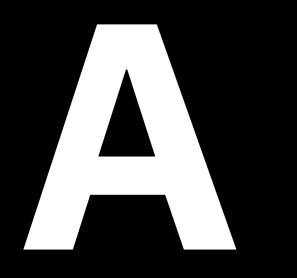
APPENDICES



1	THESIS PREPARATION	Approved Project Brief	6
2	DISCOVER PHASE	The What, How, Who, Where, and Why Literature Review Subjects List of Field Experts Integrating Gender Methods into Design Stakeholder Map Service Blueprint: Warmup Service Blueprint: Empathy and Context Map Service Blueprint: Customer Experience Map Service Blueprint: Empathy Map Findings Service Blueprint: Context Map Findings Breeze Guidance and Mentorship Understanding the Matchmaking Algorithm	16 17 18 19 20 21 22 23 24 25 26
3	DEFINE PHASE	Brand Analysis Moodboards Focus Group: Planning and Setting Goals Focus Group: Procedure and Questions Focus Group: Activity Responses Focus Group: Mate Criteria Responses Focus Group: Findings Clustering Focus Group: Key Insights Clustering Focus Group: Behavioral Design Canvas User Observations: Findings Clustering Online to Offline Axes Interview Guide Interviews: Reporting Key Findings Interviews: Offline Realm Clustering Interviews: Online Realm Clustering Interviews: Online Realm Clustering Instagram Points of Interests Offline Storyboards Online Storyboards Online v.s. Offline Mate Assessment Factors Breeze v.s. Online v.s. Offline Mate Assessment Factors Descriptions of the Mate Assessment Factors Images from the Focus Group	30 31 31 32 32 33 34 35 36 37 38 42 43 44 45 46 52 54 55 56 57
4	DEVELOP PHASE	Breeze Ideation Session: Clustering Concepts Interface Design Explorations Planning the Blob as Part of the Interface Visual Inspirations for Simplifying the Complex Visual Tools as Inspiration for the Ideation Phase Amorphous Form Inspiration for the Blob Inspiration for Potential Blob Aesthetics Planning the System Behind the Blob Prompt and Tag Proposal	60 61 62 63 64 66 68 69 70
5	DELIVER PHASE	User Evaluations: Interview Guide Breeze Evaluations: Interview Guide Current Profile Prototype Concept 1 Prototype Concept 2 Prototype User Evaluations: Clustering Findings Breeze Evaluations: Clustering Findings Photos of User Evaluations	72 73 74 75 76 77 77 78



THESIS PREPARATION

DESIGN FORMU

IDE Master Graduation

Project team, Procedural checks and personal Project brief

This document contains the agreements made between student and supervisory team about the student's IDE Master Graduation Project. This document can also include the involvement of an external organisation, however, it does not cover any legal employment relationship that the student and the client (might) agree upon. Next to that, this document facilitates the required procedural checks. In this document:

- The student defines the team, what he/she is going to do/deliver and how that will come about.
- SSC E&SA (Shared Service Center, Education & Student Affairs) reports on the student's registration and study progress.
- IDE's Board of Examiners confirms if the student is allowed to start the Graduation Project.

USE ADOBE ACROBAT READER TO OPEN. EDIT AND SAVE THIS DOCUMENT

Download again and reopen in case you tried other software, such as Preview (Mac) or a webbrowser.

STUDENT DATA & MASTER PROGRAMME

(!)

family name	Kurbanova	Your master program	me (only select the options that apply to you):
initials	J.K. given name Jemal	IDE master(s):	() IPD () Dfl 🖈 SPD
udent number	5023394	2 nd non-IDE master:	
street & no.		individual programme:	(give date of approval)
zipcode & city		honours programme:	() Honours Programme Master
country		specialisation / annotation:	Medisign
phone			Tech. in Sustainable Design
email			Entrepeneurship

SUPERVISORY TEAM **

Fill in the required data for the supervisory team members. Please check the instructions on the right !

** chair	Dr. ir. A.G.C. van Boeijen	dept. / section: HCD/DA
** mentor	Dr. G. Calabretta	dept. / section: DOS/MCR
2 nd mentor	Marco van der Woude	
	organisation: Breeze	
	city: Delft	country: <u>The Netherlands</u>
	,	
comments		

APPROVAL PROJECT BRIEF To be filled in by the chair of the supervisory team.

chair Dr. ir. A.G.C. van Boeijen date <u>10 - 09 - 2021</u>

CHECK STUDY PROGRESS

Master electives no. of EC accumulated in total:	EC
Of which, taking the conditional requirements	EC
List of electives obtained before the third semester without approval of the BoE	

FORM	IAL APPROVAL GRADUATION PROJECT		
name	me	date	-

To be filled in by the Board of Examiners of IDE TU Delft. Please check the supervisory team and study the parts of the brief marked **. Next, please assess, (dis)approve and sign this Project Brief, by using the criteria below.

 Does the project fit within the (MSc)-programme of the student (taking into account, if described, the activities done next to the obligatory MSc specific courses)? 		OVED NOT APPROVED OVED NOT APPROVED
 Is the level of the project challenging enough for a MSc IDE graduating student? Is the project expected to be doable within 100 working days/20 weeks ? Does the composition of the supervisory team comply with the regulations and fit the assignment ? 		comments
name date	<u> </u>	ature
IDE TU Delft - E&SA Department /// Graduation project brie	f & study overview /// 2018-01 v30	Page 2 of 7
Initials & Name <u>J.K. Kurbanova</u>	Student numbe	er <u>5023394</u>
Title of Project Female-Specific Decision Making: Sub	iect Selection on Dating Apps	

Chair should request the IDE Board of Examiners for approval of a non-IDE mentor, including a

Ensure a heterogeneous team.

In case you wish to include two team members from the same section, please explain why.

motivation letter and c.v..

Second mentor only applies in case the assignment is hosted by an external organisation.

0

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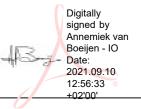
ŤUDelft

6



7

signature



To be filled in by the SSC E&SA (Shared Service Center, Education & Student Affairs), after approval of the project brief by the Chair. The study progress will be checked for a 2nd time just before the green light meeting.

C	YES	all 1st year master courses passed
C) NO	missing 1 st year master courses are:
		J

signature

Female-Specific Decision Making: Subject Selection on Dating Apps

Please state the title of your graduation project (above) and the start date and end date (below). Keep the title compact and simple. Do not use abbreviations. The remainder of this document allows you to define and clarify your graduation project.

start date 06 - 09 - 2021

14 - 02 - 2022 end date

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project title

Page 3 of 7

INTRODUCTION **

Breeze is a dating app that uses technology which "enhances rather than replaces human interaction" (Breeze, 2021). While there is an average of 38 hours of swiping and chatting preceding one physical date on other dating apps (Ruiter, 2021), Breeze reduces the serious time and effort it takes for users to meet someone face-to-face by providing a handful profiles every 24 hours, avoiding the choice paralysis users often undergo when faced with option overload (Pronk, 2020). If there is a match, users do not chat, but immediately arrange their date through a date picker. Breeze then lets them know where they will meet.

The emergence of such real-time location-based dating apps has transformed traditional pathways of socialization in the past decade (Castro et al., 2020). With a growing proportion of the population being composed of singles, and career and time pressures increasing in highly urbanized regions, people rely on dating apps as an efficient way of meeting others for intimate relationships (Brym and Lenton, 2001). Like online shopping, dating apps present a similar transactional experience- if dissatisfied, you can simply remove the item, and if the presented information satisfies your needs and expectation of a situation-ship, you match and proceed to the check out for the real date. In contrast to online shopping, online dating requires a mutual 'like' for there to be a form of transaction. Heterosexual men swipe right far more often than heterosexual women do, leaving them with a low success rate of about 0.6% (Paul, 2018). This makes understanding and solving this discrepancy between male and female decision making interesting.

The decision making in attitude formation is quite a complex mechanism of human thinking as various factors and courses of action intervene with different results (Lizarraga, 2007). What triggers you to instantly like/dislike the profile before you? Among the various variables that influence this reasoning, gender is a relatively new psychological phenomenon in the consumer decision making styles (CDMS) that plays a major role (Swarna, 2012). CDM can be defined by the behavioral styles that are a result of sex-related social norms and stereotypes transmitted in the form of values, traditions, and behavioral expectations (Lizarraga, 2007), yet further investigation on the female-specificity of such factors can provide a valuable compass for navigating and winning the future for businesses.

Breeze is facing this dilemma as well, in which their female demographic tends to dislike profiles more frequently than their male users. Research shows that physical attractiveness is the key criterion for men when selecting partners, while women prioritize sociocultural and economic attributes when choosing a male partner (Abramova et al., 2016). What does this say about such photo-centric services? Female users are considered to be more "picky" and selective with mate selection (Abramova et al., 2016), however one must ask the question: are women more particular with their choices, or do dating applications simply conform more appropriately to the decision making and needs of male users?

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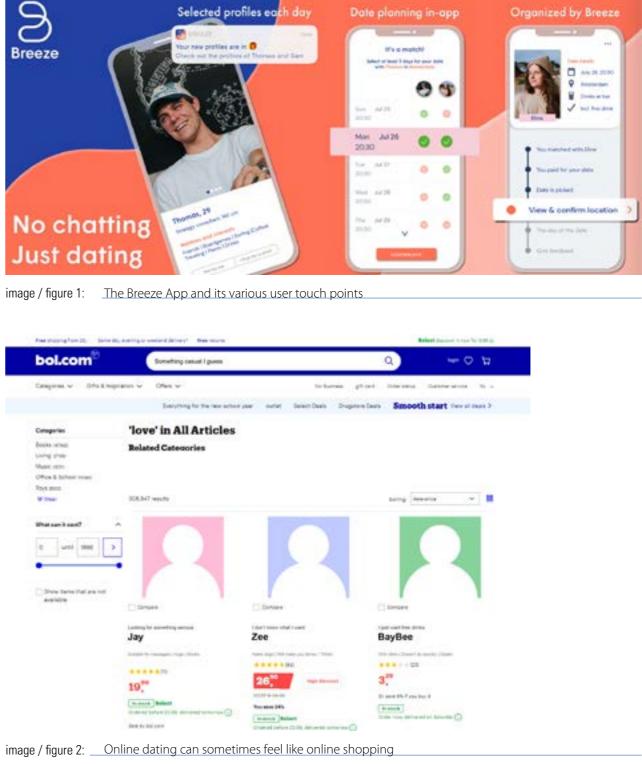
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Initials & Name J.K. Kurbanova

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Title of Project Female-Specific Decision Making: Subject Selection on Dating Apps

introduction (continued): space for images



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Personal Project Brief - IDE Master Graduation

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Personal Project Brief - IDE Master Graduation

start date <u>6 - 9 - 2021</u>

PROBLEM DEFINITION **

EC (= 20 full time weeks or 100 working days) and clearly indicate what issue(s) should be addressed in this project.

The initial problem is a lack of understanding and research regarding the mate selection process of female users within dating applications. While factors such as psychological support, social status, earning potential, ambition, protection, etc. have consistently played a role in the female choice of male partners in the offline setting, further research is needed in the online domain. The online context will be assessed with cultural sensitivity. Additionally, as females are reluctant to meet other users face-to-face as they need more computer-mediated interaction before an actual meeting offline (Abramova et al., 2026), the meaning of the female experience and impression of the service is faltered as Breeze immediately acts as a facilitator for a date after a match. Questions like what can be attributed to 'make up' for the lack of interaction/validation, and how can Breeze create a more worthwhile and effective experience for its female users for them to be more willing to like a profile will be addressed throughout the research.

Due to Breeze's dilemma of relatively low like-rates from the female demographic, the scope of the research will be constricted to young urban professional (YUP) women who are seeking romantic heterosexual relationships in the Netherlands (the only country available at the moment for the app usage). It is important to note that this is not only a Breeze problem, as this is a matter with other dating apps. The female decision making styles will be explored and analyzed in parallel with the actively iterated features, brand identity, and value proposition of Breeze to find moments of interventions to influence subject (profile) selection.

Awareness of the concept of gender and its potential direction of evolution due to the sociocultural, historical, and biological factors in today's world that shape culture will be maintained. A critical alertness to the inclusiveness and exclusivity of the selected boundary will also drive the research's aspiration in creating a design proposal that is future-proof for the female YUP users of Breeze.

ASSIGNMENT **

The research will explore the nature of consumer decision making in dating apps. Cultural sensitivity to gender and socio-demography will act as the boundary for the exploration of subject selection/rejection with the case of Breeze, where a profile experience will be enhanced/(re)designed to adjust to YUP females' way of reasoning, aiming to increase chances of mate selection.

I aim to deliver a concept design for the service that would support the decision making styles of female users and strengthen the currently emerging brand, proposing a winning strategy for their female demographic within the boundaries of Breeze. All of this will be dependent on the findings acquired from the primary and secondary research following the double-diamond model with a culturally sensitive approach.

Research questions are:

- 1) What are consumer decision making styles in online and offline settings?
- 2) To what extent does gender act as a factor in decision making?
- 3) What are the male and female-specific consumer decision making styles online, and what are the differences?

Student number 5023394

- 4) What are the female values and needs for love and online dating in the Netherlands?
- 5) What are the opportunities to increase chances of mate selection for women?
- 6) To what extent are the findings inclusive and exclusive within the selected demographic?
- 7) How can Breeze create a future-proof service for their female users?

The main design question is: 8) How can design enhance the online dating experience and increase the like-rate of Breeze's YUP female users in the Netherlands?

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Initials & Name J.K. Kurbanova

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Title of Project Female-Specific Decision Making: Subject Selection on Dating Apps

This project will be done full-time. A total of 16 working-days will be taken off during the research as a break. The thesis with Breeze will also act as an internship, where I will work with the marketing team, carrying out thesis-related tasks (research methods and writing articles). For the thesis, both primary & secondary research will be conducted. I will start with literature reviews within the fields of decision making, cultural studies, sociology, psychology, and consumer behavior. Trend analyses will be carried out to see where Breeze lies within their corresponding industry. During the research, I will strive to maintain cultural sensitivity to the information I come across, especially within the realm of gender, age groups, inclusiveness and exclusivity of my findings. This phase will help me discover relevant information on the topic for the following field research and for the definition of the specific design goal.

Interviews with the target users, the Breeze team, and field experts will help better identify and define the culture, needs, and values of the intended users, their perceptions, opinions, and motivations for using the service by comparing and assessing findings for input for conceptualization. Additionally, user observation of Breeze female users will help clarify the limitations and strengths of the presented profiles and the service. Company analyses will help systematically assess the strategic positioning of Breeze, the problem definition, and find opportunities for new product ideas along with the findings of the other field studies. With the findings evaluated, a concept will be selected, tested, and validated through surveys, product concept evaluations with the team and users, and expert evaluations. At the end of this project, I will deliver a report supported by visuals, created infographics of findings and data, digital prototype proposals, and a final presentation.

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Initials & Name	J.K.	Kurbanova		Student numb
Title of Project	Female	Specific Decision Making: Subje	ect Selection on	Dating Apps

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Include a Gantt Chart (replace the example below - more examples can be found in Manual 2) that shows the different phases of your project, deliverables you have in mind, meetings, and how you plan to spend your time. Please note that all activities should fit within the given net time of 30 EC = 20 full time weeks or 100 working days, and your planning should include a kick-off meeting, mid-term meeting, green light meeting and graduation ceremony. Illustrate your Gantt Chart by, for instance, explaining your approach, and please indicate periods of part-time activities and/or periods of not spending time on your graduation project, if any, for instance because of holidays or parallel activities.



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Student number 5023394

Personal Project Brief - IDE Master Graduation

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MOTIVATION AND PERSONAL AMBITIONS

Explain why you set up this project, what competences you want to prove and learn. For example: acquired competences from your MSc programme, the elective semester, extra-curricular activities (etc.) and point out the competences you have yet developed. Optionally, describe which personal learning ambitions you explicitly want to address in this project, on top of the learning objectives of the Graduation Project, such as: in depth knowledge a on specific subject, broadening your competences or experimenting with a specific tool and/or methodology, ... Stick to no more than five ambitions.

As a third-culture-kid, I have always been fascinated by sociocultural factors that influence the values, needs, and behaviors of individuals in different contexts. The COVID pandemic proved humankind's resilience to the lack of ritualized physical connection and communication, and has exposed the significance of technology for the maintenance and mediation of human connection. The online domain is more vital than ever. As a single individual, stuck in my room, I found myself reflecting upon the concept of love and the opportunities of finding it on a screen, nestled in the palm of my hand.

Whether one is looking for an intimate or casual relationship, online dating applications provide a gateway for meeting a potential mate. As a relatively experienced dating app user myself, I began to feel repulsed by the idea of swiping over and over again, like shopping for a perfect avatar. Biases and prejudices emerged the more I glared into the photos of individuals I had before me, and I wondered at what point I became so desensitized to the presented data and became the victim of the economic policy, law of diminishing marginal returns. I relied religiously on visual and textual cues that hinted at the 'vibe' and nature of the person, leading to the realization that the information that we have on profiles now is not enough/relevant, and our evolving needs are not matched.

When meeting the team of Breeze, they informed me of the difference between the activity of male and female usersthis sparked an interest immediately. Why is there a difference in activity in the first place? Decision making is a field I was attracted to when taking the Design Strategy Project, Brand Product Commercialization, and Consumer Behavior classes in the year before. With such areas of research come themes that I find fit me well as a designer, such as: design anthropology, psychology, user-centered design, emotion-driven design, and digital innovation. These areas require the exploration of research methods and approaches I would like to develop my competencies in. Finally, taking the Culture Sensitive Design class was a pivotal stage for me in my Strategic Product Design education, where my obsession for cultural studies married my drive for creating future-proof strategies and innovations.

A sociological perspective is an approach I want to delve into when applying culturally sensitive research and analyzing the findings. As this thesis revolves around female users, I want to strengthen my abilities of applying societal factors, such as gender, into design, knowing that such concepts are actively evolving and being redefined (as gender is not strictly binary and will not always be as generalizable). With my findings, I aim to question the relevance and validity of what I discover, while also proposing a feasible direction/design element for Breeze for the desired time frame (with their future vision in mind). An additional goal of mine is to apply the studied research methods into a real context with immediate feedback, and experiment with new SPD approaches that will enhance and enrich the research and analysis process of the project.

FINAL COMMENTS

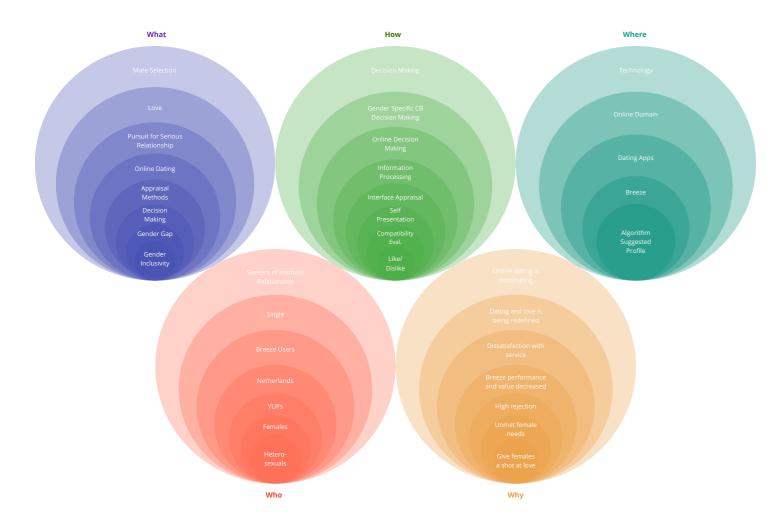
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Initials & Name J.K. Kurbanova Student number 5023394

12 Title of Project Female-Specific Decision Making: Subject Selection on Dating Apps

DISCOVER PHASE

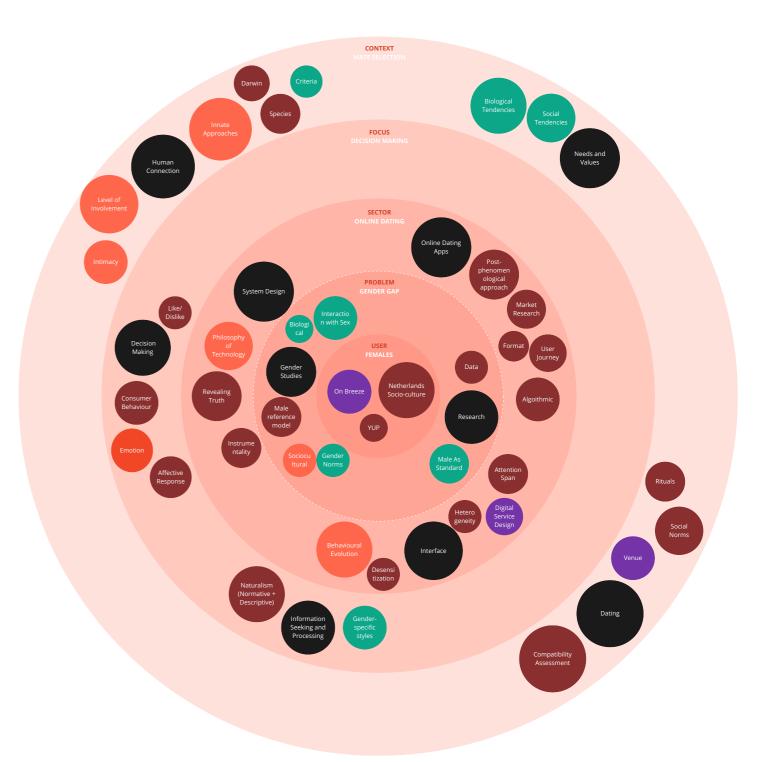


B.1 THE WHAT, HOW, WHERE, WHO, AND WHY

The figure above was created to help determine the significance of the research and the active key players. This was created both during and after the literature review phase, to help better organize the structure of the exploration.

B.2 LITERATURE REVIEW SUBJECTS

The figure on the right was created after the completion of Discover phase, in which all of the researched subjects were placed within a one circle venn diagram to better understand their interconnectedness to one another. This overview helped determine the priority topics.

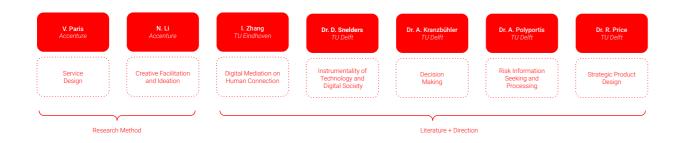




Mate Selection	Decision Making	Online Dating	Gender Gap in Design	Female User
Human Connection	Dating	Online Rituals	Male Standard of Dating Apps	Introduction of Breeze
Gender-Specific Needs and Values	Affective Response	Instrumentalism of Technology	Research Gap	Value Proposition and Business Model
Rituals for Compatibility Assessment	Gender-Specific Decision Making	System Design	Gender Studies	Dilemma
	Risk Information Seeking and Processing	Interface	Gender Gap	Impact on Growth
	Application to Online Dating Apps	Data Presentation	Unmet Values and Needs	Aim for Intersectionality
			Impact on Behavioural Evolution	Cultural Sensitivity
				Scope

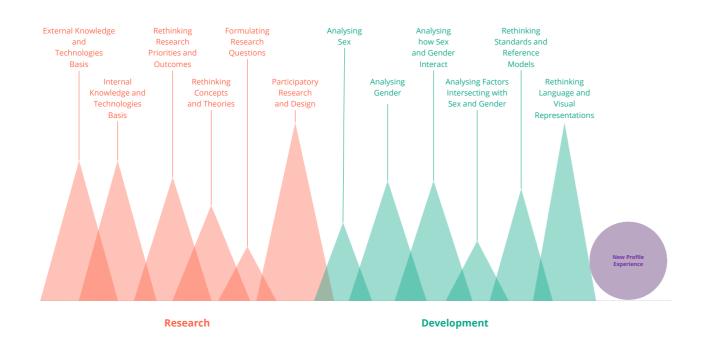
B.3 LIST OF FIELD EXPERTS

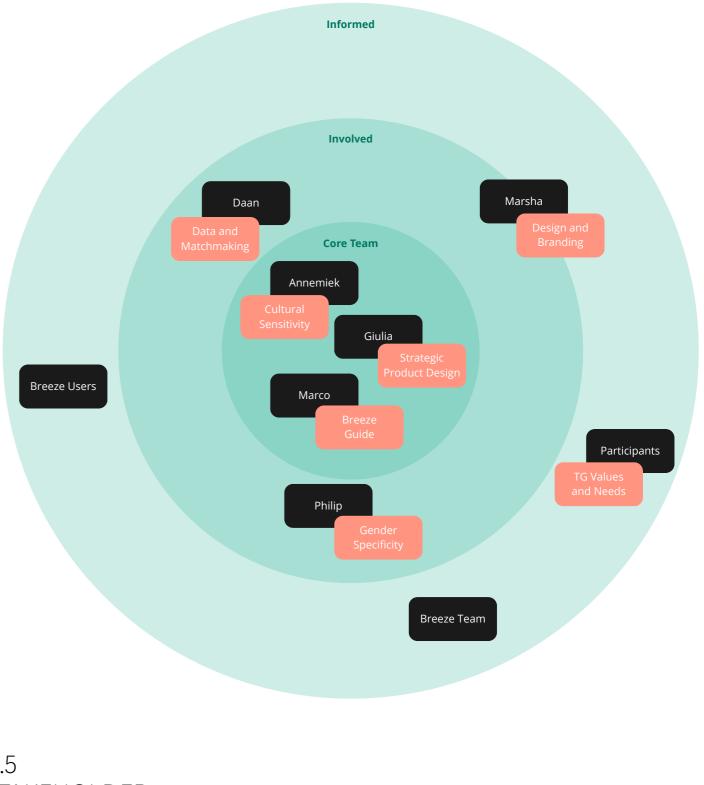
The list of experts listed below were involved throughout the whole research, providing feedback, guidance, and insights on both the design and research directions of the project.



B.4 INTEGRATING GENDER METHODS INTO DESIGN

Due to the gender-specificity of the project, a gender intersectional and inclusive method was chosed to guide the whole process. Stanford's "Integrating Gender Methods into Engineering Process" (2022) was used as inspiration and adjusted for the sake of the planned research and design process.





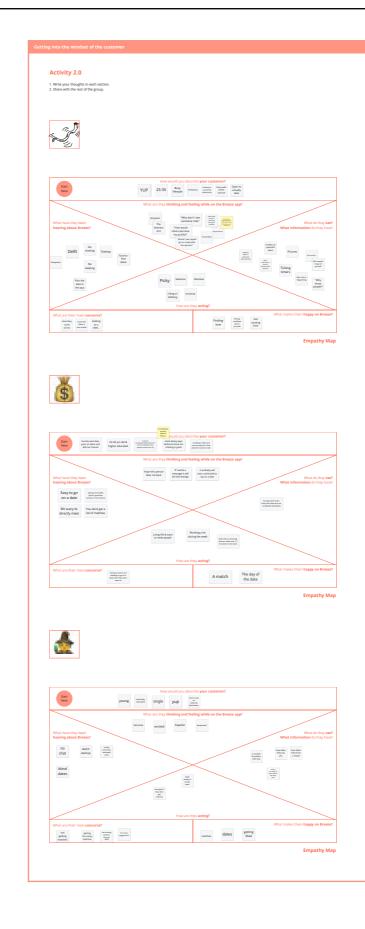
B.5 STAKEHOLDER MAP

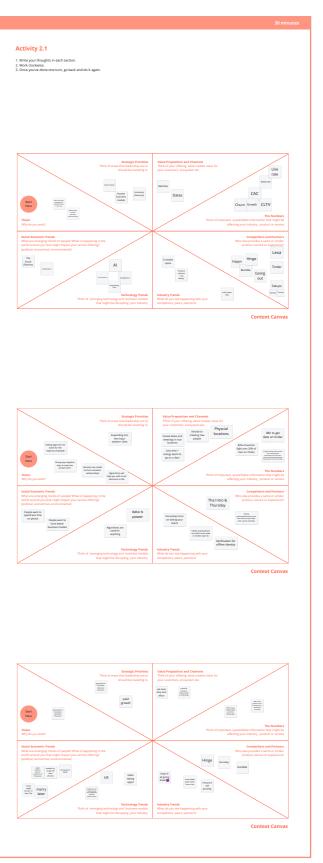
The figure on the right was created after the completion of Discover phase, in which all of the researched subjects were placed within a one circle venn diagram to better understand their interconnectedness to one another. This overview helped determine the priority topics.

B.6 SERVICE BLUEPRINT: SESSION WARMUP

lgenda		Activity 1.1		Activity 1.2		
		1. Fill in the introduction card and a	1. Fill in the introduction card and answer the following		1. Ideate three superpowers/abilities you	
nin.	Welcome, why are we here,	questions. 2. Everyone shares their answers o		would like to have. 2. Draw a character that repre		
min.	what is the purpose of the session	2. Everyone shares even answers o		those 3 superpowers — you the pen tool, google images	i can use	
	Introduction Cards + ice]	it's up to you). You have 120 3. Scramble up. Finish someor	seconds.	
min.	breaker	EXAMPLE		drawing. You have 90 secon	ds.	
	Empathy Map and Context		-	4. Name and share your chara	cter/being.	
min.	Мар	Hello, my name is	Jemal			
min.	Discussion	My role is	Thesis Student			
	Discussion	If I was an ice cream flavour, I'd be	Mint			
	Service Blueprint Walkthrough	If happiness was a smell, it would smell like	Fresh Baked Bread			
min.	Filling it out	A perfect date for me would be	Biking around the city			
min.	Discussion	A perfect date for the would be	(casually)			
min.	Creating Action Plans					
min.	Discussion					
			-	Your 3 super powers (e.g can breathe underwater,	Draw your character	
	Workshop feedback	Hello, my name is	Marsha	ability to read minds)	•	
al time	120 min.	My role is	Head of Product	Breathe underwater read	(EJ)	
		If I was an ice cream flavour, I'd be	Yoghurt	minds	(ار سیس ا	
		If happiness was a smell, it would smell like	Cotton candy		Je munt	
utcomes				Fly	2	
		A perfect date for me would be	Food and Alcohol			
•	Pain and/or gain points identified Understanding of the customer at a high					
•	level Understanding Breeze's stance on the					
•	thesis context Understanding of what needs to change					
	to improve the service (profile) experience.		14 A	(e.g can breathe underwater,	Draw your character	
		Hello, my name is	Daan	ability to read minds) Perfectly	\bigcirc	
		My role is	VP Matchmaking	predict the INO		
		If I was an ice cream flavour, I'd be	Delftenaartje	market sleep		
		If happiness was a smell, it would smell like		Unlimited		
				energy (except if I don't want to)	\mathbb{V}	
		A perfect date for me would be	the one where you immediately meet the love of your life			
]			
			*	Your 3 super powers	Draw your character	
			130	(e.g can breathe underwater, ability to read minds)	,ou character	
		Hello, my name is	Philip	unlimitly knowledge of		
		My role is	CFO	switch past/present/lutu superpowers comprimise on	A4P	
		If I was an ice cream flavour, I'd be	Vegan protein-enriched	processing speed		
		If happiness was a smell, it would smell like	sweat	inability to die or age	υIJ	
		A perfect date for me would be	make a dating app startup	0.00		

B.7 SERVICE BLUEPRINT: EMPATHY AND CONTEXT MAP

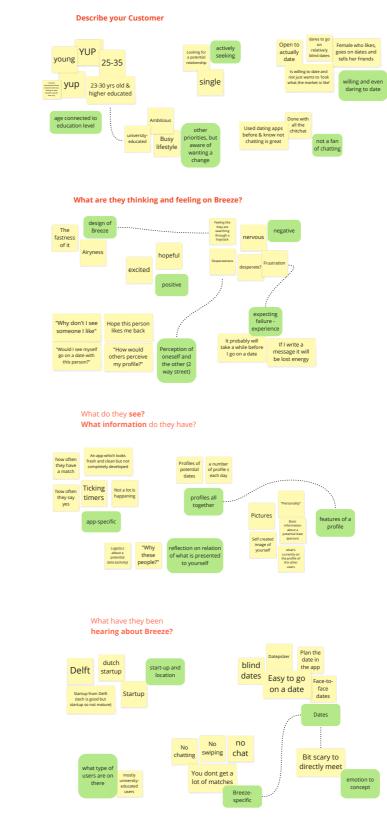


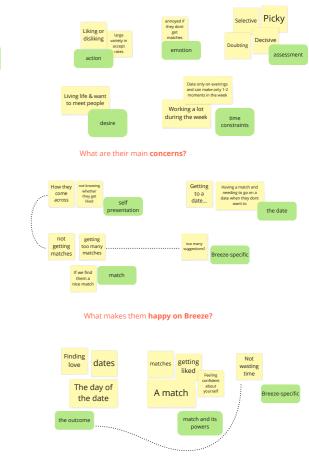


B.8 SERVICE BLUEPRINT: CUSTOMER EXPERIENCE MAP

pping out the customer experience - simplified view					30 r
Activity 3.0 1. Use Glossary if needed. 2. Use the post-its and stickers in the next activity.	Activity 3.1 1. Fill in the blueprint below with the post-its. 2. Add a relevant sticker to every post-it.				
	Add a relevant sticker to every post-it.				
Blueprint Glossary	Service Blueprint The Profile				
Consequences action The second seco			journey		•
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	Problems and opportunities in when				
Blueprint Glossary	Service Blueprint The Profile				
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B.9 SERVICE BLUEPRINT: EMPATHY MAP FINDINGS





How are they acting?

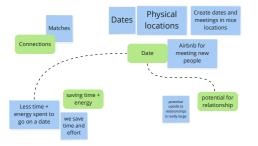
B.10 SERVICE BLUEPRINT: CONTEXT MAP FINDINGS



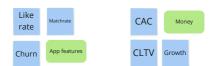




Value Proposition and Channels Think of your offering, what creates value for your customers, ecosystem etc.

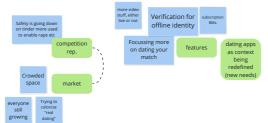


The Numbers Think of important, quantifiable information that might be affecting your industry , product or service



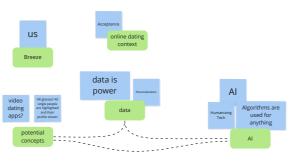






Technology Trends Think of emerging technology and busi

that might be disrupting your industry



Social Economic Trends What are emerging trends of people? What is happening in the world around you that might impact your service offering? (nolitical economical environmental)



B.11 BREEZE GUIDANCE AND MENTORSHIP

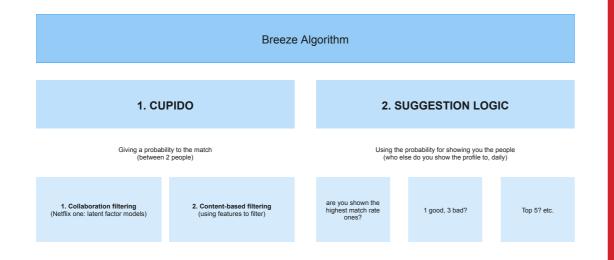
A consistent and collaborative relationship with Breeze was maintained consistently throughout the research process by taking all the stakeholders into account and involving them in the design process such as the kickoff, midterm, concept introduction, ideation sessions, etc. The research birthed design milestones along the way that the team of Breeze was informed on with the intention of keeping them updated with the direction, getting aligned with their vision for a feasible end product, and receiving critical evaluations for further development.

As the client of this research, understanding Breeze's needs will potentially lead to a design that adds value within the overlap between the company's objectives and the desires of the target user (scope) of the research. The Breeze team/organization contains values, beliefs, needs, and ambitions that the final deliverables aim to contribute to in alignment with a number of external components such as competitive positioning and the cultural landscape. Therefore, understanding the internal and external components will help the decision making process of creating a design that adds value and provides competitive advantage, while also supporting the viability of the challenges faced by Breeze and its customers.

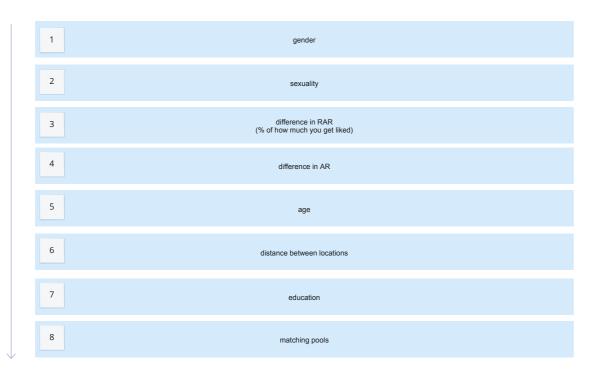
Additionally, weekly, bi-weekly, and monthly feedback sessions were carried out with selected Breeze team members individually to converse on topics of the research and receive extensive evaluation on the direction from their role-specific perspectives. This was carried out to stay aligned with the client along with personal design decisions made to produce feasible proposals that will address the goals, values, and strategic priorities of Breeze.

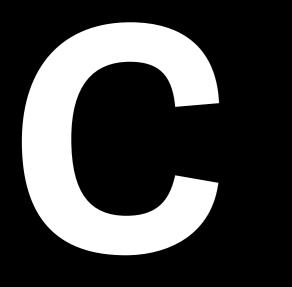
B.12 UNDERSTANDING THE MATCHMAKING ALGORITHM

To better understand how Breeze's algorithm matches potential hetersexual couples together, a meeting was carried out with the Head of Matchmaking, Daan Alkemade. The figure below was created as a visualization of the findings. This meeting was intended to get a feel for the current system of the service, and create guidelines/propose new methods for when the concepts were created.



FEATURES





DEFINE PHASE

C.1 BRAND ANALYSIS: MOODBOARDS







The Breeze tone of voice perceived as a lovinly. honest, and goofy friend who wants what's best for you



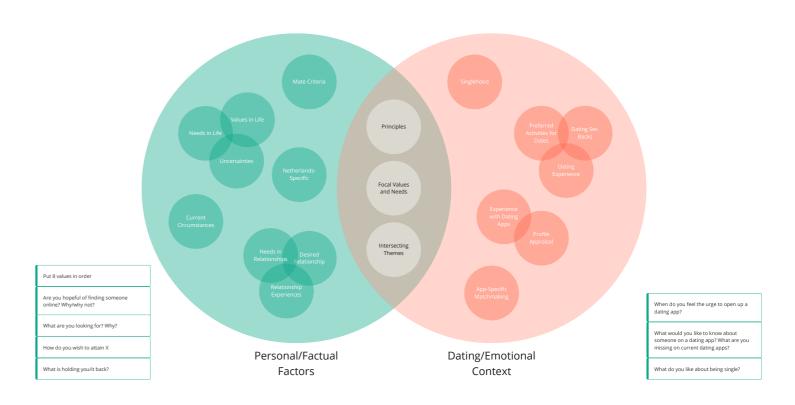






The service is used by YUP users on their commute to work/back home, at work, with friends, or time of leisure, like in bed

C.2 FOCUS GROUP: PLANNING AND SETTING GOALS

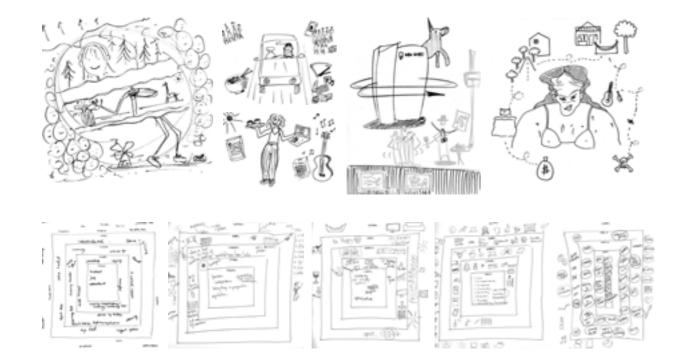


C.3 FOCUS GROUP: PROCEDURE AND QUESTIONS

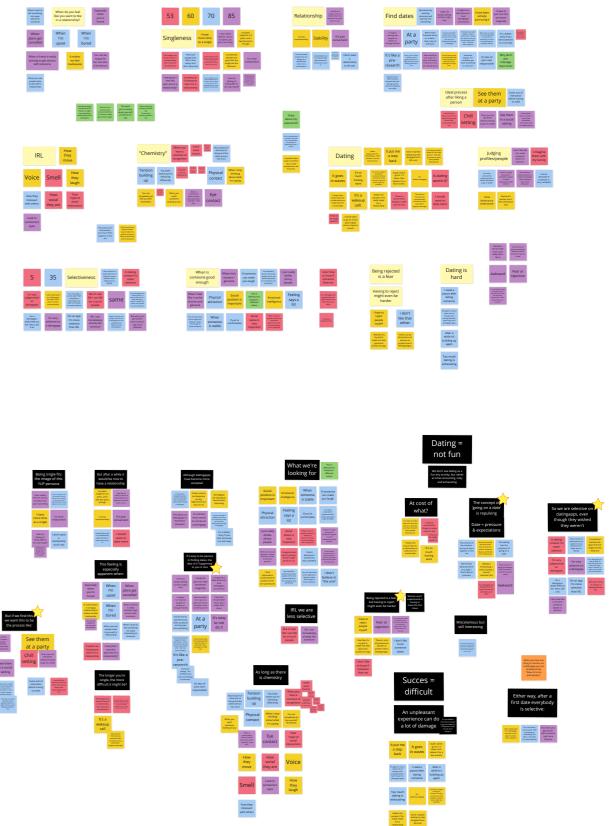
USERS	SET-UP
Cis-Gendered Females	Dinner with Drinks
24-35 Years Old	Sensitizing Activities
Young Urban Professionals	Probing Questions
Breeze Users (or not)	Clustering and Framing Fir
Total of 4 Participants	
	Cis-Gendered Females 24-35 Years Old Young Urban Professionals Breeze Users (or not)

	QUESTIONS	TO DO
	General introductory sentences	Consent Form
	Put 7 values in order	Activities for each section
	When do you feel the urge to open up a dating app?	Agenda
Findings	Are you hopeful of finding someone online? Why/why not?	
	What would you like to know about someone on a dating app? What are you missing on current dating apps?	
	What do you like about being single?	
	What are you looking for? Why?	
	How do you wish to attain X	
	What is holding you/it back?	
	What is holding you/it back?	

C.4 FOCUS GROUP: ACTIVITY RESPONSES

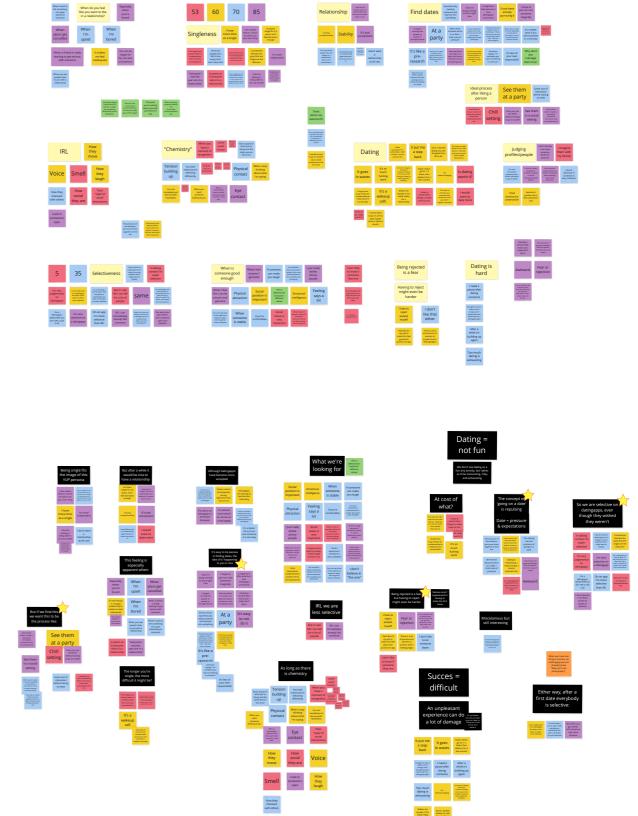


C.6 FOCUS GROUP: **FINDINGS CLUSTERING**

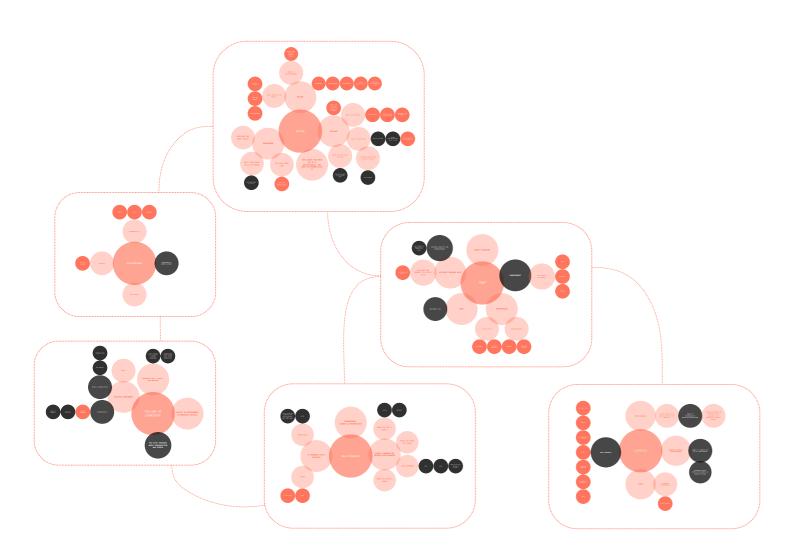


C.5 FOCUS GROUP: MATE CRITERIA RESPONSES



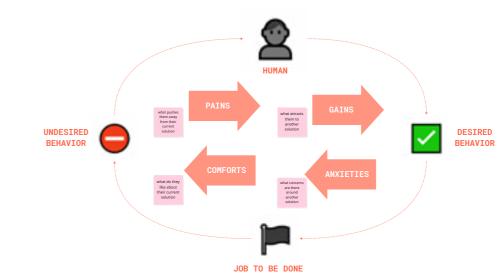


C.7 FOCUS GROUP: **KEY INSIGHTS CLUSTERING**



С.8 FOCUS GROUP: BEHAVIORAL DESIGN CANVAS



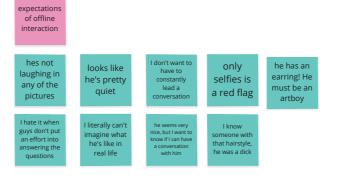


С.9 **USER OBSERVATIONS:** CLUSTERING FINDINGS

C.10 **USER OBSERVATIONS:** ONLINE TO OFFLINE AXES



social position social looking tells me l can tell what he is position is at he's highly relevant ike with his friends friends social not enough information imagine wha he is like in real life I see he's making the other guy augh, he mus be funny his fashion tells me he's a typical dutch dude hate his clothing style I love that he has a picture with his mom, he must really love her l only look at the is that his ex? seem weird photos



l want to know what he smells like	sound of voice	body language	how he walks
how he carries himself	how does he respond to trauma?	does he have siblings?	desired information







mate planterence live authentic al about interactive

C.11 INTERVIEW GUIDE

THEME 1: OFFLINE NEEDS IN MATE SELECTION

	CHECKLIST	1.	What is the b
-	Pen & paper	2.	Describe how
-	Phone		interested in
-	Laptop	3.	What are sor
-	Recording device		space?
-	Coffee	4.	Do you think
			Why and hov
		5.	When was th
			space?
	INTRODUCTORY SCRIPT		-
1.	I am researching online dating, the modern mode for mate selection.		
2.	You were selected for the interview because of your (1) age (2) gender		
	(3) single status.	Socia	l
3.	I would like to assure the anonymity and confidentiality of the inter	1.	What made y
	view, you may withdraw from the inter view at any point.	2.	Were they be
4.	Please let me know if you consent to this interview.	3.	What does so
5.	There are no right or wrong answers, I am interested in your opinions		you about th
	and personal experiences.	4.	ls their socia
6.	You are free to interrupt at any time.	5.	What are sor

- 6. You are free to interrupt at any time.
- 7. I would like your permission to record.

Contextual

6.

7.

- 1.
- 2.
- 3. 4.

 - selves you think? Why?

- pest kind of environment for meeting someone? Why? w you feel when you see someone you like/are in that space.
- me contextual cues to chemistry/connection in this
- < the environment plays a part in connection/chemistry?</pre> w?
- ne last time you felt connection/chemistry in an offline
- you realize you were attracted to them?
- eing social with other people?
- someone's social interaction and relation to others tell nem?
- al interaction/relation to others important to you? Why? What are some red flags with their social abilities?
- Do you think you've ever had wrong impressions based on their social interactions? (Name both good and bad impressions).
- Why do you think this happens?

Did the context you were in influence this impression? How so? How did this environment influence you and your behavior? Do you think the environment influenced their behavior? What's a context in which someone could be their most authentic

THFMF 2: ONLINE NEEDS IN MATE SELECTION

ATTITUDINAL

- Let's go online now. On what platforms would you say you can form 1. an attraction or connection to someone?
- What things are you often attracted to when seeing/talking to some 2. one online?
- What are the first things you look for on a profile you think? 3.
- What are some online red flags? 4.

SOCIAL

- How can you usually tell if someone is social online? 1.
- 2. Is it attractive to see this?
- Do you care about their relationship with others? 3.
- How can you spot these relationships? 4.
- What are some ways you yourself show this? 5.

CONTEXTUAL

What is something else contextual that you would like to know 1. about a person?

DESCRIPTIVE

- Have you ever had a wrong impression about someone online? 1.
- 2. Why do you think this happened?
- 3. Is this something that happens frequently?
- What are some examples of wrong impressions you have had? 4. (Good and bad).
- 5. What could have helped eliminate/reduce this wrong impression?

THEME 4:

INFORMATION PROCESSING

Are you prett
Do you think
Are you awar
Are there cer
What informa
one's charact
How do vou t

to a profile?

CLOSURE

- 1. ful insights!
- 2. 3.
- 4.

THEME 3:

RISK

Did you ever feel unsure/uncertain about someone, and then it all 1. changed for the better (from online to offline)? 2.

- 3. 4.

offline?

5.

1.

2.

3.

4.

5.

6.

Think about this, but in an online to offline situation. Did this ever happen to you?

What was the information that was missing online, that you saw

What happened in that situation?

What information did you need/were exposed to?

tty confident in how you judge people online?

you're biased?

re of this?

rtain online stereotypes?

ation are you using when it comes to predicting some ter?

How do you think your judgment is different from instagram (for eg.)

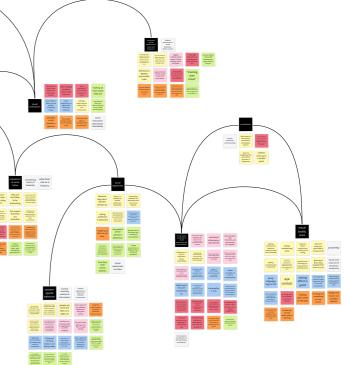
My research is about mate selection online. Thank you for your use

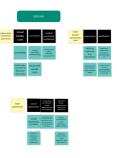
I would like to check with you whether you missed important topics. I will be using some information from this interview to support our research. I will also transcribe this interview with your permission. Thank you for taking the time to contribute to my research!

C.12 INTERVIEWS: REPORTING KEY FINDINGS

C.13 INTERVIEWS: OFFLINE REALM CLUSTER

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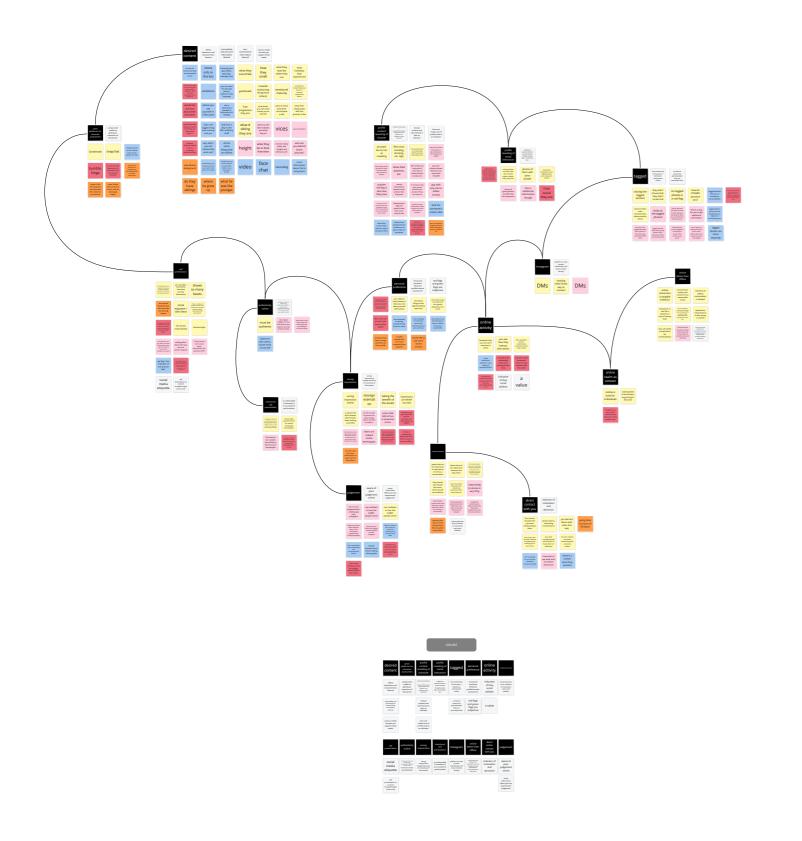


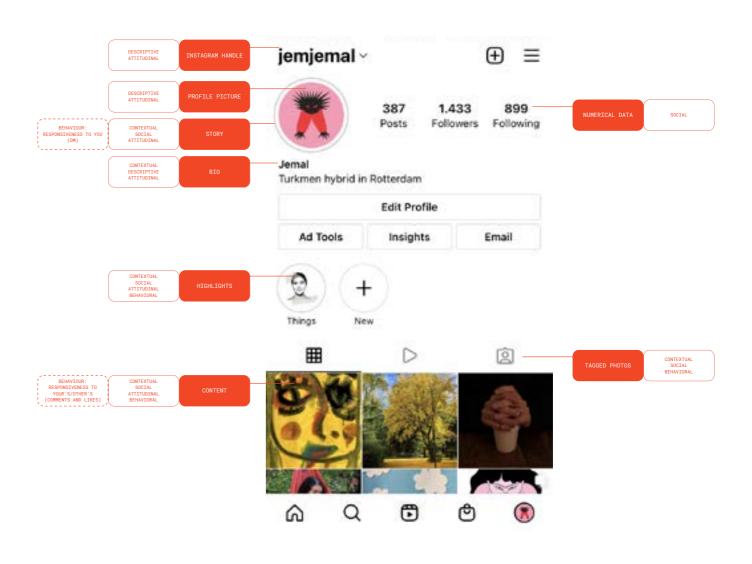


C.14 **INTERVIEWS:** ONLINE REALM CLUSTER

C.15 **INTERVIEWS:** INSTAGRAM POINTS OF INTEREST

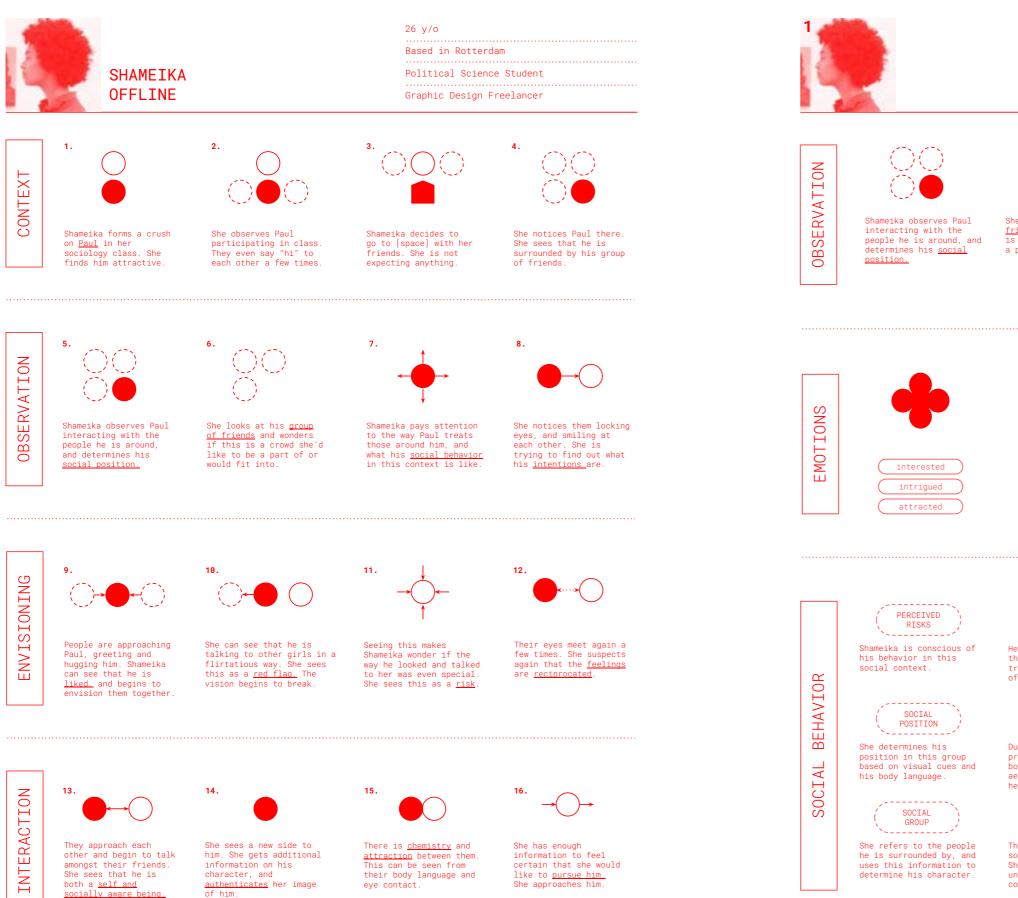
(2017).





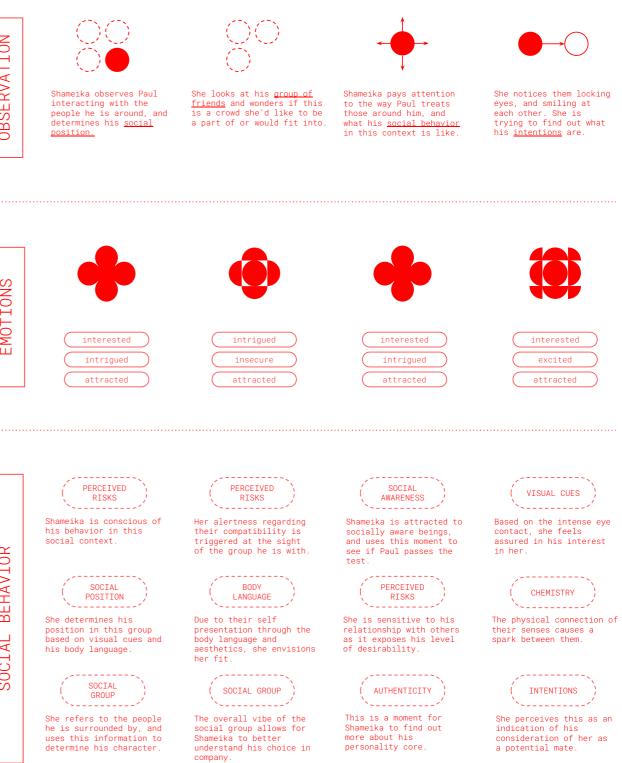
From the intersecting findings and patterns discovered in the "online" part of the interviews, the figure below was created to identify the online data on an Instagrma profile in refernce to Myrthe Montijn's "Personal Data Categories"

C.16 OFFLINE STORYBOARDS

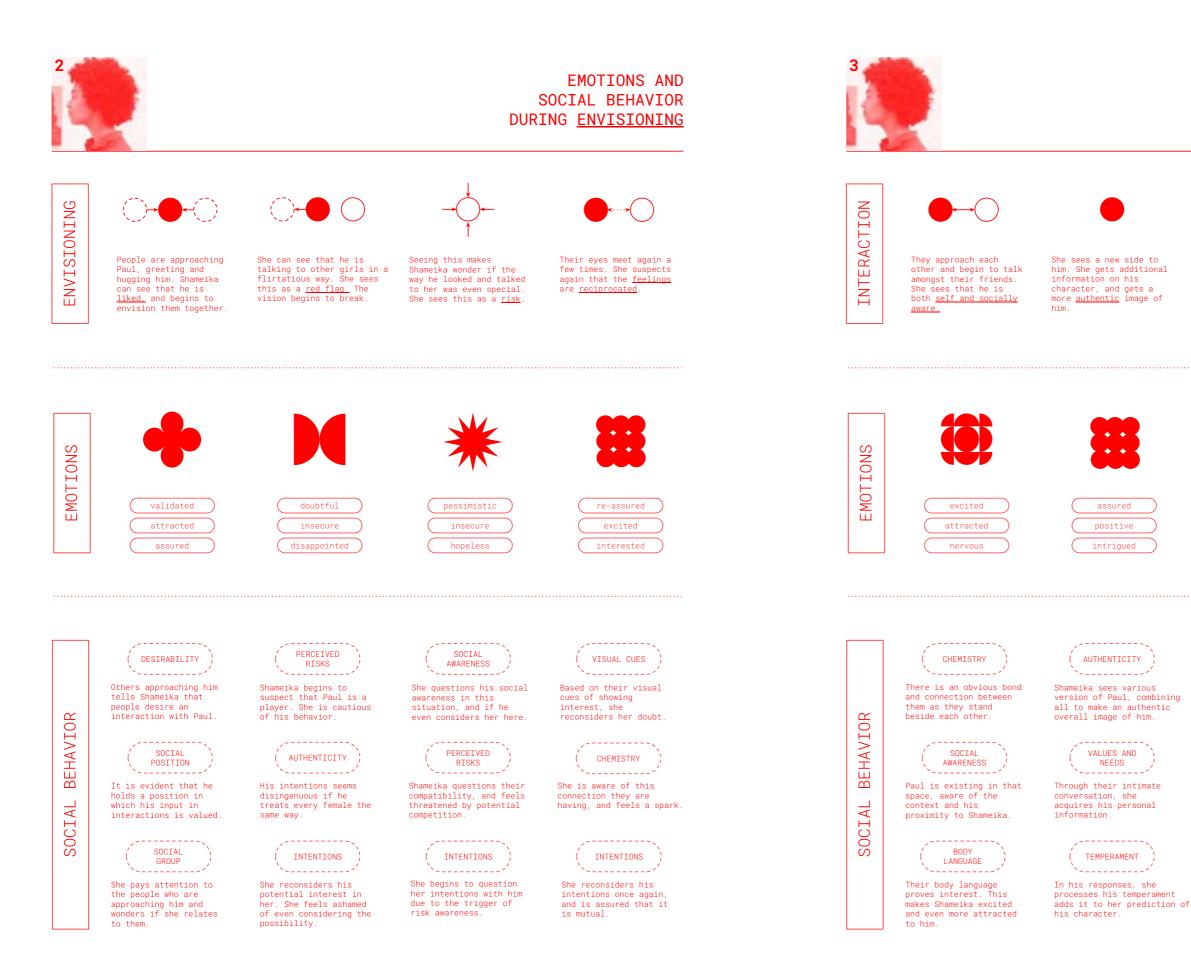


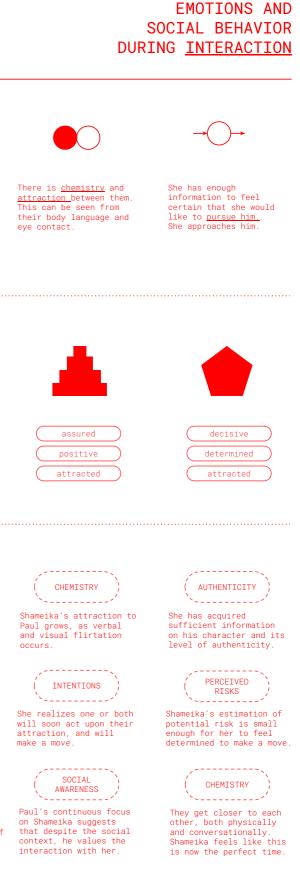


intrigued insecure attracted

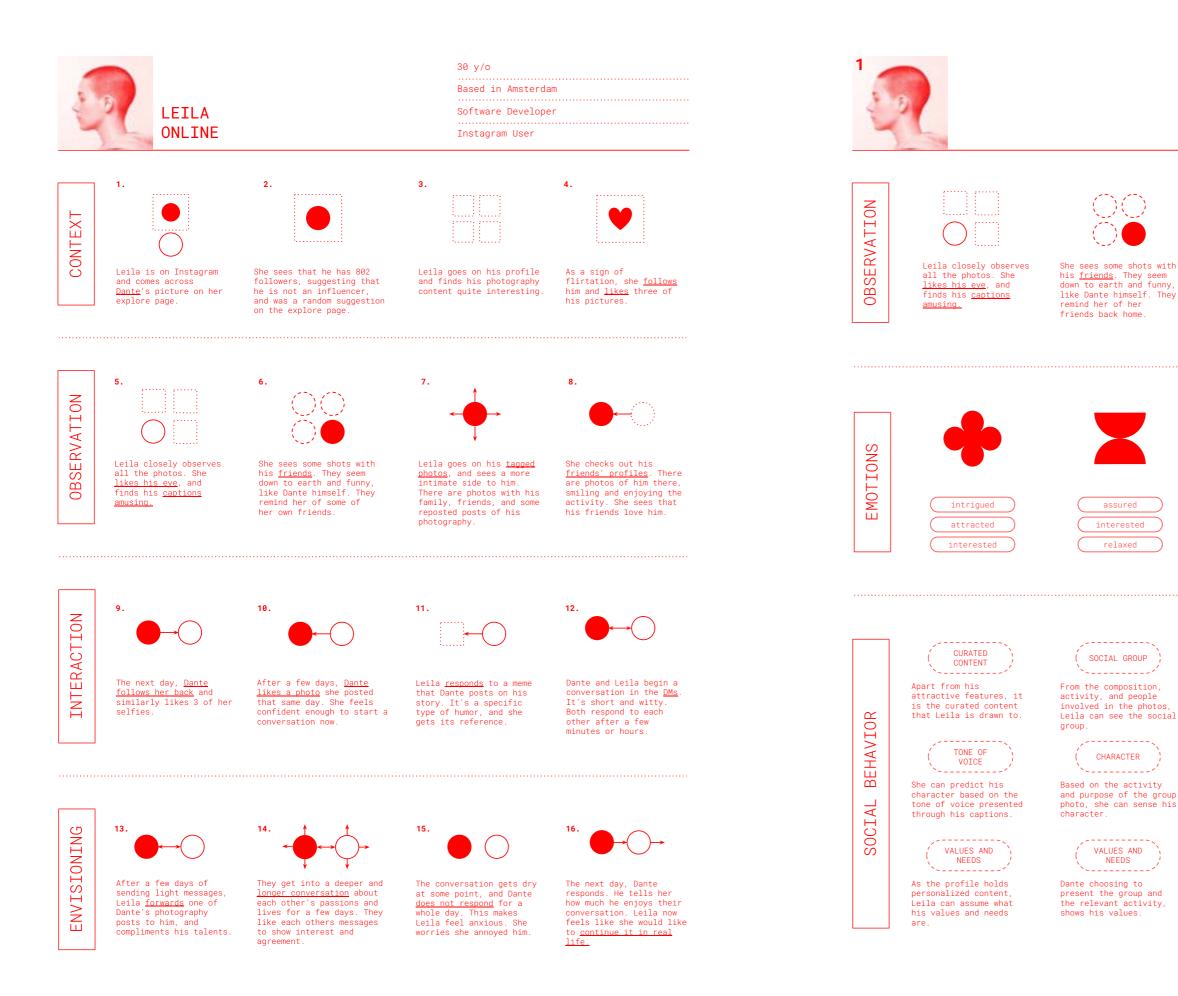


EMOTIONS AND SOCIAL BEHAVIOR DURING OBSERVATION

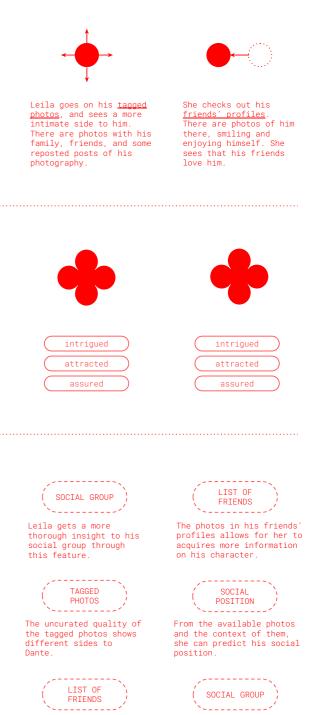




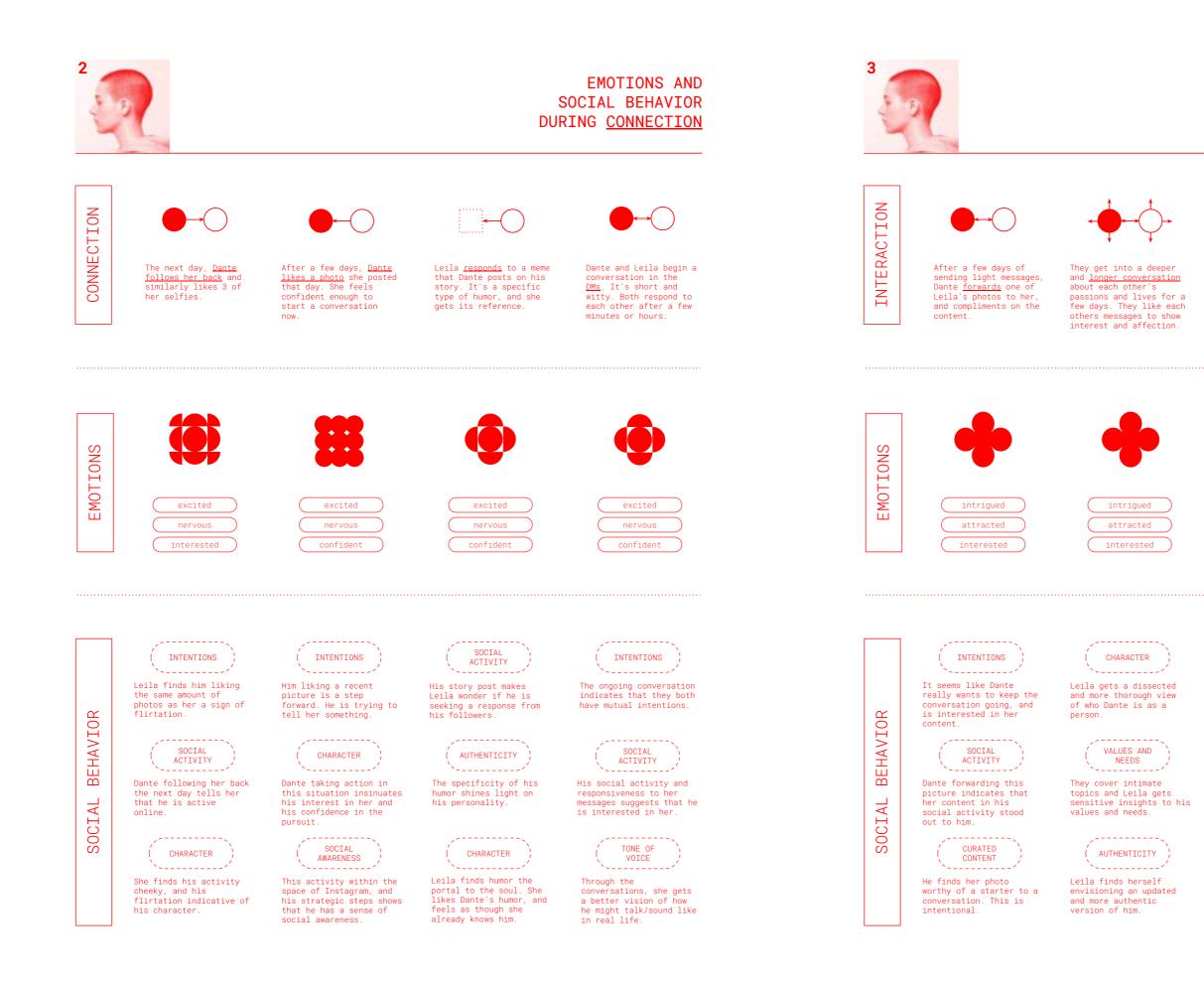
C.17 ONLINE STORYBOARDS



EMOTIONS AND SOCIAL BEHAVIOR DURING <u>OBSERVATION</u>

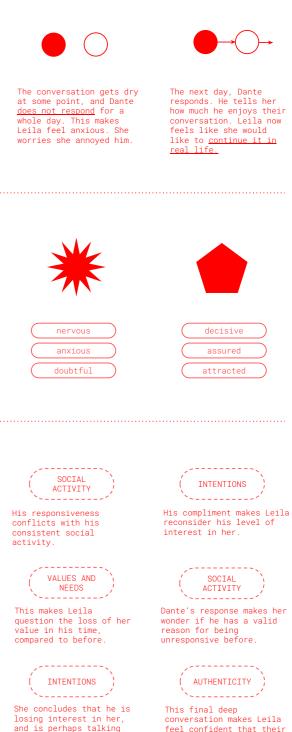


The available photos allow Leila to check out his friends, and see what their characters, values, and needs are. The type of friends he has tells Leila what kind of people he wants to be surrounded with.



52



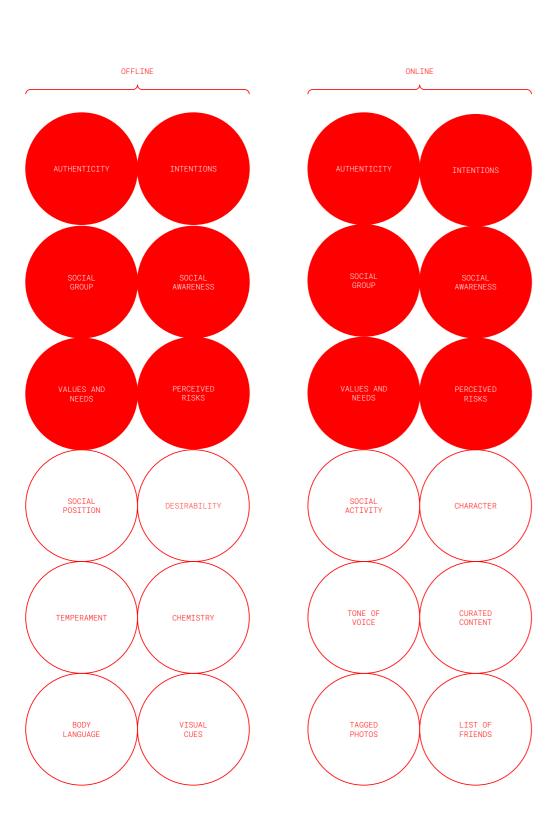


to someone else.

conversation makes Leila feel confident that their real life interaction would be fun and special

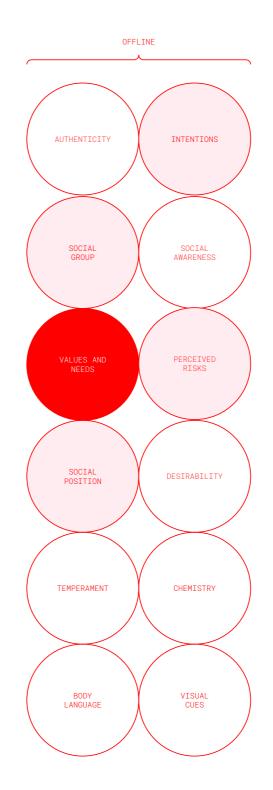
C.18 OFFLINE V.S. ONLINE MATE ASSESSMENT FACTORS

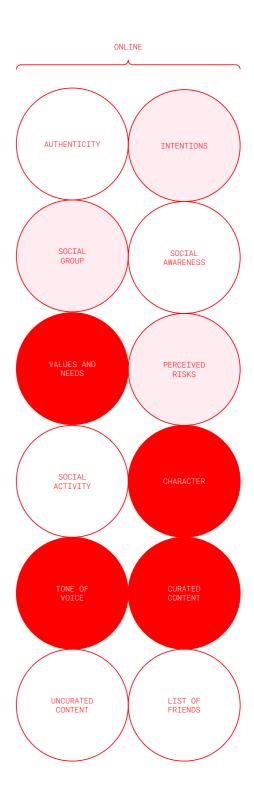
*Red circles are the shared factors, White are the domain-specific



C.19 BREEZE V.S. OFFLINE V.S. ONLINE SHARED MATE ASSESSMENT FACTORS

*Red circles are the shared factors, Pink are the somewhat evident factors (depends on the male self-presentation), and the white are completely absent on Breeze





C.20 DESCRIPTIONS OF THE MATE ASSESSMENT FACTORS

Body Language

Type of non-verbal communication in which physical behaviors are used to express or convey the information

Temperament The usual attitude, mood, or behavior of a person

Tone of Voice

How one's character comes through in both spoken and written words

Character

The mental and moral qualities distinctive to an individual (Oxford Languages, 2022)

Social Position

Position in a given society or group and one's socialization capabilities

Social Awareness

The ability to be conscious of people and space, directly perceiving and feeling them

Social Group Choice in the people one surrounds oneself with

Social Activity The activity within an online or offline social context

Perceived Risk

Judgment that people make about the characteristics and severity of a

List of Friends

Names, characteristics, and other features as a collection of friends

Values and Needs

A value is a conscious choice to act in a certain manner to meet your own needs, which is something that is wanted/required

Authenticity

The degree to which a person's actions are congruent with his or her values and desires, despite external pressures to social conformity (Oxford Languages, 2022)

Desirability

The degree to which one is desired (liked and/or wanted) by others (sexually, romantically, or platonically) by others

Uncurated Content

Authentic type and/or presentation of information

Curated Content

Intentional type and/or presentation of information

Intentions

One's motivation for a type of relationship

Visual Cues

Visual hits/presentation of interest

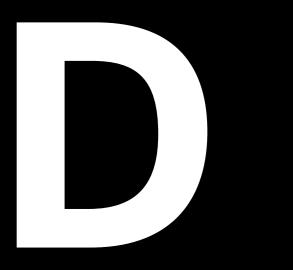
Chemistry

The physical, emotional, or intellectual bond between people

C.21 IMAGES FROM THE FOCUS GROUP SESSION

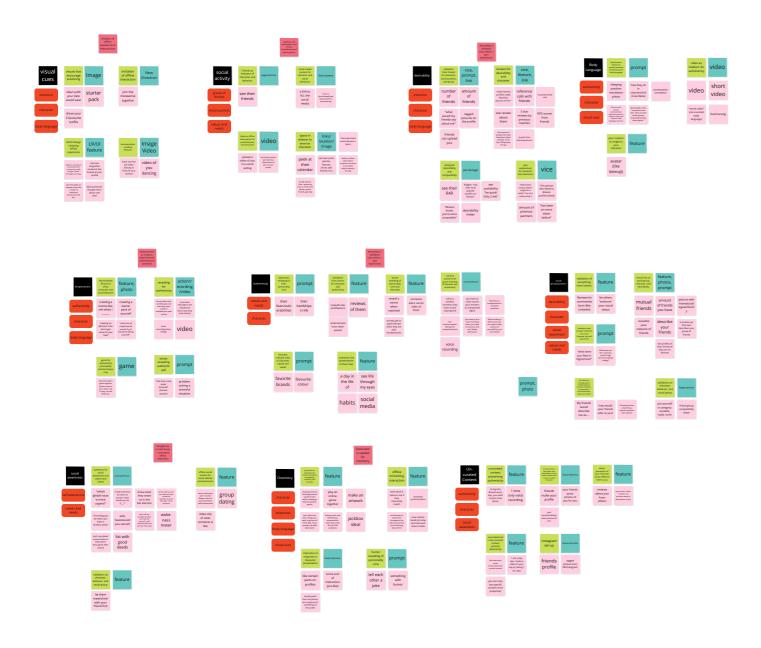




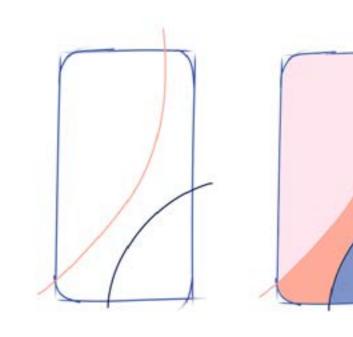


DEVELOP PHASE

D.1 BREEZE IDEATION SESSION: CLUSTERING CONCEPTS

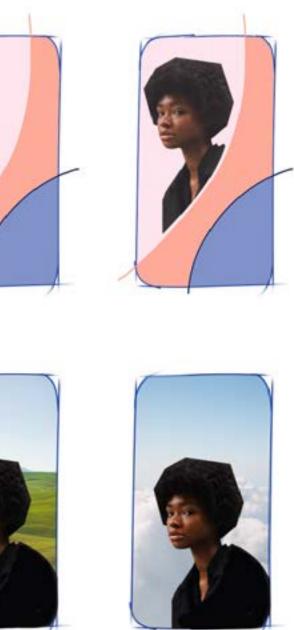


D.2 INTERFACE DESIGN EXPLORATIONS

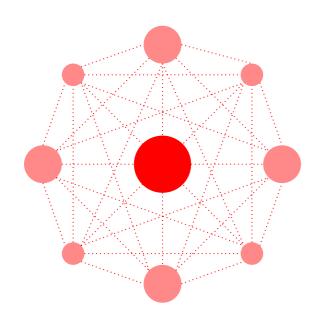








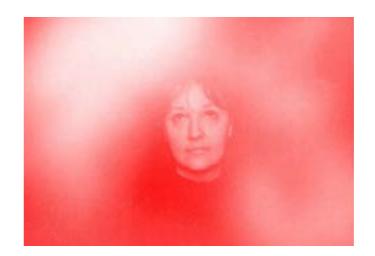
D.3 PLANNING THE BLOB AS PART OF THE INTERFACE



The self is multifaceted, it is dynamic, and it is ephemeral. Similarly, so is human connection. When two individuals head towards each other, both physically and emotionally, a process of unravelling occurs. The process of mate assessment is not linear. It is synchronous. It's like an instinctual choreography that happens between two people, in which qualities, opinions, emotions, etc. occur at a simultaneous time. Like a fingerprint scan, one requires information of various levels, dimensions, and layers.

Fig. 18

D.4 VISUAL INSPIRATIONS FOR SIMPLIFYING THE COMPLEX



Aura Photography

Aura photography is an interesting and popular activity carried out in which one's photo is taken, and the electromagnetic field surrounding the human body is captured in soft colorful hues. This photography has taken on a spiritual form, in which the energy of one's character is symbolized through whatever color is present in the photo.



Wiping Foggy Window

Assessing a mate is like wiping fog off of a window or a mirror. With every motion, more information is exposed, and the context/individual is presented. This, however, requires effort. One doesn't know what one is about to wipe and discover.



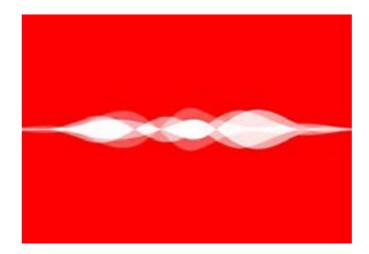
"The Simpsons" Intro

Love is not simple. It requires time. The pure emotion of understanding one another and being seen for who you are is a result of countless clouds clearing a path, naturally or through hard work.



"Ogres Have Layers"

Shrek is a classic. One of Shrek's infamous quotes is a core memory for almost half the world's population. "Layers. Onions have layers. Ogres have layers. Onions have layers. You get it? We both have layers".



Siri Visualization

Siri is an Apple software that voices queries, etc. and performs actions by delegating requests to a set of Internet services. It uses a unique form of visualizing auditory input, but presenting overlapping shades of waves that mimic the nature of one's voice.



Music Visualization

A millennial's childhood often contains a memory of staring endlessly into the abyss that one might call "Windows Media Player". This software allowed one to play music, and see a song be visualized in vibrant arrays of light, thumping rhythmically to the beat and intensity of a song.



The Memoji

The Memoji are the avatars created by Apple. The word derives from combining the terms Me (I) and emoji. One is able to create a self visualization from a set of options that could then be used as emojis to send to recipients or use on social media, and also create a message recordings, where the memoji mimics one's facial expressions and gestures.

D.5 VISUAL TOOLS AS INSPIRATION FOR THE IDEATION PHASE





Personal Avatar

The second stepping stone would allow users to get better acquainted and more settled into a visually-oriented direction. Memojis, Bitmojis, or whatever you might be using, are an example of visually digitizing yourself as an avatar. You are given the freedom to represent yourself however you may desire, with given visual options. Memojis can also capture your facial movements and voice, thus the implementation of this feature onto a Breeze profile would present your body language, tone of voice, and overall character if instead of typing your response to prompts, you record yourself with a Memoji.

Snapchat's Cameo

Another example is Snapchat's "Cameo" feature, whereby you take a picture of your head and then stick that image on top of an existing video from Snapchat's own video bank. With this, one can send a personalized GIF-like video to better portray one's feeling to friends. This is another mode for capturing the social behavior-oriented factors visually, diversifying the photo-set of one's profile. Additionally, cameos can also feature another person from one's contact list. Potentially on Breeze, one could create a duo-Cameo with a potential mate, and send that video as a response to the profile (as a visual like). This mimicking of an interaction could help the user better envision the individual as well as the potential synergy.

Augmented Reality

Augmented reality has prospects in many industries, from education to healthcare to construction. Now AR has come to advertising, allowing marketers and advertisers to reach out to consumers in a more interactive way through social media filters. This is a grand opportunity for Breeze to implement the technology into the profile, in which much like Snapchat's Cameo feature, one could envision the potential interaction, chemistry, and behavior of a date in the space they are in. The internet has posed the possibility of entirely new relationships and identities, constituted within new media, and in competition with ostensibly non-mediated, older forms of relationship (Slater, 2002). What we see today is the exponentially increasing growth in visual information in the online realm, whether it be social media, visually-stimulating advertisements, or visually-oriented online tools.

The ideas of virtuality and simulation evoke the construction of space of representation that can be related to "as if" it were real (Slater, 2002), explaining the reliance of visual information as such representation. Today, behaviors do not solely evolve offline, and in fact are anchored in the online culture that can thus only be represented using the available online visual language. Which is why the proposal of the concept car blob would be a strategic direction for Breeze, and ultimately online tool.



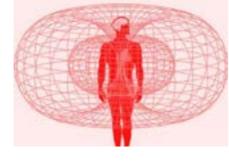


D.6 AMORPHOUS FORM **INSPIRATION FOR BLOB**



Flight Flocks

Birds can be found moving together as one, creating an amorphous shape. This movement is often referred to as "natural telepathy" or a "group soul."



Aura Torus

A torus is a surface of revolution generated by revolving a circle in three dimensional space about an axis coplanar with the circle. It is used to symbolize the movement of the human aura.



Moon Worshipping

The moon can represent a rhythmic life of the cosmos and is believed to govern all vital change. The cyclical process of disappearance and appearance of the moon presents death and the power of rebirth.



Celestial Sphere

The celestial sphere is an abstract sphere that is concentric to Earth. It is utilized in astronomy and navigation to help conceptualize the relative position of celestial bodies in relation to an observer on Earth.



Crystal Ball

The art or process of "seeing" through a crystal ball is known as "scrying", whereby images are claimed to be seen in crystals and are interpreted as meaningful information.



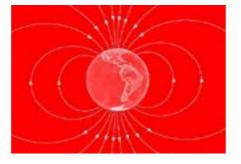
The Iris

Irises are unique for every person. The probability of two irises having identical pattern is 1 in 10 to the 78th power. Iris scanning can be used to identify one's biometric information.



The Atom

The nucleus of an atom pulls together the whole structure which results in electrons moving in a central field. Such central field generates spherical symmetry of the electronic states.



Magnetic Field

A magnetic field is a region in which a particle with magnetic properties experiences a force, and in which a moving charge experiences a force. Magnetic field lines form in concentric circles



"Arrival" Alien Language

In the film "Arrival", scientists inspect an extraterrestrial language in the form of black circles with loose tendrils and splotches branching out from the solid ring, which typically represent a full statement.



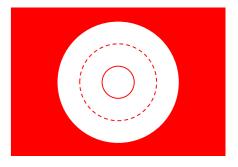
Jacqueline Casey Poster

This section of Jacqueline Casey's "Charles Ross: Light Placed" graphic poster from 1977 presents a two-dimensional minimal outline which potentially forms a sphere when connecting all the edges.



Crop Circles

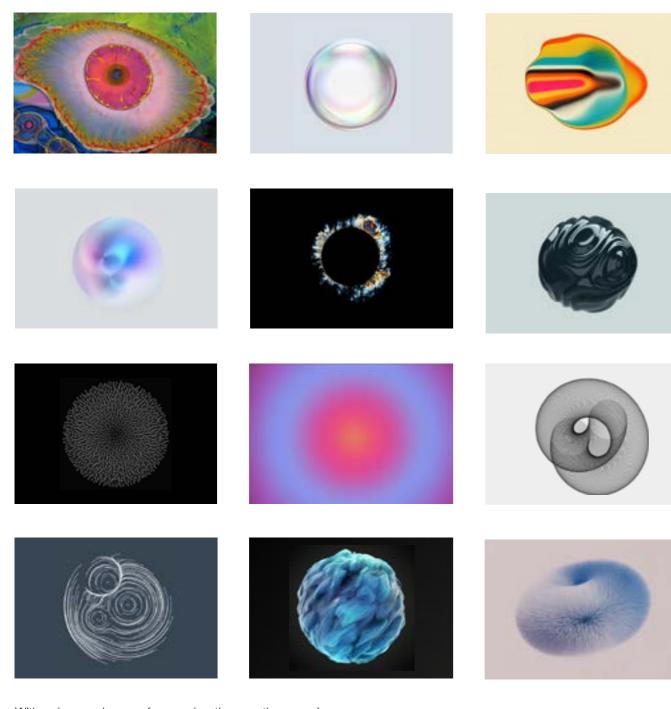
A crop circle is a pattern mysteriously discovered in crops that incorporate complex mathematical and scientific characteristics such as the fibonacci sequence.



Hollander's Personality Theory

Hollander described personality as a structure with a core, context as the outer layer, and behavior as the middle layer- the core's response to the context.

D.7 INSPIRATION FOR POTENTIAL **BLOB AESTHETICS**



With only one chance of answering the questions, one's desire for uncurated information is met. The examples above are inspiration for what the amorphous form can look like, however, it must be stated that the visualization of the blob is not finalized. It is vital to acknowledge that visual language is subjective, and correlated to the context of its viewing. For the sake of illustrating a potential future concept, the amorphous form was chosen as a potential style of visualizing behavior for the time being.

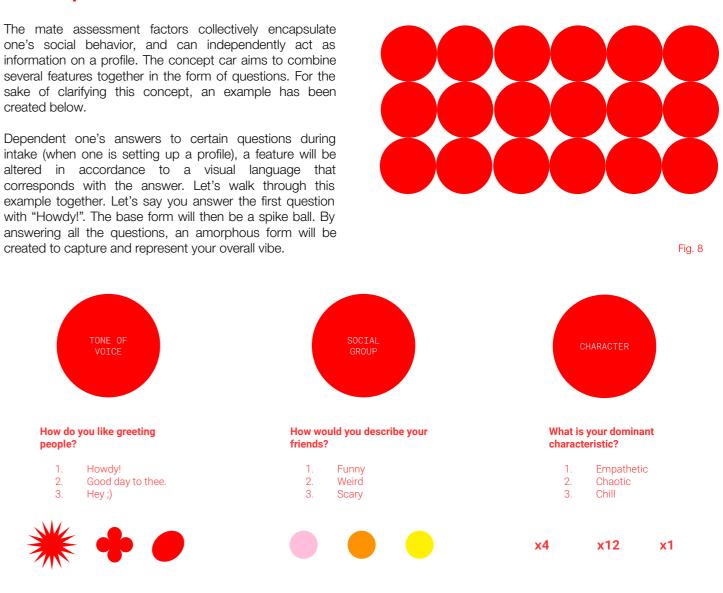
D.8 PLANNING THE SYSTEM **BEHIND THE BLOB**

A "concept car" design feature has been made to set a future goal for Breeze, the "Breeze blob" (the name for now). This will be elaborated in the following pages. In order to assist the users of Breeze to understand and use the Breeze blob in a natural and intended way and accept the feature as an authentic presentation of the self, various design stepping stones have been created as different phases.

Concept Car Vision

one's social behavior, and can independently act as created below.

Dependent one's answers to certain questions during intake (when one is setting up a profile), a feature will be altered in accordance to a visual language that corresponds with the answer. Let's walk through this example together. Let's say you answer the first question with "Howdy!". The base form will then be a spike ball. By answering all the questions, an amorphous form will be created to capture and represent your overall vibe.



The deliverables for the research are therefore 1. a presentation of this concept car and 2, a proposal for new types of information to be included in the profile. The concept car was chosen to illustrate a new potential presentation of the self as we get deeper into the online realm and accept it as a reality. This concept car symbolizes the current needs of the selected scope in an abstract manner, and acts as a new future vision for a Breeze profile.

D.9 PROMPT AND TAG PROPOSAL



*The first column shows the addressed mate assessment factor(s). The second, two question examples. The third, the potential tags the user could answer with. Please note that these are only suggestions in ways of addressing the mate assessment factors, and are meant to be used as inspiration.



DELIVER PHASE

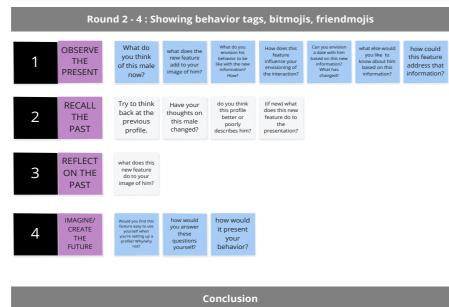
E.1 **USER EVALUATIONS:** INTERVIEW GUIDE

E.2 **BREEZE EVALUATIONS:** INTERVIEW GUIDE

	INTRODUCTORY SCRIPT
1.	l am going to show you several profiles. Today we will be focusing on
	behavior, not whether you find the male subject attractive or not.
2	Please go through each one at your own pace, and yoice out every

- 2. Please go through each one at your own pace, and voice out every thing that you think.
- 3. I would like to assure the anonymity and confidentiality of the interview, you may withdraw from the interview at any point.
- 4. Please let me know if you consent to this interview.
- There are no right or wrong answers, I am interested in your opinions 5. and personal experiences.
- 6. You are free to interrupt at any time.
- 7. I would like your permission to record.

		Ro	und 1 : Sh	owing Cu	rrent Prof	ile		
1	OBSERVE THE PRESENT	what are your thoughts on this male?	what do the features on the profile tell you about him?	do you think you have an idea of what his behavior is like?	can you envision interacting with him? Why/why not?	can you envision what a date with him would be like?	what else would you like to know about him?	how could he have used these features to address that information?
2	RECALL THE PAST	When was the last time you set up a profile?	What features did you choose to include on your profile? Why?					
3	REFLECT ON THE PAST	What was it like completing these features?	Did you find it easy/hard/ whatever?	do you think these features presented an authentic presentation of you?	what about behavior?			



	IMAGINE/	Which profile is	Which one	which one
1	CREATE THE FUTURE	the most realistic/cohesive presentation of the person you think? Why?	would you find most useful in presenting yourself?	would be easiest for you to use?

I am going to s
to observe the
I would like to k
Please don't ho
I would like to a
view, you may v
Please let me k
There are no rig
and personal e
You are free to
l would like you
5

1.

2.

3.

4.

5.

6.

7.

5.

6.

7.

8.

9.

1.	Do you underst
2.	Does the aesth

- 3. How feasible is this design? 4.

INTRODUCTORY SCRIPT

show you my proposed concepts. Please take your time m, and ask me any questions if you need clarification. know your honest opinion as a Breeze representative. old back- all criticism is welcome.

assure the anonymity and confidentiality of the interwithdraw from the interview at any point.

know if you consent to this interview.

ight or wrong answers, I am interested in your opinions experiences.

interrupt at any time.

ur permission to record.

FOR EACH CONCEPT (1-4)

tand this concept? Please explain it to me. netic align with the brand DNA of Breeze?

Does the design provide opportunities for modification?

How does this design align with the future vision?

How does this design align with the strategic priorities?

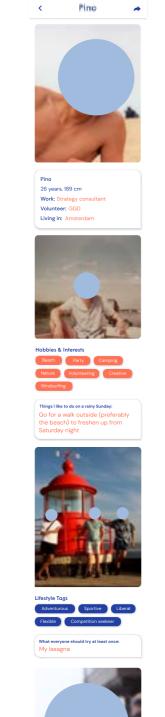
How does this design help you envision the future?

How can this design help you grow?

Should the visual language change? If so, how can it be changed?

E.3 CURRENT PROFILE PROTOTYPE

*To provide visual anonimity to the male subject of the evaluations, his face has been blocked. This was, however, not the case when the female users assessed his profile





E.4 CONCEPT 1 PROTOTYPE







Interests Icach Party Camping ature Volunteering Creative



























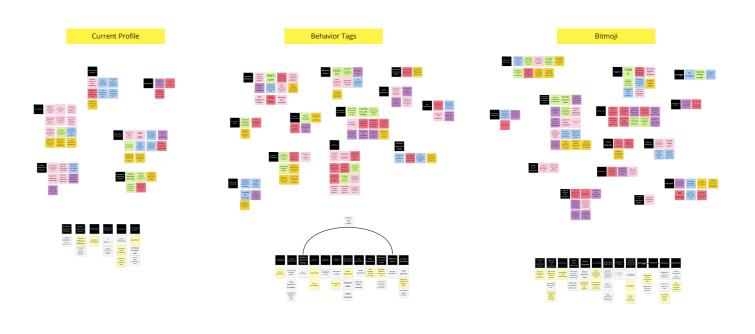


E.5 CONCEPT 2 PROTOTYPE





E.6 USER EVALUATIONS: CLUSTERING FINDINGS



E.7 BREEZE EVALUATIONS: CLUSTERING FINDINGS

Greeze identity

nada Malan M

Success Andrews Markingson Markin

E.8 PHOTOS OF USER EVALUATIONS

