Chachat

Design for the young people who are in quarantine at home for a long time in 2020 COVID- 19 pandemic

Off · **'On duty' mode** · **'Off duty' mode**

Good morning · Current mode · 15-min break · Teatime break · Pairing

Join a group chat · Friends who are chatting · Join their conversation · Welcome to the group chat

Chatting · Tea cup · Me

a. Current mode

This part was made for controlling the pairing function. If users choose 'off', they can not pair or been paired with other users. If they turn it on 'on duty' mode, they can see the time limit - '15-min break', also they can set it on 'off duty' mode for chatting without time limit.

b. Pairing

By taping this big button, the user could start to pair with a friend for chatting. Since it was the most vital function of the mini program, it was put on the most eye-catchy place.

c. Joining a group chat

This part was designed for a more public experience for users. The user could see his/her friends in this area if he/she was undergoing a chat and set 'welcome to the group chat' for the chatting room. The user could join the group chat by taping 'join the conversation'. Besides, the other one user in the group chat could also be recognized he/she was their common friend, but if not, the portrait of that person would be muted, and it might be a good op-portunity for them to make a new friend.

d. The tab bar

The three buttons divided the mini program into 3 parts. The first one-'Chatting' included most of the functions of the mini program, which needed to be seen by users at first sight. The second one - 'Tea cup' was made for updated users to use the extra service. The third one was a gathering of personal information and settings.

Chachat (茶寮)was a sub-application in Wechat mini program platform. It was designed for the young people who were quarantined at home for a long time in 2020 COVID- 19 pandemic. It aimed to help these people to reduce some negative emotions and brought more energy while working/studying from home.

To achieve this goal, I created a social platform that - during tea breaks - provides informal chats between friends and peers. The intention of the design is that such an informal meeting will give the quarantined people a kind of 'tea room' experience where people meet in an unplanned way. Central to this concept is the idea that the users do not know in advance who will join their tea break. They will be all from their own selected group, but - similar to a physical tea moment - who will be there at the same time is a surprise.

Random pairing with friends | *Digital 'tearoom' experience* | *Time limit for chat when you on duty* | *Greeting message*

After the user tapping 'pairing' button, a profile photo and a name would be popped up while successfully pairing with another user. Meanwhile, the 'hi' message of that person would also be played. The user could choose to talk to that person or not.

There was a tea set on the interface after entering a chat; each side of the user had a cup of tea. The tea in the cup would be gradually reduced as time went by.

A reminder would of 'your tea is nearly finished, are you going back to work' popped up after chatting almost reached 15 minutes. Then the user had the option to leave the chat, or prolong the chat by tap the kettle to add more tea in the cup.
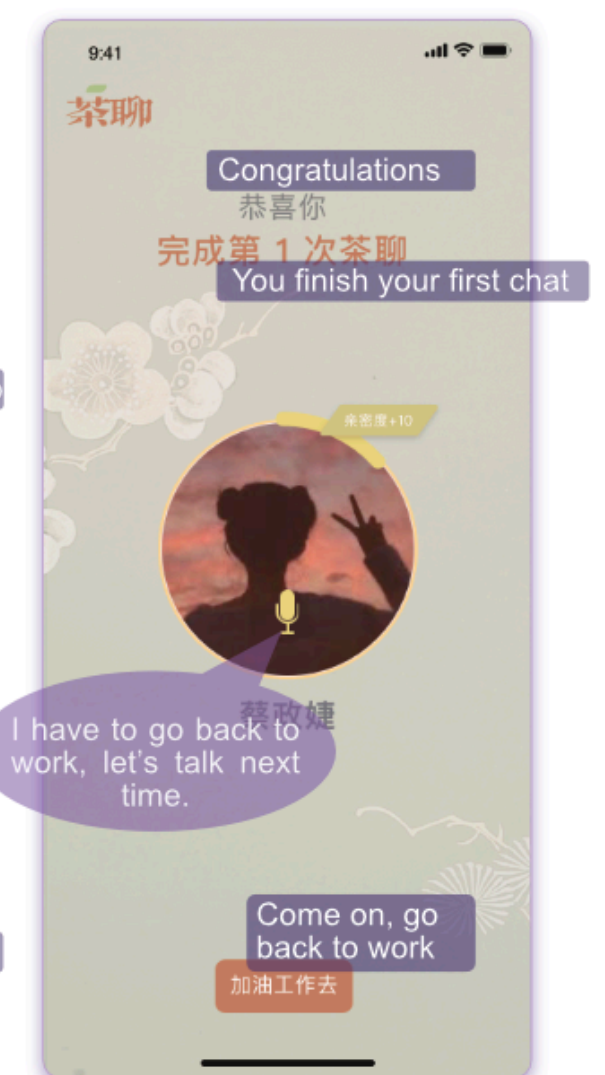
After finishing the chat, a 'congratulation' screen would come out with the 'bye' message from the person you talked to.
If you chose not to talk with a paired person at the beginning, the 'bye' message from you would also be played to the other-side user.

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Design for Interaction

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