

HCI MASTERY



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Flinto Prototype

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Foreword

In this document you will find my design solution for charging the smartwatch in with the Silberfuchs application. I will start with the debriefing and my concept. Later i will tell you about de UI Principles that I have made, and my prototype.

Debriefing

Silberfuchs is an application with a smartwatch made for elderly people so they can feel safe. And the people that are taking care of the elderly have to watch them. They can see if their caretakers are safe or if they have to do something. I was searching for an problem in the application and I found out that: "It will be better if people know when they have to charge their smartwatch."

So I dived into the charging system, how can I let the caretaker charge his smartwatch and also how I can help them in this flow. Later on I will smooth it with an animation tool: Flinto.

Concept

Responsibility

I will make it easier, for elderly to let them know when they have to load their smartwatch. And how long they have to load their smartwatch. So the caregivers, don't have to think about that also. And we also give the elderly some more responsibility.

Connection

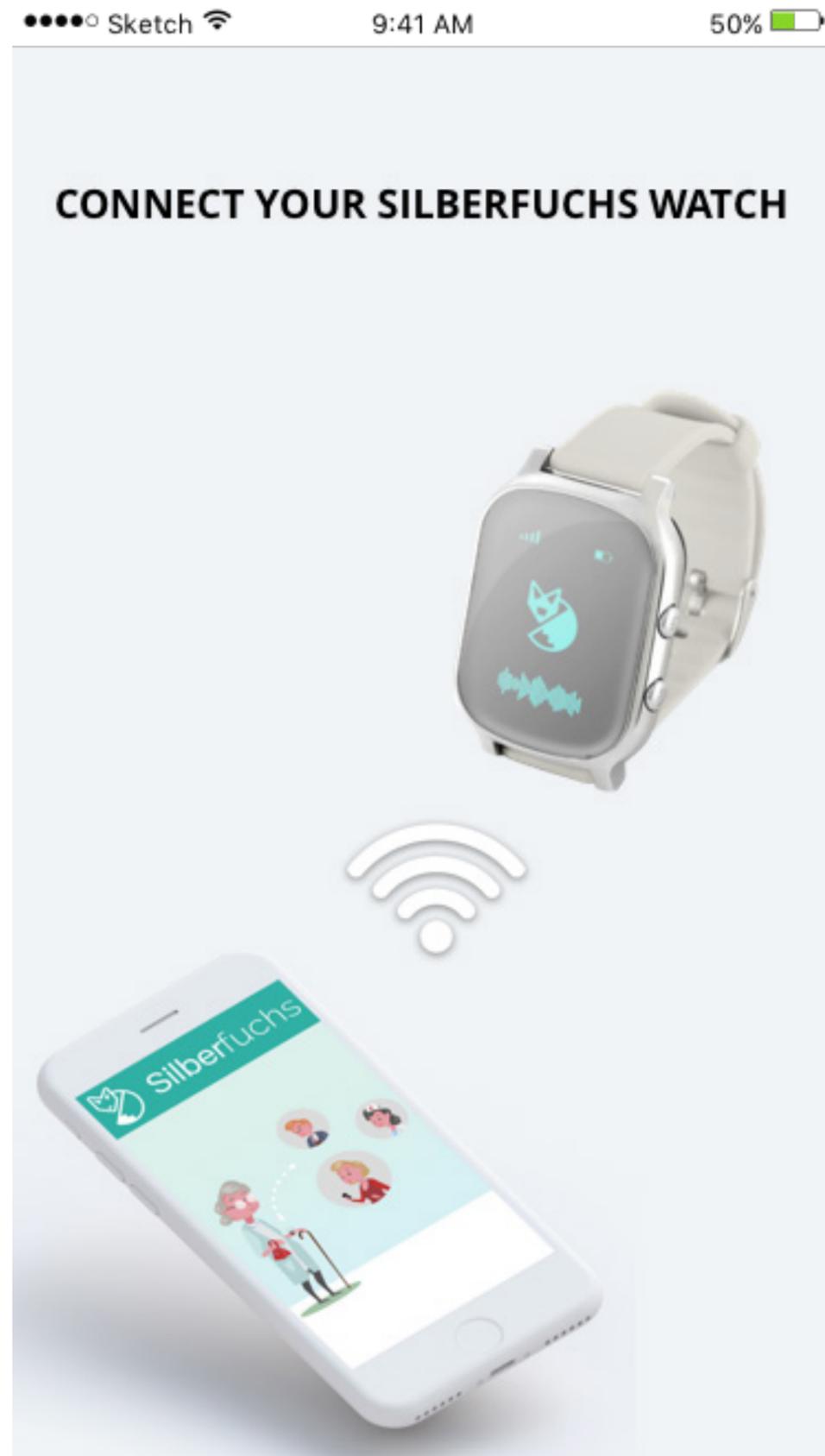
The smartwatch and the application have to be connected because then the application can help the elderly to reload his smartwatch.

Safety

The elderly wants to be safe so the application will give exactly the modus, if they are safe at a moment or if they are not safe.

Loading at time

Elderly have to load their smartwatch on time otherwise caregivers can not help them enough anymore.



UI requirements

Functional needs / User goals

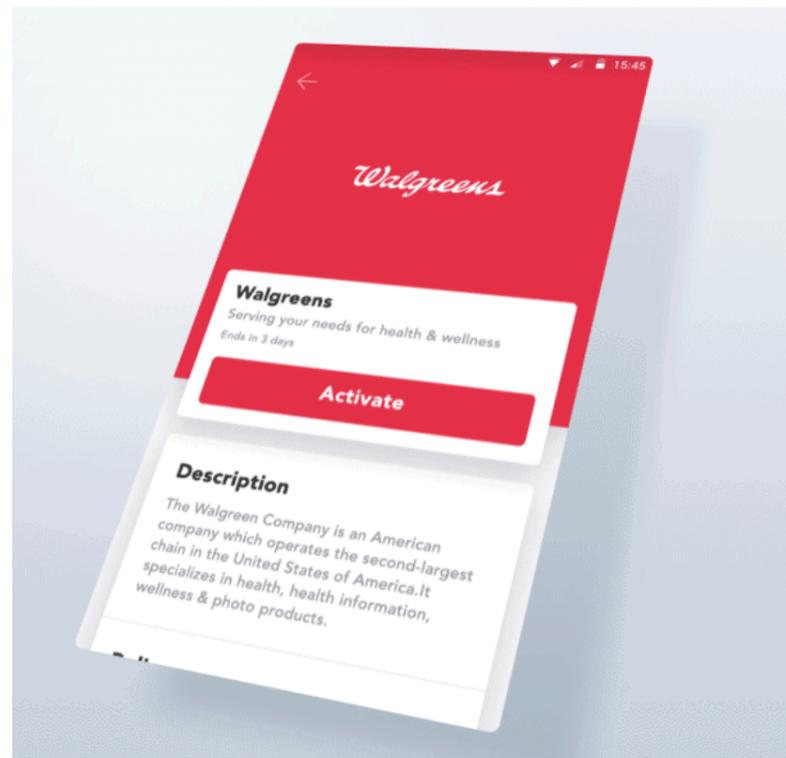
Higher goals:

The user wants to know when he has to reload his smartwatch.
The user wants to be safe.

Lower goals:

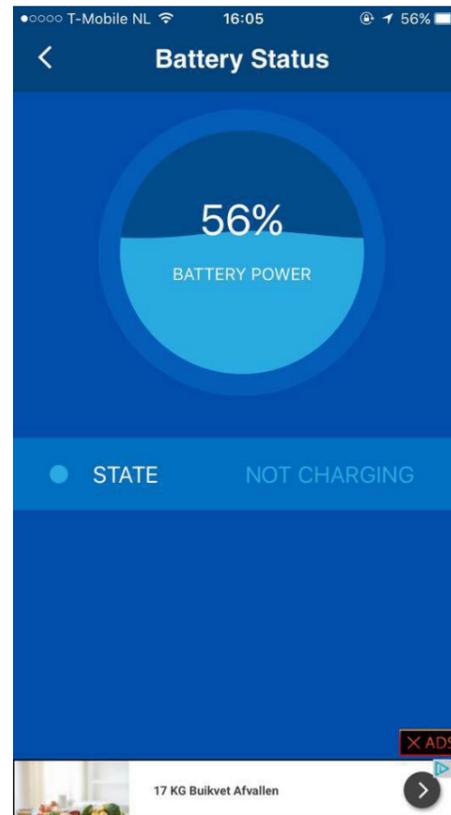
The user wants to know when his smartwatch and application are connected.
The user wants to see when his phone is loading.
The user wants to see when the loading is ready.

UI PATTERNS



Pop up slider

These slider is popping up when you click on it, this screen will follow.



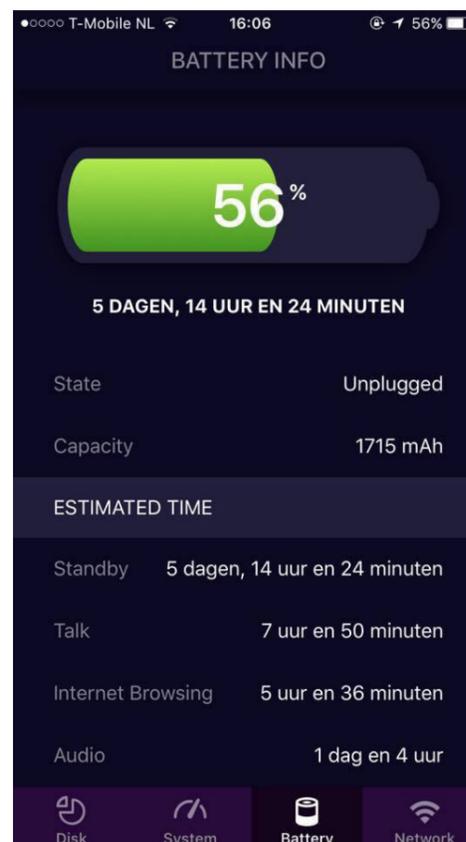
Loading percentage

This is a way how people can see how much percentage they have in their phone.



Trigger

This button is breathing, so it's getting attention.



Loading percentage

This is a way how people can see how much percentage they have in their phone, the color is changing when the amount of the battery is slinking.

Going to load the smartwatch

User need

The user wants to get help from their caregiver.

Trigger

The plus icon is moving, so the user knows that if he would change something he has to click on the trigger.

Rules

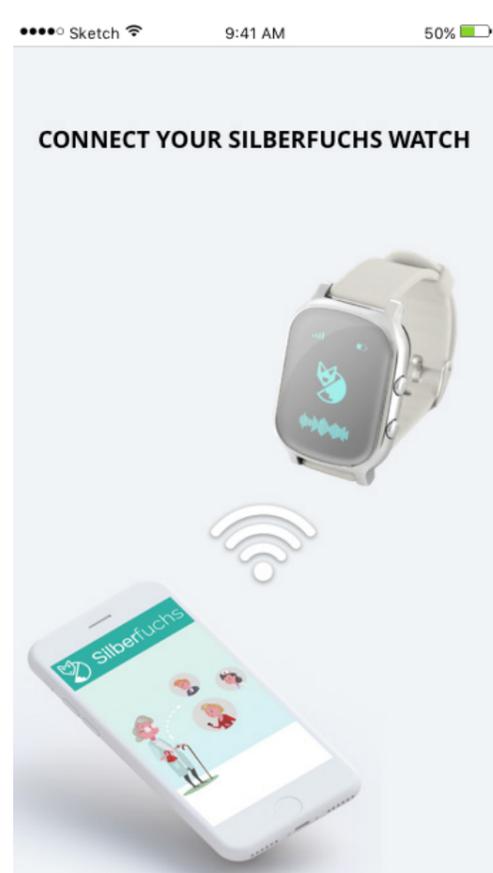
When the user is not tapping on the plus sign, he has to live by the fact that he is unsafe.

Feedback

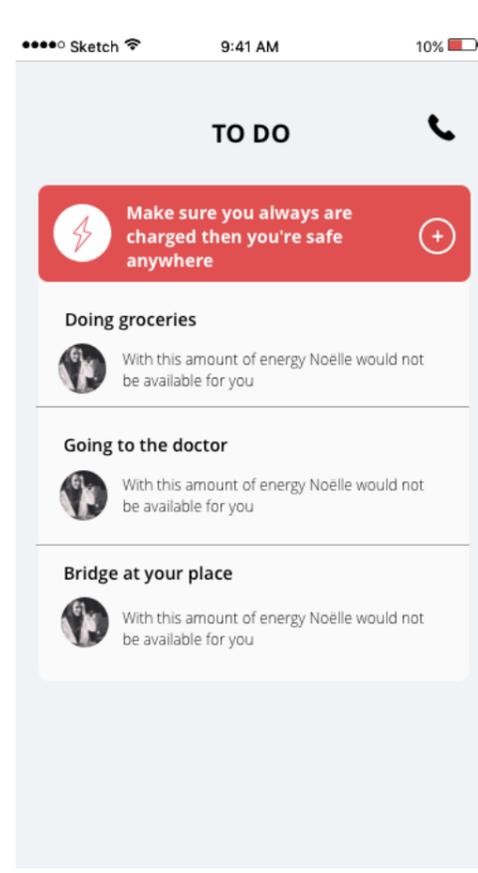
The feedback for the user is the text in this case, because if they are not loading he will not be safe.

Loops & Modes

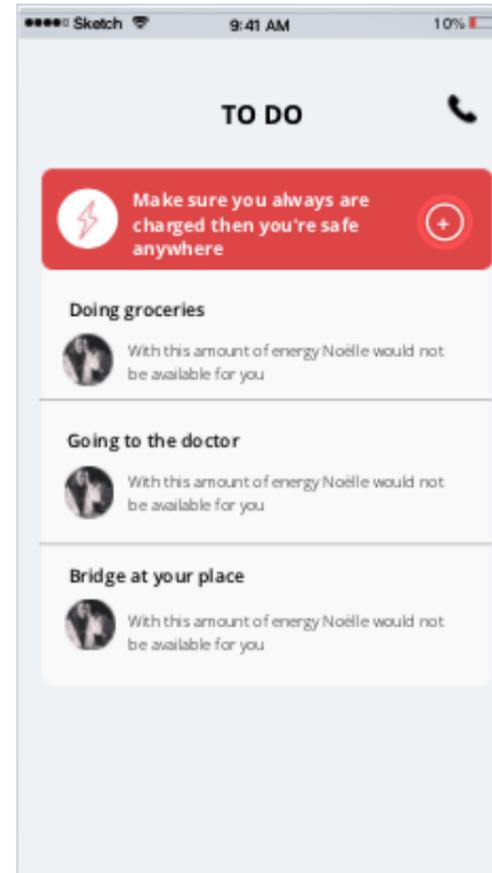
The loop in this case is the microinteraction that makes a loop, and is also a trigger.



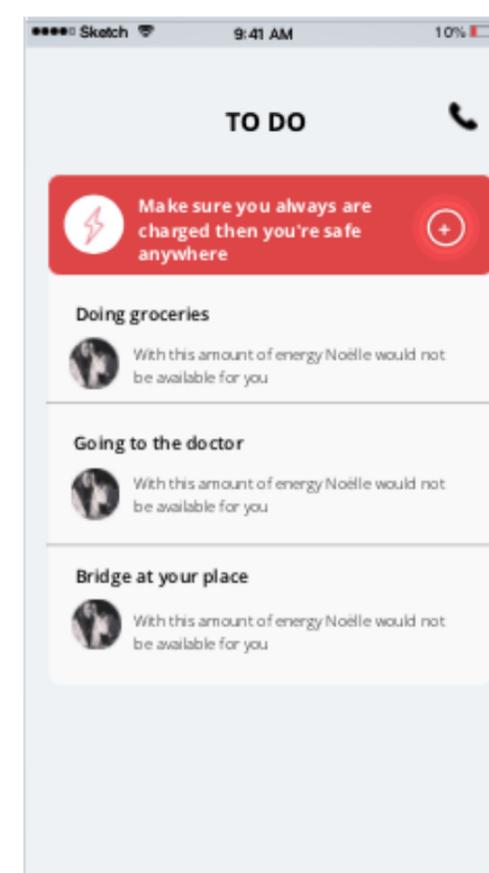
1. The user knows that the application and the smartwatch are connected.



2. The user is not safe at this moment he can be safe if he is loading his smartwatch.



2. The trigger is starting so the user knows that he has to do something about his unsafe status.



3. The trigger is continuing, so the user can think about what he has to do.

Going to load the smartwatch

User need

The user would like to know how he have to charge his smartwatch.

Trigger

The animation is saying how the user can plug the smartwatch.

Rules

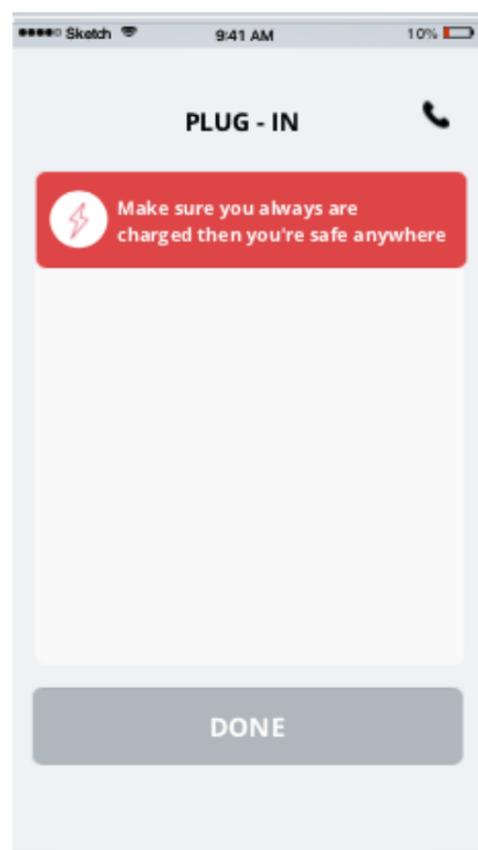
When the user is tapping: 'done', the system will see if the smartwatch is in the charger or not.

Feedback

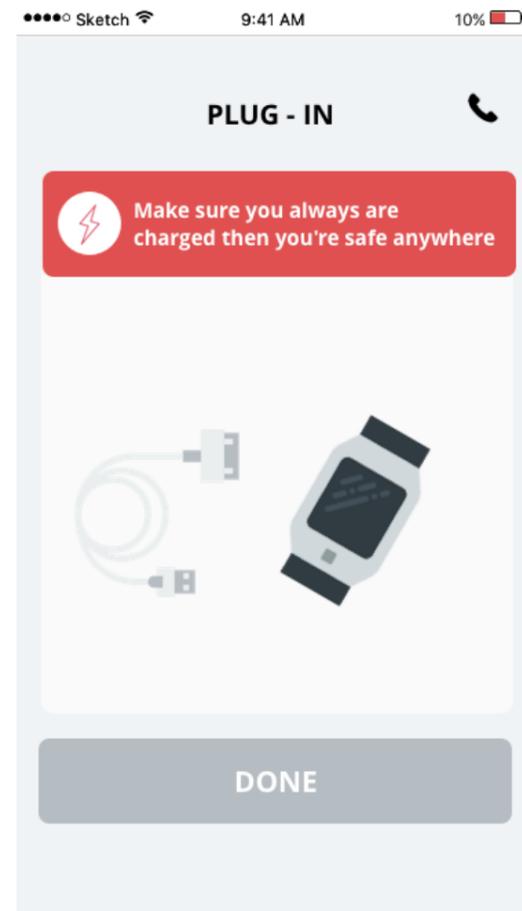
The feedback will be if the smartwatch is plugged in and then goes to the next screen.

Loops & Modes

When the user is plugging in the phone the system will see this and is going to the next screen.



1. The user don't see anything. So he can read the text and can be curious what is coming.



2. The user gets an animation how he has to put in his smartwatch.

How long is the phone loading?

User need

The user would like to know how long he have to load his smartwatch.

Trigger

The user sees when he can plug out his phone because of the color, and the charging at the right.

Rules

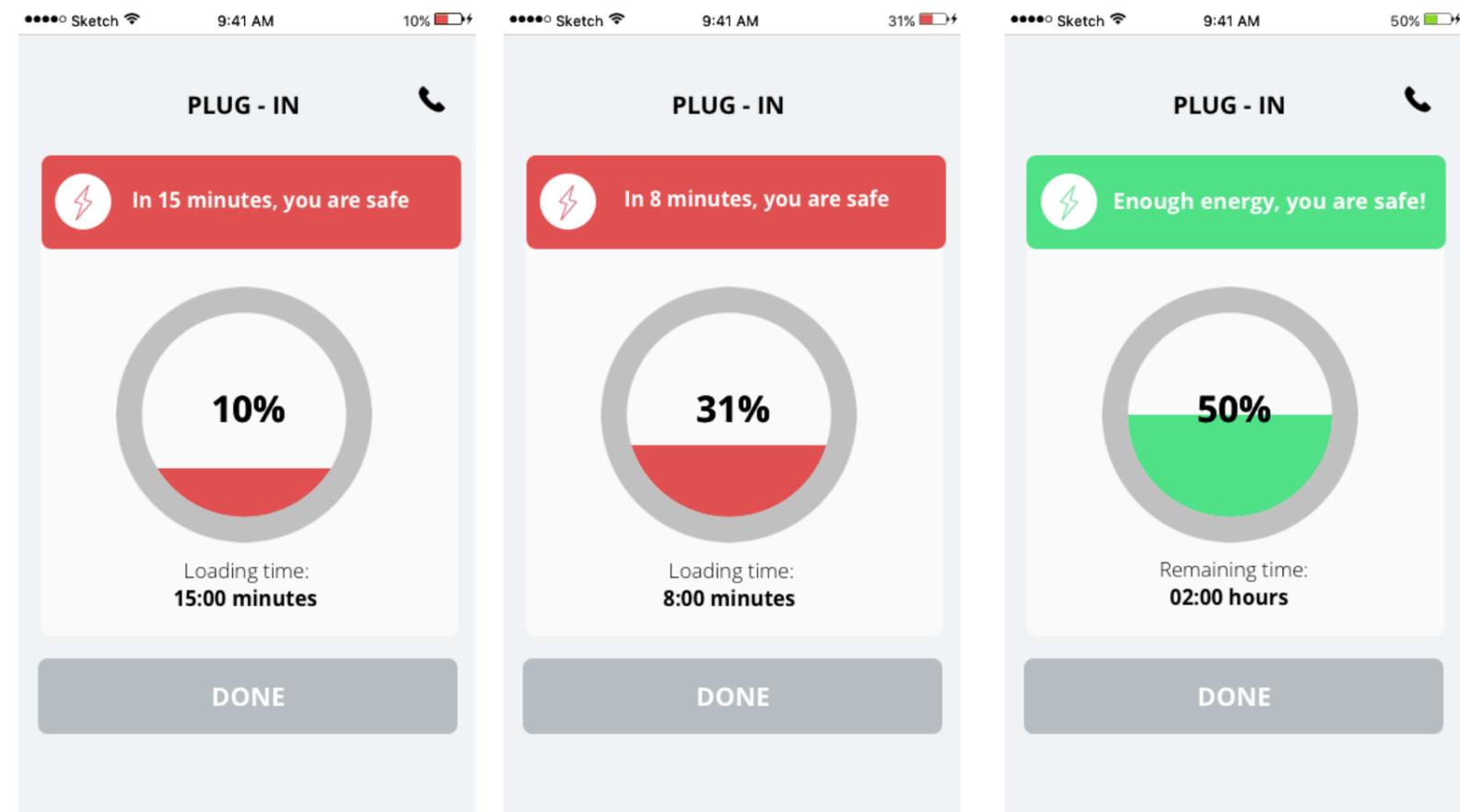
When the color of the charging is becoming green, their is enough charged for the to-do's.

Feedback

The feedback is the color, the circle that is becoming more full, and the time that is becoming less.

Loops & Modes

The user knows when he can plug out the phone because, the words will become remaining time and it will be enough energy, and the color is changing.



1. The user gets an animation how far the phone is loading how fuller the circle will become. The user also sees above the loading sign.

2. The time will be also updated so the user knows exactly how long he have to load.

3. The color will be become green and the words will be change if there is enough battery in the smartwatch.

There is enough energy

User need

The user would like to know when his smartwatch is enough charged.

Trigger

The user can see it because of the color.

Rules

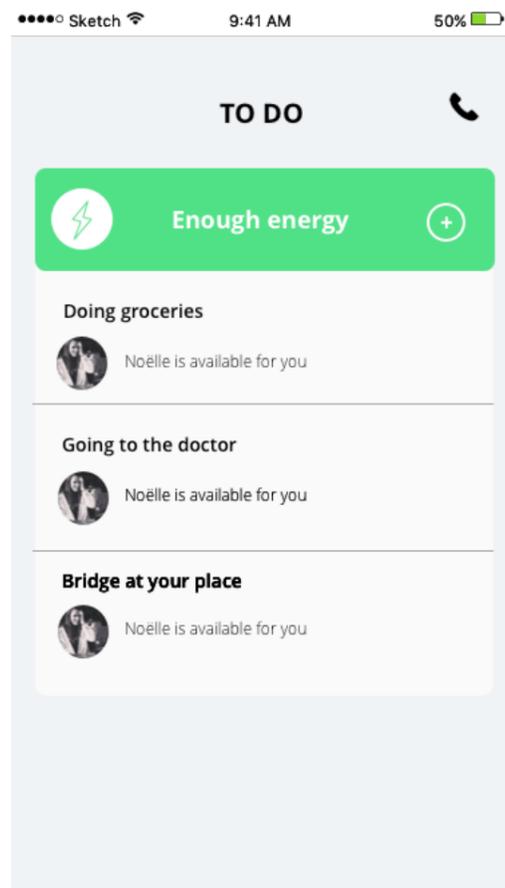
When the charging color is green the smartwatch is enough charged.

Feedback

The feedback for the user is the text, and the color.

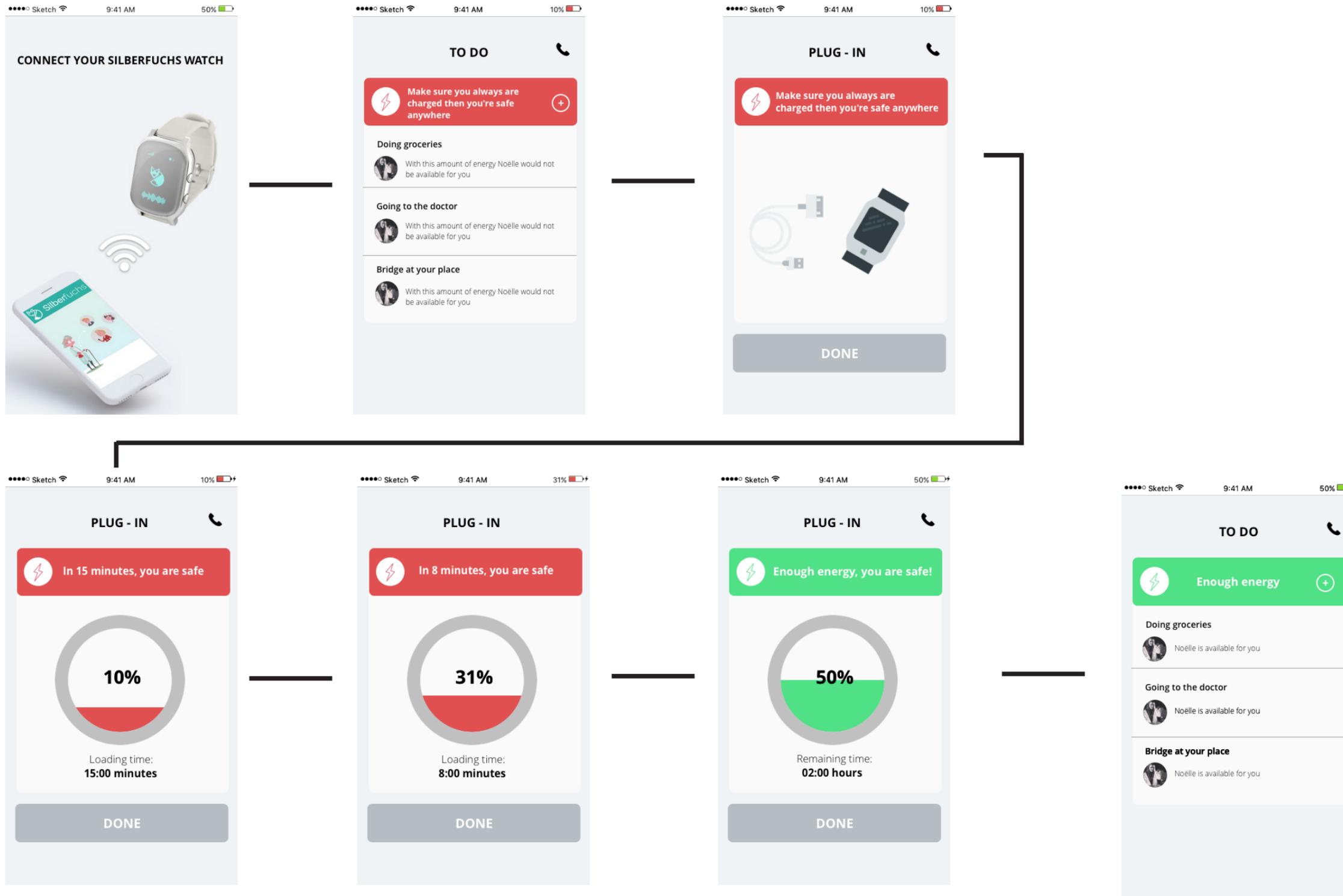
Loops & Modes

When the smartwatch has enough energy then it will be green, otherwise the text will be change and the color also.

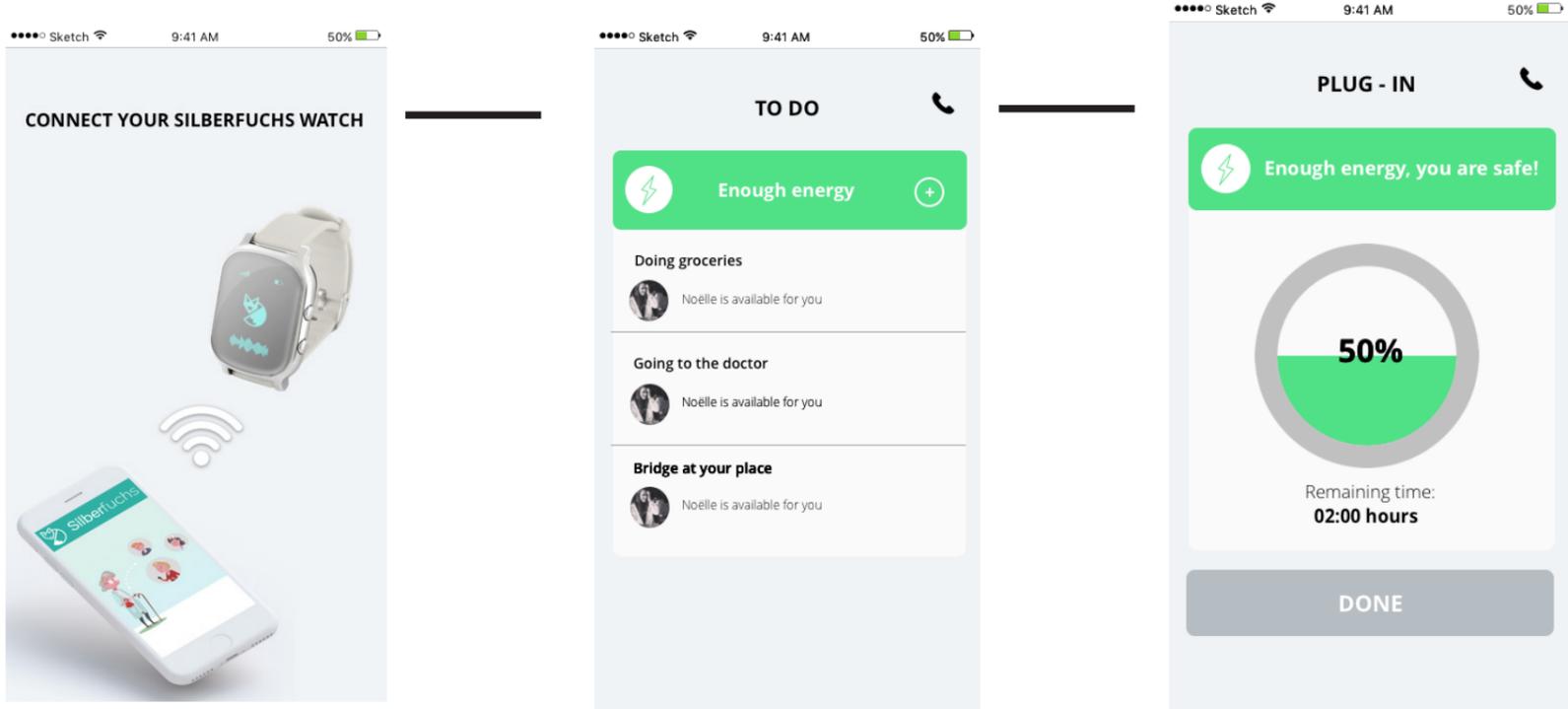


1. The caregiver is now available for you, and green because of the smartwatch is enough loaded. And the loading sign is off.

Wireflow- Smartwatch is empty



Wireflow- Smartwatch is full



Sources

Frank Kloos, lecture and lessons.
Mischa Coster, lecture.
Lucas Schakel, lecture

Geraadpleegd: 14-05-2017

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