Vesta

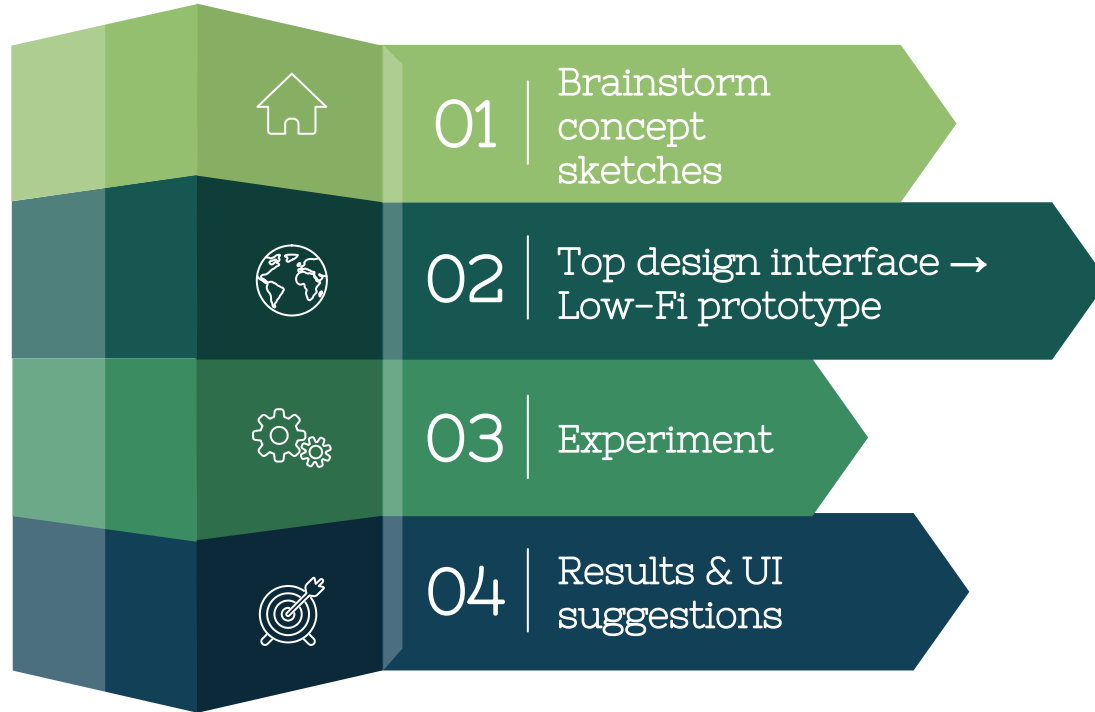# Low-Fi Prototype

Studio: Home 9:30 Section
Presented by: Yinglan Ma
Yinglan Ma, Mohana Prasad, Allen Zhao

OVERVIEW

01 Brainstorm concept sketches

02 Top design interface → Low-Fi prototype

03 Experiment

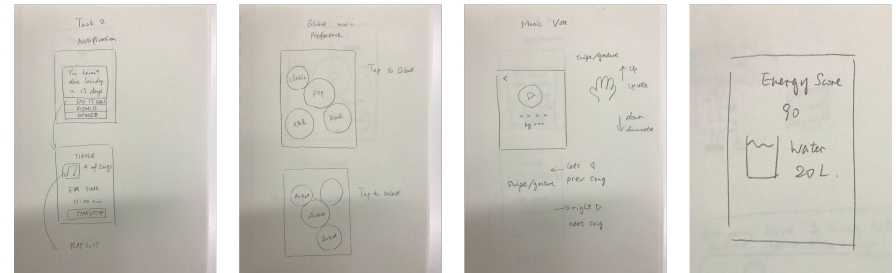**04** Results & UI suggestions

1
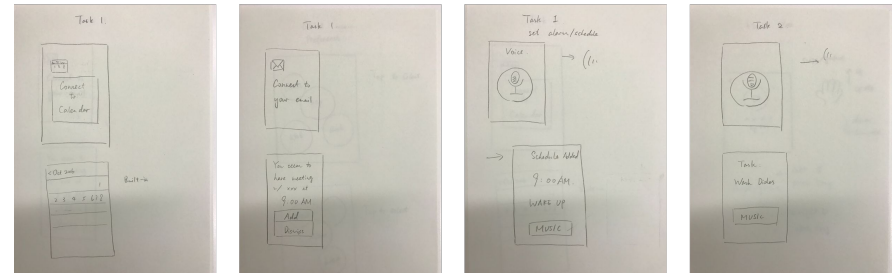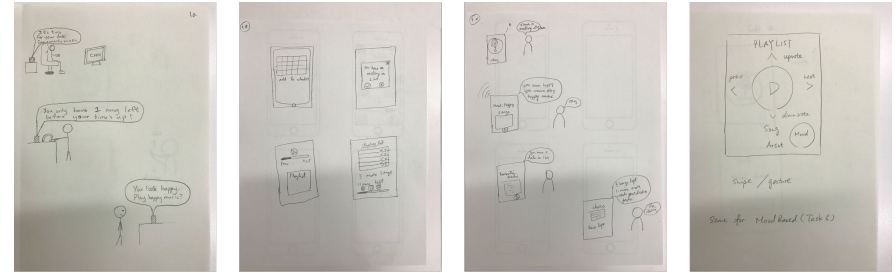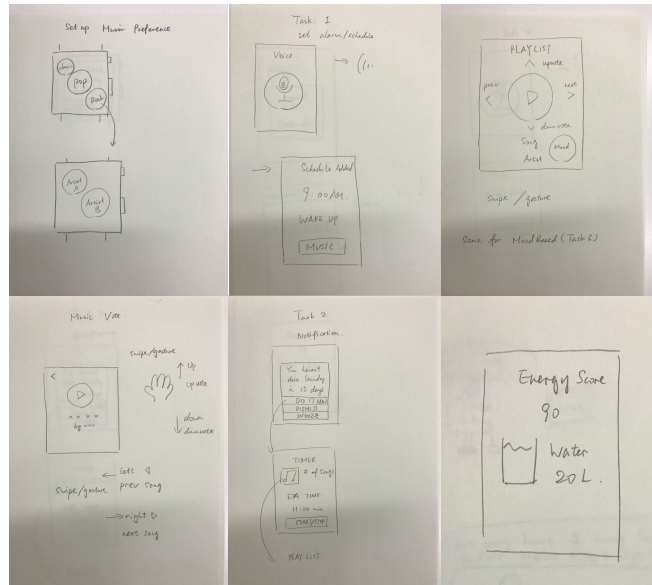
Team Value Proposition

Start EVERY day on a high note

2

Selected Interface & Rationale

Concept Sketches

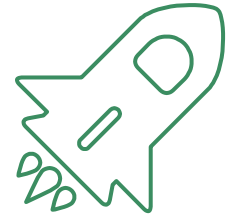# Selected Interface & Rationale

Smartphone Design

- Massive market size
- More space for UI
- Speakers built in

- Need to take it out every time you want to input a command
- Can't sense physical activity with hands (e.g. washing dishes)

Smartwatch Design

- Easier to use
- Easily accessible
- Use gestures
- Track physical movement
- Track mood (pulse sensor)

- Requires a compatible phone
- Requires network of speakers at home
- Lower market size

3

Low-Fi Prototype

Low-Fi Prototype:

Smartwatch Design

4
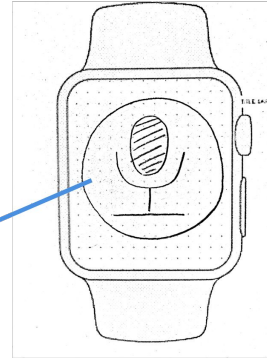
Tasks & Task Flows

Tasks

Set an alarm for an event with a joint voice-screen interface.

Get notified to do chores. Play customized music and monitor resource usage for that task.

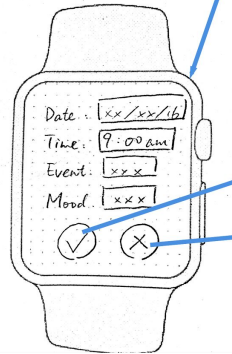Customize music based on mood, then listen to that music.

Alarm for event

Home screen
Voice control

Press to speak

Schedule/event
confirmation

Date : xx/xx/16
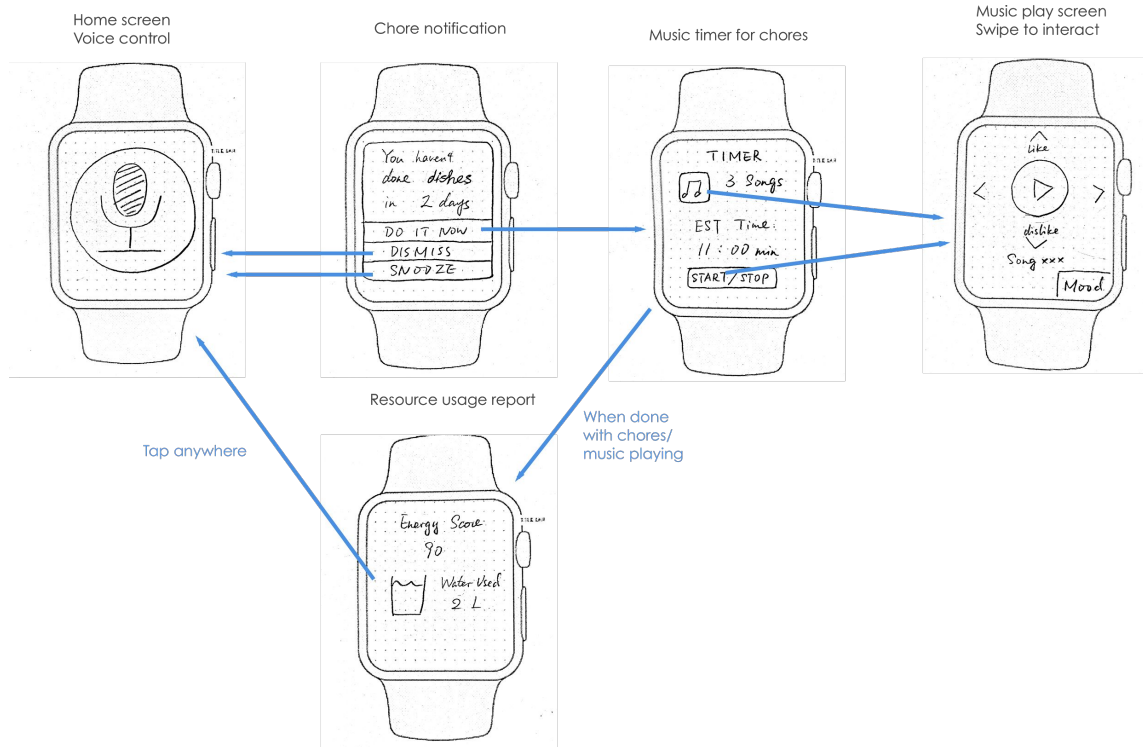Time : 9:00 am
Event : xxx
Mood : xxx

By the event
time

Home screen

Event alarm with music
to prepare you for the
event

Event : xxx
Date & Time : xxx

SNOOZE
DISMISS

Music play screen
Swipe to interact

like

dislike

Song xxx

Mood

Chore timer with resource usage

Home screen
Voice control

Chore notification

Music timer for chores

Music play screen
Swipe to interact

You haven't done dishes in 2 days
DO IT NOW
DISMISS
SNOOZE

TIMER
3 Songs
EST Time
11:00 min
START/STOP

like
dislike
Song xxx
Mood

Resource usage report

Tap anywhere

When done with chores/ music playing

Energy Score
90
Water Used
2 L
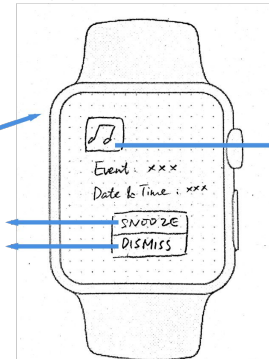
Music based on mood

Mood based music

You seem to be

Tap to play music !

Music play screen
Swipe to interact

like

dislike

Song xxx

Mood
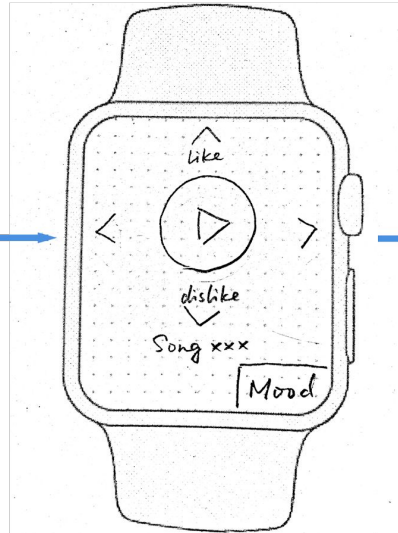
When stop playing music

Home screen
Voice control
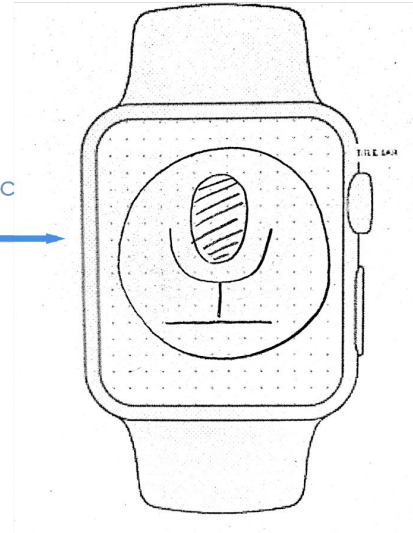
5

Experimental Methods

Experimental Methods

- Participants:

  Diverse: Panda Express manager, retired professor, father

  Avoid frequent travellers

- Environment:

  Tressider Union, table with little noise

- Test Measures:

  Confusion in usability

  Additional needs

- Tasks:
1. Set alarm for an event with voice. Listen to the music to get ready.
2. Get notification on doing chores. Play customized music while doing the chores and monitor resource usage.
3. Customize music based your mood, then listen to that music.

- Procedure:

  Explain the purpose of our app.

  Allen acted as the Vesta application, responding to user requests and updated screens after button clicks or vocal prompts.
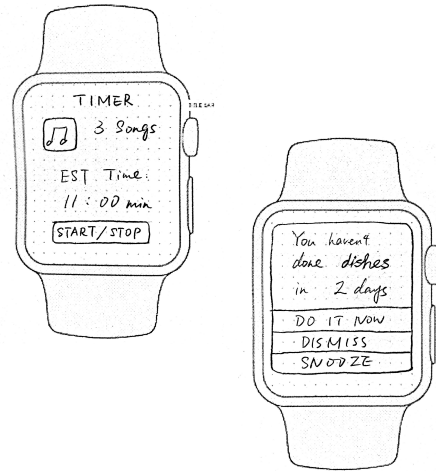
6

Experimental Results

Alarm for event
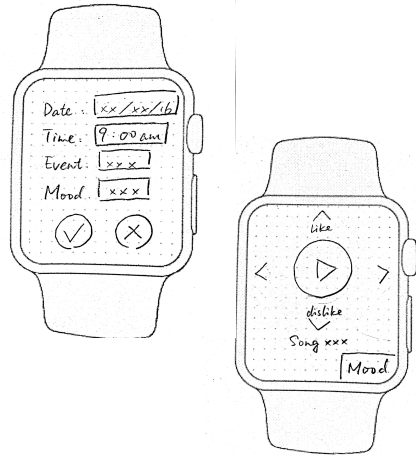
- User hesitated: What is the mood field for?
- User tried to tap on mood: Is mood an option?

Chore timer with resource usage

- Confused: Meaning of number of songs?
- Negative emotions on notification of chores

Music based on mood

- How can I go back to home screen?
- Confused: Music preferences without visual cue.

7

Suggested UI Changes

UI CHANGES

- Motivational audio for chores
- Visual cue for inputting music preferences
- Indication of editable fields
- Back button to home screen
- Audio/music option

SUMMARY

- Smartwatch application
- Users give positive feedback on design of task flows
- Meaningful data to improve UI

THANKS!

Any questions?