

DIS Final Project

Group: UX3x3

Presenters: Omar Eissa,

YuWen Huang

I. Introduction

Team name:

Daria Special Yuwen Yiting Chen
Khorkunova Guest Huang Hung Zhou

U ser

X perience

3 girls

X

3 boys



Omar Eissa

Shuo Wang

I. Introduction

Product:

My

Electronic

Intelligent

Necklace



I. Introduction

Who are the users?



I. Introduction

What do they want to do with the system?

A good **sitting position**

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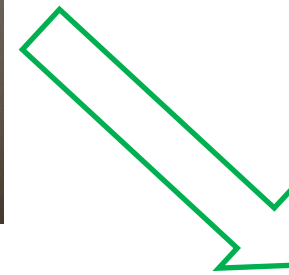
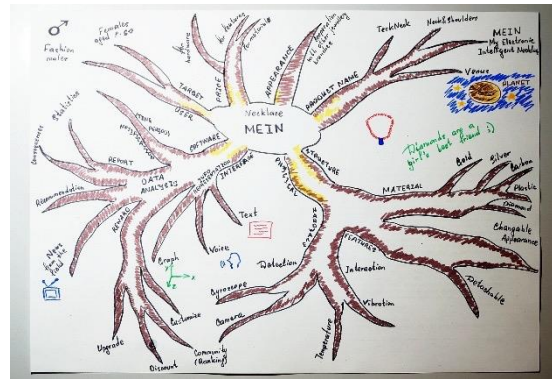
A nice **necklace**



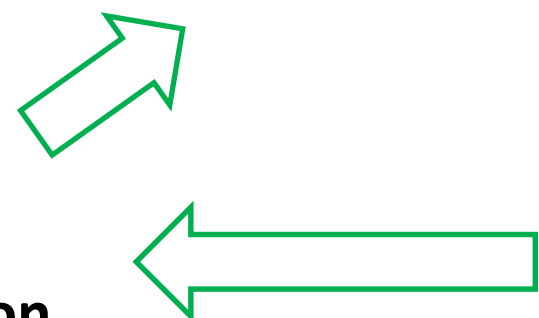
II. Iteration, User Experience, Habits

1st iteration – DIA cycle

**Design:
Conceptual
Map**



**Analyze:
Evaluation,
later in slides**



Implement: paper prototype

II. Iteration, User Experience, Habits

1st iteration – Prototype – Physical

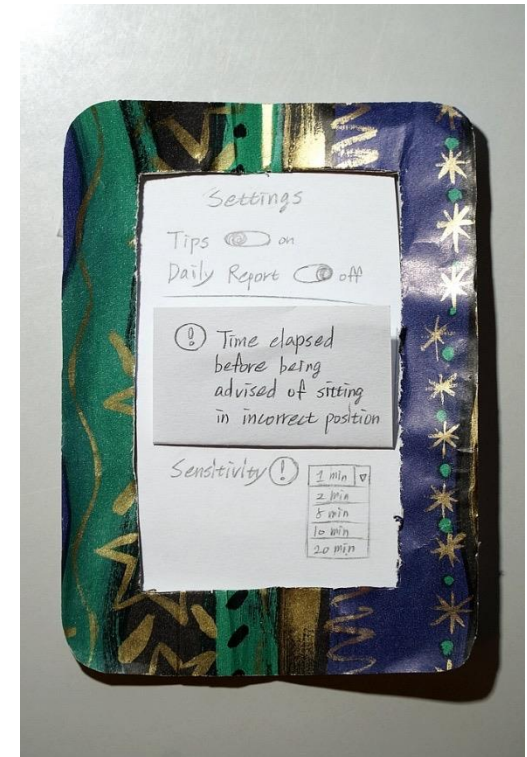


- one button: On/Off
- one light: Connection condition

II. Iteration, User Experience, Habits

1st iteration – Prototype – Digital

- Drawn on paper
- All the settings are done on the app



II. Iteration, User Experience, Habits

1st iteration – Evaluation with user

Think Aloud:

Physical Device prototype:

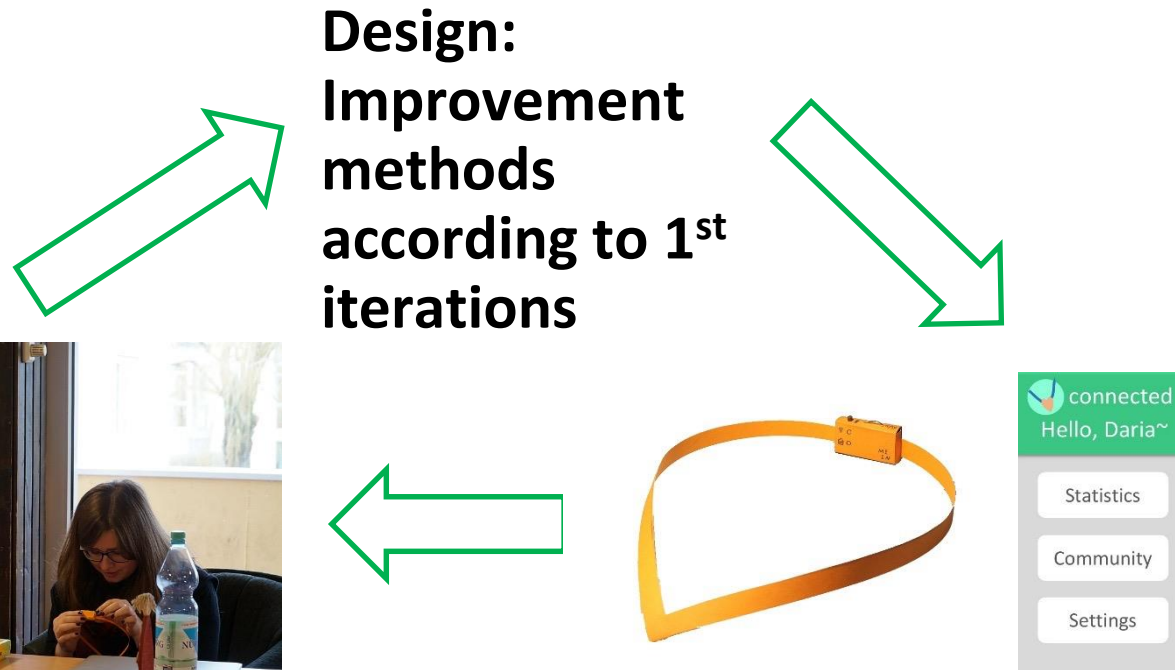
- Few interaction with the device

Digital UI prototype:

- Some settings are useless
- Remove Treatment section

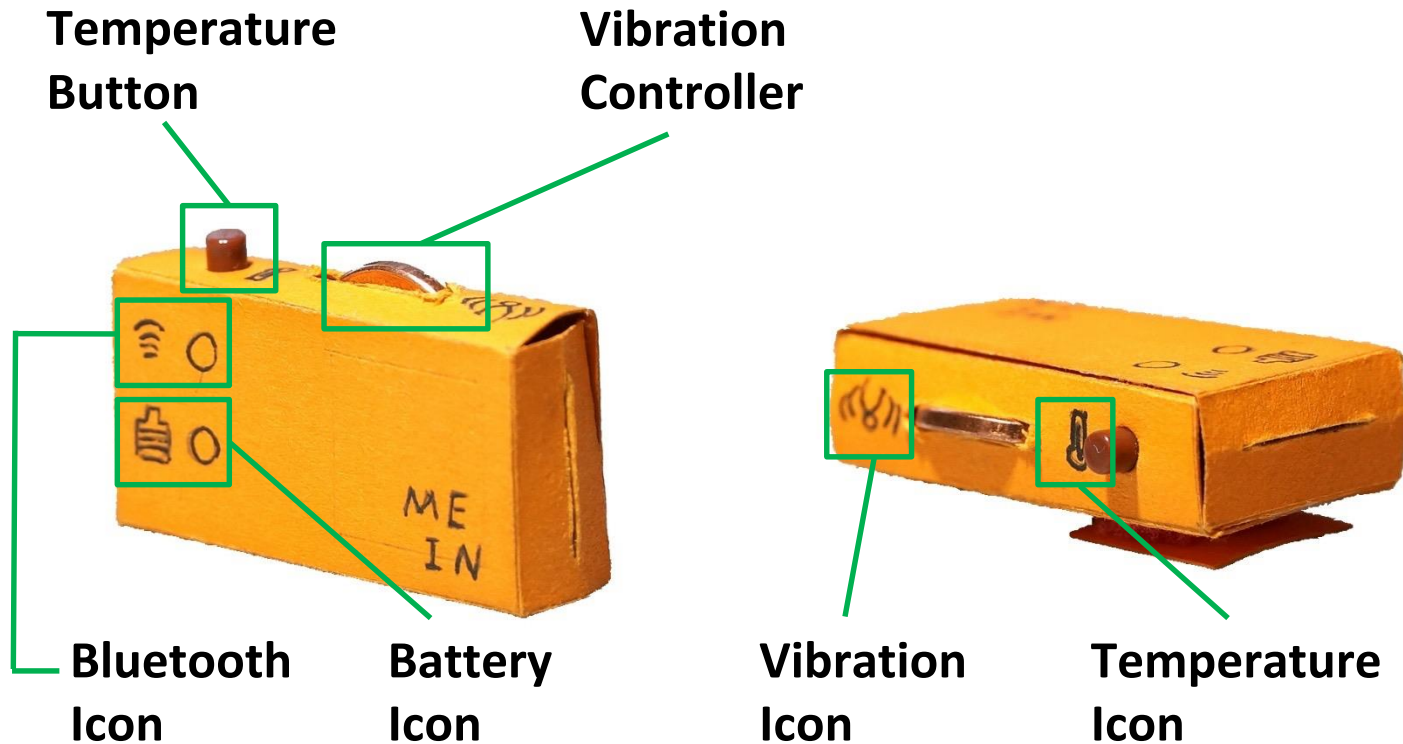
II. Iteration, User Experience, Habits

2nd iteration – DIA cycle



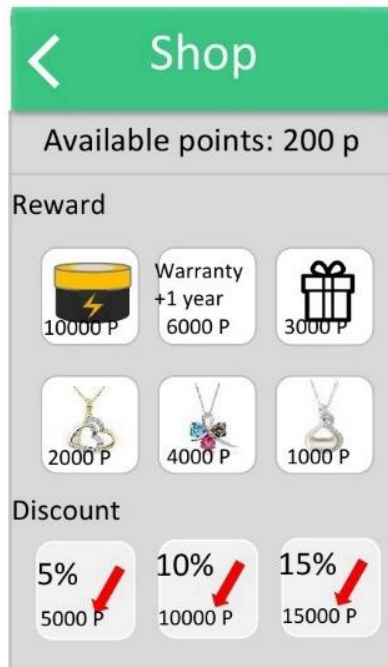
II. Iteration, User Experience, Habits

2nd iteration – Prototype – Physical



II. Iteration, User Experience, Habits

2nd iteration – Prototype – Digital



[Digital prototype](#)

II. Iteration, User Experience, Habits

2nd iteration – Evaluation without user

Heuristic evaluation:

depended on 10
golden rules

1. Keep the interface simple!
2. Speak the user's language!
3. Be consistent and predictable!
4. Provide feedback & be responsive!
5. Minimize memory load!
6. Avoid errors, help to recover, offer undo!
7. Design clear exits and closed dialogs!
8. Include help and documentation!
9. Address diverse user needs!
10. Hire a graphic designer!

Physical part



Keep the interface simple

one or two icons per face and totally only 3 buttons



Provide feedback and be responsive

The button glows when it's activated



Be consistent and predictable

- Consistent: all function buttons with an icon
- Predictable: people from every culture can understand the meaning of the icons because of well known symbols

Digital part



Keep the interface simple

only three main functions; feature creep is avoided



Speak the user's language

no specific medical or software terms



Be consistent and predictable

Consistent: keep the same panel style for all frames



Provide feedback & be responsive

- Feedback: icons change state according to actions

II. Iteration, User Experience, Habits

2nd iteration – Evaluation with user

Constructive Interaction:

User Information: 23; female; Student

- **Look&Feel:** Easy to wear; Light; Moderate Vibration Level
- **Emotions:** Interested; fun
- **Usability:** Functions visible and understandable;
Easy to operate even while wearing it;
User “walk through” the digital interfaces successfully

II. Iteration, User Experience, Habits

2nd iteration – Evaluation with user

Improvements:

Statistics Graph:
(X & y axes
labels)



duration of good poition (min)

o'clock

Heat Icon:



Response Time:

⚠ Time elapsed before being advised of sitting in incorrect position



⚠ After you are in incorrect position for 10mins, you will get notified

II. Iteration, User Experience, Habits

Forming the habit:

- **Notification:** vibration or temperature
- **Professional Advice:** weekly/monthly report

Motivation:

- **Reward points:** new battery, exchange of necklace appearance, prolong warranty time, discount on new product
- **Ranking system:** compete with friends in user's community

III. Prototype Demonstration



Cast:

**Actress: Daria Khorkunova
Irina Urbanskaya**

Narrator: Yuwen Huang

**Scripts: Yiting Hung
Chen Zhou**

Video: Shuo Wang

Director: Omar Eissa

**Produced By:
UX 3x3 Group**

Thank You!

Any Questions