

Internet Of Things Application

Category: Smart Home

Name: Otomate



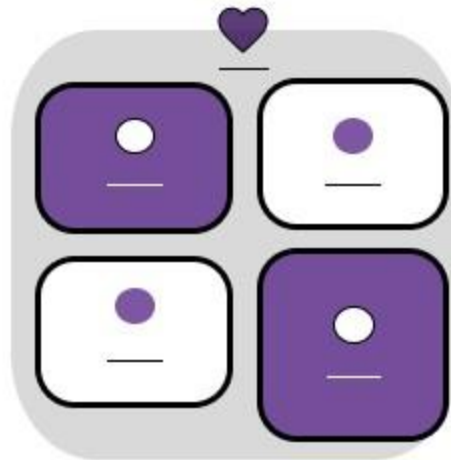


CONNECT

Link all your smart home devices
with Otomate and control them
from a single app



CONTINUE



CUSTOMIZE

Quickly access devices that you frequently use by adding them to your dashboard



CONTINUE



AUTOMATE

Create automated scedules by
interconnecting multiple brands and
third party services



CONTINUE

Schneiderman Heuristic Principles:

Strive for Consistency: The use of colors, font size, font color and all kind of other formatting is consistent. There is also a consistency in button styles and their placement.

Patterns:

Steps left: the 3 dots at bottom show how many more pages left **Action buttons:** “Continue” allow user to go to the next screen.



LOGIN

Username

Password

[Forgot password?](#)

Login

New user? [Sign up](#)

Schneiderman Heuristic Principles:

Consistency and standards: All kinds of formatting is consistent. There is also a consistency in button styles and their placement. Standards are also followed like logo, forgot password, new user, sign up.

User control and freedom: The user has freedom over the system, if he forgets his password then he has the freedom to change it.

Offer Informative Feedback: When users enter the wrong username or password, feedback is given to him that he has entered the wrong username and password.

Patterns:

Structured format: use when expected user input follows a specific format as in username and password.

Action button: login button allows the user to get logged into the application.

My Home





All Devices
45 devices

| | |
|---|--|
|  Bedroom 5 devices |  Livingroom 12 devices |
|  Bathroom 2 devices |  Kitchen 9 devices |
|  Garage 7 devices |  Studyroom 10 devices |



My Home





Bedroom



Lighting
6 devices



AC
3 devices



IR Control
2 devices



Curtains
9 devices



Sensors
7 devices



Security
10 devices



My Home





Bedroom



Lighting
6 devices



AC
3 devices



IR Control
2 devices



Curtains
9 devices



Sensors



Security



Front door lock opened



My Home



Schneiderman Heuristic Principles:

Strive for Consistency: All kinds of formatting i.e icon size, headings, labels,color are consistent. There is also a consistency in button styles and their placement.

User control and freedom: The user has freedom over the system, he can choose any option that he wants.

Reduce Short-Term Memory Load: The icons and labels are familiar to users that enable users not to recall a lot of things.

Visibility of system status: There is visibility of system status in the application as a navigation bar at the bottom of each page tells on which page you present.

Match between system and the real world: The icons such as AC, bulb, lamp are familiar to the user and map to the real world. The information appears in a natural order.

Recognition rather than recall: The user does not have to recall a lot of things while using this application as the functionality of icons, buttons is easily recognized by the user by their look and feel. The options are clearly labeled.

Patterns:

List and detail pattern: When an option is clicked such as bedroom, a new screen is opened that shows more details.

Tabs: Tabs are available at bottom of screen so that user can switch to any tab easily at any time

Navigation drawer: 3 dots top right corner present a new list of options to the user.

Notifications: Important messages, updates appear when an action is occurred.

Automation



Scenes Schedules



Good morning

5 devices



Good night

3 devices



Movie

4 devices



Party

7 devices

ACTIVATE



Automation



Scenes Schedules



Going out

4 devices



Having dinner

2 devices



Relax time

7 devices



Exercise

5 devices



Going to bed

4 devices



Cooking

3 devices





Save

Going to bed



Devices

Timing

Add devices and change
their attributes



Bedroom bulb



Bed lamp



Dimmer



Hall wall light



Front door lock



Thermostat





Save

Going to bed



Devices

Timing

Setting a schedule automatically
changes the attributes of devices

Start at **8:00** AM

End at **9:00** AM

Repeat



☐ Repeat weekly



Automation





Save

Going to bed



Devices

Timing

Add devices and change
their attributes



Bedroom bulb



Bed lamp



Dimmer



Hall wall light



Front door lock



A Thermostat



New device has been added



Automation





OOPS! 

The device is currently
not available please try
after some time.

Here are some helpful
links instead

[My Home](#)
[Automation](#)
[Help Centre](#)

GO BACK

Automation



Scenes Schedules



Error

Oops, something went wrong. Please restore your connection and try again later

OK

Movie

4 devices

Party

7 devices

ACTIVATE



Schneiderman Heuristic Principles:

Strive for Consistency: All kinds of formatting i.e icon size, headings, labels,color are consistent. There is also a consistency in button styles and their placement.

User control and freedom: The user has freedom over the system, he can choose any option that he wants and can change device attributes, status, can schedule them, arrange any scene.

Reduce Short-Term Memory Load: The icons and labels are familiar to users that enable users not to recall a lot of things.

Visibility of system status: There is visibility of system status in the application as a navigation bar at the bottom of each page tells on which page you present. The status of devices is also visible whether it is on, off, scheduled.

Match between system and the real world: The icons such as AC, bulb, lamp are familiar to the user and map to the real world. The information appears in a natural order.

Recognition rather than recall: The user does not have to recall a lot of things while using this application as the functionality of icons, buttons is easily recognized by the user by their look and feel. The options are clearly labeled.

Help users recognize, diagnose, and recover from errors: The error messages are displayed in simple language that indicate the problem and also suggest a solution to the user.

Offer Informative Feedback: When users select an or performs a specific action, the area becomes highlighted giving feedback. When a user selects a device or schedules an event, the user is informed that action is performed.

Design Dialog to Yield Closure: When the user selects a device, a design dialogue with a validation message “New device has been added” appears to yield closure of the action.

Offer Simple Error Handling: There are clear error notifications and descriptive hints to resolve the problems providing users with the simple ways to deal with errors.

Permit Easy Reversal of Actions: Immediately discovering that it is easy to choose "Go Back" after making an error is a very good thing for the user.

Patterns:

List and detail pattern: When an option is clicked such as bedroom, a new screen is opened that shows more details.

Tabs: Tabs are available at bottom of screen so that user can switch to any tab easily at any time

Navigation drawer: 3 dots top right corner present a new list of options to the user.

Categorization: Different categories e.g Devices(lamp, bulb, dimmer...)

Recognition over recall: Familiar icons and commonly used words help users to easily recognize certain actions. They don't need to put effort into recalling.

Action buttons: Save, go back, activate that allow the user to perform some action.

Contextual action bar: Appears for the confirmation of an action.

Drag and drop: The user can just drag and drop the required option.

Undo: The user can revert action by clicking the cancel button.

Inline help box: information is displayed to the user about what actions he can perform.

Favourites



OFF



Dimmer

ON



Tubelight

ON



Bed Lamp

OFF



Hall Thermostate

OFF



AC

OFF



Front Door Lock

OFF



Curtains

ON



CCTV Cameras



Favourites



Notifications



Today



Wifi connection lost

Just now



Goodmorning scene activated

2 hours ago



Front door lock opened

7 hours ago

Yesterday



Wifi connection lost

2:15 AM



Bed lamp added to favorites

6:30 PM

[View older](#)



Notifications



Settings



New devices

Add new devices to system



Profile

Edit your personal information



Account

Manage accounts connected



Sync options

Synchronization settings



Support

Need help



Tips

Get usability tips



Settings

Help



How can we
help you?

Search



Or choose from the options
given below



Guides



FAQ



Community



Settings

Schneiderman Heuristic Principles:

Strive for Consistency: All kinds of formatting i.e icon size, headings, labels,color are consistent. There is also a consistency in button styles and their placement.

User control and freedom: The user has freedom over the system, he can choose any option that he wants and put them in favorites. Users can also turn on and off the devices.

Visibility of system status: There is visibility of system status in the application as a navigation bar at the bottom of each page tells on which page you present. The device's status(on/off) is also visible.

Offer Informative Feedback: When user on a device, the icon representing that device becomes highlighted giving feedback immediately to the user so that he can have an idea of what processes are going on.

Support Internal Locus of Control: In Settings, users can add new devices, edit their profiles, manage their account, get help if needed and many other actions giving the control and freedom to the users.

Help and documentation: There is also a help screen for the user that makes it easy for him to get the solution of any ambiguities regarding the application. It facilitates users in completing their tasks.

Patterns:

Favorites: Containing devices users like to use.

Action buttons: “View older” helps users to see older notifications.

Settings: Helps users to predetermine what will happen in certain situations.

Help: For any ambiguities in application

Tabs: tabs are available at bottom of screen so that user can switch to any tab easily at any time

Navigation drawer: 3 dots top right corner present a new list of options to the user.

Notifications: Important messages, updates.

Categorization: Different categories as favorites, notifications according to dates and different options in settings.

Aesthetic and minimalist design:

It does not contain information that is irrelevant. We kept the content and visual design focused on the essentials. It applies aesthetics such as colors, patterns, shape and visual weight of icons and text. It ensures that the visual elements of the interface support the user's primary goals.

Principles of learnability:

Predictability: So, on very first look, the app seems to be easy to use and requires not much time and effort to learn.

Synthesizability: user can access the effect of past operations on current state. He can synthesize on which page he is present and from where he came like by navigation bar

Consistency: Color codes, screen size, icons size and font size are consistent in their respective interfaces.

Generalizability: Standard terms and symbols are used.

Familiarity: Icons and terms used are relevant, familiar and easily understandable