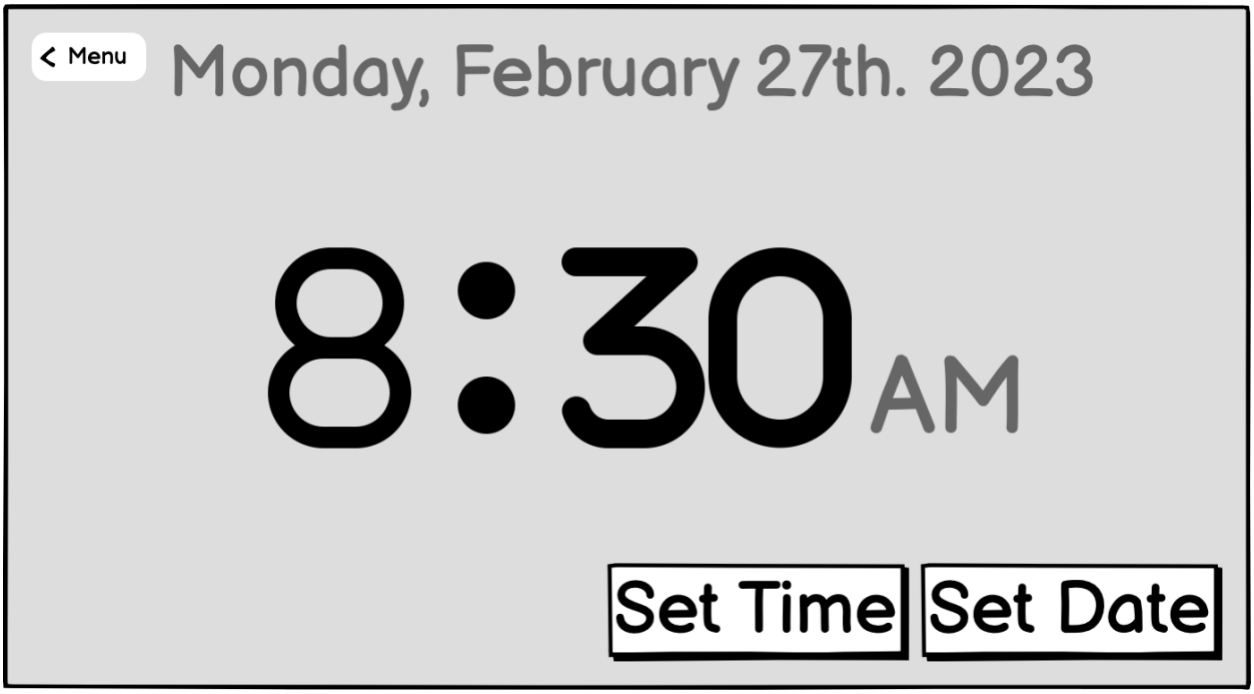
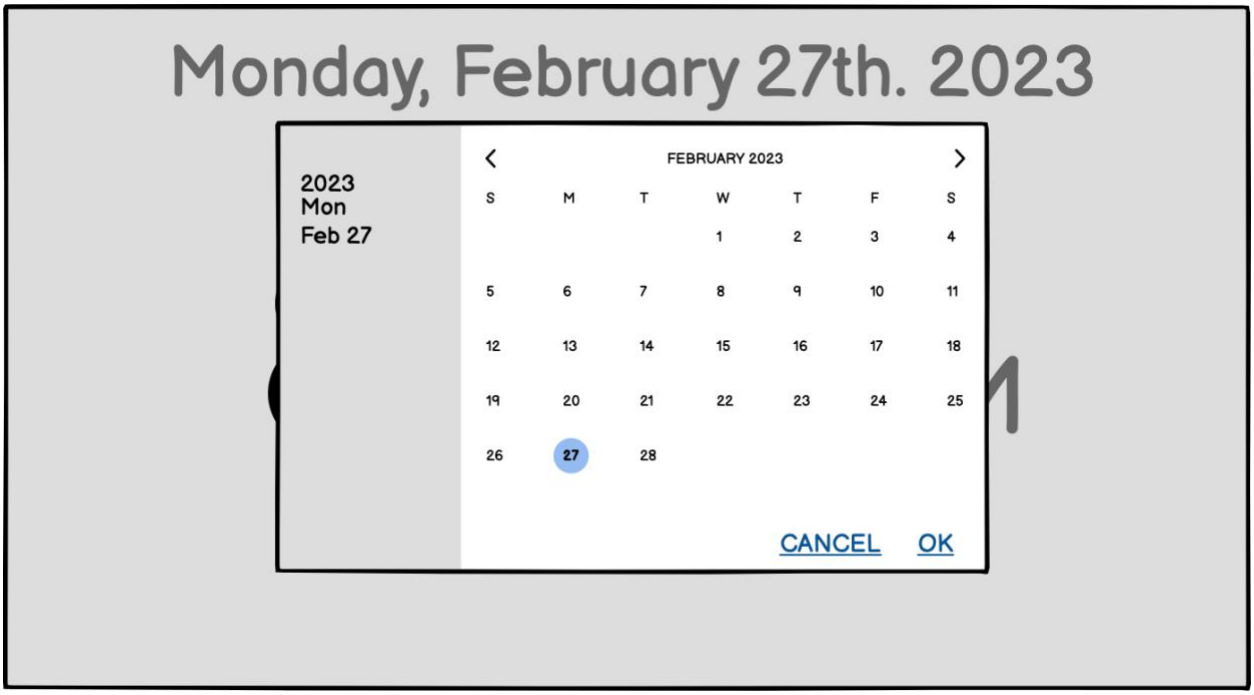
Ben Puryear
2/28/23
Individual Assignment 4

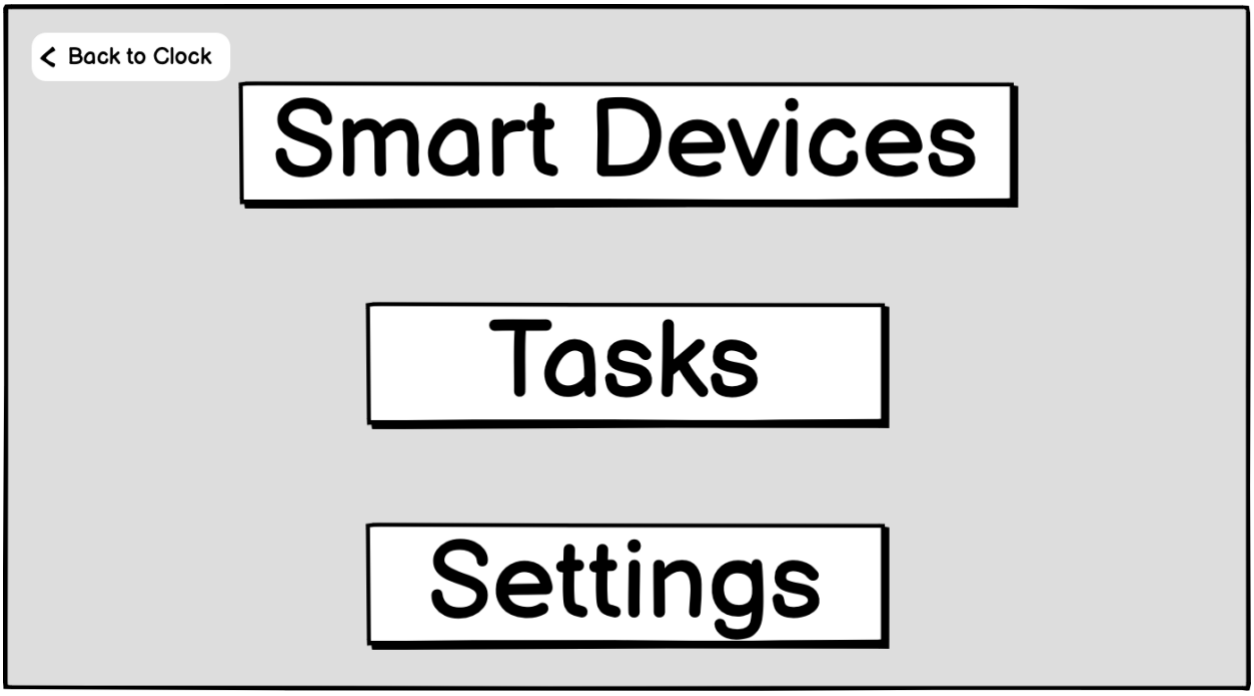


I made sure to use many **Signifiers** when designing these interfaces. This default screen is what is shown when the device hasn't been interacted with in a while. It is simple as to not draw too much attention to it, yet still shows key info at a glance. I wanted to focus on the user's **conceptual model** of the device and how it grows when exploring the device. My goal was to have the conceptual model grow naturally as the user explores the usages of the device.

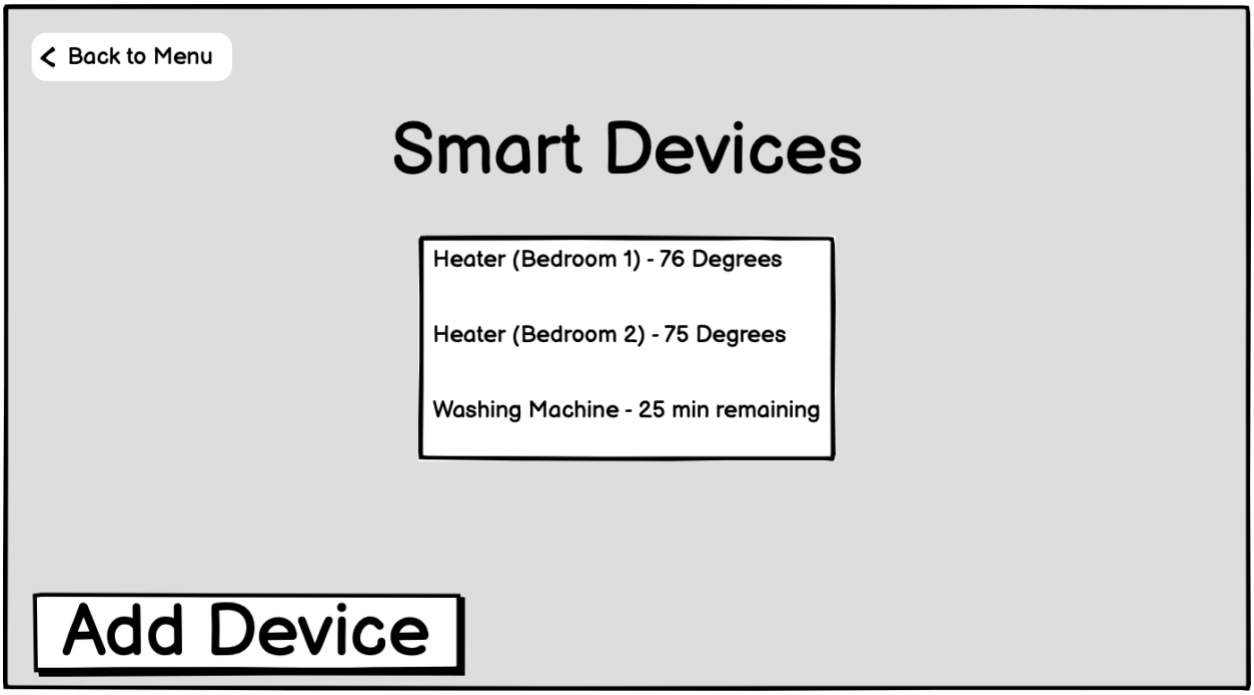


This is the screen for when the user selects the “Set Date” button. I removed the buttons in the background as to not cause confusion. There is immediate **feedback** to the user because when they change the date, it will auto preview the changes in the background.

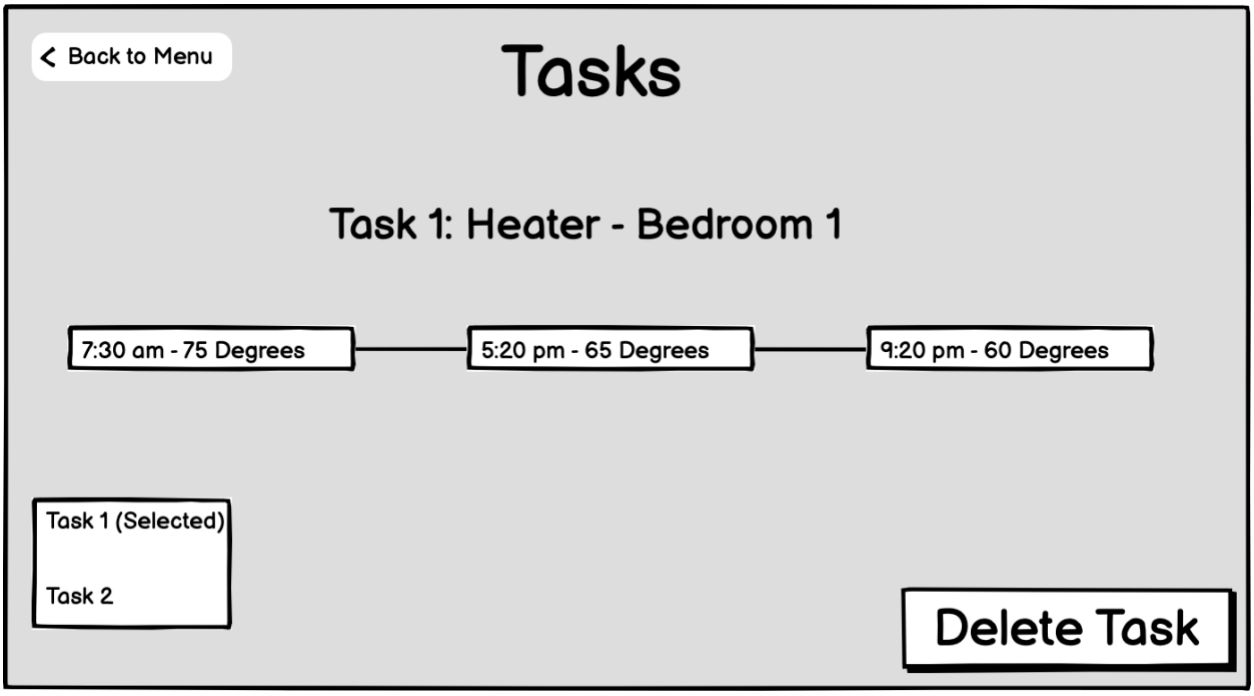
Similarly to setting the date, this is the screen to set the time. The **Mapping** from the buttons to get here makes sense, and the “Ok” and “Cancel” make sense as a way to either save and go back or to go back without saving.



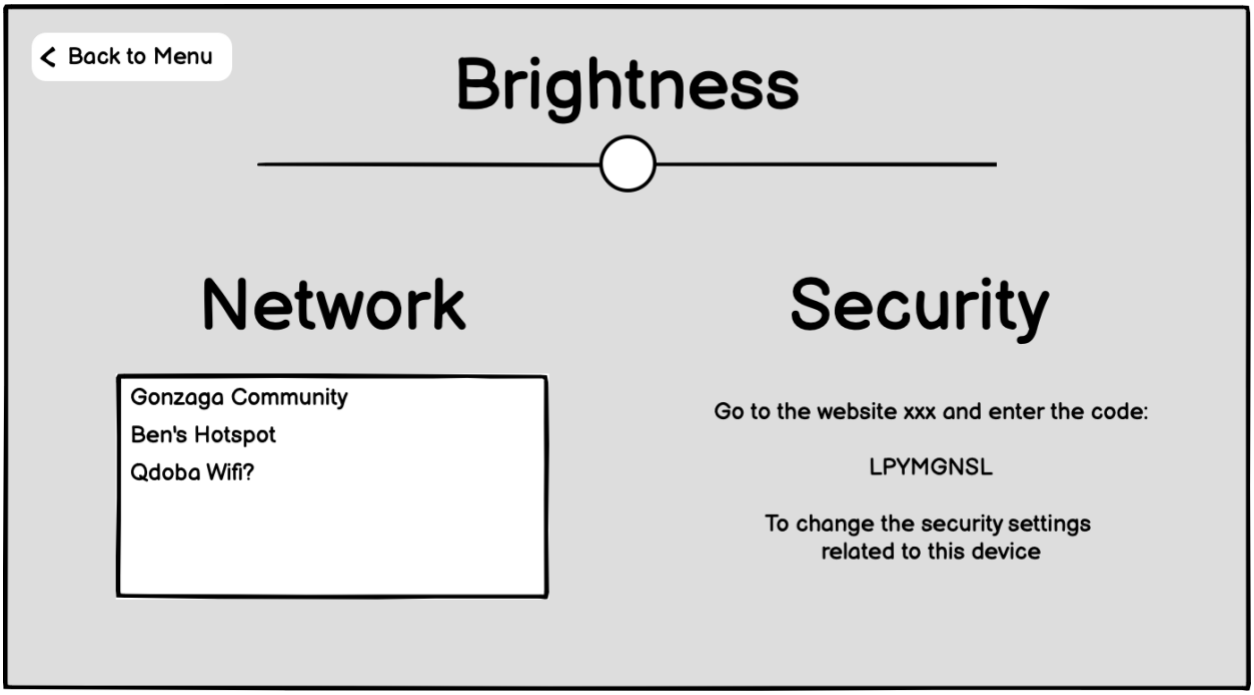
This is the menu screen. I wanted to show the **affordances** that the device can handle quickly at a glance. The device can handle smart devices and tasks.



This is the smart devices panel. Here you can add devices as well as see small info relating to the devices connected.



This is the tasks screen. I added a (Selected) to the selected task to make sure the user knows what they are changing.



This is the settings screen. Here you can connect to networks, change the brightness, and access security settings relating to the specific device.