loT Hub Checkpoint 2 Presentation

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Goals & Milestones Recap

Lehao Sun

Motivation

What problem are woolving?



Functionality

What can we offer?



Initial Configuration

- Add device
- Set up user profile



Device Management

- Software update
- Delete device
- Packet monitoring
- Battery life monitor



Device Control

- Play video
- Play music
- Device status monitor



Challenges

What issues do we want to solve?



Extensibility

- Easy to add new features
- Apply to new devices/applications



Usability

 Aim to users even without tech background



Scalability

- Handle a large number of users and devices
- Make protocols simple



Compatibility

Compatible to all the device

SYSTEM

USER

Problems and Solutions

What design decisions we have made?



System



User

- ? How to identify and manage new device?
 - Device metadata protocol
- How to make views consistent among different devices of the same type?
 - Content management
- P How to define human-device relationship?
 - Many-to-many device control
 - Backend admin
 - Temporary account

- How to display dozens of devices in one page?
 - Device group
 - Search device
- **?** How to display information that the user want mosted?
 - Popular device
 - Notification

Milestones listed in CP1

What we have achieved?

- **✓** UI and backend implementation
- **✓** Integration test
- Improve system security
- **✓** Improve system robustness
- **✓** User studies
- **✓** Iterative development based on users' feedback

Actual Progress

System and User

Ken Ling, Mengjin Yan

System Implementation

Server



Backend Server

Written in Nodejs as a web application. Aim at portability.

Web app server.

Websocket server.

Authentication server.







Built on Existing EAP-NOOB Authentication Framework

Scan QR code to add new IoT devices. An easy way to add large number of IoT devices.

Read code and understand API. Integrate our functions with existing framework. Setup router, authentication server.





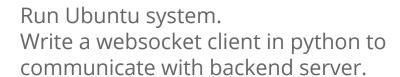
System Implementation

Device & User



Devices

Use laptop as IoT device.



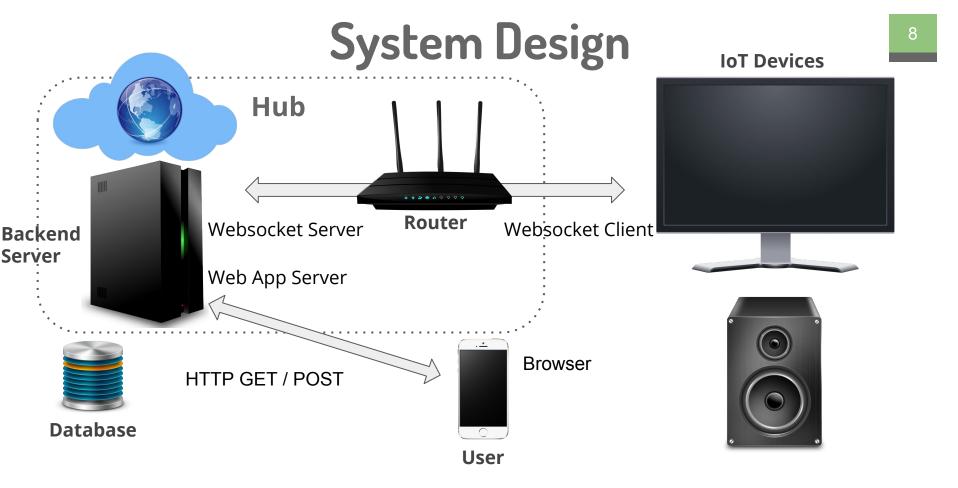




User

Use browser to connect to the server and login to the hub.





IoT devices always have to go through the hub.

Add Device





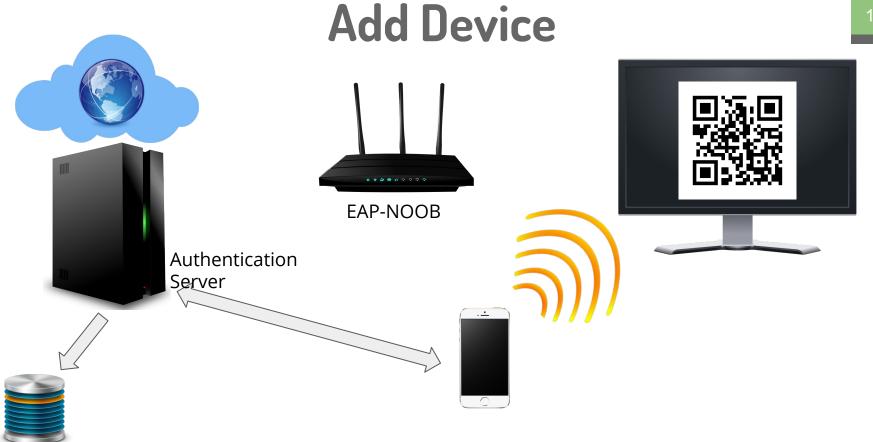






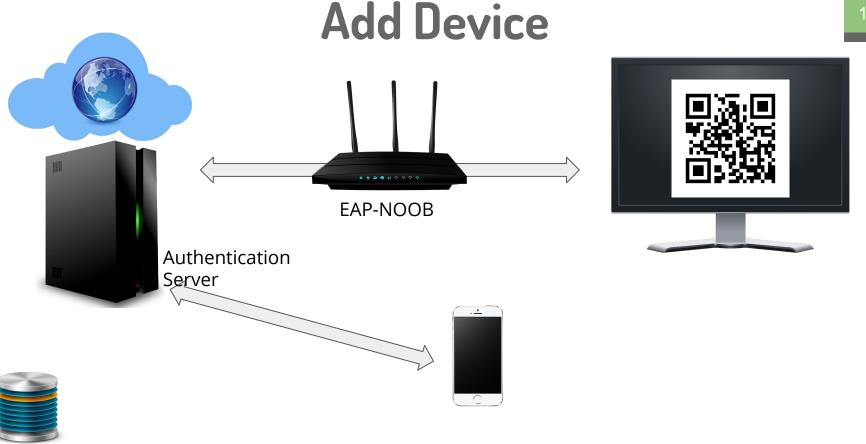
Server generates a unique ID for the device.





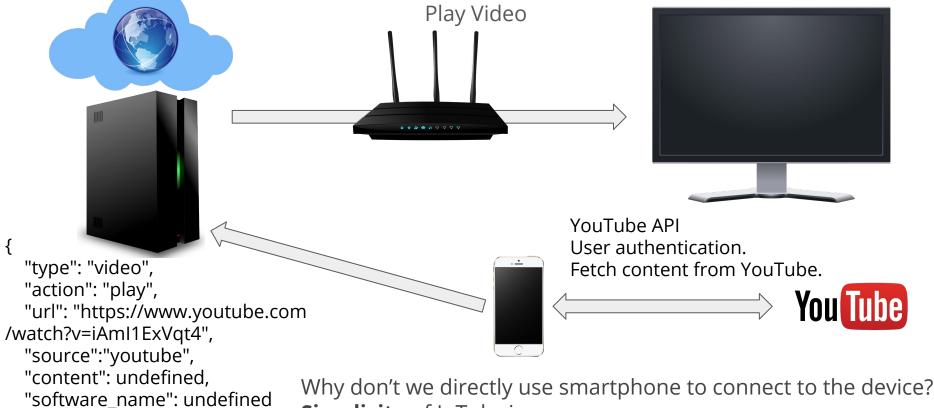
Server binds the device with authorized user.





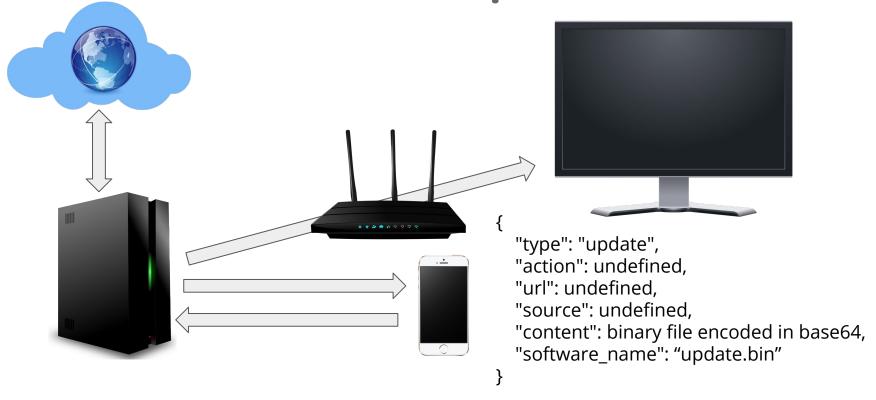
Device initiates a connection to websocket server with the assigned ID.

Control Device Play Video

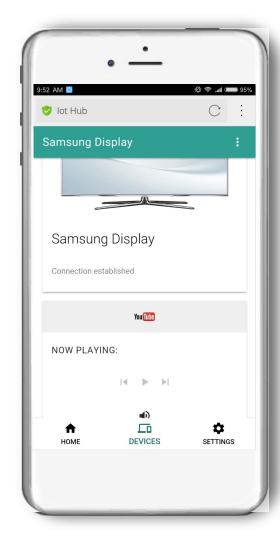


Why don't we directly use smartphone to connect to the device? **Simplicity** of IoT device. **Uniform experience**.

Software Update



Why we need software update from the hub? **Scalability**



User Interface

Design & Implementation: Mobile Web App



Reasons

- Portability: web application
- Convenience: on mobile phone



Pages

- Home Page:
 - Notifications on the top
 - Popular devices
- Devices Page:
 - List all the devices (Search & Group)
- Customized Device Page:
 - Manage and Control the devices

appeared on the HUB's

home page

Low Fidelity User Study

Design & Process

Main big goal: **Usability**

the HUB website

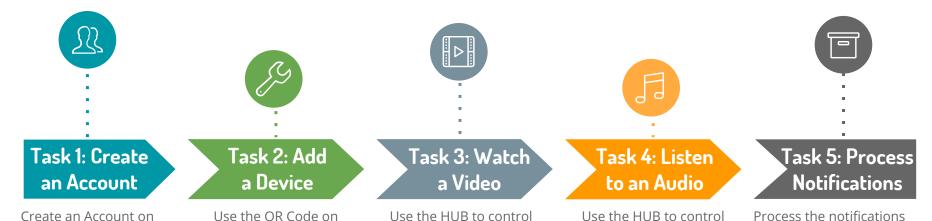
5 main tasks with questions before tasks and an exit survey.

the display to add a

device to the HUB

Use **Balsamiq Mockup** for the prototype and a laptop to simulate the devices.

5 participants from different majors participate in the user study.



the display to play a

YouTube Video

the speaker to play a

Spotify music

Low Fidelity User Study

Results

OBSERVATIONS

Most of the tasks can be finished correctly by the participants though there were some confusions through the process. A usability score is given by the participants for each of the tasks.

Task 1: Create an Account Avg. Score: 4.6

The process for login and create an account is **standardized**.

Most of the participants can finish the task correctly.

Task 2: Add a Device Avg. Score: 2.4

Not participants have experienced

Confusions including involving third party QR code scanner

Task 3: Watch a Video

Avg. Score: 4.4

Easy task

Suggestions including adding search bar and putting the control buttons fixed at the footer

Task 4: Listen to an Audio Avg. Score: 4.8

Easy task and similar to the previous one.

Task 5: Process Notifications Avg. Score: 4.4

Easy task

Suggestions including **prioritizing** different types of notifications



Our Road Ahead

Mengjin Yan

Design Goals Recap

What we need to do next?



Extensibility and Scalability

We already have set up the **whole system structure** and the **communication** between different parts of the systems.

More advanced features to enhance extensibility and scalability need to be added.



Usability and Compatibility

We already have the **basic user interface design** and **the user study** give us insights about how to improve the system's usability.

For the next step, we need to **refine the implementation** according to the results of our user study.

Design Goals Recap

What's our specific tasks?



Extensibility and Scalability

- General Metadata Protocol
- User's Access Control



Usability and Compatibility

- Improve the process of QR code scanning when adding devices
- Content management
- Make the play/resume control pad fixed on the footbar

Schedule Ahead

4-Week's Planning before the Final Demo



Nov. 8th ~ Nov. 14th

DESIGN

Design the new features on System and User aspect

IMPLEMENTATIO

Implementing all the features







Nov. 23th ~ Nov. 29th

IMPLEMENTATIO

Nontinue implementing all the features

WRAP UP

Refine our system and prepare for the final poster session

Nov. 30th ~ Dec. 6th



