



JULY 2019



USABILITY TESTING RESEARCH

We reviewed best practices for user testing in both hardware and software, then created a summary which we could refer back to when planning our own user tests.

CONTINUED PROGRAMMING RESEARCH

Researched Visualizer class

- Was implemented in a past versions of Android, and Android does not drop functionality as it increase version
- Along with Sizeable documentation
- We believed it was reasonable to build a project off of this feature

SIMILAR PRODUCTS RESEARCH

As part of our summer research, we looked into similar products that existed so as to learn from them. We analyzed what features they offered, where they were placed on the body, their target audience, and public feedback (both positive and negative). We tried to incorporate as much of this information as possible into our own decisions, including the small-as-possible size of the neckband and the use of minimal wires. This research included the SubPac 2Mx and the Strap by Woojer.



SubPac 2Mx



Strap by Woojer

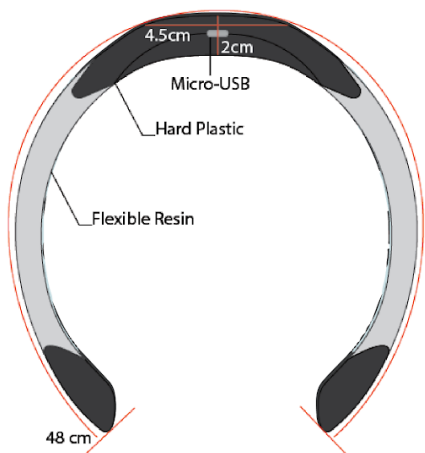
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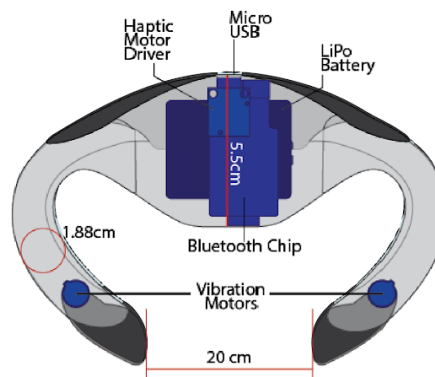
BLUEPRINT CREATED OF NECKBAND

Based on similar products, our neck nerve cluster research, and a few discussions we had as a team concerning the area in which we would like the product to be, we thought around the neck/collar bone area would be a reasonable place to feel the vibrations of a decomposed song. With that being said, we had to come up with a blueprint that reflected that. Below is an image of our first version of our neckband blueprint. It consisted of the haptic driver, bluetooth chip, the lithium-ion battery and the 2 vibration motors on either side of the C-shaped product. The bluetooth chip and its micro USB insert would be facing down for easy external access.

Blueprint Version 1



TOP VIEW



PERSPECTIVE