

A Transparent Numeric Portable Map

Mouna Benabid, Marius Le Chapelier, Damien Marillet et
Basile Musquer

Table of Contents

- ▶ Introduction
- ▶ Design Process
- ▶ Final Prototype 1 & 2
- ▶ Conclusion and After words
- ▶ Team Management

Introduction

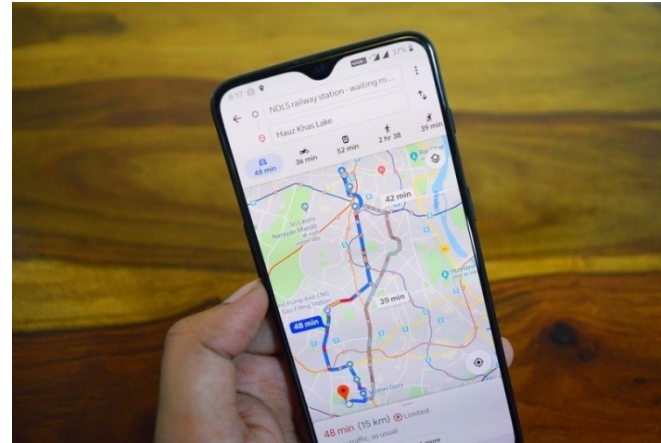
Context: the usages of map in modern society

Framework: utterly dominated by Google Map

User based Problem:

- Numeric map: battery dependent, small screen
- Paper map: too fragile, bulky
- Common: badly relate to surroundings, namely in wilderness

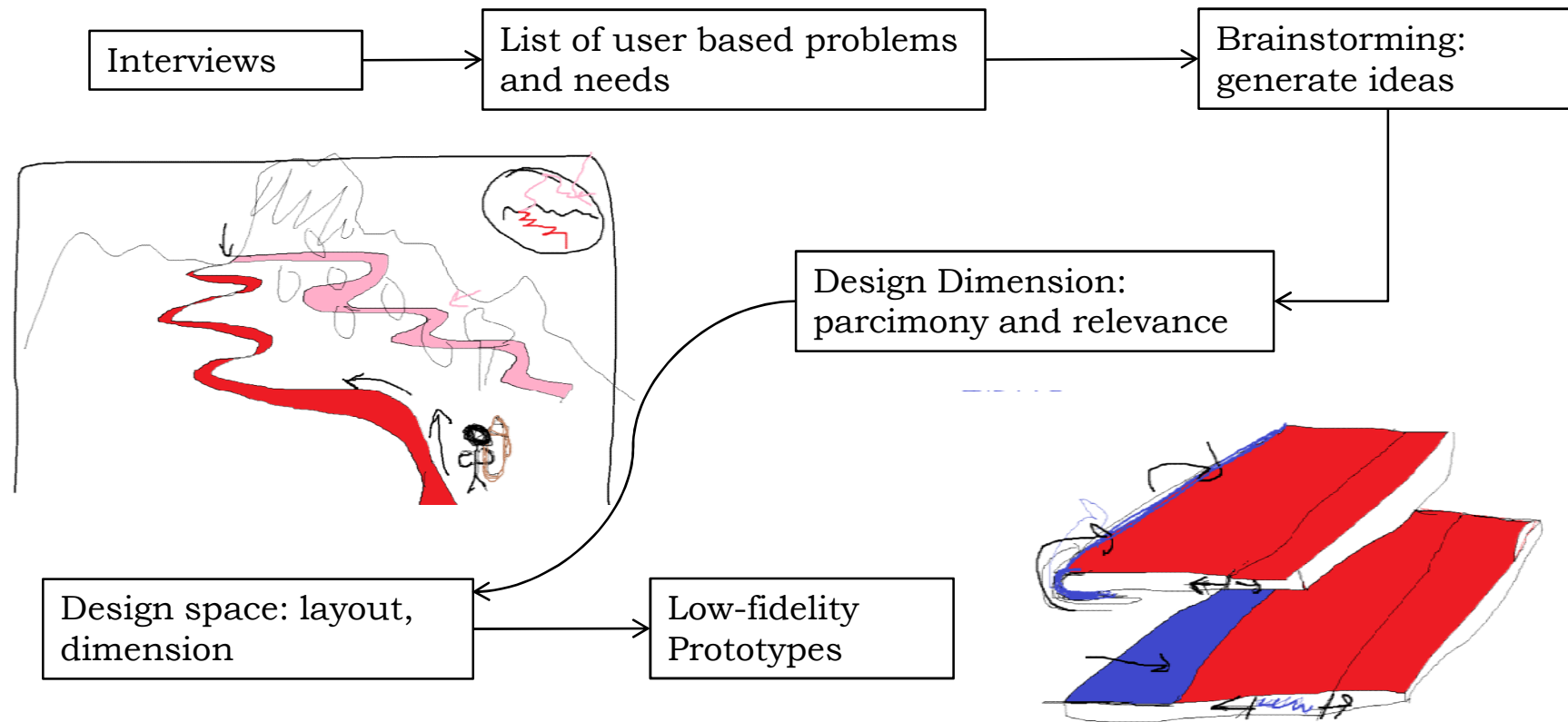
Objectives: combined advantages of numerical and paper maps in one device



VS ?



Design process



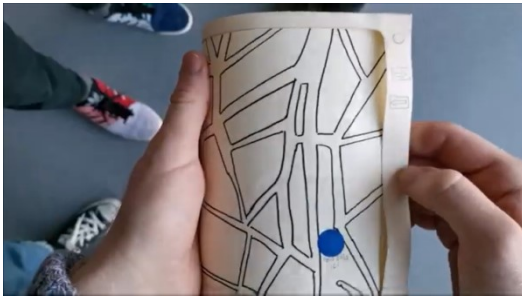
Direction: How many of the identified problems can we address within our system while guaranteeing parcimony and usability

Final Prototype 1

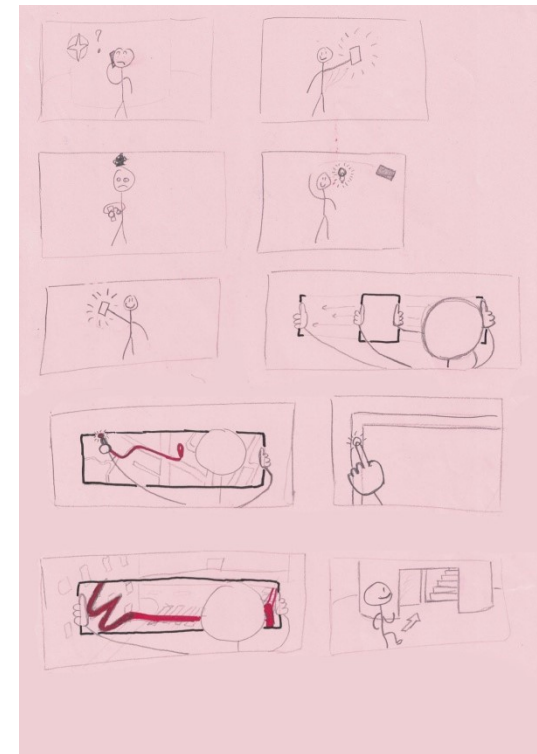
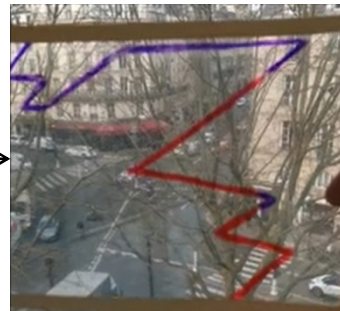
2 key features

<https://youtu.be/X9e-JnVtano>

1. Expandable numeric device



2. Transparent or plain mode

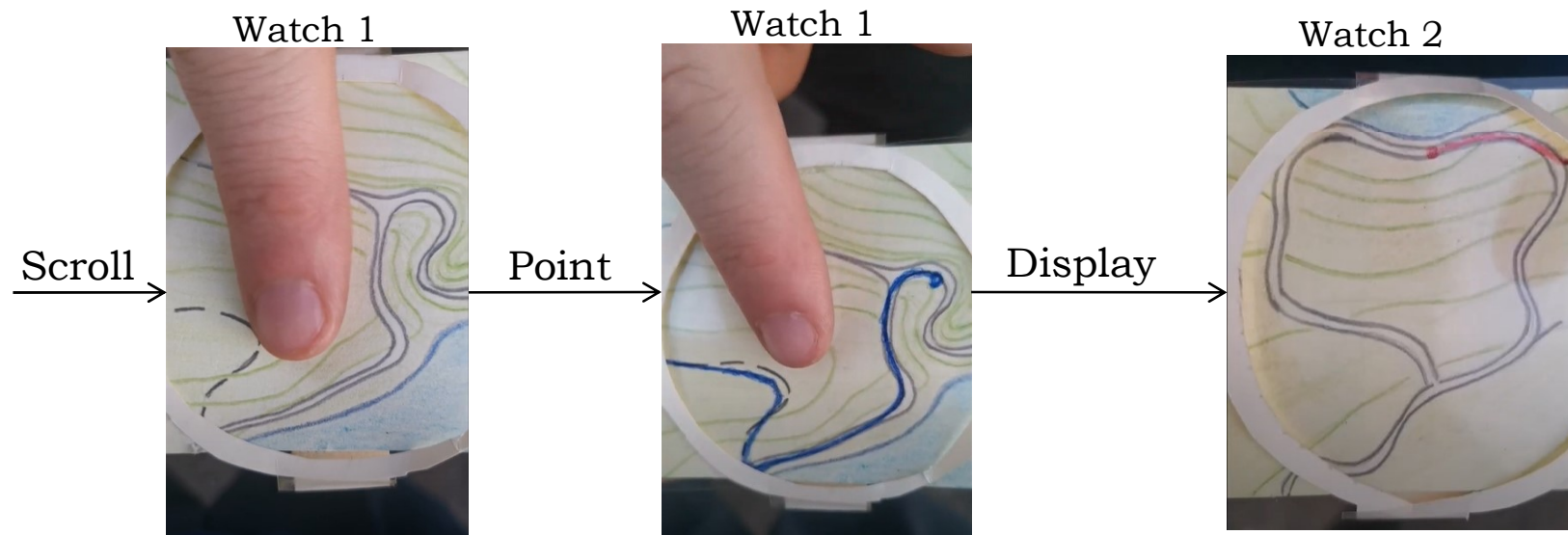


Final Prototype 2

Goes by pair with the first device

Key feature: team connectivity

<https://www.youtube.com/watch?v=p3hNleKSE2I>



Conclusion and After Words

What we learn:

1. Decisiveness of beforehand interviews
2. Difficulty to build a good prototype
3. Time management and rigour

Future Work:

1. Higher fidelity prototypes, role-playing
2. Better establish relation watch/map
3. Rotating compass watch

Team Management

Interviews: D. Marrillet, M. Benabid, M.Lechapelier, B.Musquer

Brainstorming: D. Marrillet, M. Benabid, M.Lechapelier, B.Musquer

Design Dimension & Design Space: D. Marrillet, M. Benabid, M.Lechapelier, B.Musquer

Prototype 1 Creation: B.Musquer, M. Benabid

Prototype 2 Creation: M.Lechapelier

Acting: D. Marrillet, G.Lechapelier, M.Lechapelier

Cameraman: M.Lechapelier

Video editor: M.Lechapelier

Blog: M. Benabid

Slides: B.Musquer

Acknowledgment: Gaston Lechapelier, Guillaume Peugnet