

## APPENDIX: more info on navigation

We wanted to ensure a linear UI navigation for set up in both the wearable and application, while providing a circular navigation for the core product functionality, using the 'homepage' as the hub for the user. The circular navigation has a linear flow, as discussed later, the application works with invisibility. This decreases cognitive load, as tasks are streamlined, and users can go backward at any time. We followed an information hierarchy based off task/functional importance (Ivanova, n.d.),, as we "didn't want to reinvent the wheel" (Chambers, n.d.),.

The application: The application visual hierarchy descends from the limit bar, to activity, to messages. The home screen features all core functional components. The home screen is its "primary navigation" (Chambers, n.d.), as the application has very little secondary navigation because it doesn't rely on notification like the wearable does. The information hierarchy in the application is based of categorisation on boxes, playing with only "position, size and space" ("Design Principles: Hierarchy of Information", 2013).

Wearable: Due to the screen unable to feature a lot of functions, sliders are implemented. Three core navigational functions are within the wearable, including testimonials, activity and the home screen. The sliders act as the "primary navigation" (Chambers, n.d.), where as the notifications act as "Responsive navigation" (Chambers, n.d.), as the wearable constantly reacts to the applications actions, most of its navigation is subsequently triggered by the application. Our goal was to create internal consistency within the application and the wearable, ensuring navigation can be transferable and concise. Therefore, the navigation is very similar, but the functionality is different.

Set up is a navigation components in which is mostly conducted on the application, the user connects to Bluetooth, creates an account, then the wearable will connect. This flow is expected by our team to be risky, as it might confuse the user.

Functions within the UI vary in visibility. Feedback and constraints allow the UI to be hierarchical, based on a perceivable linear flow. An example of this within the com-it is: once the loved one sends money, the transaction section of the application locks, constraining the user. Thus, the play of constraints, feedback and visibility assist the users linear conceptual flow, allowing efficiency of use, as they don't get confused. Invisibility is specifically important within the wearable, as notifications provide the majority of information and navigation, as all core actions are conducted off the application and directed to the wearable. The play of invisibility might allow users to ignore notifications and become unable to retrieve the information that was ignored.

Through testing, this perceived conceptual flow will be tested, specially weather or not users believe the navigation meets their mental model.