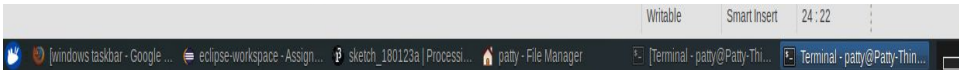
Form Proposal

Mood Board

The important characteristics of this device include the ability to connect to Wifi, select different devices to control and adjust RGB values for the device that is selected to control.

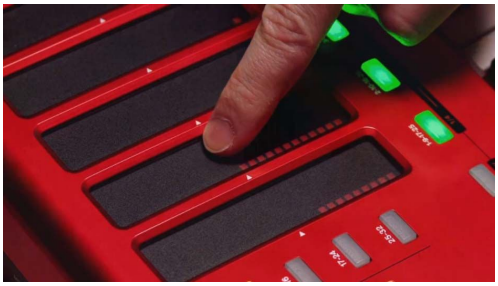
Form Factor

Menu/Visualization

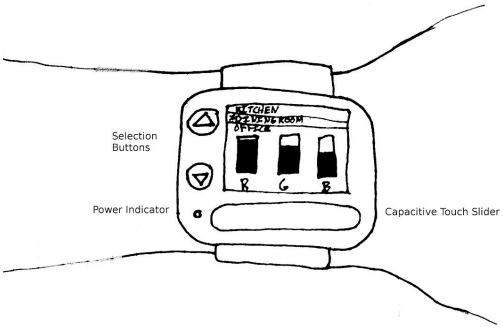


Color visualization

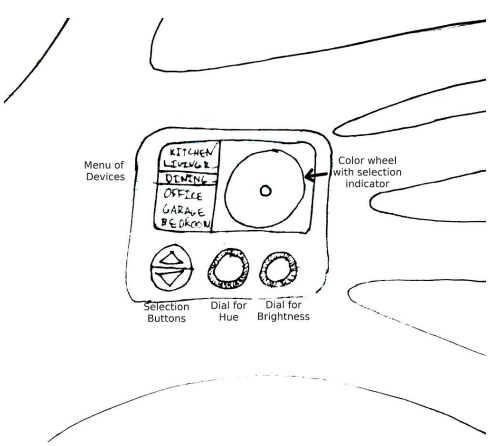
Physical Interface



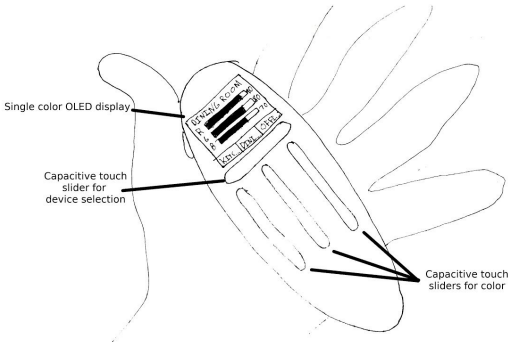
Aesthetic Concepts



Wrist-remote: This idea makes the ergonomics of a remote a non-issue. If the user is wearing the remote, they are not having to worry about holding it in their hand in an uncomfortable way, or possibly pressing buttons they don't want to. It allows for a minimally raised interface so there isn't many snags on clothes or other objects when the user is not used to wearing a watch.



Mini remote: This idea tries to make the remote in as small of a form factor as possible, making it convenient to put in a pocket or on a key fob. It does not have any capacitive touch sensors, so if it were to hit against something conductive, such as keys, there would be no change in the lights as a false positive. It has a long list of the devices on the network available to the user, so they can see what they want more easily, as well as having a color wheel so that the user will be able to see what color they want before they get to it.



Large remote: This idea goes for an ergonomic approach to a normal TV remote. It is curved so that it is very comfortable to carry around a house, and big enough that it will not get lost in a stack of papers somewhere. It has more space to put a larger battery, allowing it to not have to be charged as frequently as a smaller device. The capacitive touch slider interface for the colors allows the user to just tap at the color they want, and it will change, allowing for a very fast interface.

Concept Summary

The mini remote appears to be the strongest design after reviewing the strengths and weaknesses of all of the designs. It fits the most requirements of the device, with it's portability and clarity of use being very good for the end user. Some of the challenges to look out for are making sure the user doesn't lose it, as well as seeing if the device can be in a low-power mode so that it doesn't run out of battery quickly.