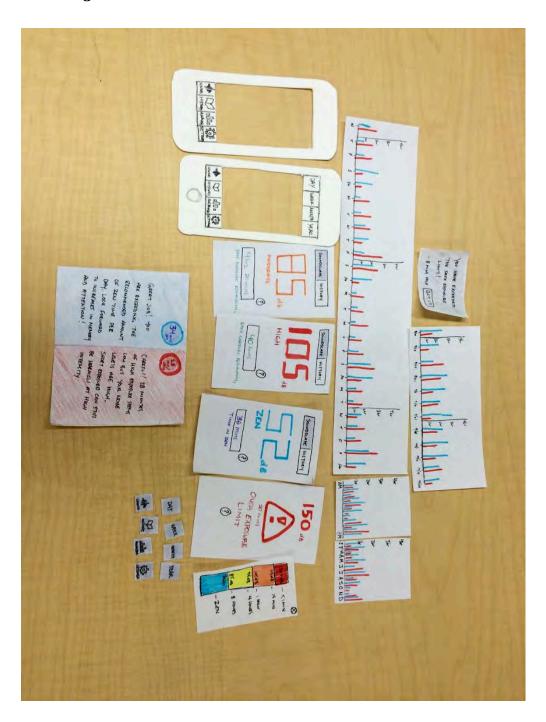
Chris Jung, Garrick Li, Luyi Lu, Grant Neubauer CSE 440 – Autumn 2014 3a: Paper Prototype

Overview Image



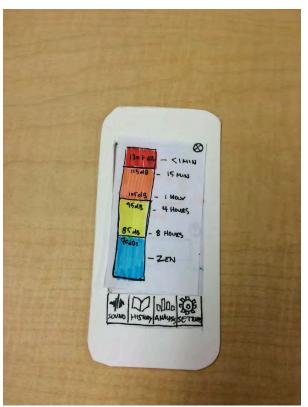
Task 1: Perform soundscape analysis of the current environment



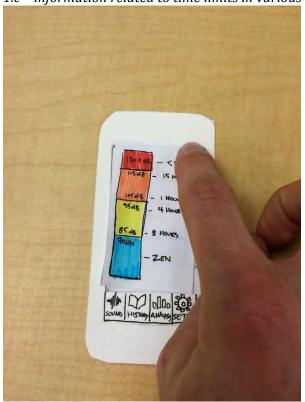
1.a – default screen. User is in moderately loud environment. Essential soundscape details are displayed. (Decibel information will be live updating)



1.b – User can tap the question mark icon to gain more information regarding the "safe exposure remaining" timer.



1.c – information related to time limits in various exposure levels is shown.



1.d – close icon tapped and user returns to main soundscape screen.



1.e – user moves to louder environment and looks at the soundscape. New information is shown.



1.f – after the 40 minutes elapses, user is shown this push notification that they have exceeded their safe exposure levels.





1.h – once the exposure level is reached, the screen changes to reflect the urgency of the conveyed information.



1.i – user moves to quieter location and zen stats are shown. Note the changed interface with the cooler colors and positive connotations. Timer window is counting up.

Task 2: View past noise exposure



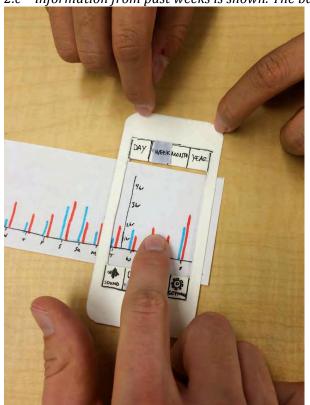
2.a – user clicks the history tab. The default view shows the data from the past day.



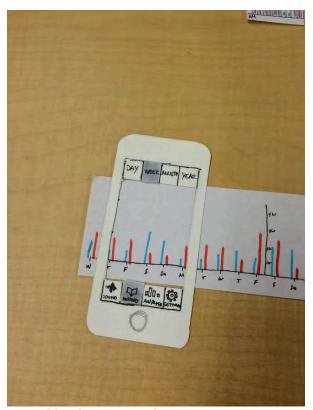
2.b – user enters the week view.



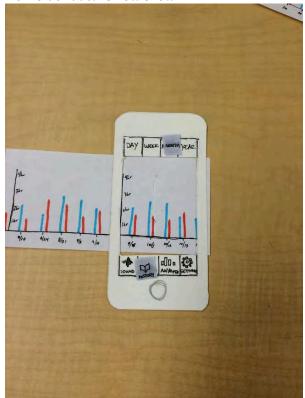
2.c – information from past weeks is shown. The bars represent daily exposure.



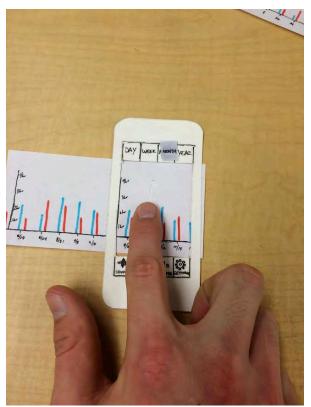
2.d – this window is scrollable. Here we see the user scrolling to see past data.

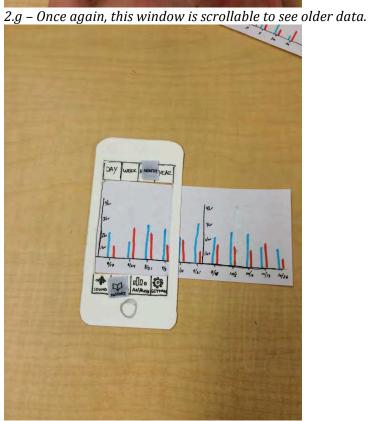


2.e – older data is now shown.

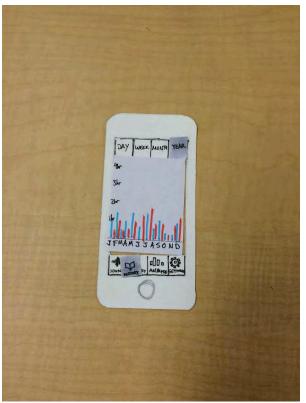


2.f – user now enters the month view. The bars represent weekly exposures.





2.h – older data is now shown.



2.i – user enters year view. Bars represent exposures for each of the past 12 months.



2.j – user enters the analysis view from the bottom toolbar. This split screen recap of zen data and noise data is shown.



2.k – user can swipe either direction to see the full recap text.



2.l – user swipes to see zen recap information.



2.m – user swipes the other direction to view the noise recap.