Sketches and Storyboards

Team: dew == true;

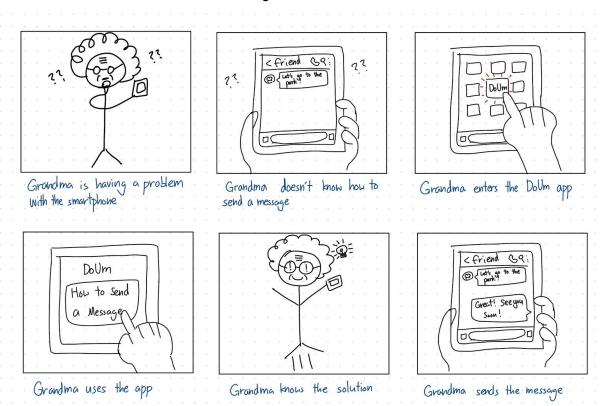
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1) Cohesive list

- A tutorial that solves specific problems
 - Solve problems via video chat. This can be a suitable solution for those who want to solve the problem face to face.
 - Support real-time frequently searched question ranking
- Provide a tutorial course for new applications, so users can learn one feature of an application per day
 - Research what applications users are interested in learning
 - Top 9 popular applications
- Give voice explanation and ask users to choose which solution they would like to get (similar to ARS)
 - Add sound tutorial (for those who can't read and those who are more comfortable to listen to)

2) Storyboard

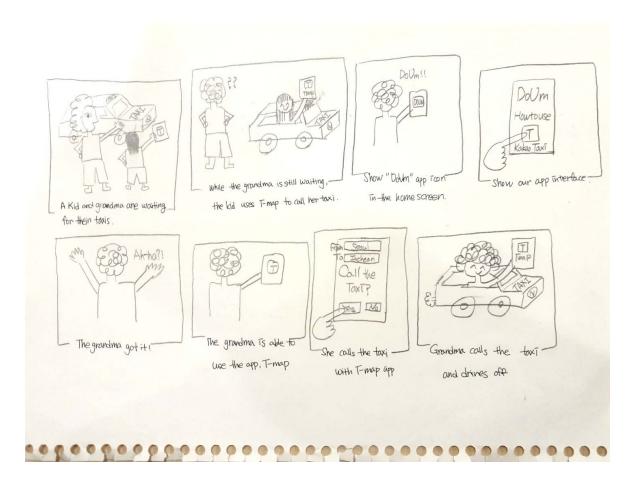
- 1. Title: A tutorial that solves specific problems
 - Subtitle: Grandma solves a problem of sending a message
 - a. Grandma is having a problem with the smartphone
 - b. Grandma doesn't know how to send a message
 - c. Grandma enters the DoUm app
 - d. Grandma uses the app
 - e. Grandma knows the solution
 - f. Grandma sends the message



2. Title: A tutorial course for new applications

Subtitle: Grandma learns how to use a taxi app

- a. A kid and grandma are waiting for their taxis
- b. While the grandma is still waiting, the kid uses T-map to call her taxi
- c. Show "DoUm" app icon in the home screen
- d. Show our app interface
- e. The grandma got it!
- f. Show the grandma is able to use the app, T-map
- g. She calls the taxi with T-map app
- h. Grandma calls the taxi and drives off



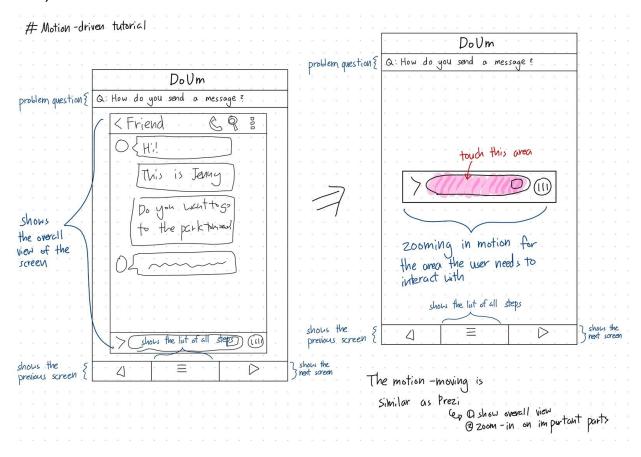
- Title: Voice explanation and asking users to choose which solution they would like to get (similar to ARS)
 Subtitle: Grandma who has bad sight solves her problem with voice instruction in DoUm.
 - a. Frowny grandma is looking at her phone with curiosity
 - b. Touch "DoUm" app in the home screen
 - c. Show DoUm interface
 - d. Grandma touches button for "voice instruction"
 - e. The voice reads out solutions
 - f. Grandma picks one solution she wants to get
 - g. The selected solution plays out.
 - h. Problem solved.



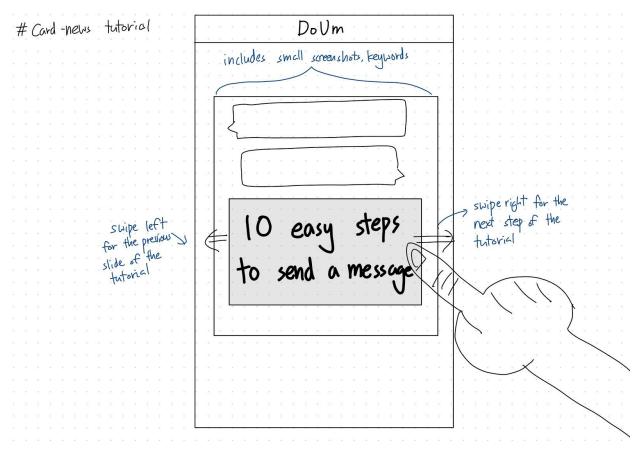
3) Primary Interface Design

Interface Design for Primary Task 1: A tutorial that solves specific problems

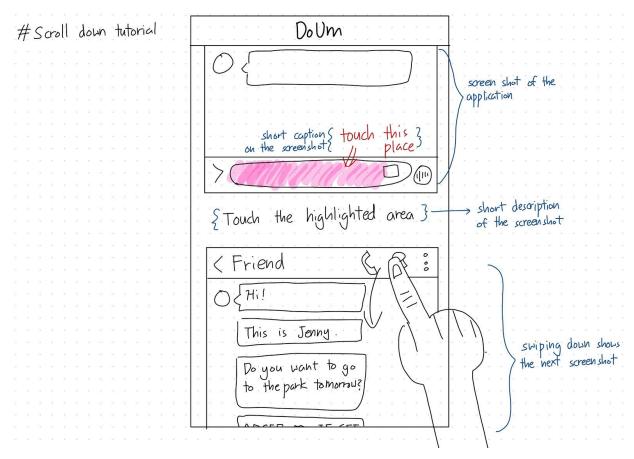
a) Motion-driven tutorial



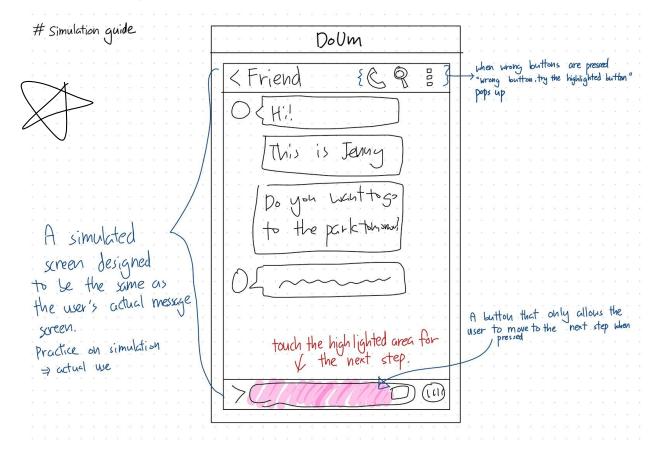
b) Card news tutorial



c) Scroll down tutorial

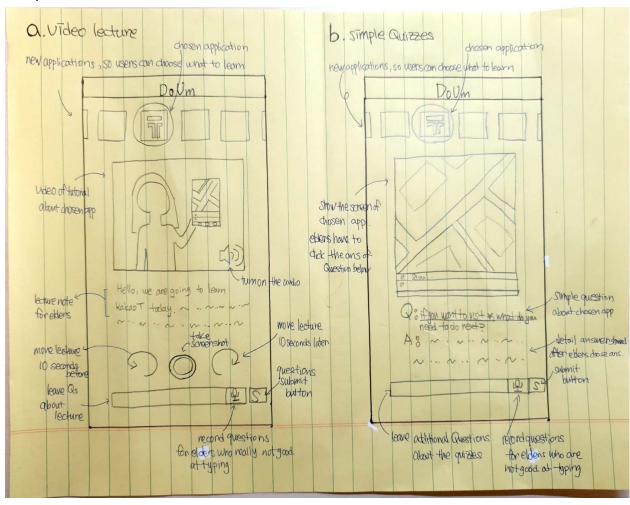


d) Simulation guide

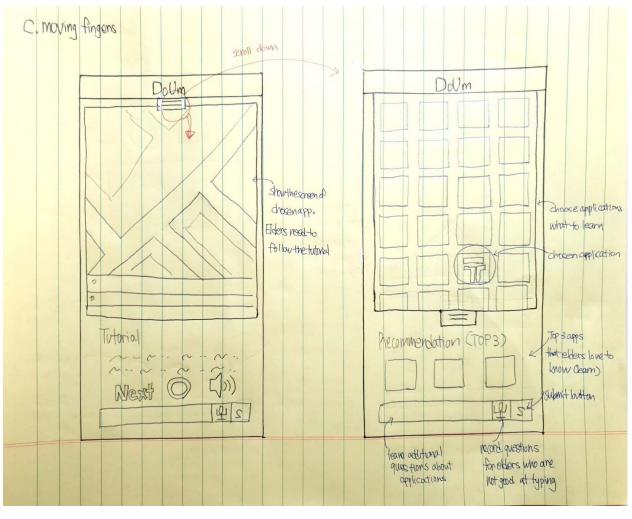


Interface Design for Primary Task 2: Provide a tutorial course for new applications

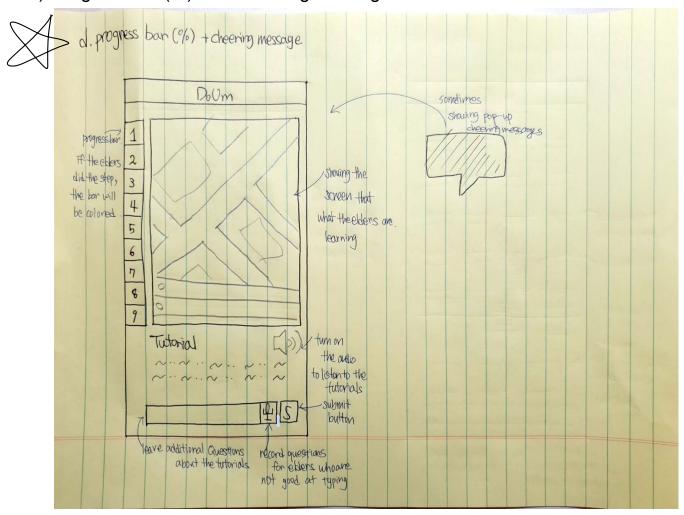
- a) Video Lecture
- b) Simple Quizzes



c) Moving Fingers

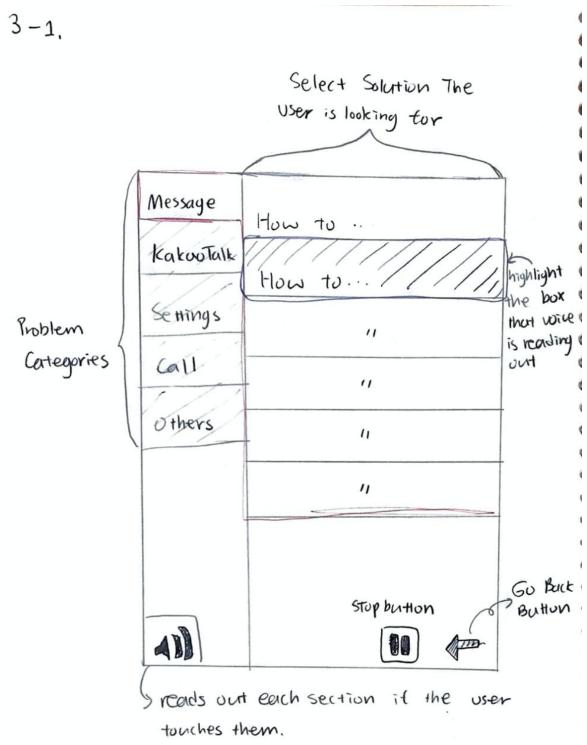


d) Progress bar (%) and Cheering Message

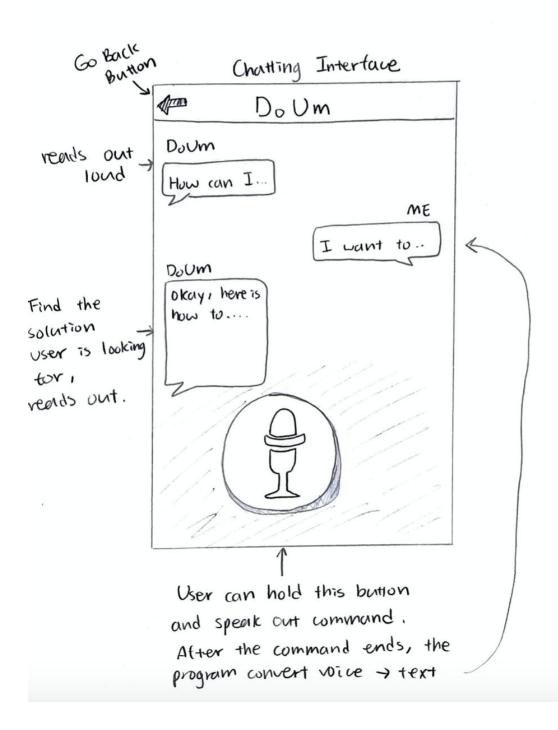


Interface Design for Primary Task 3: Give voice explanation

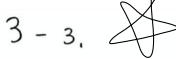
a) Divide categories and highlight current box being played



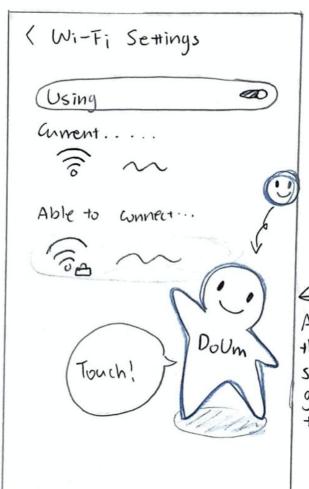
b) Voice Recognition 3-2.







ex) W:-Fi setting screen



←DoUm Man!
An AR characti
that wanders
screen and
guide user
though.

For users who need walk-though instruction, the "Doum Man" can help them.

Like a pop-up, users can touch on side of their phone screen. The Doum Man will pop up and point out what to do with voice instruction.

d) Touch mechanism

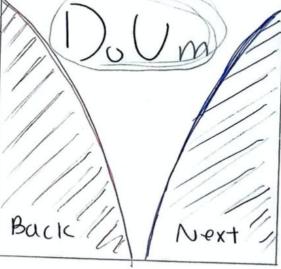
3 - 4.

Reads out all instructions, similar to .ARS will.

Hello!

If you hear what you are looking for, please touch the right-below (blue)

Touch this zone
if user wants
to go back,
or listen again.
Go back-1 touch
Again - 2 touchs



Touch this zone if user wants to select the cument solution, or skip.

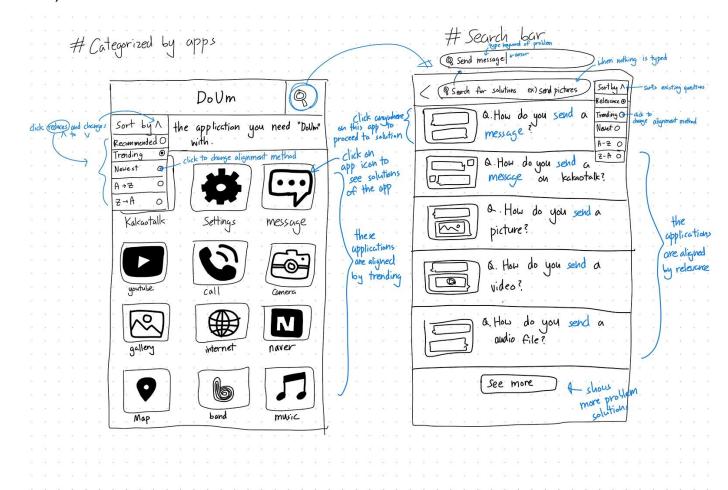
Select-1 touch Skip-2 touches

This design is implementing touch zone =

4) Secondary Interface Design

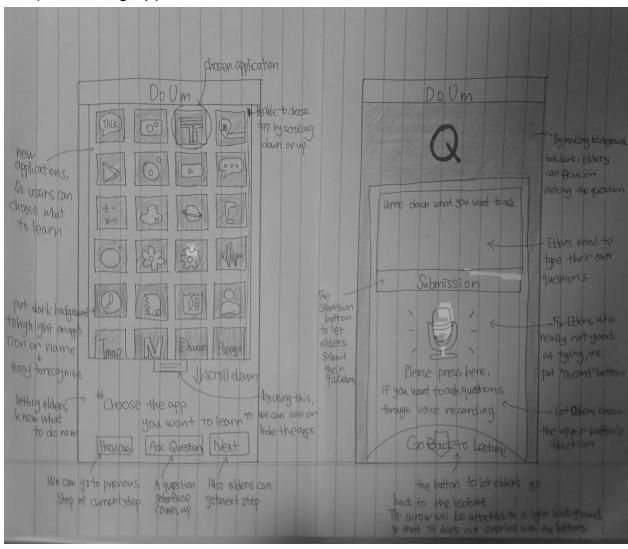
Secondary Interface Design for Primary Task 1: A tutorial that solves specific problems

- a) Categorized by applications
- b) Search bar

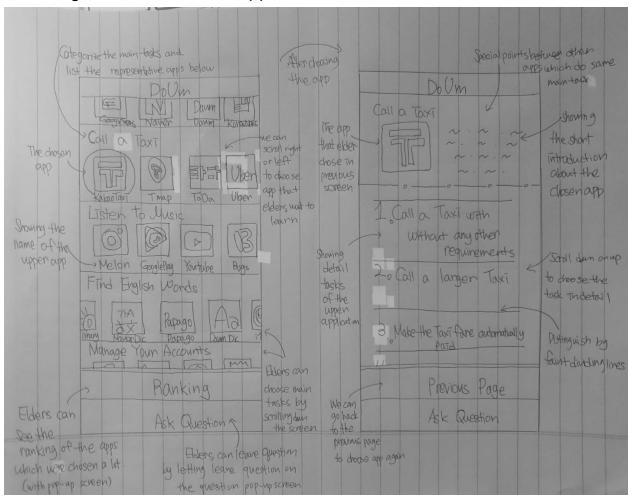


Secondary Interface Design for Primary Task 2: Provide a tutorial course for new applications

a) Choosing apps X Question Interface

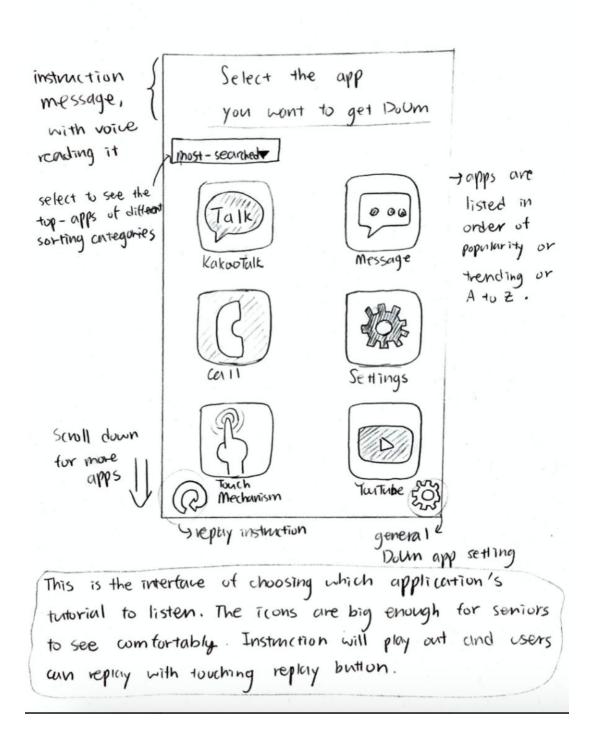


b) Choosing the main task and app to learn



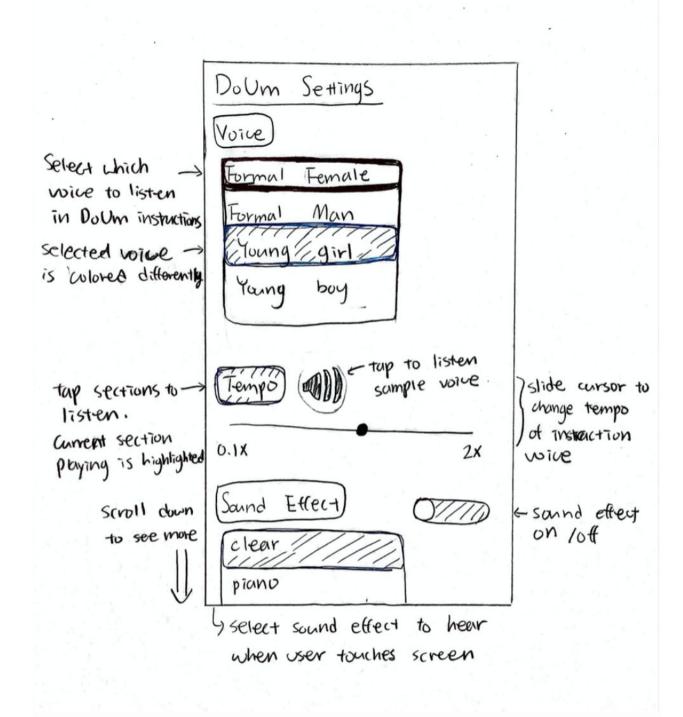
Secondary Interface Design for Primary Task 3: Give voice explanation a) Choosing Application Interface

Task 3 Secondary Interface Design - 1



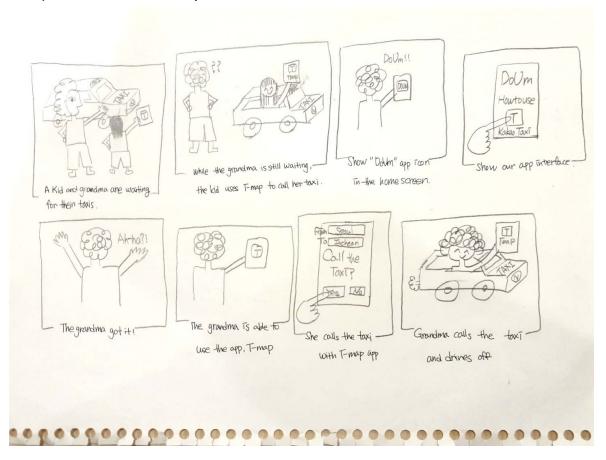
b) Setting Interface

Task 3 Secondary Interface Design - 2



5) <u>Iterated Storyboard</u>

a) Draft before critique

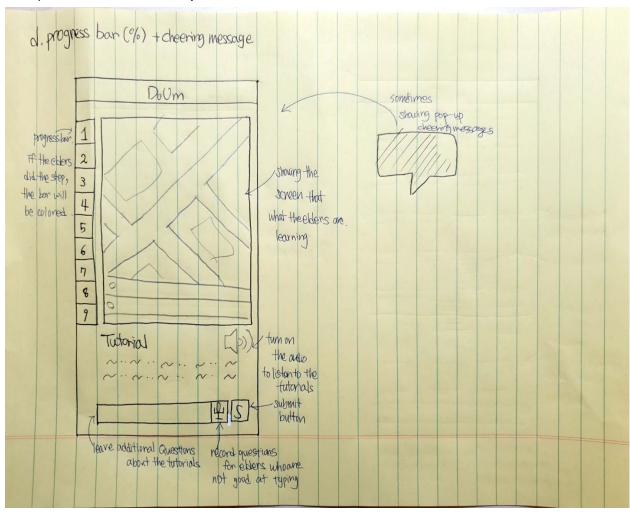


b) Iterated storyboard after critique

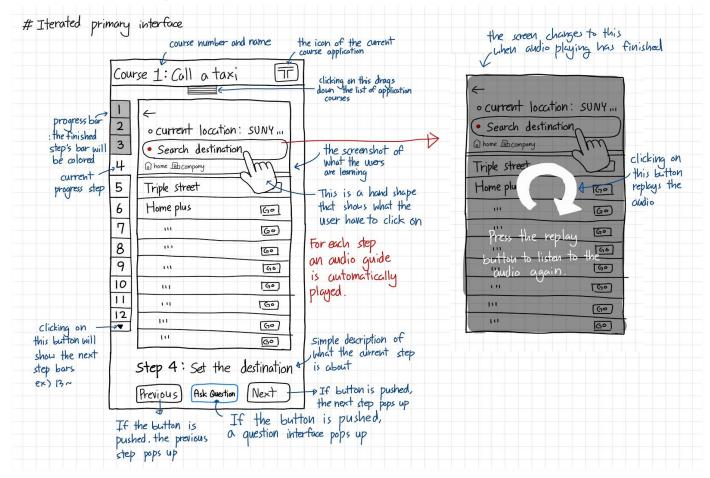


6) <u>Iterated Primary Interface Design</u>

a) Draft before critique



b) Iterated design after critique



7) Appendix

i) Brainstorm

- Solve problems via video chat. This can be a suitable solution for those who want to solve the problem face to face.
- App list
- No advertisement
- Top 9 popular applications
- DoUm man
- Add sound tutorial (for those who can't read and those who are more comfortable to listen to)
- Research what applications users are interested in learning
- Explain by providing the screenshots with motion like a Prezi's
- Need to be readable
- Give voice explanation and ask users to choose which solution they would like to get (similar to ARS)
- Searching words
- Support real-time frequently searched question ranking
- A tutorial that solves specific problems
- Course list
- Provide a tutorial course for new applications, so users can learn a feature per day
- Get feedback from users of DoUm's solutions (good, so-so, bad)
- Progress bar

ii) Notes

(gets message) -> show this	
in tion = good	
left-right & Lot Sutton	
throwish screens throwish screens throwish generally confused throtisms reducing extra functions reducing extra functions preducing explanation preducing	
What is end gal the	
Chat (m?)	
5 pec (5)	

Voice button why isit so sig? Stom roand
grandma, aid - family? - why different
show more detailed interface

show more detailed interface

is cheering message necessary?