A4 Write-up

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The basis of the research is created in order to help cyclists safely reach their destinations without having to make constant stops to check their current position. What I have designed pertains to the user’s interactions with the biking application. Through the application, the user will be able to select their destination, receive recommendations and travel without having to check the map. The user first picks their destination by typing in the name of their endpoint or selecting it through their smartphone’s touchscreen. From the decision, the user will be able to receive recommended advice on any safety precautions they need to take while riding their bike. Finally, the user will be able to choose from a number of paths to take to their destination. The metaphor, “Time is a thief” is kept in mind when designing the UI, because the app forces the user to preplan their trip in order to save time that could be spent making multiple stops.

Future scenarios are taken into consideration as each screen has a way to reach multiple other outcomes. First, most screens have a “Back” button to take the user to the previous screens, allowing the user to correct the choices they want to input. The mock-up also takes account into missing wifi/error screens, notifying users that something has gone wrong with the application. Additionally, upon reaching the end of a destination, the user is given the choice to restart the application to choose a new destination or to visit the in-app shop. This shop is a simple addition, allows the user to buy items for their avatar, which provides the user with a small incentive to continue using the biking app. It is noted that “fun” isn’t part of the phase 3 user needs and requirements; it is simply just an extra addition after the app has covered the safety and convenience of the user.

The preplanned selection of a destination eliminates the user’s need to check maps while he or she is biking. The user is also able to choose which destination to take, after the application has calculated the different routes. This gives the user power in determining the safest route they can travel, given their current status. For example, they can choose to ride their bikes in a one way route to avoid any dangerous alleyways or dark streets. The application will also give the user advice on the type of gear to be worn, depending on the weather and road conditions. This further protects the user from harm when cycling in stressful conditions.

An aspect that isn’t described in the mock-up is that the application utilizes a device that is attached to the bike handles. This device will send signals to determine which direction to move in, thus further helping with the problem of stopping to check a map. The signals adhere to the user’s sense of vision or touch, through flashing lights or vibrations in the device.