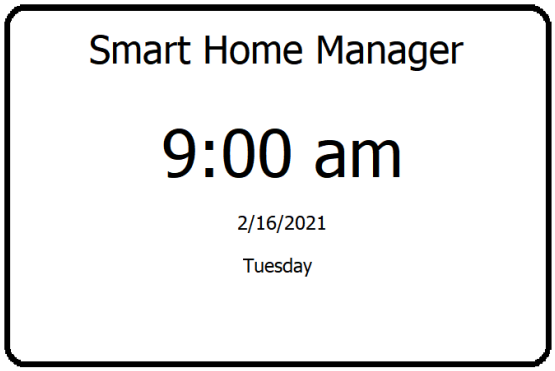
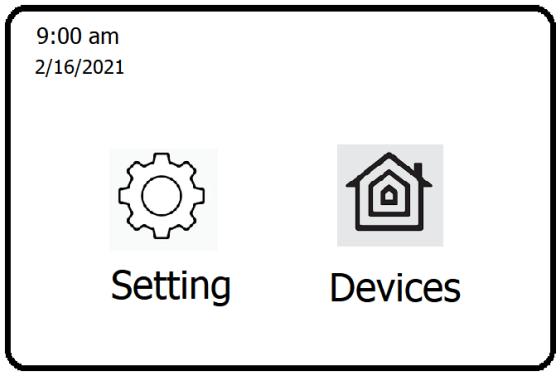
Rusu Wu
11694764
IA4
Cpts_543

1. There is no touching from users.

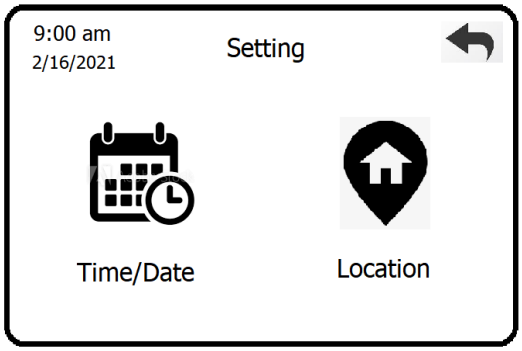


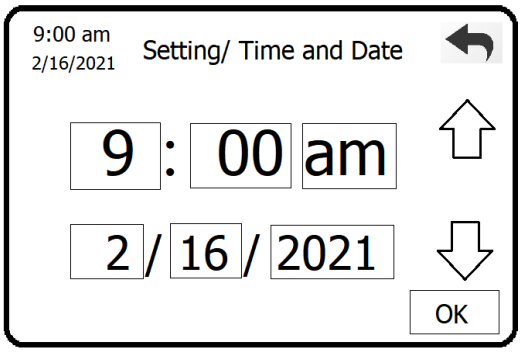
2. Users touch the screen, the Setting and Devices choices appear.



Affordance: This Smart home manager afford a touch screen to manager devices. By touching certain symbols on the screen, users can configure all the connected devices inside the house.

3. Setting time and Location

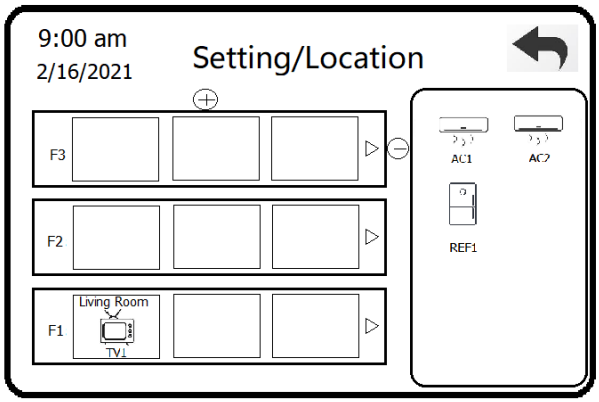




By touching the number of the date or the clock, and also by touching the up/down bottom, users can increase/decrease the number of date or clock. Finally, touching OK can affirm the setting.

Natural mapping: The up and down reflect to increasing and decreasing, which meets the Natural mapping principle.

Constraint: When users set time and date, users only can click the rectangles, up/down, return and OK.



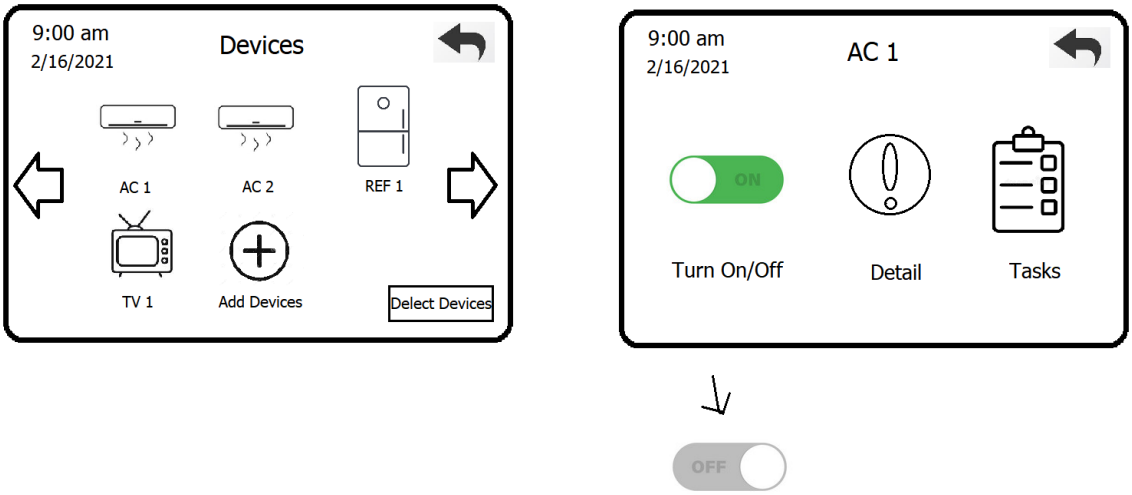
In this page, left-side screen displays the location of devices. Users can delete floor or add more floor of the house according to the real condition .The rectangle on the right side shows the devices that has been connected to the Manager. By dragging symbols from the right side to the left, users can set the location for every device. Also, if users touch the name over the symbol, users can change the name of the room.

Avoid ambiguity: Since the symbols of the two air conditioners are the same, we need to add more information to help users to identify. In this case, associating the names of devices with the symbol can avoid users making a mistake on recognizing devices.

Figure/ground: The symbols of devices are grounded inside the certain rectangles. To explain,

every small rectangle represents a room and the device symbol is grounded into that rectangle. Also, the devices that had been connected to the Manager are listed on the right side, which are also grounded.

4. Device page and controlling AC1

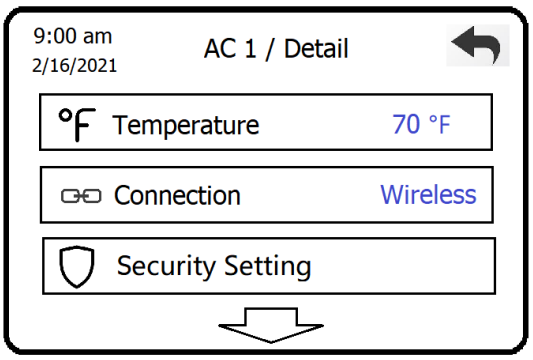


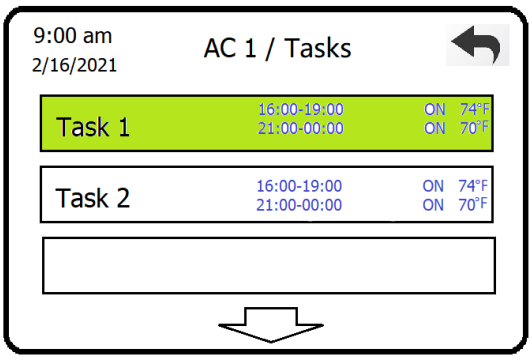
If users click the Devices, they can see all the devices in on interface page. In this page, users can add or delete devices. If users click one of the symbol of the page, users can configure the settings include changing on-off, modifying state configuration detail and arranging tasks.

Understand users' goals: Users want to management or control all the devices conveniently. Therefore, reducing jump operations and put all devices in one interface page can help users management easier, which meet the goals of convenience.

Common fate: Common sense is that color green related to life while color gray related to death. In this case, using green to fill Turn On button and using gray to fill Turn off button meets the common fate.

5. Example of Controlling AC1



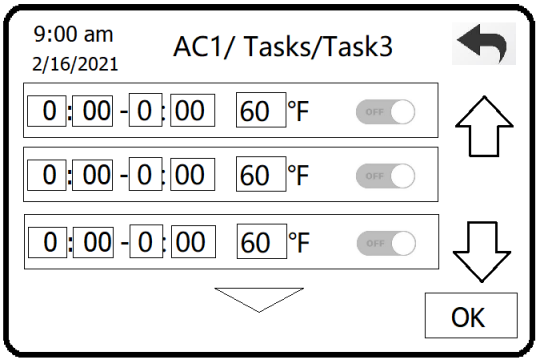


If users click the detail button, it would show the configuration detail of a certain device. Based on different devices, the configuration options are different. For example, if the certain device is a lamp, there would be an option for changing luminance. If it is a network television, privacy setting should be an option in it.

Tasks page is an interface that arrange or delete tasks.

Be consistent/ similarity: As we can see the return button and the Moving down button, they are in the same position on the screen. This will make the operation much simpler once the user get similar with the buttons.

6. Arranging tasks for AC1



With the task interface, users can arrange tasks for every device. Take Arranging tasks for AC1 as an example. Users can set the certain time period as turning on with certain temperature.

Continuity: On the top of this screen, we can see words "AC1/Tasks/ Task3". This shows the continuity of each jumping-page operation that the users had done.

1.https://www.shutterstock.com/zh/image-vector/gear-icon-setting-cog-vector-sign-1546908428