InnovateNow: Smart Glasses Flipbooks

By: Cami Lacy, Grace Setiawan, Tushar Thonupunoori, and Sovannara Tav

Overview of Smart Glasses

Aspects of the Smart Glasses:

- Use of augmented reality to display information through a digital heads-up display (HUD).

- Use of a voice assistant (Alexa, Siri, and Google Assistant) to provide hands-free voice commands.

- Incorporates the use of built-in cameras, microphones, speakers, sensors, and gesture controls.

Examples in Communication and Collaboration Theme:

- Users can host a live video meeting and audio call as well as take photos and record videos.

- Users can view and send messages to people.

- Users can retrieve and display project-related information.

Images: Inspiration from the E.D.I.T.H glasses from Spider-Man: Far From Home.

Design Process

- Focus on the communication and collaboration theme.
- Smart glasses wearable technology.
- Prioritizing convenience and usability.
- Importance of user accessibility.
- Simple, clean, and organized glasses interface.
- Interactions enhances human experience.
- Quality assurance and high quality work.

Prototype Type

Low-fidelity interactive prototype:
- HUD/UI of the smart glasses will be created using Figma.
- Users can interact, navigate, and perform actions with our selected applications through the Figma prototype.

Wizard-of-Oz prototype:
- Users provide voice commands to the smart glasses.
- A person will reply back and perform the necessary tasks through the Figma prototype to simulate as the voice assistant.
- Conducted through an online Zoom meeting.

Key Interactions

Top 4 items to highlight and explore:
- Live video meeting.
- Sending and viewing replied messages.
- Displaying calendar schedule information as well as making new and managing existing calendar events.
- Displaying available options in settings and adjusting to user preferences.

Remaining items if time permitted:
- Sending and viewing replied emails.
- Live audio phone call.
- Taking photos and recording videos.
- Displaying previous notes and taking new notes.
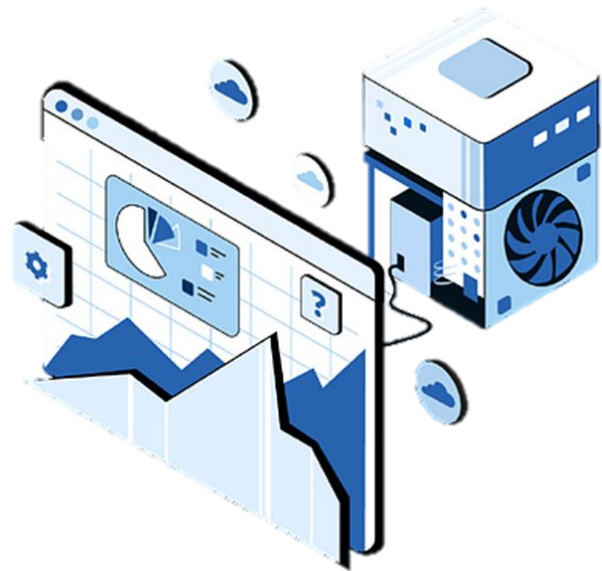
Challenges

Creating prototype:

- Interactive Figma prototype for our specific HCI input and interaction technique
  - Lack of typical wireframe templates for our specific case.
- Divide and conquer method, thus ensuring we are on the same page and in sync.
- Small design workspace due to the size of the lenses of the smart glasses.

- Ensuring we are communicating and collaborating when working in different places and at different times.

- Addressing any bugs in terms of the design and interaction aspects.

Team Member Roles

Project Managers: Grace Setiawan and Sovannara Tav.

UI and UX designers of the low-fidelity Figma interactive prototype as well as testers/reviewers of each other's work:
- Cami Lacy
- Grace Setiawan
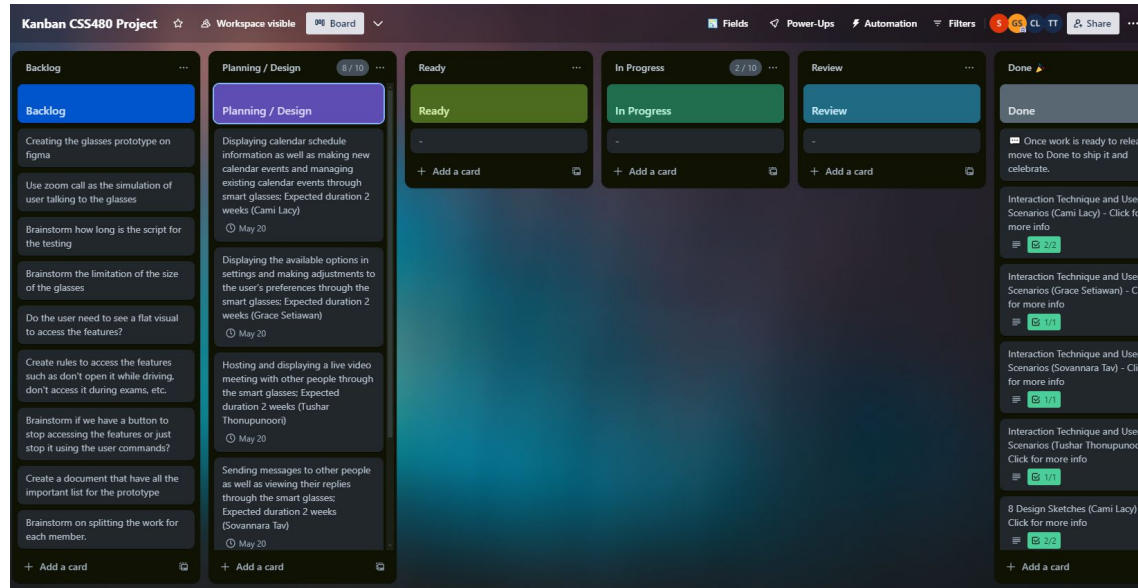- Tushar Thonupunoori
- Sovannara Tav

Kanban Board

To see further information on general and assigned tasks for each member of the team as well as the expected durations and relevant information, view the following link to our team's kanban board: (https://trello.com/invite/b/Og7gQglG/ATTIaf6fa24dc2d6973cd6513fc564bf627a9F698B6E/kanban-css480-project)

Screenshot:

Thank You!