

COMP 3008 Assignment #4

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Website Referenced: <https://www.timeanddate.com/>

PART 1: System Proposal

Product: A smart watch

Name of product/project: **Watch-Me-Go!**

Description: this product will be a water-proof smart watch containing up-to-date weather, with a stopwatch, the time, calendar, fitness data, and more. This product relates to the website as the content is similar in nature i.e., time-based data, with up-to-date weather, calendars, etc. The purpose for this project is to help people have a convenient, easy to use device that keeps you up to date. A benefit of this product is that it's small, easy to carry, won't get damaged easily, and can be used in unique situations. For example, a swimmer measuring heart rate and time in the pool.

Part 2: Metaphor and Interaction Types:

A)

The metaphor I chose for my product is "the smart watch system is a personal assistant." Both my smart watch and a personal assistant perform duties requested by a user. Both can perform a variety of tasks that help the user and save the user's time while they themselves are performing other tasks. Everyone has some experience with asking for help, even if they have never had a personal assistant, and so the idea of a personal assistant is intuitive to people. With the proper mental mapping in place, new users can easily learn what to do with the watch by comparing it to how they might ask an assistant to perform tasks. The process of working with a personal assistant is based on communicating through conversations. Since this is true, a user having just been explained the personal assistant metaphor might try to talk with the watch to perform tasks, as a person might with a personal assistant. The watch as described doesn't have this functionality and so this would be an incorrect usage of the device, potentially implied to the user from the metaphor. Additionally, the smart watch cannot request for more information if it doesn't understand the user, whereas with a personal assistant the assistant can ask for clarification. Expectations on the part of the user may be raised too high by the thinking of the metaphor too literally. Perhaps having a smart watch with an interface that has an artificial intelligence avatar that speaks to the user would be helpful. This avatar could serve as a personal assistant for the user using the device. This idea could be built into a prototype in a way to help the users better understand how to use the device.

B)

Instruction: continuing with the personal assistant metaphor, users will interact with the smart watch device using commands. This type of interaction would be best for the system, since much of what the user is doing is looking for information, and the user only needs to issue a command to get that information. A disadvantage of this type may be its limiting nature. If a user gets stuck, or doesn't know what to do, or what a command does, then commands may not be helpful and limits the user from using the device.

Conversing: this interaction type could be beneficial if the device had an artificial intelligence bot that could communicate with the user to perform tasks. This would further the personal assistant metaphor as the interaction style would be more similar to that of interacting with a human. If users got stuck on a

problem an AI could help them navigate, offer helpful hints, or ask for clarification from the user. Additionally, some users may like the human feel of the conversing with the device. Unfortunately, this technology has its limits as natural processing language is difficult and is a technology that still needs improvements.

Manipulating: this interaction type could be implemented with drag, zoom, selecting and object manipulations allowing the users to interact with the device's objects. While this might be helpful in moderation, with the size of the watch's interface being small, object manipulation is likely to be a challenge.

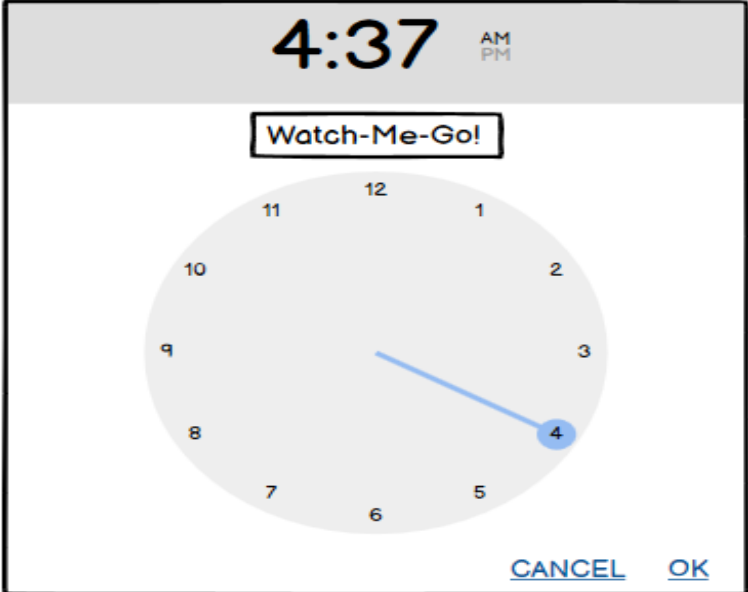
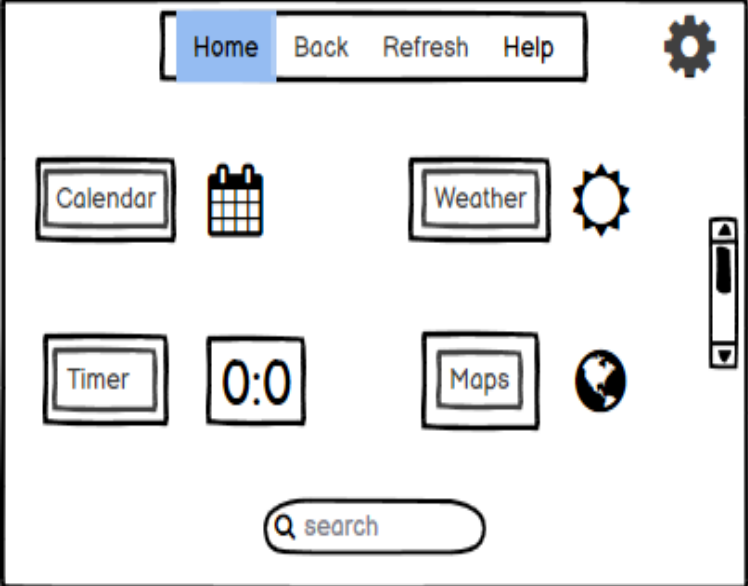
At this current time, the instruction interaction type is the best type for my system. Perhaps someday artificial language technology can evolve to interact with users more effectively.

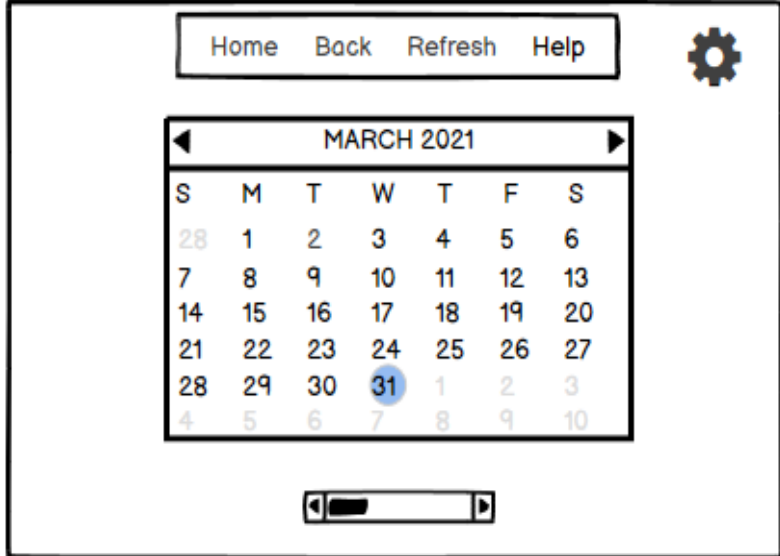
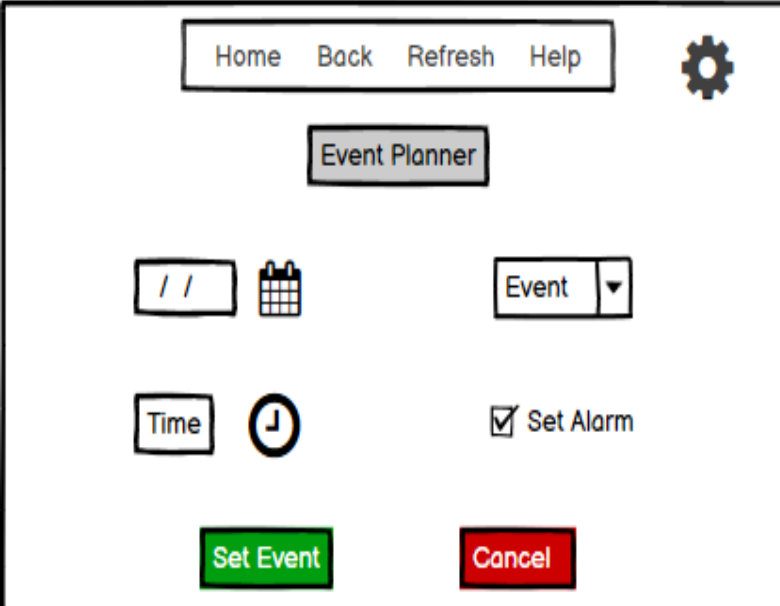
Part 3: Lo-Fi Prototypes:

A) See .bmpr files as well as the pdf(s) combined at the end after the storyboard.

B) Storyboard is on the following pages due to space reasons. I chose the first Lo-Fi prototype to use for my storyboard.

B) Storyboard:

	<p>1) Upon looking at the smart watch, the device lights up and displays this opening screen. The user's goal on this screen is to either click "OK" to move to the "HOME" screen or click "Cancel" if they wish to close the display. The user can also press a button on the side of the device to close the display or wait 10 seconds (default) for a timeout.</p>
	<p>2) This is the HOME screen. The user's goal here is to choose the main function. Shown here are the main functions. More functions can be accessed by scrolling the device up and down. The user can also use the search bar for quick search suggestions. The user can select a function by clicking on the label and move on to the next screen. A settings functions is also available on the top right. A menu bar at the top is offered as well.</p>

	<p>3) An example function the user might choose is the “Calendar” option. Here the user is presented with an interactable calendar. A user goal may be to set an event. A user can do this by clicking on the day they wish to set the event. Users can also click left or right arrows on the calendar or slide the screen left and right to change the month.</p>
	<p>4) Upon choosing a date, the user can fill out the event planner form. Doing so will save the event to the system as a reminder for a later date. The user can fill out the form by clicking on the fill in the blank sections and giving the appropriate information. The calendar option will be pre-set with the chosen date but can be changed if wished.</p>

Home Back Refresh Help

Event Planner

//

Calendar icon

Time

Clock icon

Event ▼

- Date
- Business
- Work
- Family

5) Here is an example of one of the fields being clicked. The event drop down will offer some events to choose from. The user can click one and move on with the rest of the form.

Home Back Refresh Help

Event Planner

//

Calendar icon

Time

Clock icon

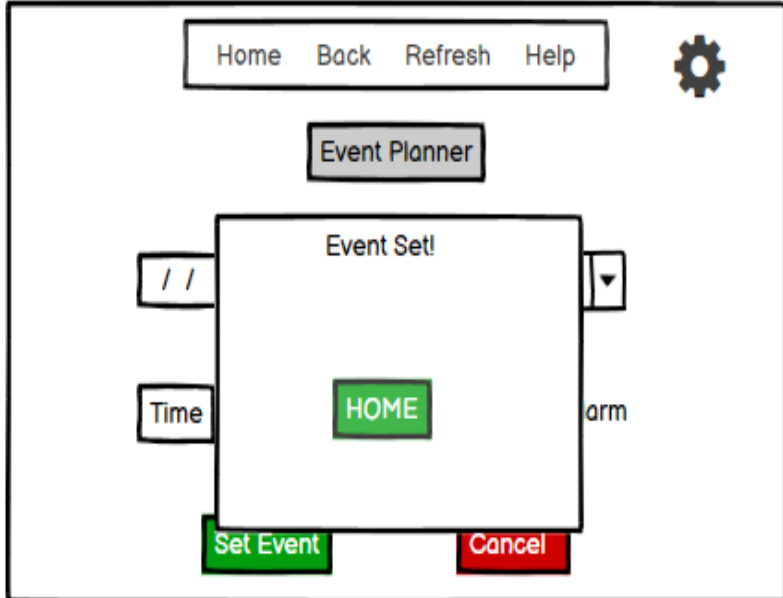
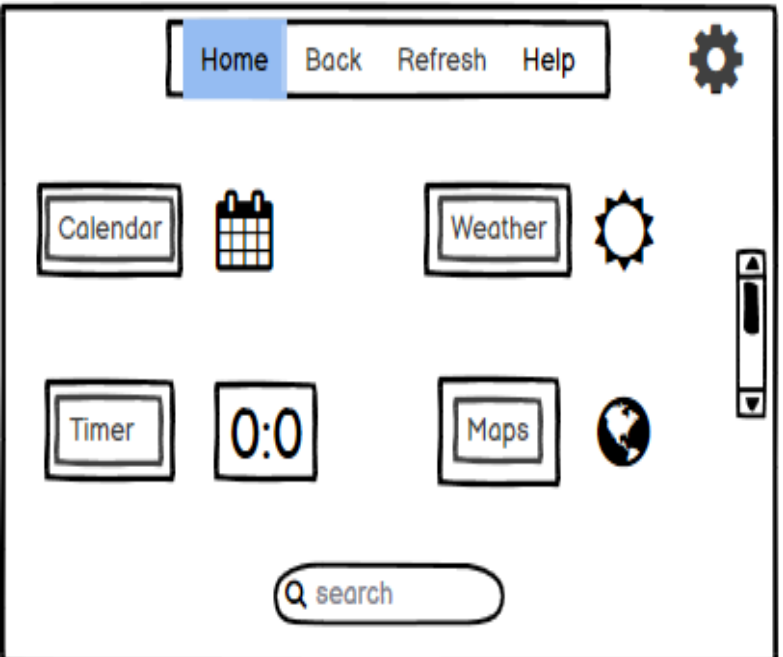
Event ▼

☒ Set Alarm

Set Event

Cancel

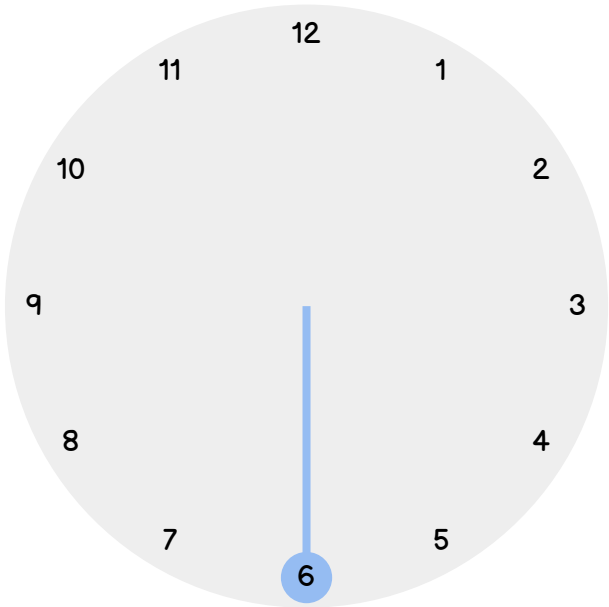
6) After choosing the event, the user is returned to the event planner screen to fill out the rest of the form. Once the form is filled out, the user can click "Set Event" to save the event to the system. "Cancel" can also be clicked at any point to return to the calendar.

 <p>The screenshot shows a mobile application interface. At the top is a navigation bar with buttons: 'Home', 'Back', 'Refresh', and 'Help'. To the right of the navigation bar is a settings gear icon. Below the navigation bar is a button labeled 'Event Planner'. In the center of the screen is a large white dialog box with the text 'Event Set!'. Inside the dialog box is a green button labeled 'HOME'. Below the dialog box are two buttons: a green 'Set Event' button and a red 'Cancel' button. To the left of the dialog box, there is a 'Time' label and a dropdown menu showing '//'.</p>	<p>7) Here is the confirmation the system will give after the user fills out the form and clicks “Set Event”; it is a pop up telling the user the event is set. The user’s goal from here is to click HOME to return to the home screen and complete the task.</p>
 <p>The screenshot shows the home screen of the mobile application. At the top is a navigation bar with buttons: 'Home' (highlighted in blue), 'Back', 'Refresh', and 'Help'. To the right of the navigation bar is a settings gear icon. Below the navigation bar, there are four main sections: 'Calendar' with a calendar icon, 'Weather' with a sun icon, 'Timer' with a '0:0' display, and 'Maps' with a globe icon. At the bottom of the screen is a search bar with a magnifying glass icon and the text 'search'.</p>	<p>8) After completing the event planner task, the user is sent back home. From here the user is free to choose another task.</p>

Appendix: no drawings or sketch were made for this assignment

6:17 AM PM

Watch-Me-Go!



CANCEL OK

Home

Back

Refresh

Help



Calendar



Weather



Timer

0:0

Maps



Q search

Home Back Refresh Help



MARCH 2021						
S	M	T	W	T	F	S
28	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31	1	2	3
4	5	6	7	8	9	10



Home Back Refresh Help



Event Planner

/ /



Event



Time



☒ Set Alarm

Set Event

Cancel

Home

Back

Refresh

Help



Event Planner

Event Set!

//



Time

HOME

arm

Set Event

Cancel

Home

Back

Refresh

Help



Event Planner

/ /



Time



Event



Date

Busines

Work

Family

Home Back Refresh Help



🔍 search for city or place . . .

Ottawa Weather



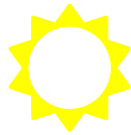
3°C

New York City



25°

London



12°

Home Back Refresh Help

Settings

Language

- ☒ English
- ☐ French
- ☐ Spanish

Blue Light Filter



Brightness



Home Back Refresh Help

Settings

Language

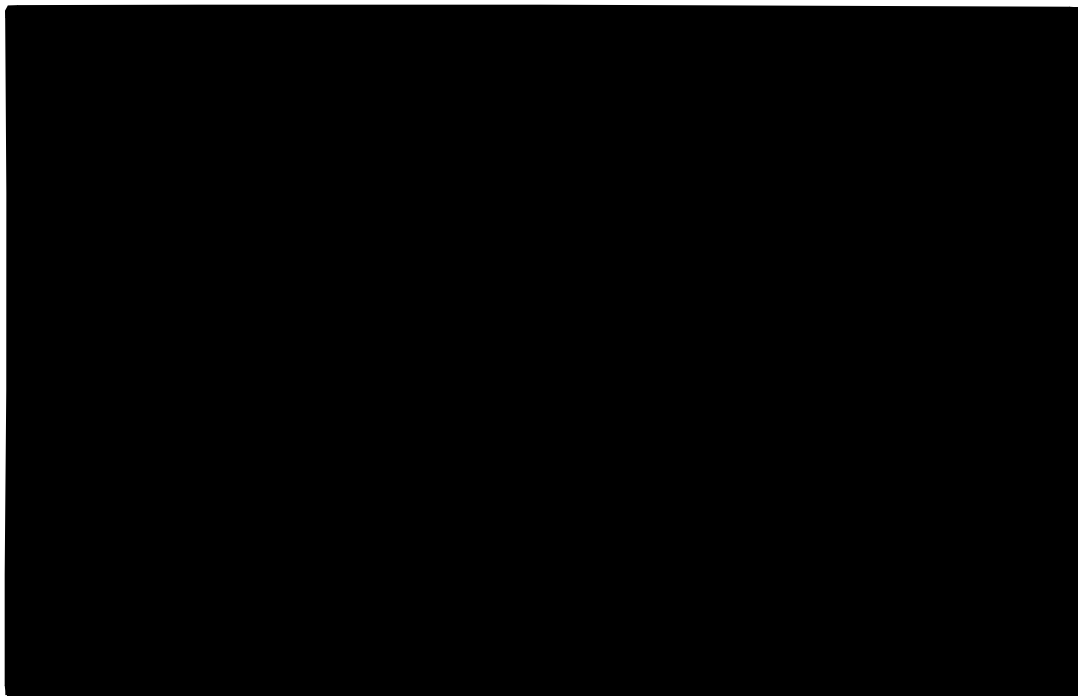
- ☒ English
- ☐ French
- ☐ Spanish

Blue Light Filter



Brightness

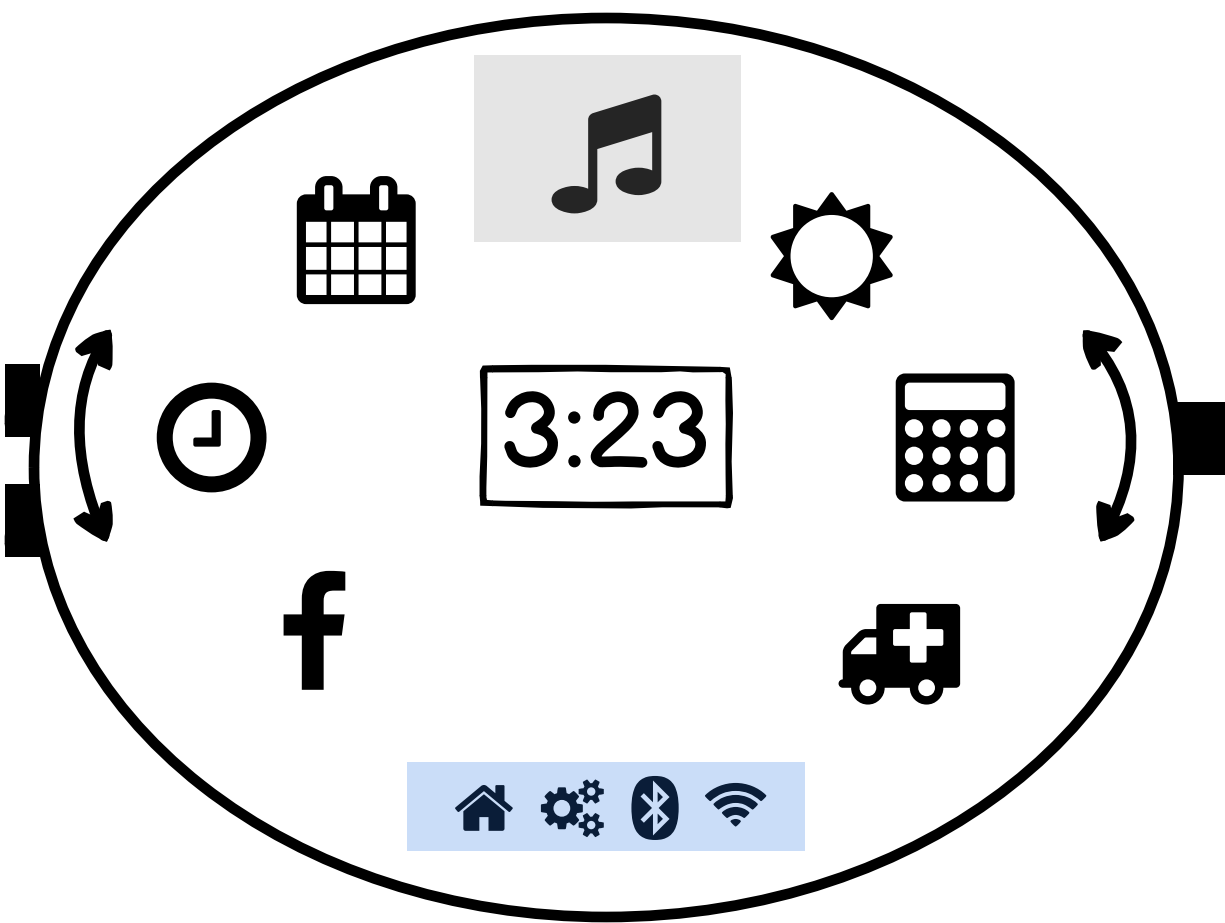


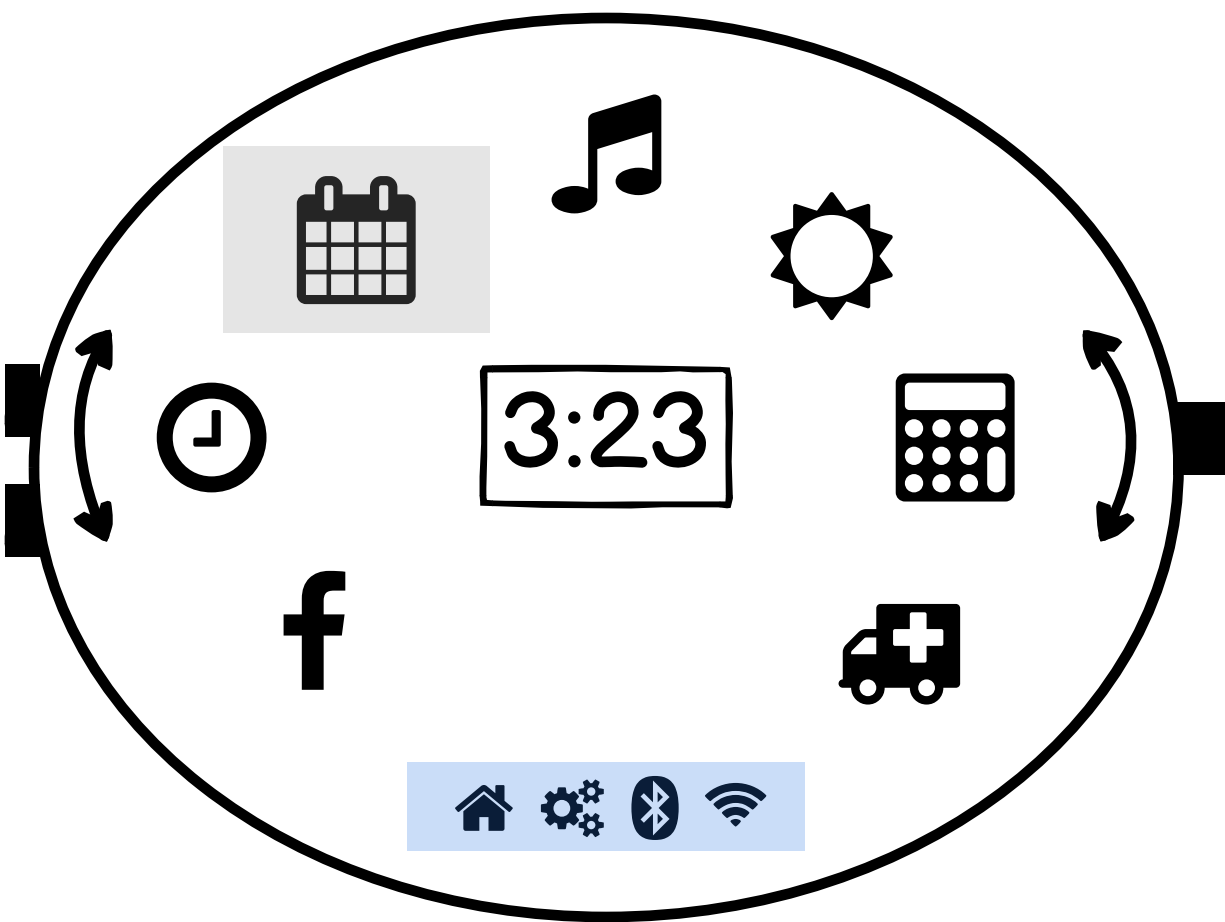


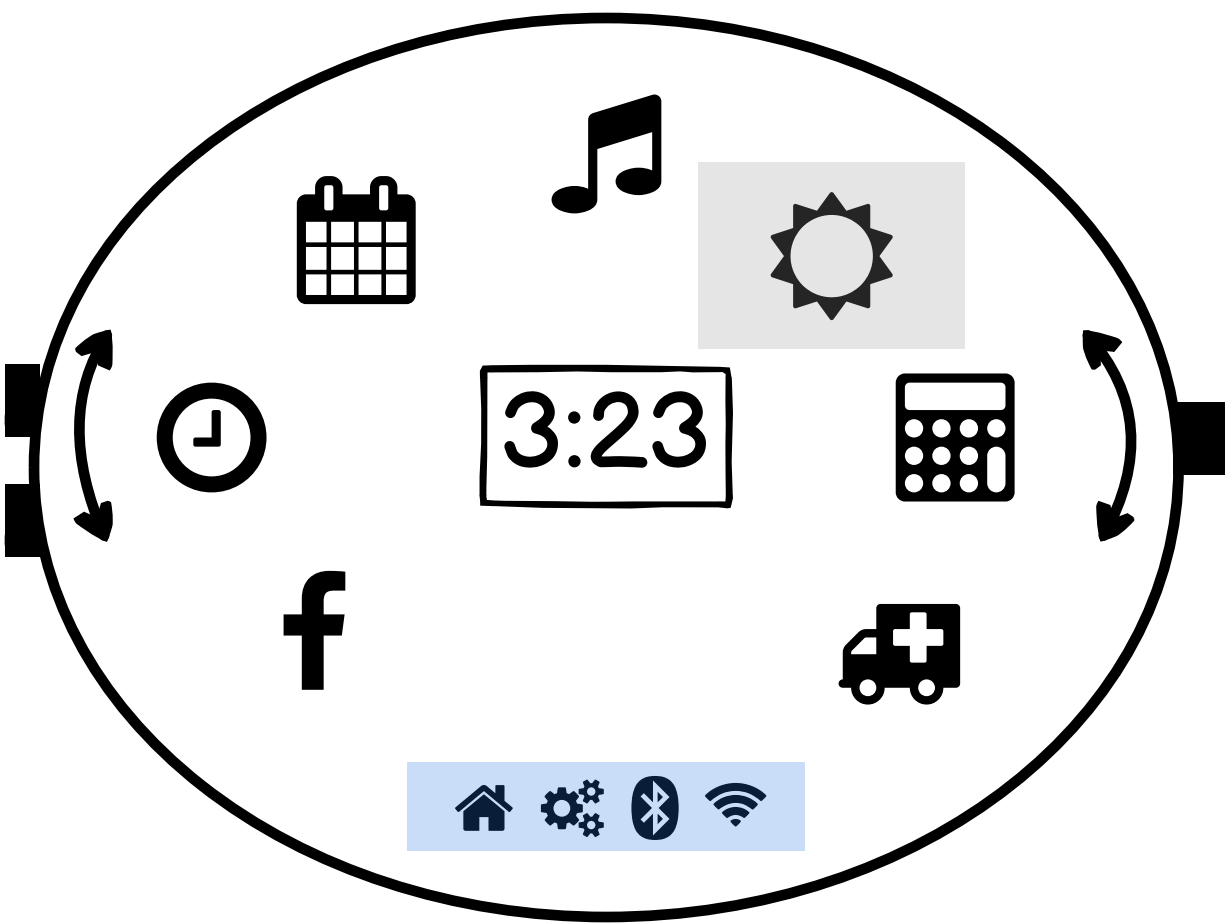
Watch-Me-Go!

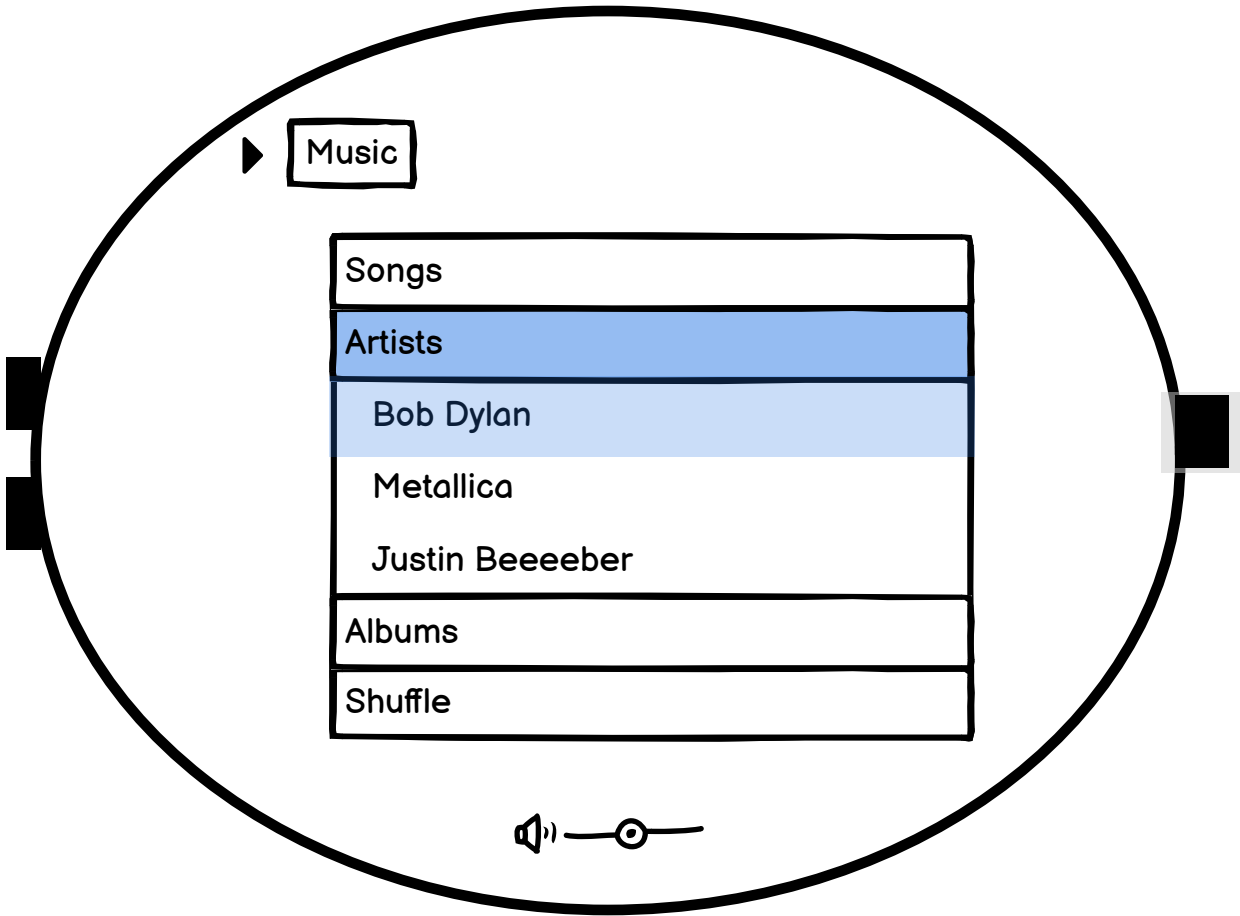
3:23

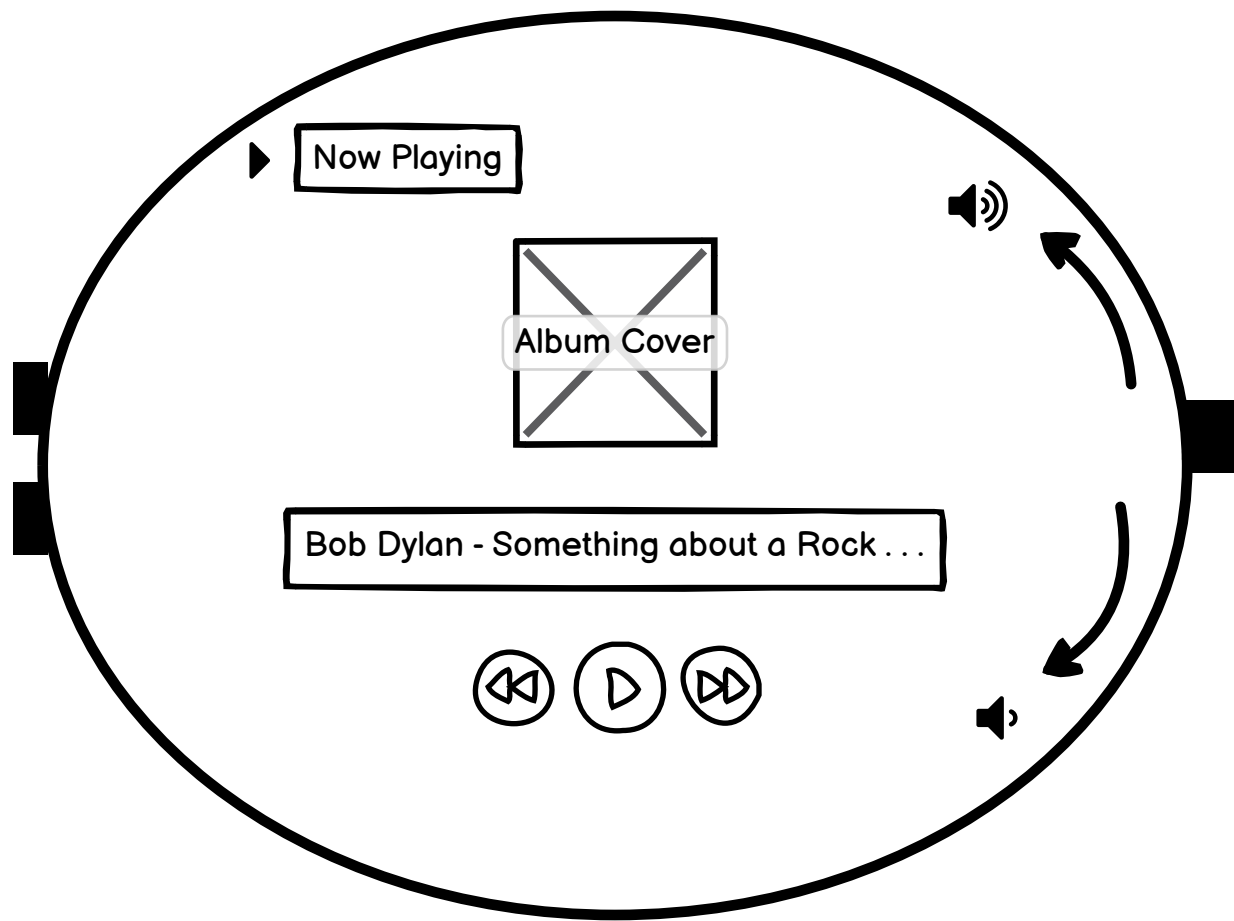
»»» Slide-me »»»











Volume Is Increasing



Volume Is Decreasing

