Assignment 8 Topics

**Team Roles and Our Responsibilities**

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**Audience and the Problem**

Our main audience comprises of hikers of mostly older ages, between 25-40. Most hikes require many supplies that one must carry. Sometimes these hikes can span multiple days, so a lot of gear is needed to withstand the harsh environments they choose to journey though. Sometimes, the amount carried can cause unneeded stress and weight that can be mitigated with other items that can multitask for the hiker. By utilizing our device, it allows the user to remove unneeded supplies like chargers, survival books, maps, and others so they can focus on the necessary equipment like food, clothes, and camping gear.

**Initial Concepts and How It Changed**

The initial design for our Thermobank was going to be a device that the user wraps around their wrist and attach their device to it like a mount for a car. Think of a charging phone case on your wrist. As time went on, the design for the device changed to an upper arm mount, similar to arm bands used in work outs. It later changed to an onboard app that users can download that pairs itself with our physical device to charge the phone and act as an onboard survival guide for the user. The final design that we stuck with involved a thermo-charged wristband that users can connect to with a charging cable to their phone and have their app serve as a digital survival guide that can interact and give opinions with other users around the US.

**Interactive Design in Navigational Flows and Wireframes**

For our initial interactive design, we divided the app into 4 sections, a Battery info function, a Community function, Park Information function, and a Survival Skills function. Each branch would allow the user to access various functions that we can offer them. The complexity of our device is not too crazy as it only serves as a built-in guide for the user. Each branch is filled with information that the user can benefit from. In terms of complexity in the wireframe, the Community and Survival Skills function have the most depth since they involve the most in-app functions. It allows the user to communicate with other users and have access to various videos that can serve as tutorials for the user.

**Visual Design Specifications**

Visual design for our product prioritized three things - accessibility, portability, and functionality. The size of the device is about 1½ inches that wraps around the user’s wrist. The inside of our physical device is layered with thermo pads inside the fabric that allows the user to generate heat energy that is then transferred into a charging cable that is connected to the user’s phone. The initial design for the wrist device had fewer thermo pads in order to keep the device from getting too big but after initial testing, it required more thermo pads so that the device can generate a sufficient charge for a phone to get a charge.

For our app side, the logo we created symbolizes the idea of charging our electronic device from our wrist device. The font we used throughout the app are all easy on the eyes and allows the user to see them with no difficulty. The color scheme around the app is a lighter green color that’s easy on the eyes and symbolizes the outdoors. The decision to use these light colors allows us to have a design that is pleasing to the eyes that doesn’t crowd the app with complex colors that wouldn’t contribute to the overall product in a productive manner.

**Interactive Prototype Development**

For our interactive prototype, the development mainly revolved around easy navigation and great accessibility for users. Many of the buttons inside of the app are large so that users can easily see them and can read them without issues. After navigating the initial menus, the menus then diverge into smaller buttons so that it holds more options for the user.

**Usability Testing and How to Incorporate Feedback**

The main testing that we worked with was how easy it was to navigate our app and if there was anything within that they didn’t directly understand since it wasn’t clear to them.

**Overall Experience and After-Experiment Discussions**