

Paper Prototype

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We had a meeting with all three members of the group present to discuss this assignment. We first considered the new perspective our research has given us, and how this changes the critical points of our design. We came to the conclusion that the critical points of our design are the visual signalling through lights, the tactile signalling through phone vibrations, and the user interface by which a user sets their thresholds and signalling preferences.

We came up with four design tasks. These are all related to the user settings critical point. The other two critical points did not seem to transfer well to paper, as they are very dependent on both time and sensory magnitude. Our four design tasks were: a page to set up thresholds dependent on time, a page to monitor your current threshold and make short term adjustments, a page to change the signal type, and a page to connect a new signalling device. Linyi designed the paper prototype of the time dependent thresholds page. Nhan designed the short-term changes and current state page, and Joe designed the signal type and new device pages.

Critical Areas:

- Light Signal
- Vibration Signal
- App or Web UI for Setting Preferences

Tasks: set up time dependent thresholds

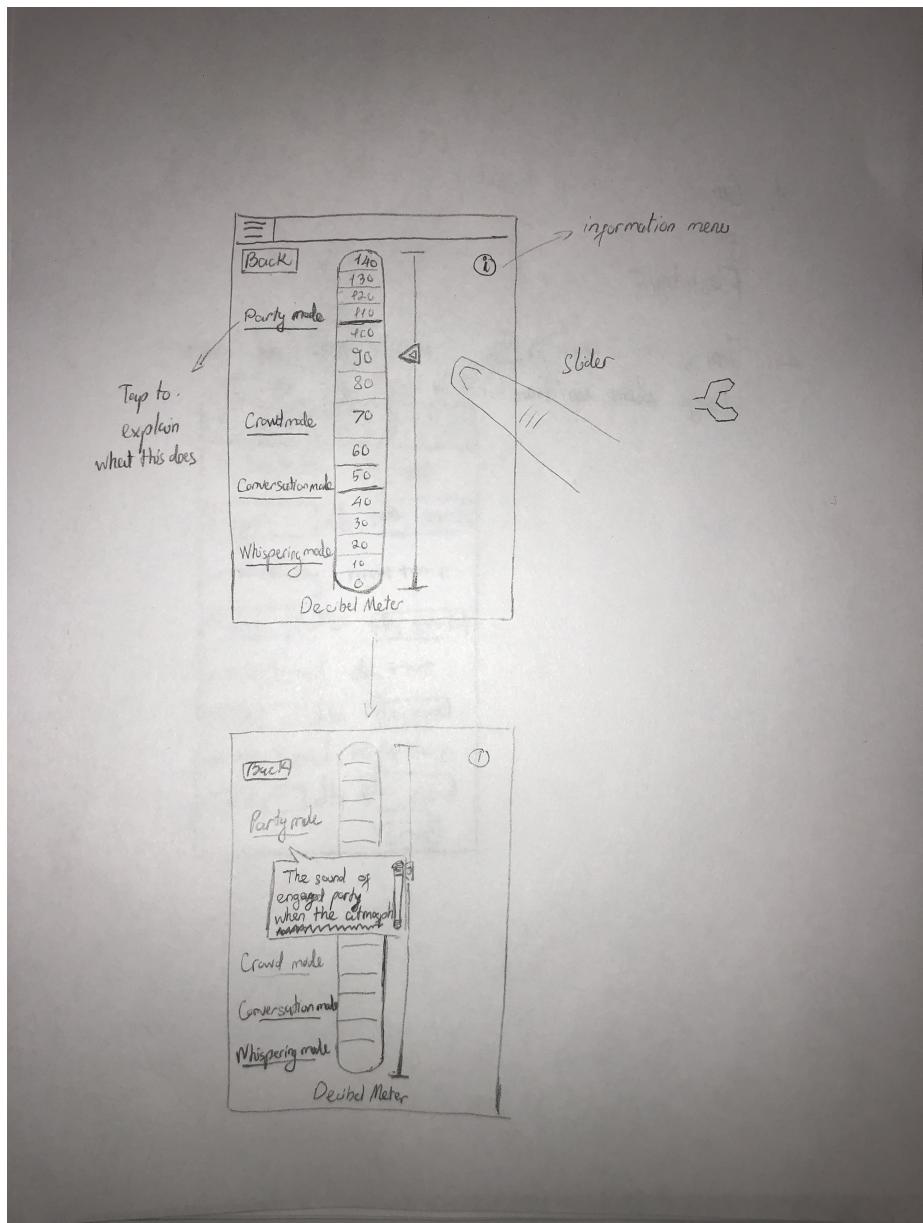
enter 'party mode'

change signal type.

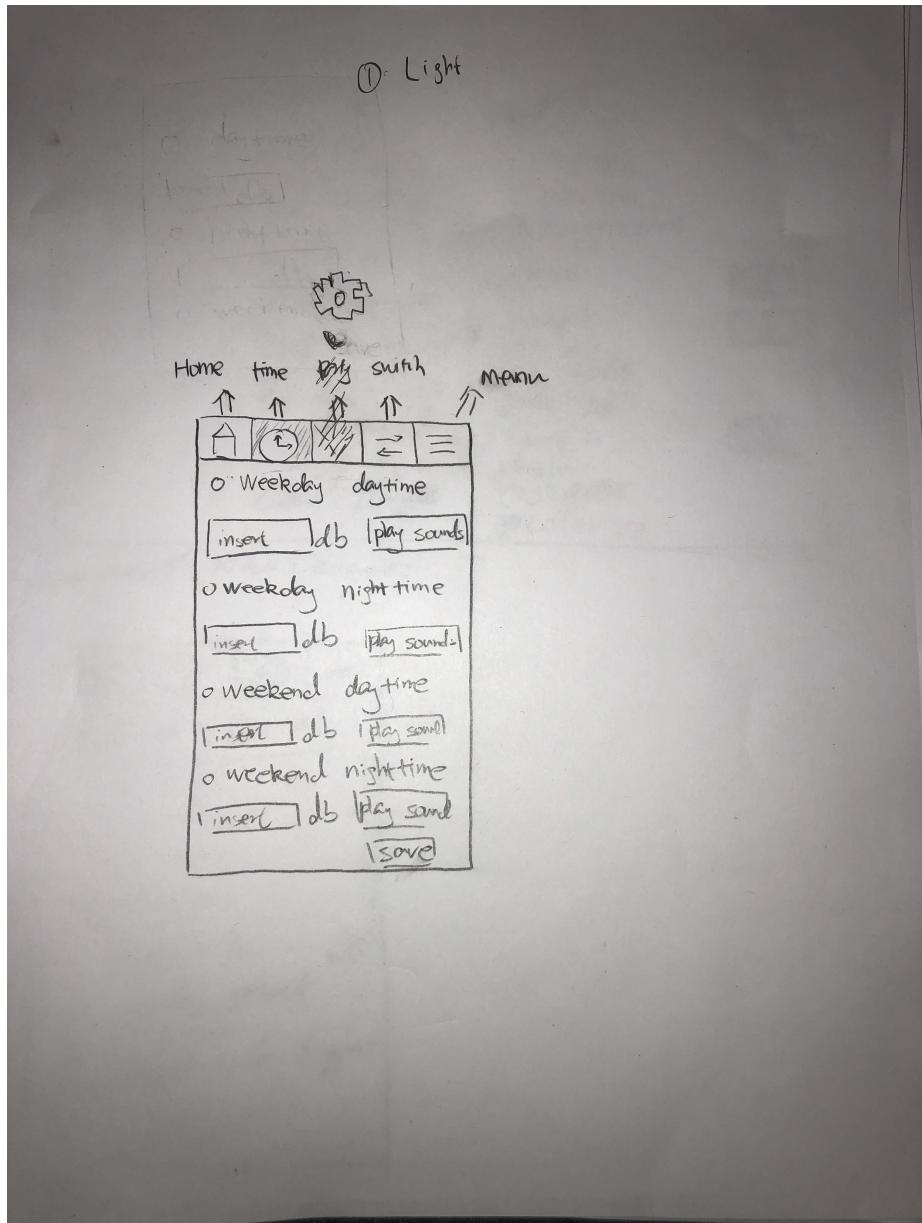
connect new light device.



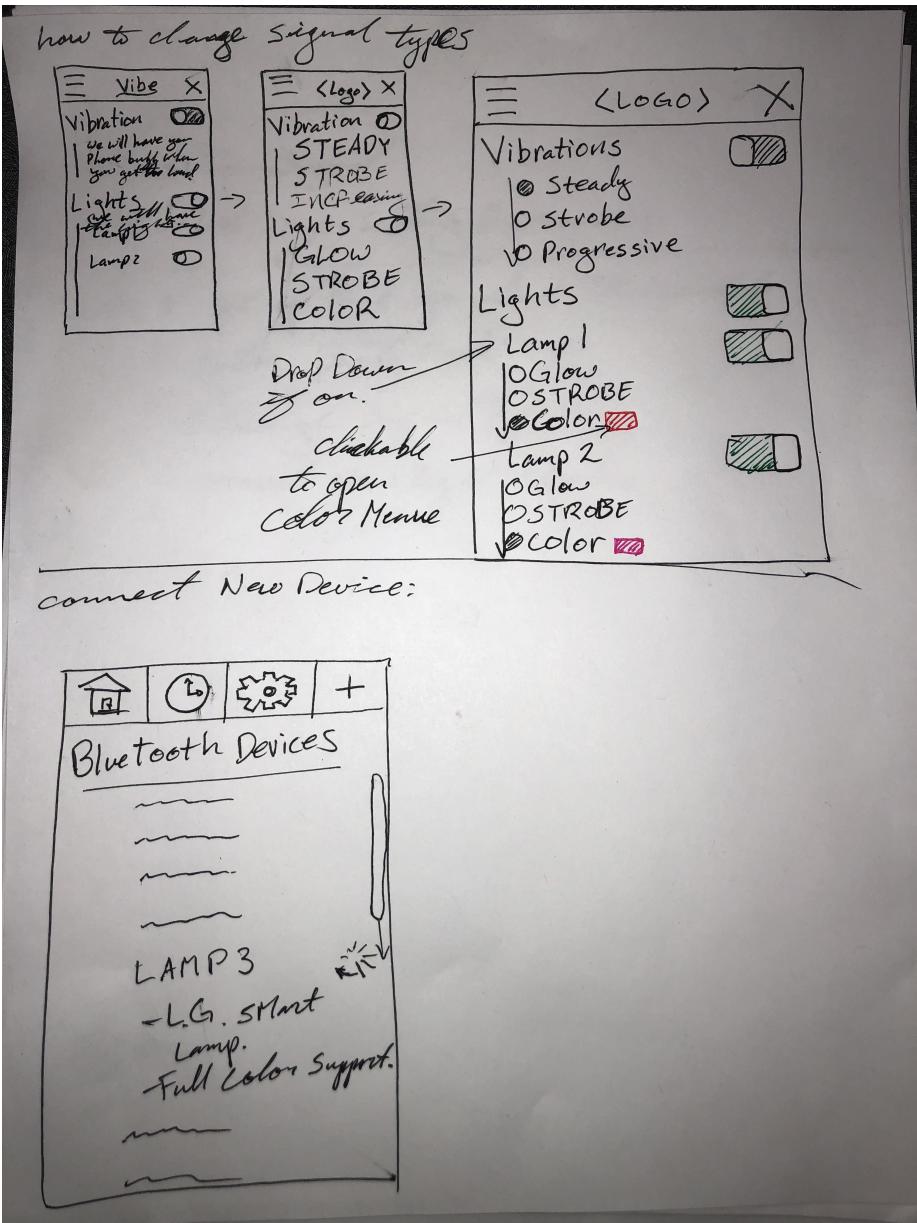
Our list of Critical Points and Tasks



Our page for conveying state and making short term changes



Our page for setting up time dependent thresholds



Our pages for selecting signal type and for connecting new devices

We have created a draft of the application in the web-app Figma. It is available at this [link](#).