Prototyping Process

Introduction

The purpose of this document is to showcase my design choices, prototypes, and iterations for the Settings screens of our app. It provides an overview of my design process and highlights the rationale behind my decisions. This document aims to demonstrate how I followed design patterns and guidelines specific to Wear OS.

Formulation of screens

After conducting the MOSCOW analysis and defining the user flows, it became evident that our app required specific screens with distinct functionalities. For instance, the Home watch screen was designed to provide real-time noise level measurements. If the noise levels exceeded a certain threshold, the watch would vibrate, and a screen would display indicating the exceeded dB values. The user would then be prompted to tap the screen to be directed to a safer space within the app. Based on these interactions, I determined that the settings screen should consist of the following sub-screens:

1. Set threshold level: This screen enables users to configure the threshold level for harmful noise levels according to their preferences.

2. Notification settings: Users can access this screen to customise their notification preferences, such as receiving alerts for space-safe notifications, peak noise alerts, and general software updates.

3. Vibration settings: This screen allows users to adjust the intensity of the vibration when the dB threshold is exceeded and the watch starts vibrating.

4. Alert screen timeout: Users can modify the duration, in seconds, for which they wish to view the dB threshold exceeded alert screen with the prompt to tap for
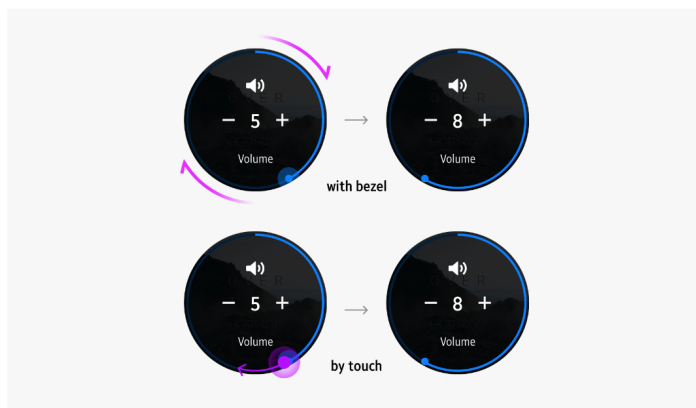
safe space suggestions. They have the flexibility to choose between 1 and 10 seconds before the safe space suggestion screen is automatically displayed.

These screens were formulated to provide users with control and customisation options to enhance their experience and ensure the app meets their individual needs and preferences.
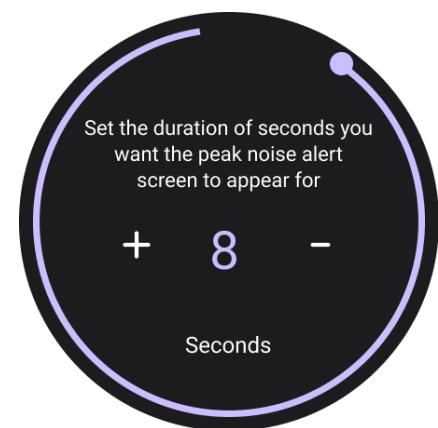
Design choices

I designed the "Alert screen timeout" screen as per the suggestion provided by One UI Watch design principles for Tizen. This allows the user to adjust the duration of seconds he wants the peak noise alert screen to appear for by rotating the bezel of the watch or by swiping / dragging.
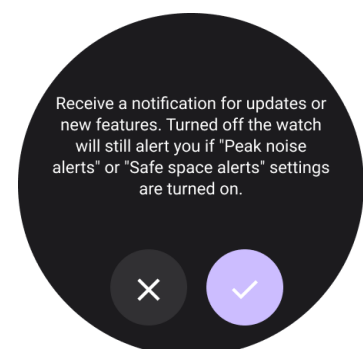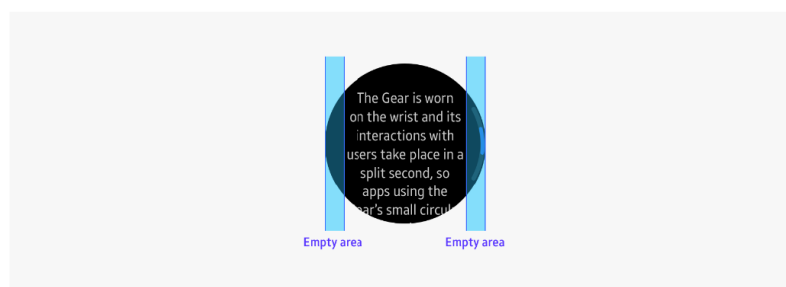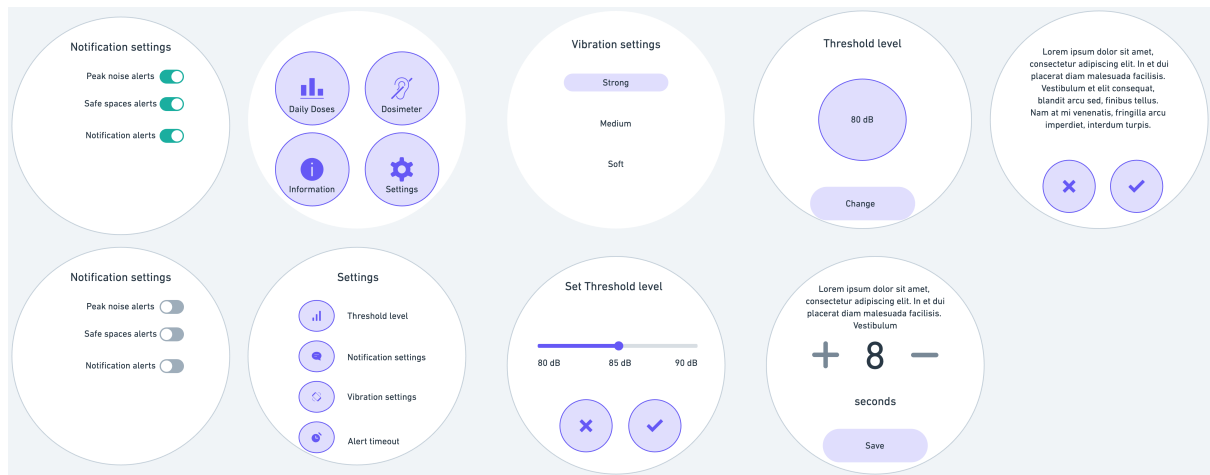
I also took into consideration the recommendation of providing margins on both sides of the text to enhance readability on round displays.
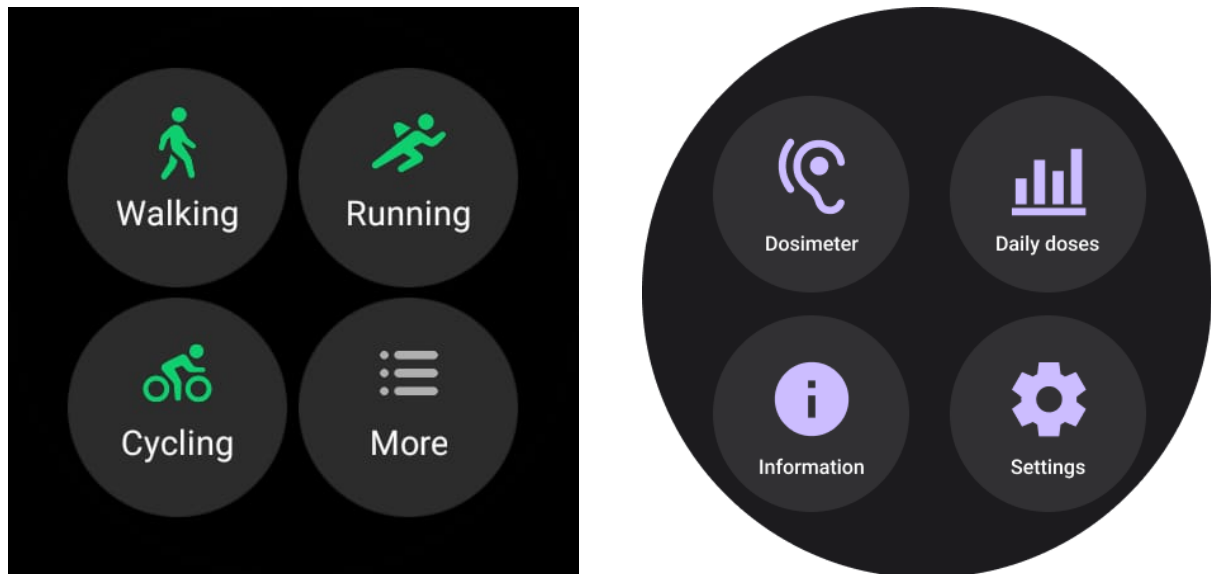

My colleague Wolfgang made a screenshot of his own Samsung watch on the top right side which served both as inspiration and guide. Based on that I designed the "Quick settings" screen in our app.

Low - fidelity prototypes

I made low-fidelity prototypes in Whimsical, a versatile design tool that allowed me to quickly visualise and iterate on my design ideas. These low-fidelity prototypes served as a blueprint for the high-fidelity prototypes, providing a rough representation of the app's layout, navigation, and key interactions.

High - fidelity prototypes
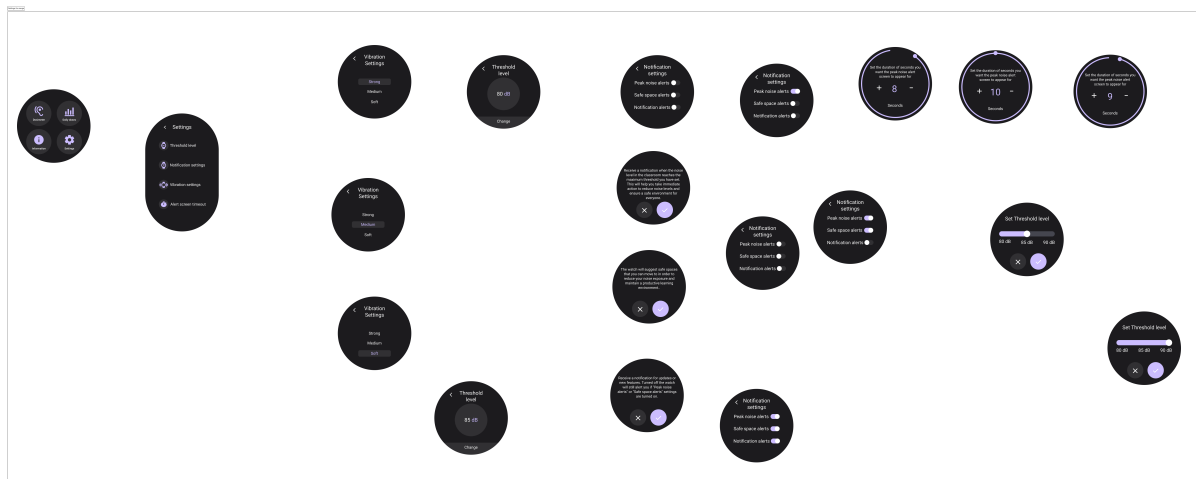
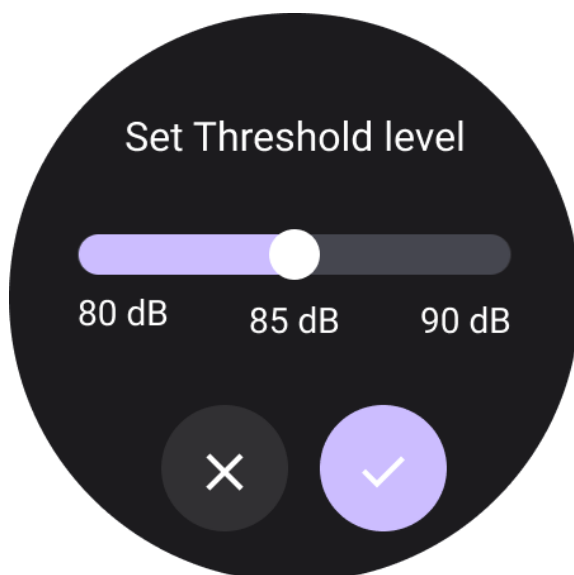
Then I created high-fidelity prototypes using Figma

Iteration 1

During the first iteration my design was allowing the user to set the Threshold level up to 80db , which was wrong.

Iteration 2

After discussing with our stakeholder Dennis Kirsch I adjusted the slider to have 3 values:

- 80 db - for those teachers who prefer quieter environments but already have some issues

- 85 db - the default threshold value with anything above damaging the ear

- 90 db - for those teachers who work in really loud environments where is always above 85db

Resources

One UI Watch Tizen Design Guidelines - https://developer.samsung.com/one-ui-watch-tizen/principle.html

Iterations - https://www.figma.com/file/P8WTe8NlJRTsbVvyIg5I7Z/Watch-Prototype-V1?type=design&node-id=426%3A461&t=YRLsMBOvO1QbQhHL-1

Low Fidelity prototypes - https://whimsical.com/watch-NL6jb9dM4Wx5Mt3UeoPBnQ

Full High Fidelity prototype - https://www.figma.com/file/3V4eXh2bzAd27vqHRdaups/Watch-Prototype-V2?type=design&node-id=273%3A11734&t=YRLsMBOvO1QbQhHL-1