CS-639 Building User Interfaces, Fall 2019, Professor Mutlu

# Assignments — Week 10 | Design | Mobile Microinteractions


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**Step 1. Analyze a microinteraction.** In this step, you will find an existing microinteraction used in a mobile app or a wearable device app from any domain (not just calorie tracking). Capture screenshots of the microinteraction and annotate the screenshots to identify and describe triggers, rules, forms of feedback, loops, and modes *(find at least one of each)*. If the microinteraction occurs very briefly and taking screenshots is challenging, you may have to capture a video recording of the microinteraction, from which you can gather still images. (See guides for screen recording on iOS and Android.) Be sure to investigate whether application or global modes change the behavior of the microinteraction. For example, "do not disturb" can affect the behavior of many microinteractions. After your analysis and annotation, discuss the design choices for the microinteraction in a brief paragraph or two. For example, is this an appropriate or effective form of feedback for this microinteraction? If not, what would be more appropriate or more effective? Could the microinteraction fail under different modes? If so, how would you address that?

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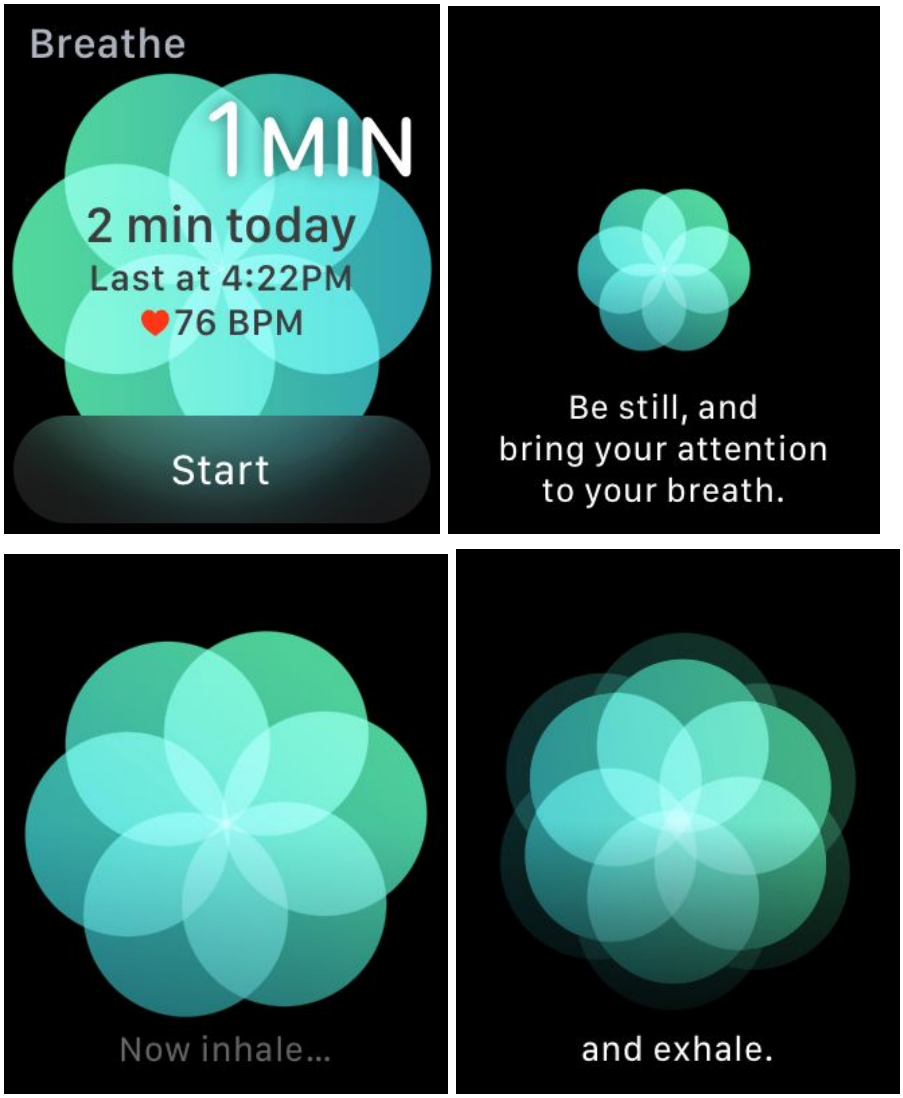
[1] Image source




<discussion-of-design-choices>
I chose breath app on apple watch. The app helps people do deep breath to relax people and make people focus.

**Trigger:** use siri or tab the icon button on the watch to open the app. Click start button to run the app.

Rule: Follow the instruction on the app to inhale and exhale.

Feedback: The app will use tremor to lead the users inhale.

Loop: There will be serval inhale and exhale in one section. After finish one section, users can choose to do another section.

Mode: Users can choose any rounds that they want to do.

**Step 2. Design a microinteraction.** In this step, you will design a new microinteraction in the calorie tracking domain. You may or may not be able to implement your design in this part of the assignment in

your React Native 3 deliverable, so you do not have to limit your design to what you can implement. You can choose a tablet computer, a phone, or a watch (or all) as the target platform for your microinteraction, and you are encouraged to fully utilize specific platform capabilities (e.g., Apple Watch crown, multitouch on a mobile/tablet screen). Describe the functioning of your design in a storyboard, using 3-6 scenes. (You can use the NN/g storyboard template.) The storyboard can be pasted below or attached to the final PDF. You will next create hand-drawn or digitally created wireframe(s) of the screen(s) that the user will see while interacting with the microinteraction and annotate them to highlight the trigger, rule, and feedback and to describe loops and modes *(identify at least one of each)*.

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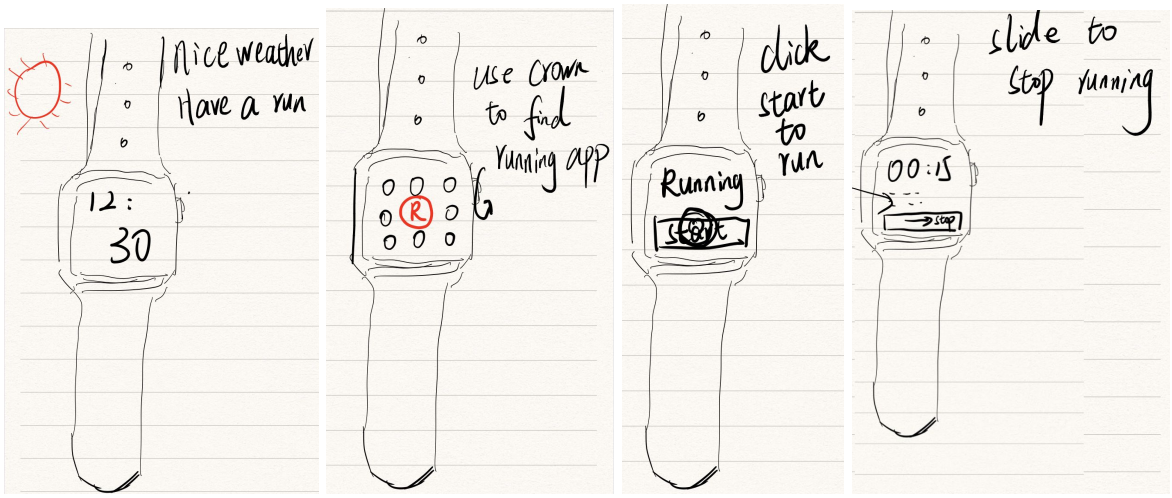
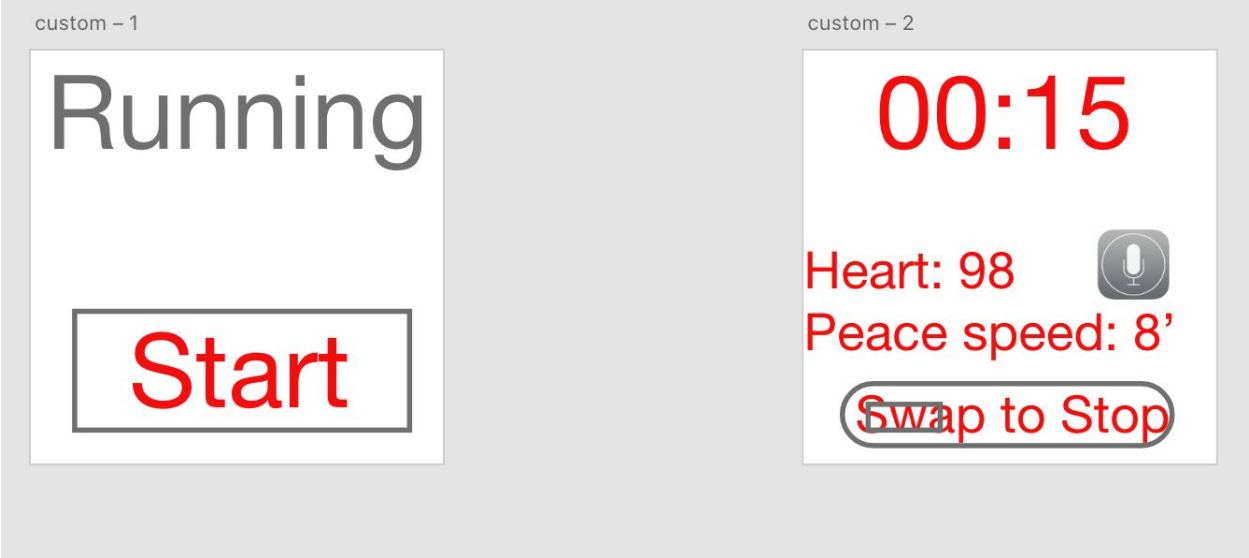



With a nice weather, user would like to find a running app by rotating the apple watch crown. Once user in the running app, they can click start button to start their exerice. All the information such as running time, speed, heart beats will be shown on the display. There will also be a voice prompts to report the information to the users. User can slide to end their exercise.

<annotated-wireframes>




Trigger: click start to start runnning app
Rule: The app will track user’s speed and heart beats.
feedback : use sound to report user’s running information.
Loops & modes:  After users swap the the buttonn and stop running, they can click the start button to strat another running.