Human-computer Interaction Technical English

S.O.S Alert - real-time emergency reporting app



The Problem

Have you ever felt misoriented in a emergency situation?





War reaches Nato border

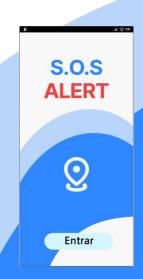






Your Ultimate Real-time Emergency Reporting App

Add and See Reports
User Generated
Key Features







Technologies Considered

- Crowdsourcing: forms and quick-report buttons, with support for text, images and videos.
- Geolocation and Mapping: Mechanism of confirming a report, detecting a false report and outdating an event.
- Data Validation and Processing: GPS and Geofencing.



Development



Core Features:

- Incident Reporting
- Real-Time Alerts
- Offline Functionality
- Route Planning
- Community Engagement

Design Considerations:

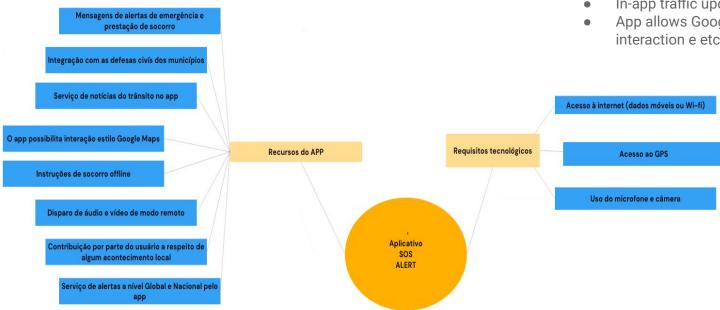
- User-Friendly Interface
- Enhanced Visibility
- Simplified Interface

Goal:

 Revolutionize emergency response through user-centered design and advanced technology.



Mind Map



- Emergency alert messages and rescue assistance;
- Integration with municipal civil defense agencies;
- In-app traffic updates;
- App allows Google Maps-style interaction e etc.



Testing on paper

First Round of Testing (October 31st):

- Identified Issues:
 - Missing "close" buttons in menus, profile pictures, and comment pop-ups.
 - Lack of enabled/disabled buttons.

Second Round of Testing (November 4th):

- Identified Issues:
 - Missing confirm button on the report screen.
 - o Inability to interactively drag the "incident here" icon on the map.
- Remaining Issues:
 - Despite improvements, some issues persisted from the first round of testing.



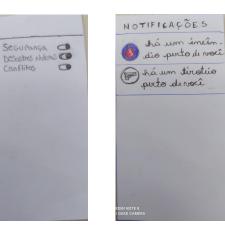
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Paper Prototype - Screens

Initial Screen



Menu



Notifications



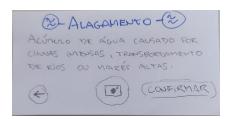
Detailed Notifications



(+ OUTROS

New Report

Register New Screen:

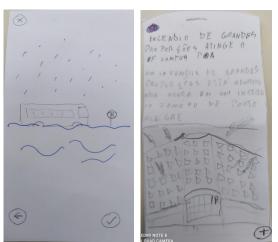




Paper Prototype - Support Screens and Icons

Report Icons



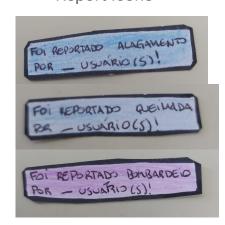


Pin Icons





Report Icons



Toggle



Disturbance Icons













Problems and Improvements

Problems:

With user experience, it was possible to identify some issues

- Absence of a "close" (x) button in menus;
- Absence of a "close" (x) button in profile pictures;
- Absence of a "close" (x) button in comment pop-ups;
- Lack of enabled/disabled buttons;
- Absence of a confirm button on the report screen;
- Inability to interactively drag the "incident here" icon on the map.

Improvements:

- Make the interface simpler by removing unnecessary clutter;
- Make icons easier to see by making them bigger and clearer;
- Offer optional training for new users to get them started;
- Add explanations for any symbols that might be unclear;
- Let users customize the map to show the information they want.





Nielsen's Usability Heuristics



- Aesthetic and minimalist design
- Recognition rather than recall
- Consistency and standards







Tools Used and Challenges



Figma is a great intuitive platform for creating interfaces, but for us was a little bit challenging. As we were not fully familiar with the tool, we made inefficient use of its features, often creating unnecessary screens and redundant elements that complicated the design process. Despite these challenges, working with Figma provided a foundation for improving our design skills.



Future Work

To improve the applications functionality and user experience, several additions and features need to be added.

- **Notifications Settings:** Add customizable notification options to alert users based on their preferences. For example, users could choose to be notified only about events within a 500-meter radius.
- **Route Planning:** Integrate a feature to map that allows the user to choose routes that avoids specific events or areas marked as dangerous.
- **Follow Profiles:** Introduce the ability to follow verified profiles, such as Civil Defense agencies, to receive reliable notifications from trusted sources.

