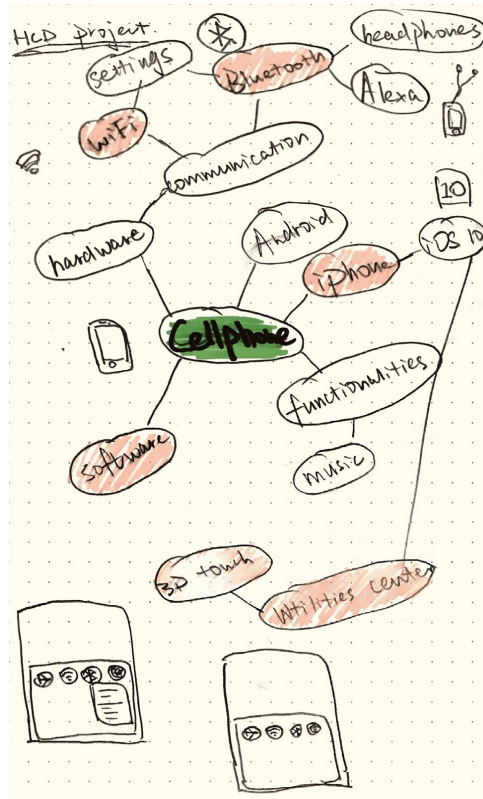


Appendix I: HCD Project 🧑🏻💻

Mindmapping



Design Question

How to pair our increasingly important wireless devices with our phones (iPhone)? Ex. headphones, smart home devices, watches

HMW

Can we use 3D touch in the native iOS 10? -> could be added easily by Apple

Can we use gestures in the lock screen? -> accidentally touch

Can we use a user-defined buttons or gestures to pair devices? -> extra work + iPhone accessibility

Goals

To be able to pair devices without unlock the screen/go to settings

Design Statements

I'm exploring easier ways to pair bluetooth/wifi devices with cellphone because I want to find out how to pair devices at the home screen in order to avoid the hassle of going to the iPhone settings every time.

I'm approaching this project from the lens of HCD.

Resources

1. [iOS HCI Guideline](#)
2. [Android Bluetooth Doc](#)

Persona



Kristina

Jobs: Writer,
photographer

Location: Based at NYC

Wireless devices:

1. Canon 5D camera
2. Apple watch
3. Amazon echo dot
4. Beats wireless

earphone

Uses phone for:

1. Download pics from Canon 5D camera
2. Listen to music with wireless earphones
3. Plays music/flash



briefing on Alexa

Scenario

Morning: Kristina wakes up in the morning, use [Alexa](#) to play music/flash briefing of the news. Hops on the subway, she connects to her [wireless earphones](#) and uses her [Apple watch](#) to check texts at times

Afternoon: puts on her [earphones](#) to watch her favorite show during lunch break. Connects to her [camera](#) to check the photos she took in the morning.

Evening: listens to [Alexa](#) for flash briefing of the news. Organize photos again with her [camera](#).

Prototype

