FlowUX Design & Development

Portfolio

For sample use

31 Jan 2018

All materials in this document are strictly confidential and are not to be shared except with the intended recipient.

Table of Contents

Overview 3

Research 4

- Insurance - Innovation Design Director 4
- Consumer Electronics - Smart Coffeemaker 7
- Post-Acute Care - Patient Management 9
- Collaborative Social Planning Startup 10
- Emergency Notification Systems 12
- Usability Research Checklist 16

Design 17

- Nextt 17
- RecoSight 23
- Homependium 27
- SingleWire 30
- Therma-Stor 35

Contact Information 45

SAMPLE

Overview

Introduction

FlowUX is a boutique product design agency specializing in discovery, research, management, and education. Our clients range from early stage startup companies to Fortune 500s across many industries including Internet of Things, Healthcare, Software-as-a-Service, Social Media, and Home Services, and we've worked in every stage of a product life cycle, from discovery all the way through optimization and analysis.

Our namesake, "Flow" is a psychological phenomenon that has been proposed to be optimal human performance. It's a state where the sense of time disappears, and challenges are matched with skill. Our founder, Bradley Orego, has been helping companies build better products since 2011.

Purpose

The purpose of this document is to give a rough idea of our work. As with most agencies, a lot of our past work is under strict Non-Disclosure Agreements and cannot be shared without written permission, so by no means is this the entirety of the work we've done.

In particular, this portfolio includes examples of mobile, web, and desktop applications that FlowUX has worked on in the past across a broad spectrum of product lifecycles. The intent is to show a variety of experiences and overall quality of work. The portfolio is divided into research projects (which focus more on written explanations, methodologies, and outcomes) and design work (which have visual representations that can be presented).

A personalized portfolio is available to showcase needs particular to your project. Please contact us for more information.

SAMPLE

Insurance - Innovation Design Director

Background

In 2016, a Fortune 500 insurance company's corporate innovation department was interested in developing products and services centered around homeownership. The mission was to understand what's difficult about owning/managing a home and to ease those pain points with technology or service solutions. I was brought in to oversee this project as well as others happening in the department.

Responsibilities

Aside from setting the overall design system and practice of the department, I was heavily involved in three specific projects: 1) a deep learning computer vision experiment, 2) the aforementioned home services project, and 3) an effort to provide opportunities for underbanked populations.

In particular, I was responsible for the design and development of an interface to showcase the capabilities of the CV system, including managing a pilot study with 8 insurance agents distributed across the U.S. This project also involved a presentation to the Board of Directors, where we gave a live demo.

For home services, I was involved in leading early-stage empathy research including five different studies and experiments totalling over 100 participants. From that research, we moved into product development, where I was responsible for selecting which agency would assist our team and overseeing that process.

I was also involved in due diligence for a $15M+ acquisition the Ventures team was considering to help support several of the projects, providing my expert opinion in product development, design, and my experience in entrepreneurship.

Design entries on pages 23, 27.

SAMPLE

Insurance - Home Services Design Director

User Maps

Insurance - Home Services Design Director

Design Sprints

Consumer Electronics - Smart Coffeemaker

Background

In 2015, a Fortune 1000 company with brands in the Consumer Electronics/Home Appliance space was interested in entering into the connected home/smart/internet-of-things product space. Part of this endeavor was prototyping an internet-connected coffeemaker, which MobileIgniter was contacted to prototype and run usability research on to ensure users understood/valued the concept before going to market.

Method

Before usability research, a basic QA assessment was conducted to ensure the prototype was in proper working condition. Several issues were identified, which were remedied. An in-lab usability study was designed with 9 scenarios to test appliance connectivity as well as the features and design of the accompanying application (both Android and iOS). Because this was designed to be a consumer good, participants were sourced via the internet (using a screener), and were rewarded a $20 gift card for their 45-minute session. There were 27 participants in total.

The lab consisted of a 3-person private office with two GoPro cameras mounted in the room: one in the corner to capture the entire setup and the participants' physical actions, one mounted on the desk to capture interaction on the app. Videos were watched afterwards for notetaking purposes and to allow for quantitative data capture.

Results

A report was prepared based on the findings, including a ranking of issue severity (based on importance as well as frequency) and recommendations. 81% of participants needed assistance connecting the device to the application, representing a critical failure of the most essential piece. Only 2 participants (of the 27) completed every task without assistance.

As a result of the study, the client put project on hold, savings $10M+ in production and distribution costs.

SAMPLE

Consumer Electronics - Smart Coffeemaker

Study Materials

Participant Screener Results (74 responses total)

	A	B	C	D	E	F	H
1	Timestamp	What is your gender?	In which age range	What is your occupation?	In what industry do you w	Which smartph	I would consider n
2	12/6/2015 1	Female	25-34	Graduate Student	Education, Consulting, Le	iOS	4
3	12/6/2015 1	Male	18-24	Student	Education, Consulting, Le	Android	2
4	12/6/2015 1	Female	18-24	Telecommunications	Retail, Service, Sales	Android	5
5	12/6/2015 1	Female	18-24	Vocational Trainer	Social Services	Android	2
6	12/7/2015 7	Male	35-44	Inside Sales Specialist	Retail, Service, Sales	Android	4
7	12/7/2015 8	Male	45-54	Consultant	Technology, IT, Engineerir	iOS	5
8	12/7/2015 1	Female	18-24	Digital Prepress Technicia	Technology, IT, Engineerir	iOS	4
9	12/7/2015 1	Male	18-24	UX Developer	Technology, IT, Engineerir	iOS	5
10	12/7/2015 1	Male	Over 55	Software Consultant/GoLi	Education, Consulting, Le	iOS	5
11	12/8/2015 1	Female	25-34	Nursing Assistant	Healthcare, Beauty, Wellr	Android	4
12	12/8/2015 8	Male	45-54	Network engineer	Technology, IT, Engineerir	Android	4
13	12/8/2015 1	Male	45-54	Assembly/Test, Microscop	Technology, IT, Engineerir	Android	3
14	12/9/2015 2	Female	18-24	Manager	Retail, Service, Sales	iOS	4
15	12/10/2015	Female	25-34	Help Desk	Technology, IT, Engineerir	iOS	5
16	12/10/2015	Male	35-44	Front-End Web Designer	Technology, IT, Engineerir	iOS	4
17	12/10/2015	Male	18-24	Business Development S	Retail, Service, Sales	Android	4
18	12/10/2015	Male	25-34	Product Manager	Technology, IT, Engineerir	Android	5
19	12/11/2015	Male	25-34	Student / self-employed	Technology, IT, Engineerir	Android	3
20	12/12/2015	Female	35-44	Baker assistant	Food Service	Windows	4

Facilitator Instructions

Day-of:
- try to wear nondescript, unbranded, generally uneventful clothing

60 minutes before:
- make sure devices are plugged in/properly charged
- make sure room is clear of any unnecessary materials
- make sure coffeemaker has been factory reset
- make sure app is freshly installed on testing app

30 minutes before:
- prepare any materials needed for the testing session (e.g. consent forms, scenario slips, post-session questionnaire, gift card)
- prepare setup guide and position everything in the room
- prepare refreshments/snacks

15 minutes before:
- make sure testing device is connected to MI Usability. Forget any other networks in-range
- hang the "Session in progress" sign
- position cameras and begin recording
- Go to the lobby to greet the participant

0 minutes before (aka briefing):
- bring participant into testing area

Table of Contents

Table of Contents
Summary
Recommendations
Bugs/Crashes
Priority: High
Priority: Medium
Priority: Low
Analysis
Appendix A: Participant Demographics
Appendix B: Quotes
Appendix C: Scenarios
Appendix D: Facilitator Instructions
Appendix E: Setup Guide
Appendix F: Debrief Questionnaire
Appendix G: Consent/Release Form

Post-Acute Care - Patient Management

Background

In 2015, a large healthcare company specializing in post-acute care engaged Earthling Interactive to help them redesign and rebuild an existing patient management application. Earthling contacted me to conduct usability research and to make design recommendations based on the current system in place.

Method

Unfortunately physical distance/budgetary restrictions made it impossible to do ethnographic research (observe caregivers in their environment), so in lieu of that, 7 interviews were conducted in order to establish context and understand issues with the current system. Using that knowledge I developed personas, performed a task analysis, performed heuristic analysis, and generated a UX report to summary findings, make recommendations, and present accompanying wireframes.

The report broke down issues into three main sections: Bugs, Suggestions, and Considerations. Bugs were malfunctions in the current system, Suggestions ways to improve the interface, and Considerations were higher-level/strategic questions about the interface. Annotated wireframes were presented with a description of the thought process/rationale behind the design decisions made.

Results

While it's difficult to pinpoint exact outcomes due to a lack of quantitative data (despite my urging to Earthling that it should be implemented), preliminary results showed a 20% decrease in error rate and 15% increase in activity speed. Presentation of the report was well-received both by Earthling and by their client.

SAMPLE

Collaborative Social Planning Startup

Background

Nextt was a collaborative social planning tool. Their goal was to make it easier to plan social events for 4-10 people within the next 14 days. I joined the team in 2013 as their UX Lead, responsible for research, analytics, and UX design. Nextt raised a $1.2M seed round and eventually shut down in October 2014.

Responsibilities/Activities

I was responsible for designing and overseeing implementation of our analytics suite, as well as for developing a design practice for the company. Analytics were implemented in Mixpanel, and were used to track all actions within the application (iOS, Android, and web), which we used to iterate on designs. On top of analytics data, I also ran in-person usability studies to gather qualitative feedback about proposed designs and features.

Alongside our design practice, I was also involved in strategic and marketing initiatives, including in-person focus groups, survey design, and email marketing. We held several focus groups to explore different problem spaces and discover which audience had the most acute problems, settling on young professionals.

Results

Under my guidance, we improved completion of our onboarding by 19% and improved conversion rate on invites (to events from current users) by 46%. We also rolled out a hybrid web application to Android and mobile browsers built entirely using vanilla Javascript. We also gathered hundreds of data points across a dozen email surveys and conducted over 15 in-person usability studies.

Design entry on page 17.

SAMPLE

Collaborative Social Planning Startup

Sample Survey Results

I'm making plans for the 4th of July

this summer	41	85.4%
within the next 2 months	7	14.6%

I need to get a haircut...

this week	40	83.3%
within the next 4 days	8	16.7%

"Let's get coffee..."

within the next 2 weeks	6	12.5%
next week	42	87.5%

"This Weekend" starts...

Friday at 00:00 (midnight)	3	6.5%
Friday at 17:00 (5pm)	21	45.7%
Friday at 18:00 (6pm)	10	21.7%
Saturday	6	13%
Other	6	13%

"Next Week" starts...

Sunday at 00:00 (midnight)	18	39.1%
Monday at 00:00 (midnight)	26	56.5%
Other	2	4.3%

"This Weekend" ends...

Sunday at 23:59 (midnight)	33	73.3%
Sunday at 20:00 (8pm)	9	20%
Other	3	6.7%

SAMPLE

Emergency Notification Systems

Background

SingleWire is a leader in the emergency notification space. SingleWire's main product, InformaCast, is trusted by federal agencies, major universities, and large companies. Traditionally deployed via Cisco phones, email, and desktop software, in 2016 SingleWire was in the midst of a transition to mobile. They needed research to understand mobile use cases and to help brainstorm functionality for a mobile application.

Method

SingleWire's new Active Tracking mobile application had to major goals: 1) to allow members of a community to receive InformaCast notifications on the go (as opposed to via phone, desktop, or email), and 2) to allow users to send a distress signal, notifying authorities that they need help. Because of this, there were several actors involved (community members, administrators, dispatchers, respondents), and in the target population (in this case, college campuses), two major groups to interview: students and security personnel.

After 15 interviews were conducted (9 students, 6 staff) and a questionnaire sent out (27 respondents), personas and user stories were created to summarize findings and help guide design and product development. This context allowed us to design with real end-users in mind and have a basis to discuss the relevance of proposed features.

Results

Several design iterations were produced for updates to the desktop notifier, updates to the administrator dashboard (migrated to the web), and for the new mobile application, and SingleWire began moving some of those changes to production in mid-2017. Through the interviews (especially with staff members), we were able to identify customers interested in piloting the new functionality, helping guide the product as it goes live.

Design entry on page 30.

SAMPLE

Emergency Notification Systems

Sample Survey Results

How much of an officer's time is spent on routine patrol?

27 responses

How comfortable do you feel with the technology needed for your work?

27 responses

Please rank the following features in terms of importance when responding to an incident.

I feel that our officers have the ability and freedom to respond to situations without needing a dispatcher.

27 responses

Emergency Notification Systems

Interview Summaries

- Students
  - Most students get around by walking or biking. They were all aware of bus service, as well as alternatives such as Uber or calling a Taxi.
  - Students were often travelling alone (as in not with someone else), but surrounded by other students during the daytime. At night, they preferred to travel in small groups (2 or 3).
    - One student mentioned he actually feels safer when there's nobody else around at night.
  - Students have a good relationship with Campus Security.
    - They feel they're approachable, capable, and caring.
    - Some students felt that coverage could be better, especially in certain areas/times of day.
  - Some students wished there were "blue light" phones/security checkpoints that other campuses have.
    - Felt that, if they needed help, calling on their phone was the only option.
    - One student explicitly mentioned a desire to discreetly send a message that they're being followed/feel unsafe.
  - If they're alone at night, most students would rely on calling a friend to come get them
    - One student mentioned that she knows not all students have that option,
- Staff
  - For administrators, in the event of an incident, hopefully they know nothing about it (because everything goes according to plan).
  - Configuring the current Panic Button solution can be troublesome on college campuses:
    - Usually based off one image that gets flashed every night. SW wants to tie a name to a MAC address for identification, so this is bad.
    - Panic Button depends on the SW desktop agent to be running. Most users are unaware of this, so if the app isn't running it won't work.
    - Message sender is a cryptic string of characters that needs to be deciphered (e.g. "RCMH112").
    - Machines move around and get new owners so often it's not even worth installing anymore because maintenance is so high.
  - Discretion is paramount for instructors, and means something very different than to students.
    - One organization is considering installing silent alarm internet buttons in each classroom.
    - The desktop service works because an upset student won't know the professor did it.
      - Them pulling out their smartphone would be a pretty clear sign something is wrong.
  - Incident response is governed by a set of policies, and organizations are using every tool they can (internet, social media, SMS, etc):

SAMPLE

Emergency Notification Systems

Personas, User Stories

Linda (Administrator)

Gender: Female
Age: 34
Tech Usage: Highly savvy. Responsible for maintaining IT for the organization as well as configuration.
Location: Campus IT center

Backstory:
B.S. in English. Got into tech as a career option when being a journalist didn't pan out. Started as an intern and has learned everything on the job since. Frustrated, but satisfied.

Goals:
Interested in learning the latest tools and best practices. Make sure everything is up and running well with minimal downtime or configuration. Spend as little time possible dealing with non-core technologies.

Pain Points:
Underpaid and overworked. Unfamiliar with the specifics of each application. Adding another application to the large suite of software she needs to support. Always getting called out to take care of things outside her job description. The only

Steve (Dispatcher)

Gender: Male
Age: 43
Tech Usage: Has a smartphone and training on his equipment, but anything out of his comfort zone is questionable.
Location: University dispatch office

Backstory:
Has been working as a dispatcher for the past 4 years. Was a walking security officer before that for 15 years. Campus security is his first major job after high school and a few community college classes.

Goals:
Avoid any major incidents under his watch. Be compliant with management/policies. Go virtually unnoticed at work. Do as little thinking as possible. Reduce process complexity. Quickly triage situations

Pain Points:
New technology can be scary. Too many systems to navigate/manage. Timely responses are important. Work can be stressful, chaotic, noisy. Needs to keep track of a lot of information at once.

As **Patricia**, I want to...

1) Know somebody is keeping track of me
2) Be discrete about calling for help
3) Get help quickly
4) Know when help will arrive
5) Be able to call off help without consequence

So that...

1) I can feel safe and remain calm
2) I don't draw attention to myself
3) I don't have to wait or be endangered
4) I can plan accordingly
5) I can use it without fear of retribution

MobileIgniter's Usability Research Checklist

A 46-item list of everything you need for your own usability studies

MobileIgniter was an Internet-of-Things design, development, and research agency with a focus on bringing existing physical products into the IoT world. On top of helping companies with existing or new products, one facet of MI's services were in the product testing and research areas.

After designing and running dozens of studies for several Fortune 500 companies, we built up a lot of expertise around testing IoT devices. Partly as a marketing tool, partly as a way to share knowledge, we decided to put together what we were (tongue-in-cheek-ly) referring to as a simple guide to running your own usability studies. If you're going to go through the effort and investment of running a study, make sure you have all of your bases covered. Or, if you look at this list and feel overwhelmed, let us do the work for you.

You can see a live version of the checklist here: https://www.linkedin.com/pulse/usability-research-checklist-brad-orego

SAMPLE

Nextt

Collaborative Social Planning Tool for Web and Mobile

Nextt (http://getnextt.com, now defunct) was a collaborate social planning tool whose goal is to help people spend less time on technology and more time doing things in the real world. Nextt targeted small social engagements within the next four weeks and provided tools that allowed users to create and share event Ideas that, once the date/time, location, and attendees were finalized, transitioned into a Plan. If the Idea did not reach fruition within a preset amount of time, it would self-destruct, forcing the user to take action.

In our role with Nextt, we provided UX Lead and Mobile Web Development services, which on top of writing all of the web code that eventually became the Android app (via PhoneGap), we also took over wireframing and prototyping and implemented a usability practice including focus groups, usability studies, weekly surveys, and analytics suites.

Nextt was a venture-backed early stage company, so showing week-over-week growth in user engagement was important. While we helped guide the company through a few product redesigns, our biggest accomplishment was improving invite conversion rate by 46% and improving onboarding completion by 19%. Nextt ultimately closed up shop in October of 2014.

Research entry on page 10.

SAMPLE

Nextt

Onboarding Wireframes

.....or whatever this actually says/looks like right now

Starts out as default Nextt profile pic. Tapping on it either a)fires up the Camera or b)lets you pick from gallery.

At any point, users can abandon onboarding with the "Nevermind" (or "Maybe Later"?) button

Mini-profile so they can see changes being made "live"

Light dividers (sub-sections) fill in as you complete parts of each major step

click-able to auto-add to the list below. Populated with random (yet seasonal/generic) ideas

Either multiple textboxes appear as you finish typing in one, or as you type, we can somehow add to a list so you can see progress

At any point, users can abandon onboarding with the "Nevermind" (or "Maybe Later"?) button

Mini-profile so they can see changes being made "live"

Light dividers (sub-sections) fill in as you complete parts of each major step

SAMPLE

Nextt

Onboarding Wireframes

Add Friend screen more-or-less as-is.

If users say no to contacts, put some messaging/sadface up, and then allow them to manually add people

At any point, users can abandon onboarding with the "Nevermind" (or "Maybe Later"?) button

Mini-profile so they can see changes being made "live"

Light dividers (sub-sections) fill in as you complete parts of each major step

At any point, users can abandon onboarding with the "Nevermind" (or "Maybe Later"?) button

Mini-profile so they can see changes being made "live"

Light dividers (sub-sections) fill in as you complete parts of each major step

SAMPLE

Nextt

Onboarding Wireframes

Non-User Event Invite Wireframes

SAMPLE

Nextt

Onboarding Wireframes

First Draft of Plan/Idea Detail View

SAMPLE

Nextt

Mobile App Screenshots

RecoSight

Aerial Imagery Feature Detection and Analysis via Computer Vision

RecoSight is a company that applies machine learning algorithms to aerial and satellite imagery in order to gather insight about parts of the Earth. RecoSight's first application focuses on using imagery from Google Maps to gather information about parcels and homes in residential areas, such as acreage, square footage, roof material and slope, and pool existence/square footage. RecoSight wanted an application built on top of their API to demonstrate the capabilities, with that application eventually evolving into a desktop application as a product offering.

We got into this project at the ground level, which has pros and cons. On one hand, having the opportunity to influence the product and guide the process from the start was incredibly valuable, but on the other, a lot of our work was in a vacuum (that is, without any actual end users to interact with and develop the product). The application itself was mostly focused on showcasing what the API can do, but an alternate design focused on providing a tool for insurance agents to use in their practice.

RecoSight is still in "stealth mode" as they build out a sales funnel, business model, and finalize their feature set. RecoSight is due to roll out their first product release in the Summer of 2017, which will likely rely more heavily on providing API access to their models and algorithms than on the web-based User Interface. One of the long-term product offerings is to have a desktop application to be used by insurance agents, underwrites, property assessors, and others in the insurance industry.

Research entry on page 4.

SAMPLE

RecoSight

Wireframes

RecoSight

Selected Screenshots

RecoSight

Selected Screenshots (Agent Pilot Program)

SAMPLE

Homependium

Home Services Exploration

Homependium was an exploration into the home services space that was part of a larger experiment taking place at the innovation center of a Fortune 500 company. The overarching goal of the experiment is to build products and services to help make homeownership easier and more enjoyable. Or, as we liked to say, “putting the Sweet back in ‘Home Sweet Home’”.

The goal of Homependium was to quickly A/B test a handful of different lead generation campaigns to see where to first focus product development efforts. We did this by brainstorming 8 different solution ideas to the problems discovered in customer empathy and developing Facebook and Google advertising campaigns as well as simple email capture landing pages to measure which had the best engagement rates.

Across the 8 landing pages and 48 advertisement variants, conversion rates varied widely. Some solutions had literally 0% conversion (a first-time experience, for us) while some got as high as just over 6%. We also gave each advertisement a unique ID in order to track if certain ads outperformed others. All of these metrics were then tracked and analyzed, guiding next steps for the team as they continued their experiments.

Research entry on page 4.

SAMPLE

Homependium

Selected Screenshots

Homependium

Selected Screenshots

SingleWire Software

Desktop and Mobile Emergency Notification Systems

SingleWire has been in the business of mass notifications and emergency alerts for almost 10 years, with the roots of the technology and the core team having roots as far back as 1998. When the September 11th terrorist attacks happened, a major federal agency that Berbee (SW's spiritual parent company) was working with did not have a notification system, and reached out to Berbee to design that solution.

Traditionally, SingleWire's technology has worked using Voice Over IP technology (and is integrated into most Cisco desktop phones), but there's been a recent move to modernize the technology (because who has a desktop phone anymore, even in corporate settings), so a lot of SingleWire's work is moving into the web and mobile space. We were tapped to help them think about this transition, as well as update the designs on some of their existing properties for web, mobile, and desktop.

Specifically, SingleWire has a desktop notifier application for Windows and OSX to receive their broadcasts that needed an update. They also have a web dashboard which inherited a lot of legacy functionality from their VoIP phones that was no longer relevant and needed to be redesigned. Finally, SingleWire is in the process of developing an application to track users movements live during an incident to help direct respondents.

Research entry on page 12.

SAMPLE

SingleWire Software

InformaCast Fusion Web Dashboard

SingleWire Software

Active Tracking Mobile Application Mockups

Map with live GPS tracking

Big, scary button
- Possibly break out into smaller buttons
- Stalker, Medical, etc.

Continue tracking GPS

Spins until request is acknowledged

Give users status updates

Provide an easy way to cancel

SAMPLE

SingleWire Software

Active Tracking Desktop/Web Mockups

History represented by smaller circles, joined by lines

Users are identified by color

Users in a larger group will have the same color

Clicking on a user centers the map on them

Clicking on a dot scrolls the list to that user, possibly highlights the list entry

List is scrollable (didn't bother to put that many entries in here)

If there are multiple users in close proximity, they get grouped together, get a larger circle, ideally with how many are in the group on the circle (I know putting text on Google Maps is hard).

SAMPLE

SingleWire Software

Desktop Notifier Wireframes

Immediate Window

Customizable icon

Short description:
200 characters max,
then truncate

Their custom image
in the footer

Audio button only if there's audio.
Changes state like a play/pause button

"More Information" only if
there is more to show.

If user clicks, slide everything down to
show additional info (maybe with a little divider)

0-Infinity buttons, though if there's more
than probably 4 it gets unwieldy

I don't think this is necessary, but the
current version has a little thing for it

Confirm Button Only

If a confirmation is required,
only show one button.

If not, don't show any buttons (see previous)

If there are multiple options, send multiple
options (See earlier)

Therma-Stor

Smart Home Dehumidifiers

Therma-Stor is a high-end dehumidifier, water heater, and disaster recovery/restoration manufacturer established in 1977. Most of their products are focused on commercial applications, but recently they've been expanding into the high-end residential space with some of their units. With that move they were also interested in bringing their products online to offer internet-enabled options.

With so many examples of IoT products gone wrong, and all the ways one can go wrong, the opportunity to get in on the ground level of taking a product online is extremely valuable. Therma-Stor's years of experience with their products and their consumers served as the basis of our exploration and design, and our expertise in software guided product development. Our first use case targeted agents monitoring multiple devices across different properties, with future development to target direct-to-consumer models as well as providing better reporting and visualization tools to account managing hundreds of units (desktop dashboard wireframes included; under development).

Therma-Stor's Santa Fe Sentry application is currently available on both iOS and Android, the Classic II application is under development, and the desktop web/native desktop applications are in research stages.

SAMPLE

Therma-Stor

Santa Fe Sentry Selected Wireframes

Wombat - v1 - Add Device (Step 2)

Wombat - v1 - Add Device (Step 3)

Wombat - v1 - Add Device (Step 4)

Wombat - v1 - Add Device (Step 5)

Therma-Stor

Santa Fe Sentry Selected Wireframes

Wombat - v1 - Home

Wombat - v1 - Search

Wombat - v1 - Site Details

Wombat - v1 - History

Therma-Stor

Classic II App Flow Diagram

Therma-Stor

Classic II Selected Wireframes

Therma-Stor

Classic II Selected Wireframes

ThermaStor v2 - Information

ThermaStor v2 - History

ThermaStor v2 - Settings

ThermaStor v2 - Account Settings

Therma-Stor

Classic II Selected Mockups

Add Device - Connect to WiFi

Add Device - Connecting

Therma-Stor

Classic II Selected Mockups

Home with Alert

Details with InfoWindow

Therma-Stor

Classic II Selected Mockups

Settings

History

Therma-Stor

Desktop Dashboard Wireframes

Contact Us

FlowUX Design & Development

hello@bradorego.com
716 939 1126
https://bradorego.com/

SAMPLE