

No UI Design Challenge

Using the three “No UI” principles, come up with solutions to at least 3 of the following problems using the provided sample toolkit. **If you think of other problems to solve or other tools to use, go for it**, the point is to think outside the screen.

Principles

- 1. Eliminate interfaces to embrace natural processes**
- 2. Leverage computers instead of catering to them**
- 3. Create a system that adapts for people**

Sample Toolkit

Sensors

- Temperature Sensor
- Location Awareness (GPS)
- Accelerometer (movement, speed)
- Light sensors
- Bluetooth

Notifications

- Sounds (alarms, etc.)
- Lights

AI

- Individual pattern recognition
- Group-pattern recognition

Data

- Access weather data
- Access traffic data
- Cloud-based calendar
- Communicate with everyday object that has wireless capabilities

Sample Problems/Goals

Paul is visiting Kansas City. He usually gets the same coffee drink at Starbucks in St. Louis every morning. He doesn't have much time today. But would love to grab his regular drink order of a latte.

Sophia tends to need new running shoes every three months or every 300 miles she runs, whichever happens first.

Mike has a hectic schedule with regular early morning meetings. He has a hard time getting to bed on time each night and sometimes struggles to wake up on time.

Lucy needs to take medicine three times a day and she often forgets that she's taken her medicine.

Jane is raising backyard chickens but doesn't like having to shut the coop every night and open it every morning. It'd also be nice if she didn't have to check every day to make sure they have food and water.