I have chosen to write about Fitbit since I have used it before and have first-hand knowledge of its user interface.

What is the purpose of the app you chose?

The Fitbit app is divided into 2 parts. There is a phone app that serves as a central hub to sync and view data collected by the device and displays charts and graphs for heart rate, sleep patterns, and calories burned, allows you to connect with friends for support, and much more. The app interface on the device is much simpler. It mainly displays real time data, mainly heartrate, steps taken, calories burned and stats of that nature, allows you to play music, and get notifications.

What do you find interesting about it?

The thing that I always found interesting about the device is that it could operate by itself with no connection to my phone, so I didn’t have to run with my phone and was able to just sync it up afterward and see all my information from the run. Another thing I found interesting was that there was still a huge amount that you could do on the device, but the interface was not cluttered at all. It had a series of scrollable menus that never had more than 2 items on them to keep clutter down and make it easy to click on a small screen. Granted it could be a little difficult to find what you were looking for with all the menus while running, but it was easy to read and uncluttered once you found it.

How does it meet the best practices in terms of UI design?

According to the Android Developers UI design I think Fitbit does a pretty good job in implementing their user interface on the device. They focus on one or two tasks rather than a full app experience by eliminating a ton of stuff that you wouldn’t be able to focus on while exercising anyway. It helps people complete tasks on the watch within seconds to avoid ergonomic discomfort or arm fatigue – if you know where in the menus the item is located. It considers which actions are appropriate for the device, keeps content on your watch relevant to the user, and is designed for slow connections and offline use cases, such as exercising and commuting.

Android Developers. (n.d.). UI design. Retrieved from https://developer.android.com/design/ui/wear/guides/foundations/design-principles