

Purposeful Design

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- Approaches to Designing
- What do prototypes prototype?
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Purposeful Design: Elements, Form & Interactions





“Hello,
I’m EVE!”

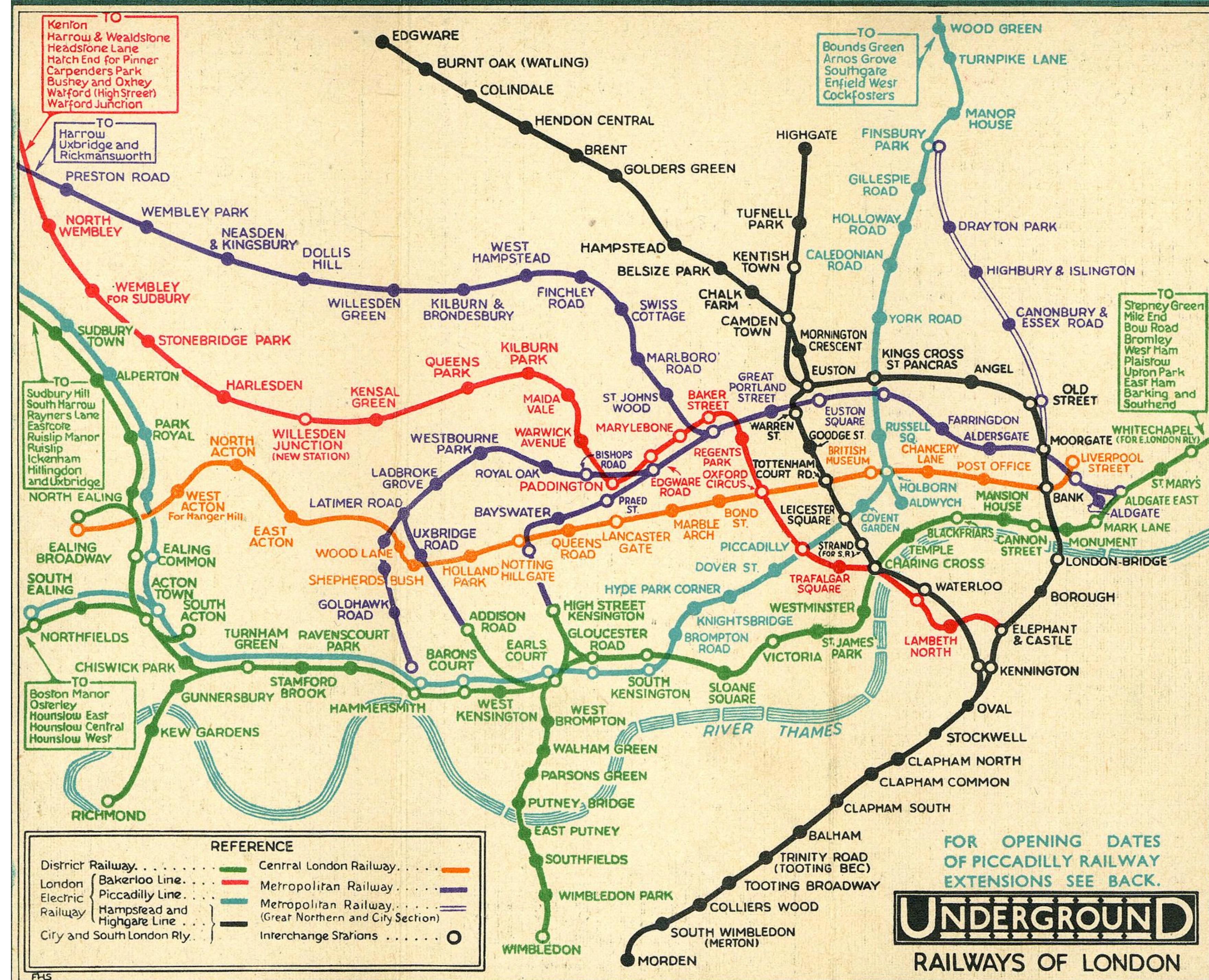


EVE^{cube}



EVE^{P.T.}

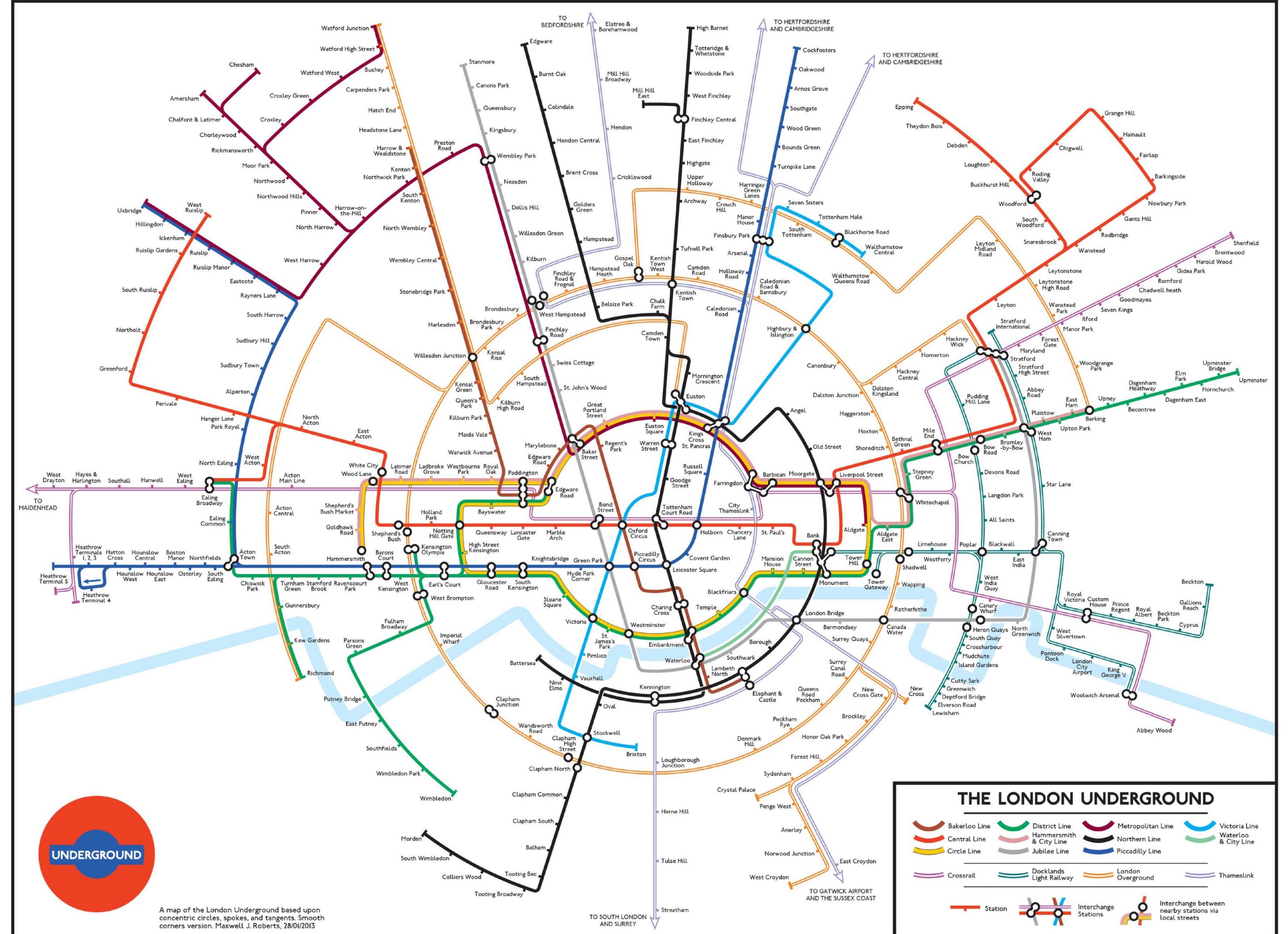


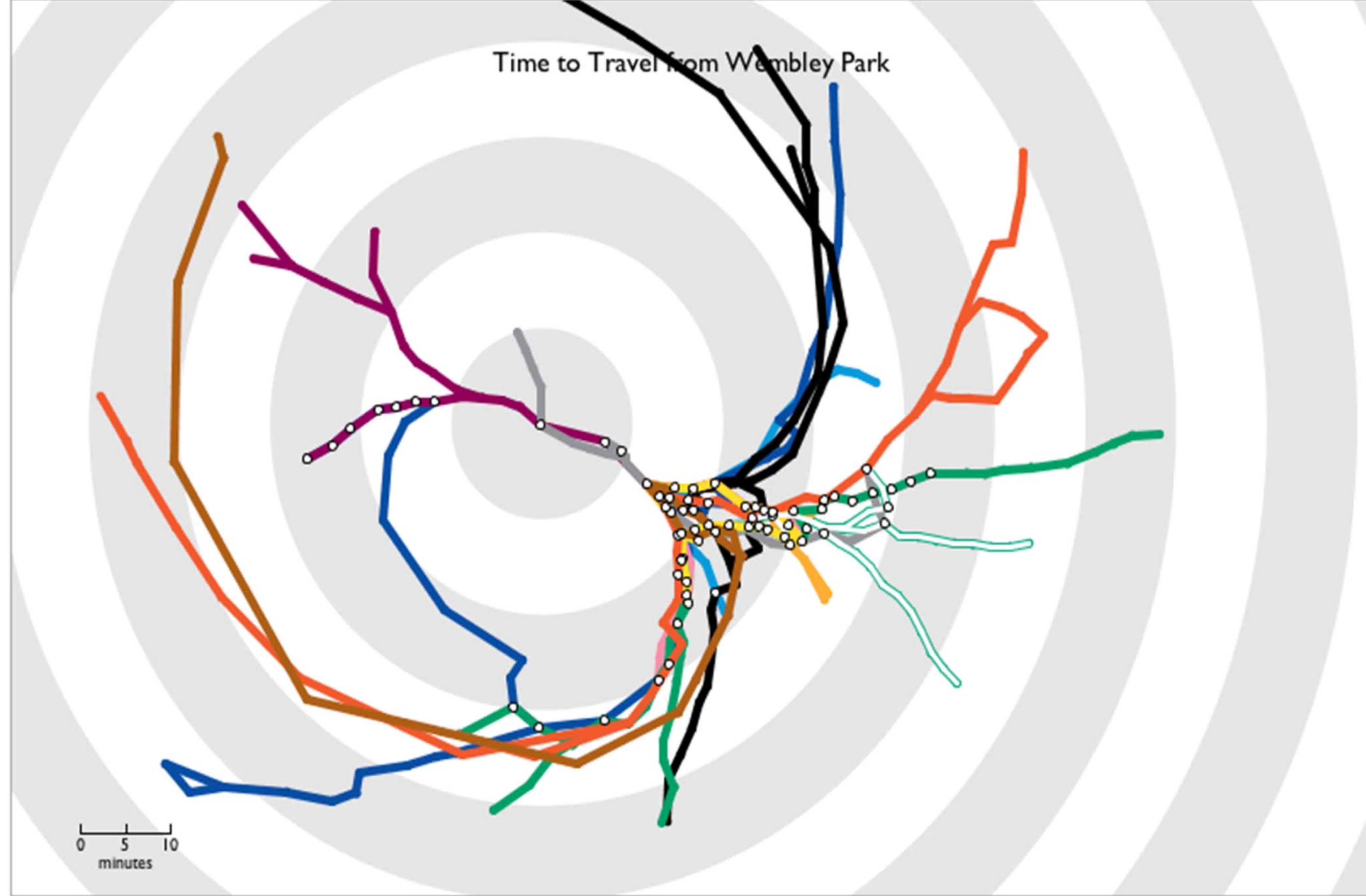






What could the next evolution of metro map look like?











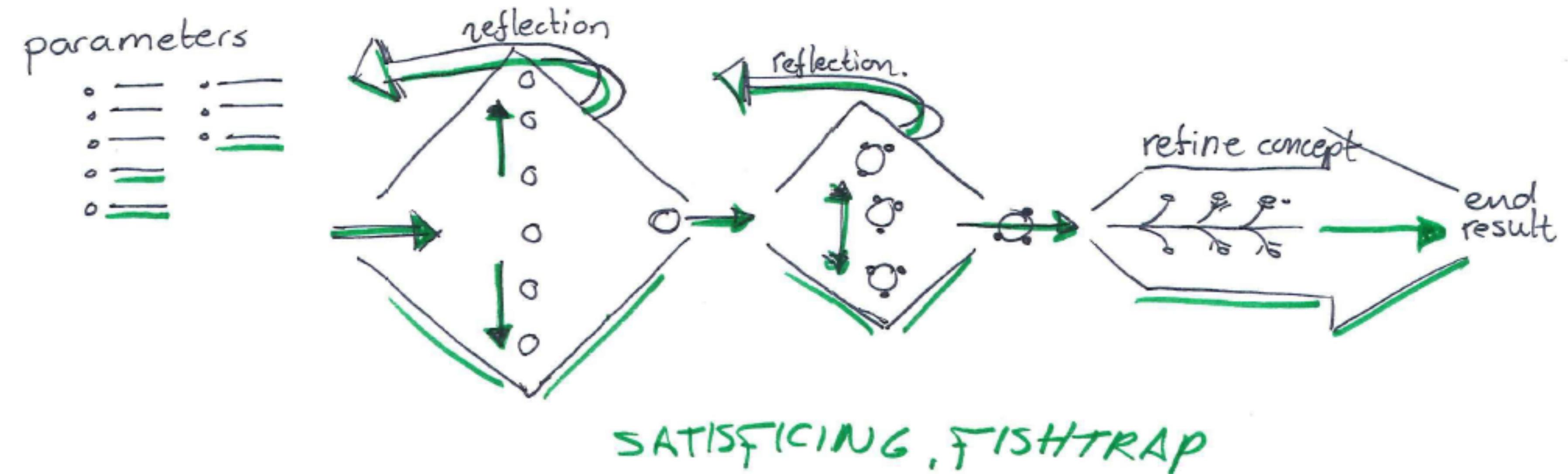
Please enjoy Slack responsibly.

– Your friends at Slack



Approaches to Designing

Design an insulin pump to be used by children



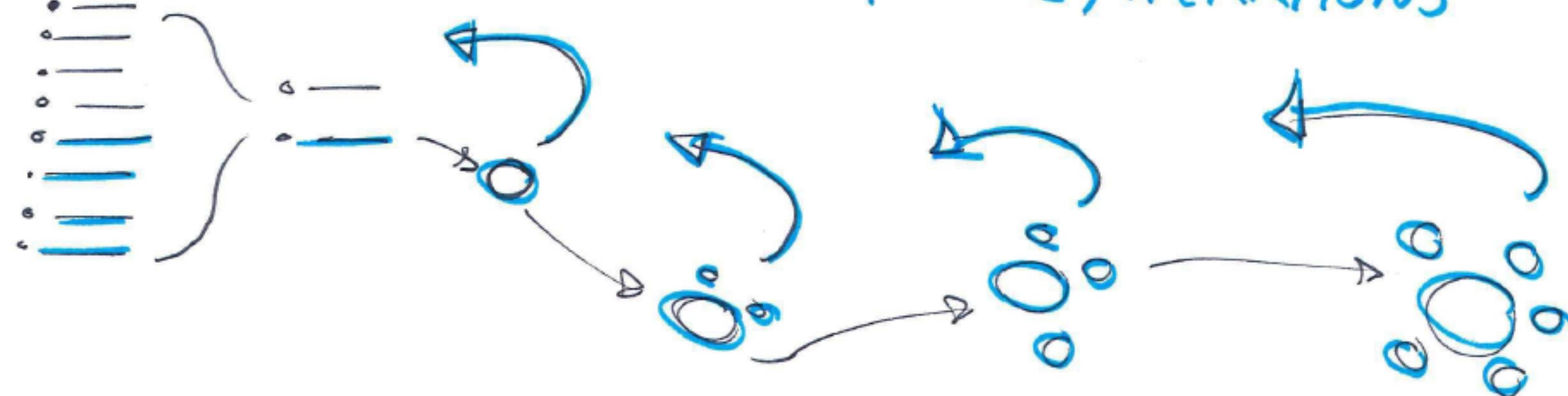
Systematic Approach

Design brief summary.
parameters

- := :=
- := :=
- := :=
- := :=

Heuristic Approach

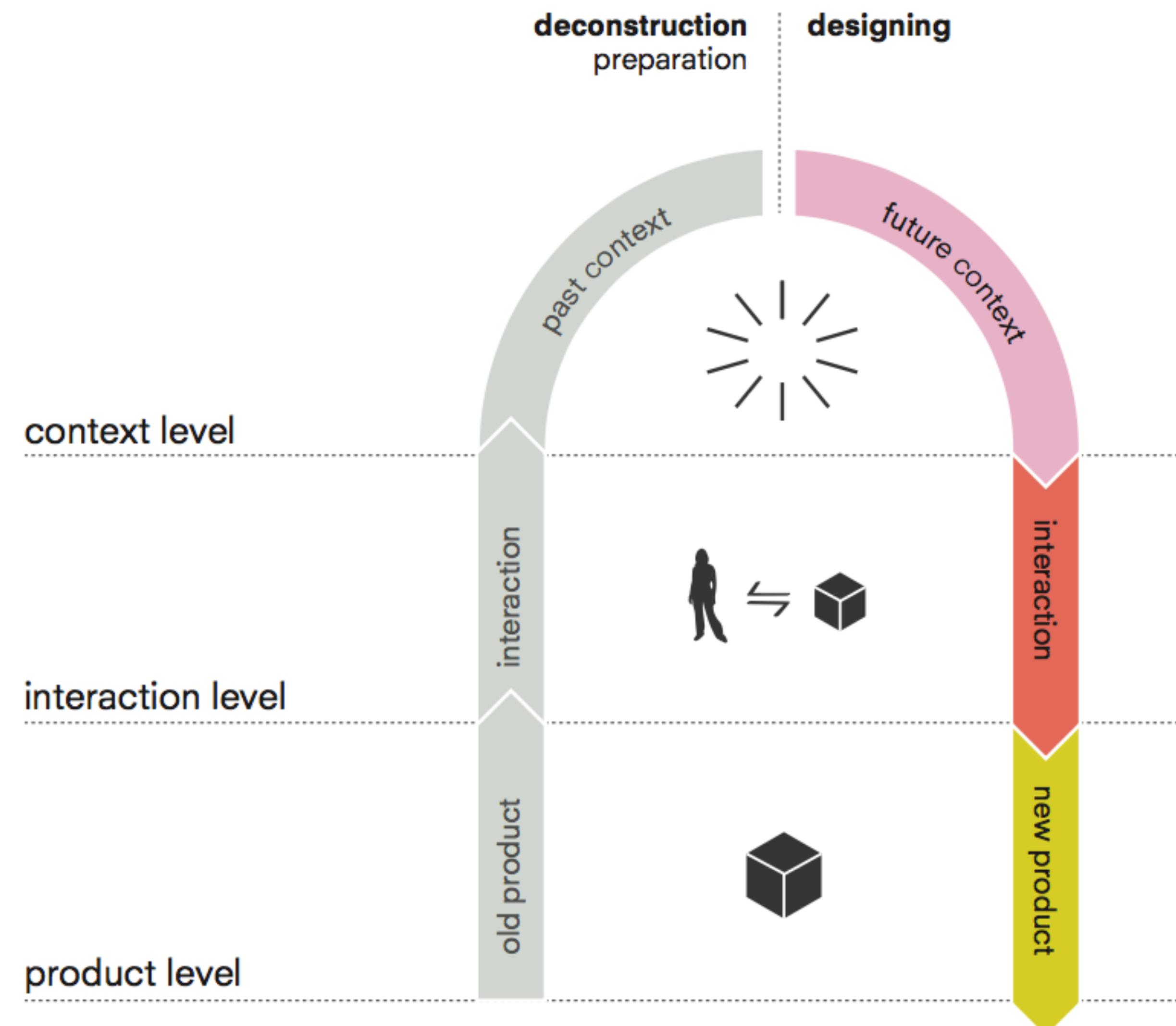
SATISFICING, ITERATIONS



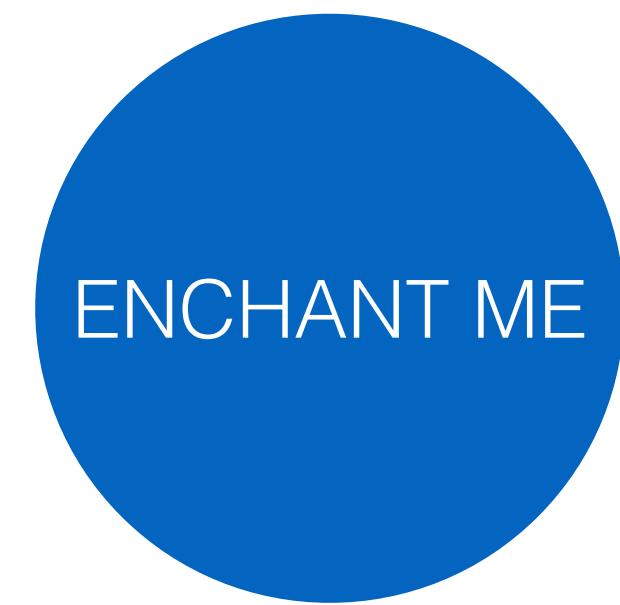
Morphological Chart

Moment indicator [reminder]	ring	vibrate in pocket	light up bracelet.	SMS MESSAGE	ALARM. BLUETOOTH.	WATCH.	BRACELET.
SETTING BLOOD SAMPLE	regular.	GLOVE	DIARY. WITH TOUCH POINT 4 HAND.	finger bracelet	on top of device.		
FEEDBACK.							
	pretty much same as moment-indicator.						
follow-up Action.	different colors. color coded actions integrate with use of light. • EASY TO TEACH. • GREEN / RED known.	sound feedback. music-like. poly-foon-tones.	smileys on LCD instead of NO. ☺ ☹ mg. not.	DIARY CONCEPT COULD MAKE IT STORY-WISE. FEEDBACK - LAST CHAPTER. A. DO THIS B. WALK HOME.	APP 4phones. "TALKING TOMCAT". PET. TAMACOTCHY.		
	USE COLOR CODED TREATMENT AS WELL. Blue → DO I Green → DO II.						
	MEANS COLOR DEVICES AS WELL.						

Vision in Design (ViP)



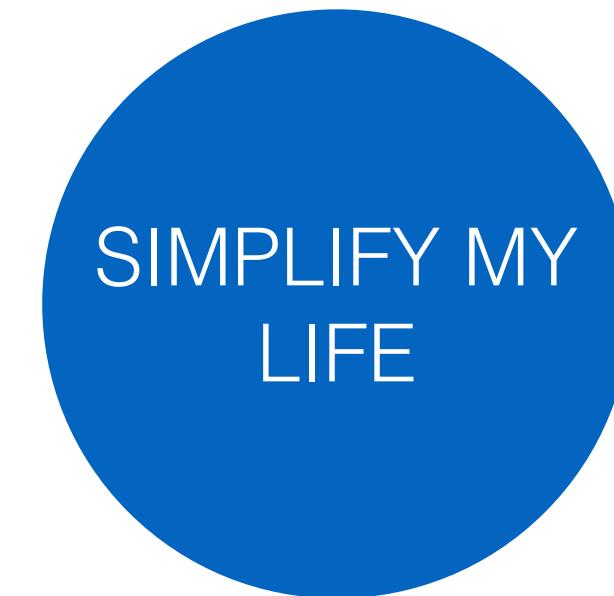
Design Principles: Android



Real objects are more fun than buttons and menus

Delight me Surprising ways

Get to know me



I should always know where I am

Keep it brief

Only show what I need when I need it



Make important things fast

Give me tricks that work everywhere

Sprinkle encouragement

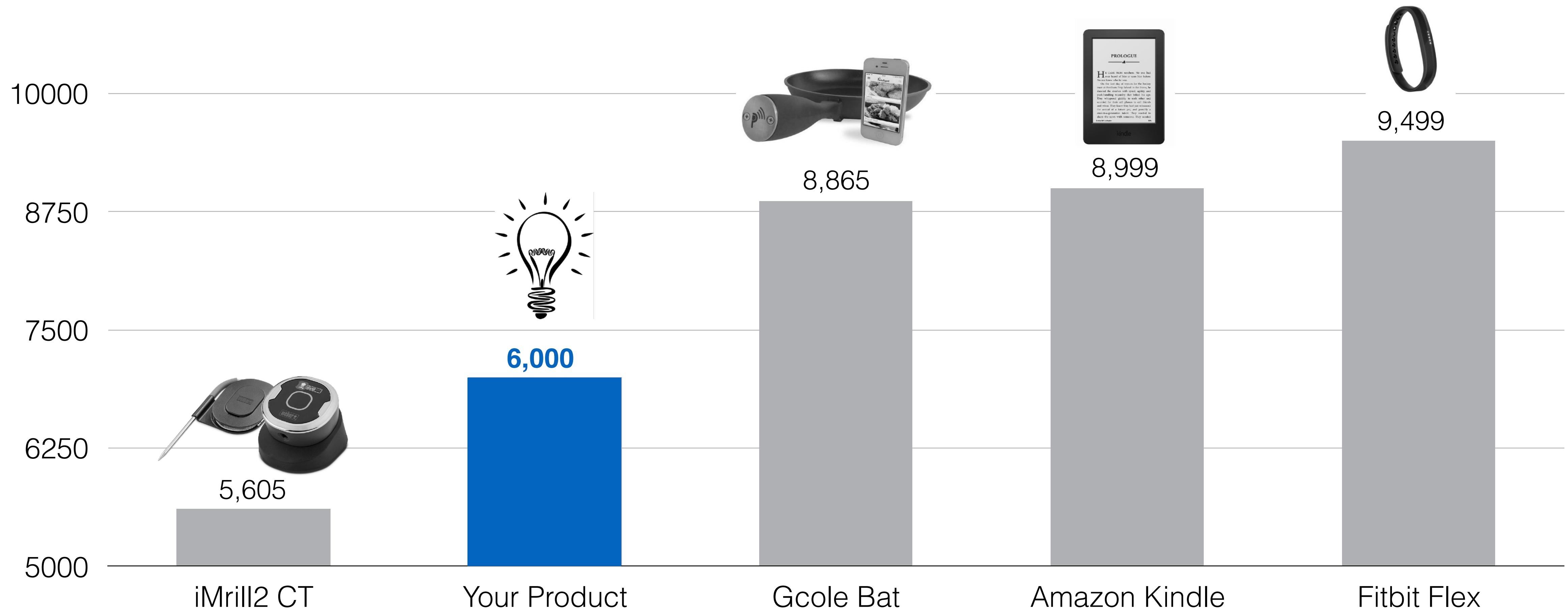
Product Requirements

-
-
-
-
-



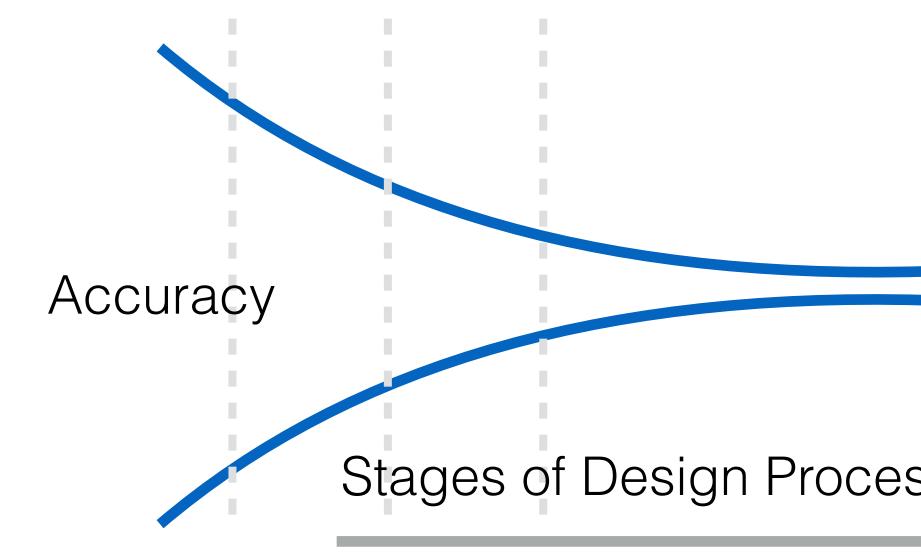
Product																																						
Description																																						
Key Features	1 2																																					
Specifications	<table border="1"> <thead> <tr> <th></th><th>Value</th><th>Basis/Evidence</th></tr> </thead> <tbody> <tr> <td>Capabilities</td><td></td><td></td></tr> <tr> <td>Capacity</td><td></td><td></td></tr> <tr> <td>Expected frequency of use per week</td><td></td><td></td></tr> <tr> <td>Typical duration of use per use</td><td></td><td></td></tr> <tr> <td>Total run-time per week</td><td></td><td></td></tr> <tr> <td>Power Source</td><td></td><td></td></tr> <tr> <td>Product Life</td><td></td><td></td></tr> <tr> <td>Warranty</td><td></td><td></td></tr> <tr> <td>Target BOM Cost</td><td></td><td></td></tr> <tr> <td>Target Volumes (Y1, Y2)</td><td></td><td></td></tr> </tbody> </table>						Value	Basis/Evidence	Capabilities			Capacity			Expected frequency of use per week			Typical duration of use per use			Total run-time per week			Power Source			Product Life			Warranty			Target BOM Cost			Target Volumes (Y1, Y2)		
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Design Considerations	Subsystem	Design Intent	Risks/Constraints	Target BOM	Components	Material																																
Customer misuse conditions / worst case scenarios	1 2																																					
Safety	1 2																																					
Regulatory Compliance/Certification	1 2																																					
Benchmark Products																																						

Price Benchmarking



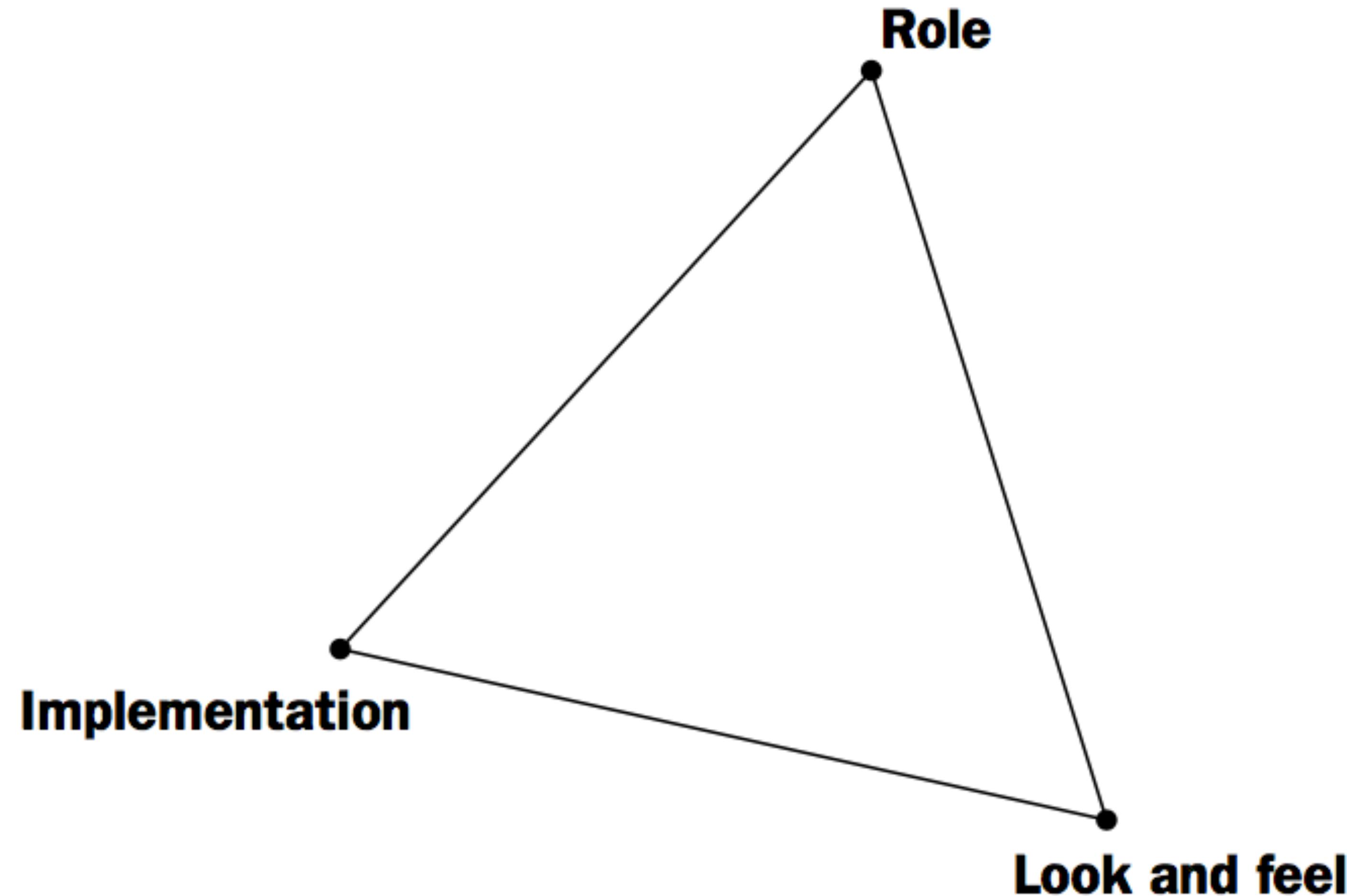
Bill of Materials

Bill of Materials														
Part name	Part number (File name)	Qty	Expected Properties	Material	Volume (cubic-mm)	Density (kg/cu-m)	Weight (g)/Unit [W]	Material Cost (₹/kg) [M]	Unit cost (₹) [C = W*M]	Process	Process Cost (P)	Unit cost (₹)	Cost (₹)	Remarks
Hex Rod	HHG-Hex-Rod-Aluminium	1	Torsional strength, Corrosion resistance	SS316	2166.75	8000	17.33	250	4.33	Standard 1/4 inch Hex rod and the tip is turned and parting done.	1.54	6.67	6.67	Assuming Rs.50 higher since GAD doesn't trade grade.
Bush	HHG-Bush-Nylon	1	Abrasion resistance, Low Friction, Bearing property	Nylon 6/10	221.44	1400	0.31	230	0.07	Injection Moulded	1.54	0.11	0.11	
Grinder Stone	HHG-Grinder-Stone-Alumir	1	Abrasion Resistance, Ability to maintain the cutting edges, Corrosion resistance	SS316	26316.6	8000	210.53	250	52.63	Machining / PDC / Investment Casting	1.54	80.97	80.97	
CAM Window	HHG-Clip-left HHG-Clip-Right	1	Transparent, Scratch Proof, Anti-fogging	PMMA	44.62	1190	0.05	180	0.01	Injection Moulded	1.54	0.01	0.01	
Top Lid	HHG-Top-lid-Acrylic	1	Transparency, Chemically inert, Stiffness	PC	7423.23	1190	8.83	200	1.77	Injection Moulded	1.54	2.72	2.72	
CAM Knob	HHG-Grinding-surface-back	1	Abrasion Resistance, Soft edges,	ABS	612.97	1070	0.66	200	0.13	Machining / PDC / Investment Casting	1.54	0.20	0.20	

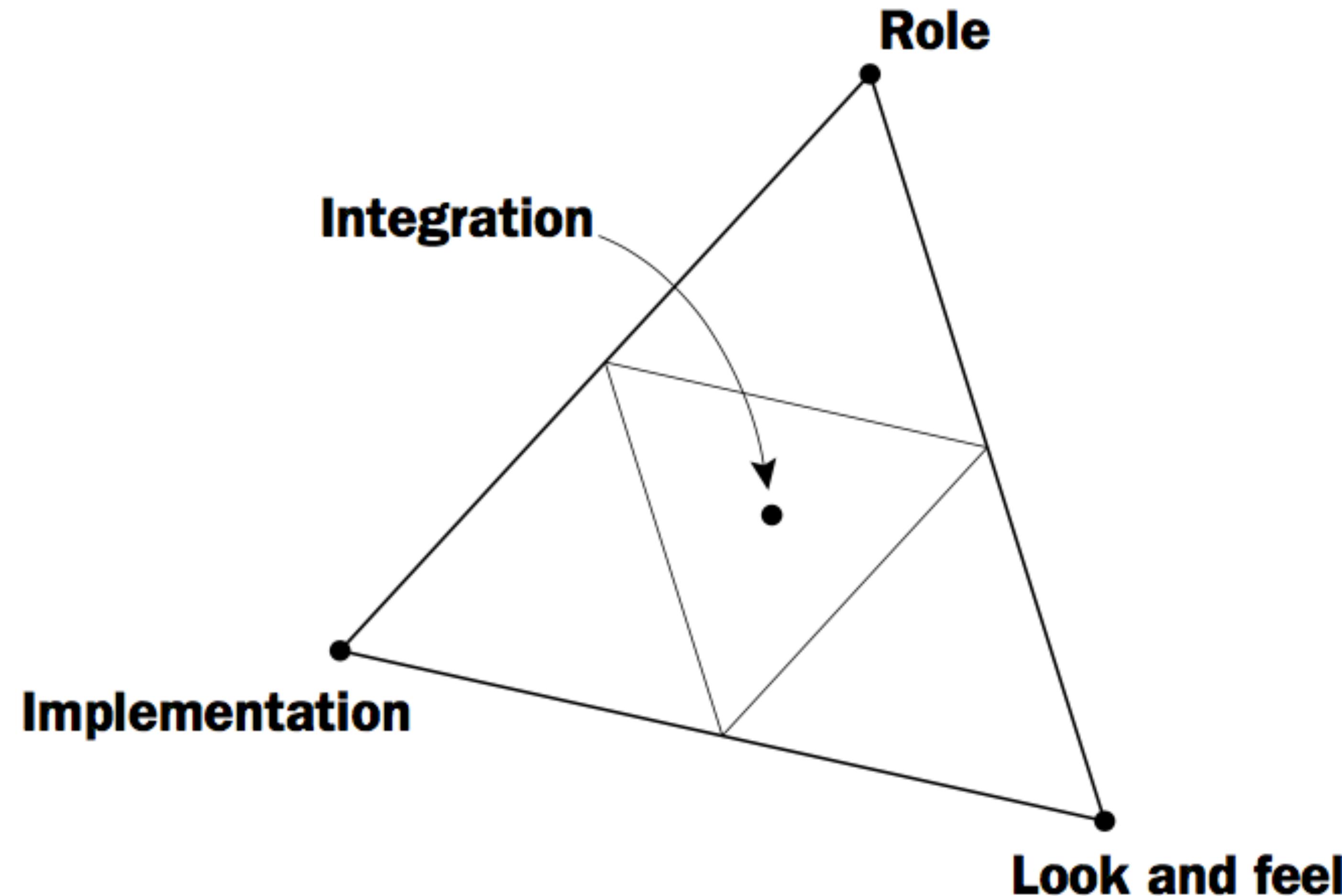


What do prototypes prototype?

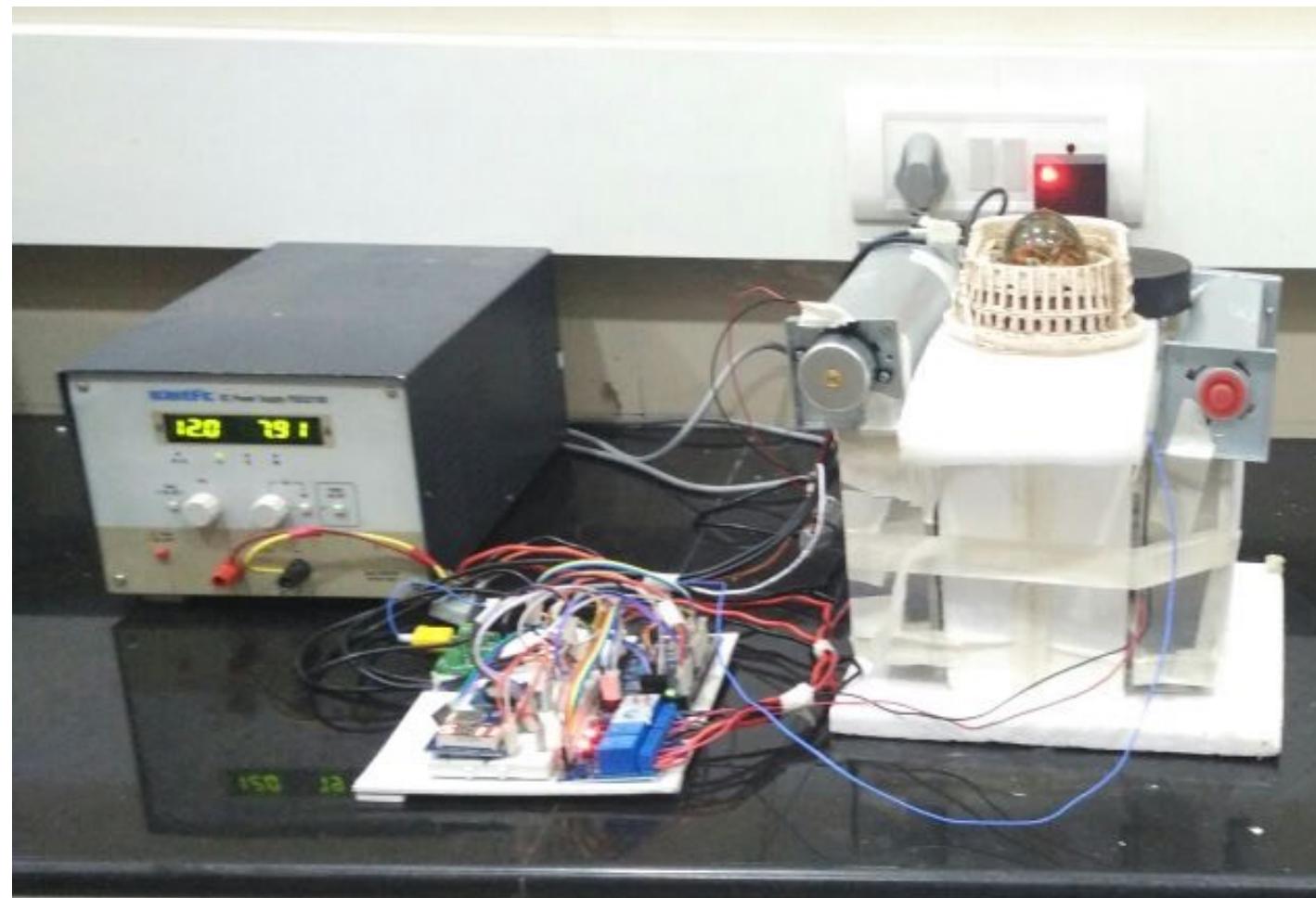
A Model of What Prototypes Prototype



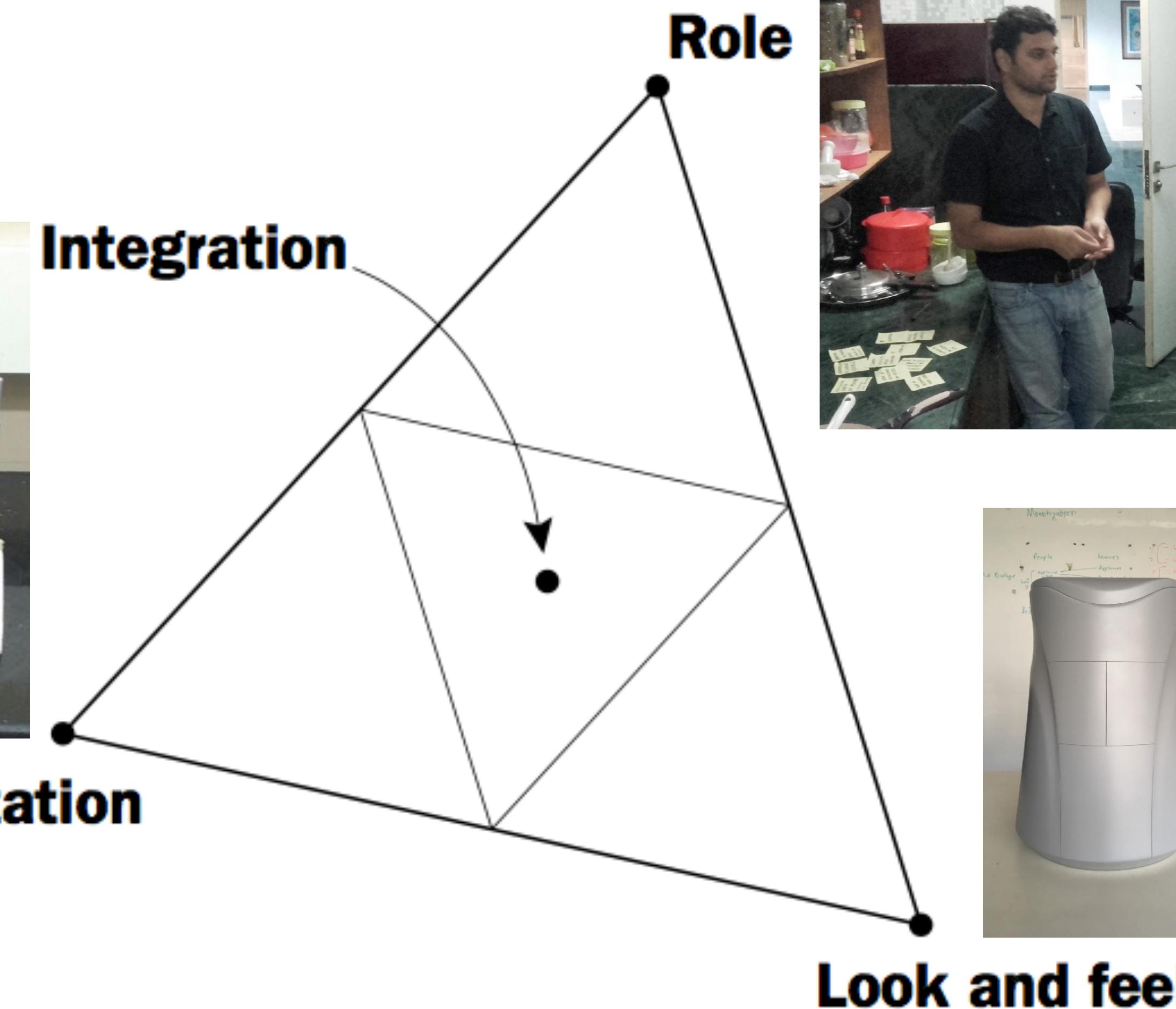
Four Principal Categories of Prototypes on the Model



Four Principal Categories of Prototypes on the Model



Integration



Implementation



Look and feel

Physical + Digital

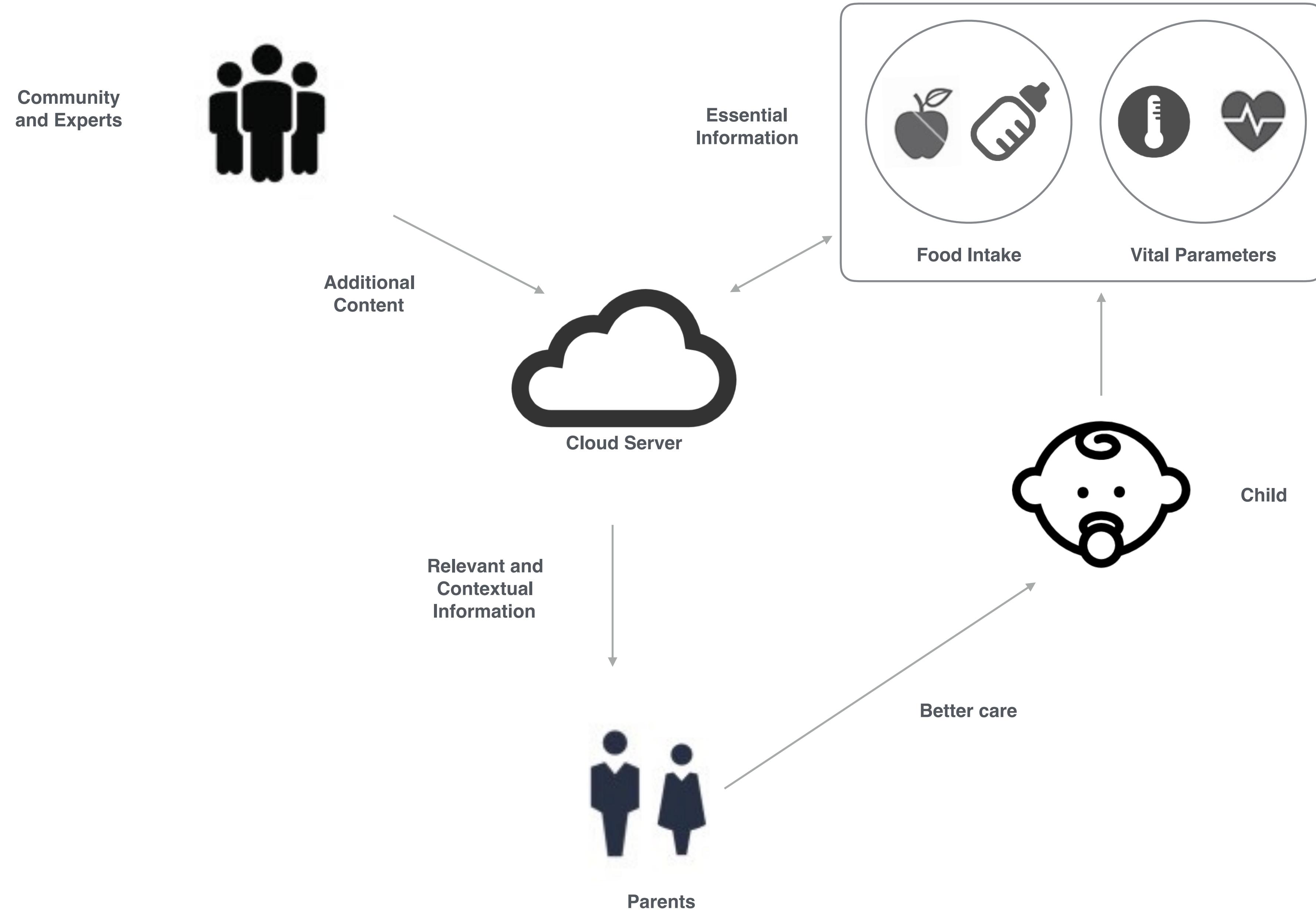
“ The future is already here – it's just not evenly distributed.



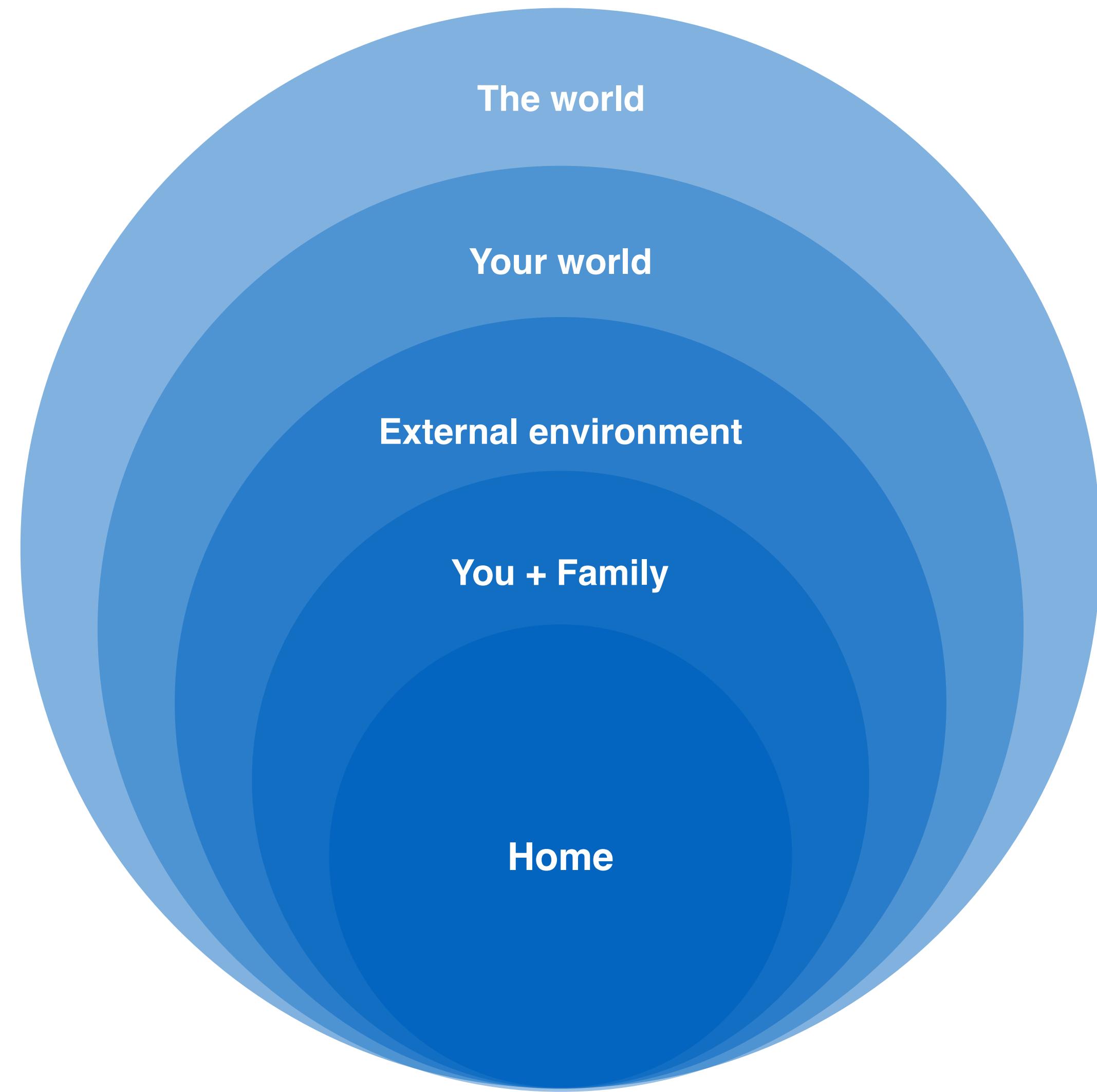
William Gibson
Father of the cyberpunk sub-genre of
science fiction

Baby Food & Water Monitor





Connected Consumer Products



How is UX for IoT Different?

- Functionality can be distributed across multiple devices with different capabilities
- The focus of user experience may be in the service
- We do not expect internet-like glitches from the real world
- IoT is largely asynchronous
- Code can run in many more places
- Devices are distributed in the real world
- Remote control and automation are programming-like activities
- Complex services can have many users, multiple UIs, many devices, many rules and applications
- Many differing technical standards make interoperability hard
- IoT is all about data

Connect to my product



Connect to my world
through my products



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