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October 23, 2014

2g: Design Review

Our group decided to choose the tasks of tracking users' liquid intake, and remind users to drink water. We choose these two tasks because they are the most fundamental tasks for our design and are about collecting and allowing reflection on personal information. For the final design, we merged all our three previous designs together, taking the best aspect from each of them. We are going to focus on creating a mobile application, but we included the design of smart bottle that has a built-in sensor built. The bottle can detect users' liquid intake (type, amount, time), and can have other indicators and displays. Most importantly, the bottle will push the liquid intake data to the users' mobile app, which will be the main interaction with users. This design best suits our target users for two reasons. First, users do not always have to manually log what they drink; the bottle can automatically push the data to the mobile app. Since our target users are normally busy during the day, this design can save them time and record more accurate data. Second, users can have better interactions and user experience with the mobile app. Most of our users are tech-savvy and carry smart phones with them. The mobile app can interact with users in a smart and friendly way, and allows them to check on their drinking progress and data visualization at any time.

Below are our storyboards for the two tasks we choose with our design:

Tracking Liquid Intake Over Time

Convenient Reminders to Drink Water