

# Human-Computer Interaction

## Design

### 1 URL

#### 1.1 For app:

<https://www.figma.com/file/F05nQ7MIRvwhizt9G8Rcya/Group-work?node-id=0%3A1>

#### 1.2 For album preview:

<https://www.figma.com/file/F05nQ7MIRvwhizt9G8Rcya/Group-work?node-id=23%3A402>

### 2 Task 1: “Create a new photo album and play it on the frame.”

Design Fiction: While on holiday, Bob took several nice photos using his camera phone. He really enjoyed his holiday and wants to put some of the photos where he can see them every day. Thankfully Bob recently bought a digital photo frame which allows him to display pictures. So he decides to create an album from his holiday and set it to play on his photo frame. To start, he launches his digital frame app. After logging in and clicking 'My frame', he then chooses 'Add Photos' which allows Users to create albums based on their photos or videos. After that, he creates his own album by choosing several of his favorite photos. Finally, he can get access to this album and sink into those photos which can help him to recall those memorable moment during the holiday.

Design reasoning paragraph: In this designing, every photos are lining up either in row or column. This is the result after applying the principle of proximity. Meanwhile, all the photos are designed to have the same size, compared with the function buttons. This is the result after applying the principle of similarity. Proximity and similarity can help user easily distinguish between function buttons and the photos.

### 3 Task 2: Remotely add a photo to someone else's frame.

Design Fiction: Alice recently started as a University student in Edinburgh. She wanted a way to stay connected with her family back home. So before leaving she bought them a digital photo frame that allows her to remotely add pictures to their photo frame. She recently walked up Arthur's Seat in Edinburgh and took a nice picture. She would like to put it on her family's photo frame. So she opens her phone's photo frame app and logs in successfully. By clicking the option 'My Family's Frame' then 'Add Photos', she now can select photos she wants to share by

creating album. Then, she clicks the button of Add to Album and finishes the process of sharing photos.

Design reasoning paragraph: Design reasoning paragraph: In the page of sharing photos with family, photos are clustering into certain categories. This is the principle of proximity. Also, when users select the photos, the selected photos will turn into dark colour. This is the use of figure/ground. By differing the brightness, user can get a clear view of which photos have already been chosen.

#### 4 Task 3: Remotely add a reminder to someone else's frame:

Design Fiction: Ben's father recently got a Type 2 diabetes and need to take medicine regularly. Meanwhile, Bob's father somehow has slightly amnesia and always forgets to take medicine on time. So Ben bought his father a digital frame aiming to share photos as well as reminding him to take medicine on time. To begin with, he launches the app and logs in as usual. After that, he selects 'My Family's Frame', which should be the destination of the reminder to be displayed. Then, Ben chooses the section of 'Reminder'. To add a new reminder, he clicks the 'add button' at bottom and edits the title, description and the date. Thanks to those simple steps, Ben successfully creates a reminder and Ben's father will get a notification on his frame when clock moves to his daily medicine time.

Design reasoning paragraph: In this designing, the principle of balance and alignment is applied. The arrange of reminder frame is a symmetric design, which creates balance through equally weighted elements aligned on either side of a center line. Also, when user click the add button below, the pop up dialogue will not overlap the exist reminders. Which will give the user a comfortable visualisation

#### 5 Task 4: find locations of others

Design Fiction: Jack recently fell into a relationship with his new girlfriend Alice. Luckily, they both love travel and photography. They share photos regularly but somehow they want to know more about each other as well as the

photography. For example, Jack wants to know where the landscape is when Alice sends those mythical photos. Also, for safety reason, Jack wants to share his location with Alice when he is in an adventure to the deep mountain. So Jack recently bought a digital frame aiming to share photos with Alice and to share location as well. To begin with, Jack launches the app and logs in as usual. He then selects 'My Frame' and click the function of 'Find me'. After coming into the 'Find me' page, he can decide whom can see his location and whom else can't. By clicking the pin mark, he makes his location seen by Alice.

Design reasoning paragraph: In this designing, the principle of black and white has been used. The whole page is based only on white and black. Black and white have high contrast with each

other and will make the content more recognizable and legible. Also, the map is designed by using the principle of dark colour on the light colour. This issues the contrast between elements. This can also be seen a form of figure/dark.