**Interaction Design Lab – Week 02**

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These days, timepieces (such as clocks, wristwatches, and so on) have a variety of functions. Not only do they tell the time and date, but they can speak to you, remind you when it’s time to do something, and record your exercise habits among other things. The interface for these devices, however, shows the time in one of two basic ways: as a digital number such as 11:40 or through an analog display with two or three hands—one to represent the hour, one for the minutes, and one for the seconds.

This in-depth activity is to design an innovative timepiece. This could be in the form of a wristwatch, a mantelpiece clock, a sculpture for a garden or balcony, or any other kind of timepiece you prefer. The goal is to be inventive and exploratory by following these steps:

1. **Think about the interactive product that you are designing**

* **A type of watch like a smart watch.**
* **Five potential users** **and ask them what they would want**

|  |  |  |
| --- | --- | --- |
|  | **Design** | **Function** |
| Officer work | Round surface  Watch chain: leathur  analog display | Called, messaged, care about heath, read some doc. , display quality picture |
| Gymmer | Square surface  Watch chain: plastic  Digital number | Called, messaged, monitor health, waterproof |
| Business man | Square surface  Watch chain: leathur  analog display | Called, messaged, care about heath, read some doc. , set up the meeting |
| Student | Square surface  Watch chain: plastic  Digital number | Called, messaged, care about heath, read some doc. , display quality picture, exchange music |
| Taxi Driver | Square surface  Watch chain: plastic  Digital number | Called, messaged, monitor health, exchange music |

* **List of requirements for the watch**

For the design and function

+ waterproof

+ show the time and date

+ have a wallaper screen

+ monitor health status (heart rate measurement, jogging steps ...)

+ appointment notification

+ open door ( could be connect with smart door and press some number, interchange the key)

+ Trans music (connect bluetooth with phone)

* **Some usability criteria and user experience criteria based on the definitions in Chapter 1**:

+ Easy to use: because the watch will display the time by digital number

+ provide an enjoyable experience – we can set up the meeting time or notification, we can open door if you use the smart door connected with the watch ( its interchange for the key)

1. **Look around for similar devices and seek out other sources of inspiration that you might find helpful. Make a note of any findings that are interesting, useful, or insightful**

* Miband is my inspiration.
* The Miband screen isn’t as curved and this should offer better protection from scratches. It also supports 6 different sport modes like indoor running, outdoor running, exercise, swimming, cycling, and walking.
* Compact and waterproof design are some of the interesting designs that miband owns

1. **Sketch some initial designs for the timepiece. Try to develop two distinct alternatives that meet your set of requirements**

|  |  |
| --- | --- |
| **Design 1** | **Design 2** |
| Appearance | |
| Like a lace, bracelets can be worn on both wrists and ankles. | A real watch with a huge face |
| Surface: glass, long | Surface: glass, square |
| Watch chain: plastic | Watch chain: leather |
| Color: pink, black, purple, orange | Color: black, grey/black, blue navy, blue/black |
| buttons: 1 button on each side | Button: 1 button on left, 2 buttons on right |
| Digital number (with the time at the bottom and the day, month, year at the below) | Analog display (with two or three hands—one to represent the hour, one for the minutes, and one for the seconds) |
| Waterproof | Anti-scratch tempered glass |
| Function | |
| show the time and date | Show the time and date |
| have a wallaper screen |  |
| monitor health status | Monitor health status |
|  | Appointment notification |
| Trans music | Open door (could be connect with smart door and press some number, interchange the key) |

1. **Evaluate the two designs by using your usability criteria and by role-playing an interaction with your sketches. Involve potential users in the evaluation, if possible. Does it do what you want? Is the time or other information being displayed always clear? Design is iterative, so you may want to return to earlier elements of the process before you choose one of your alternatives**

For the Design 1: its follow the sporty trend and suitable for student, labourer, man/women, especially athlecs, gymmer. Because, this design compactness, convenience, comfortable feeling. People wearing this watch will feel more active, creating a sense of youthful, full of life, safety. This watch display about the time, date, even more the monitor health, or we can open or trans song we want.

For the Design 2: talk about this design, its in favour success. This watch suitable for business man or office worker. The watch is designed in an elegant style, suitable for office workers, successful. There are more new features:

+ We can open smart door at the house or company by the secret number when we lost your key).

+ We can read the document or see more picture.