Part 1: Needfinding

I. Interview One

My first interview was with a middle-aged man who serves as my supervisor for my job at UC Berkeley Residential Computing/Student Affairs-Information Technology. I decided to interview him because due to his job duties he has to bike around Berkeley daily to various different buildings. Thus, I thought he could provide me with valuable insight regarding wrist worn interfaces because biking is an activity where it is nearly impossible to simultaneously use your phone and perform the activity as well. Furthermore, as someone from the older generation, I thought he would have intriguing opinions about mobile devices. I was not disappointed, and we had a very fun and amusing interview. He stated that the last time he remembered not having his phone readily available but wanted to perform a task on it was when he was commuting to work (driving his car and then bicycling to the building where we had our interview). He usually keeps his phone in his pocket and he wanted to look at his phone to check his calendar and his messages, as being a supervisor means he is constantly in contact with several other people, but could not while driving a car or riding a bicycle due to safety precautions. Moreover, he stated that he could imagine performing these actions with a wrist worn interface touchscreen but it would not be as effective as looking at a phone because of his eyesight. If he wore a watch, it would require him to put on glasses as well to look at the screen which would defeat the purpose of minimizing the use of hands and freeing up his hands for other activities such as driving. So, he said a device such as a smartwatch could be useful to him in terms of alerts for phone calls or other similar notifications but not necessarily for in-depth interaction.



I. Interview Two

Part 2: Exploratory Prototyping

1. Smartwatch that alerts you depending on how traffic is (i.e., if heavy traffic ahead it will vibrate three times on your wrist)

2. Smartwatch that connects via Bluetooth to a headset in your ear or your car and will read you incoming messages or respond to a variety of different voice commands (i.e., read you your daily schedule if you say “schedule”)

3. Bluetooth connector to something you need to find (i.e. your car, keys, etc.)

4. Find your friends, so when your smartwatch senses that you are closer to another friend, it beeps/vibrates/otherwise notifies you

5. DJ smartwatch app, so when you are spinning on the decks you can use the movements of your hand to control things such as volume or lights based on your hand motions

6. Measure how many clicks you have done, useful for people like gamers and others who use a mouse extremely often and have a high chance of carpal tunnel

7. Fitness app that can sense how fast you are moving and play music with matching bpm

8. Safety app that can measure things such as perspiration and heart rate, when it reaches danger levels watch will tell you to confirm if you are in trouble, and also can put it into a “emergency mode” where if you do not respond within a certain time frame it will notify authorities

9. Restaurant shuffling app, uses your location and picks a good restaurant around you via app such as Yelp

10. Optimal time app, will notify you when you should sleep or eat depending on parameters you set (weight loss, 8 hours of sleep etc.)

11. Dating app where it will notify you when another user is nearby, can set to setting such as “single and ready to mingle”

12. Calorie counter app where you just have to say into the watch what food you are eating

Favorite idea: #9, the restaurant shuffling app because this is something I would actually want to have around, as oftentimes when I hang out with friends we are super indecisive about where to eat and or do not know the area well enough, so this app would save a lot of time for us.