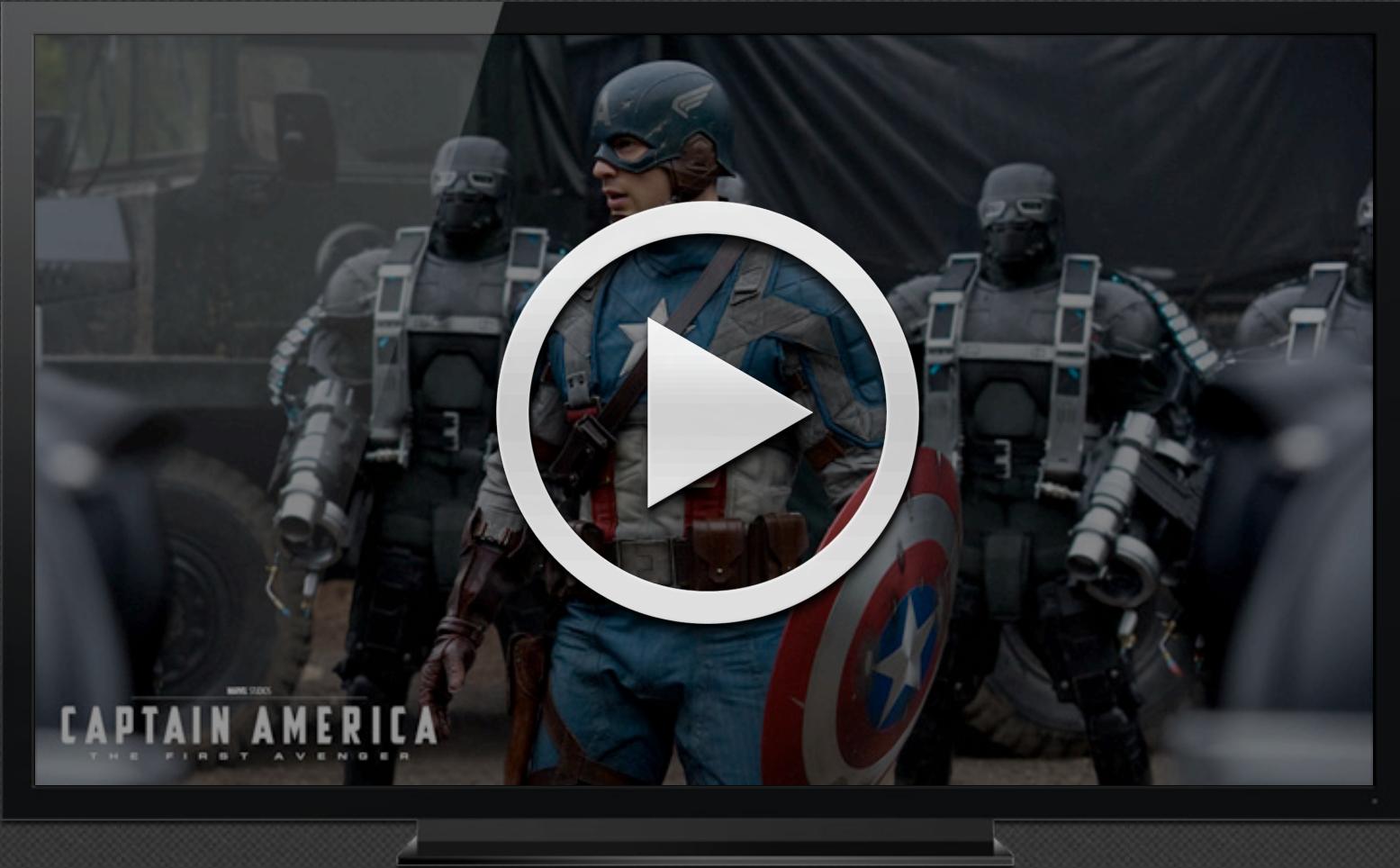


# YouMote

The TV that does what you want before you even ask for it



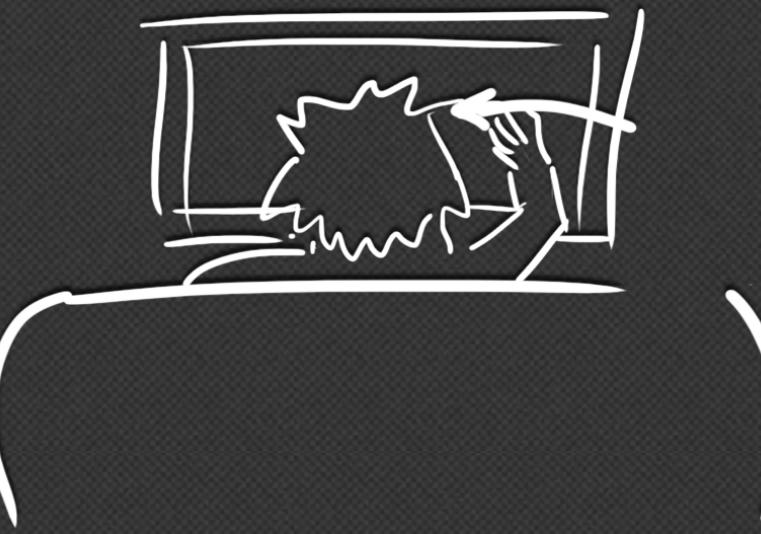
## PASSIVE POSTURES

We noticed that certain postures or actions are usually followed with a command. For example, when we see you **standing up or picking up the phone** we will go ahead and **pause your TV** for you.



## ACTIVE GESTURES

We would still like you to have the ultimate control over everything. You can **turn the TV on or off with an easy wave**, and **change the channel or adjust the volume with a simple swipe** of your hand.



## NEEDFINDING

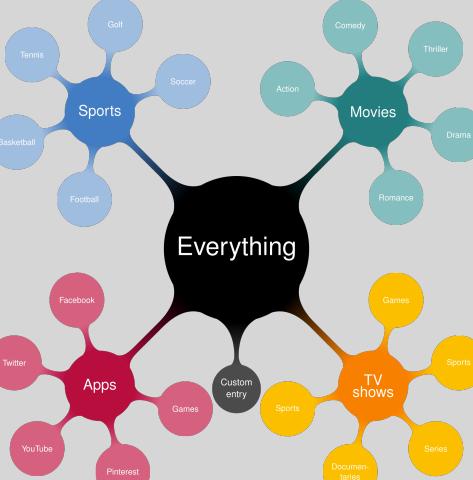
**We asked ourselves:** In which domains are gestures appropriate to use? What are we excited about?



**Then we asked others:** How might we make watching TV even more effortless? How might we take away the unnecessary button presses?

## PROTOTYPING

After testing personalized content recommendations, redesigned menu navigation, and gesture-controlled text input methods, we landed on our functional prototype: **a TV interface that responds to gestures you already do**.



## USER TESTING

An equal number of users liked and disliked each of active, passive and voice commands. Users had a low-tolerance for the TV wrongly guessing what they wanted to do. Both of these **led us to offer redundant and override commands**.

