



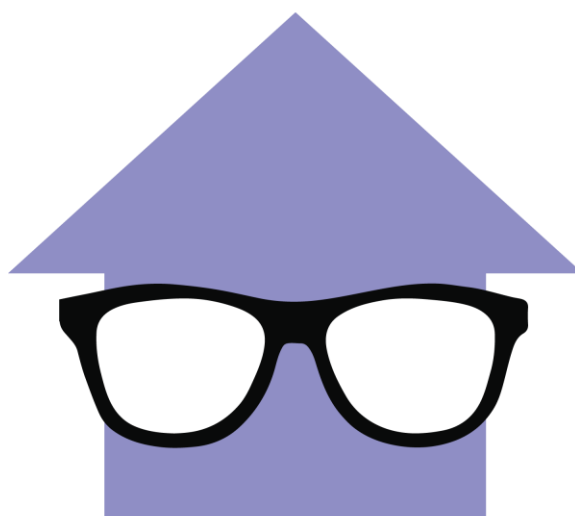
FACULDADE DE
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Smarter Hub

Stage 1: Project Proposal



SMARTER HUB

Realizado por:

49544, Nuno Morais
47592, Marta Carlos
47651, Leonardo Correia
47554, Jorge Alves

Lab class Nº P1

Professor:

Teresa Romão

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Problem Description

Many times, you're in a rush to get somewhere and to just leave the house, but there's still so many devices to turn off and to deal with in many divisions of said house. Or, even worse, you just left the house and realized the stove was on, what will you do?

Imagine when you're trying to cook a nice, tasty meal, but you still must keep an eye on your children while they're playing in the backyard. The struggle to manage both situations can be tough to handle.

When you're really air headed and just can't remember where you put the tv remote, but your mom keeps nagging to turn the volume down.

Many problems that derive from these types of situations can be called simple and mundane problems, but everyone has had the misfortune to deal with them and lost their precious time on them (and we all know time is money).

Target Users

We want to make our product accessible and easy to use for most people, so we're aiming it to people from all ages and different backgrounds, as long as they have smart appliances which can connect to our system.

Problem Goal

Every day, more and more devices are connected to the internet, the goal is to make use of this increasing technology and use it to control your house without being physically present. Smarter Hub aims for excellency and efficiency: with a simple and intuitive interface, users will be able to better manage their time and effort.

With Smarter Hub, a click will be enough to plan your house chores and executing multiple of those at the same time. It will also help reducing how many of the house devices are uselessly turned on, being one click away from solving that problem.

Smarter Hub will offer its' solution with an interface that offers its' users the ability to map their house's blueprint and let them place/register devices from the house's each room/division. To each object, a personalized control panel will be displayed. This control panel will display the object's state and possible actions (per example, if it's a light, then the options will be on and off).

Improvement over other designs: Atmos – Super Home 2.0

What's good about their design?

Atmos – Super Home 2.0 is a device that offers the control over your house smart devices. It lets the user control the lightning, climate control and entertainment. Super Home 2.0 crosses off the need to have multiple applications for each type of smart device, the user just needs their Super Home 2.0 device and it can offer the means and ways to make the user's home a smart home.

What's bad about their design?

Atmos sells their product by saying it's high security because you need the user's voice for anything to work, even though it is an advantage, it is also their step back. Super Home 2.0 needs the user to be physically present. Smarter Hub oversteps this need and lets the user take control of their smart house any time they want, where they want.