

SaferZone

Design Spec

Kassandra Franco, Nitya Krishna Kumar, Soham Hinduja

Table of Contents

- I. Introduction/Preface
 - *Problem Statement*
 - *Existing Solutions*
- II. Design response - Architecture
 - *Site Map*
 - *User flow*
- III. Design Response - Application Path Flow
 - *Safewalk*
 - *Call*
 - *Find Friends*
 - *Nightride*
 - *Nightwalk*
 - *Report Incident*
- IV. Storyboards
- V. Visual System
 - *Typography*
 - *Color Scheme*
 - *Iconography*
- VI. Limitations
- VII. References
 - *Google maps, Apple maps, SafeZone*

Introduction

Walking late at night in U-District is a challenging task. The low visibility, abundance of homeless people who may be violent sometimes, overuse of drugs, and limitation of pedestrians make it extremely hard to navigate. Over 960 counts of theft, 451 of burglary and 425 counts of assault have occurred over the past year in U-District. These are alarming numbers for an area that is supposed to be the home to around 50 thousand students studying at the University of Washington.

Based on statistics, personal experiences, and user interviews, along with concept visualization and prototype testing, we propose to:

- **Eradicate** the information gap between authorities and pedestrians and establish a transparent exchange of information
- **Enhance** user comprehension and understanding of data
- **Assist** users to find the safest route to a destination of their choice
- **Provide** a better way to visualize NightWalk and NightRide

SaferZone is a mobile application allowing users to visualize and utilize public safety information provided by UWPD, 911 incident reports, SPD dispatches. The app includes a live map allowing users to walk to their destinations using the safest possible route (based on a risk ratings calculated from past reports) and streamlines UW safety resources (NightRide, NightWalk, and helplines).

Existing Solutions + Their Issues

Currently at the University of Washington there are two main resources that are available to students to help them feel safe at night.

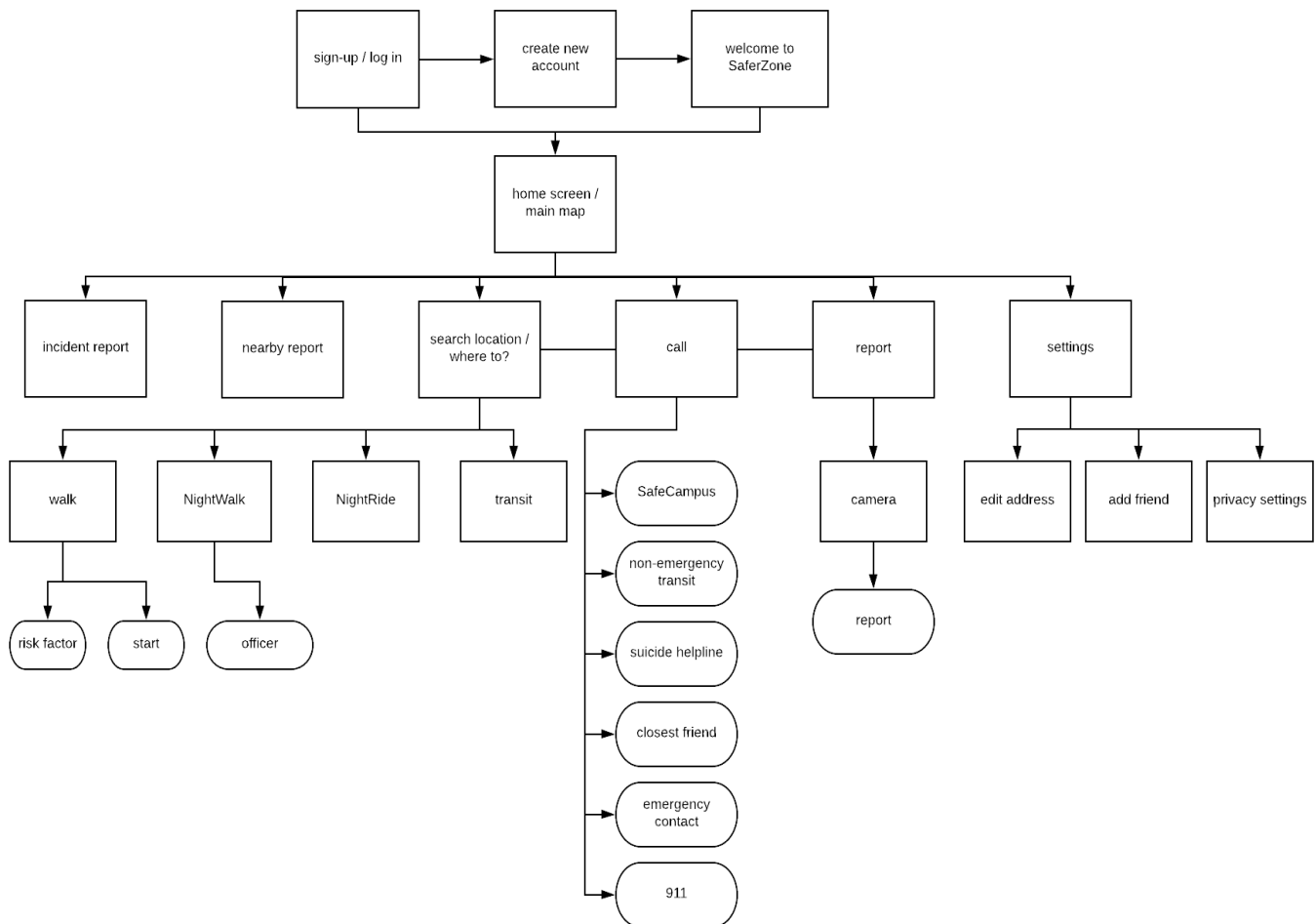
- **Husky NightWalk**
 - An initiative by UW Police employing uniformed security guards, between 6:30pm to 2am, as walking escorts to community members within the campus locations and the residential areas
 - Issues: issue with this service is that there is not much awareness of the phone number and it takes a lot of time for the guards to pick you up.
- **NightRide**
 - A U-PASS sponsored shuttle service for students, faculty, and staff allowing passengers to board from any one of eight on-campus stops and be dropped off at any requested location within the two shuttle zones.
 - Issues: There is no instant tracking of these shuttles, their timings and locations are hard to navigate and students have to adhere to the schedule of the bus which might make their 7 minute walk home into a 45-minute bus journey.
- **SafeZone**

- A customizable safety application that can be downloaded by individual institutions (such as universities), and utilized to streamline and cater their individual services. Used by UWPD.
- Issues: The alert system is very similar to the current text alert system that we have in place. The UW resources page just directs you to already existing UW web pages about the selected resource, which also aren't optimized for mobile use.
- For a student walking home late at night, there currently isn't any service that informs them of the safety of the area that they are walking through, or advises them to not take certain roads/alleyways that are prone to such events. Other than the UWPD text alerts, there is no immediate awareness software that give a live update on such situations in u district.

Design response - Architecture

Site Map

Design Response - Application Path Flow



Storyboards

Concept Name: SAFERZONE (walking home with a friend and calling 911 together)

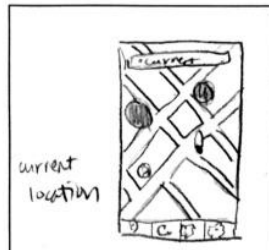
Group #: NIYA KRISHNA KUMAR, SOHAM HINDUST, KASSANDRA TRAPLO

Page: 1 of 1

Date: MARCH 3, 2019

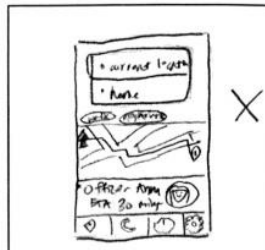


Lillian has been studying all day at Ode and is ready to go back at 1:25

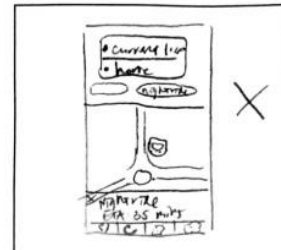


current location

She opens SafeZone



The closest NightWalk address is 20 mins away and she wants to get home soonest



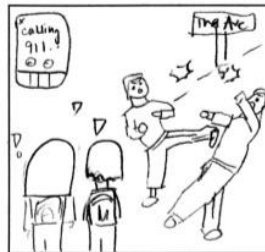
The next NightRide is 30 mins away



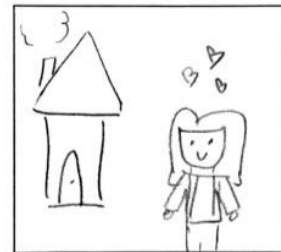
She decides to walk as SafeZone is giving her the best and safest path



SafeZone tells Lillian her friend Peter is also walking home and will be walking some of the similar path which makes her feel more safe



Lillian and Peter see 2 people fighting and so use the apps quick call feature to dial 911



Lillian gets home safely and is grateful for SafeZone

Concept Name: SAFERZONE (walking to a friend's place and reporting incident afterwards)
 Group #: NITYA KESHUK KUTHE, SOHAN BHANJA,
KARANDRA FRANKO

Page: 1 of 1
 Date: MARCH 3, 2019



Masua is alone eating her dinner



Her roommate calls, informing her about the time & place of their meeting as their assignment is due tomorrow



Masua encounters a fight across the street



She uses the app to call her friend who is also her friend-parent



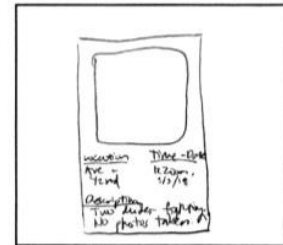
Masua's friend checks her location. As Masua is not from her friend and other group mates decide to walk towards her to meet up using her location on the app



Masua is thanked her friends have her location



Masua meets her friends and they now all feel safer walking home



Upon returning home, they use the app's report feature to report the incident hoping to inform others and ensure that they get a safer path home.

Visual System

- Fonts
- Colors
 - For more contrast, used a darker colored map
- Icons/imagery

Limitations

- Intended for udistrict pedestrians, particularly students
- Research is limited in that we only researched UW students

References

Google Maps, Apple Maps

- Maps feature
- However, safest path vs fastest path

Apple Maps

- Location search feature found at the bottom and uses less space unlike Google Maps