

A3: Prototyping

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Combined Point of View

Existing reminder apps fail to grab the attention of
the user at the appropriate location and time

Preliminary App Idea

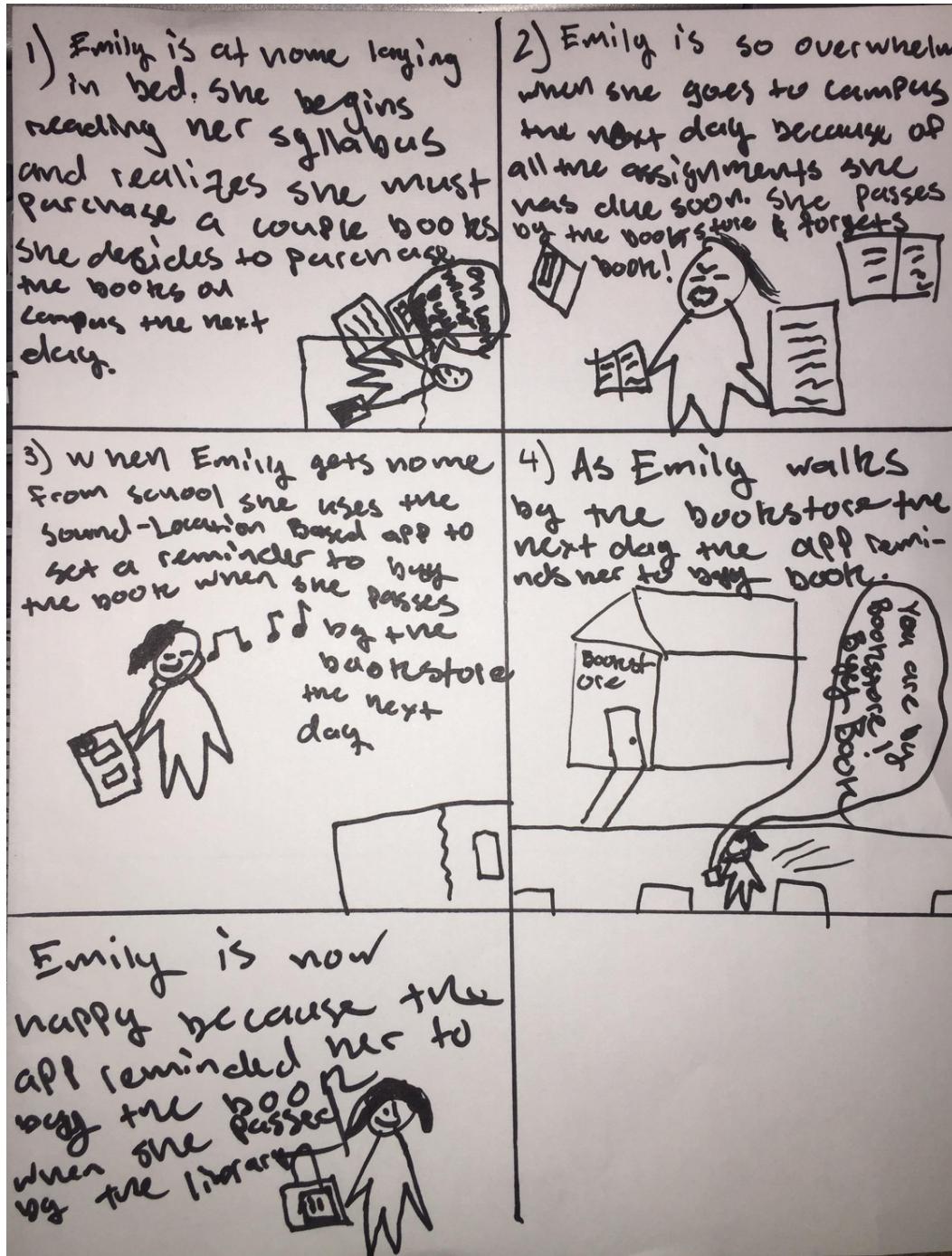
An application that can send out reminders
based on the user's physical location



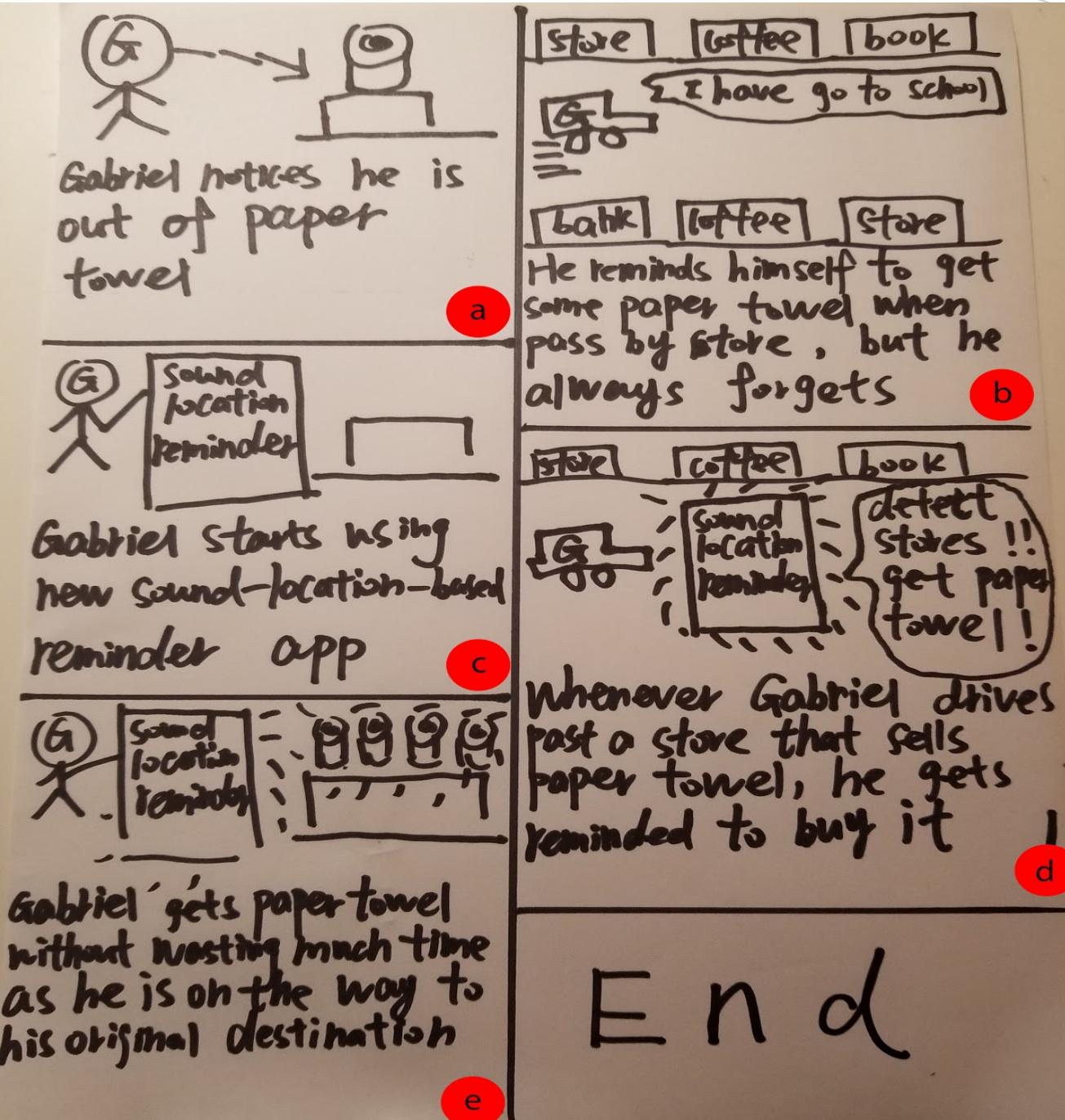
Storyboard



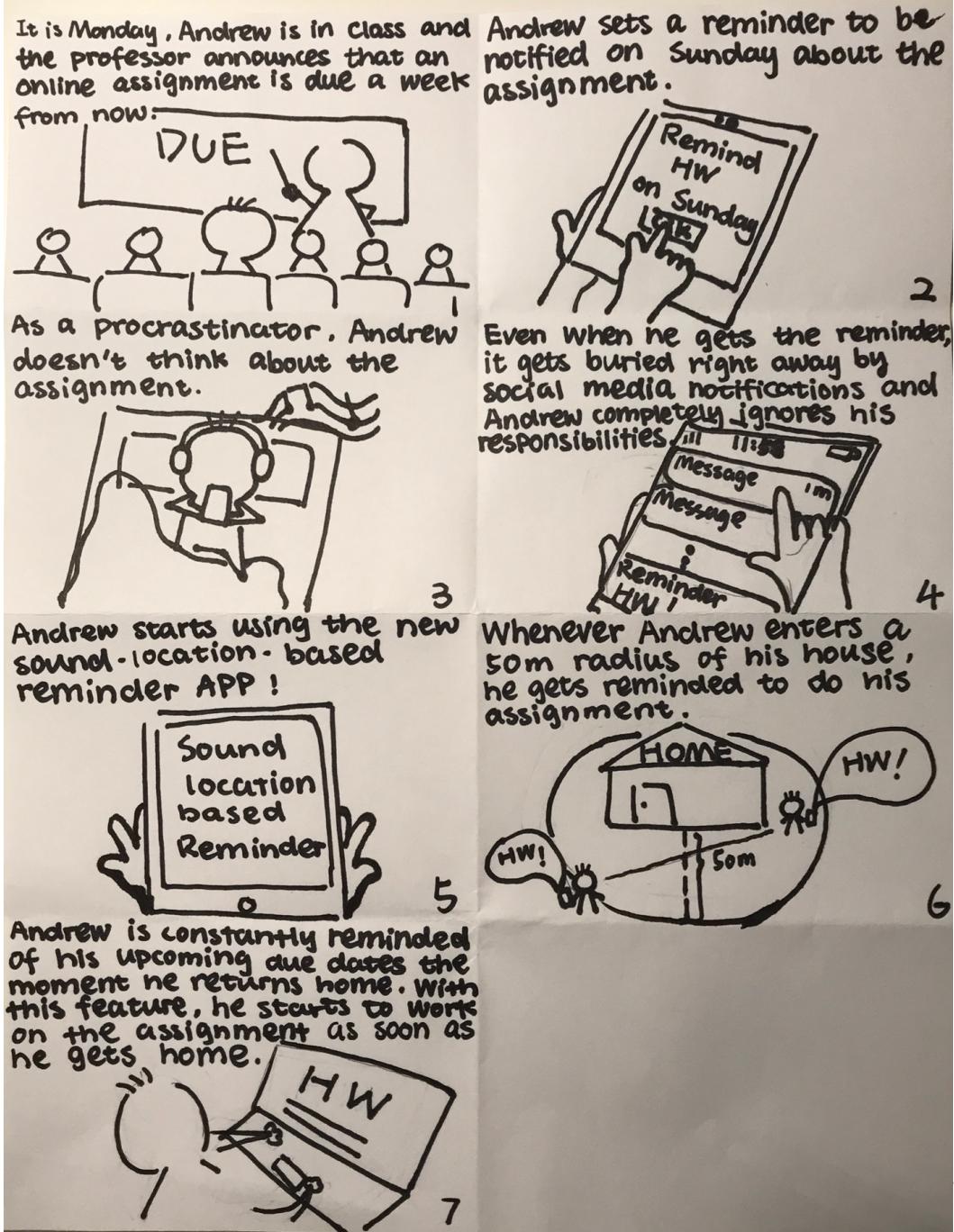
IDEA 1: Specific item + specific location

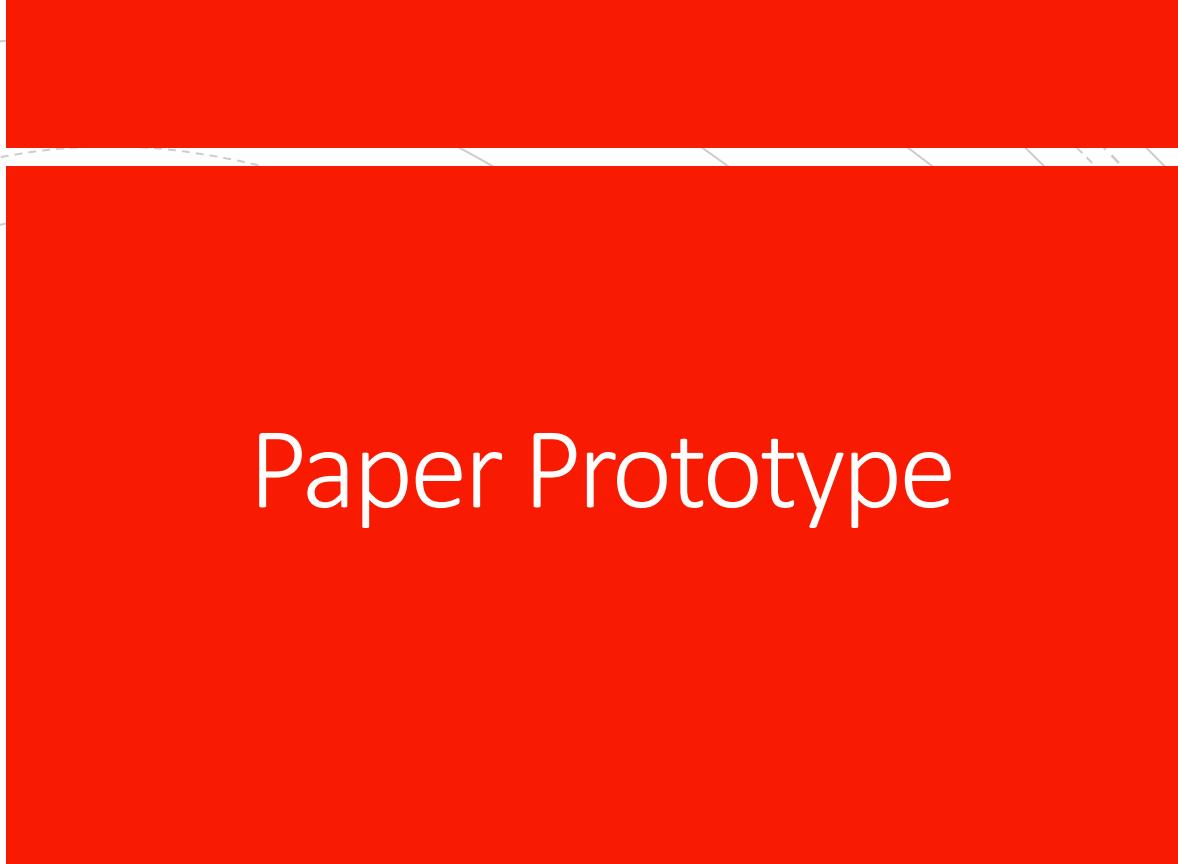


IDEA 2: Specific item + non-specific location



IDEA 3: Constant Reminder

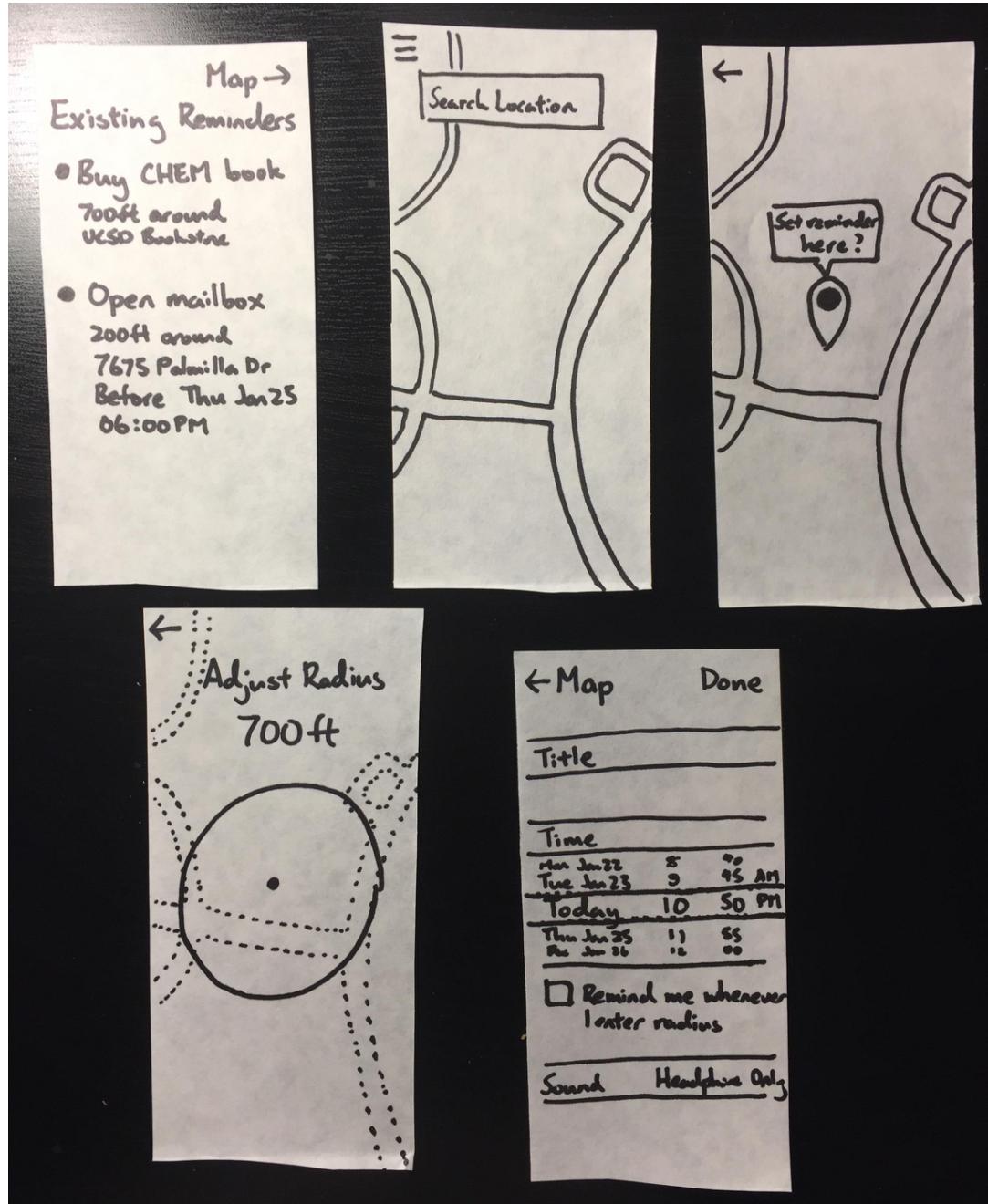




Paper Prototype



Map-based interface

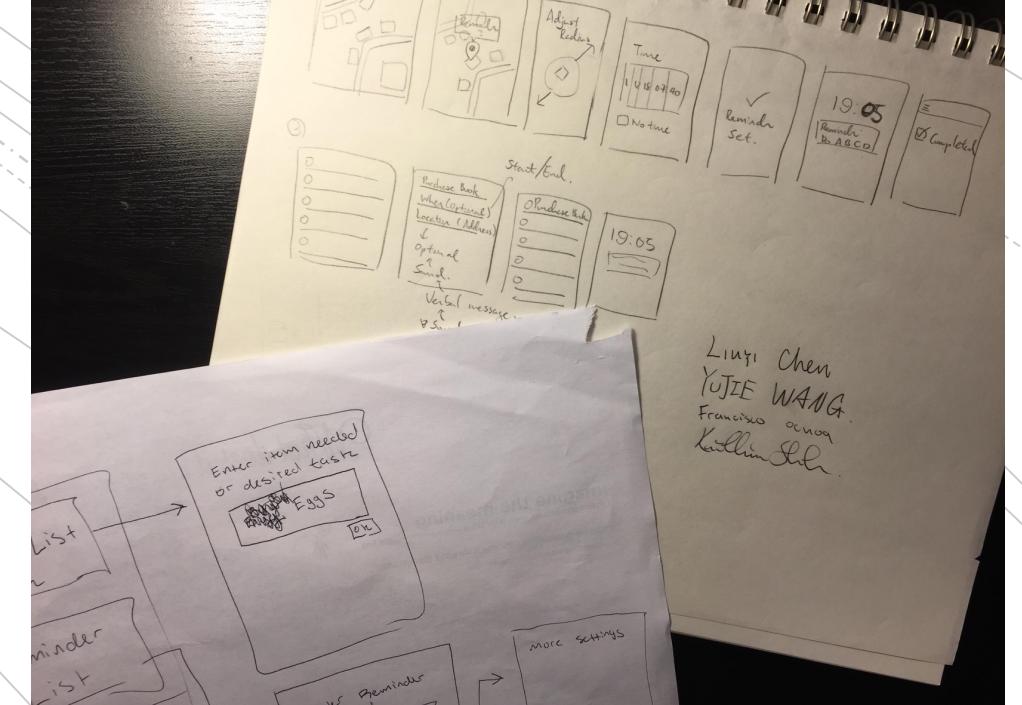


Text-rich interface

The image contains six hand-drawn sketches illustrating a mobile application's user interface:

- Top Left:** A list screen showing two reminders:
 - REMINDER • Buy CHEM Book (1)
 - REMINDER • Open mailbox (1)A large "ADD NEW" button is at the bottom.
- Top Middle:** An "Add new" screen for a "Need". It includes a note: "We will remind you when you're near a location selling the need".
- Top Right:** A "Reminder" screen with a note: "We will remind you at the specified location".
- Middle Left:** A reminder creation screen with fields for Title, Remind me at time, Remind me before, and No specified time. It also includes fields for Remind me at location, Sound, and Headphone only.
- Middle Center:** A "Select Category" screen showing icons for various categories like Grocery, Gas, Gift, Book, Tech, and Search, each with a selection checkbox.
- Middle Right:** A "Select" screen showing a search bar and a list of items with checkboxes:
 - A&F
 - Apple
 - Applebee
 - Babylus
 - Coach
 - Dean & Deluca
 - Forever 21
 - Gamerswom
 - Home Depot
 - Inc.
 - Japan Times
 - KMartSome items have checked checkboxes.

Brainstorming + Signatures



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