

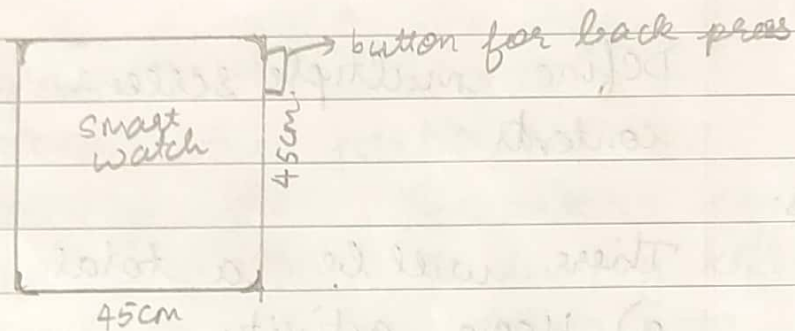
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Topic: Lab 8

Q. Design Microsoft meet interface for smart watch.

Ans. Assumptions:-



1.) Description of prototype:-

- (i) When the user opens the app, the home page will be displayed with all the teams.
- (ii) When a team is clicked, the ongoing meets will be displayed which will have the join button.
- (iii) When meet is joined, the meet activity will be displayed (to be discussed in detail.)

(iv) The user can access the chatbox activity only when the user is inside a meet.

(v) The user can also view the attendees or meet participants during the meet.

2) Define multiple screens and their contents.

Ans:

There will be a total of 5 activities

- a) Home activity
- b) Team activity
- c) Meet activity
- d) Participant list activity
- e) Chatbox activity.

a) Home activity.

Here the user will see one team at a time. The other teams can be accessed by the left/right buttons provided.

b) Team activity :-

Once the user clicks on a team, the ongoing meets in the team will be displayed in the same way we see on mobile app.

c) Meet activity.

When the user clicks on a join button in a meet, the meet activity will open. In the meet the user can access the participant list by swiping right. The user can access the chatbox by swiping left. The user can swipe down to control operations like audio, video, screen share and leave the meet.

d) Participant list activity

When the user swipes right in a meet, this activity appears. The user can see list of participants 3/4 at a time & can see whole list by pressing left/right buttons for navigation.

c) Chatbox activity.

This activity appears when the user swipes left in a meet. The user can scroll through the chat and type a message.

3) Controls to switch from one page to another.

Ans:

(i) One common control will be the back press where the user can go back to the previously accessed page. Note that the only exception is when the user leaves the meet, he/she cannot go back in the meet by pressing the back button on the side of the watch (assumption).

(ii) As discussed earlier, the user can swipe to access different pages when in meet.

a) Swipe left - Chatbox.

b) Swipe right - Participant list

c) Swipe down - Access controls for audio (mute/unmute), video (on/off) and screen share, leave the meet.

4)

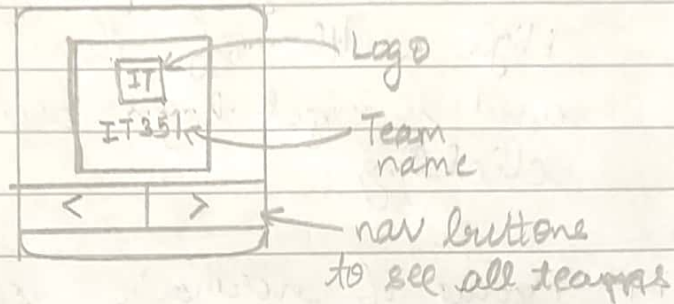
HCI guidelines used.

Ans:

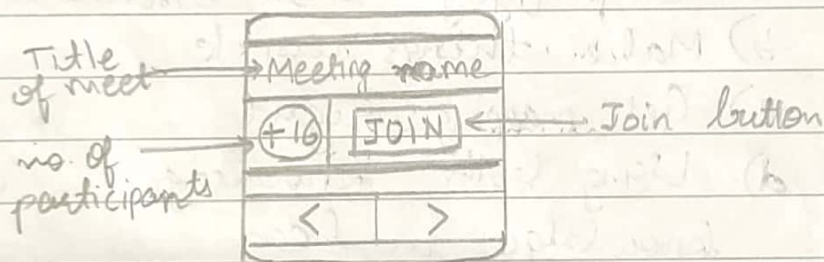
- (i) Fitts law has been used by keeping in mind the space constraints. High width of elements has been used to get higher accuracy while clicking.
- (ii) Many of Norman's seven principles have been considered like,
- a) Simplifying task structures
 - b) Make things visible
 - c) Get mapping right.
 - d) Using both knowledge in world and knowledge in head.
- (iii) Other general UI principles like visual appearance, standardization, simplicity, etc have been considered while designing the interface.

5) Hand drawn prototypes.

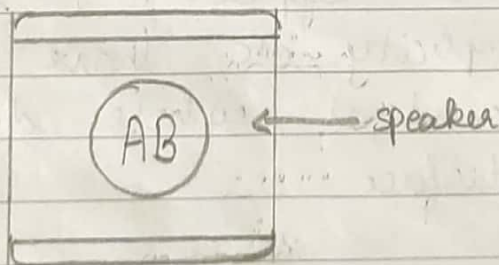
(i) Home page.



(ii) Team activity

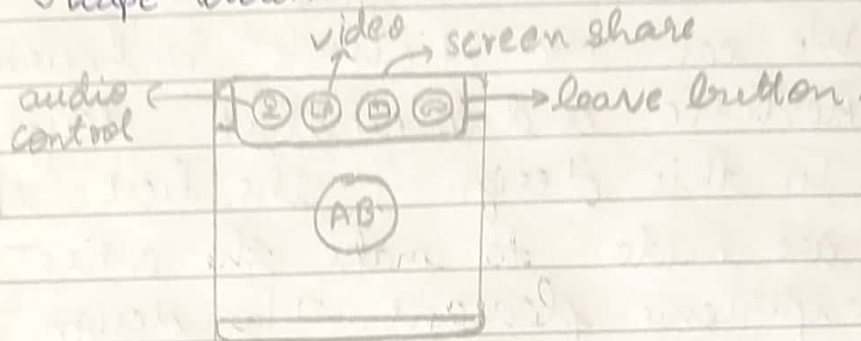


(iii) Meet activity

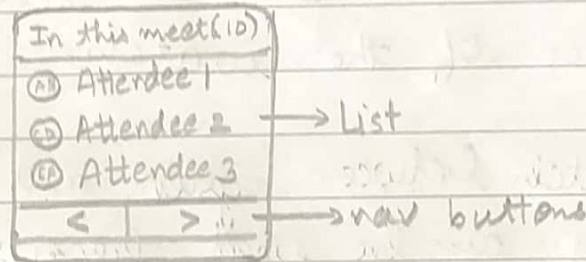


If someone is screen sharing, the screen will be shown instead of the person (speaker).

Swipe down:-

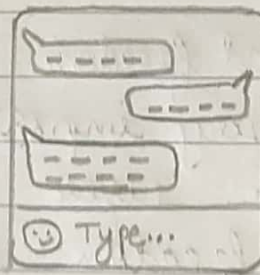


(iv) Participant list activity:- (Swipe right)

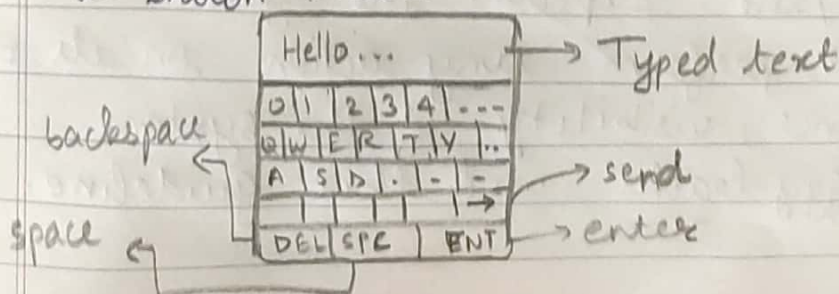


From page 2 onwards, 4 participants can be shown.

(v) Chatbox activity:



When typing a message, keyboard opens, as shown below



6) List 3 evaluation guidelines.

Ans. We can use Nielsen's 10 heuristics.

(i) Aesthetic and minimalist design:-

In this design, the best efforts are made to make the entire user experience pleasant. The design of interactive buttons is subdued and minimalist. This heuristic can be used here due to the small size of the watch.

(ii) Match between system and real world:-

This can be used because the design must be aligned with other ~~app~~ MS teams interfaces on laptop/android. There must be no surprises for the user.

(iii) User control and freedom

This is also very important in this context as the user must perceive to have the freedom to navigate and control the system in the way he/she expects. The system must not perform any action on its own. Hence, visibility of the system piggy-backs with this guideline.