

# AQUEOUS

Your Water Drinking Expert



Cindy Fan: Designer  
Rick Huang: Web Developer  
Maggie Liu: Documentation  
Ethan Zhang: Project Manager



# Overall Problem

- 60% of human body is water
- People should drink eight 8-ounce glasses of water each day (8 × 8 rule)
- People often forget to drink enough water
- Up to 75% of Americans suffer from chronic dehydration

# Contextual Inquiry

- People do not want to be interrupted or distracted
- Most people do not have a liquid intake plan
- People often reach for soda, coffee, or other beverages when they feel thirsty



A photograph of a young man with dark hair, wearing a dark blue t-shirt, sitting at a light-colored wooden desk. He is looking down at a green notebook, holding a blue pen and writing. On the desk in front of him is a black electronic device, possibly a calculator or a small laptop. In the background, there is a window with vertical blinds and a white wall.

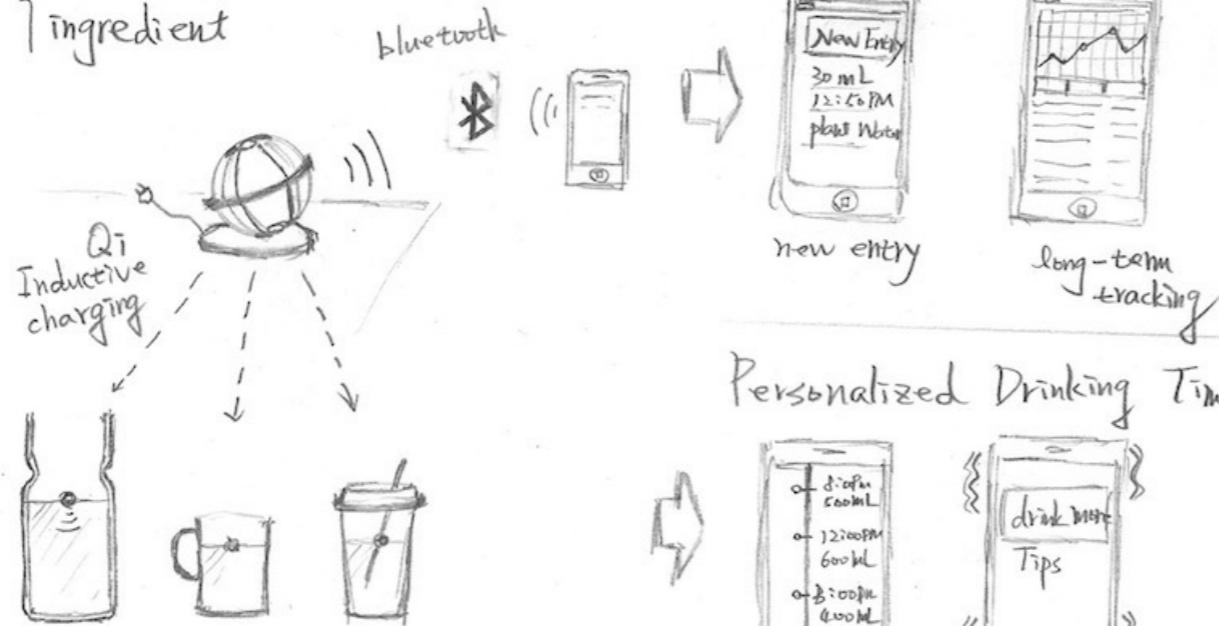
# Contextual Inquiry

- People do not know how much water they have drunk
- People need different amounts of water based on their activities
- People do not know the symptoms of dehydration

# Initial Tasks

- 
- A faint background image of water droplets and ripples in shades of blue and white, centered behind the list of tasks.
1. Tracking liquid intake over time (*Easy*)
  2. Education on hydration (*Easy*)
  3. Convenient reminders to drink water (*Medium*)
  4. Smart beverage suggestions (*Medium*)
  5. Finding motivation for drinking water (*Hard*)
  6. Accurate dehydration detection (*Hard*)

Sensor Ball  
detect  
water level  
ingredient



Tracking Liquid Intake

✓ Tracking (Automatically Recording)

Education on Hydration

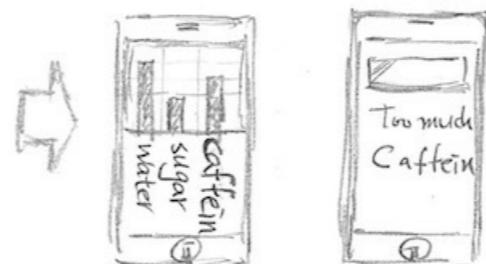


Convenient Reminders

✓ Suggestions

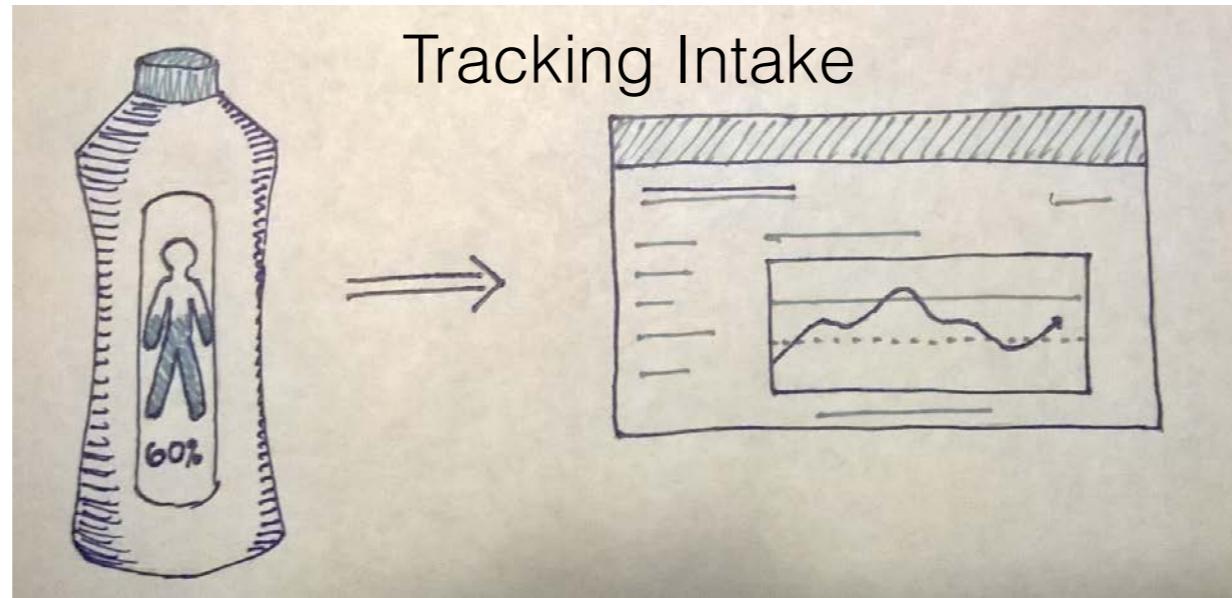
detect ingredients  
& give suggestions

Smart Beverage Suggestions

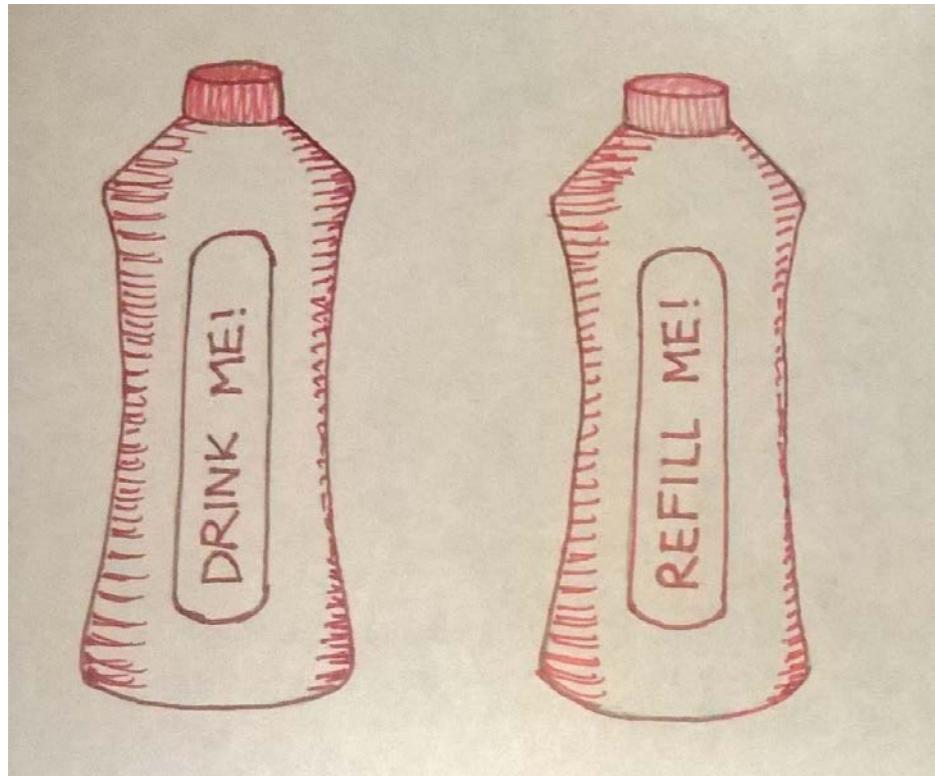


# Design 1

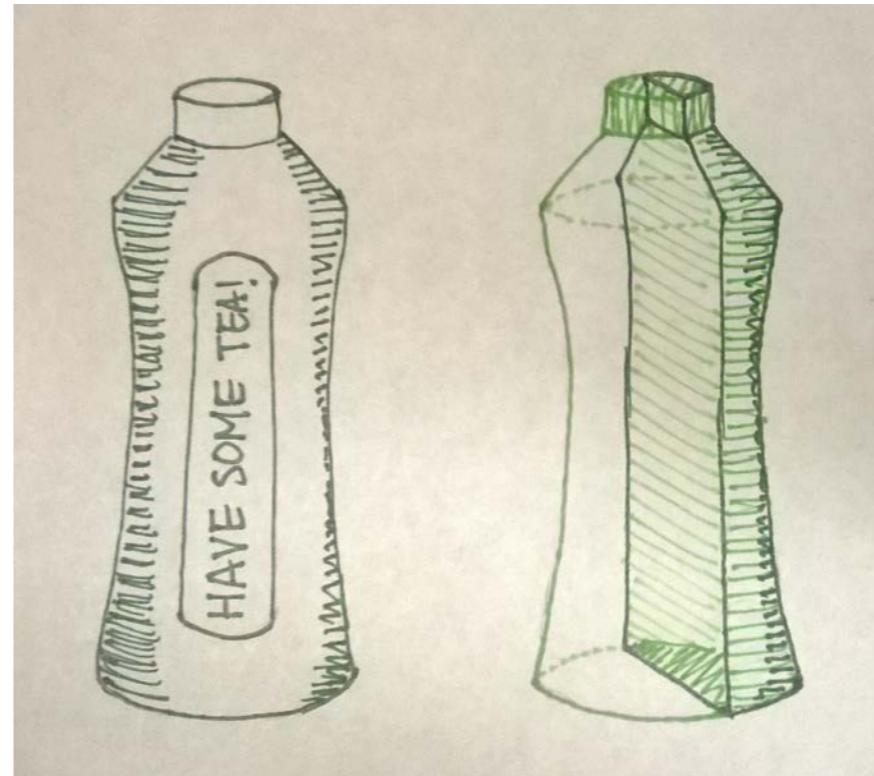
Sensor Ball with Mobile App



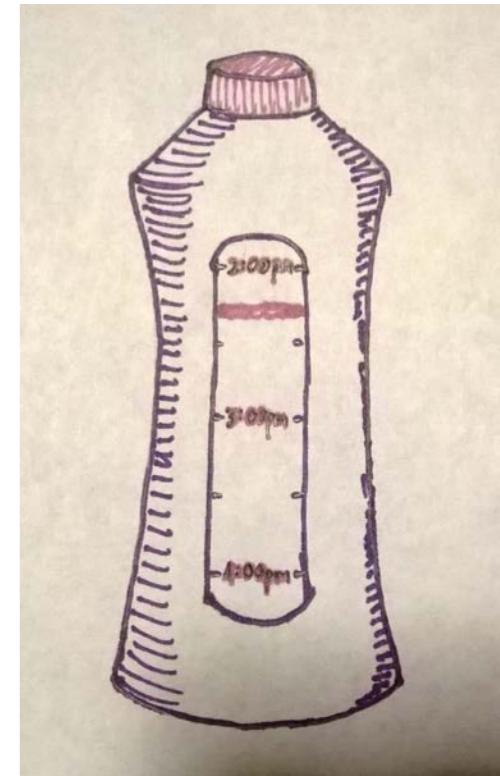
Convenient Reminders



Smart Suggestions



Motivation



## Design 2

Smart Water Bottle with Display



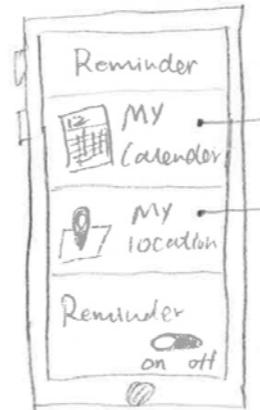
App Home Screen



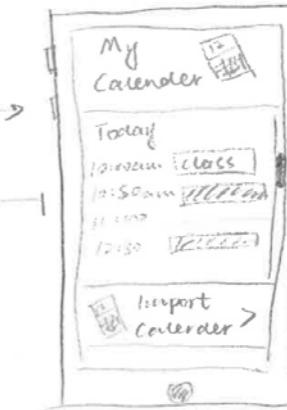
Water Log Page



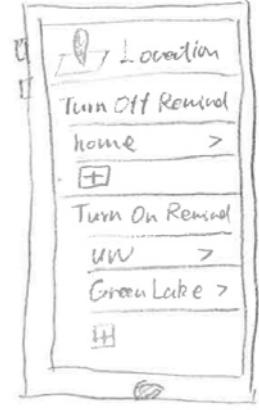
choose kind



Reminder Setup



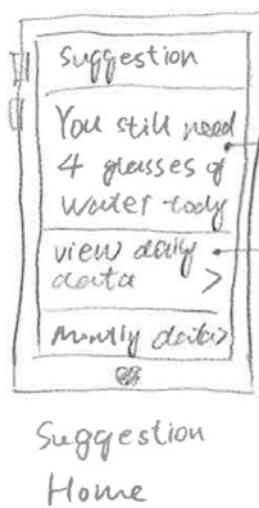
Calendar Setup Page



Location Setup Page

## Tracking Liquid Intake

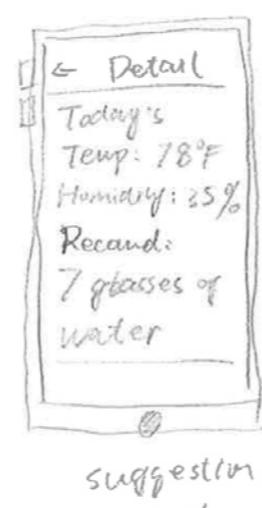
## Smart Reminder Setup



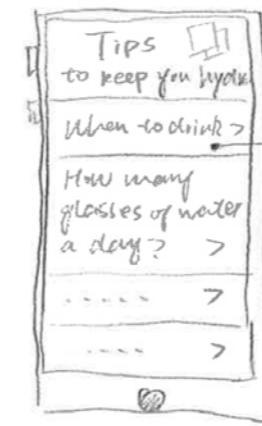
Suggestion Home



Daily Data Visualization



suggestion detail



Drinking Tips Page.



Tips Page.

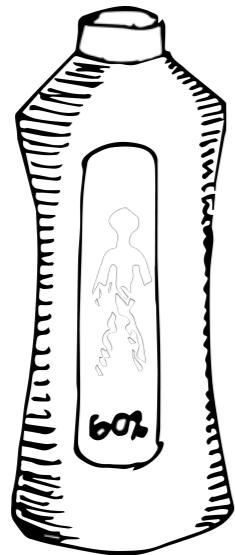
## Tips for Water Intake

## Daily Suggestions

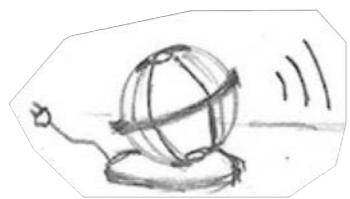
# Design 3

Smartphone Application

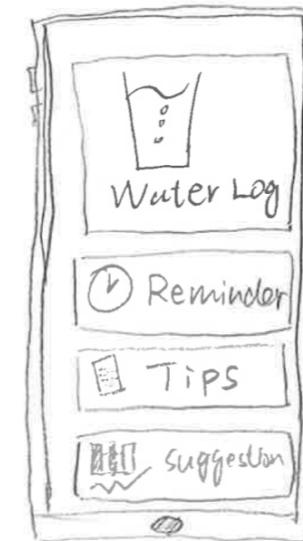
# Selected Design and Tasks



Bottle with display  
and Built-in Sensor

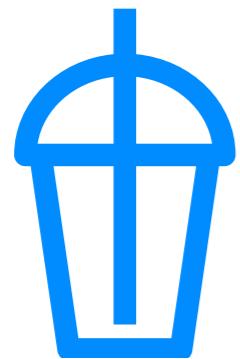


+



Mobile App

=



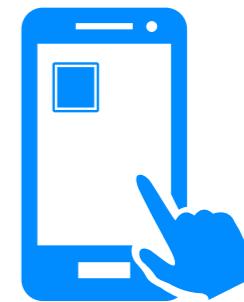
Easy to Track



Data  
Visualization



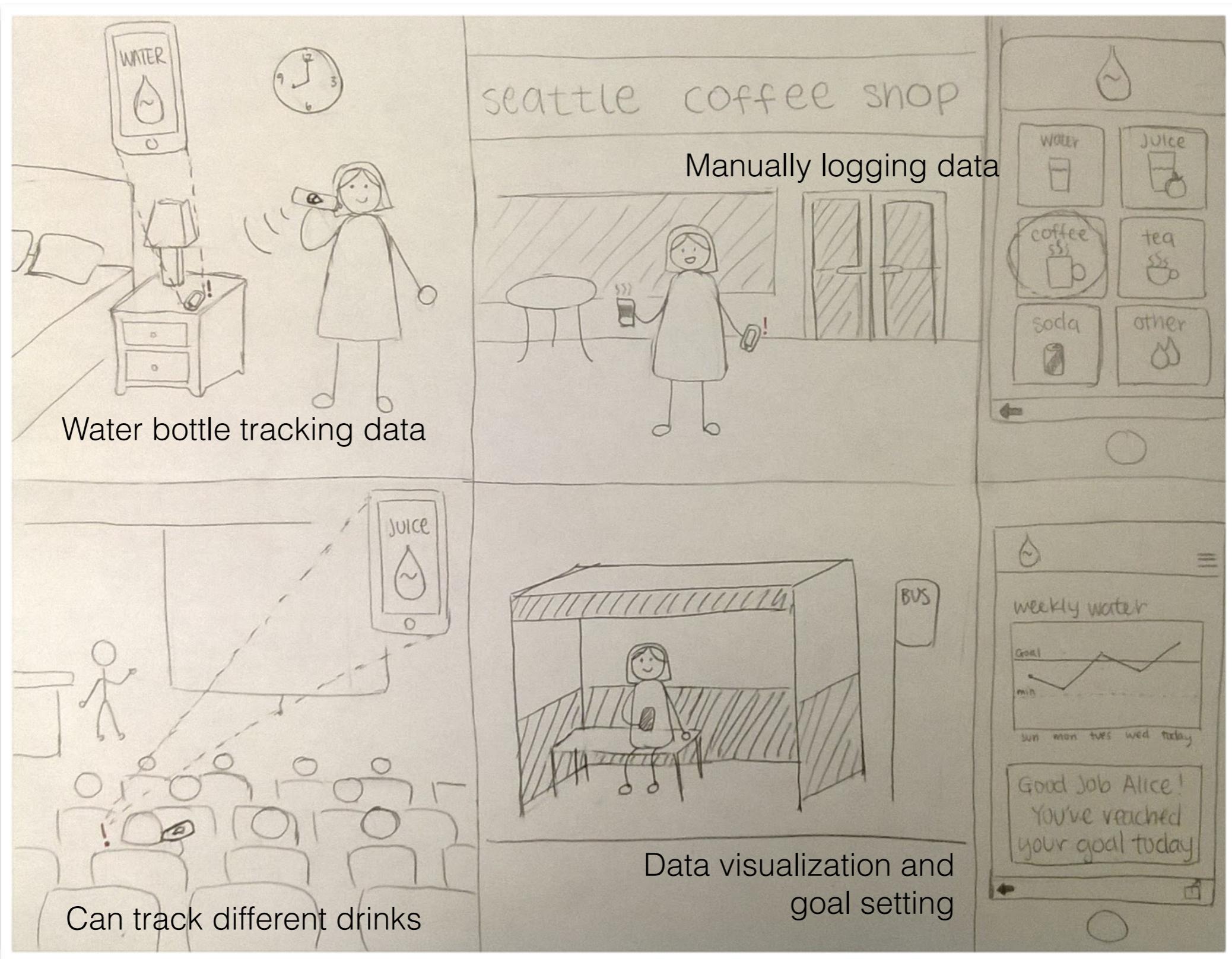
Smart  
Reminders



Smooth  
Interaction

# Storyboard 1

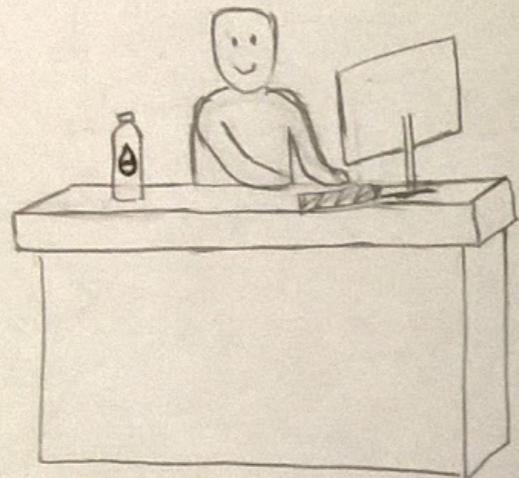
## Tracking Water Intake



# Storyboard 2

## Smart Reminder

9:00 am



11:00 am



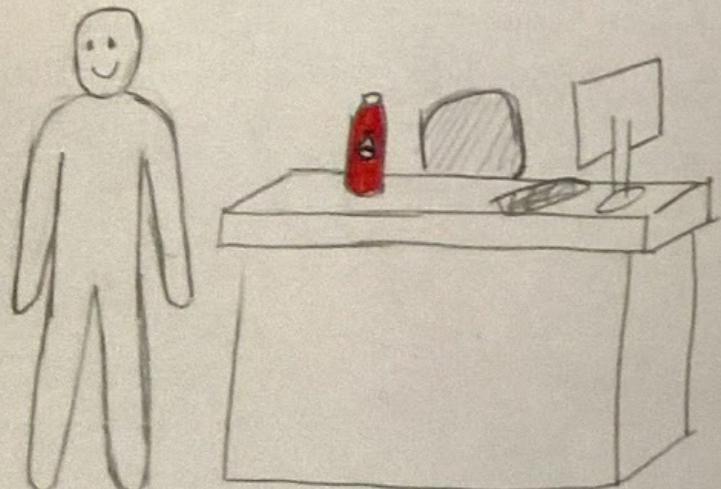
12:00 pm



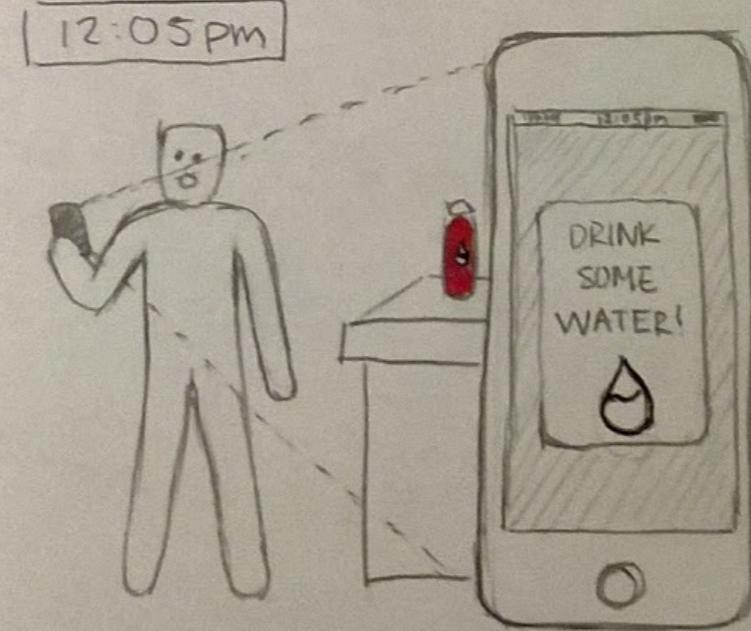
Bob ignores reminder from bottle

12:03 pm

Mobile app reminds  
Bob to drink water

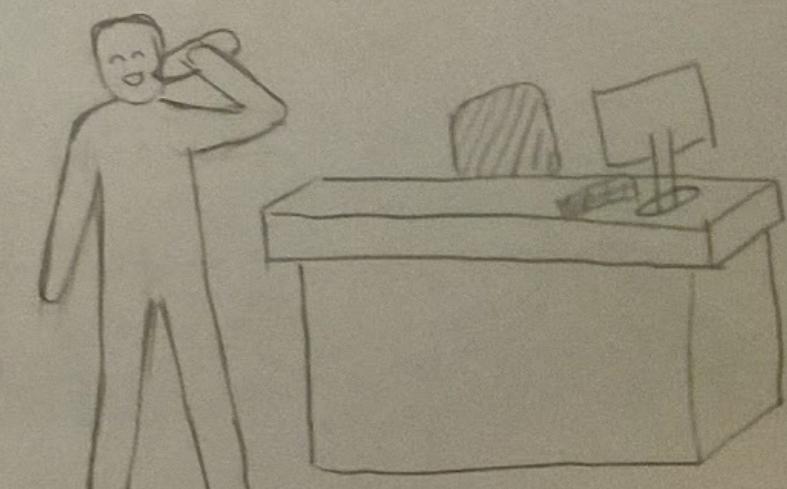


12:05 pm



12:06 pm

Bob drinks water



# Summary

- Communication and teamwork are important
- Always keep target users in mind
- Quickly create sketches and iterate fast
- Explore beyond your initial idea



Thank you!  
Any Questions?



# Reference

- <http://www.medicaldaily.com/75-americans-may-suffer-chronic-dehydration-according-doctors-247393>
- <http://authoritynutrition.com/how-much-water-should-you-drink-per-day/>
- <http://water.usgs.gov/edu/propertyyou.html>