

Introduction to

UED

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Specialization

Communication Design (2nd Year)

Subject

Introduction to UED

Concerned Professor

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Batch

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Year

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Introduction

- User Experience is an essential facet of any design.
- The workplace is an underexplored domain.
- Offices are almost exclusively accessed only by employees.
- The focus is on creating a smoother office experience.

Aim

To create an interactive, effective and comfortable office experience.

Objective

To ideate, create sketches and basic prototypes that will produce a better and effective office experience for workers.

Brainstorming

Enters office building wearing the **Band**

The **Band** navigates to the nearest empty car park

After parking, enters the office wearing the **Band**

Punches his time of entry using the **Band**

Navigates the shortest route to nearest free **Desk**

Shares the required files on the meeting group

Finds the searched file on the **Desk** ready to be shared

Reaches nearest **Desk** and unlocks the desk with handprint

Speaks out the file name required for the meeting over voice control

On the way, sees blue flash of light on the **Band** notifying a meeting in 15 minutes

Sees yellow flash of light on the **Band** reminding him to take his coffee

After coffee leaves for meeting

Band navigates him to the nearest and least crowded lift using GPS

Meeting is in progress with all the required files shared on the group on everybody's **Desk**

During the meeting sees green flash on the **Band** notifying a personal text message

At the end of the day, syncs the **Desk** with his laptop through NFC

After completion of task, continues with regular office work on the **Desk**

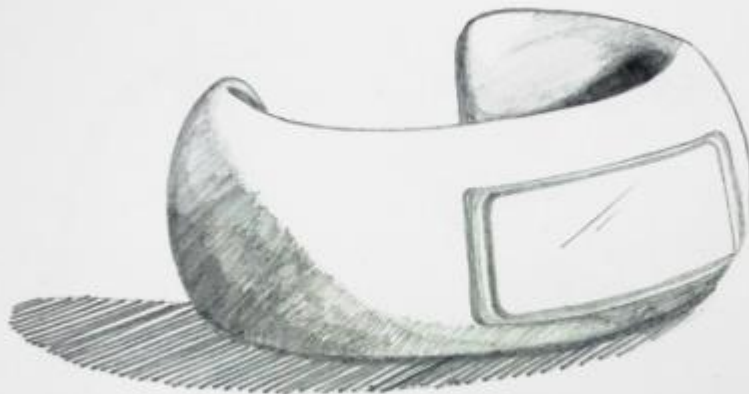
Sees red flash of light prompting the user on an urgent task to send the meeting review

After the meeting the **Band** navigates back to the nearest free desk

Replies on the **Band** by typing the message

Continues with the work at home on his laptop

Rough Sketches

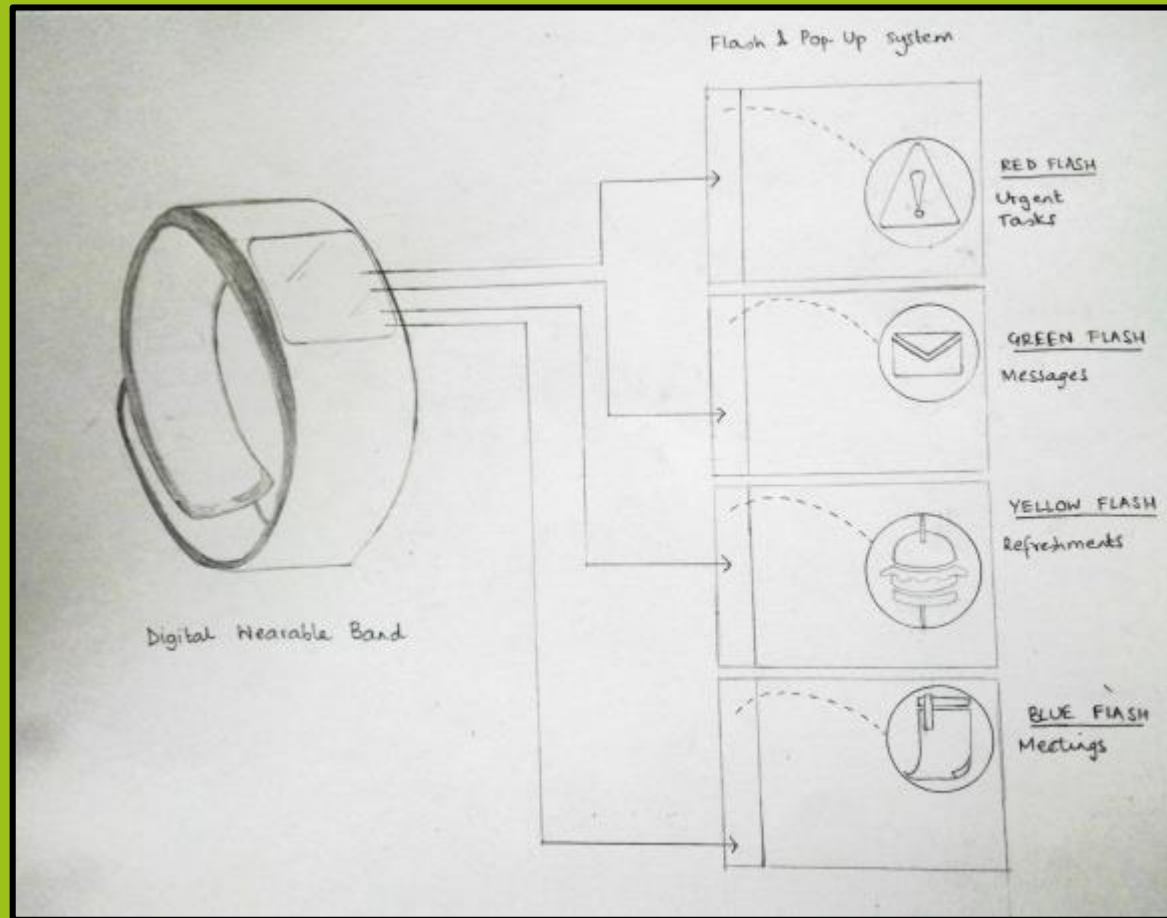


Digital Wearable
Band

Idea for the Wrist band known as 'Carpi' which is the Latin word for 'wrist'.

This idea was incepted from the growing use of 'wearable' products in the UX domain, such as, Google Glass.

Rough Sketches



Basic Notification
system concept

Device Identification

- Office personnel work on desks on a daily basis.
- The main component of the experience is The Desk.
- The Desk is a drastic improvement on traditional desks.
- The next trend as far as UX gadgets are concerned will be “wearables”.
- The experience we have ideated includes a wearable accessory as well.



The “Carpi” is a wristband that operates on vocal and tactile interaction. It is integrated with the Vitro.

Prototyping – ‘Carpi’ (The Wristband)



Prototyping – Vitro (The Desk)

17:5:2015

12:15 PM



TODAYS SCHEDULE

- . Lunch with client 1:00 PM
- . Board meeting with CEO 3.00 PM
- . Meeting at 5.00 PM
- . Presentation review 6:15
- . Conference call 8:00

Welcome Mr. Sharma



Prototyping – Vitro, Aerial View

Experience #1: Blink Notification

The Carpi screen blinks with a particular colour for each type of notification.

The types and colours are classified as follows:

- Red – Emergencies/Urgent Tasks
- Blue – Meetings
- Green – Messages



Experience #2: The Shift



Upon placing a personal device, such as a mobile phone or laptop on the Vitro, one can transfer the data and interface from it to the device.

Experience #3: Secure Access

The Vitro is physically not exclusive to one user and can be operated by anyone using their Carpi, but one can only access one's own personal data and interface.



Experience #4: Emergency



Upon an urgency such as attending a soon-to-begin meeting on a different floor, the Vitro aids the user in locating the closest

Conclusion

- The Vitro and Carpi make interaction between employees less cumbersome.
- Immediate alerts ensure punctuality.
- The convening of meetings becomes simpler and smoother.
- Carry home work is transferred to employees effectively.
- Overall, the office is transformed into a quicker, more productive and efficient environment.

Credits

V. Vishnu Prasad → Ideation + Content

Roseline Pandian → Ideation + Brainstorming

Tanya Kar → Ideation + Rough Sketch

Priyanshi Khemka → Ideation + Rough Sketch

Varun Bhat → Ideation + Digital Art

Janvi Tapadiya → Ideation + Layout Design

Rishi Sankhyayan → Ideation + Layout Design