

Recap

Last Weeks

We're doing **Research for Design** to Improve Authentication in Stores

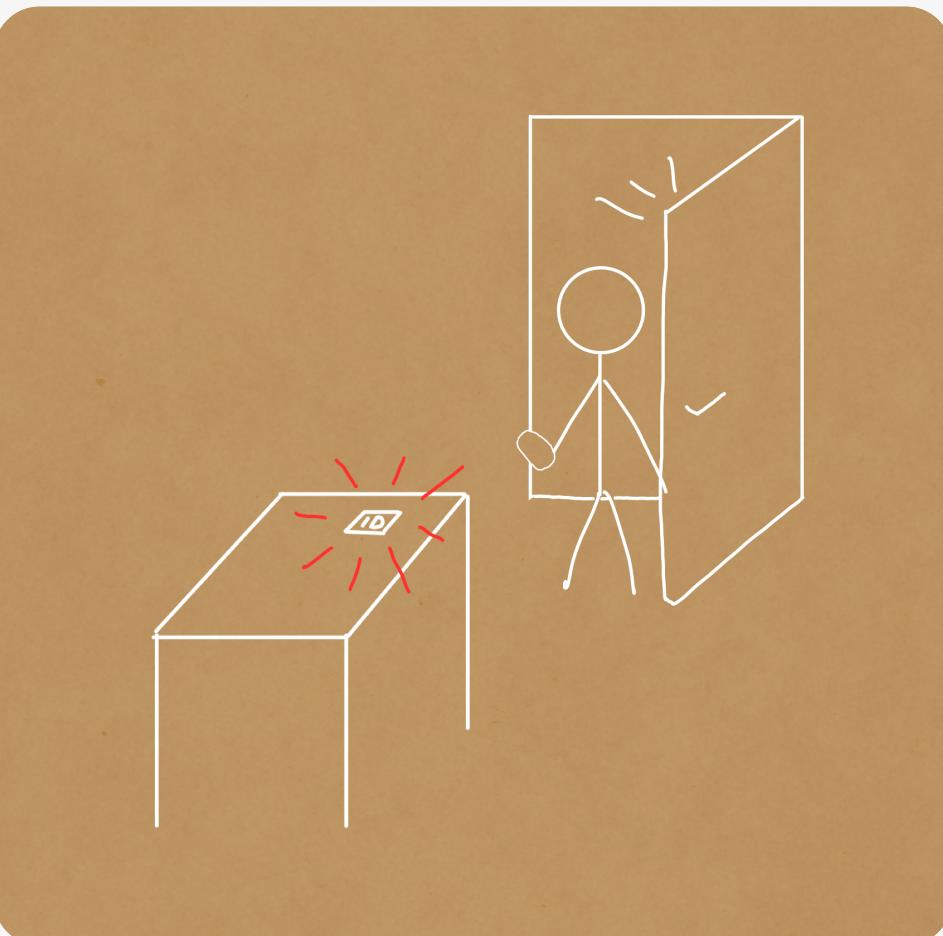
We defined a few concrete opportunities for improved user experience

We scrapped 2 overly ambitious ideas to focus on investigating our most promising path deeper.

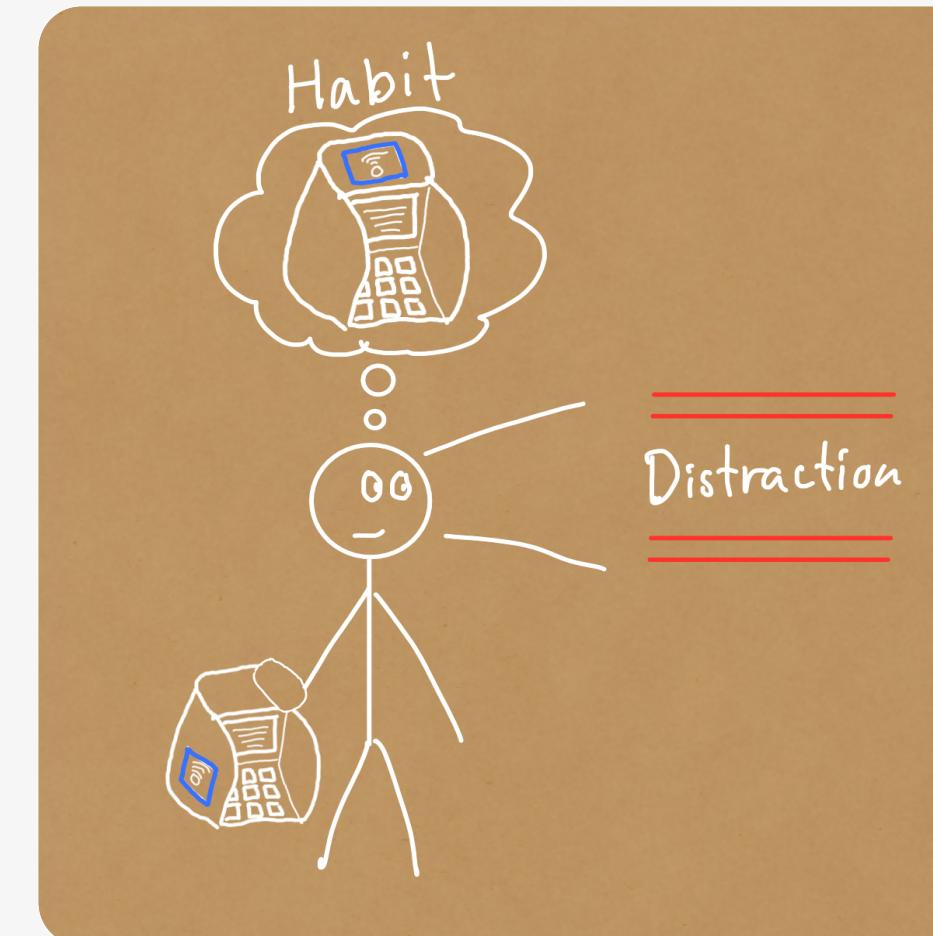
This Week

In this document we present 2 interactable figma prototypes, one of which introduces our new more feasible concept.

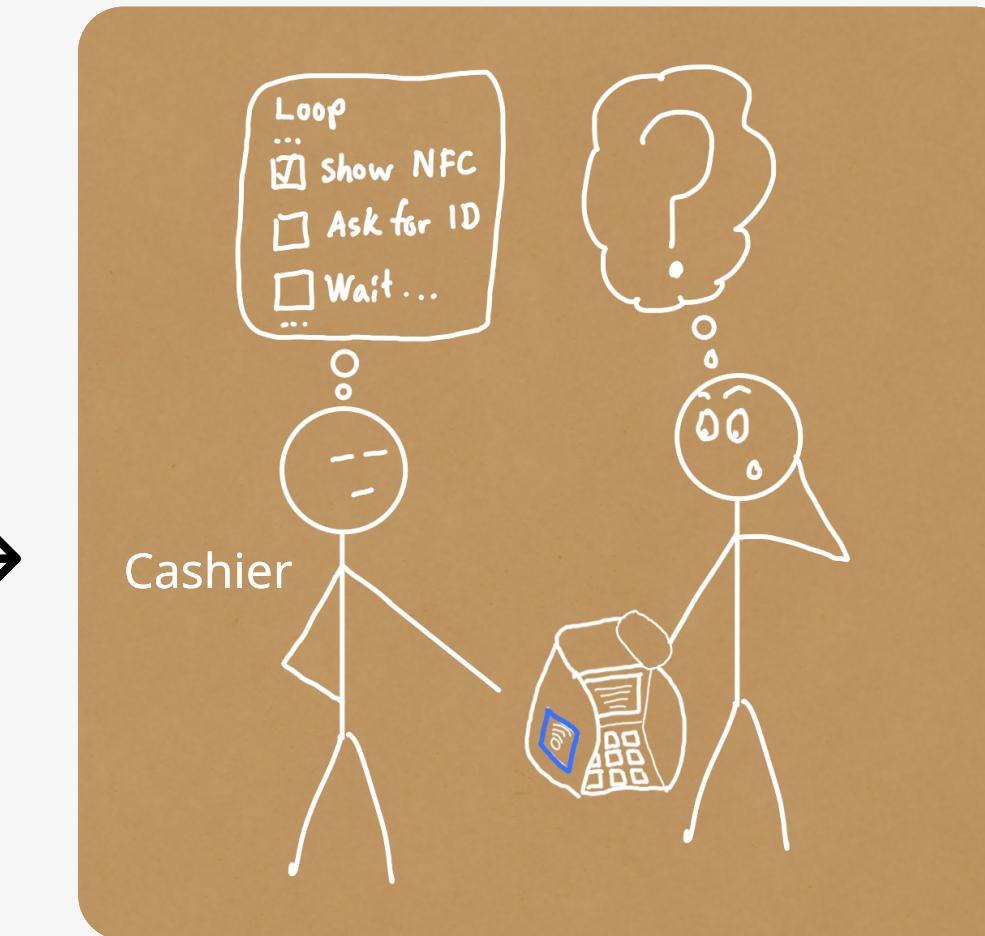
How the Process looks Today, based on our initial observations and participation in the field



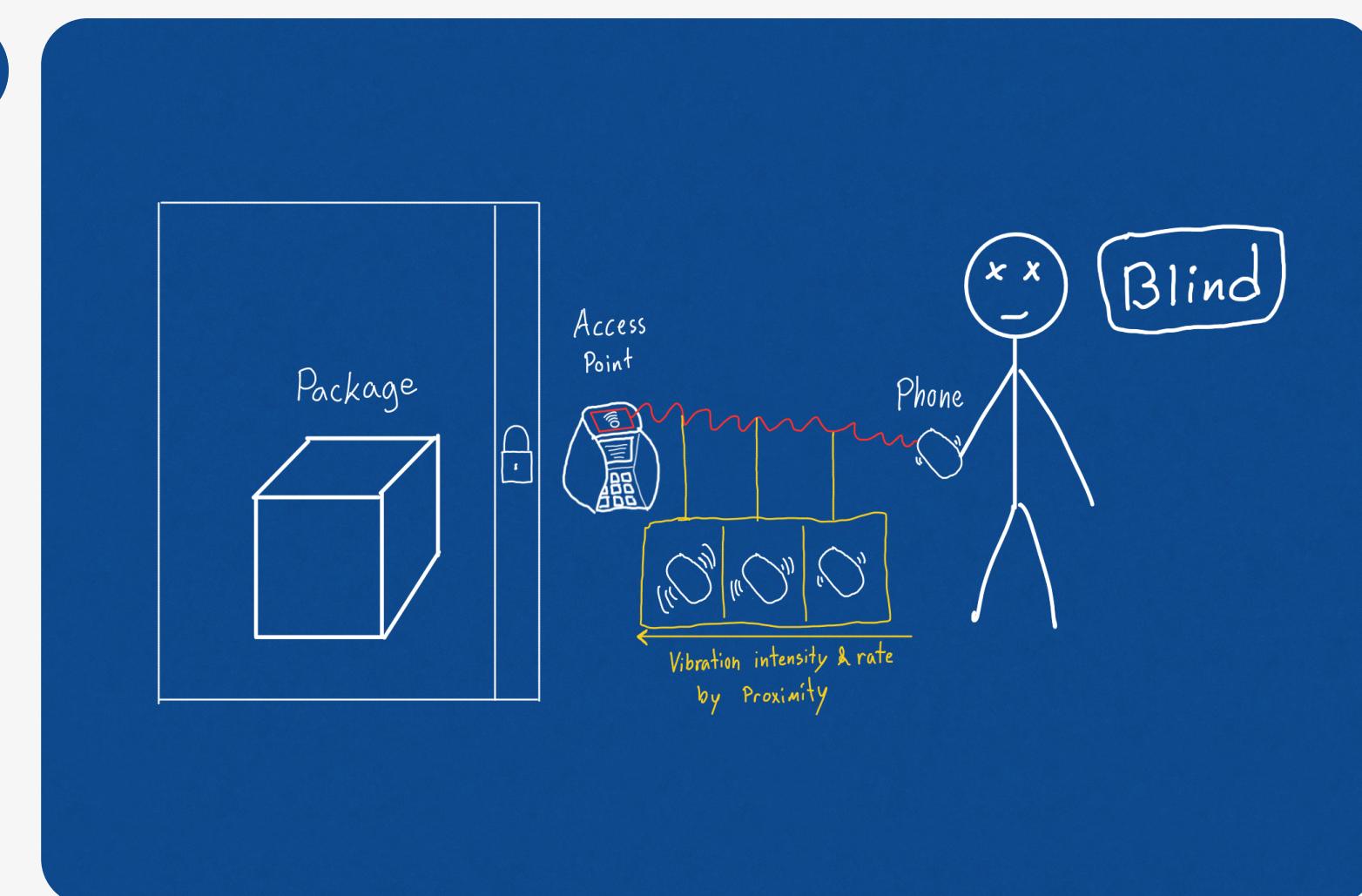
Something distract the user's attention, which makes the user forget his/her physical ID at home



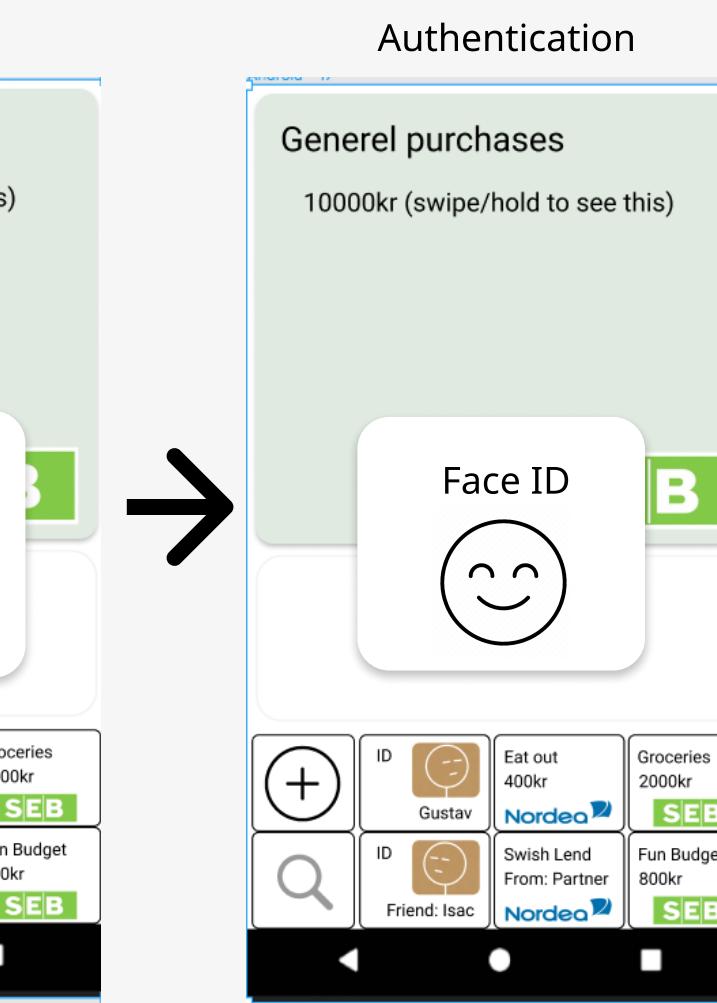
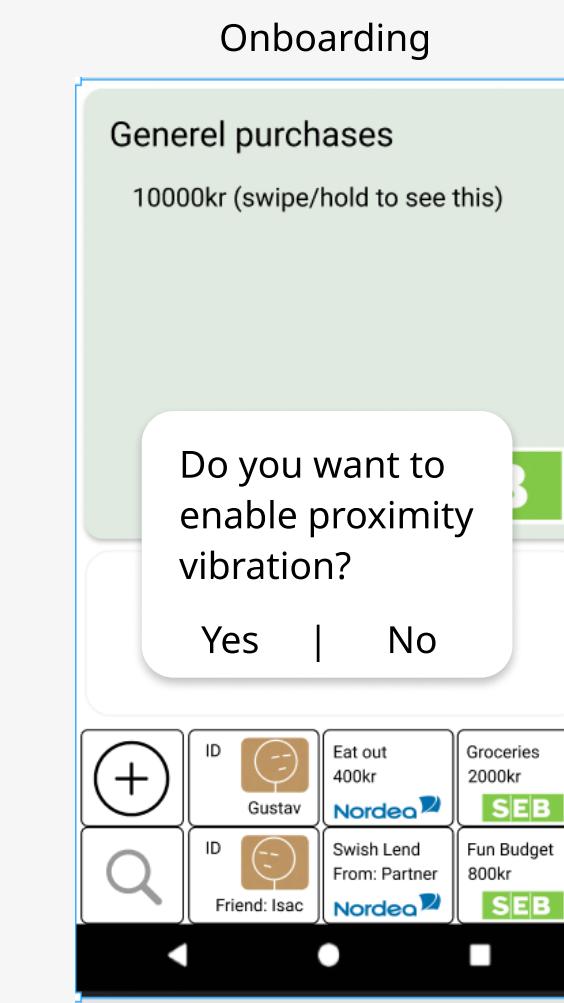
User may be distracted mentally or from environment, so places the phone by habit, incorrectly.

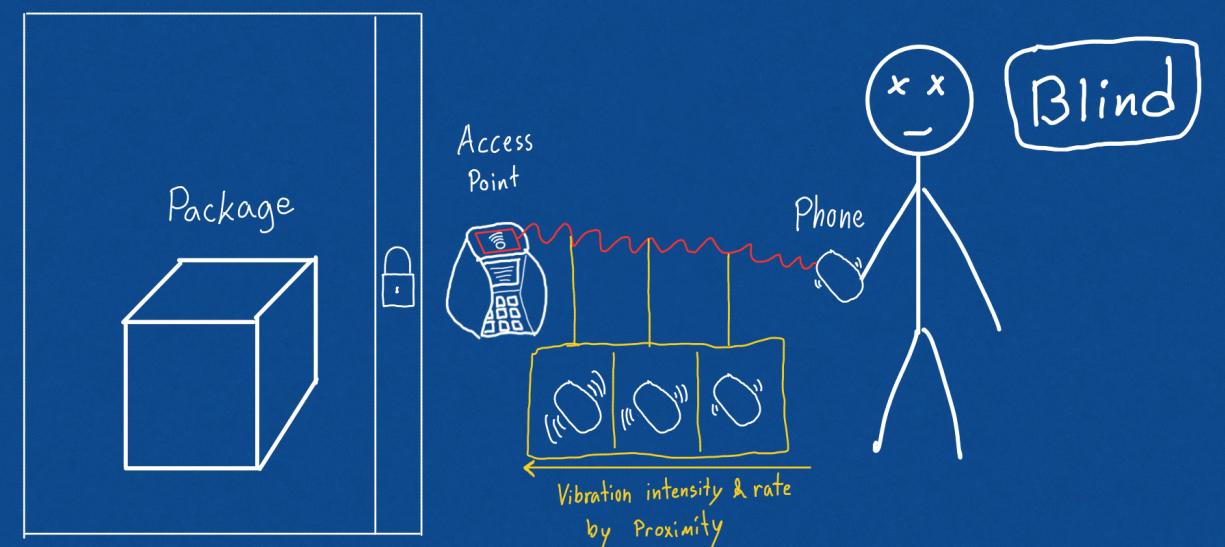


User is a little embarrassed they didn't do the correct behavior, and then might feel stressed retrieving the ID



Phone vibrates more often and more intensively the closer it is to the NFC chip, in order to help the user find the access point





Try
out!
↓



Early Prototype of NFinderC

Onboarding

General purchases
10000kr (swipe/hold to see this)

Do you want to enable proximity vibration?
Yes | No

	ID: Gustav	Eat out 400kr	Groceries 2000kr
	ID: Isac	Swish Lend From: Partner	Nordea SEB

Authentication

General purchases
10000kr (swipe/hold to see this)

Face ID

	ID: Gustav	Eat out 400kr	Groceries 2000kr
	ID: Isac	Swish Lend From: Partner	Nordea SEB

Access, with help of vibration

General purchases
10000kr (swipe/hold to see this)

SEB

Hold near NFC Reader

	ID: Gustav	Eat out 400kr	Groceries 2000kr
	ID: Isac	Swish Lend From: Partner	Nordea SEB

Information gathered on Research questions

How long is the NFC range?
→ Will NFC work for our concept or is a different technology needed?

In hindsight we should've taken the course recommendations with a grain of salt and gone with our intuition that this concept probably needed to be tested with some simple programming as fast as possible as so much of the interaction was based on technical limitations. We noticed early that NFC only has 10-20 cm range, but didn't fully understand all the technical details of the hardware and its limitations, which turned out to make our idea infeasible. However, all the work we did researching the core concept still seems promising, we'd just have to add some other cheap technology that could track how far away the user's phone is. This is unfortunately beyond our current skillset.

Phone vibrates more often and more intensively the closer it is to the NFC chip, in order to help the user find the access point

Our

Next
Steps

In the end we scrap this darling of ours, but hope to see somebody else build upon it in the future, to help visually impaired people as well as everyone else too. The technology involved in the rumored Apple AirTags that might allow devices to track objects inside a room, might make something similar to our concept a reality in the future.

Strengths

Everyone is able to use it, including visually impaired people.

Requires no support from cashier which can improve user experience for both user and cashier

Weaknesses

Need another technology to track distance from access point to phone, which is another cost that might outweigh the interactions benefits.

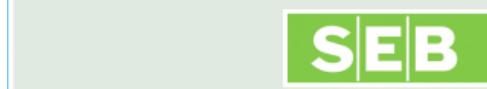
Can't vibrate in specific direction, just "warmer" or "colder"



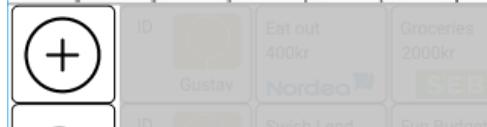
2

Authentication

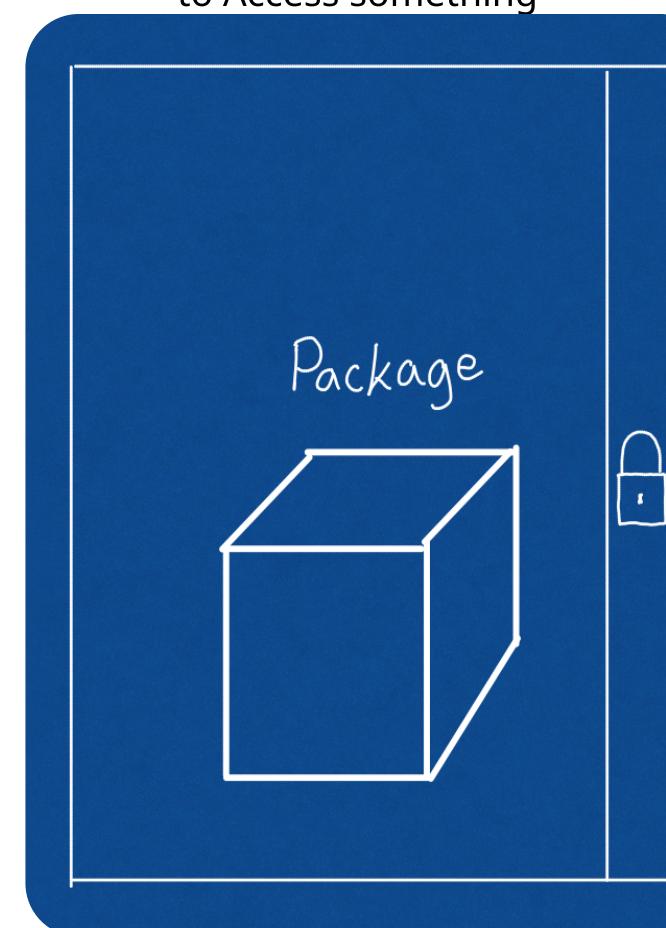
General purchases



C - Tuesday - 0/8 - Undo



to Access something



A new Challenger

We have decided to change our direction completely. We will still go with **Research for Design Challenge to Authenticate**.

We observed different people authenticate with their passcode and access their mobile. We concluded that people unlocked their phone in three different ways.
1: Facecam. 2: Passcode. 3: Pattern. We arrived to the conclusion that facecam was pretty good and could not be improved, passcode however could be niched into a focus group and make it more interactive and fun for musicians. That's how we came up with the idea of Jazzcode. Jazzcode is an authentication process that with the help of piano keys, you decide a password in the form of a melody and then later on authenticate using the same keys that was used to create that melody. We created an interactive figma prototype to describe our current iteration.

User authenticates by playing the notes of a pre-specified song they like. When you enter password you hear sound, but not when authenticating, so other people don't hear. Rythm doesn't matter, but doesn't stop you from entering that way if you find it fun.



Early Prototype of Jazzcode

↑
Try
out!

Authentication

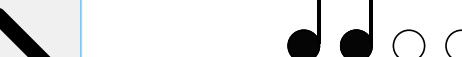
General purchases



Undo

Authentication

General purchases



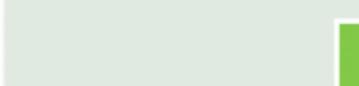
Undo

Access

General purchases



10000kr (swipe/hold to see this)



twinkle

little

1

2

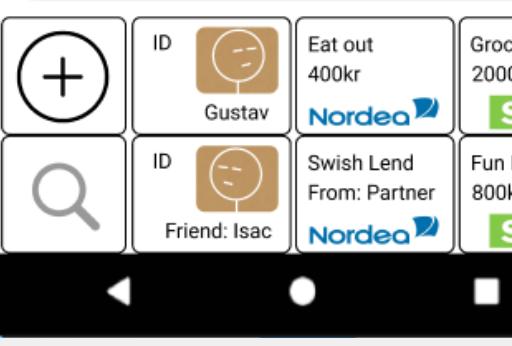
3

4

Twinkle,

star

Hold near NFC Reader



+

Search icon

Friend: Isac

Nordea

Gustav

Nordea

2000kr

SEB

+

Search icon

Friend: Isac

Nordea

800kr

SEB

Strengths

More fun than passcode, associate the experience with something you like

Familiar

Personalization

Can recall by sound memory as well as spatial

Learn, inspired by Captcha, but for users

Weaknesses

People with melophobia won't like it, but they're not part of the target population

Confusing that it is music but no sound comes?

Slower than passcode if you need to scroll

Our

Next

Steps

The next steps is to create the actual authentication process in the form of an application. We need to decide wether or not we can have a recyclerview and scroll through the keys of the piano or simply show few keys, both have ups and down.

Next Week

