homesick

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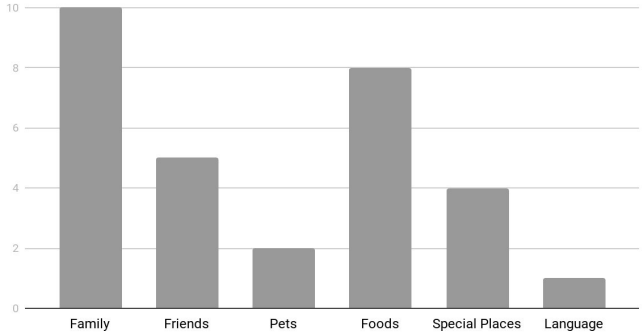
A IoT device that connects international students to their families. With an accompanying mobile app.

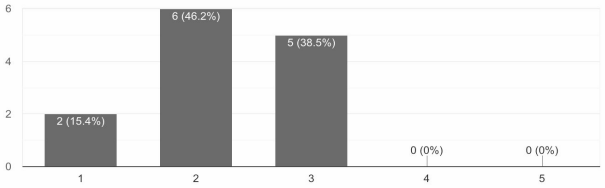
Audience Questionnaire

What do you miss from home that makes you feel homesick?



How homesick do you feel?

13 responses



When you feel homesick, what makes you feel better?

12 responses

- Looking at pictures
- Sleep. Listen to music. Sing songs.
- video call with families and TV programme from home country
- Have a video call with family members
- Having traditional Chinese food
- Video call; cook food
- Sleeping
- Friends & Holliday
- sleep...
- play with my girlfriend
- coming vacation
- Watch animation

Student Persona

Name - Meimei Han

Facts

Age - 21

Gender - Female

Family role - daughter

Nationality - China

Behaviour

- an international student who's in the 1st year
- study at informatics.
- having class everyday
- text and ring everyday

Goals

- having a good relationship with parents.
- achieve a master degree
- to be happy everyday

Parent Persona

Name

SUE

Facts

Age - 53

Location - China

Gender - Female

Married

Family Role - Mum

Job - office Amin Assistant

2 children

aged 15, 17, 21

Behaviour

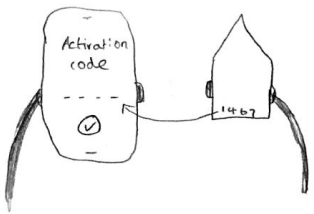
- goes to work
- takes children to school
- cooks dinner for family
- Facetimes with daughter

Goals

- Look after children
- Make family happy

User story Case

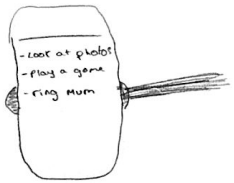
Mother + Daughter



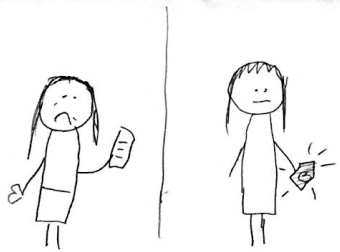
They both sync their devices with the App

Daughter is upset and feeling homesick

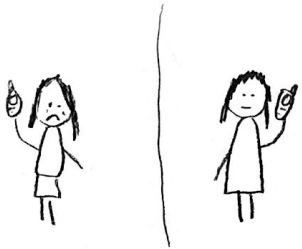
Daughter is going to study Abroad



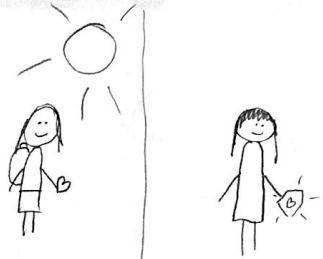
The daughter creates a list of things to do when she feels homesick on the App



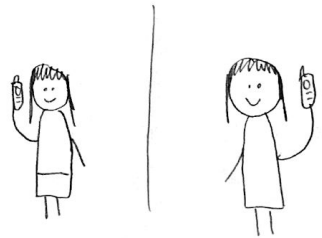
She opens her homesick list and completes some of the items (mums device goes red)



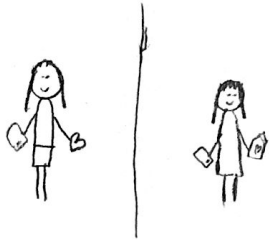
Daughter gets to uni but feels homesick rings mum a lot upset.



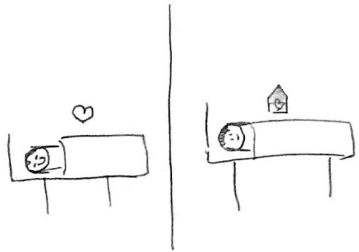
Daughter is waking to uni in the day (mums device is light)



Mum rings daughter



They buy the Homesick device and download the app

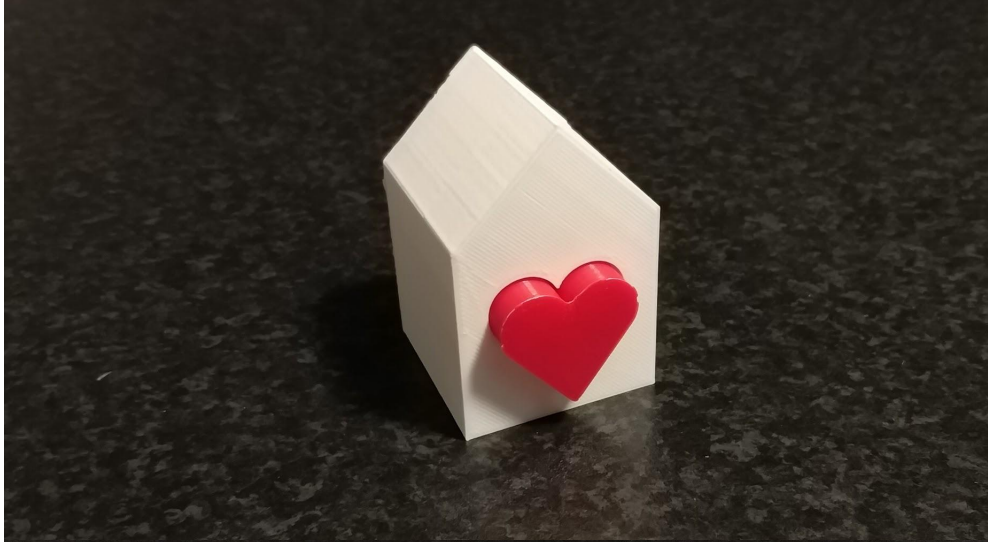


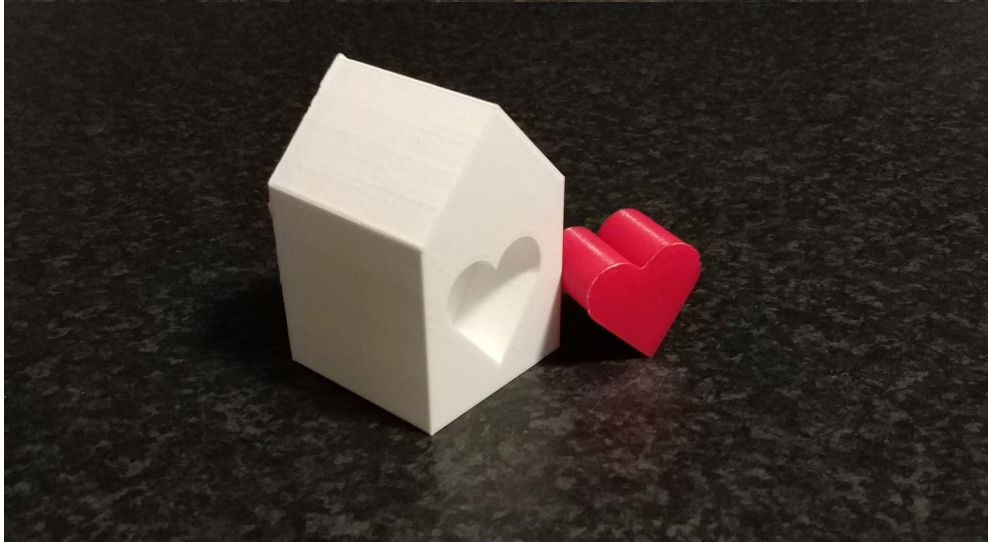
Daughter goes to sleep (mums device goes dark)

Prototype

Device Prototype

Both users have a device that glows. The device reads the brightness of the users environment. The brightness value is sent to the partner device and controls the brightness of the glow. This allows users to track the others behaviour such as; sleep patterns.

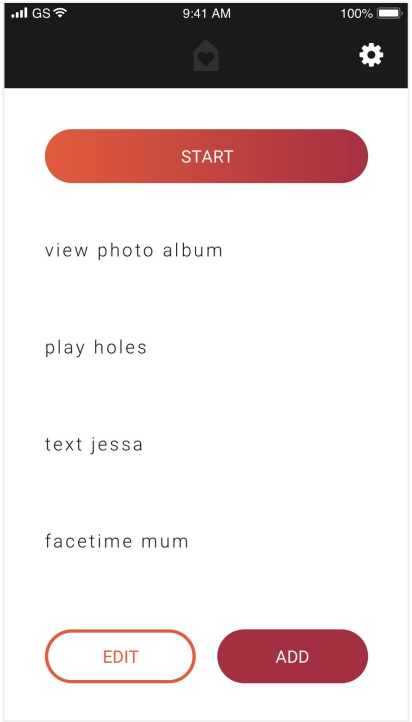


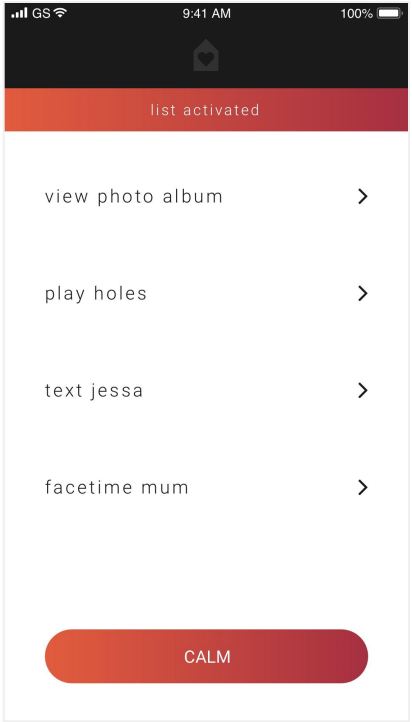


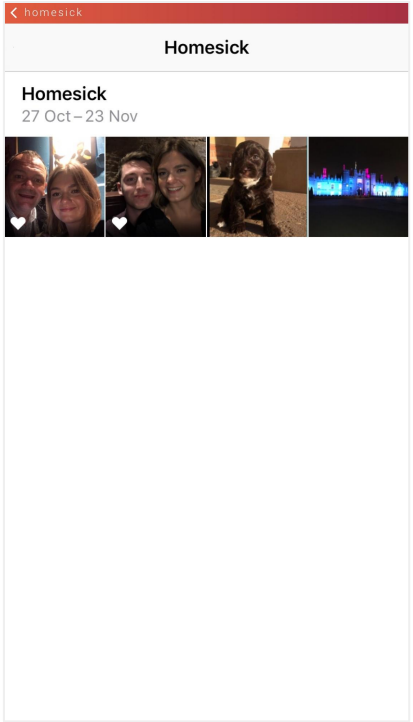
App Sketches

Paper Prototype https://marvelapp.com/a9g1237

Student User Mockups

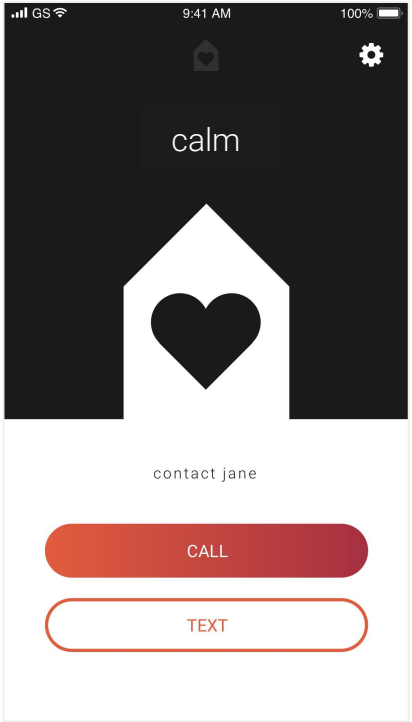


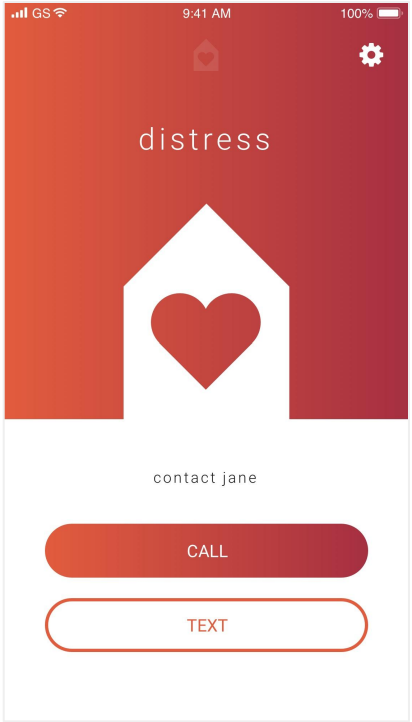


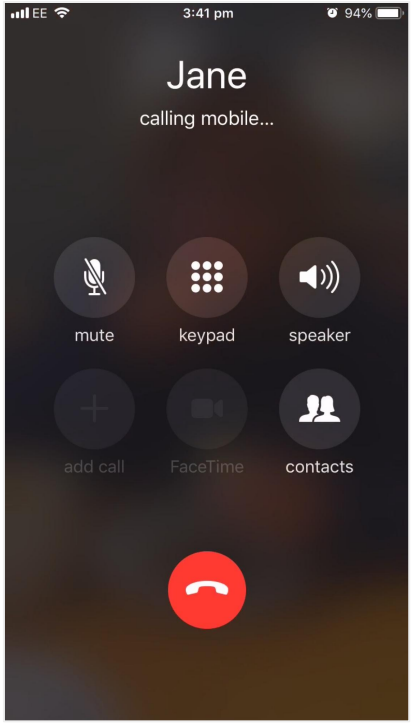


Prototype - https://marvelapp.com/55081h0

Parent User Mockups

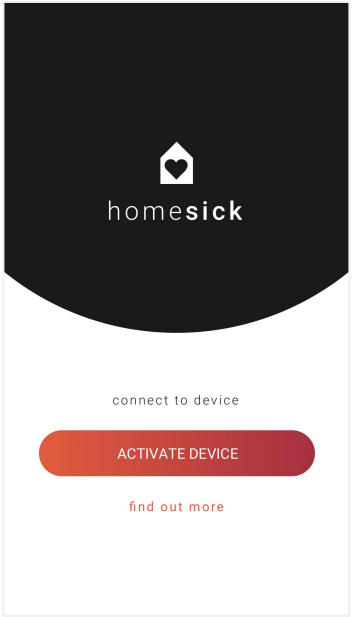


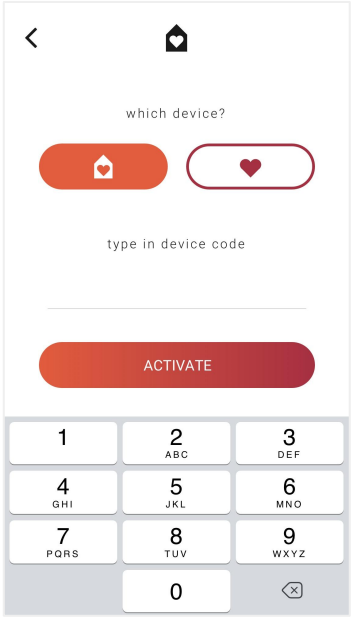


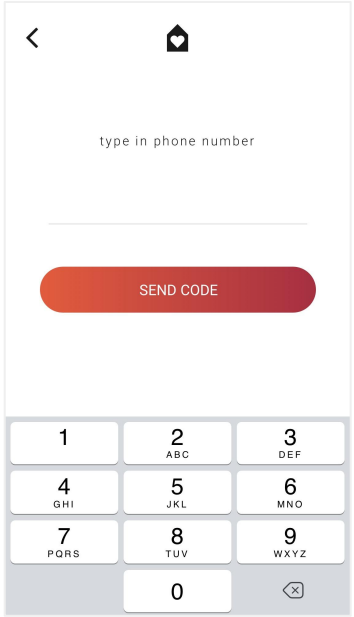


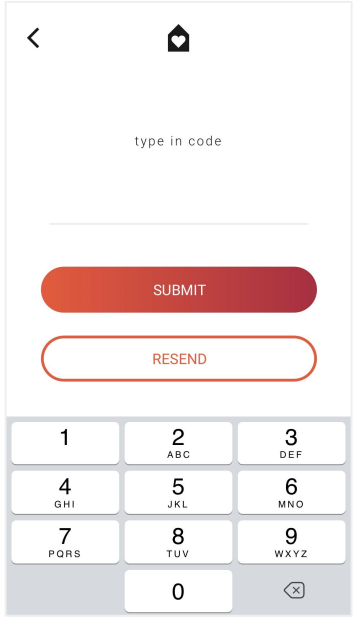
Prototype - https://marvelapp.com/a9g1237

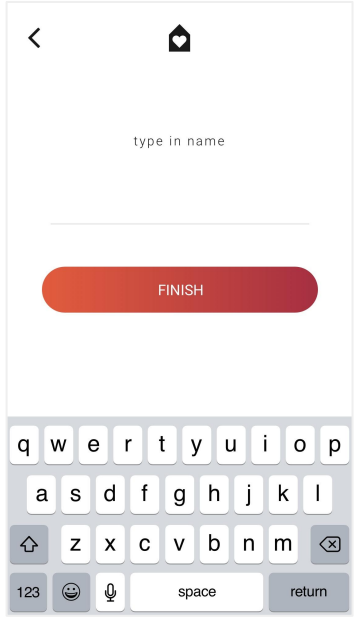
Onboarding Mockups



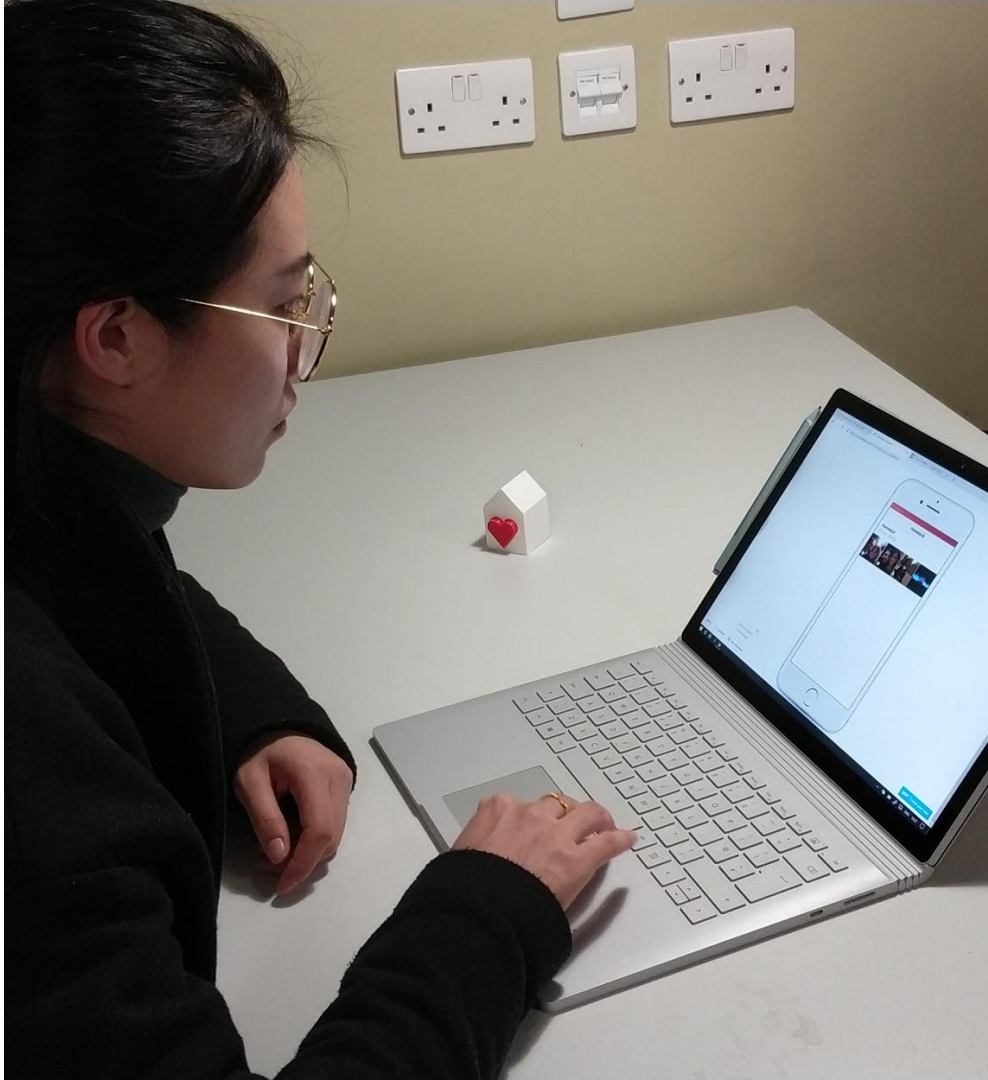








User Testing

User Testing

The final prototype was tested on the target audience. One male and two female international students were shown the prototypes. Female users liked the idea and would use it with their parents or friends. The male user would not use it with his parents but would consider using it with his partner.