Multi Device Design

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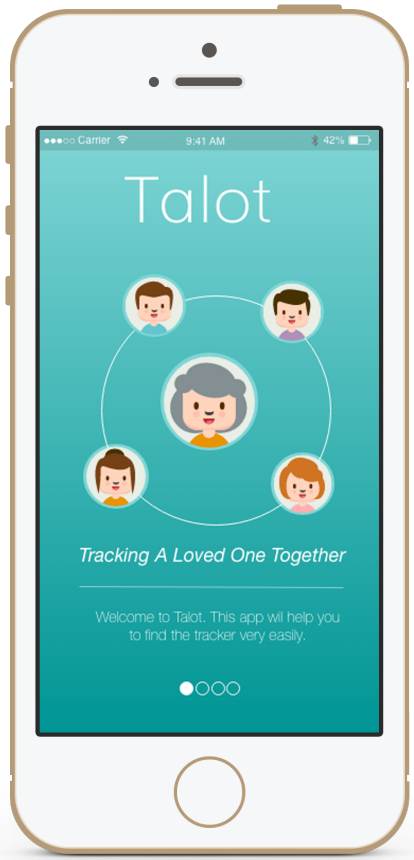
Index

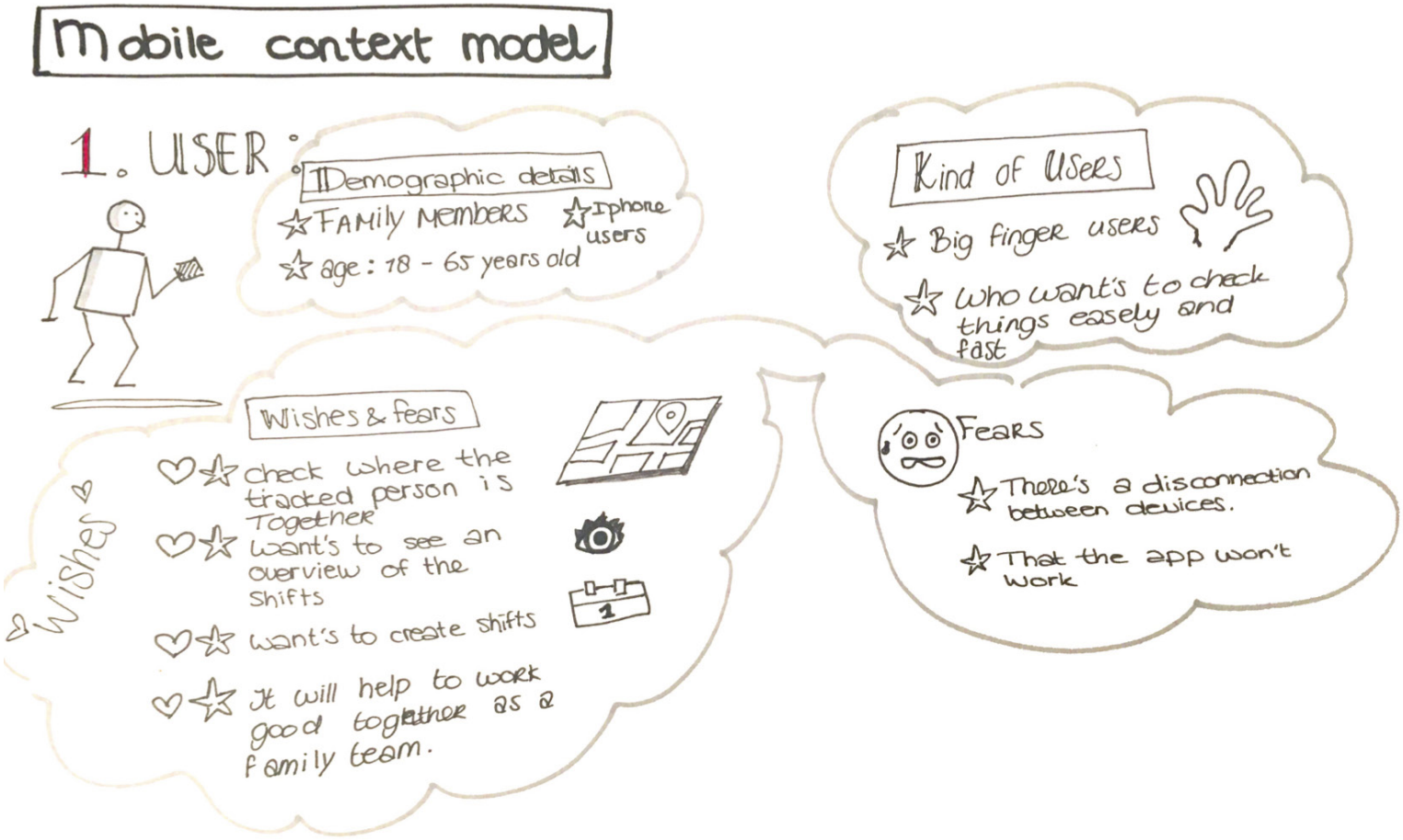
Introduction

In this document you will find the results of my design for Talot. Talot is an app that will help tracking elderly and alert the caretakers in case of emergency.
I have conducted various iterations and made several decisions with underpinning reasons.



Assigment
For this assignment, you will have to design the flow that users have to follow to set up the GPS tracker in a new native app. The elderly parent has the tracker, you do not have to take the design of the tracker into account, we are looking only at the caregivers. You can choose whether you want to design for iOS, Android or Windows phones but pick only one platform for your design. Consult the guidelines for iOS, Android or Windows and look into patterns that existing apps for this platform use.
Do not forget a smart watch user interface and perhaps other devices/screens that the tracker user might have!

Mobile context model



By organizing the requirements of my application it becomes more clear what I want to design.

Mobile context model

Enviroment

@ HOME
out side the door

Activity

Everything what they're doing inside the house (during) Eating
Everything what they're doing outside the hause. Running, walking, sitting, waiting etc.

Culture

No specific culture focussed on.
It has to be usefull for any culture
Usefull for everyone on the world, anytime.

2.

Goals

3.

To communicate with Familymembers
Get informationof Shifts
Rescedule
Status & location
Keep an eye on elderly improvement of careteking

Attention

Full attention

Task

4.

- Send messages
- receive messages
- look up shifts
- create/manage shifts
- Add a note
- check where the tracked person is
- personalise the device
- receive incomming call/alerts
- programming Geofence area

5. Device

Mobile phone (smart phone)
Tablet (ipad, [redacted])
IOS, [redacted], mic, GPS, wifi
Apple Smart watch, Speaker
4G or 3G

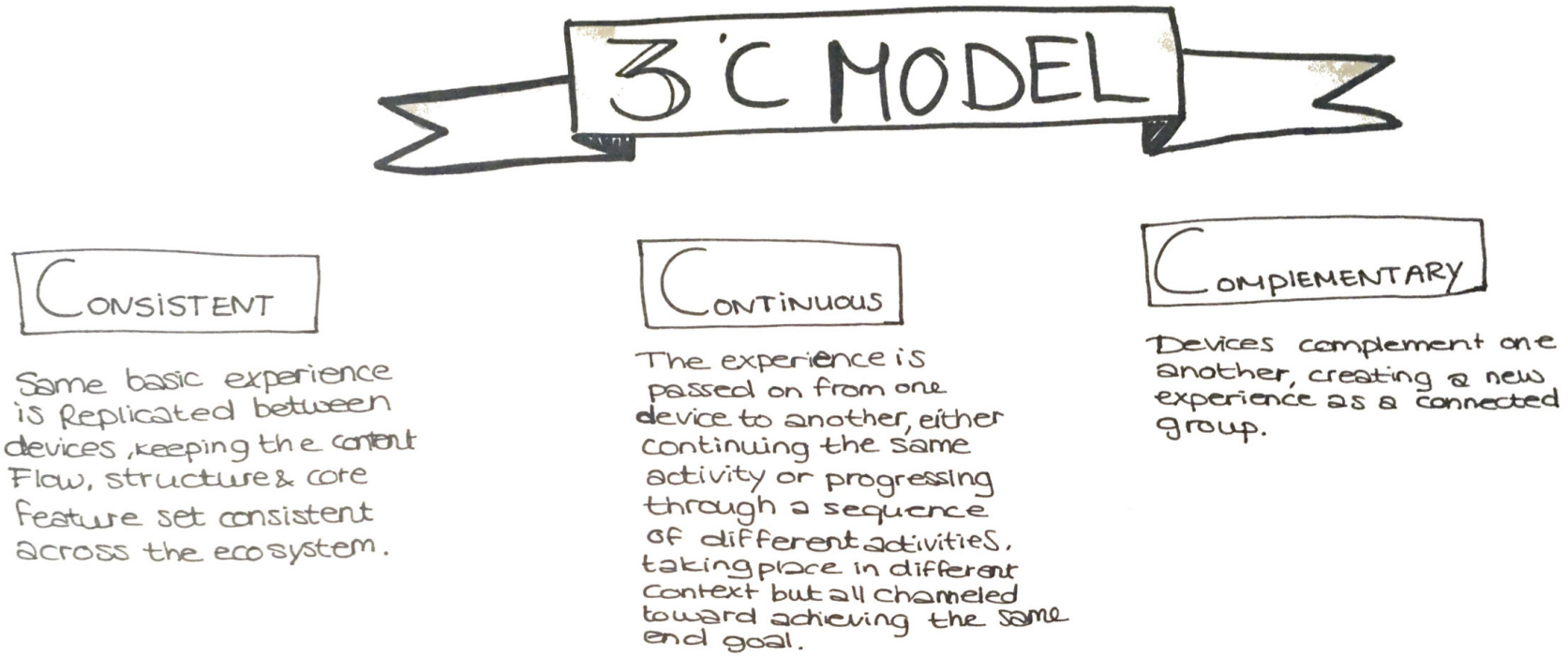
6. Time

NEES TO work a whole day when it's your shift.

7. Other Devices

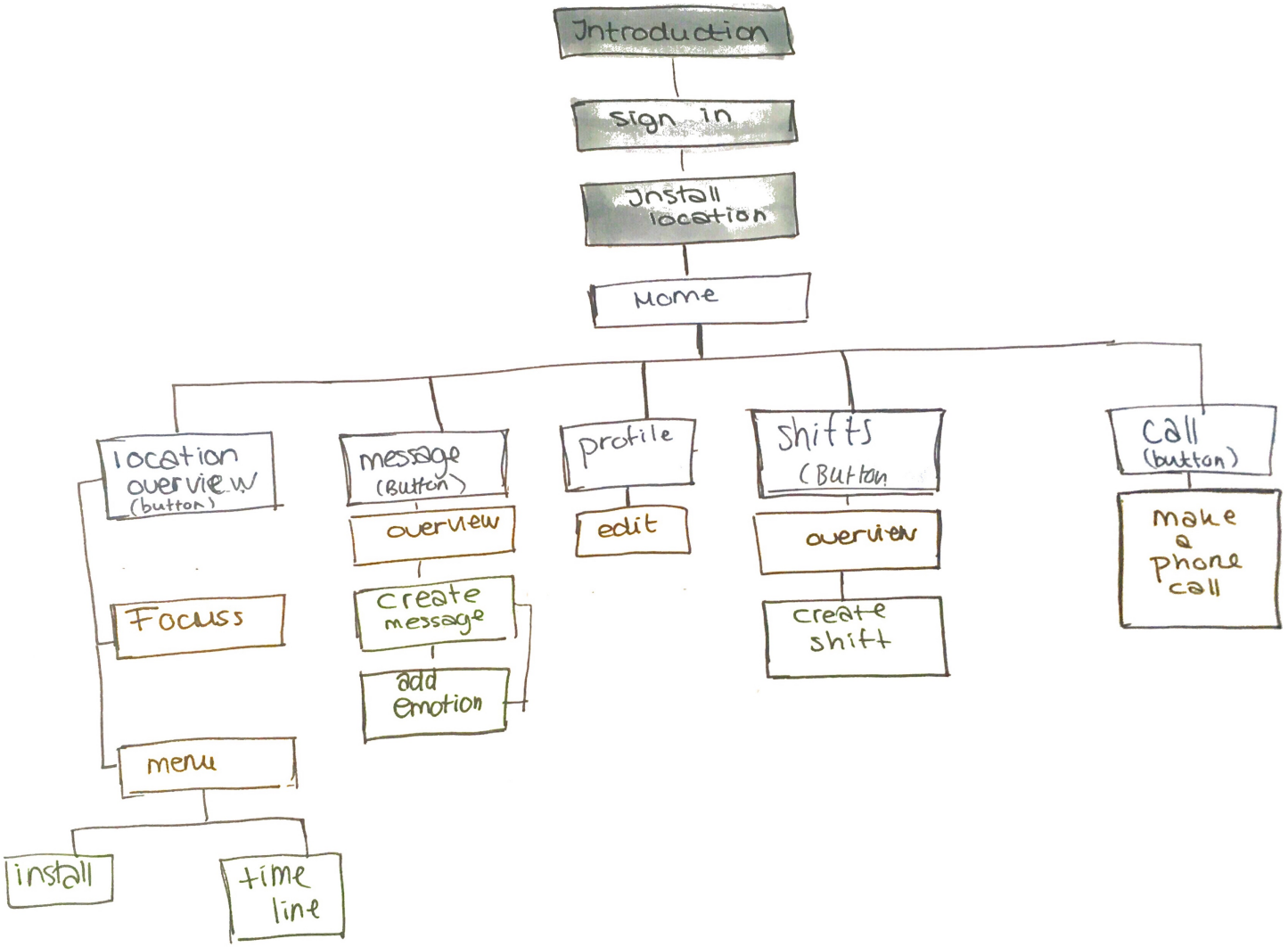
Tracking Device
Smart watch

3'c Model



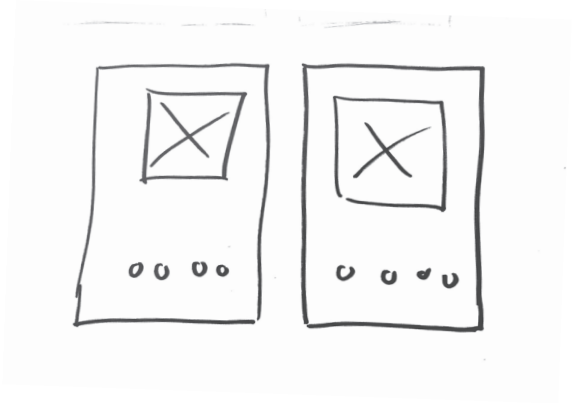
My design has a bit of continuous, because the main device is the iphone, but as a user you can receive the alerts and incomming calls on the apple watch. But it alsnog is consistent, because you must recognise you are using the same application. But also complementary, because if you're only waring your applewatch on a single moment you're still connected to the application and you still can receive all alerts and messages.

User flow

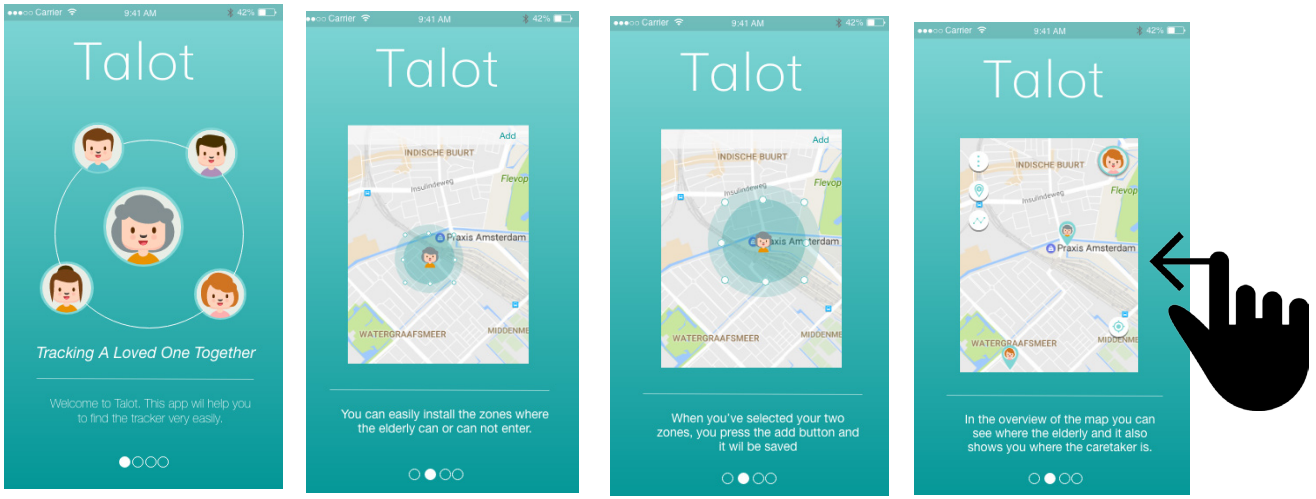

Introduction
sign in
install location
Home
location overview (button)
message (Button)
profile
shifts (Button
call (button)
Focuss
overview
edit
overview
make a phone call
create message
create shift
add emotion
menu
install
time line

App Introduction sketches

I wanted to show a video with the instruc-tions of the app



I also thought about swiping the instruction pages



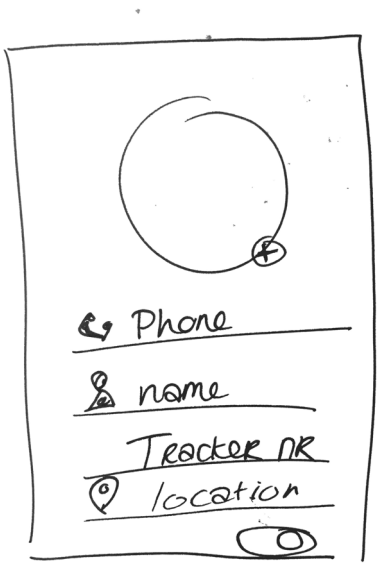
First of all i chose for an introduction to give the user a good impression of the app and how it works. As you can see I had made 2 iterations of ways to show the introduction.

I chose for the swiping version, because the user can deside by his self how fast he can read en swipe further when he unsterstands it.

Register

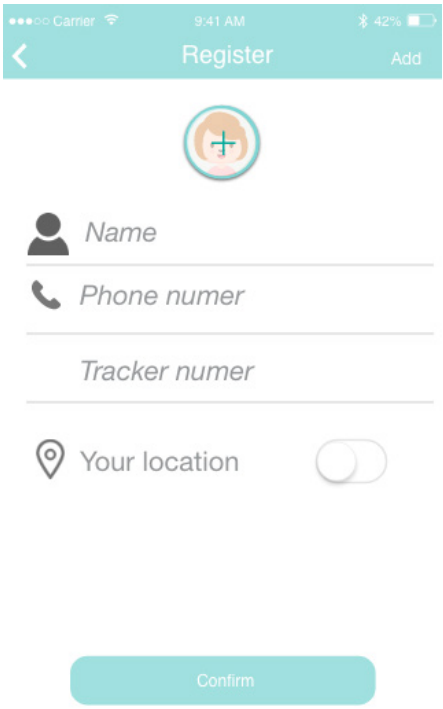
Iteration 1

This one shows you to fill in your information on diffentent pages.



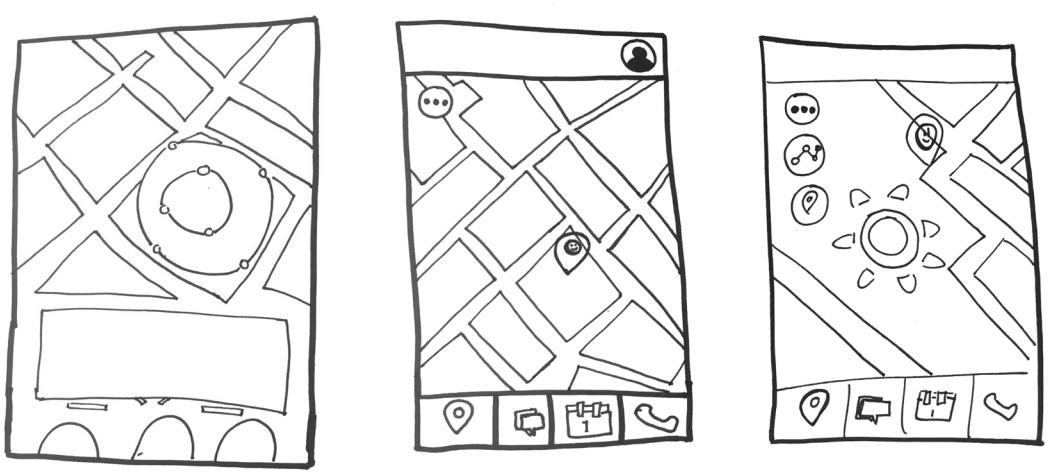
Iteration 2

This is a one form page, the user needs to fill his information on 1 page.

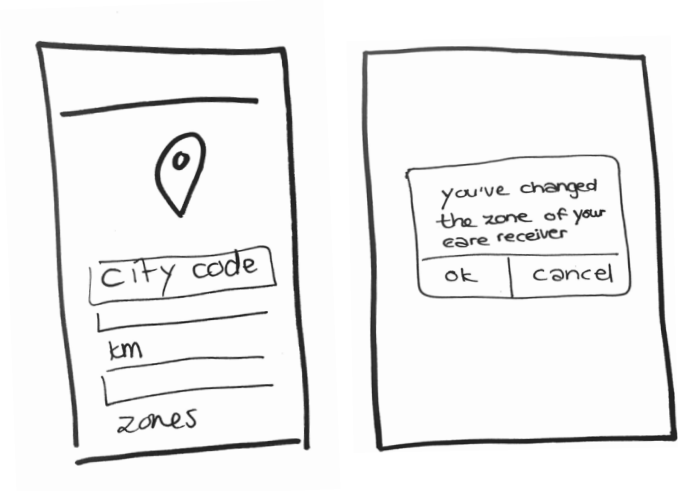


I chose for register this way because the user can fill in his data after seeing the instructions. In just one form instead of filling in information on a different page

Location



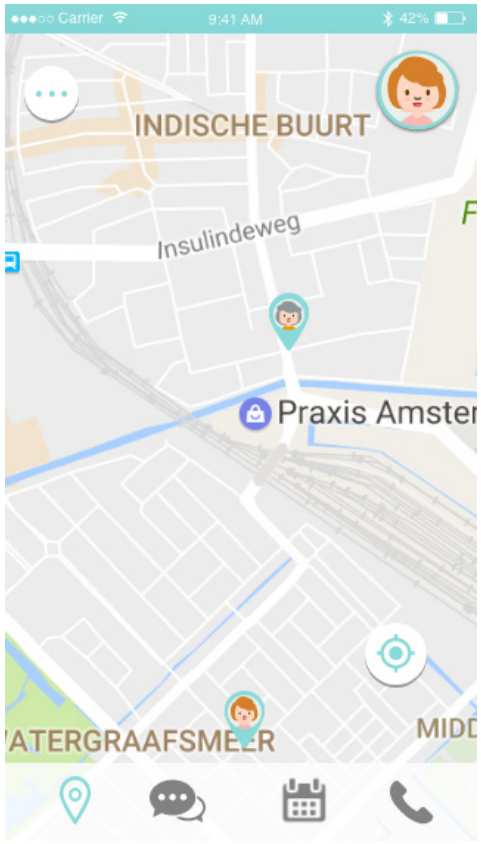
Iteration 1



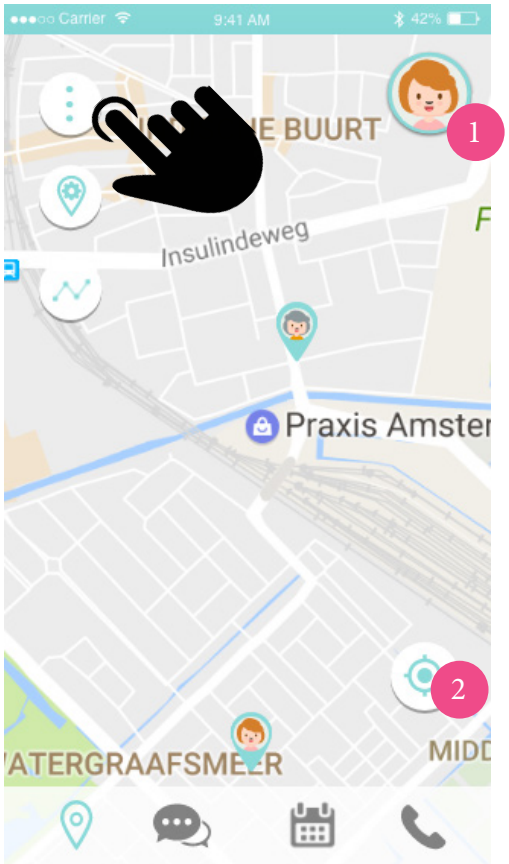
Iteration 2

I choose to install the zones like thisway the first iteration, so the user only have to zoome in or out to deside the zones.
And the user can add easily the installed zones instead of getting an notification when he added or changed the zones.

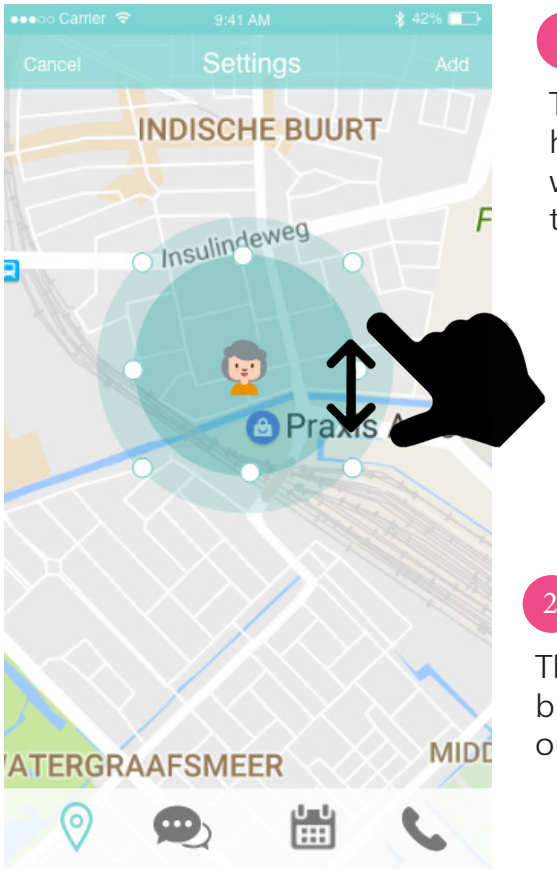
Location



Overview of the location where te caretaker can see where the carereceiver is.



When the user opens the dott **menu**, he can reinstall the settings of the zones by clicking on the button.



1

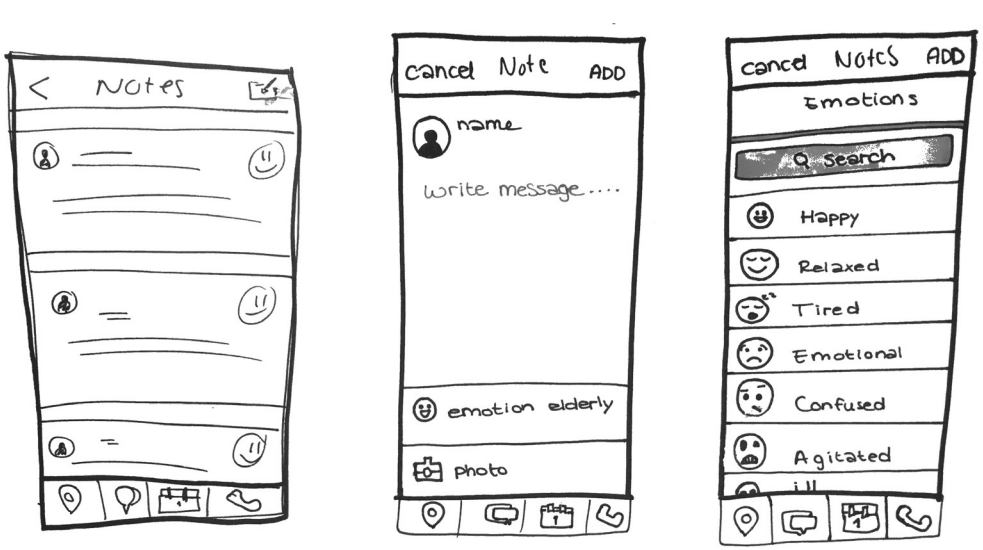
The user can reinstall his information if he wants to like the register page

2

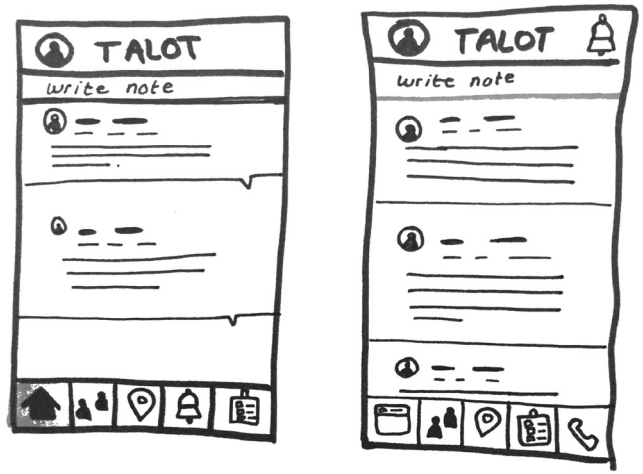
The user can press this button to focus directly on the carereceiver.

By zooming in or zooming out, the user can **install** the zones. There is a safe zone in the middle and a danger zone on the outside. After the user had chosen the area, he can add it.

Notes



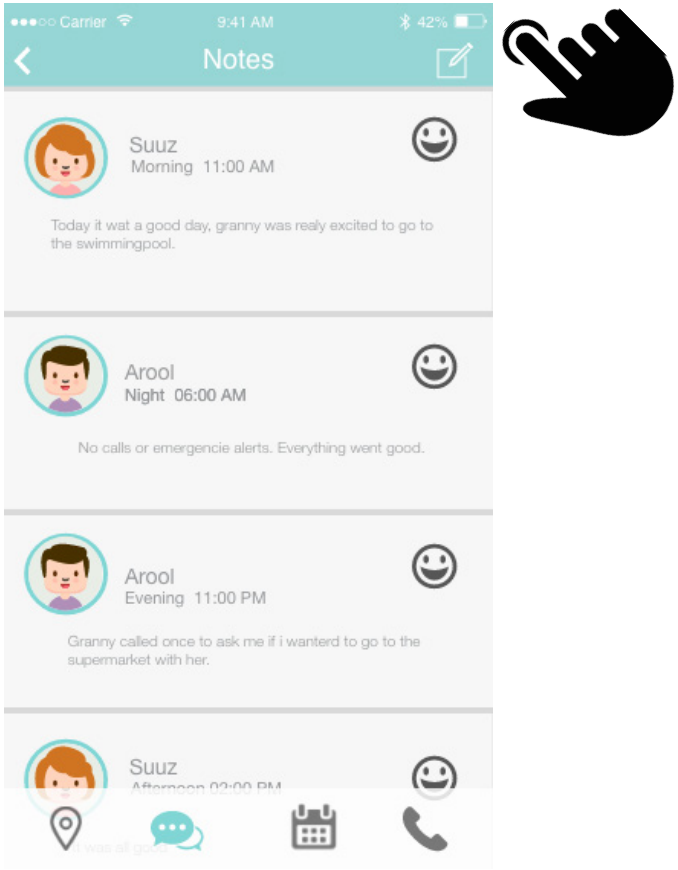
iteration 1



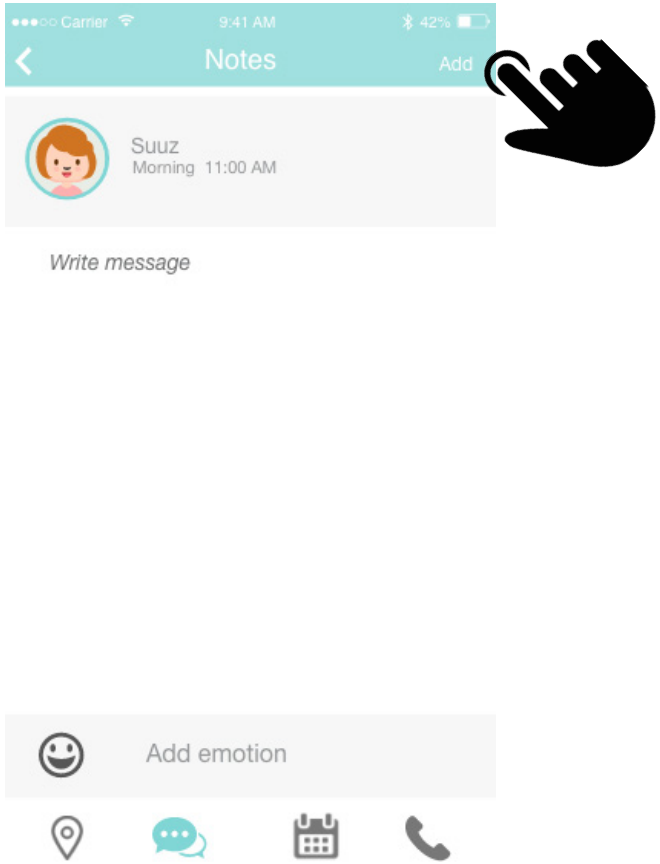
iteration 2

I chose for the first iteration, because i thougt an overview of all messages will be seen by everyone and also the emotions will appear on that screen. By simply adding an emotion on the page where you'll write down your message.
I thought typing your message on a different page will be better than on the same page to stay focussed.

Notes

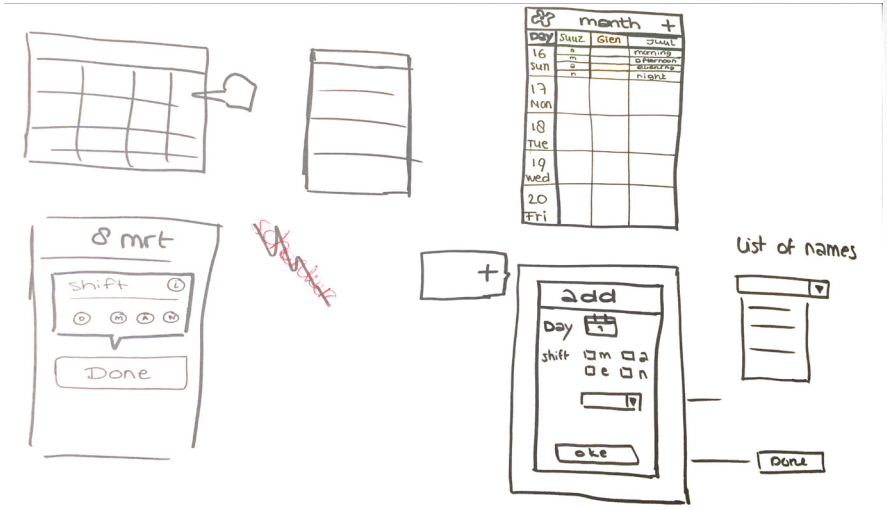


As you can see this is the **overview** page of all the notes that had been left by the caretakers. If you want to add a note, you can do it by pressing the write icon.

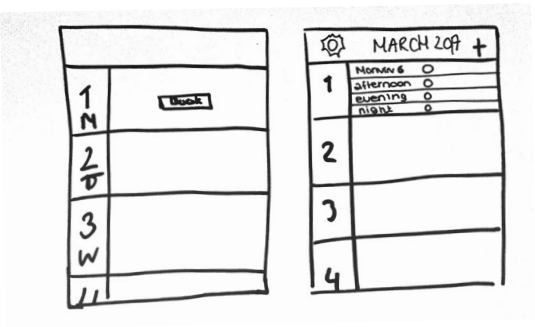


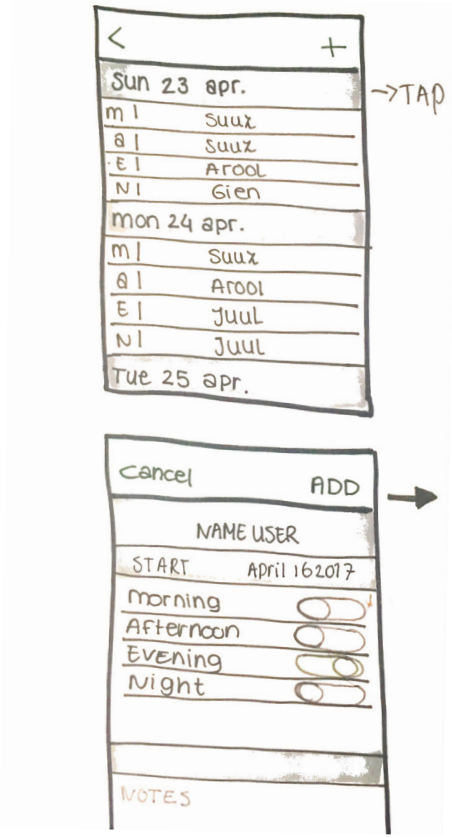
The user can write down the notes of the carere-ceiver and add an emotion. When the user is done writing he can press **ADD** to post the note on the overview page.

Shifts



iteration 1

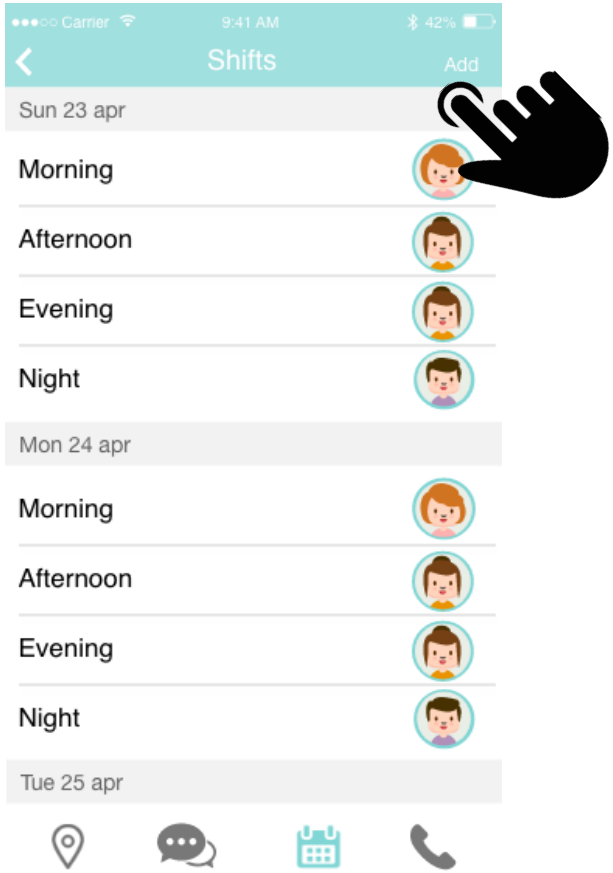


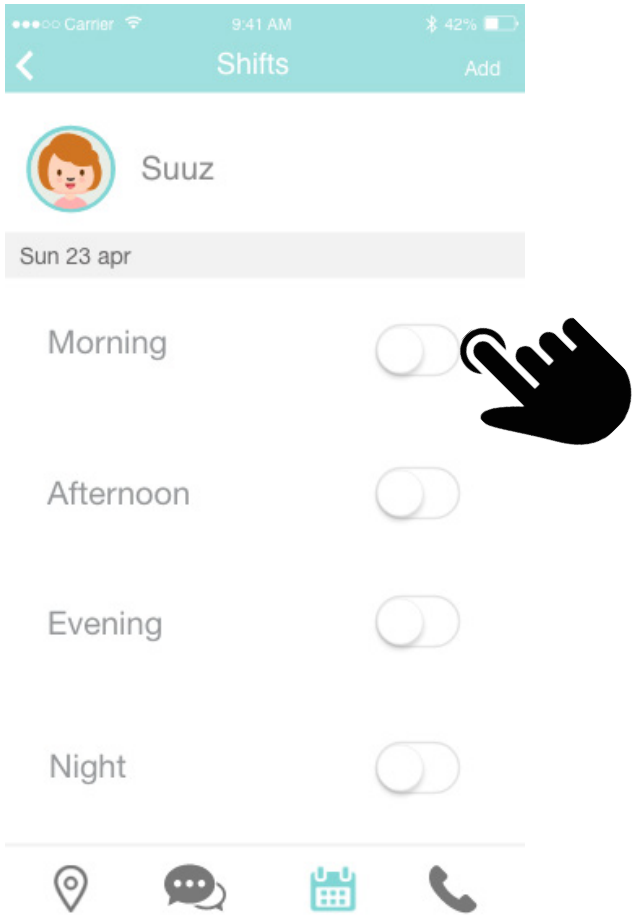


iteration 2

First i thougt about making shift in this way will be easy by using checkboxes. But in the end i thought it can be confused by onther users, because you can make a mistake by checking the checkbox of another user. That's why i thought about showing it the other way. Simply pressing on the date of that day and you only have to press the toggle and it scedules only your shift. So i chose iteration 2.

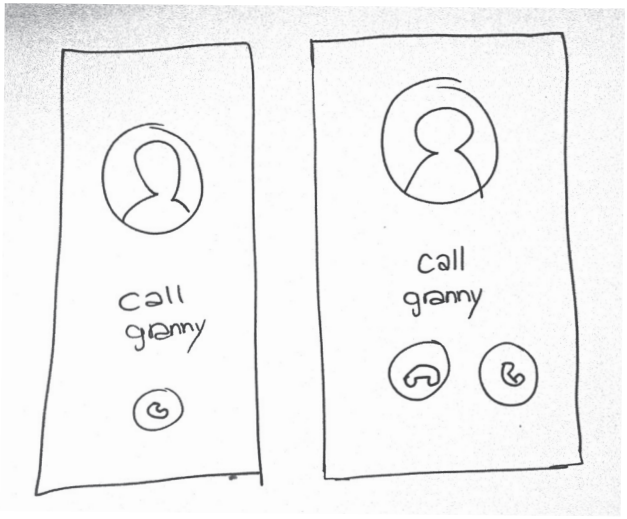
Shifts



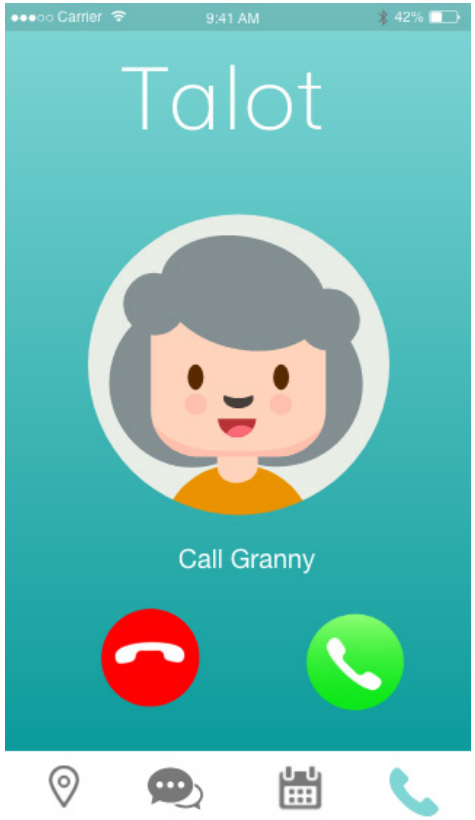


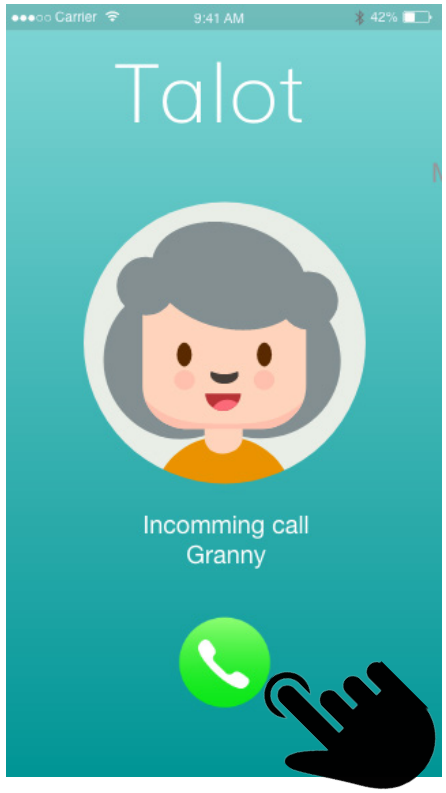
As you can see, the user can simply add an shift by clicking ont the date and the next screen will appear. The user can toggle the shift what he prefers, when the toggle is green the shift will be sceduled. By pressing the add button the shift will appear on the overview page.

Call



iteration 1





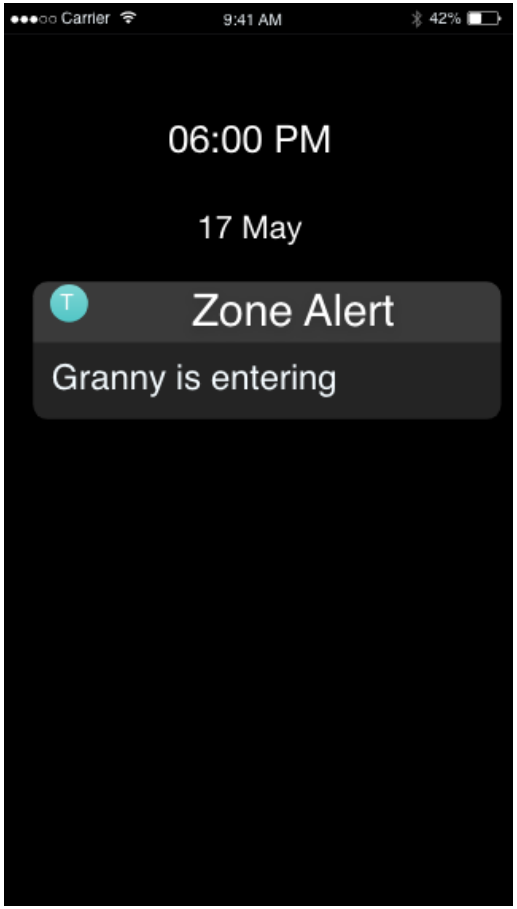
These screens are simple the same as ios uses it. But to show the user what kind of call it is, i used the color and name that will apear on the screen. It is consistent to how ios already shows calls.

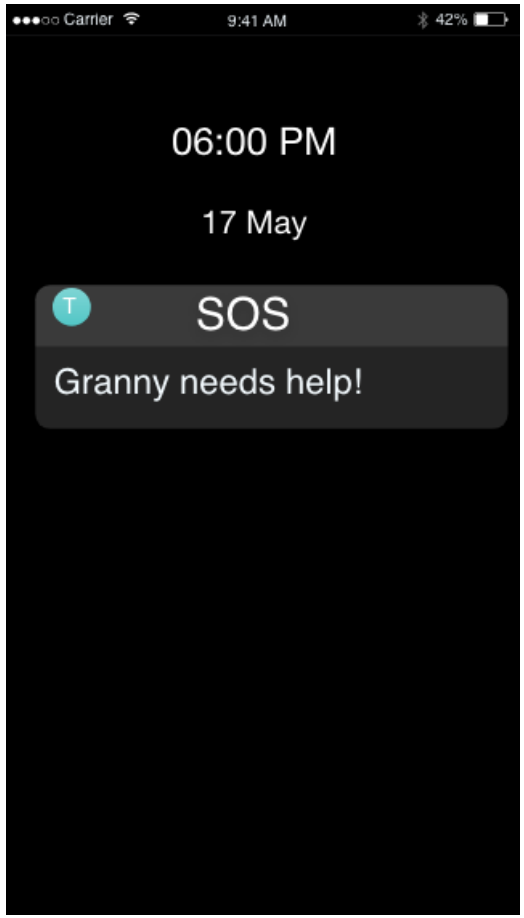
Alerts

iteration 1

iteration 2

I wanted to show the emergency icon, but then you could not re-cognize the application anymore.



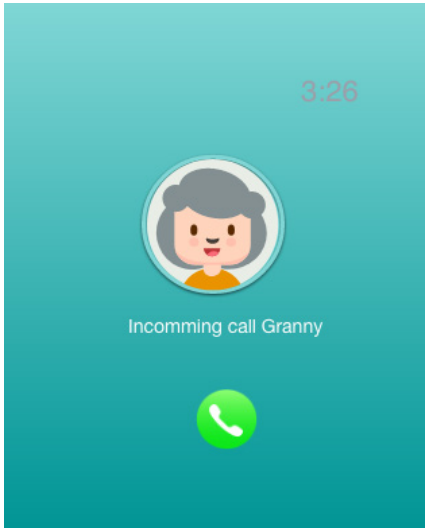


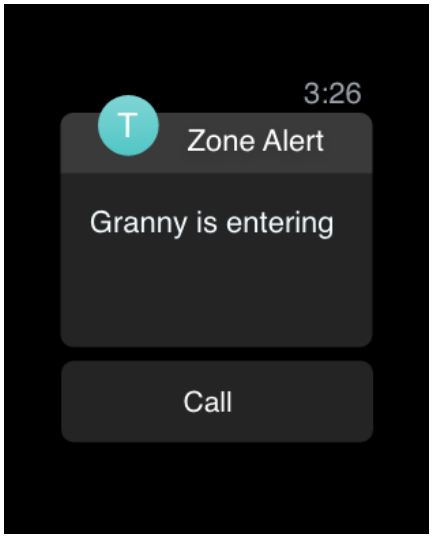
I chose to show it in this way, because apple shows all notifications like this way so it will stay consistent. It also show what kind of emergency it is and it also shows the style of the aplication.

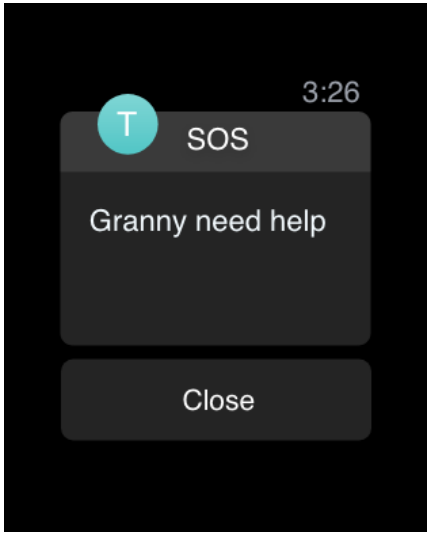
Apple watch

iteration 1

iteration 2

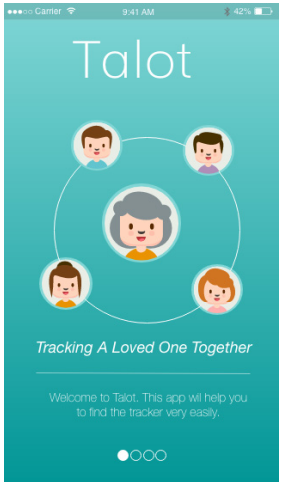


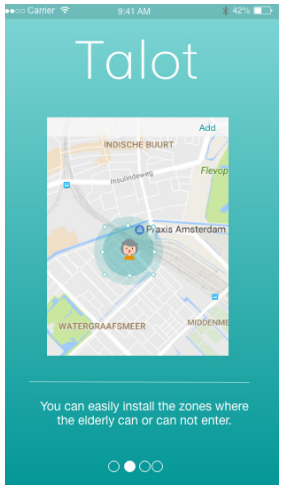


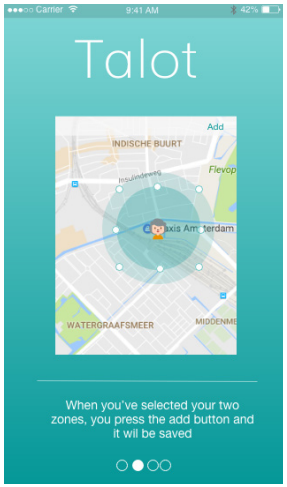


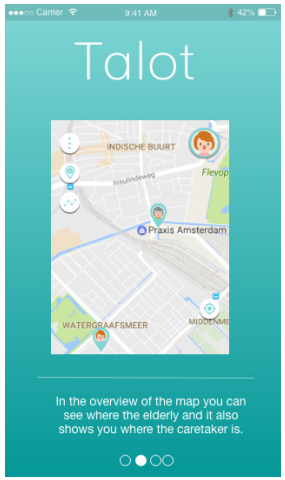
I chose to show it on the apple watch in this way. Simple an efficient. I thought it was a good idea by using the red color because it stands for danger, but there will be to much color on the screen, and the way i designed it, is the way apple is already using it.

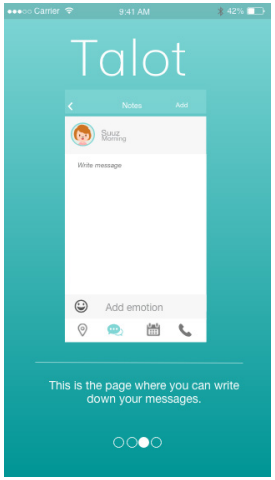
Wire flow

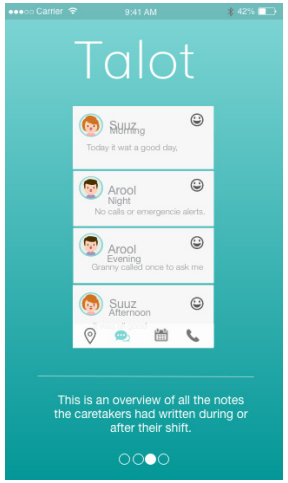




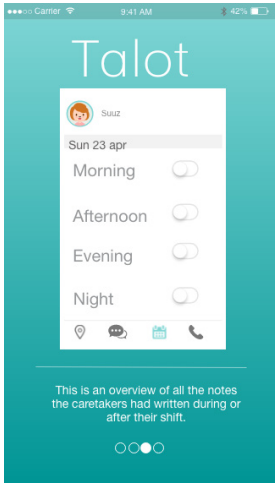


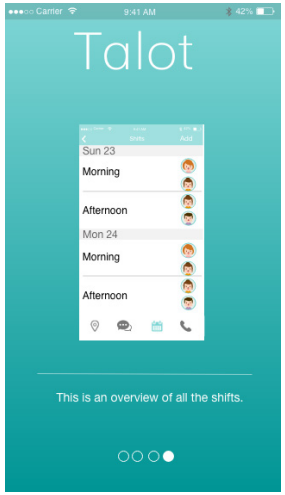


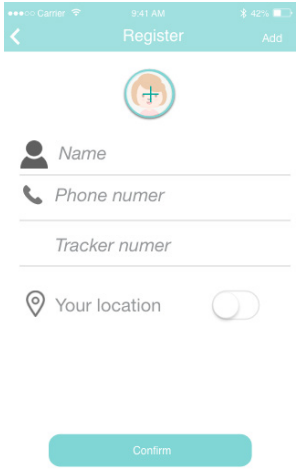




The user starts with following the introduction.

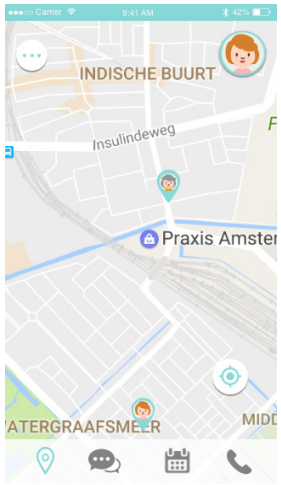


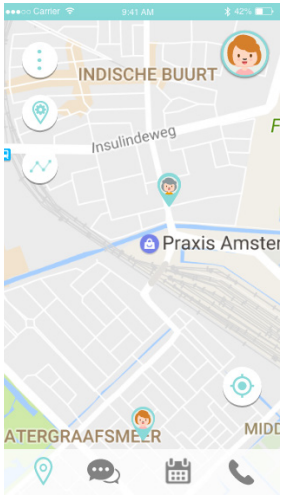


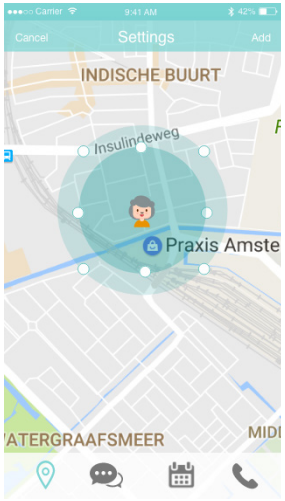


Followed by register themself before using the application.
After they have registered they can use the app.

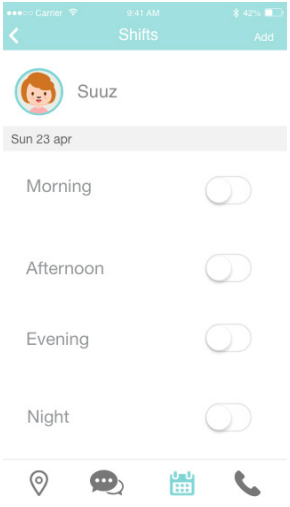
Wire flow

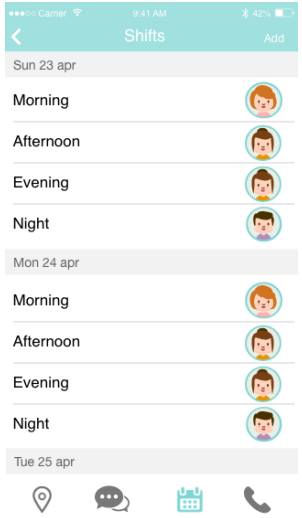






After they have rigistered he will install the zones of the carereceiver.





Before they are going to follow the carereceiver, the users are going to scedule themselfs. They are going to share shifts with their family members by sceduling a morning, afternoon, evening or night shift. So everyone who logged in will see the overview.

Extra sketches