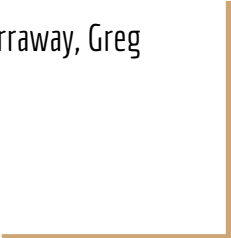


Final Presentation

Team Eagle Scream

Kemal Akbay, Jocelyn Bellas, Melissa Carraway, Greg
Hamilton

HF765, Fall 2015



Aria

The Sound of a Connected Home

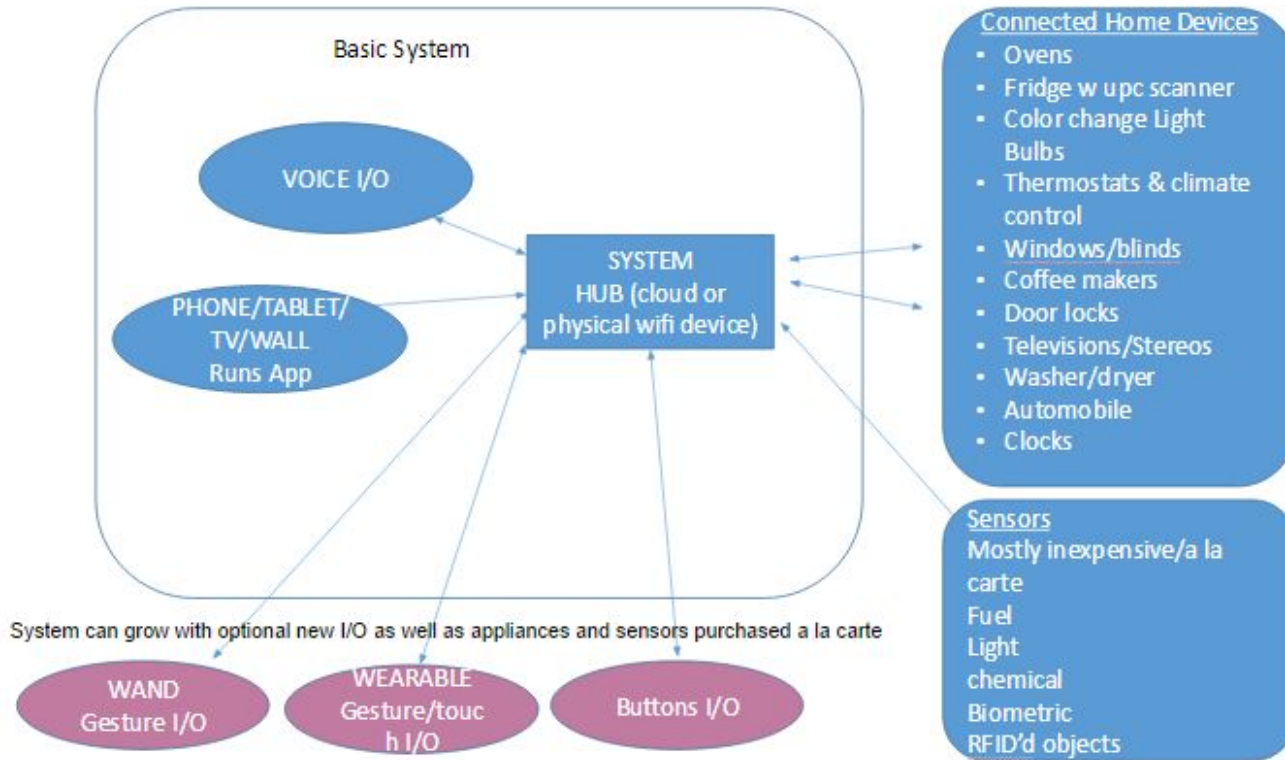
Some insights from our process...

- User Research
- Conceptual Model
- Scenarios
- Prototype Rewind (3)
- Final Solution
- Arguments
- Reflections

User Research

- Conducted interviews and initially developed 4 personas
- Decided to focus on double-income, family of 3 persona
- Conducted additional user research and performed a task-analysis pertinent to that persona

Conceptual Model



Categories of tasks:

- Scheduling
- Messaging
- Maintaining lists, either grocery or to-do lists
- Security System
- Networked-life functionality: reporting on integrated house sensors and integrating external information sources

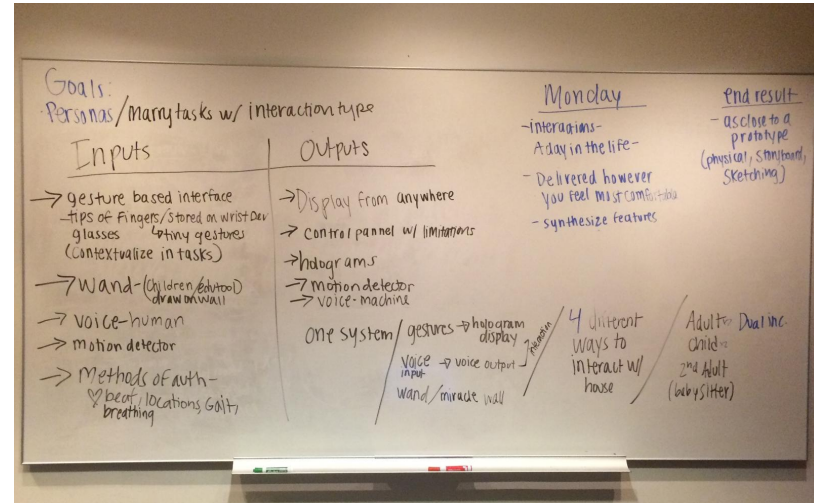
Summary of System

Hardware:

- Microphones
- Speakers
- Home-based server
- Aria application downloaded onto any phone, tablet, or smart TV. This is required for the visual components of Aria
- Aria indicator bulbs

Scenarios

- Alerts
- Cooking and Kitchen Inventory
- Getting Ready for the Day
- House Maintenance and Saving Money
- Tasks and To-Dos

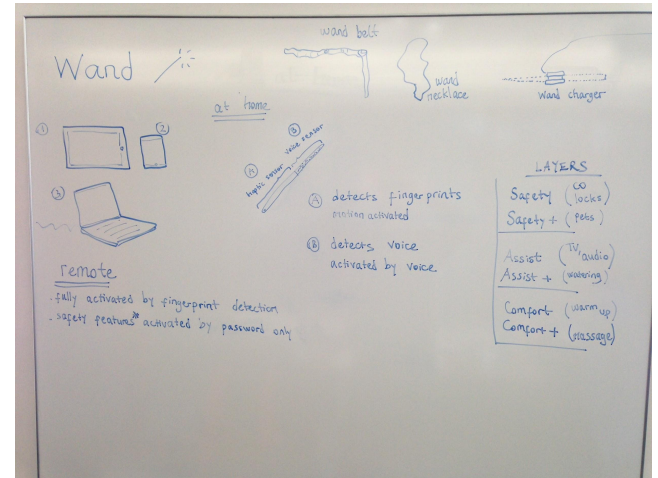


Designing scenarios using input and outputs, and conceptualizing "A Day in the Life" scenes

Prototype 1 Rewind

We developed a product that did ALL THE THINGS for ALL THE people and it was full of options and worked for everyone

- Storyboarding
- Included “Tiers of Service” to cater to multiple user groups
- First individual prototypes included”
 - Information Architecture layout
 - Smartboard
 - Wand
 - Wearable bracelet
 - Wearable sticker sensor
 - Micro-gesture interactions
 - Limited-voice interactions



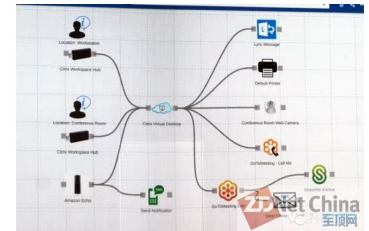
Prototype 2 Rewind

- We realized we were doing too much for too many people
 - Pared it down to just one persona - the double-income home
- We focused on interactions, used tasks to inform scenarios for users from qualitative data we collected. Examples of tasks addressed by the system include:
 - Reading emails
 - Scheduling events, and making schedule adjustments
 - Suggesting recipes to make
 - Creating a shopping list
 - Setting parental controls on entertainment activities for children
- Narrowed down complimentary device form factor- wand and wearable bracelet
- System spoke like computer, and the user did not address it

Prototype 3 Rewind

- Expanded upon wand to learn what worked and what didn't
- Designing for wand and voice
- Worked on information architecture and worked to make sure voice commands were all feasible
- Discussed with a friend who is a PhD in Artificial Intelligence- What did he think?
 - informed us that it would be more feasible with blades in the basement that did the processing on the client side rather than server side.

We admired Citrix's octoblu drag and drop setup, and aimed to incorporate something like this for setting up complex interactions in this prototype.



Final Solution



WAKE UP HAPPY

Your alarm clock is integrated with a soft computer voice that wakes you with a warm greeting and the curtains slowly opening.



BE ON TIME

Aria will let you know when you should leave for work because she is always watching real-time traffic and knows the forecasted weather.



MANAGE YOUR KITCHEN

Always know what you have in your fridge and pantry, and get immediate access to recipes that won't require a trip to the grocery store!



STAY PREPARED

Your kitchen and pantry are always inventoried, so that you always know what you have run out of and what expires soon. Ask Aria for recipe suggestions - she will offer the best recipes based on what is readily available.



STAY SECURE

Smart locking system helps you to be always in control of your front and back doors. Aria helps you keep the bad guys out and let the right people in, even when you are away from home.



GO GREEN

Aria lets you monitor your home's consumption and allows for resource-saving measures, like turning off lights in empty rooms or bypassing the sprinkler on rainy days.

Reflections

- The art of simplicity
- Understanding our users
- Designing for particular users-- not making the system be all of the things for all people
- Reflections on course readings
- Shelving the wand- why, and how it was challenging

