

## Design and Tasks Chosen & Reason

Our group chooses to refine the Wearable Smartwatch design. The two tasks that we would like to focus on are “Avoid danger zone” and “Learning personal preference and providing better recommendation next time”.

We feel this design suits our targeting audience better for several reasons. Firstly, we expect users to carry the design whenever and wherever during their travel, thus a smartwatch is the best choice because of its **lightness and portability**. Secondly, this wearable smartwatch is **always connected with a user’s wrist**. We notice in our interview that older people with memory issues might lose their belongings along the way so that a smartwatch prevents this from happening since it is always connected. Besides, with **direct contact**, users can notice any alert or vibration at the first time. Thirdly, our interview results show that people do care about **safety and health** during the trip. The built-in features in a smartwatch can help **keep track of users’ physical activities**, such as heart rate and pause times. Through collecting and analyzing these data, the app helps uncover a user’s preference and provide him with better suggestions. Fourthly, a smartwatch is **easy to read and interact**. Due to its limited screen size, a smartwatch will only display the most important information so that can quickly capture a user’s eyes. Also, it is convenient for users to input data just by several tappings on the screen. Our ultimate goal is for travelers to release their stress; therefore, asking users to type a lot of texts or complete a long survey would make them more stressful, which is definitely not what we want.

Tasks selected:

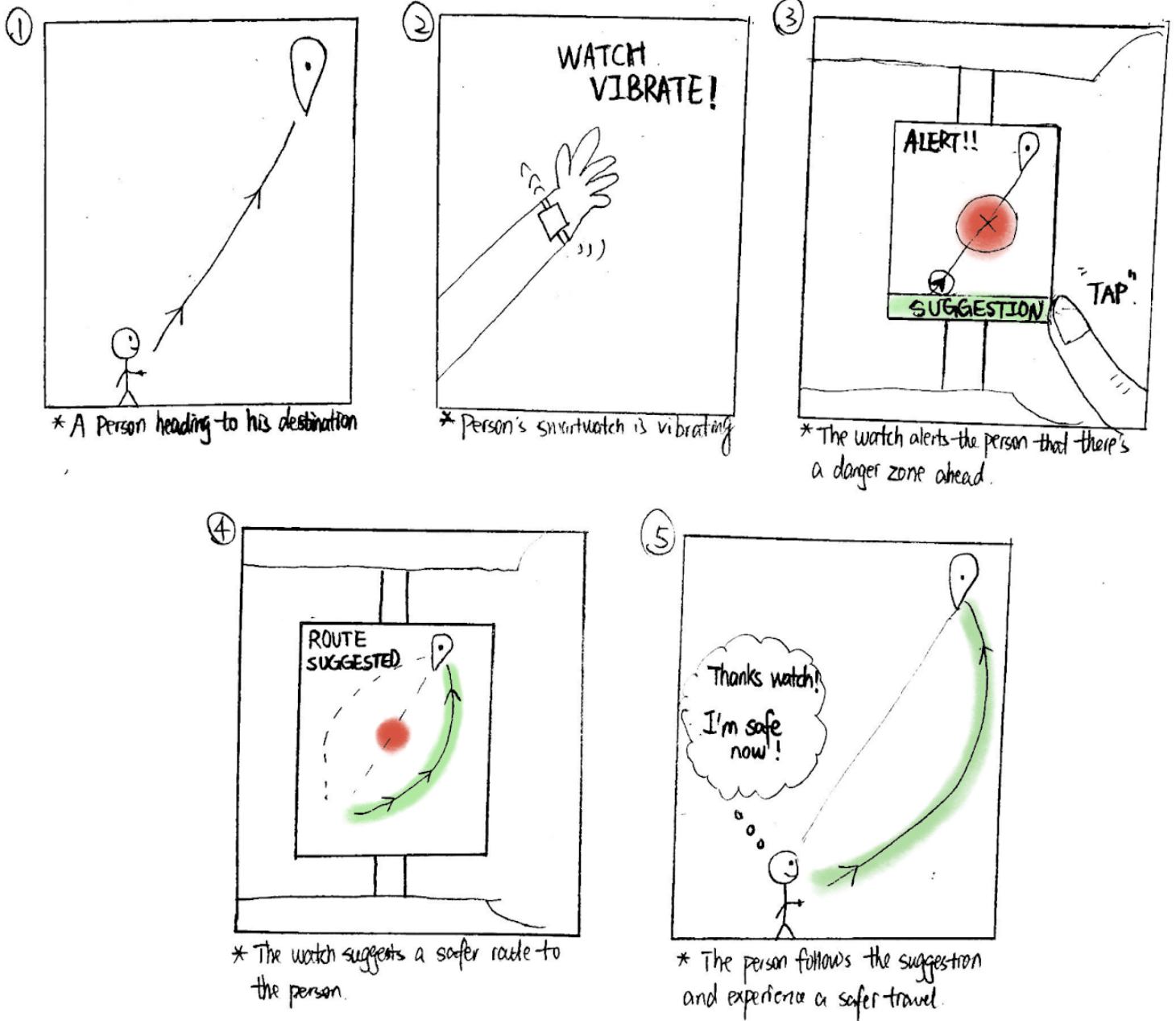
1. Helping avoid dangerous areas during the trip.
2. Learning personal preference and providing better recommendation the next time.

These tasks are more compelling than others because they provide the solution to the common user pain points that we identified in our research. One of the major concerns of users was **travel security and safety assistance**. Being in a new and unfamiliar place, it is important to minimize travelers’ exposure to risky situations. This problem can be solved by helping users avoid dangerous areas during their trip. Our smartwatch app would provide instant notification to users if an **unsecured activity** has been detected in their travel plan or during their travel stage and provide an alternative plan which helps them stay on their travel schedule. Another pressing need of the users was to get a **personalized travel experience**. This need is resolved by learning from a user’s personal preference and providing him with a better recommendation next time. Our smartwatch app is wearable, which can consistently record the user’s mood during and after they have visited a particular place. It would analyze the data provided by the user and generate the user’s profile based on their point of interest. Our app would then **recommend** places based on the personal information collected.

*\*Note: We revised our 2f based on feedback received, please see the document “2f revised”.*

# Storyboards

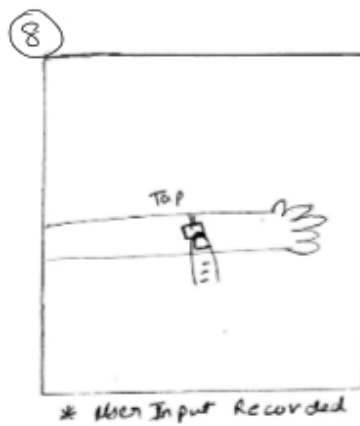
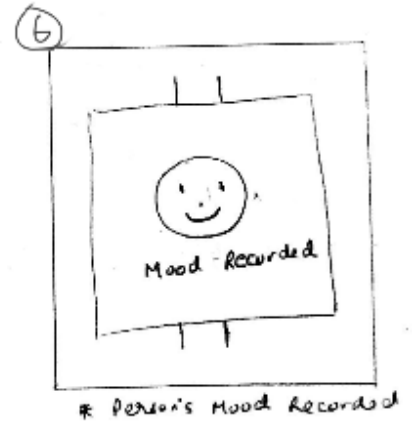
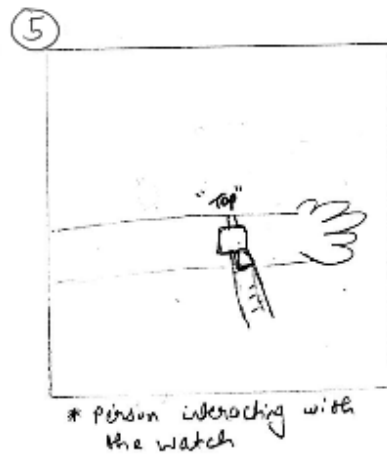
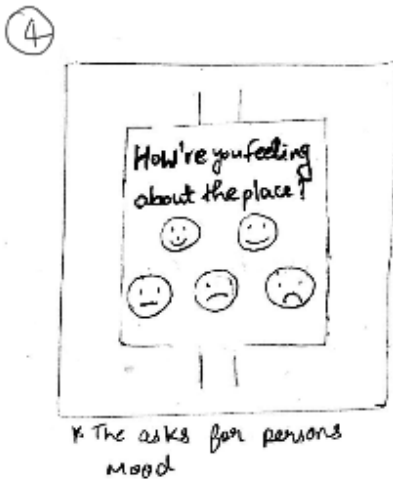
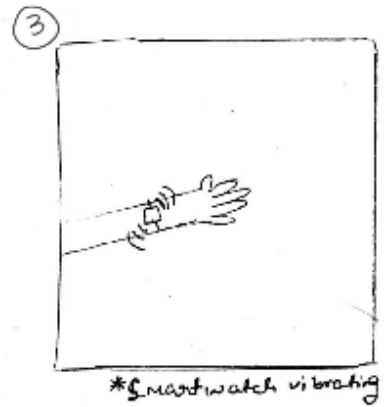
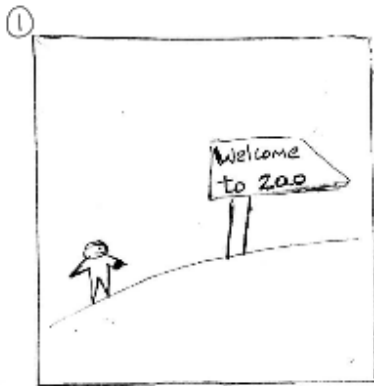
## Storyboard 1 Task 1 Avoid danger zone



### Annotations:

1. A person heading to his destination
2. Person's smartwatch is vibrating
3. The smartwatch alerts people that there's a danger zone ahead
4. The watch suggests a safer route to the person
5. The person follows the suggestion and experiences a safer travel

Storyboard 2 Task 2 Learning personal preference and providing a better recommendation



Annotations:

1. None
2. person ending the visit
3. Smartwatch vibrating
4. Asks for the person's mood
5. Person interacting with the watch
6. Person's mood recorded
7. Given suggestions based on preferences
8. User input recorded

## Contribution Statement

\* Talks about the storyboard together

Name	% of contribution	Tasks are done
Jessica	33.33%	2f revision proofreading
Sejal	33.33%	Writes Why tasks are compelling
Yuqi	33.33%	Writes why the choice of design is the best