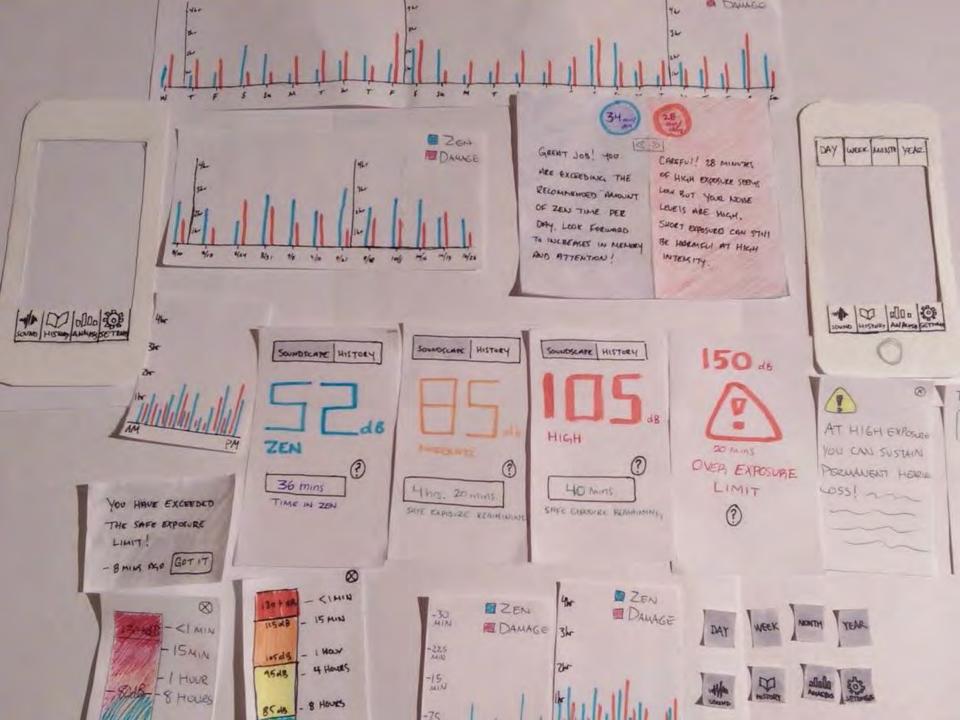
# SOUND SCAPE

Grant Neubauer
Garrick Li
Chris Jung
Luyi Lu

#### **Overall Problem**

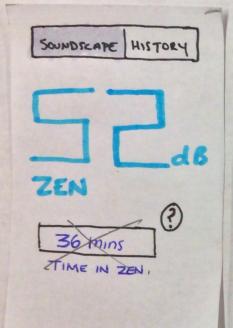
A lack of awareness of the health implications of noise exposure

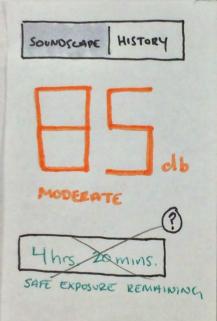
## Initial Paper Prototype

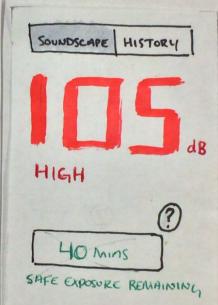


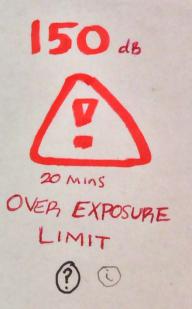
## Task 1

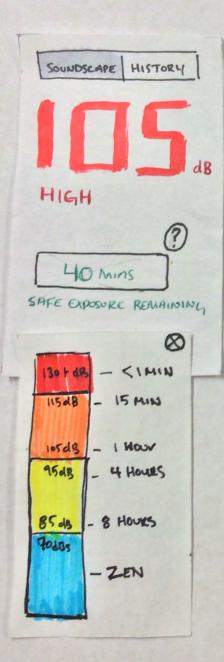
Perform Soundscape analysis on the current environment











150 dB



20 Mins

OVER EXPOSURE LIMIT

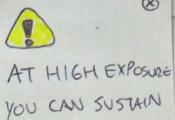




8

YOU HAVE EXCEEDED THE SAFE EXPOSURE LIMIT!

- 8 MINS MO GOT IT

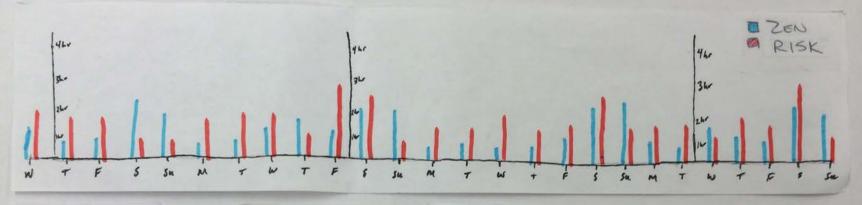


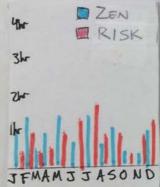
PERMANENT HEARING

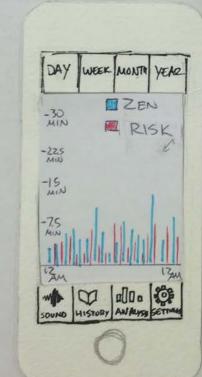
LOSS!

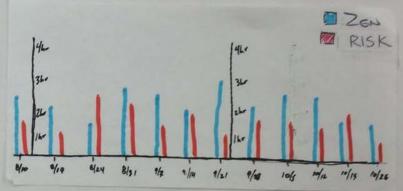
## Task 2

View past noise exposure & analysis



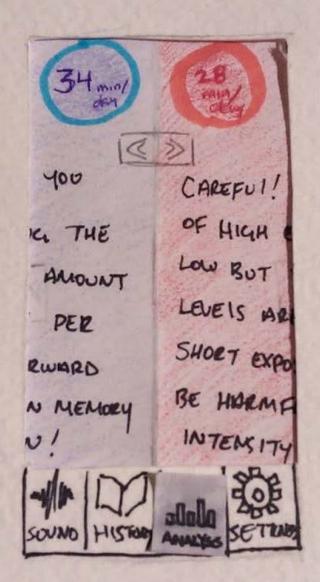








GREAT J ARE EXCE RECOMMENDED OF ZEN -DAY. LOOK TO INCREASE AND ATTE



MINUTES

LE SEEMS

NOISE

IGH.

CAN STILL

T HIGH

## **Testing Process**

## **Usability Tests**



UW Student
Frequents loud environments



Middle-aged User

Lacks technological expertise



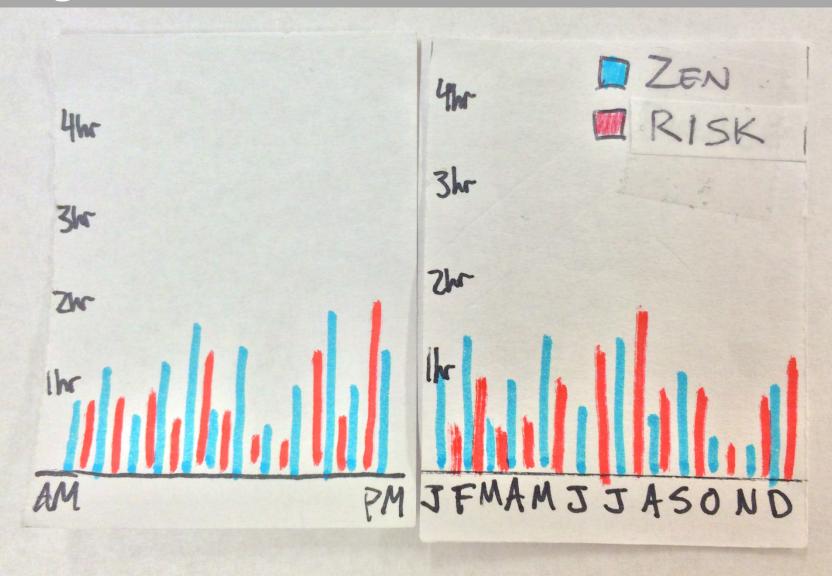
Doctor (Radiologist)

Provides a medical background

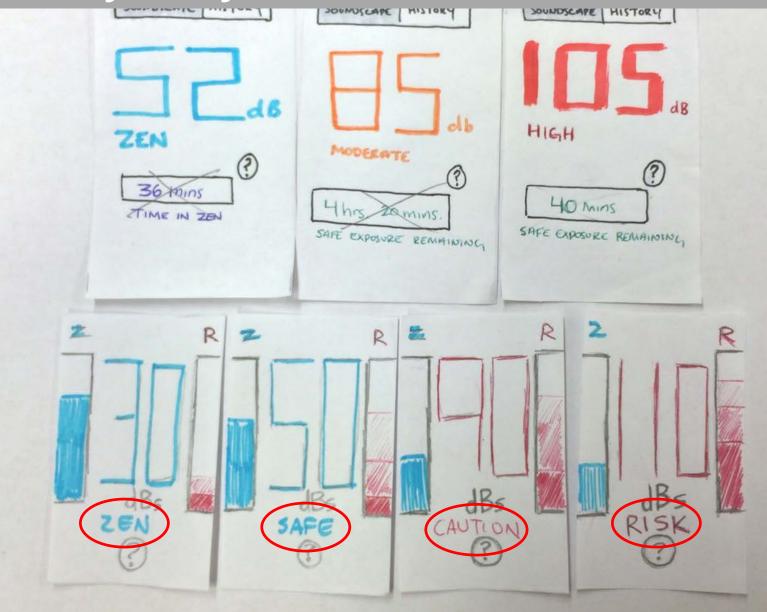
## Results

# Syntax

#### Recognition Rather than Recall

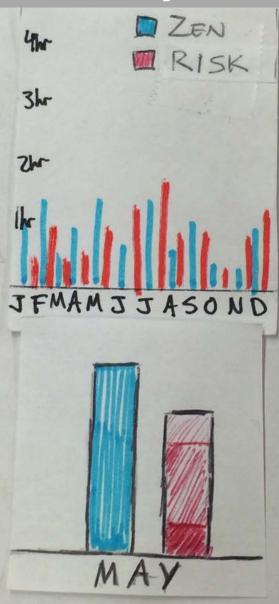


#### Visibility of System Status

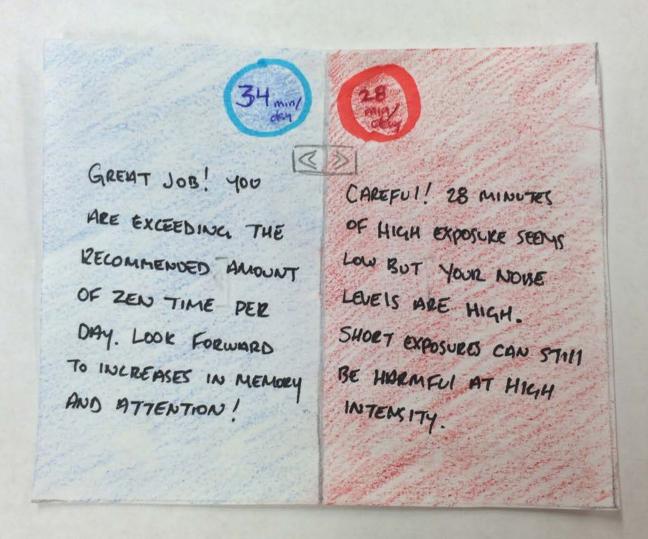


## Affordances

### Flexibility and Efficiency of Use

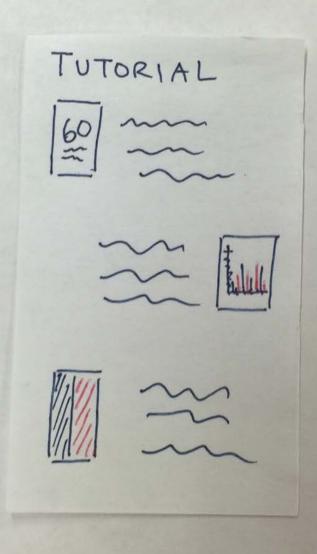


#### **User Control and Freedom**

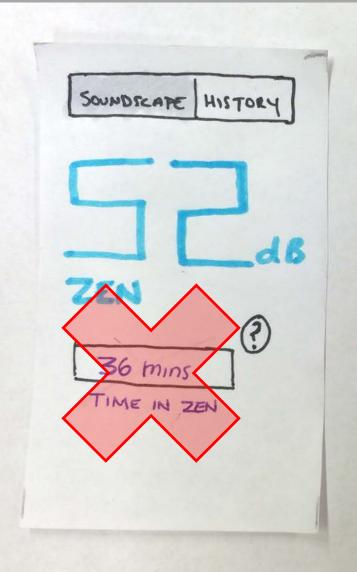


## Features

## Help and Documentation

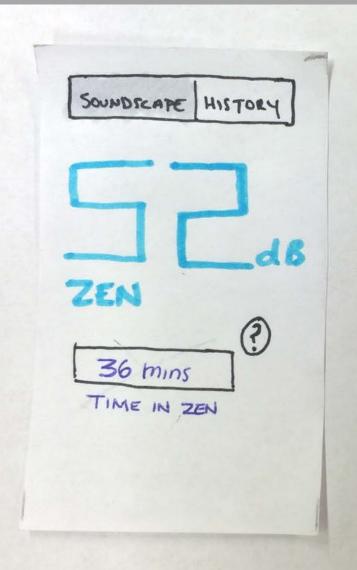


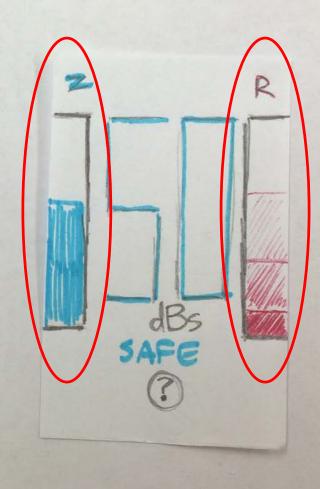
#### **Aesthetic and Minimalist Design**





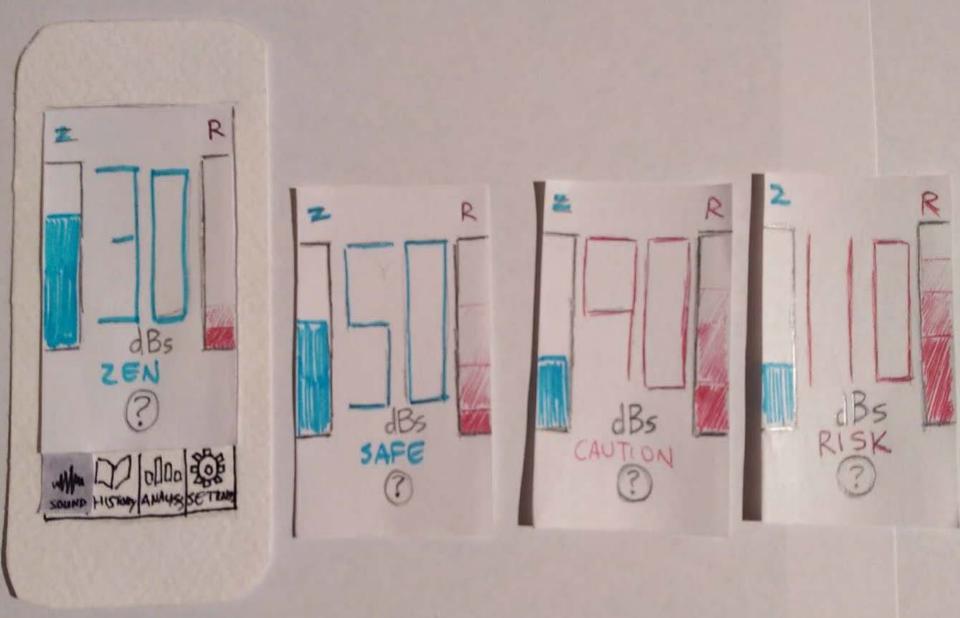
## Visibility of System Status

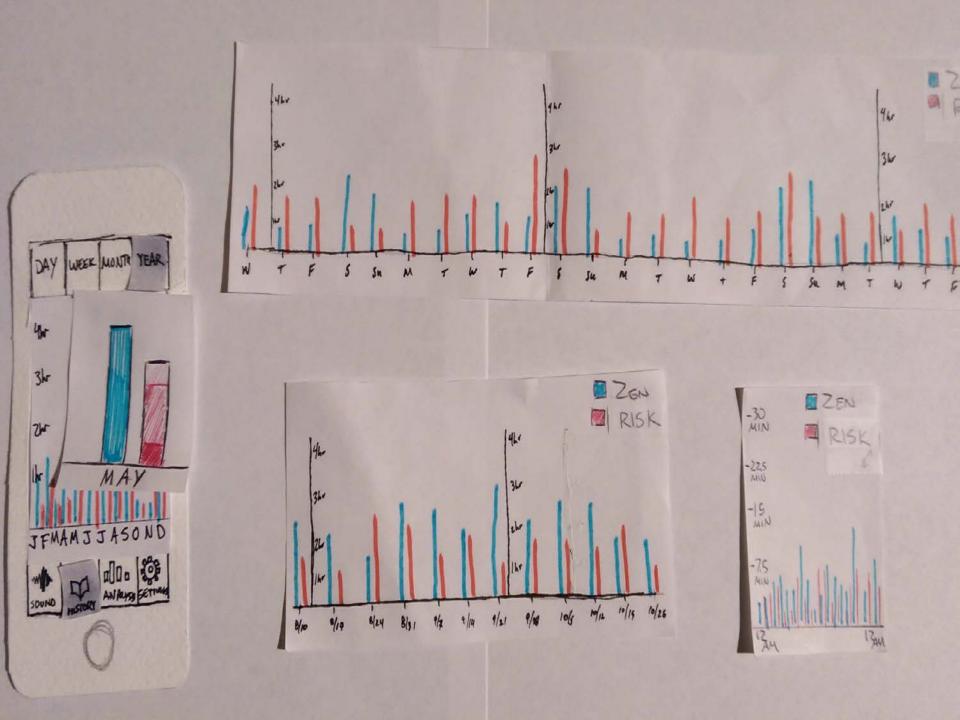




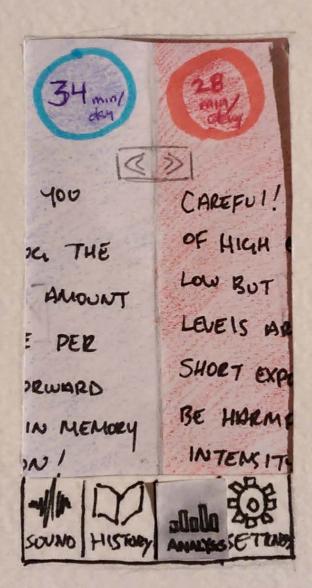
## Final Paper Prototype







GREAT J ARE EXCE RECOMMEN OF ZEN DAY. LOO TO INCREM AND ATTE



MINUTES

UKE SEEMS

L NOWE

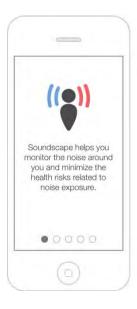
UGH.

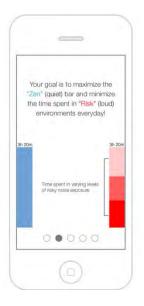
S CAN STAIL

# Digital Mockups



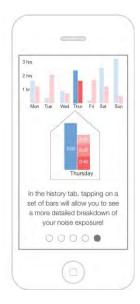
#### **Tutorial**









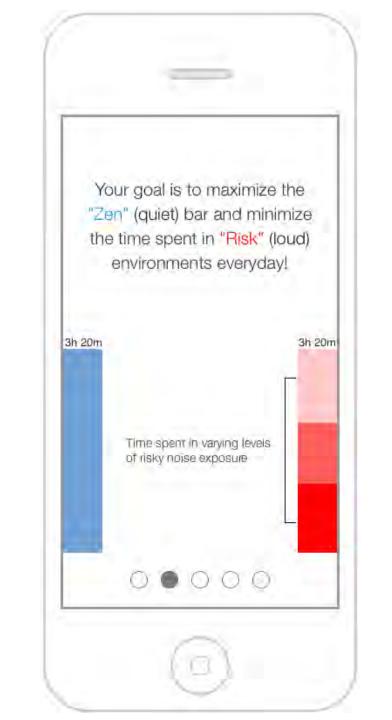




Soundscape helps you monitor the noise around you and minimize the health risks related to noise exposure.

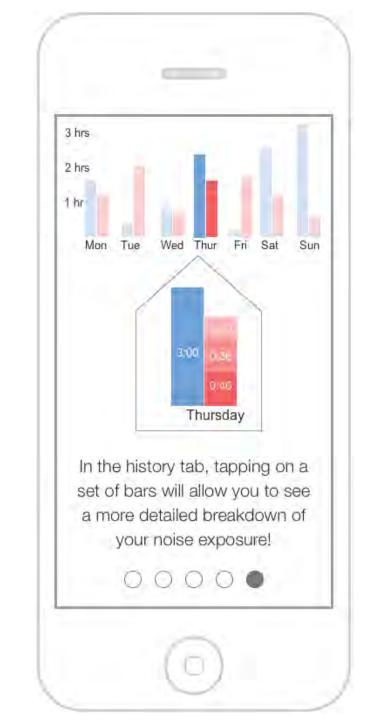




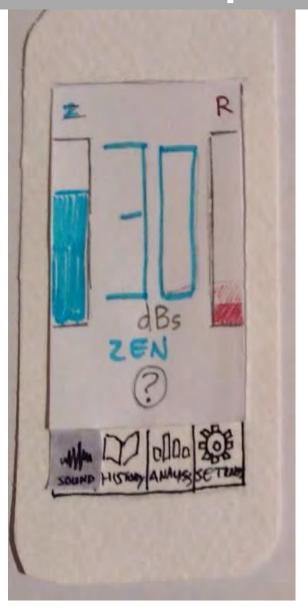


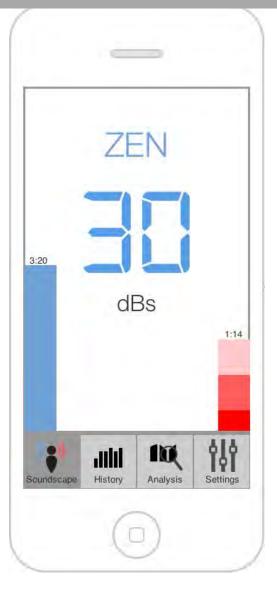




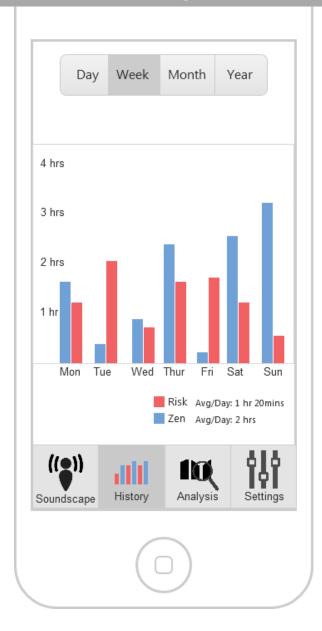


## Task 1: Soundscape Analysis

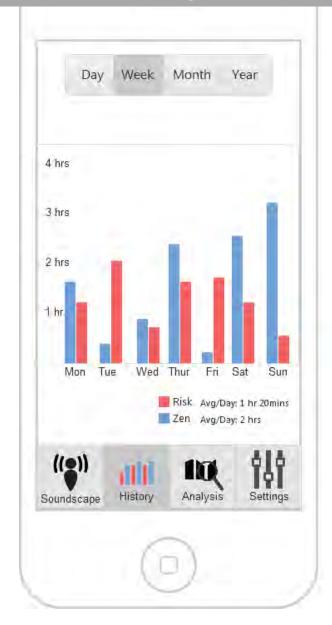


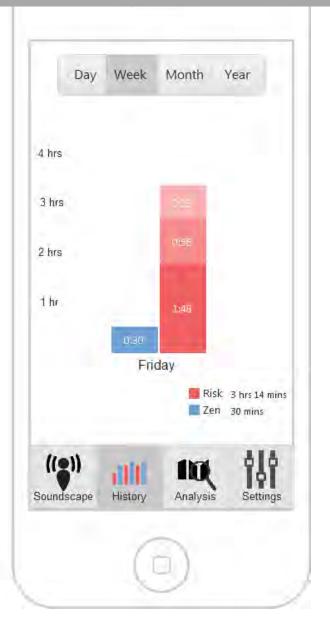


### Task 2: History & Analysis

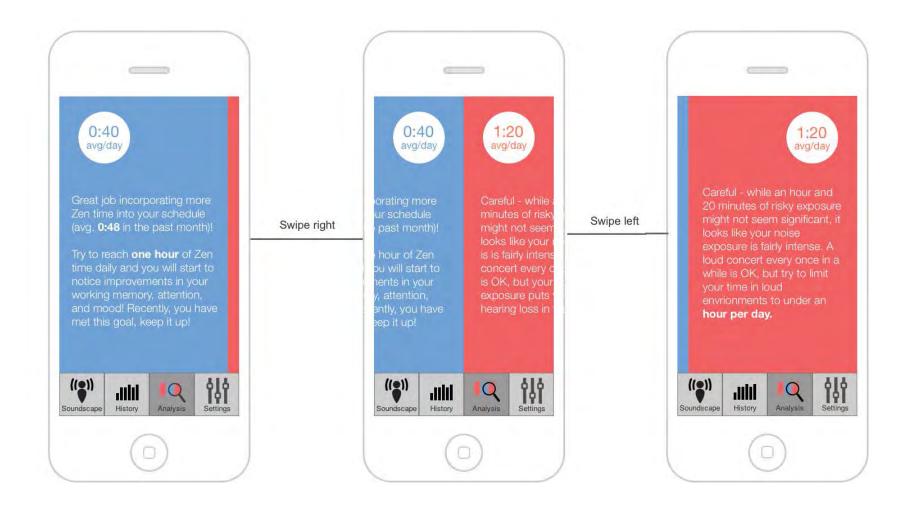


### Task 2: History & Analysis





#### Task 2: History & Analysis





## Summary

# SOUND SCAPE

Questions?