

mirage

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Meet Bill

Works with computers 8+ hours per day

Wears glasses, doesn't understand why his eyes continue to get worse

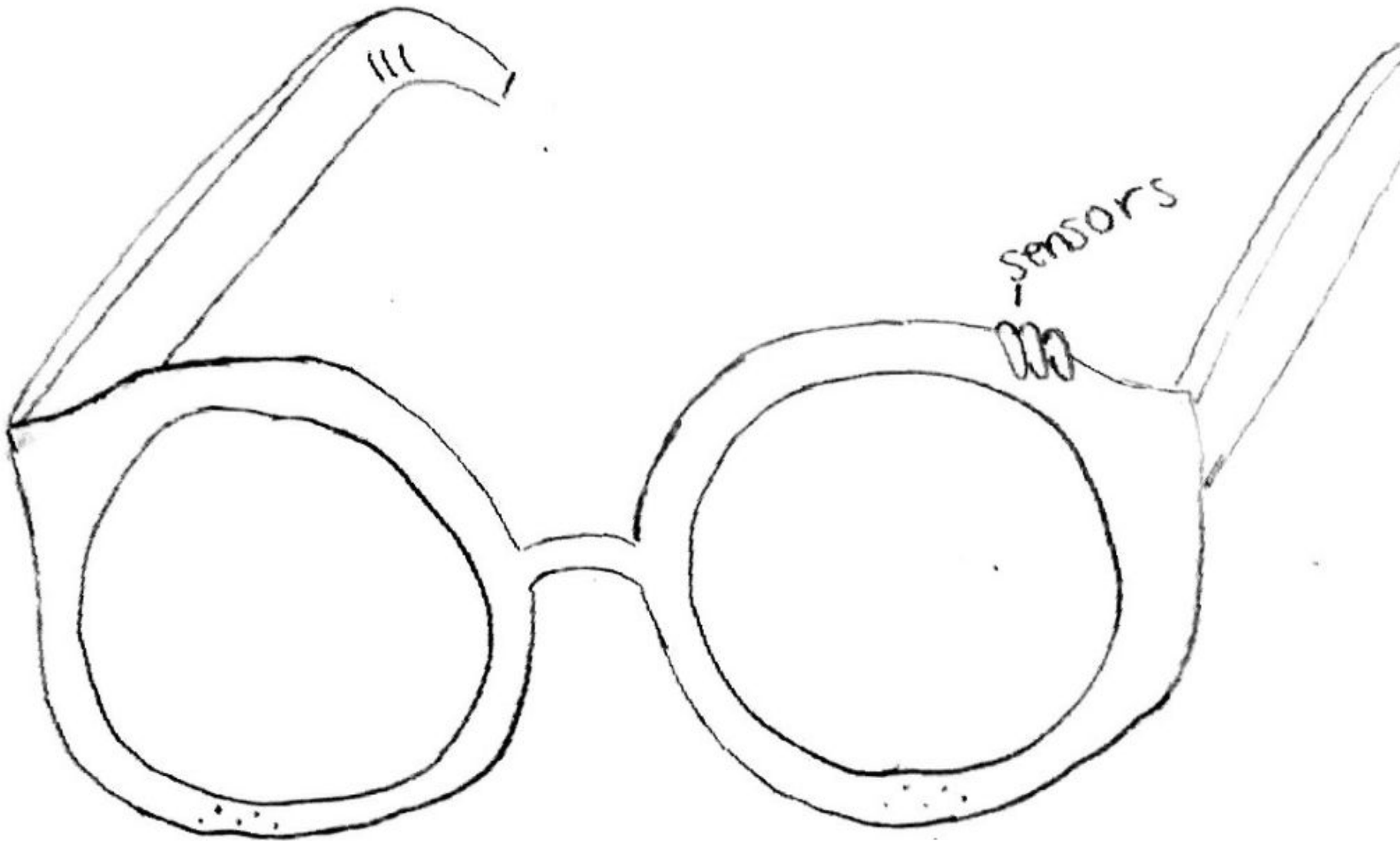
Little to no eye strain awareness

In a digital world, we're using more screens than ever. This long-term and consistent use of screens slowly causes more and more damage to our eyes.

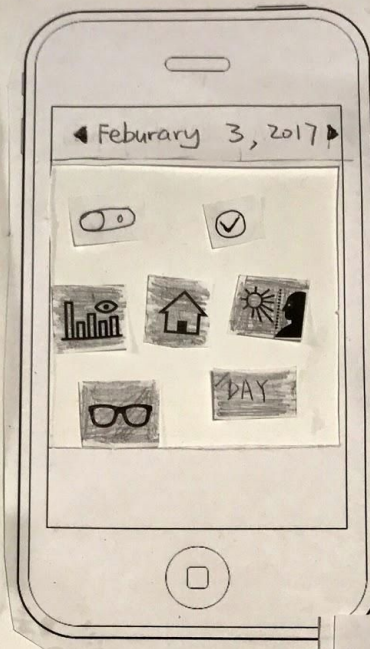
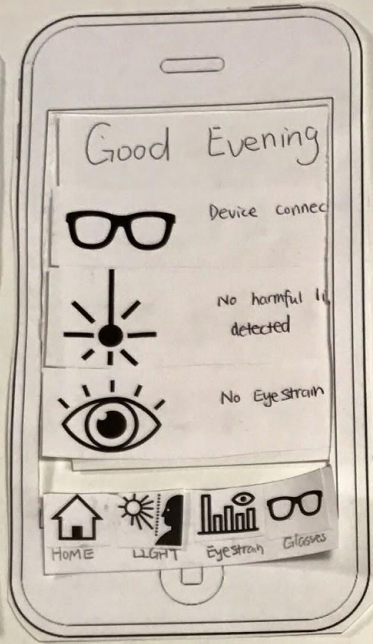
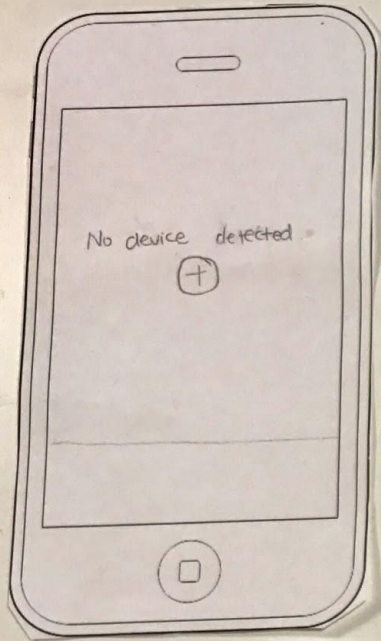
tasks

- Reduce harmful light exposure
- Reduce eye strain (caused from screens, reading, and dim light)

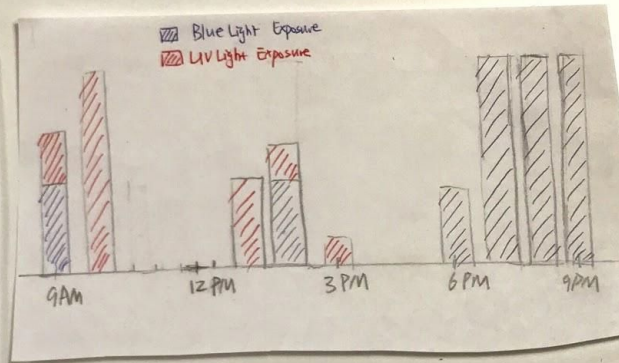
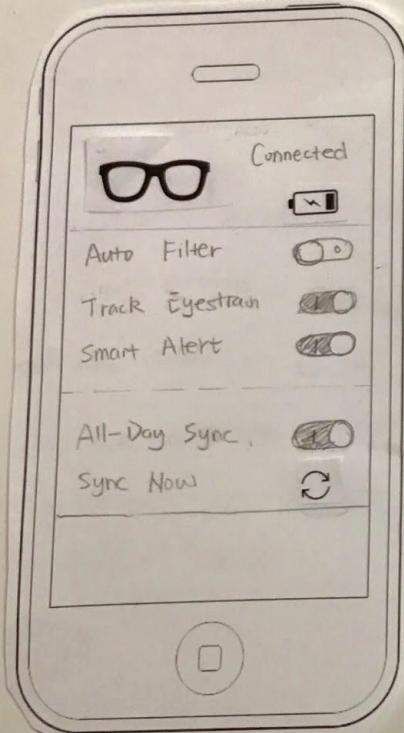
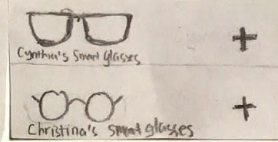
glasses



Initial Paper Prototype



DAY	WEEK	MONTH
February 2017		
29	30	31
1	2	3
4	5	6
7	8	9
10	11	12
13	14	15



Your Eyes are feeling great !!

Today

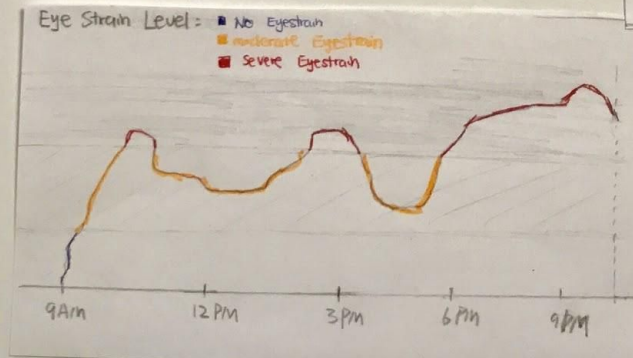
70% No Eye strain

30% Moderate Eye strain

Today

UV Light Exposure = 45 mins

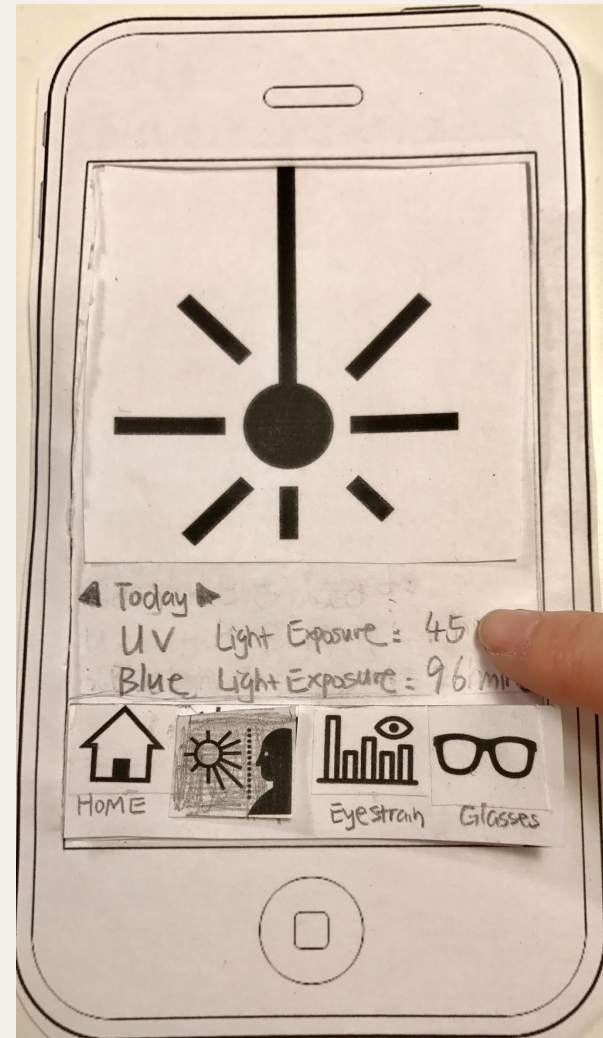
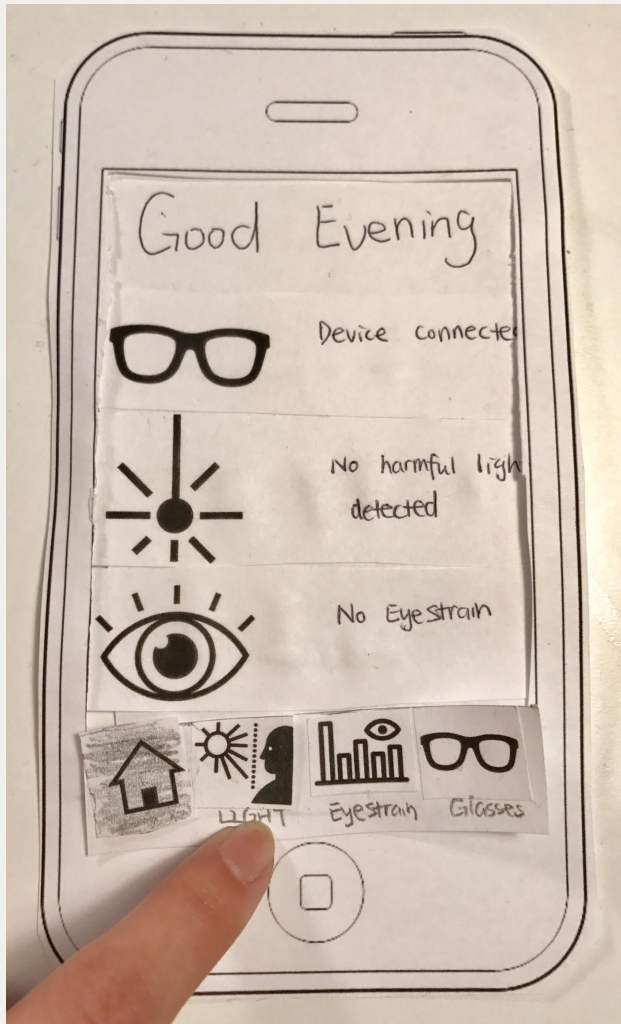
Blue Light Exposure = 96 mins



overview

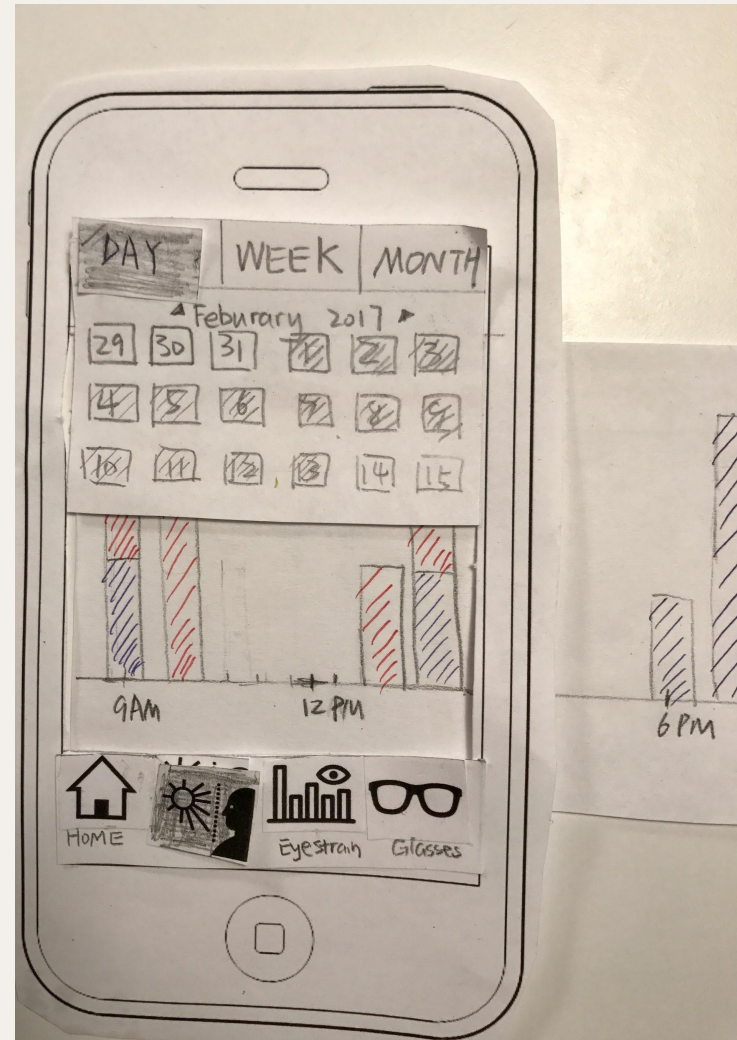
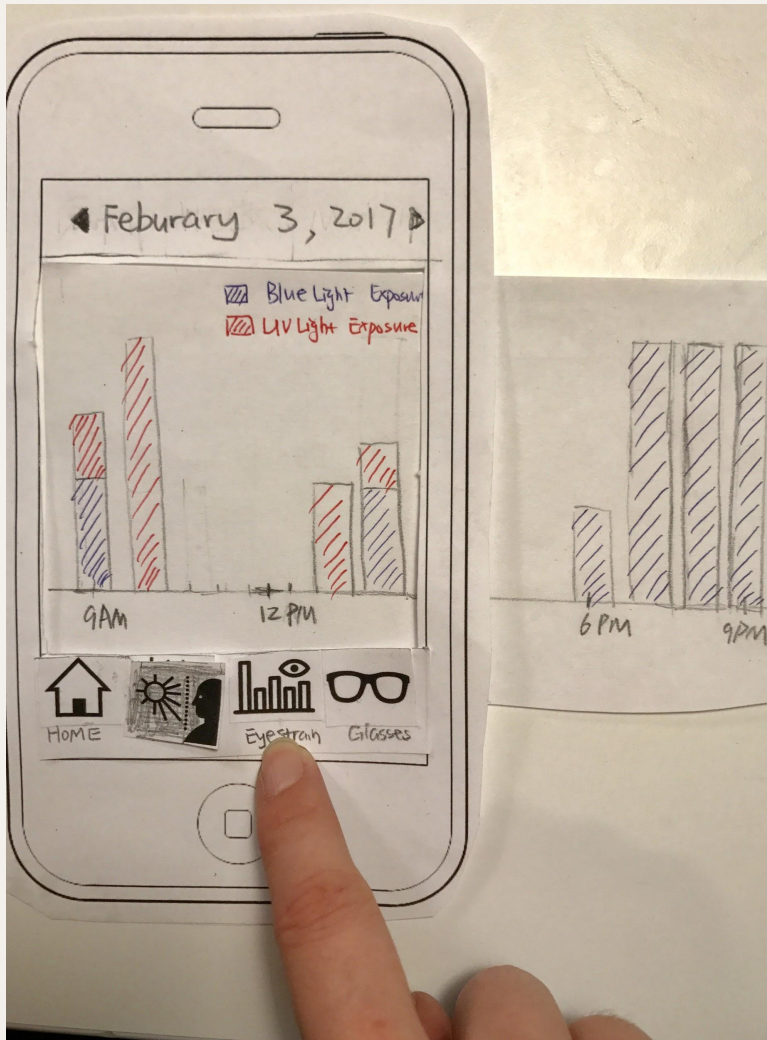
task 1

reduce harmful light exposure



task 1

reduce harmful light exposure



task 2

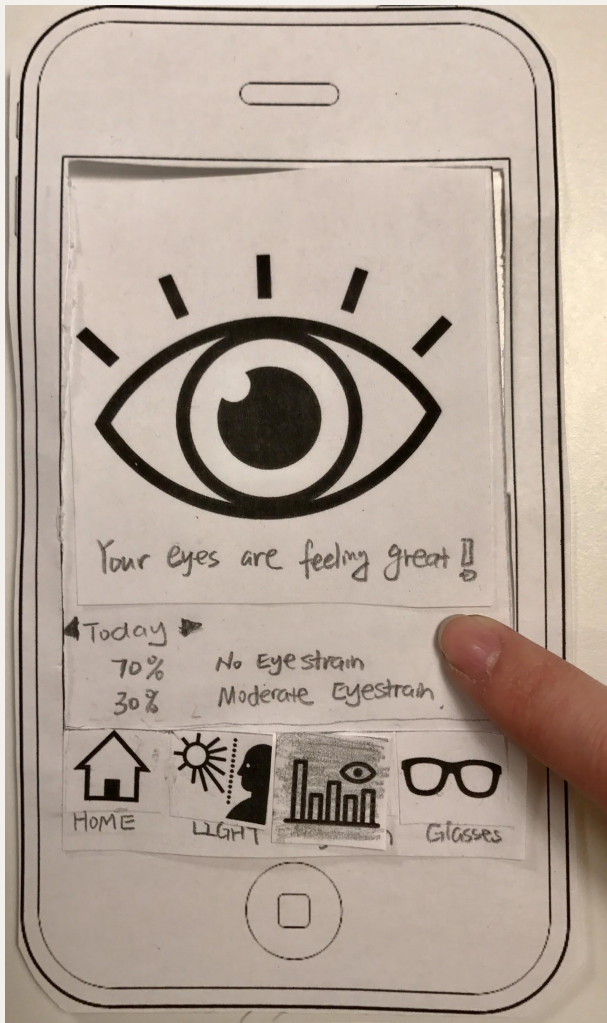
reduce eye strain



smart alert sends
eye break
notifications
when the user
has eye strain

task 2

reduce eye strain





Testing

testing process



testing process

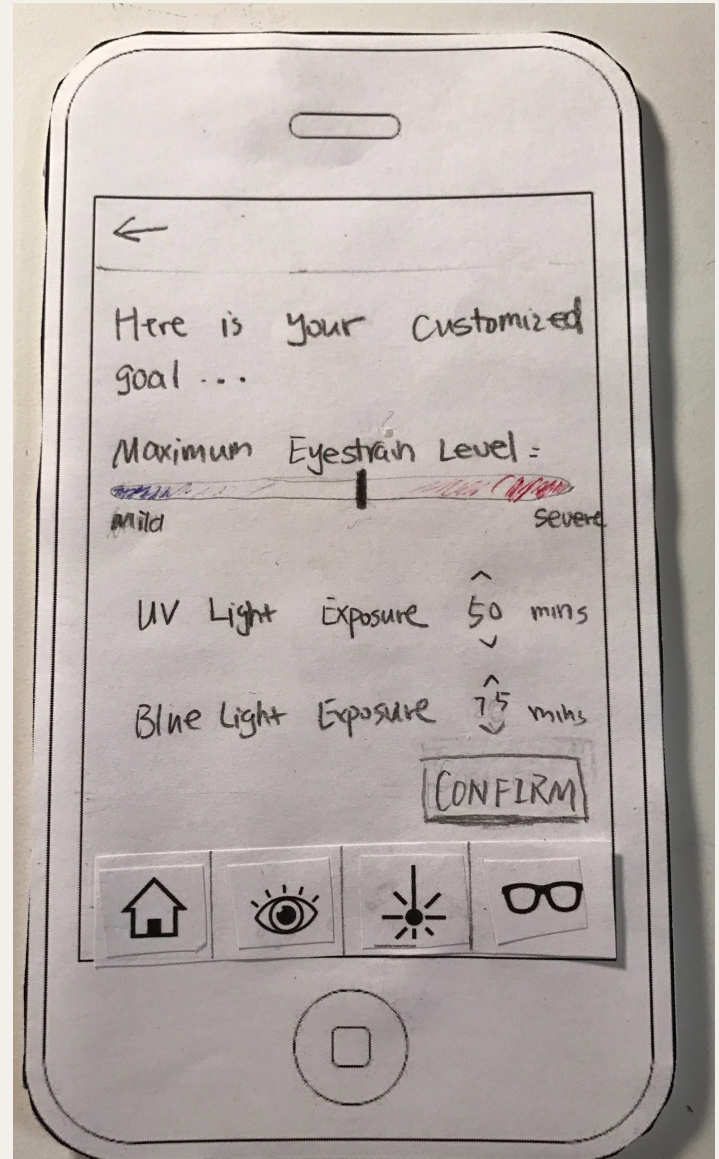
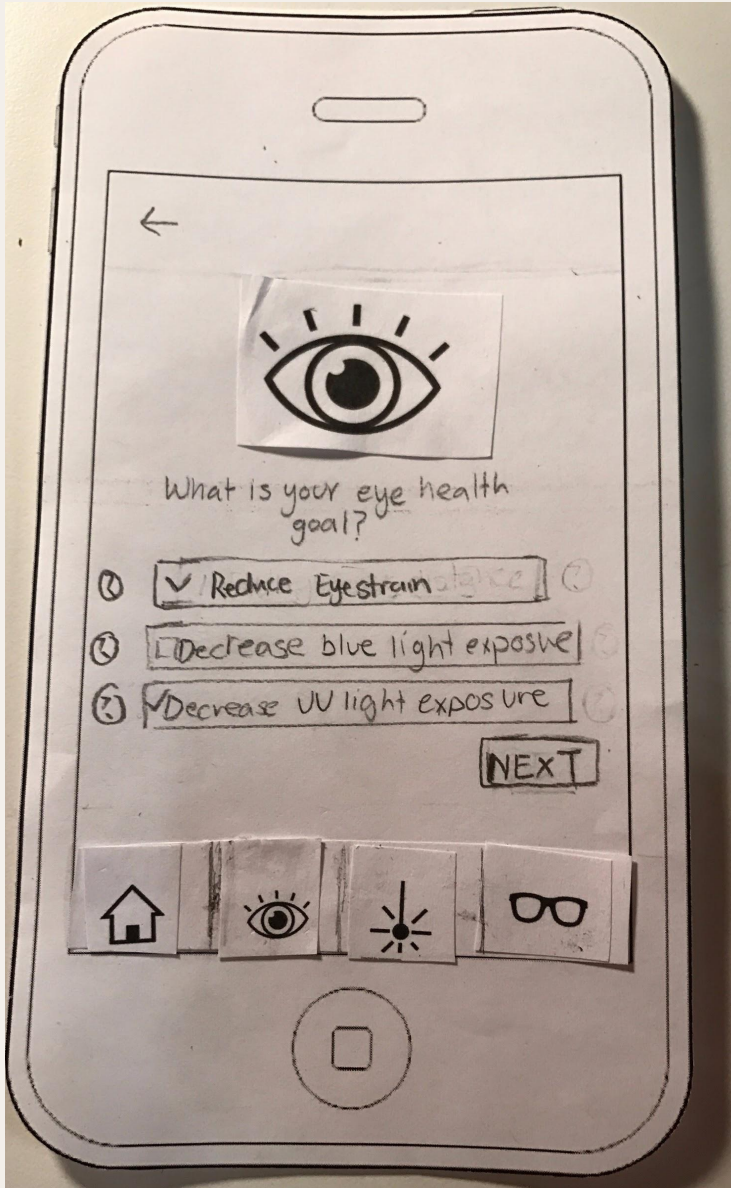


with a lot of revisions in-between

heuristic evaluation

- Consistency and standards
- Minimalistic design
- Help and documentation
- Allow user to set a goal

add a goal



usability test

- UW CSE students
- Tasks:
 - set an eye strain goal
 - view their UV light exposure data
 - enable/disable alert
 - connect a new smart device

usability test

feedback

- Unintuitive home screen design
- Misleading data visualization
- Confusing labels

testing results

- Improved home screen

(added buttons to call actions, added goal progress on the home page)

- Added more help and documentation

(added ? next to many of our features to allow our users to read more about that issue, added a fun eye strain fact as load screen, documented app-specific terminology)

- Refined data visualization

(updated add goal feature, made the user flow more understandable and easy to use)

DAY	WEEK	MONTH
29	30	31
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February 2017

- 1 Make sure your smart glasses is nearby
 - 2 Press the power button on your smart glasses, or charge it if they don't turn on.
- Try again

The tint of your lenses will automatically be adjusted to filter out harmful light.

Can't find your smart glasses? +
 Can't find your device? +

Did you know that spinach is the best food for eye health?

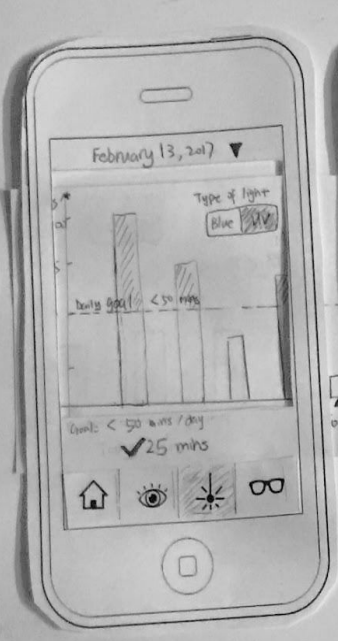
UV light is ultraviolet rays from the sun, which can cause irritation and macular degeneration in the eye.
 Eye strain can cause symptoms like eye discomfort, headaches and difficulty focusing.

No eyestrain detected
 Eye Strain data

Blue light is emitted from many sources, such as indoor lighting and device screens. Overexposure can disrupt the sleep cycle.

Current Goals
 Edit goal
 Blue light detected
 No UV light detected
 Light Exposure data

Turning on focus alert allows glasses to send back reminders when you are focus on a task.



Connected

Auto Filter

Focus Alert

All-Day Sync

Sync Now

Today

No goal Set
 Set a goal

35 mins
 eyestrain exceeded desired level
 Eye strain data

UV light exposure
 Blue light exposure
 Light Exposure data

smart glasses connected
 Device settings

Allow Focus Alert?

Yes
 No

Turning on focus alert allows glasses to send back reminders when you are focused on a task.

NEXT

What is your eye health goal?

Reduce Eyestrain
 Decrease blue light exposure
 Decrease UV light exposure

NEXT

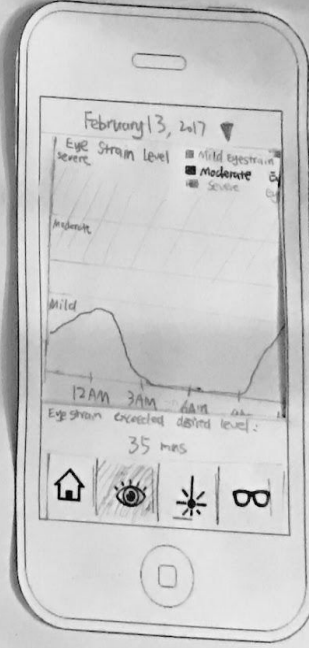
Here is your Customized goal...

Maximum Eyestrain Level:

UV Light Exposure: 50 mins

Blue Light Exposure: 75 mins

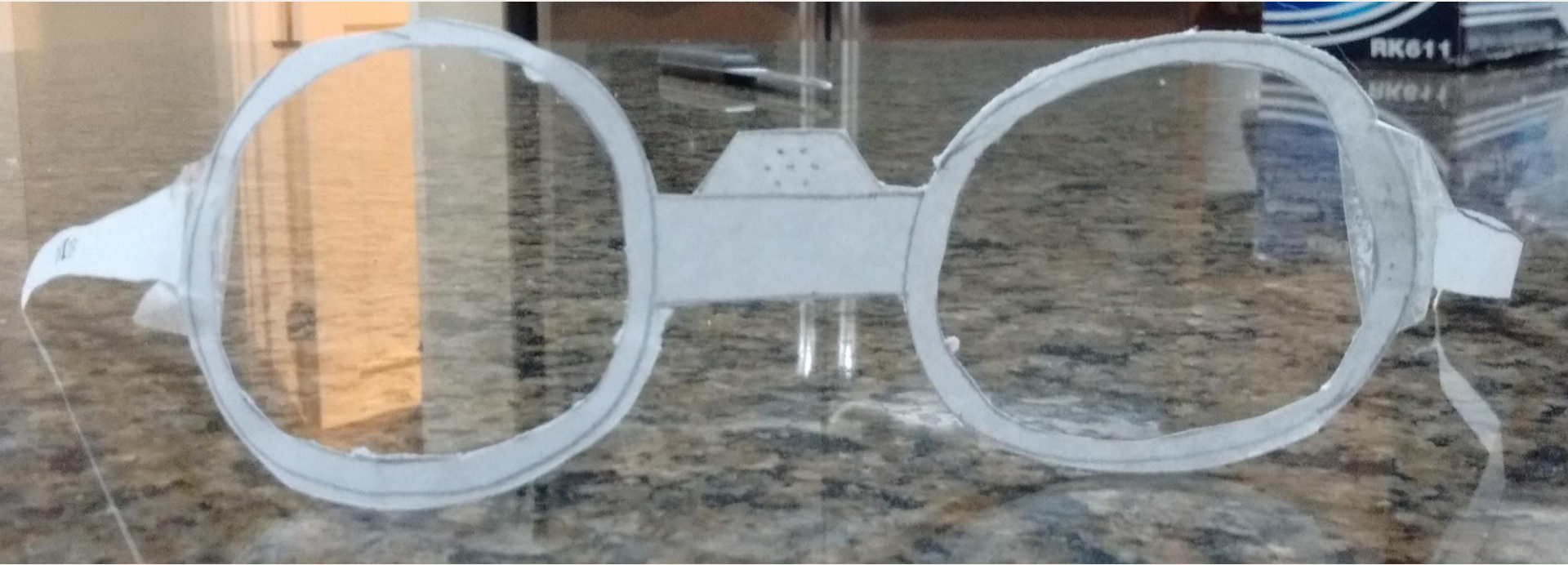
CONFIRM



overview

task 1

reduce harmful light exposure



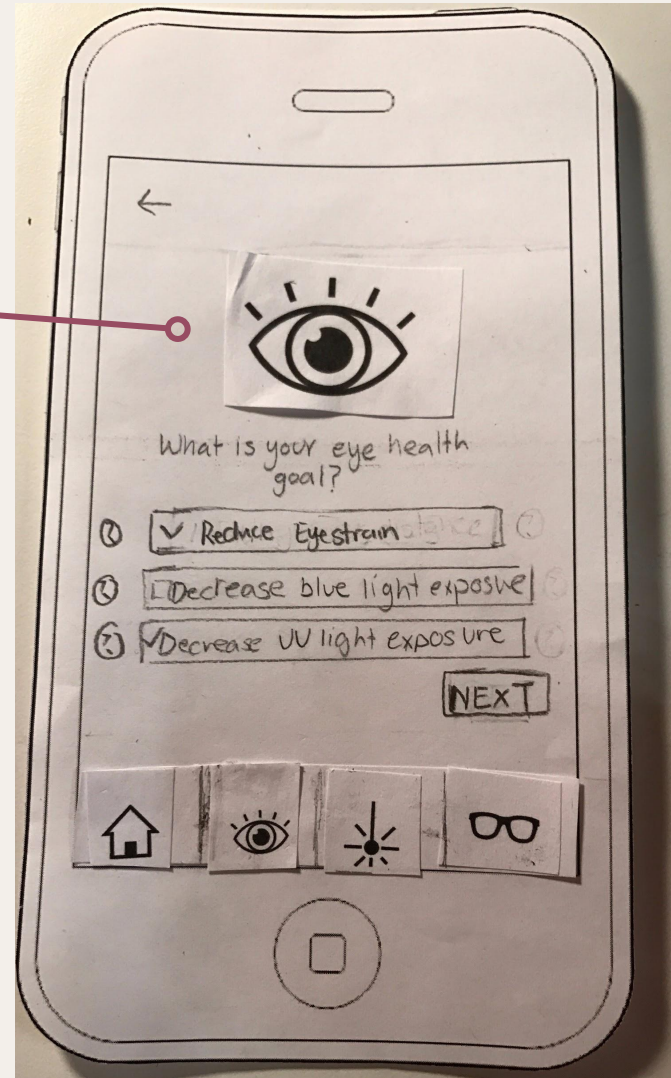
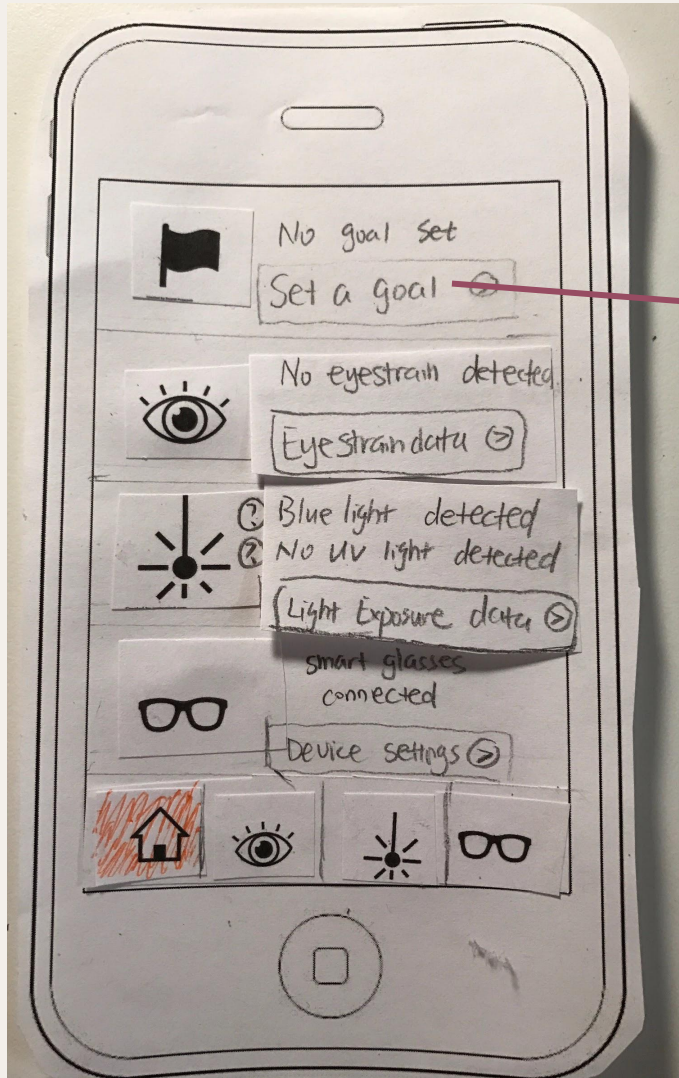
records UV
and blue light
exposure

auto senses
light
exposure

filter out UV
and blue light

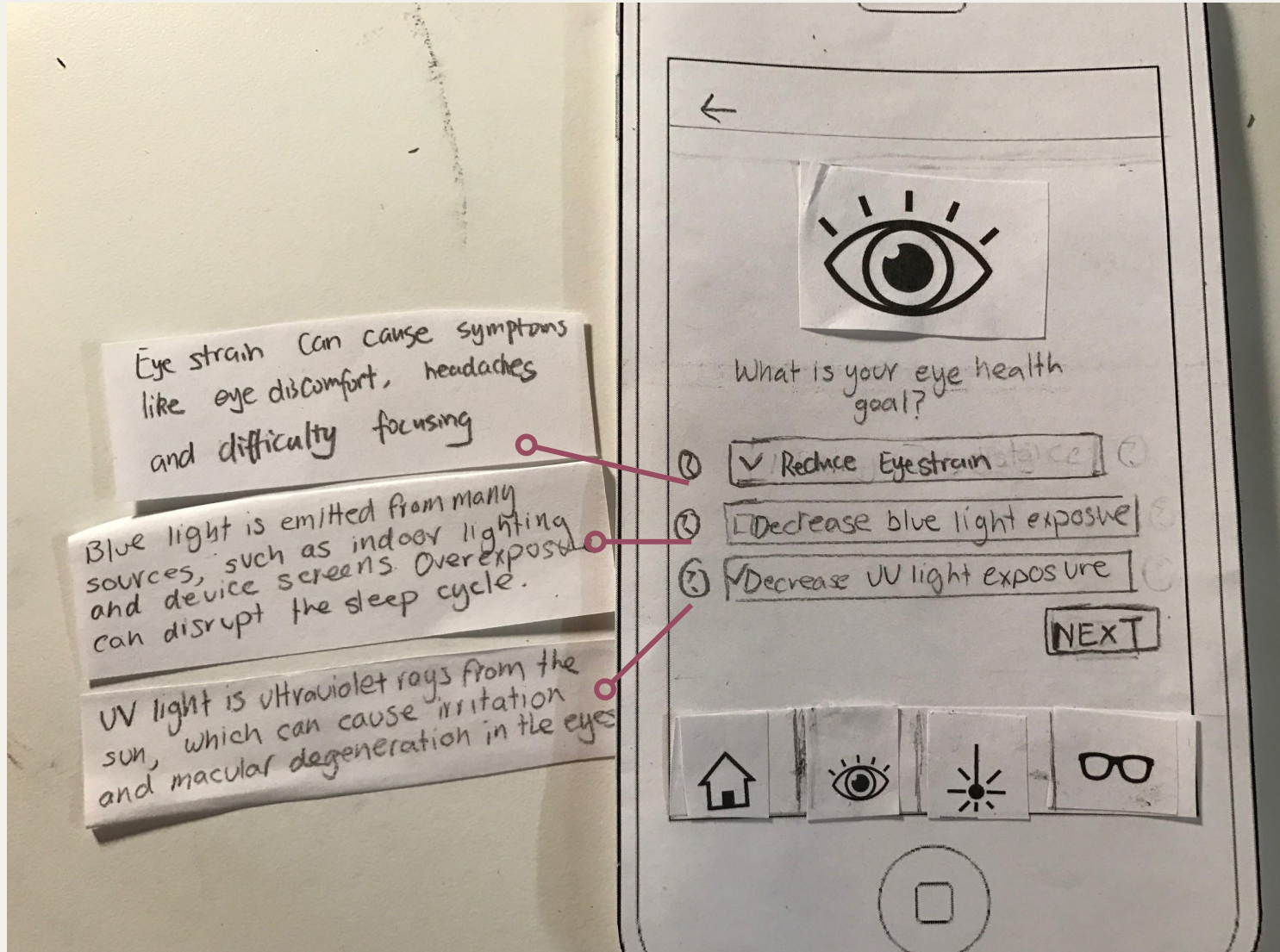
task 1

reduce harmful light exposure



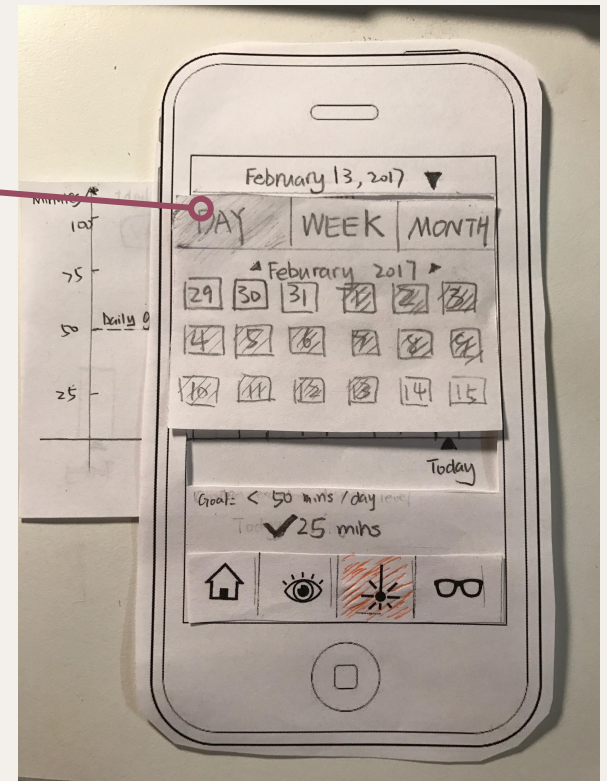
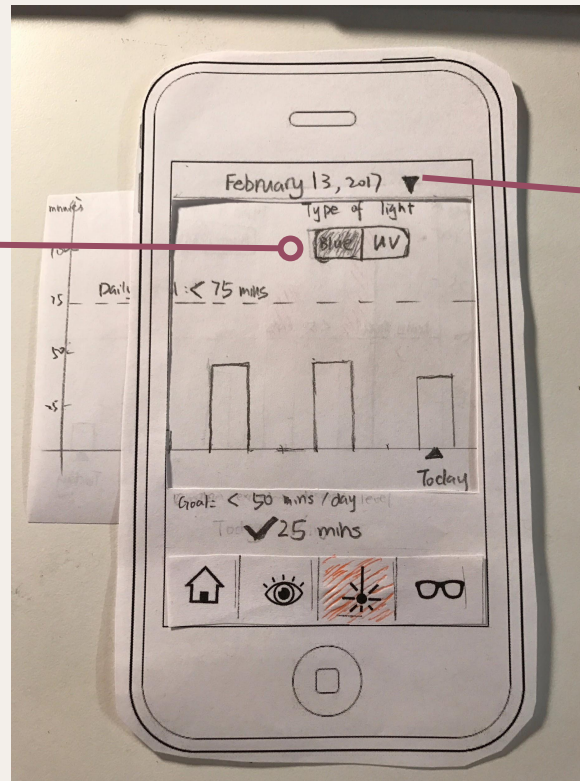
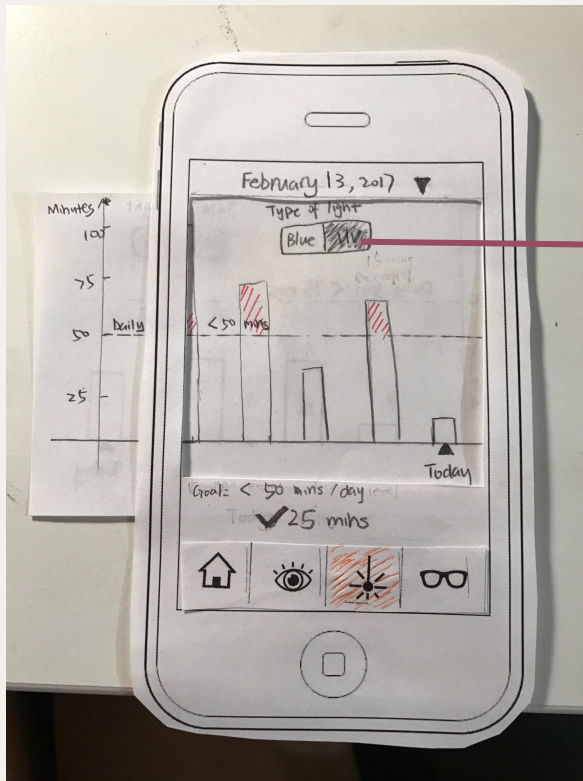
task 1

reduce harmful light exposure



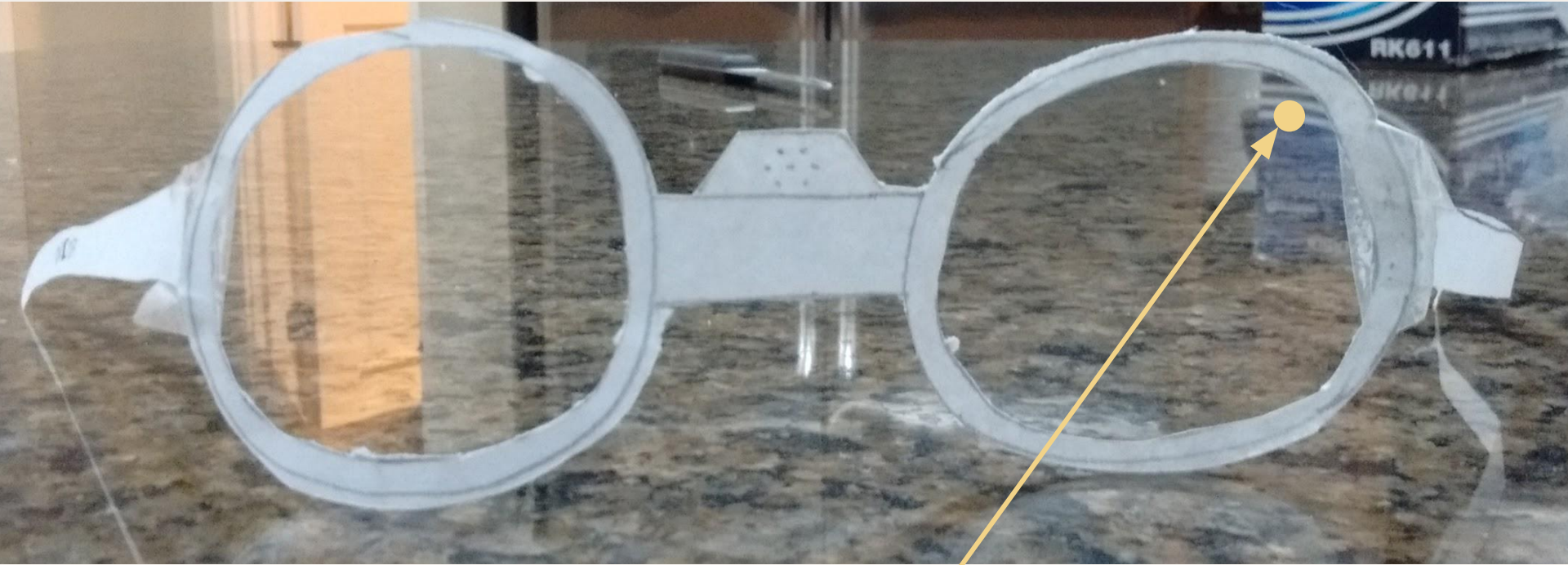
task 1

reduce harmful light exposure



task 2

reduce eye strain



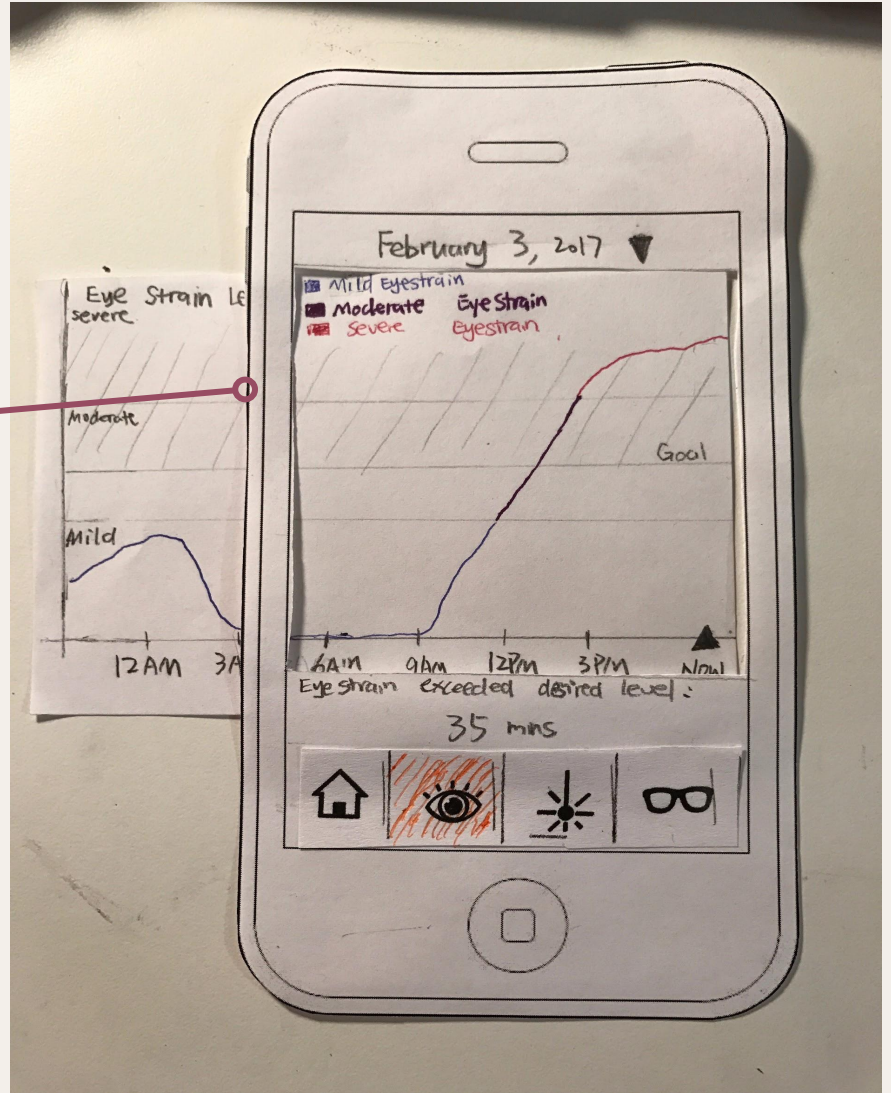
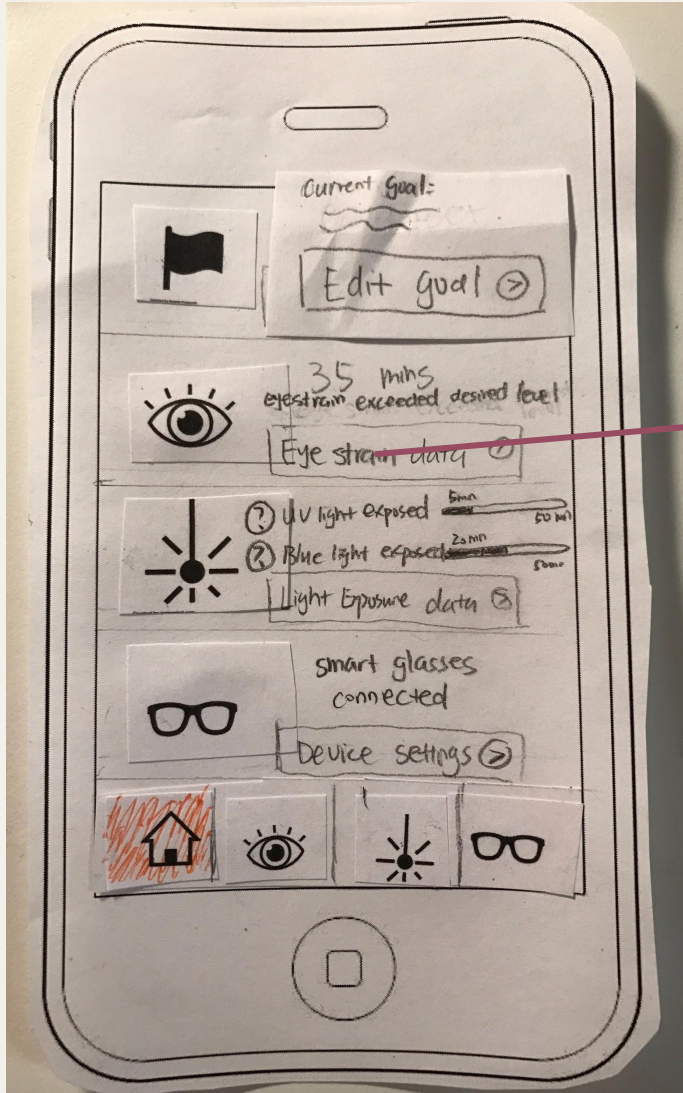
tracks eye movement

indicator that reminds user to take a break

indicator gets more red the longer a user goes w/o a break

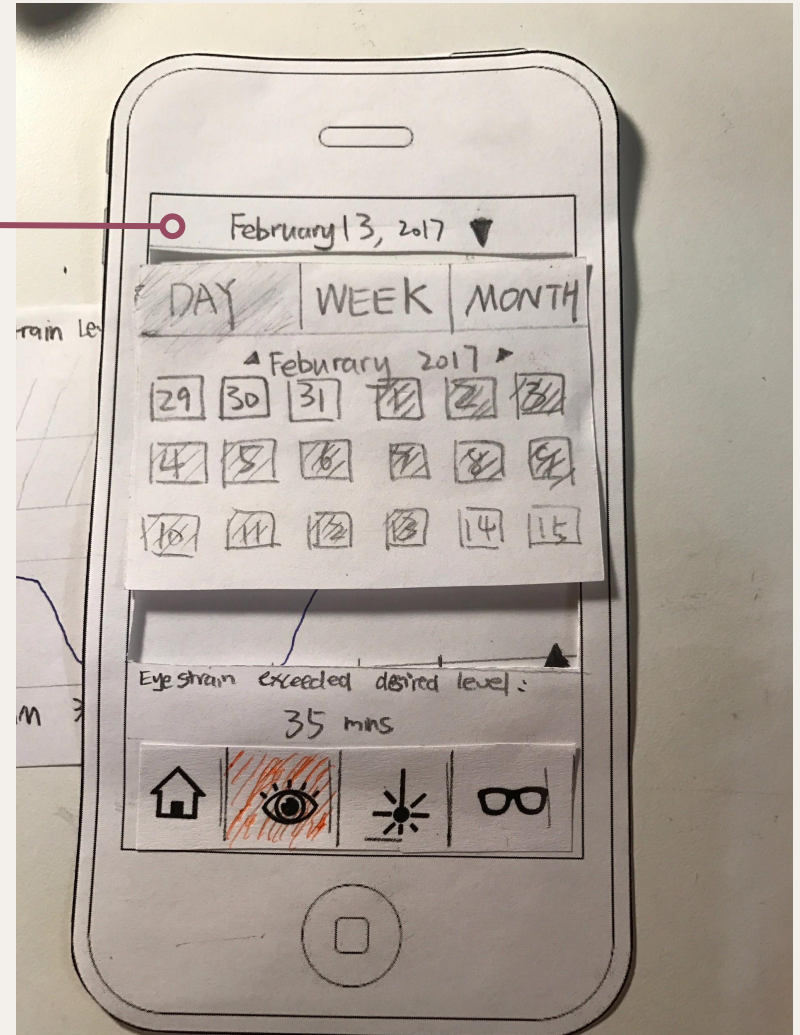
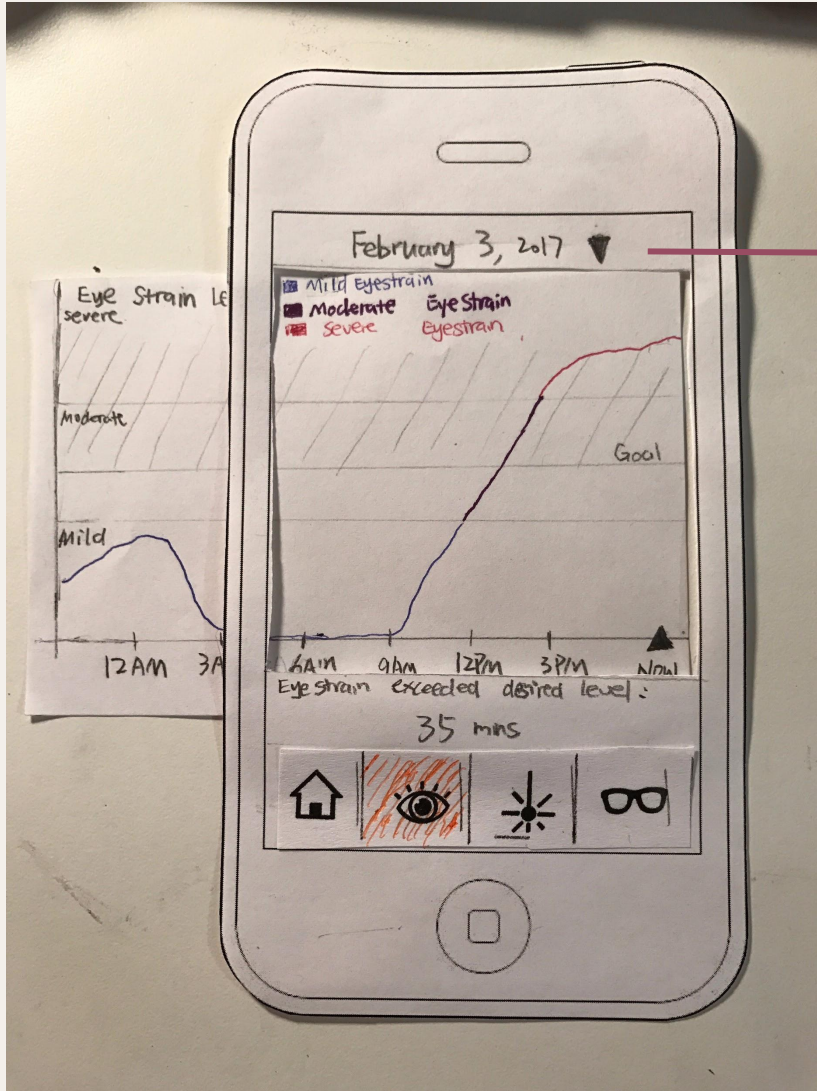
task 2

reduce eye strain



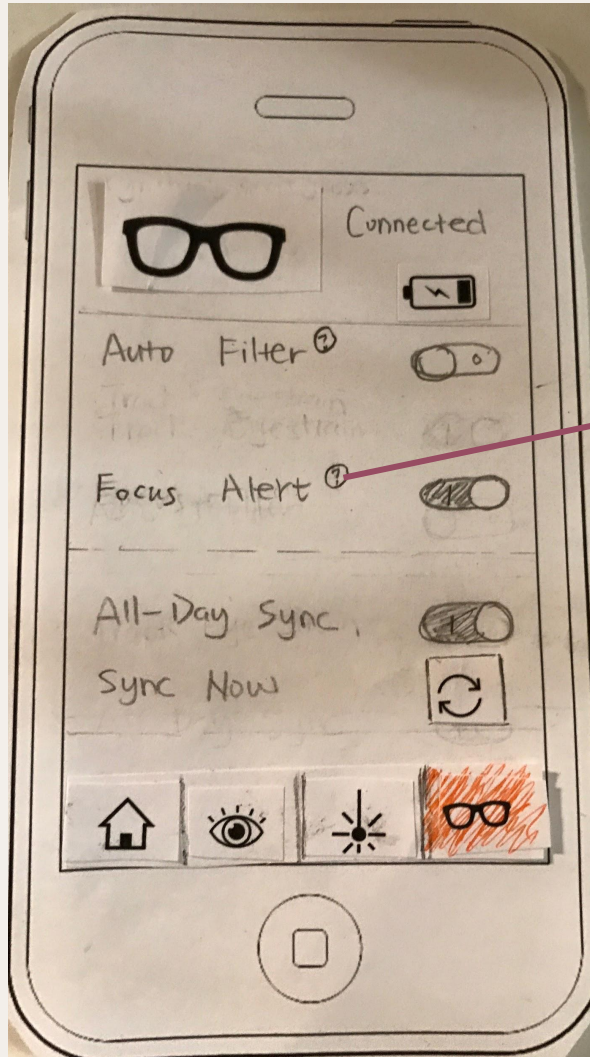
task 2

reduce eye strain



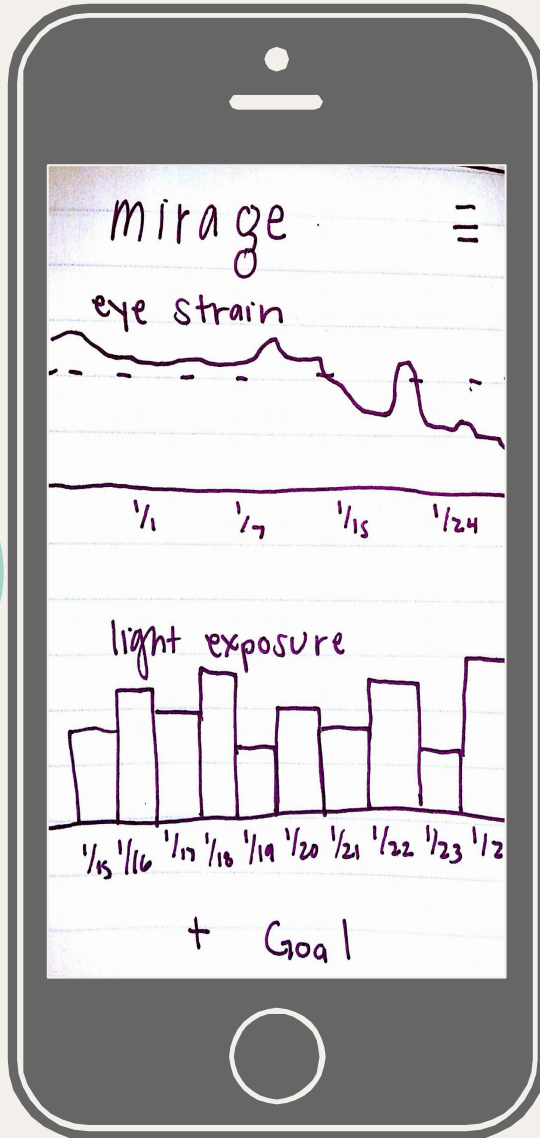
task 2

reduce eye strain



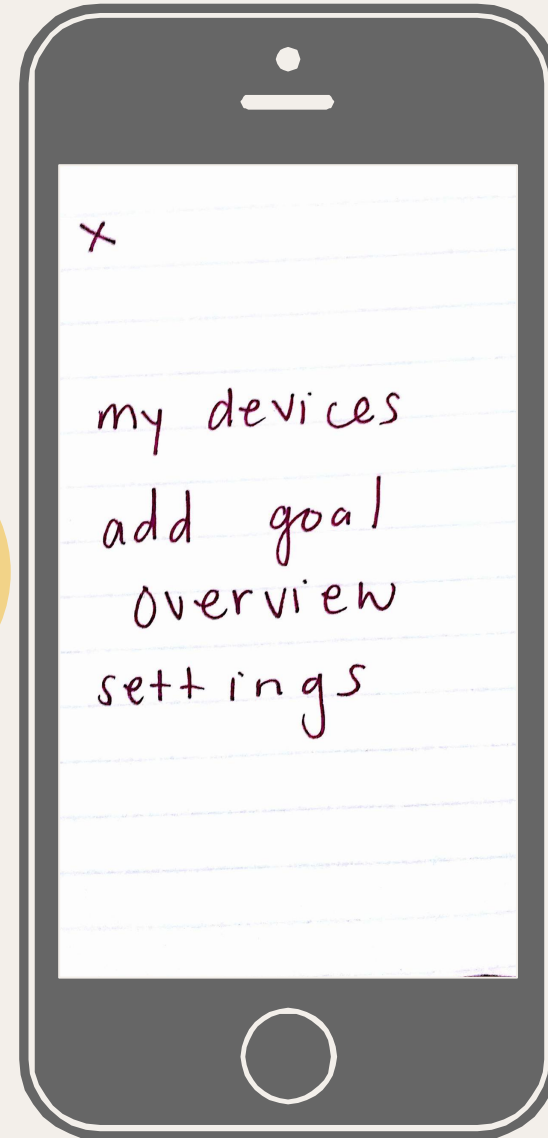
home screen

next iteration



focuses
on simple
design

goal
oriented,
removed
nav bar

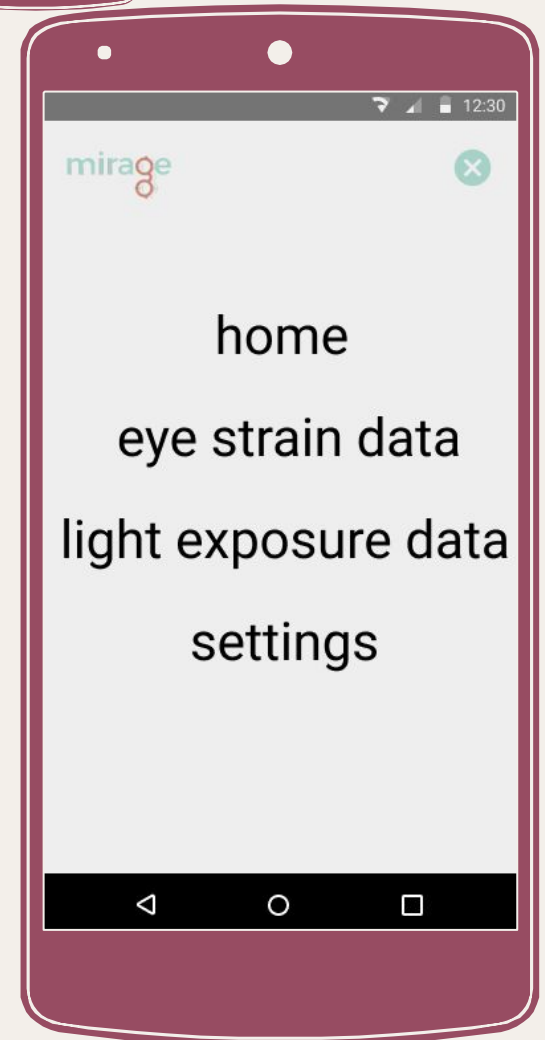
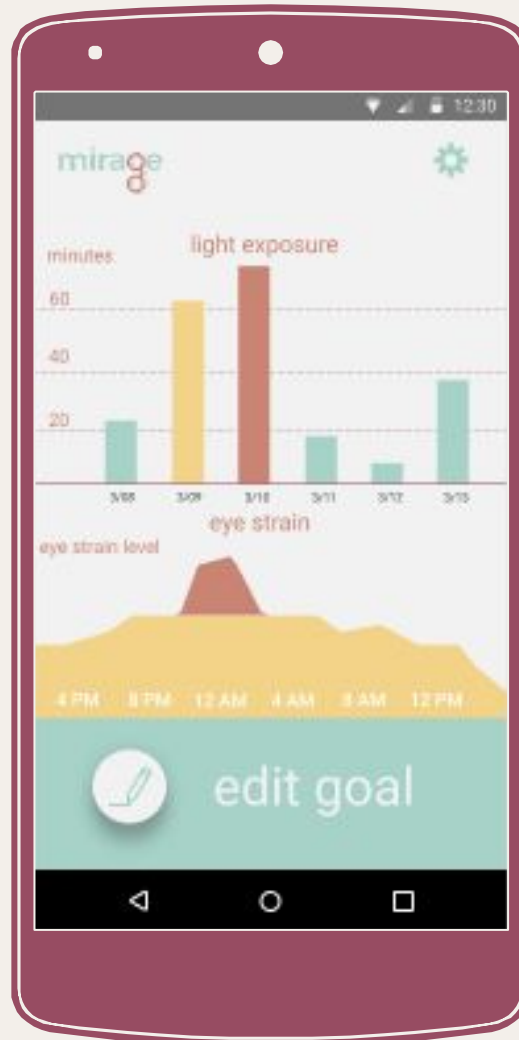
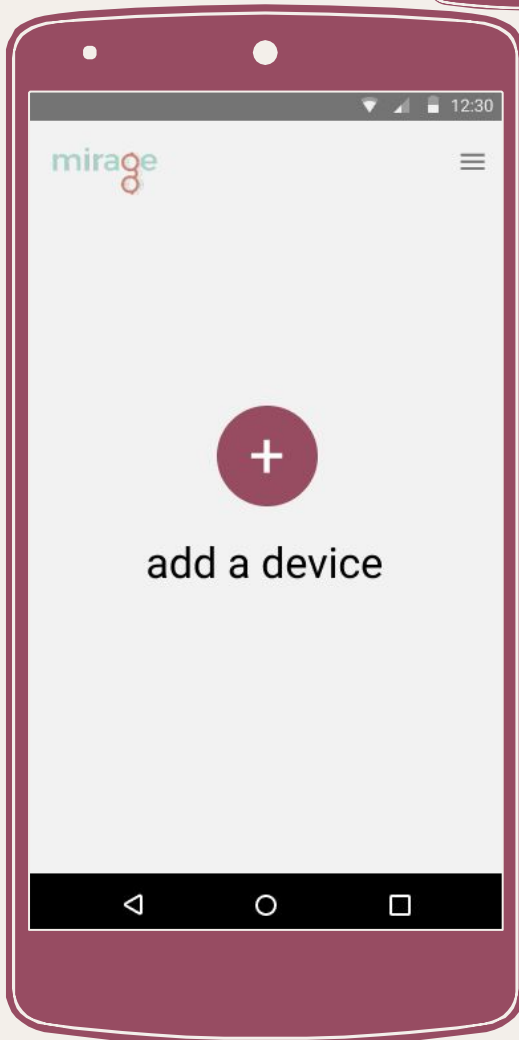
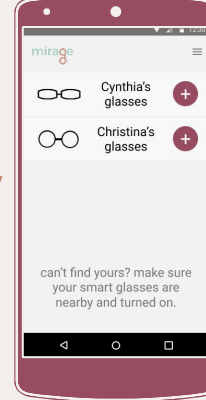
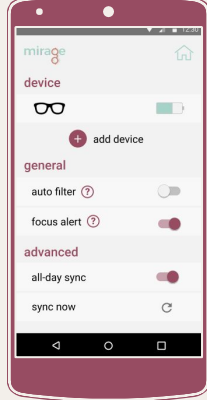


based on
user
research
feedback

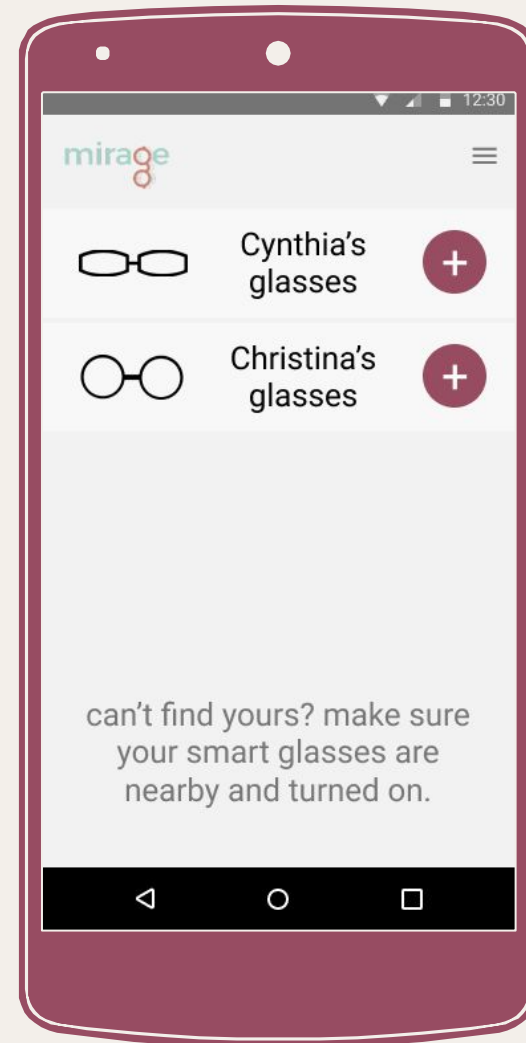
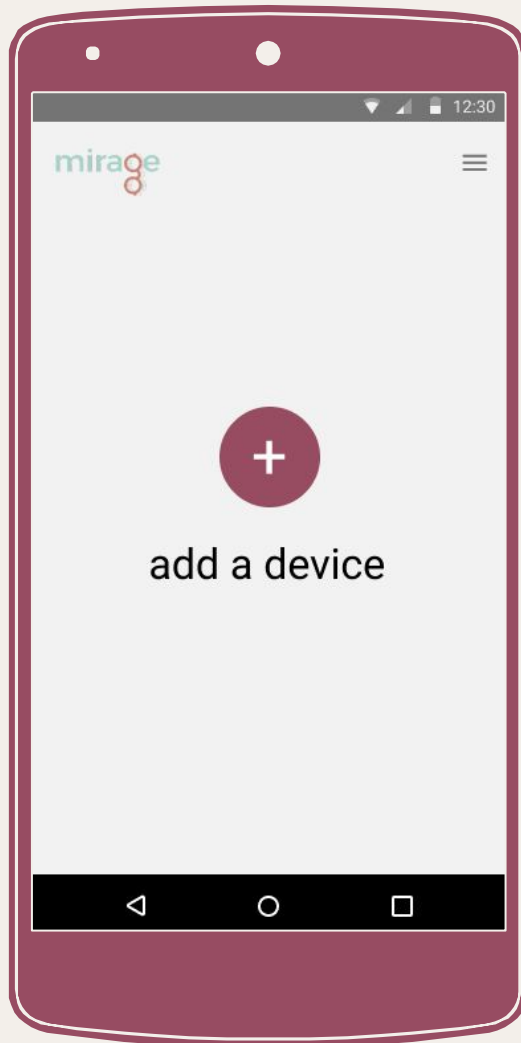


Digital Mockup

overview

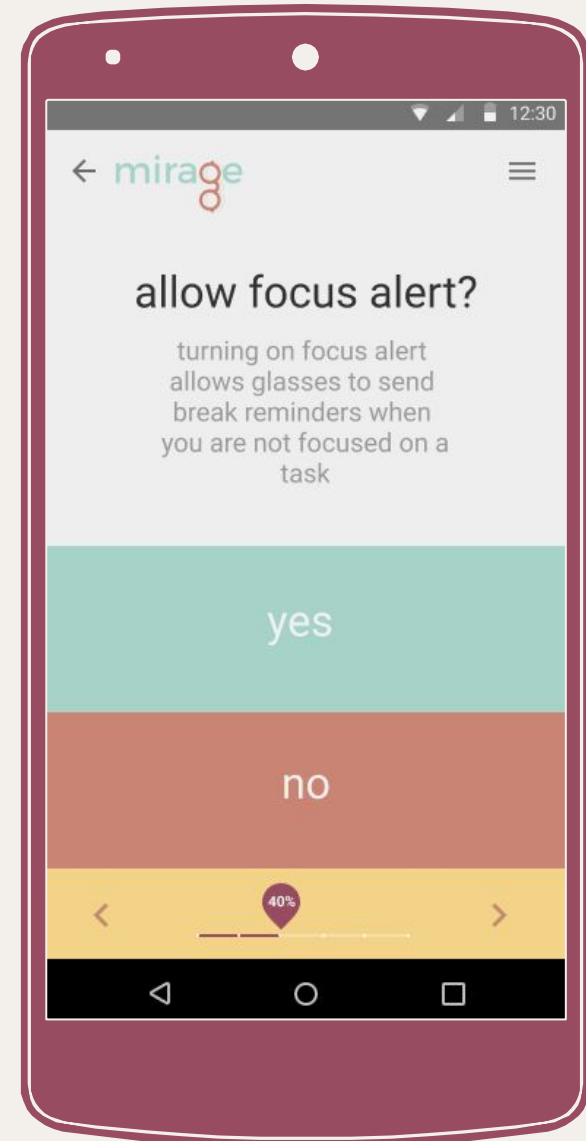
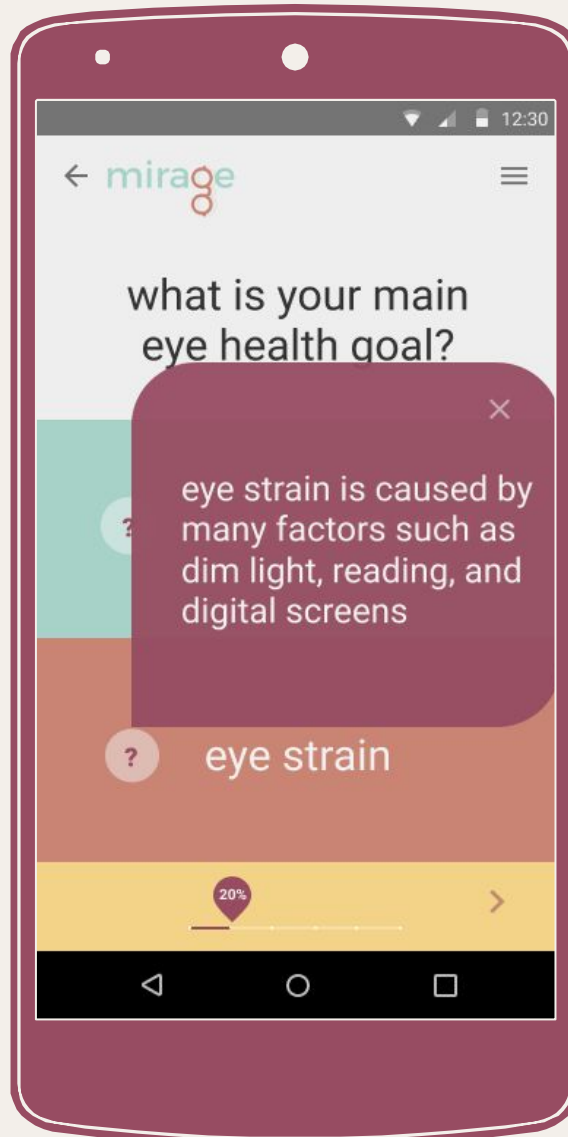
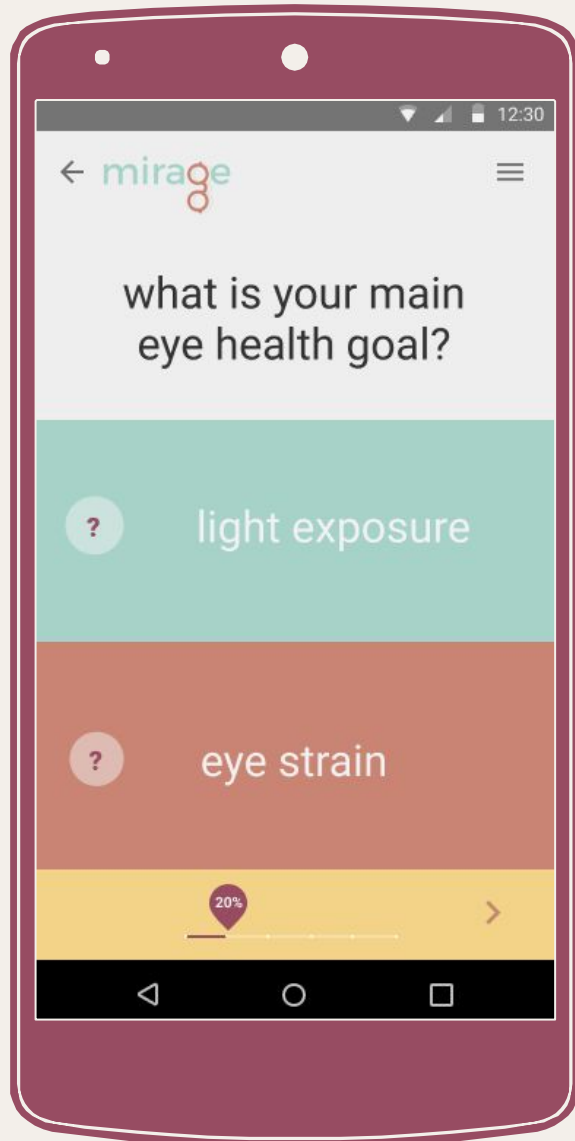


let's start



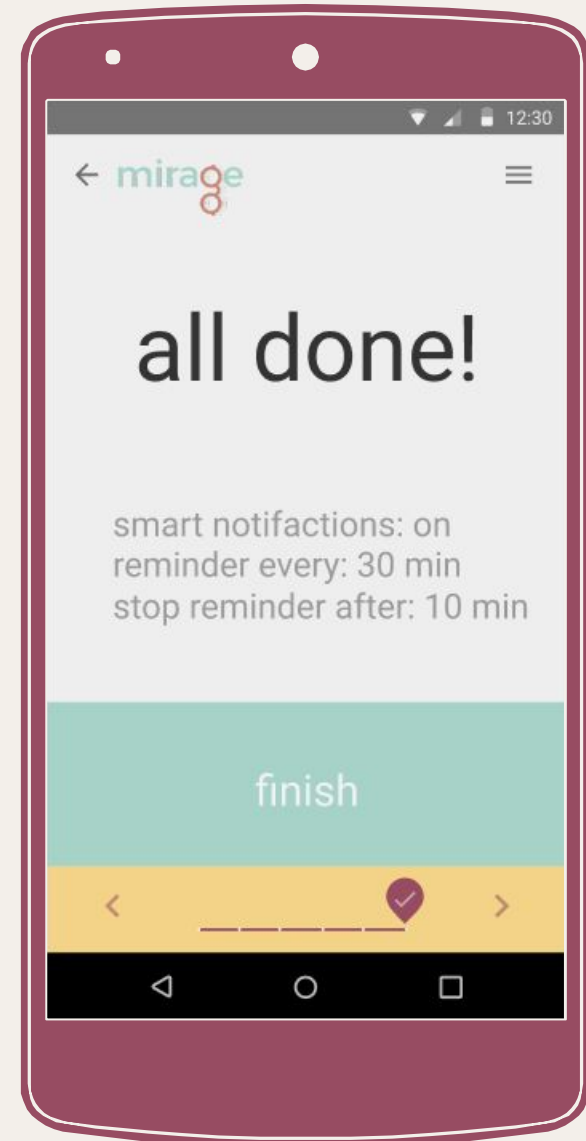
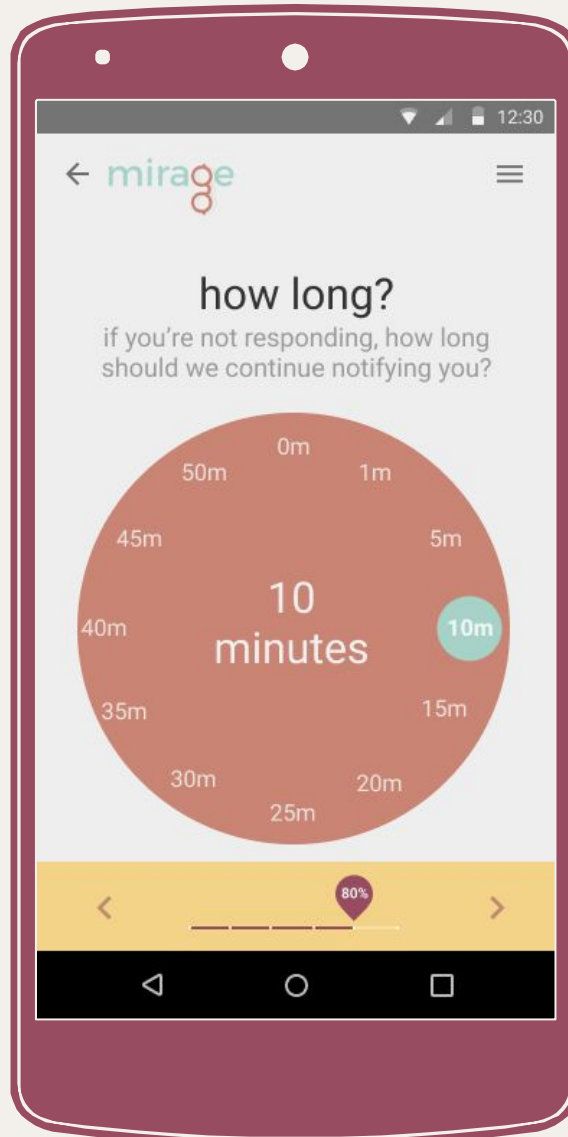
task 1

reduce eye strain



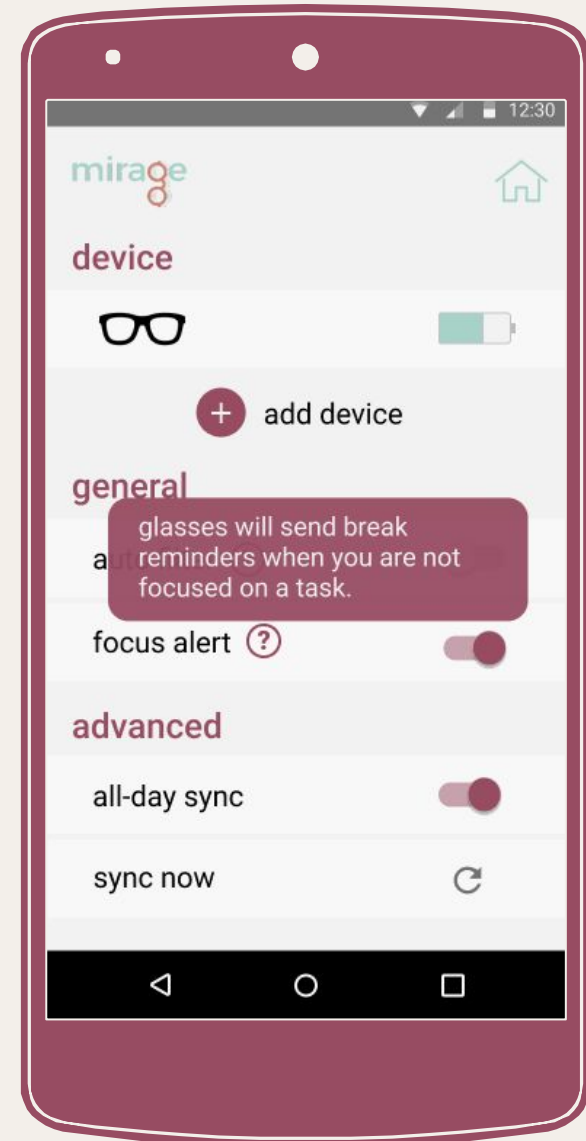
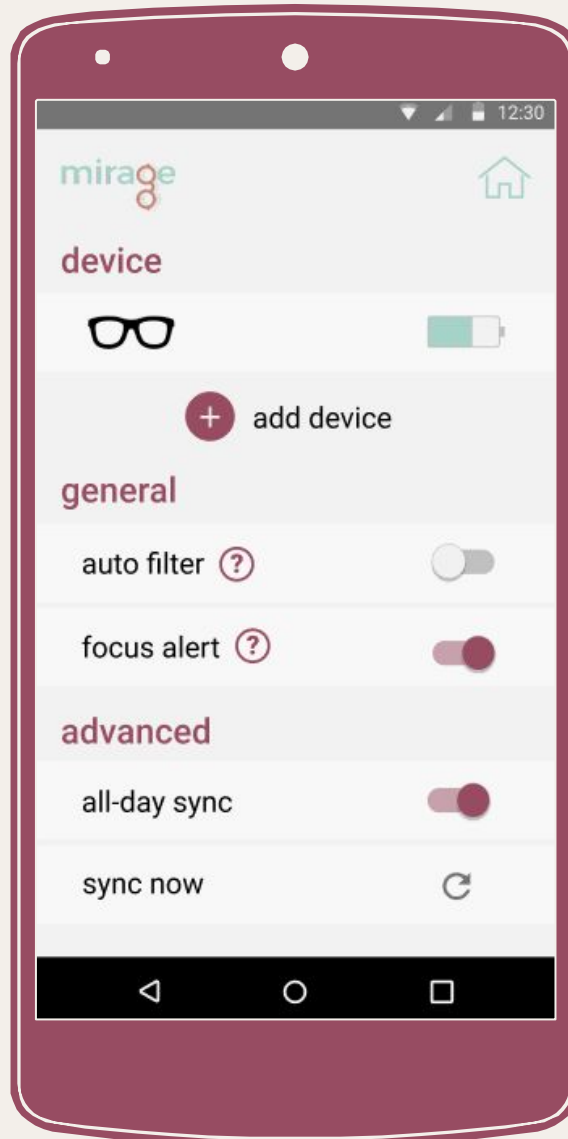
task 1

reduce eye strain



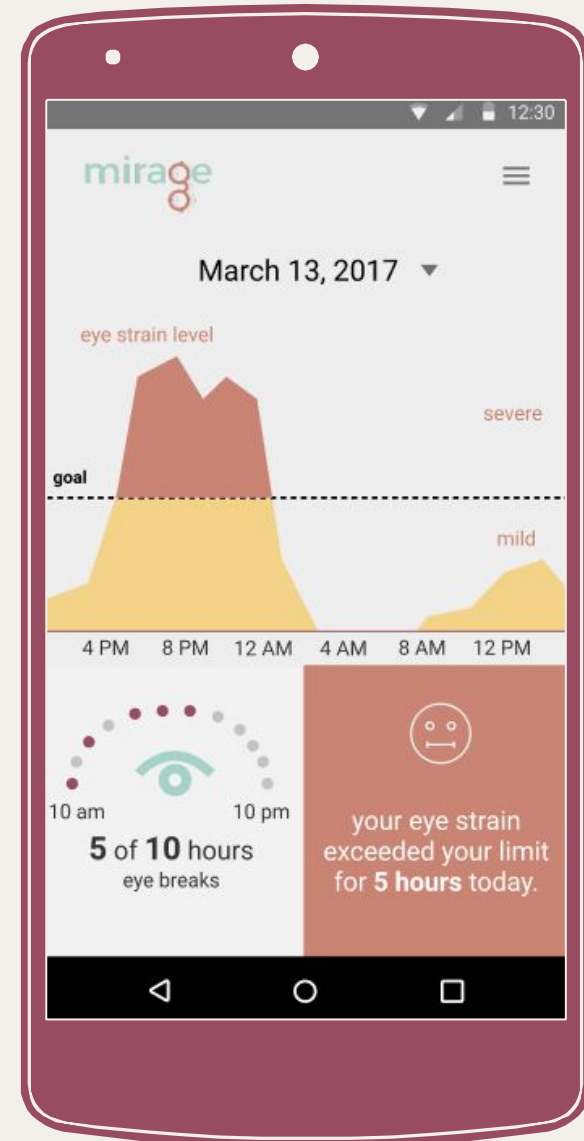
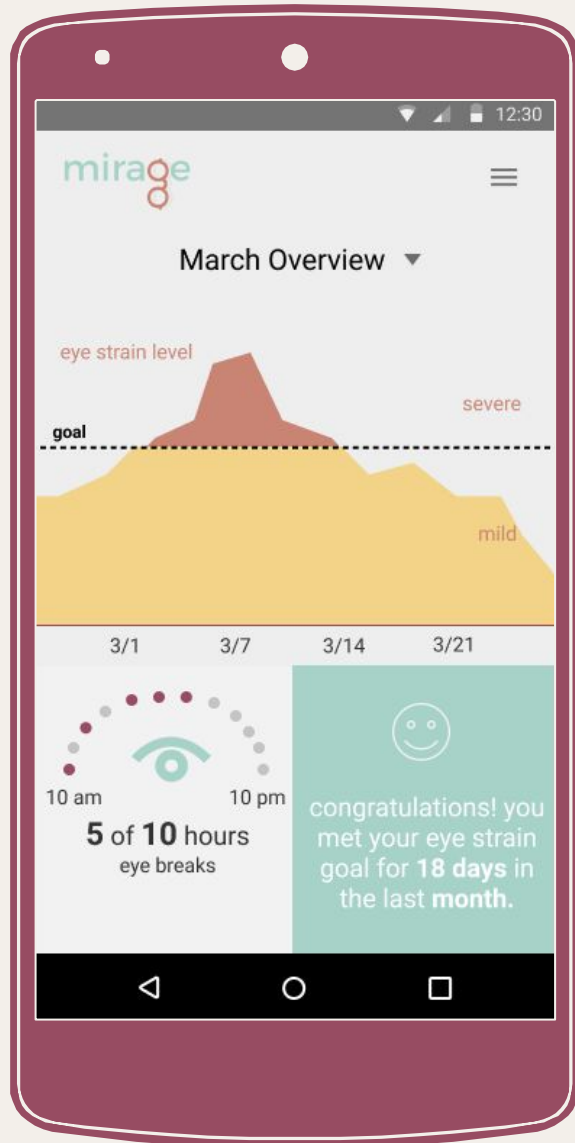
task 1

reduce eye strain



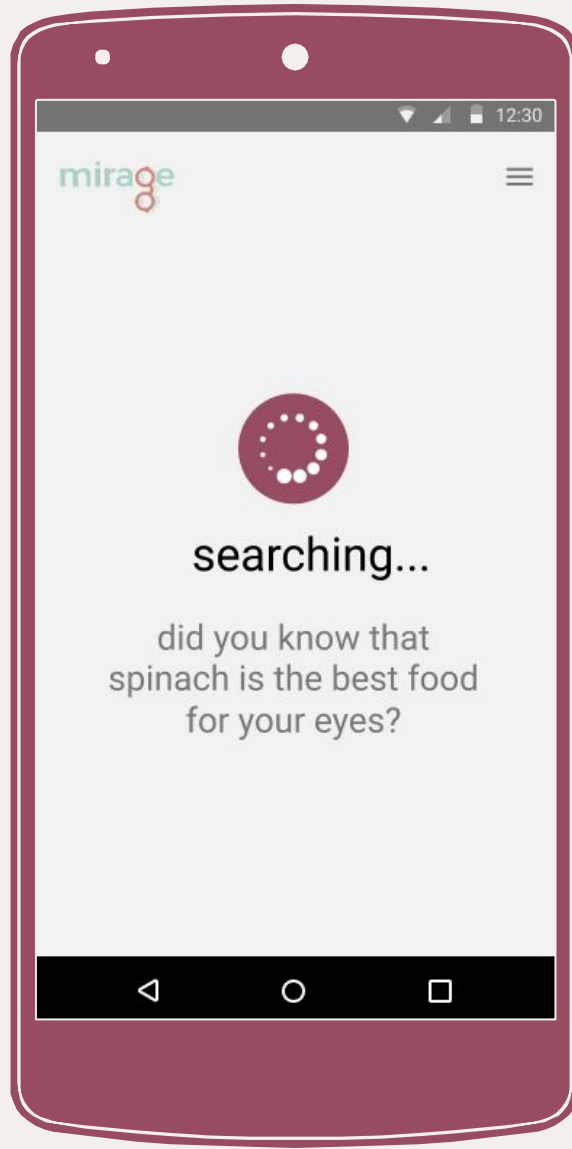
task 1

reduce eye strain



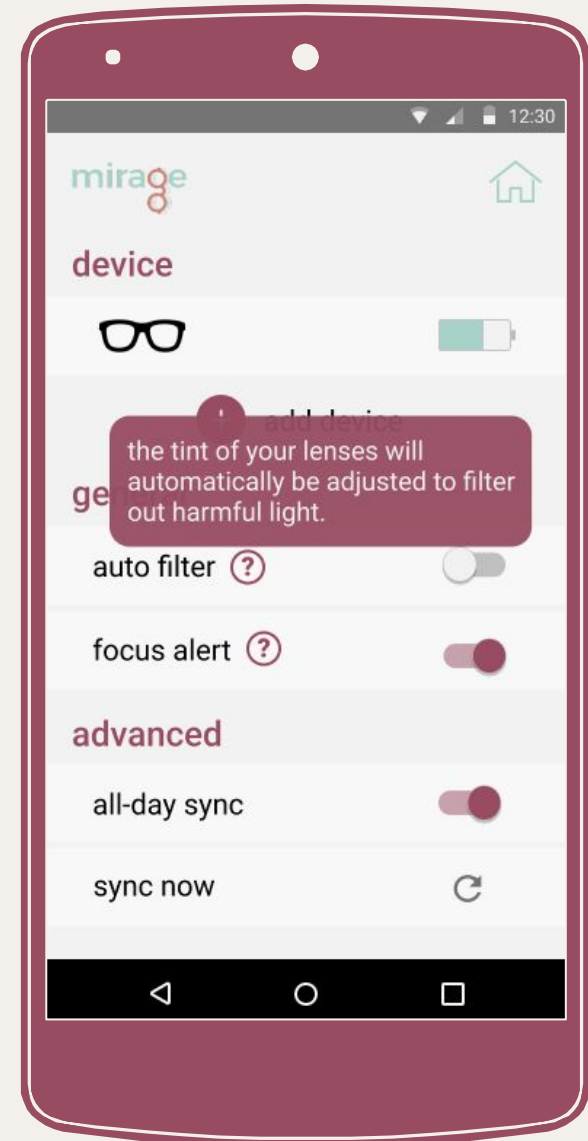
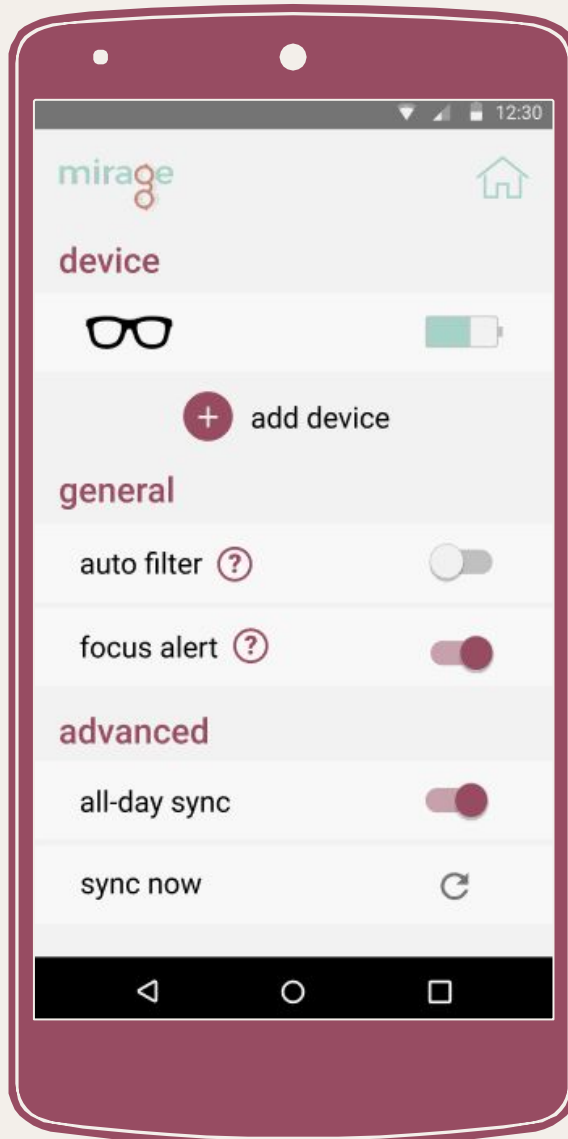
task 1

reduce eye strain



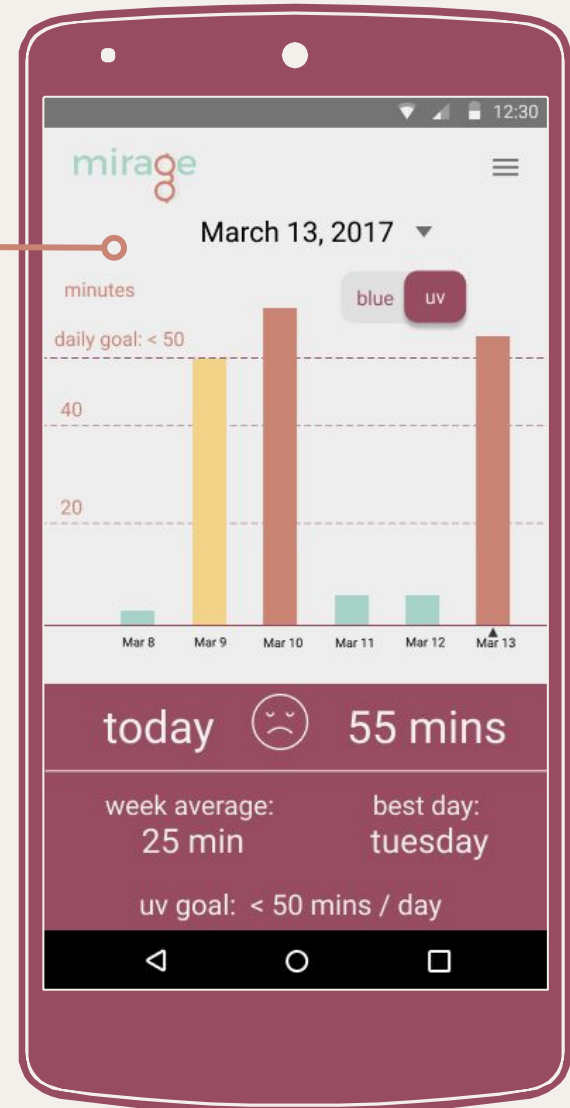
task 2

reduce harmful light exposure



task 2

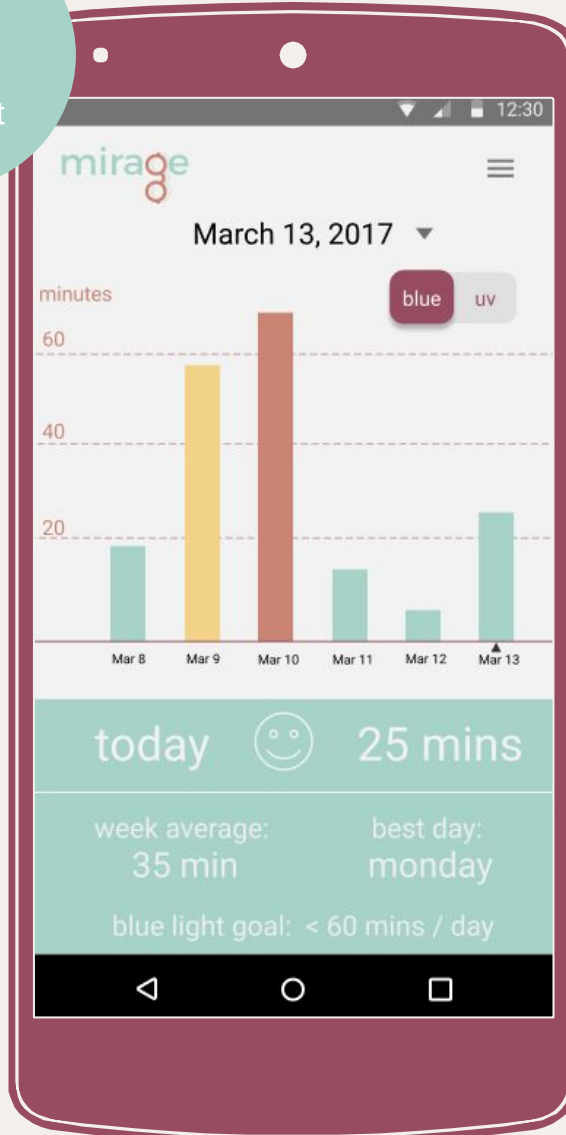
reduce harmful light exposure



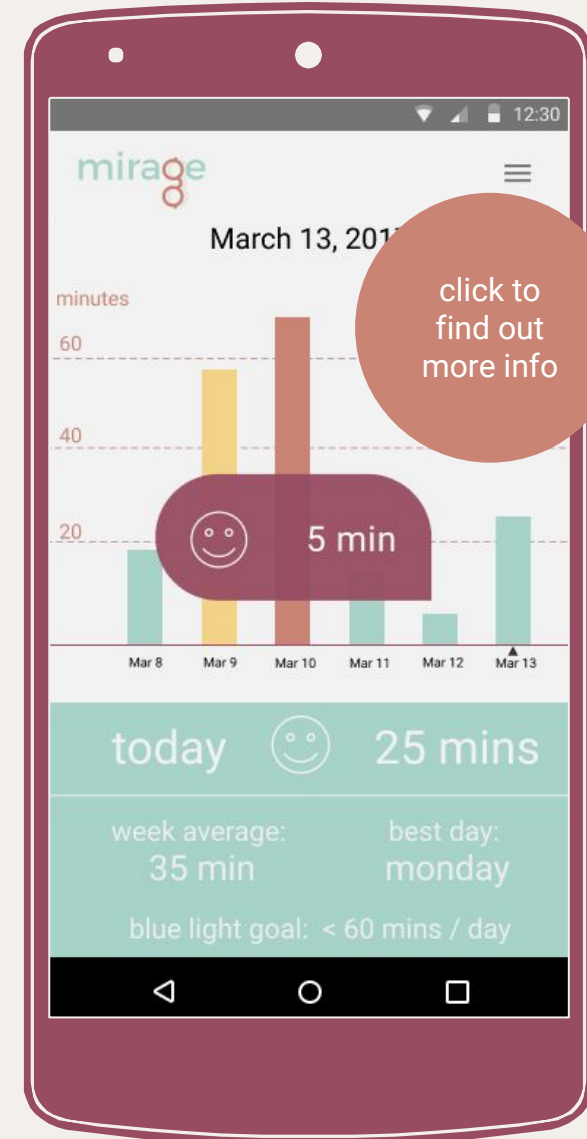
task 2

reduce harmful light exposure

toggle between UV and blue light



click to find out more info





Reflection

reflection

- Design with intent - every design choice needs to have a reason
- Research, refine, research, refine
- Don't be afraid to try new things



see your full potential
mirage
3