

WalkMate

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The Problem

- Around 77.5 million Owned Dogs in the United States
- Professional Dog Walkers Walk Unfamiliar Dog
- Unique Challenges:
 - ► Have to Keep Track of Dog's Unknown Behavior
 - ► Have to Walk in Potentially Unfamiliar Paths
 - Don't Know the Dog's Health and Capabilities



Tasks

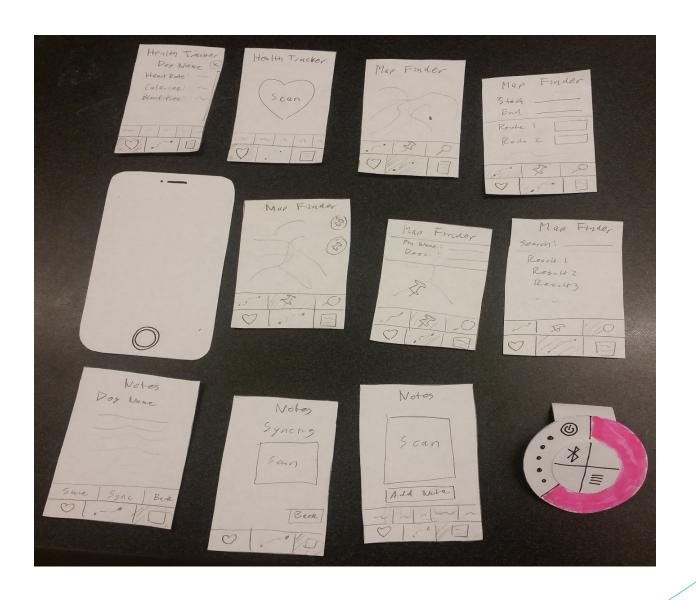
01Health Tracking

O2

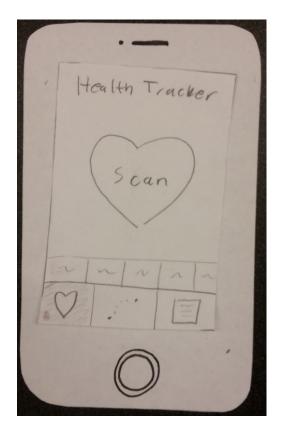
Map
Finding

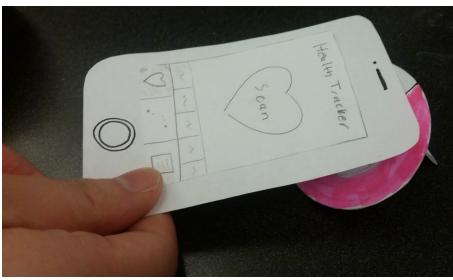
03
Note Taking

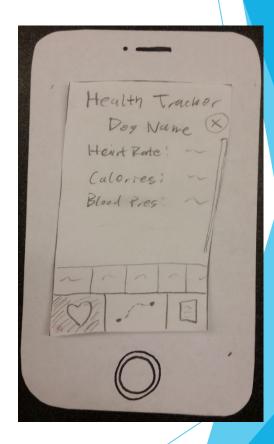
Initial Paper Prototype



Initial Paper Prototype: Health Tracking

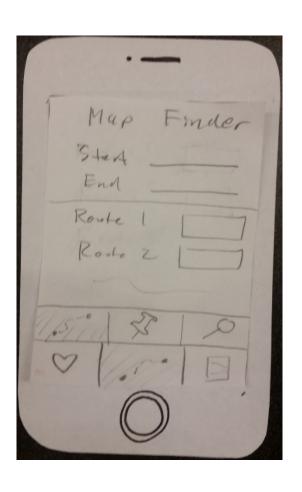




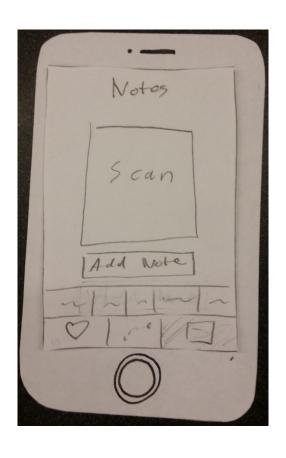


Initial Paper Prototype: Map Finding

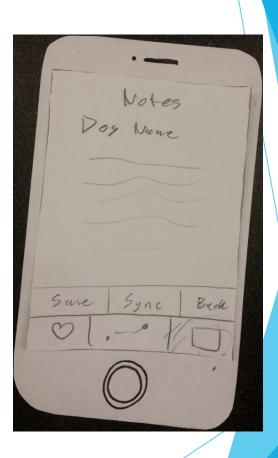




Initial Paper Prototype: Note Taking









Testing Process

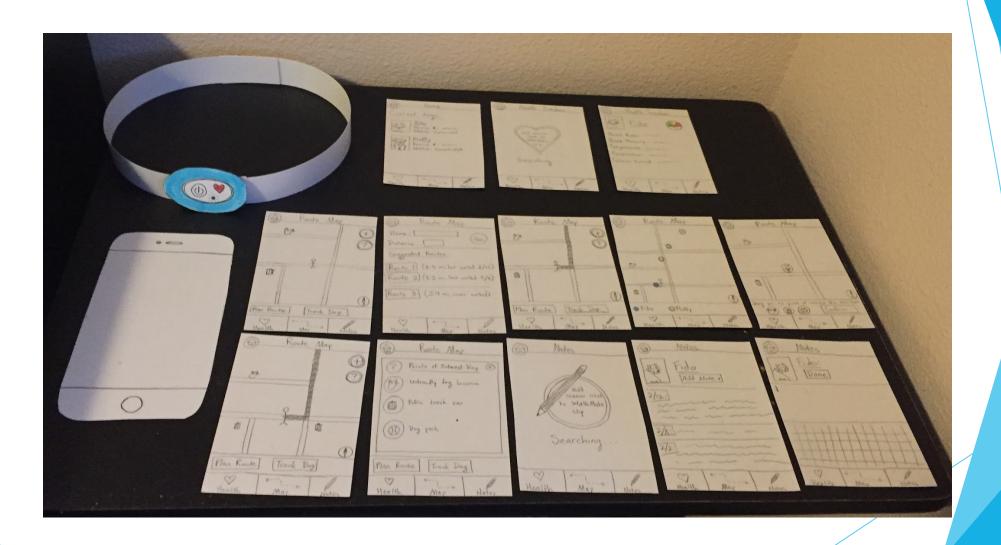
2 Heuristic Evaluations, 3 Usability Tests

Testing Result

- Heuristic Evaluation
 - Note Taking Functionality Confusing
 - Unclear What to do on Scan Pages
- Usability Test
 - Map Interface Unfamiliar unlike Google Maps
 - Note Taking Behavior Inconsistent with Health Tracker



Final Paper Prototype



Final Paper Prototype: Health Tracking





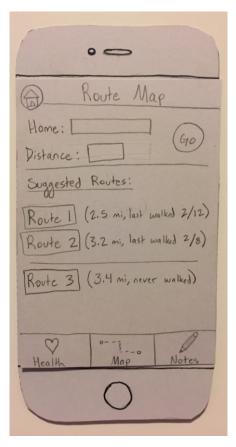


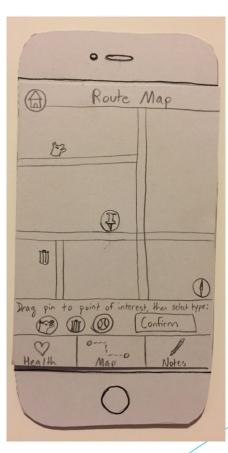


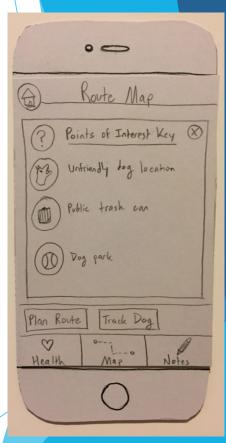
Final Paper Prototype: Map Finding



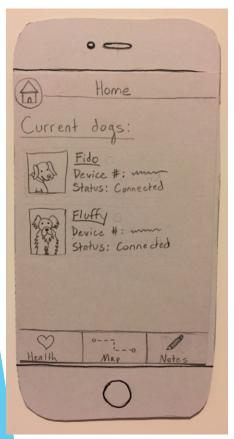








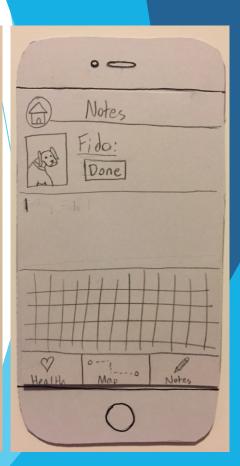
Final Paper Prototype: Note Taking











Digital Mockup









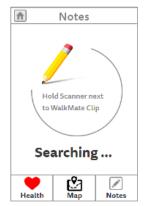
















Digital Mockup: Health Tracking

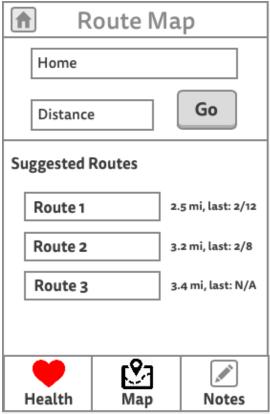






Digital Mockup: Map Finding

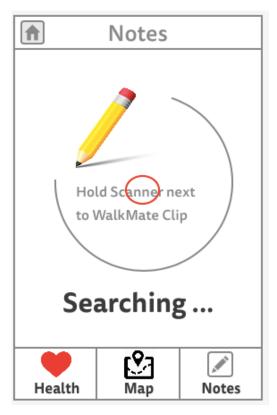








Digital Mockup: Note Taking









Summary

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- Input from Target Group Necessary and Invaluable
- Quantity of Designs Allow a Better Design
- Usability Testing Revealed Shortfalls in our Design



