

Chris Jung, Garrick Li, Luyi Lu, Grant Neubauer
CSE 440 - Autumn 2014
3e: Digital Mockup

Digital Mockup Overview



Task 1: Perform Soundscape analysis of the current environment



1.a. At first time startup, users are presented with a mini tutorial page explaining the features. A more detailed overview is available via Settings.



1.b. Here are four potential screens in the default Soundscape view. The blue bar provides information on Zen time for that day and the red bar shows Risk exposure (which is shaded depending on past severity). The large numbers in the middle of the screen represent the high-precision sound meter and show the dB level of the current Soundscape. Above the numbers is a one-word description of the relative safety of the area and a recommended time limit for higher exposures.

Task 2: View past noise exposure

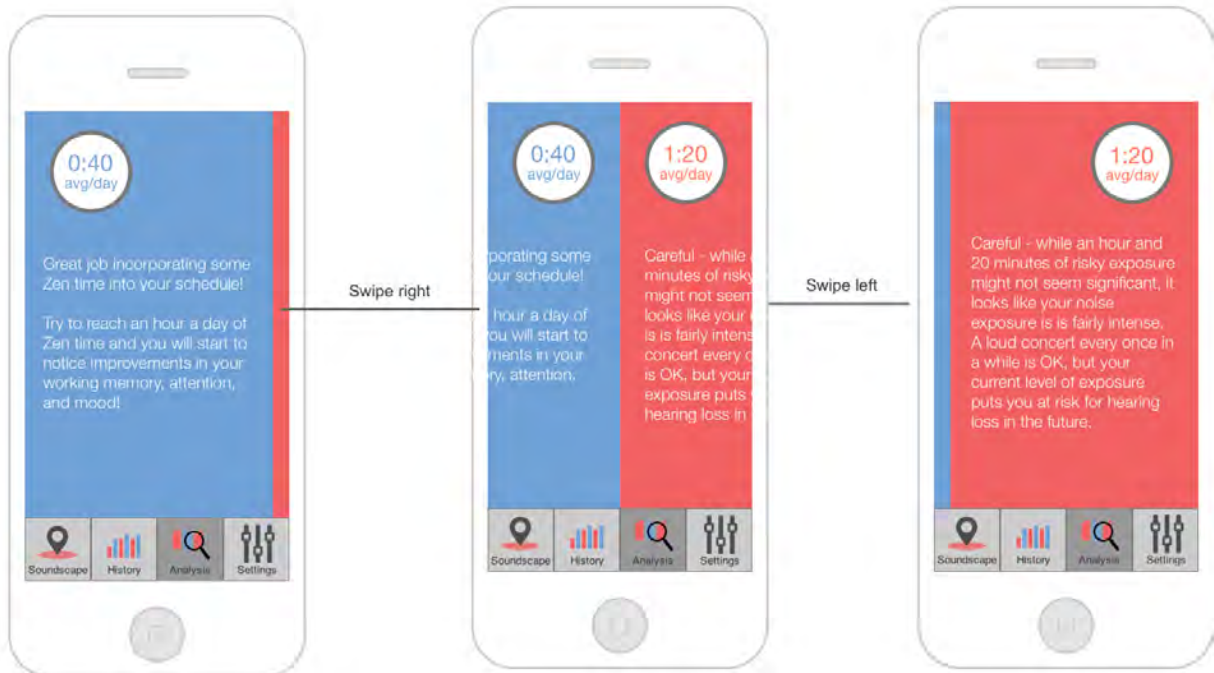


2.a. User clicks the History tab. The default view shows data from the past day (top left) but users can easily move between different views using the Day/Week/Month/Year toolbar. These screens are also horizontally scrollable if past data is needed.

2.b. Clicking on any of the bars brings you to a detail screen, where more information over the selected interval is shown (bottom). In this case, Friday has been selected from the Week view, and the detail page for that day is now shown. The risk bar shows individual totals for high risk, medium risk, and low risk exposures, and the text underneath gives total exposures for that time period.

Task 3: Analyze sound data and communicate the effects of past exposures

(We know only two tasks are required, but this section of our digital mockup was completed so we are including it here)



3.a. User clicks the Analysis tab. They are presented with the side-by-side view shown in the middle image. Lifetime stats regarding daily averages for Zen and Risk at the top of the page.

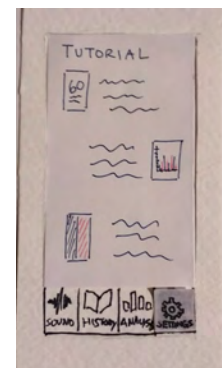
3.b. Swiping on the screen either direction takes you to the full recap portion of the analysis as shown (left to Zen, right to Risk).

Changes and Revisions

Most of our major design changes were done following our usability tests, when we shifted to a simpler interface that emphasized zen tracking and eliminated the timer. Our research and decision-making behind that design choice is explained in full detail in our submission of 3d: Usability Testing Review. As you can see below, our digital mockups are nearly identical to the paper prototypes developed in that stage.



That said, there were still several changes during the move from a paper to digital medium. One of the largest changes is our design of a tutorial page. In our paper prototype, our tutorial page was a glorified placeholder with pen squiggles and rough diagrams (see right). As shown in Task 1, we have designed a full walkthrough and fleshed out a final version of the page with actual text and a step-by-step guide to using the Soundscape app. It is reproduced below:





New Tutorial Screens

There were also minor changes throughout, including adding more information on the detail page. With smaller (i.e. not handwritten) text, we could include detailed breakdowns of high, medium, and low risk in the bars themselves and add averages below each of the graphs. We also omitted the “More Info” question mark icon and Sound chart from earlier designs as most of that information was covered in the added Tutorial. Though our digital mockup will no doubt see more revision in the future, we believe that our design is solidifying and future changes (though still important) will be much smaller in scope and implementation.