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CSE 440 AA

2g: Design Review

We decided to select our second design, the wearable posture reminder. It will support two primary tasks: 1) trying to become aware of daily "posture creep," and 2) adapting to changing activities. We selected the first task because our research revealed that bad posture is a very subconscious habit; we hope that by bringing it into the conscious mind, it will help people learn to maintain good posture. Our second task is important because our users are not always going to be in the same location or doing the same things. We have decided to narrow our focus on work done in front of a screen, but even within this niche we found a wide diversity of activities and situations our users might experience. Our experience sampling in particular supports this idea. We chose the wearable posture reminder because it was the only design that supported both the first task as well as the second.

We felt that this design works best for our target user group of college students and young professionals because of its portability, adaptability, and its subtlety. Portability is important, because as we saw in our research, our users do computer work in a wide range of settings (at home, at friends' houses, at the library, etc.) as well as on a wide range of devices (school computers, personal laptops, work computers, cell phones, etc.). A wearable that follows the user wherever they work and whatever device they are working on is much more flexible, and better will meet their needs. This design is also discreet. Having observed people working in both social situations (like a study group) and quiet situations (like a library), we wanted our design to be unnoticeable, both to avoid social awkwardness or embarrassment, and distraction to the user and others nearby.

Then create a storyboard of each task for your selected design. These should be done on paper, then scanned (i.e., do not create or recreate them in a drawing package). They should clearly indicate the functionality of the design and what the interface will be like, conveying the major aspects of the design in enough detail that a person not in your group can understand how the design supports each task. As needed, add descriptions that explicitly reference the storyboard, add more sketches, or annotate them in multiple colors.

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Task: Trying to become aware of daily "posture creep"

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Task: Adapting to different activities (standing vs. sitting)