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CSE 440 Section C

Assignment 2g: Design Review

Out of our three designs, we chose to combine the idea of having a smart bookmark with a mobile app. The smart bookmark will be focused on a flexible design that can wrap around a person's wrist while they are reading, and then flatten out for use as a bookmark. The mobile application will act as a companion to the bookmark, allowing for the user to drill down into the data collected from the device. Since the bookmark is flexible, it is designed to be wrapped around the wrist of the user, similar to a snap bracelet. The bracelet tracks the number of pages read by detecting hand movements, and has small buttons on it to correct page count if it ever is updated mistakenly. It includes a series of LEDs that can be illuminated to display total time read, pages read, or a countdown. The application can scan in barcodes to figure out what book is being read, and receives information from the smart bookmark to display on its screen, such as graphs relating to times read throughout the day as well as the number of pages left to be read for the current book being read as well as the average number of pages needed to be read a day in order to finish it.

We feel as if this design is well suited to our target audience of those who wish to read more because it encourages the use of physical books, which in our inquiries we found that most participants prefered to use, given that it reduced distractions. The bookmark design is easily understandable by readers. Keeping track of times where reading occurs also helps readers find patterns, as most readers said they prefered to read before bed or on the bus. The timing aspect of the bookmark can help users identify times where they are most likely to read throughout different days of the week. The goal tracking aspect of the application will also help readers who wish to increase reading in order to focus on personal development, and will allow them to figure out what they need to do in order to increase knowledge on a particular subject within a certain period of time.

We chose to hone in on tracking time spent reading and reading books within a certain timeframe because we felt that they were the most immediately convincing objectives when trying to promote further reading. Our wearable design made it easy to initiate a reading timer and stop the timer as well, and trying to read certain kinds of books within a certain deadline encourages goal setting, which could be a strong motivator for those who want to try to read more. The "do not disturb" task is easily integrated into the timer task so we felt that it wouldn't be wise to devote an entire task to it in the final design. The other more social tasks, such as "recommendations", "friend interaction", and "news feeds", while potentially useful, seemed like more tangential goals that didn't have as much to do with reading as they did with engagement. Tracking time spent reading and setting finishing goals are more compelling because they directly have to do with tracking the reading itself.

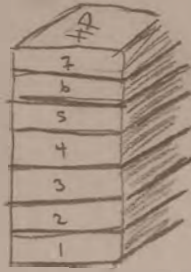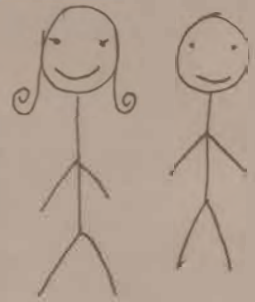CHARLIE the Curious Child

Charlie likes to play
outside a lot.
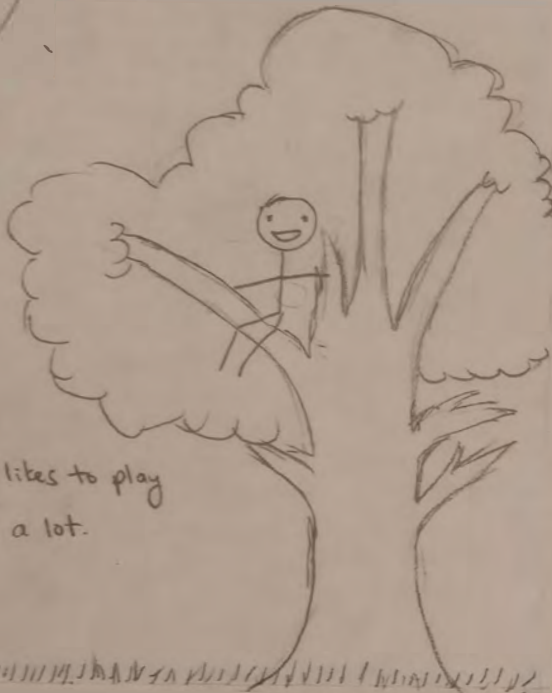
Charlie's parents want him to read more.
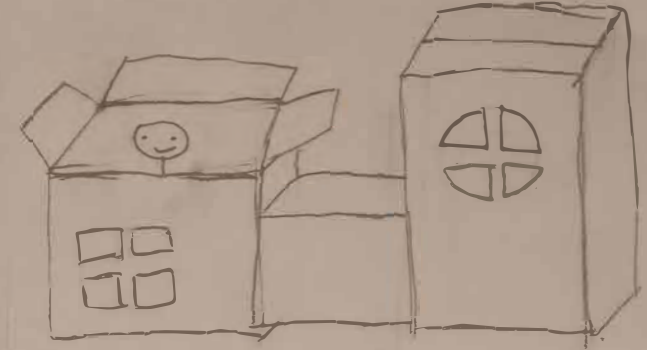but he just wants to go play outside.

Charlie, you should
read these!

No, I want to
play...

Charlie likes to build forts, this time out
of cardboard boxes!
But he isn't reading...

His parents tell him about Hogwarts and
he becomes interested

They have dragons and
magic!

I want to go to
Hogwarts

So he builds Hogwarts!

HOGWARTS

And he spends his time reading
inside.

And he wears the bookmark so his parents can
track his progress

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