

Digital Mockup

Overview Prototype

Figure 1. User Interface

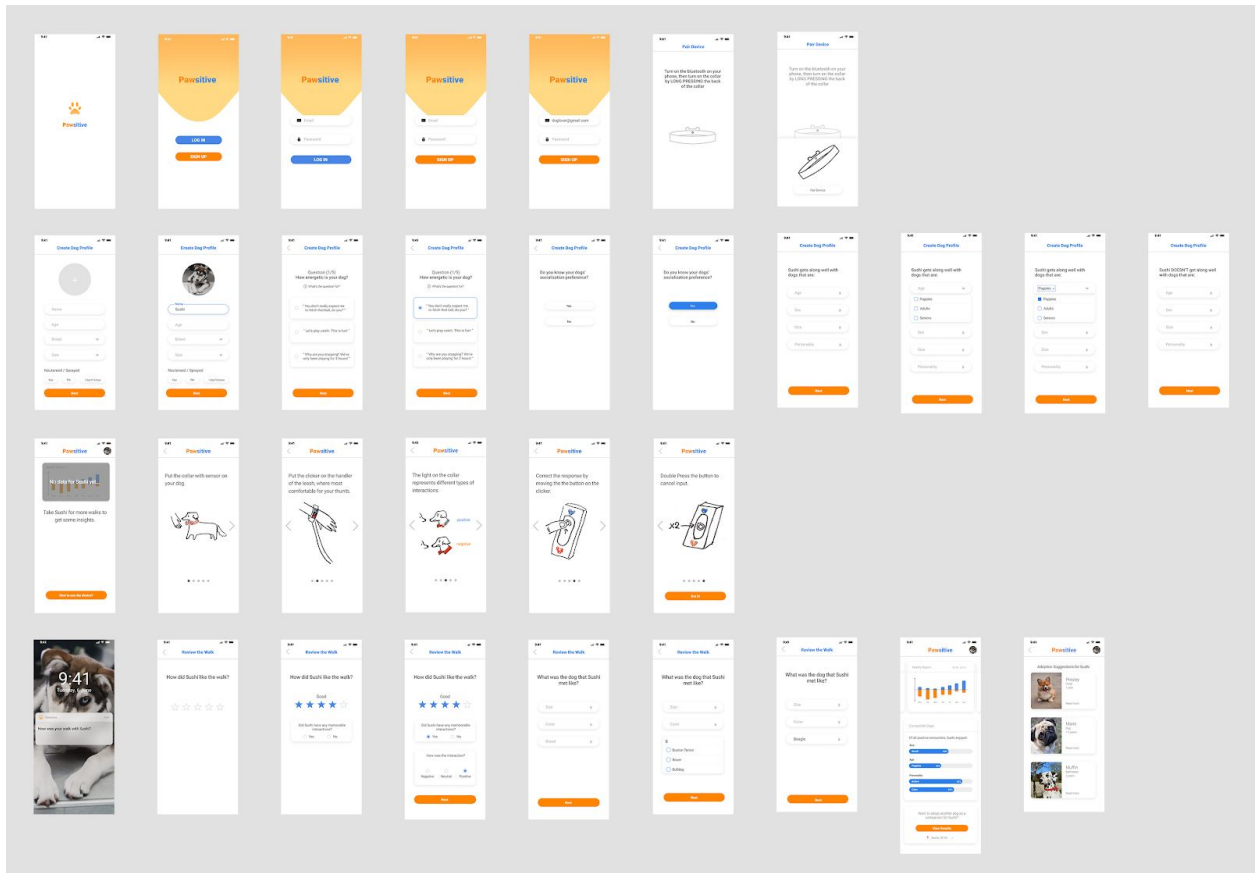
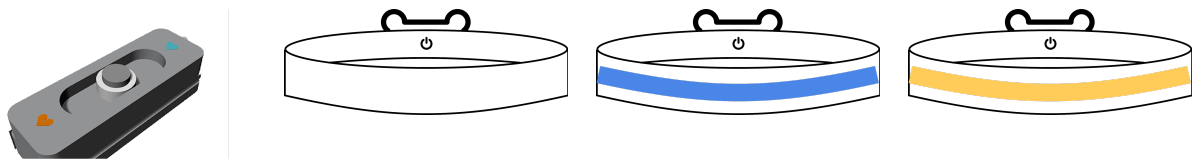


Figure 2. Physical Components

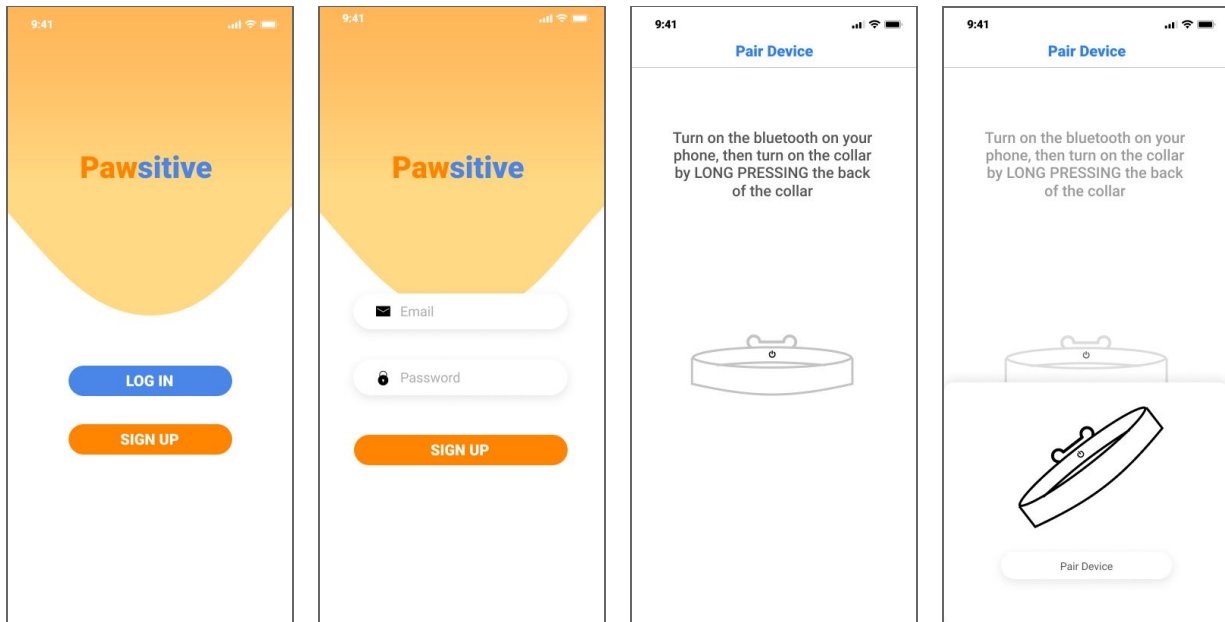


Tasks Breakdown

Task 1: Creating a new profile for their dog and override lights on the collar with button

Log in and Pair Devices


The participant begins by signing up for a profile and pairing the mobile application with their collar. They follow the directions to turn on the collar and press pair device.



Create a Dog Profile

The participant then creates a dog profile by entering information about their dog. They are then asked a series of questions regarding their dogs' personality. Next, if they already have knowledge of their dogs' socialization preferences, they input information about types of dogs their pet does or does not get along with.

9:41 Create Dog Profile



Name
Sushi

Age

Breed

Size

Neutered / Sprayed

Yes No I don't know

Next

9:41 Create Dog Profile

Question (1/5)
How energetic is your dog?

What's the question for?

"You don't really expect me to fetch that ball, do you?"

"Let's play catch. This is fun!"

"Why are you stopping? We've only been playing for 3 hours!"

Next

9:41 Create Dog Profile

Do you know your dogs' socialization preference?

Yes

No

9:41 Create Dog Profile

Sushi gets along well with dogs that are:

Puppies x

Puppies

Adults

Seniors

Sex

Size

Personality

Next

9:41 Create Dog Profile

Sushi DOESN'T get along well with dogs that are:

Age

Sex

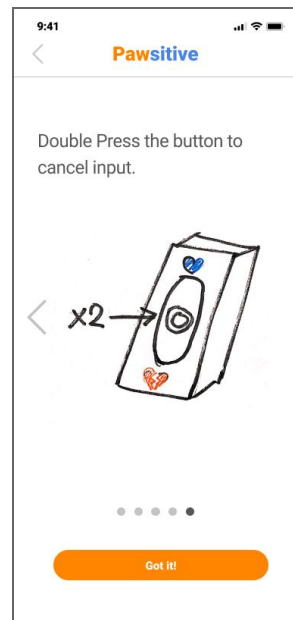
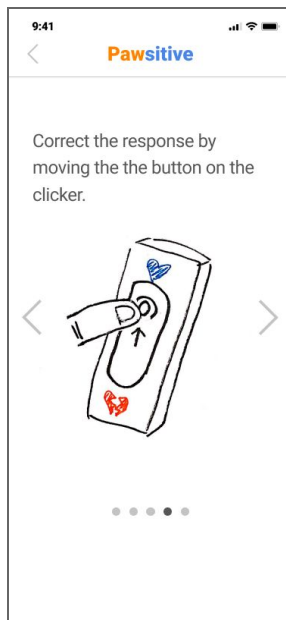
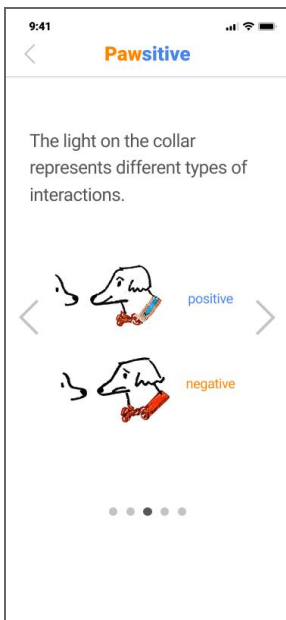
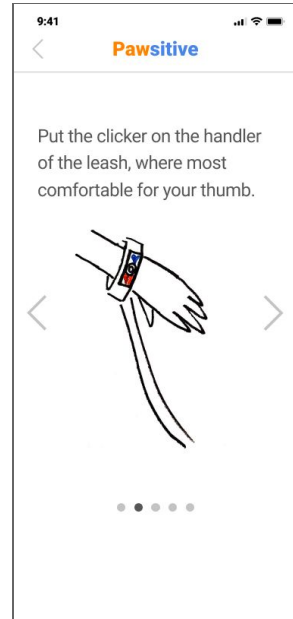
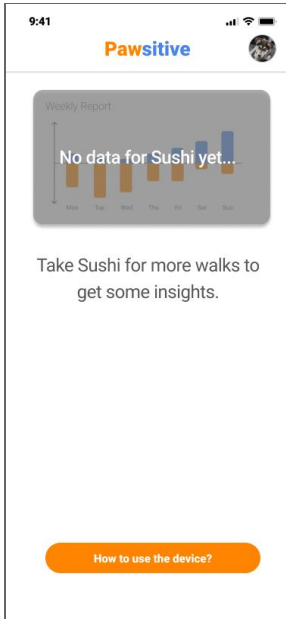
Size

Personality

Next

Tutorial

When first logged in, there are no data available for the participant to view. The participant has the option to go through a tutorial on how to use the physical device during a walk.



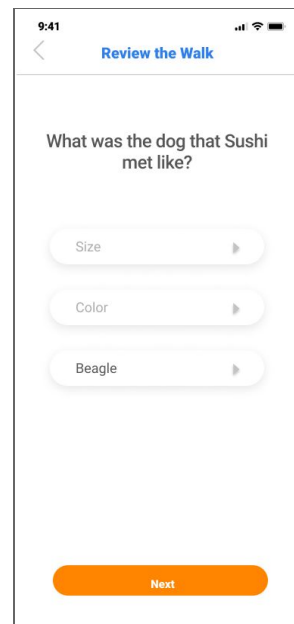
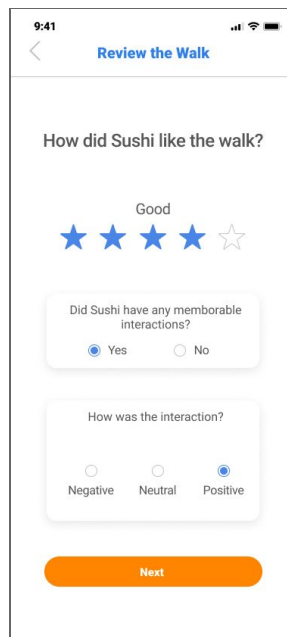
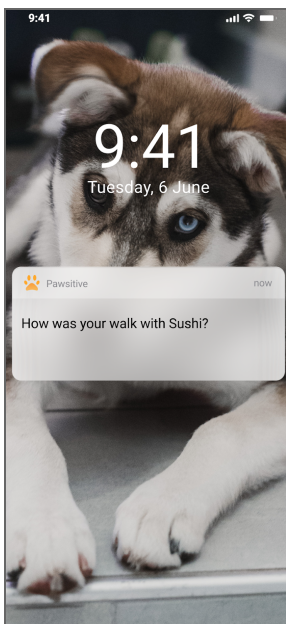
Use the Physical Device on a Walk

For example, when the participant takes their dog for a walk and encounters another dog, the collar flashes blue, indicating the interaction is positive. However, the participant notices his/her dog isn't quite comfortable and uses the physical clicker to override the false response. The collar then flashes yellow.



Ping for Walk Information

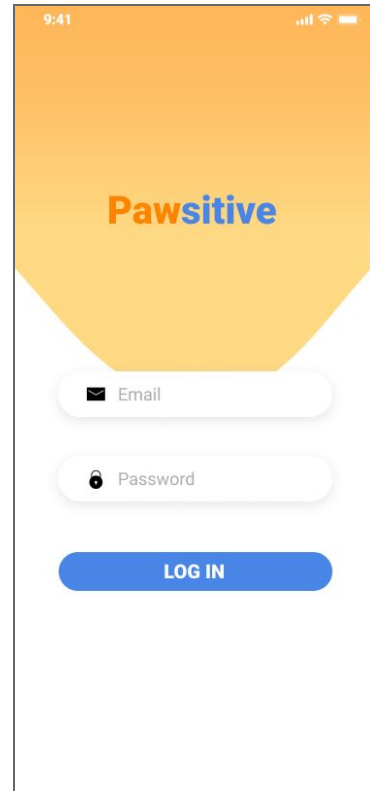
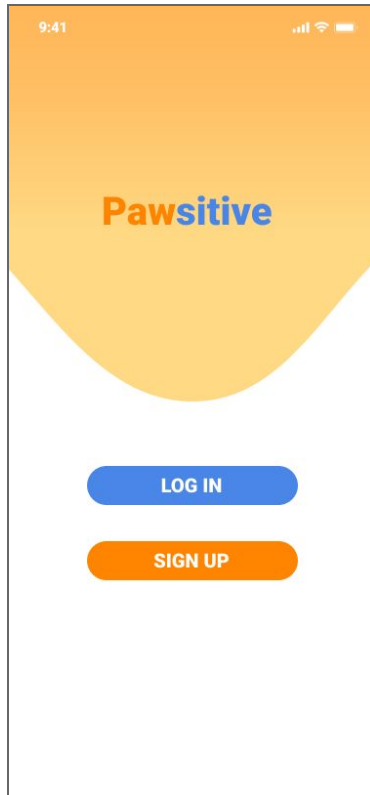
The participant receives a notification asking about the recent walk. They rank the walk and choose a memorable interaction to input more information about.



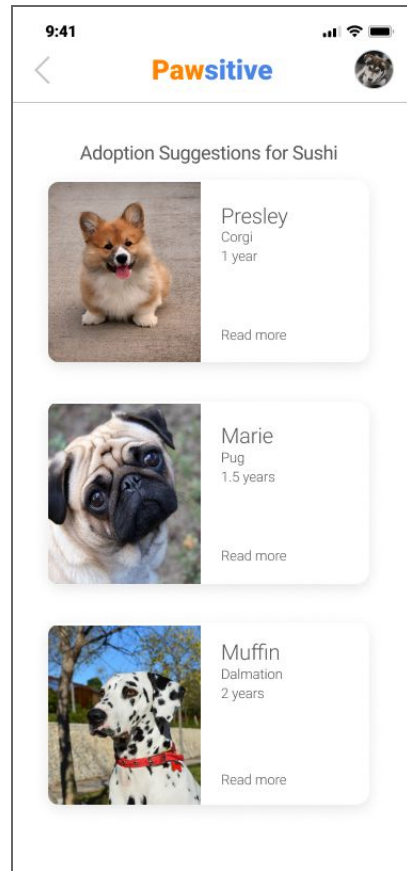
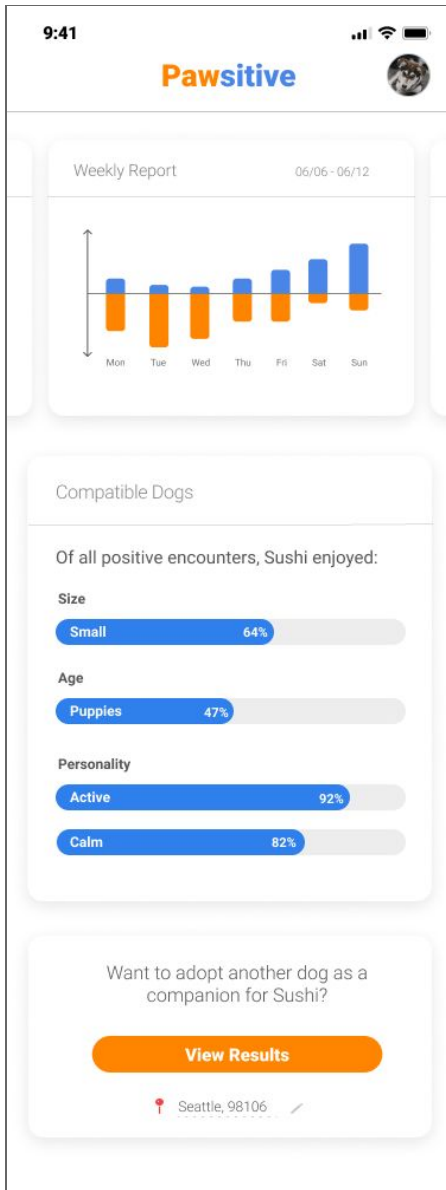
Task 2: Explore compatible dogs for adoption

Adoption

The participant is first taken to the login screen where they type in their email and password and press log in.



Once the participant is logged in, they are taken to the landing page which displays their dog's socialization information, which includes a weekly socialization report and a report on compatible traits so far. The participant scrolls down to and clicks on "View Results" to browse adoption suggestions for Sushi based on the results compiled. They are then taken to a page that lists adoptable dogs nearby. Once they click on a dog profile, they are taken to the shelter's page.



Implementation Decisions

Changes

Overall, the paper prototype to digital design process went fairly smoothly. The big picture of our tasks and the designs associated with the tasks remained the same; however, we made two substantial changes to our digital designs.

The first appears on the data visualization page, on the card describing the encounters Sushi seemed to enjoy (Figure 3). In the paper prototype, we originally had just a list of the dog's compatible traits, but we decided to change this to a percentage bar for two main reasons (Figure 4): First, it gives a better idea of how the device suggests compatible traits by contextualizing the results as being derived from "all encounters". Second, it filled up the card in terms of space and was more visually appealing and stimulating.

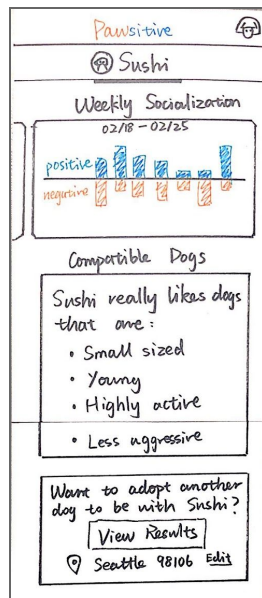


Figure 3. Original

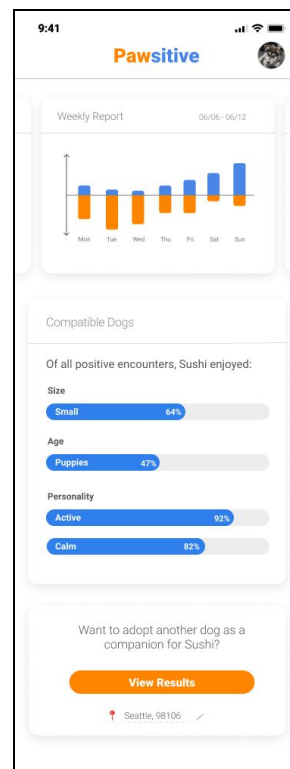


Figure 4. Updated card

The second main change occurs in the “does or doesn’t get along with” pages (Figure 5). We changed the design to include a deletable drop down to make it more obvious to participants that they can select multiple traits for each category (Figure 6).

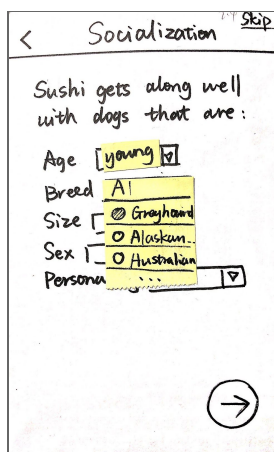


Figure 5. Original

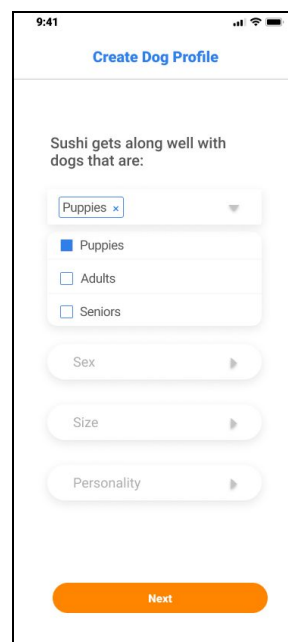


Figure 6. Updated drop down

Decisions

We chose Roboto as the font of our mobile app. Roboto has a wide range of font weights for us to choose for different usage. For example, we used black for our heading level 1. Roboto has a balanced content density, which will provide a comfortable reading experience for our participants. Our target participants will also be smartphone users, and most of them are familiar with Roboto since it is a popular mobile application font.

We used blue and orange as the theme colors of the mobile app interface. We chose these colors based on the collar’s display colors: blue and yellow. Blue and yellow are less aggressive compared to green and red, and they are accessible for participants with red-green color blindness. However, the color contrast ratio between yellow and white (our background color) is not high enough for participants with a visual disability. Therefore, we chose the color orange, the complementary color of blue, to be our theme color instead. Blue and orange feel energetic and optimistic, which represent the positivity of Pawsitive.

Reference

Digital Prototype

<https://www.figma.com/file/X1JbyxpTRxGvJv4qFgdHLb5k/Pawsitive?node-id=132%3A555>