

Purpose

Throughout this project to start with I found it quite interesting about designing with people and their daily life living with certain or permanent conditions this website set up by the Helen Hamden centre for design I found this website very useful and throughout the project I have kept referring back to look at it once more the purpose of this project was to look through the website and to explore everything in which to help me with an idea for the brief which was to choose three categories and to understand in which the different categories they had to offer as there are many people with many separable conditions which may be in need of help as they may struggle during daily activities to carry out. at first it seemed a lot of stuff to think about however when put into group I thought it was a group project however it wasn't but still it was nice to see example of one another working strategies to take into mind in ways of seeing how they work also to show myself and the way I worked and so finding information was hard about the designing with me categories and so to help there were IDEO cards in which to do with research and to make the most of what I myself needed to find out however when looking through these cards it was puzzling as so many of them seemed the same and as explained many were however still without confusing myself of a method of how I were to find out this information it was down to three card to choose from which were

- 1. A day in the life**
- 2. Extreme user interviews**
- 3. Empathy Tools**

Throughout my day in the life , this is where I went travelling to see some family members in which I thought would be good for some research and this is what I had found starting with my grandad that he doesn't get moving around much and so this is why I had design the first concept in which was a monitoring social family app however after presenting it I found that I was overcomplicating it for the project we were doing that it wasn't that necessary and was leading me nowhere. Also with a day in the life research I found that my grandad uses only mainly two things in which he has in his home and that is the tv and his phone mind he can't do much as this is a non-smart phone and so as he say's I don't really need my phone it isn't necessary all I received are more calls than texts and if its ring and I know who it is ill answer it if not then I won't also I found when popping out with him that he doesn't take his phone with him and it stays in the same position he left it in the environment he's in he sat on the sofa, with the table near him phone to the side remote in his hand to turn the tv over. so to me it seemed his life of waking up in his home was in reach of him everything was. However when getting to use his laptop I found he also had problems with it as he didn't know how to use it or even set it up and that the laptop was way too small for his gigantic Hands which he struggled to open. Also with the first questionnaire I had done I decided I was going to do that with an over the phone interview. And so for empathy tool putting myself in his shoes its basically everything for him is within reach so he doesn't move much as he has a bad back and a bad leg. After that I had kept him company for some time I then started to ask little detailed questions in which listening to his opinion about the questions I had asked and also got some research answers that way.

once I was finished with him and said goodbye I then went to visit my auntie and decided I was going to interview them as time was getting on and so following on from the questionnaire this is what she said she does seem to use here mobile more than anything a lot and that she only use the printer or should I say the main desktop pc hardly ever to print things out such as playslips. my aunties is more for here games and challenging people on Facebook than anything and other keeping up with her fitness through the local gym app that she used and so he is a career that she is always tired from

the hours of work she carries out and that she suffer with spasms, which she has had many operations and physio classes also in which especially her hands

As for my uncle I had to wait for him as he didn't finish work until six being a taxi driver of which at first I would of said that he uses his phone a lot however I found that although he does use it a lot but not for his business he works for he has a pc smartphone however he could decide what it called that links to the cab he drives to alert him for the next fare he carries out. He said he doesn't use the computer but again only ever to print something and uses his phone a lot due to his betting and checking up on sports as well as surfing social media. there was nothing that I noticed through a day in the life of them and the way their house was set out and they don't have any disabilities that they find difficulties with.

Again, as previous there were another two-family member which I could tell a little about however due to circumstances and not speaking to them for at least 10 years, that's enough said. Again, whilst being at my aunties home I find it a good method to gain information with about asking little questions to get them to think of the question I asked them to find little more of what they thought.

As for the design of the app first I found example of apps and what I like about concepts and existing apps although this went in to far detail and I found concepts which I thought to be were concepts although they look like real life apps and so deciding upon a one colour app or many colour app although not to make them clash or over complicated throughout the project with the Designing of the app first I had to get the idea of the initial however two concepts proved to be over complicated and so I had only made two realistically however this helped me towards the development of these packages and more of what I needed to focus on and change around I found for every design I had done there came another initial app concept designing an app has proven difficult it's not the same as a physical product where you can design and test just like that there a lot to think about without overthinking the whole scenario and so I already began to look at colour schemes in which colours mean what and how they work for instance orange is more of a warm colour cold is a cold calm colour however whilst designing to gain as much ideas as possible I found apps which were to do with what I looked at with moods fitness apps, one main colour apps and many colour apps so much that they were flat colours and not vibrant. And so making the format layout of the application simple easy to see nice and big and not to overcomplicated and this app could experience someone who is young or old and depending on their abilities this could be challenging

Function

The way that I have thought about my apps and the way they function is the first app idea, in a way it reminded me of sims as basically other than a loading and splash screen the app would imitate the users environment and so all the daily activities they encounter however after looking at it and presenting the idea from feedback I found it went on and on and in a way of testing it would be least most impossible because user of focus group people may not like to experience it as it's the idea of monitoring and tags connections throughout each of their rooms and the worrying thing about privacy came to mind so it was back to the drawing board until I had come up with something which would benefit. So then I decided to create an app and so make it basic and straightforward design so that user would get confused and so for any of my work I liked after presenting it I thought of it as still being an idea although it may be bad that you can look back on it for another inspiration idea. And so as I'm designing it I need to consider everything another person view are and what they think because at the end of the day I'm the designer and need to listen into everyone opinion ions and so

this is where the feedback came into place also the little comment of what my focus group said such as apps need to be a bit more clearer and colours varied.

Testing

For the testing of the app I have only done this visually rather than making it fully working and to record everything which the user inputs and makes valid, and so the way I would of done it from past experience would be to decide upon the design through a focus group opinions and style of existing apps which I may find of interest also due to past experience with I.T I would of an excel document as well as the designed interface app which focusses on the design and the excel document which focuses on the right information and about setting formulas based on criteria in which I'm looking at and finding out through primary and secondary surface and to record the information through a macro to connect it to the designed interface confirm button so as the users would see the app itself and so this is the way I would of done it as due to experience with a past project and tried to preview it on a mobile device. However as I have said I have just focused on the main functions and the way the user will function around the apps concepts in order to use it to their liking so currently I have made the app based on quick generation software which a=focuses on the aesthetic of the app development I want although there was another bubble ideas concept of an app with another different layout of the an app initial idea however I could experience this aesthetic through the software maker I was using which was in vision and so I had spend some time wasting time to look for an app developing software which was also making me become less interested in the project idea initially.

Based on the aesthetics I have shown a lot of thought through many of the apps I have create although two didn't end well and they were a bit of wasted idea I still took inspiration to them and it may not of been right however the aesthetic for the other two I consider colours which don't clash and are flat colours which run smooth throughout and also explored the adobe photoshop software as well as illustrator to accomplish the work look with experimenting with the opacity and observing what many of the editing tools do on theses software's so the colours I have chosen aren't to in your face also a user could say that whilst looking at the screen of my app for the main menu that the writing you cant see them however that's only whilst taking pictures of these also how simple the step by step navigation is allowing the user to experiment with ease and accessibility.

Evaluation Report

Throughout the whole of the project to me it seemed to be a bit of a roller coaster one minute it was going good and the next not so good. This could be down to my time management skills or because I haven't quite thought of an idea to do with designing with people. Again it could be because sometimes I'm overthinking that I'm going to get a lot of work done and my plans totally change however the part I had like id=s going out to people in the field to go and find research relevant to what I'm focusing on and, so I like to go on an adventure a bit more independence and responsibility or rather than being sat in the university studio saying that im going to do stuff and that it ends up being a wasteful day. In the future what I need to do better would be to manage my time properly stick to a simple idea come up with a lot of initial ideas and get the pencil to paper flowing to clear my mind instead of leaving it on my mind to think about later and also so I'm not up at night to be doing work as then I will concentrate more within sessions of generating some ideas for my work which will benefit me to do a lot more just like I had explained with how I would create the application if I were back in contact in school it sounds stupid but I feel that I need to be doing more.