



BathroomSEC

VIDEO PROTOTYPE

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Video Link

<https://vimeo.com/417007150>

Final Prototype

Our final video prototype is the app 'BathroomSEC'. This is a home security app that is designed to alert the carer if the user is in danger. The app has been designed for disabled people, to allow them to obtain privacy in the bathroom while also remaining safe and secure. We realised as a group that feeling independent can be difficult for those who are disabled. On top of this, needing someone's help in the bathroom is awkward and uncomfortable. There are simple tasks that can be done without the aid of someone else, so with this app people can feel an extra sense of security.

Who it's for

Our app is intended for a user (the person who requires aid) and their carer, which could be a parent, guardian or home help. The app allows for the locking and unlocking of the bathroom doors with the touch of a button. This allows the carer to quickly come to the assistance of the user if they should be in danger.

While we were designing with disabled people in mind, we concluded that our app may not be suited for everyone. Our purpose is to provide a sense of security to those who may be able to do many things for themselves and this app could be the push they needed for more independence.

How it works

Our app is designed to be connected to a sensor which would be installed on a bathroom wall. Should the sensor detect quick motion in the room, an alert would be sent to the carer's phone notifying them that the user may have fallen. Using the unlock door feature they can easily ensure the user is safe.

Some other features that are included in the app are control of the lights, shower, windows and alarms. These features would benefit those unable to reach certain places, perhaps someone who is in a wheelchair. The user and carer can also communicate via text or call on the app.

Theme

Our theme was security, this was to be paired with our assigned room, Bathrooms. Our prototype meets the theme of security directly on several levels.

Physical Security:

- The system ensures one can check the locks on bathroom doors and windows to check if they are locked.
- It allows the user to lock the door from the app adding an extra layer of security to bathrooms.
- In the event of an emergency, a carer can open the door through the app, this ensures the user is safe and secure

Emotional Security:

- A carer can check in on bathroom users through the app to ensure everything is okay.
- The carer will also be notified by the app if the sensor detects an accident, reducing any worry.

Reflection on the process

What we enjoyed:

As a group we organised a call together to reflect on the entire project process along with our video prototype process. We agreed on certain aspects of the overall process that we felt were important to our being able to develop design ideas successfully to result in a concept that could genuinely work in the real world. We really enjoyed learning more about how to better design for users, the personas and journey mapping were particularly helpful in achieving this. We agreed that we preferred the more practical areas towards the end of the process where we were making rather than thinking, however, we appreciated how all the pre-planning and thinking paid off in the making stage.

We found that in the idea generation stage the rapid development with sticky notes as a group was really effective at helping us narrow down our theme, and that wireframing on paper before a UI was decided on was really helpful in putting the user first in the design process.

For the video, tackling it while we were separated was a challenge, but we each managed to provide solutions and contribute an even workload distribution to successfully meet the requirements of the video prototype. Contributing live-action scenes for those of us capable of filming, animations and wireframe mock-ups, and the editing work on the video itself.

What we found difficult:

We agreed that we would have liked to have thought more outside the box with idea generation. We were dealt a difficult hand in our opinion with such a strange theme and room combination and had to do our best to make it feasible. Looking back, we feel we were too narrow minded when it came to think of different ideas in relation to our theme and room.

Regarding homework and deliverables, as a group we got fixated and distracted by certain aspects of the project. This caused us to lose sight of the deliverables and, in turn, not supply the correct information that we were asked for. As a group we feel that at the start we worked well together in class, but it was lost on us outside of our lecture time and the communication slipped.

Dealing with such unexpected circumstances made the entire process quite hit or miss while everyone was in lockdown. Eventually as the weeks went on, we got better and better at communicating effectively and essentially regained our footing as we settled into our new lifestyles, dividing the workload evenly between us and completing parts of assignments with time to spare.

What we would do differently:

We were able to reflect on the approaches we took and decisions we made that lead to our current standings with our prototype. If we were to go back and do this project again, we agreed that we would have focused more on these aspects:

- We would ensure the overall management of time for each assignment was more laid out, so we had more time to work on individual areas
- We would use more of the user information tools (personas, plots, journey maps) earlier in the process to ensure a more fulfilling prototype.
- We would communicate effectively on every single aspect of the design process so that there would be no risk of losing sight on our common goal.

The result:

Difficulties aside, we managed to pull through and deliver a rough video prototype for a concept that we're all proud of. We managed to achieve everything asked for and provide a demonstration into our concept to convey effectively what it does, it's features and functionality and how it can be used in an everyday situation for our target market.

We believe the potential for such a concept to perform well and market well in the real world is substantial. The need for an assistance app for our user base is large, and no other developers or designers have come to solve that need on such a direct approach before.

Outside of our project, this could be something pursued to become a real fully developed and designed app in the real world, and we're all happy with this possibility and how far we've come as a group to develop it as a feasible concept.