# CGIT Executive Summary

#### Overview

Creating a seamless user experience transitioning mobile devices with vehicle synchronization, CAIR, is a stand-alone AI device that accessible for all vehicles, by providing a safe mobile connection.

#### **Problem Statement**

The number one cause for car accidents is distracted drivers. In 2018 alone, using a cell phone while driving caused nearly 1.5 million car accidents in the U.S. and in a world where technology is advancing, distraction levels will only increase.

#### **HMW**

How might we create an AI car device that helps to prevent car accidents cuased by distracted drivers?

#### Solution

Increasing satisfaction as a result of utilizing time in the car, providing necessary communication for practical purposes, and by redirecting boredom and loneliness through mental entertainment.

#### **Target Users**

Age: 17-64 Years

Type: Distracted drivers or someone

who wants to enhance their

driving experience.



0.2 m

Focus Mode
Driver can safely
view and respond
while the car has
stopped for 3
seconds.

My Driving Habit

Calculating driving habits to bring awareness and reward good driving habits.

Third Party Apps

All third party apps and smart phones are supported.



### **MEET OUR GREAT TEAM**



SEUNGPIL LEE
Project Leader



ESTHER HOLLIDAY
UX Designer



ABBY TURNER
UX Designer



MADELINE WALZ
UX Designer

# THE PROBLEM

The number one cause of car accidents are not drunk drivers. Distracted drivers are the number one cause of car accidents in the U.S. today.

Using cell phones while driving causes an alarming number of

deaths and injuries on U.S. roads. In 2018 alone, 3,166

people were killed in motor vehicle crashes that

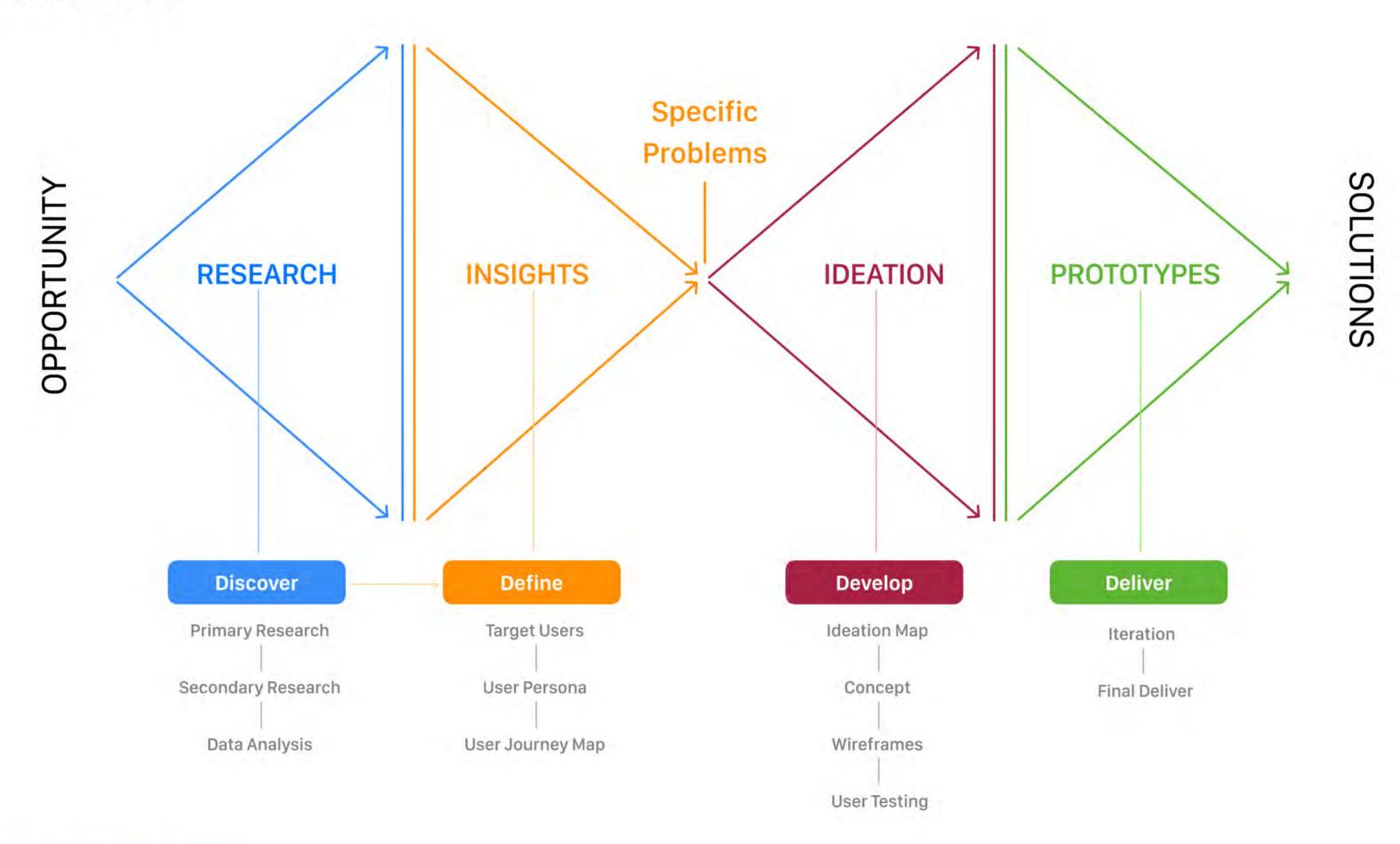
involved distracted drivers.

Each day in the United States, approximately 9 people are

killed and more than 1,000 injured in crashes that are

reported to involve a distracted driver.

### **PROJECT AGENDA**



# DISCOVER

# Primary Research

User Interviews
User Observations

### **Secondary Research**

Literature Review

Competitive Analysis

### **Data Analysis**

Affinity Diagram

5 Whys

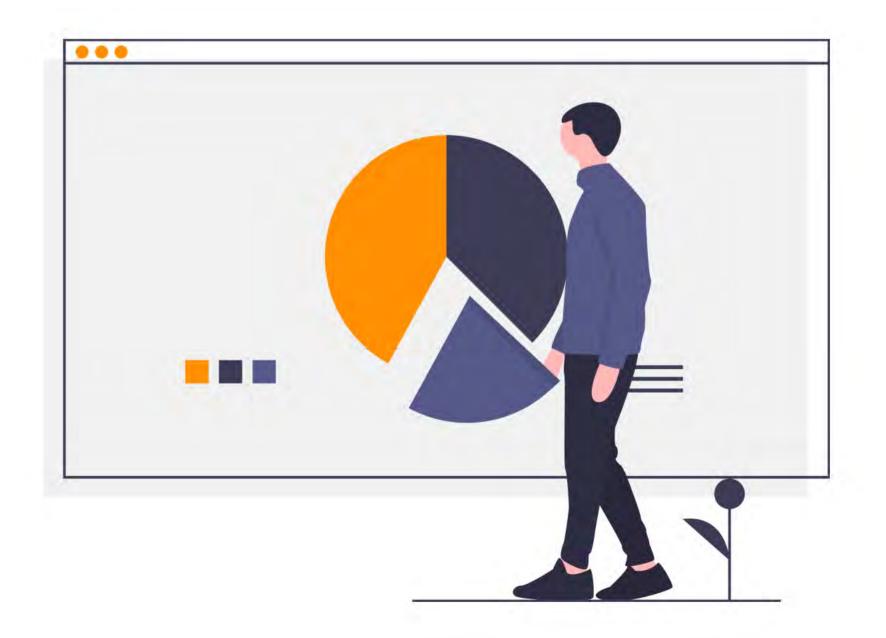
How Might We

# PRIMARY RESEARCH

**Online Surveys** 

**User Interviews** 

**User Observations** 



# **ONLINE SURVEYS**

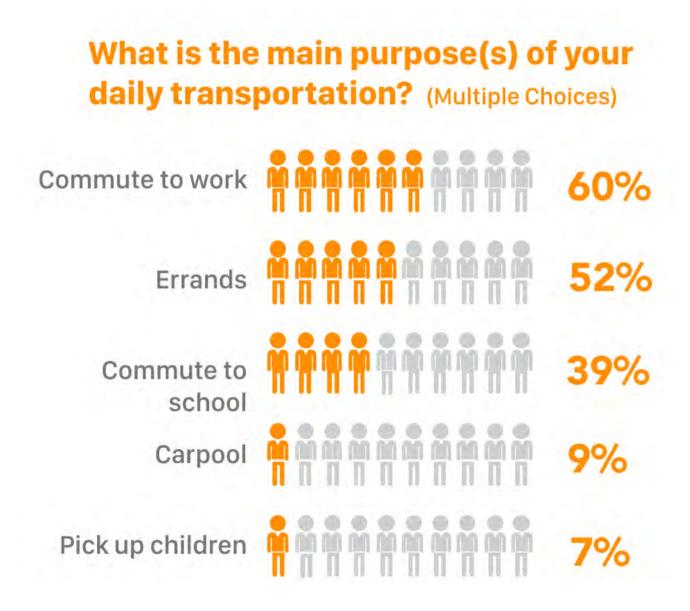


105
Participants

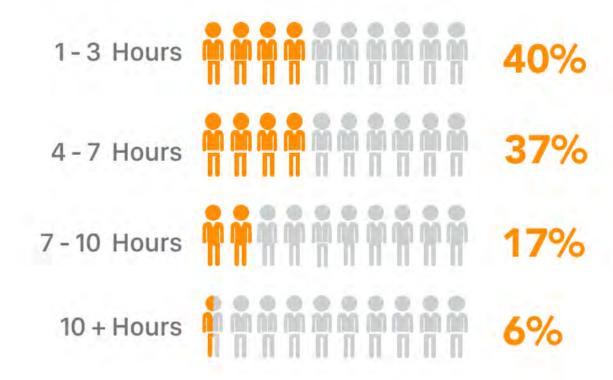
17-74
Age of Participants

Purpose of the questions: To gain insight on driving behavior

The takeaway from the survey: People spend almost a quarter of waking hours in the car.



# How many hours per week do you typically spend in your car?



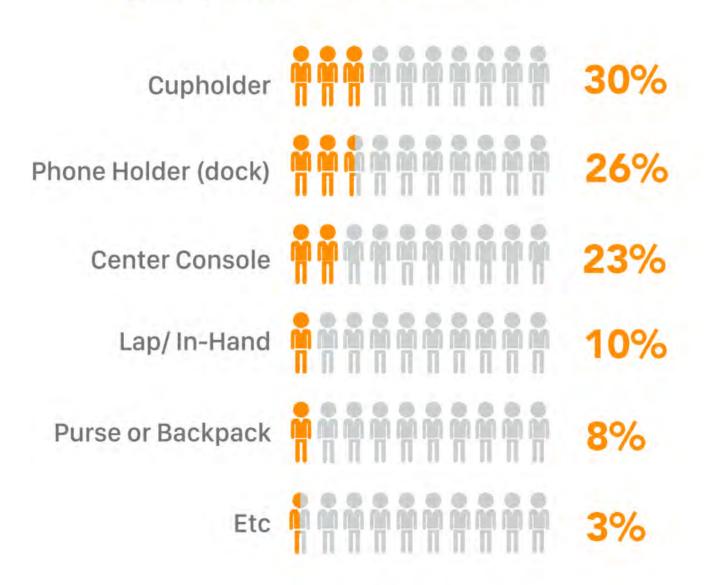
### Purpose of the questions: To gain insight on phone behavior

The takeaway from the survey: Most people use AI in the car and store the phone in an accessible place while driving.

# Do you use hands-free phone communication in your car? Yes MANAMAN 70%

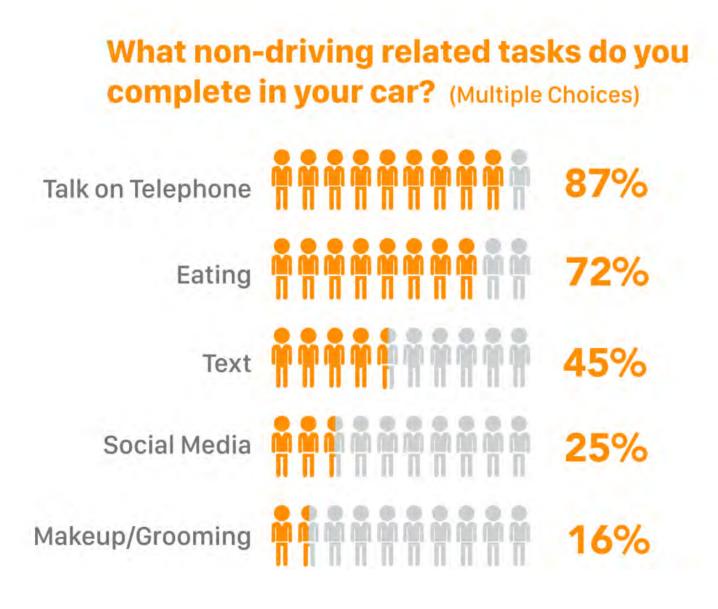


# When driving, where do you place your phone? (Multiple Choices)

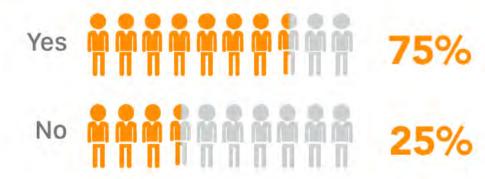


Purpose of the questions: To gain insight on other behavior in the car

The takeaway from the survey: Phone use is not the only main contributor to distractrions while driving--eating is the second highest distracted related beavior.



# Do you use your phone while driving for purposes other then navigation?



# **USER INTERVIEWS**

To further develop the insights we gained through online surveys, we conducted six interviews from each age group.

**Teenage Drivers** 

**Young Adult Drivers** 

**Adult Drivers** 



#### **USER INTERVIEWS**



**Teenage Driver** 

Gender: Male

**Age:** 18

Occupation: High school senior

Driving Habit: While he is in his car he likes to FaceTime, text, and go on Instagram to stay connected with his friends and to not be bored while driving.



**Young Adult Driver** 

Gender: Female

**Age:** 26

Occupation: Consultant

Driving Habit: She finds driving a waste of time so to feel productive, she is always on the phone or listening to podcasts. She is not a risk taker, but is not a passive driver.



**Young Adult Driver** 

Gender: Male

Age: 24

Occupation: Project Manager

Driving Habit: He is not a risk taker and only drives 10 miles over the speed limit. He does get bored in the car, but after getting into a distracted-related car accident, he is a lot more careful.



**Adult Driver** 

Gender: Male / Female

Age: 35/36

Occupation: System Admistrator / Senior Application Engineer

Driving Habit: They don't find it necessary to use their phone while driving even when in self-driving mode. They used to find driving stressful but after owning a Tesla, they find driving very relaxing.



**Adult Driver** 

Gender: Female

Age: 40

Occupation: Housewife /

Soccer coah

Driving Habit: While she is safety conscious, because she has a tight and busy driving schedule, she prioritizes scheduling and coordinating pickups and drop-offs for her kids, so she drives quickly while communicating via text.

#### **INTERVIEW INSIGHTS**



- Why do you feel the need to do other activities while driving?
   "I don't use my phone very often when I drive short distances. But, when I drive a long distance, I often use my phone because driving is boring."
- What do you feel like when you use your phone while driving? "I feel safe because I know what I'm doing and I know I'm confident about my driving skills. However, when I have my passengers, I will not be on the phone because I wouldn't want to be responsible."



Why do you use your phone while driving?

"I want to feel productive while driving."



 Have you ever gotten into a phone related car accident?

"I was driving in stop and go traffic while holding my phone. When the traffic ahead stopped, I would look down at my phone's text preview.

At one point when I looked up, traffic had stopped earlier than I expected, so I slammed on my brakes but ended up ramming the car in front of me."



• What is lacking in the Tesla's screen?
"Difficulty in finding and hitting the buttons on the screen while the car is moving. Would prefer using the steering wheel buttons."



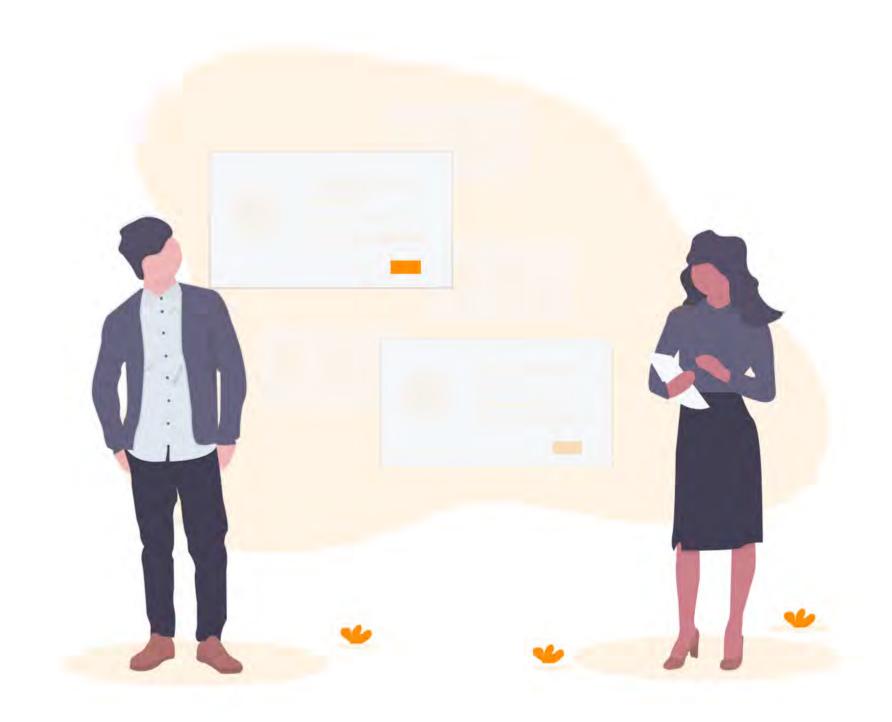
What is your typical reason for texting and driving?

"I am very busy and have a tight driving schedule since my kids have a lot of activities aside from school.

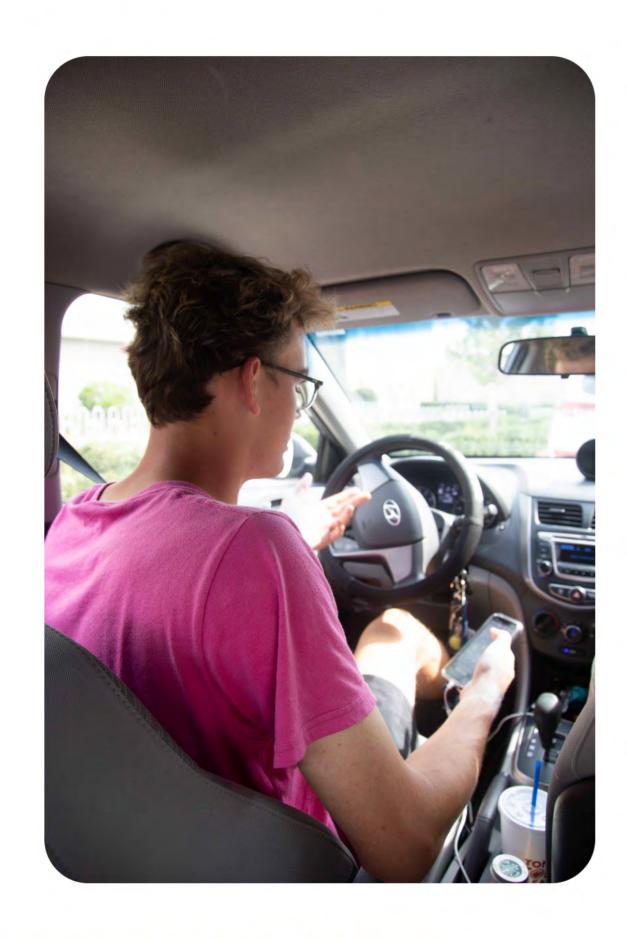
Because I have to schedule and coordinate pickups and drop-offs for my kids, I have to text and drive."

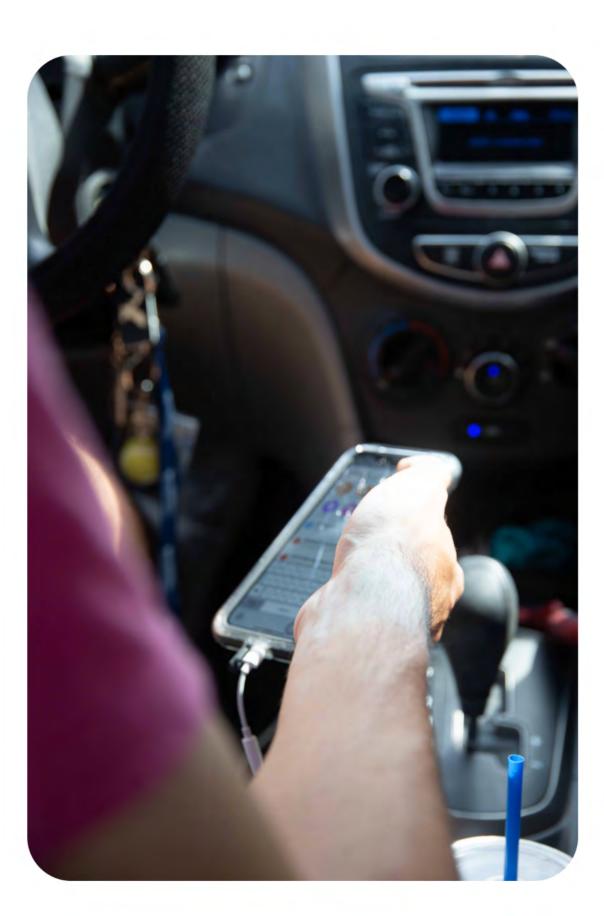
# **USER OBSERVATIONS**

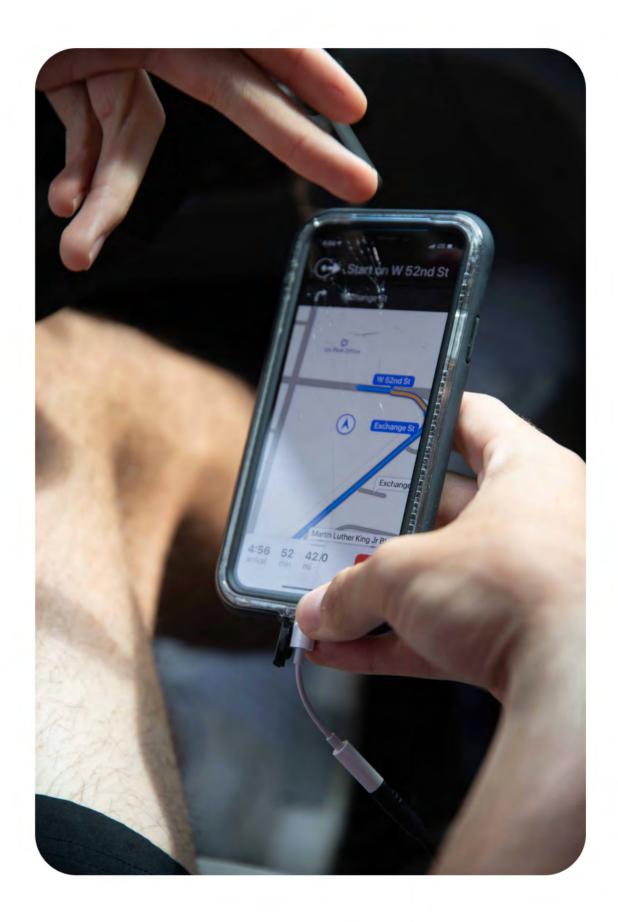
In order to gain a little more insight, we observed users' normal mobile phone usage habits while driving using naturalistic observation methods.



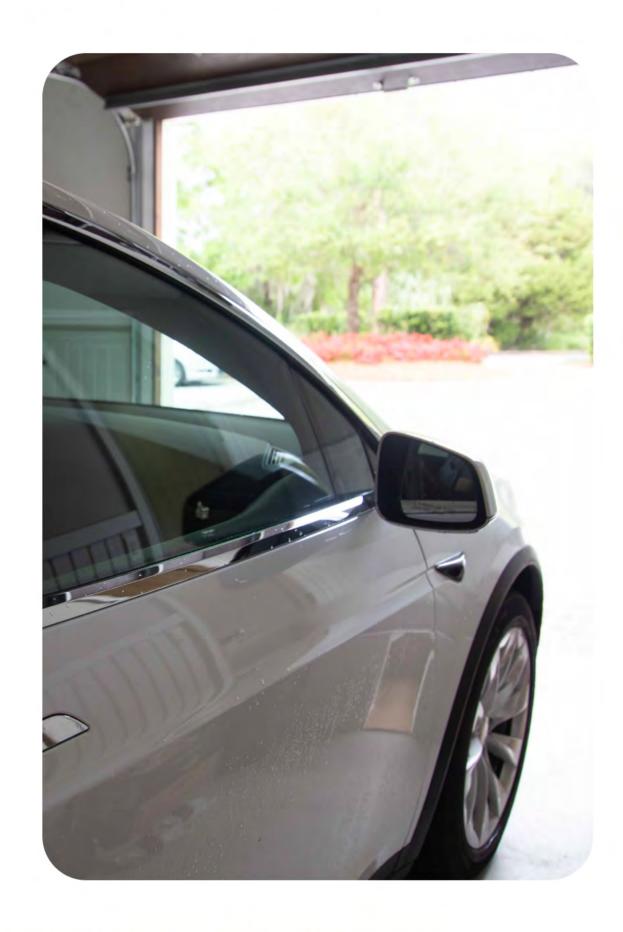
### **USER OBSERVATIONS**

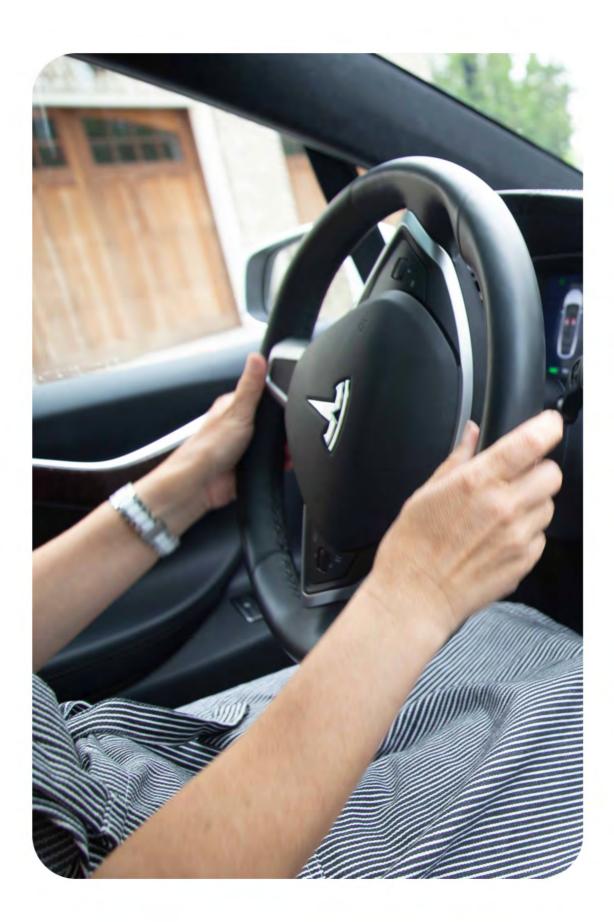






### **USER OBSERVATIONS**







### **OBSERVATIONS INSIGHTS**

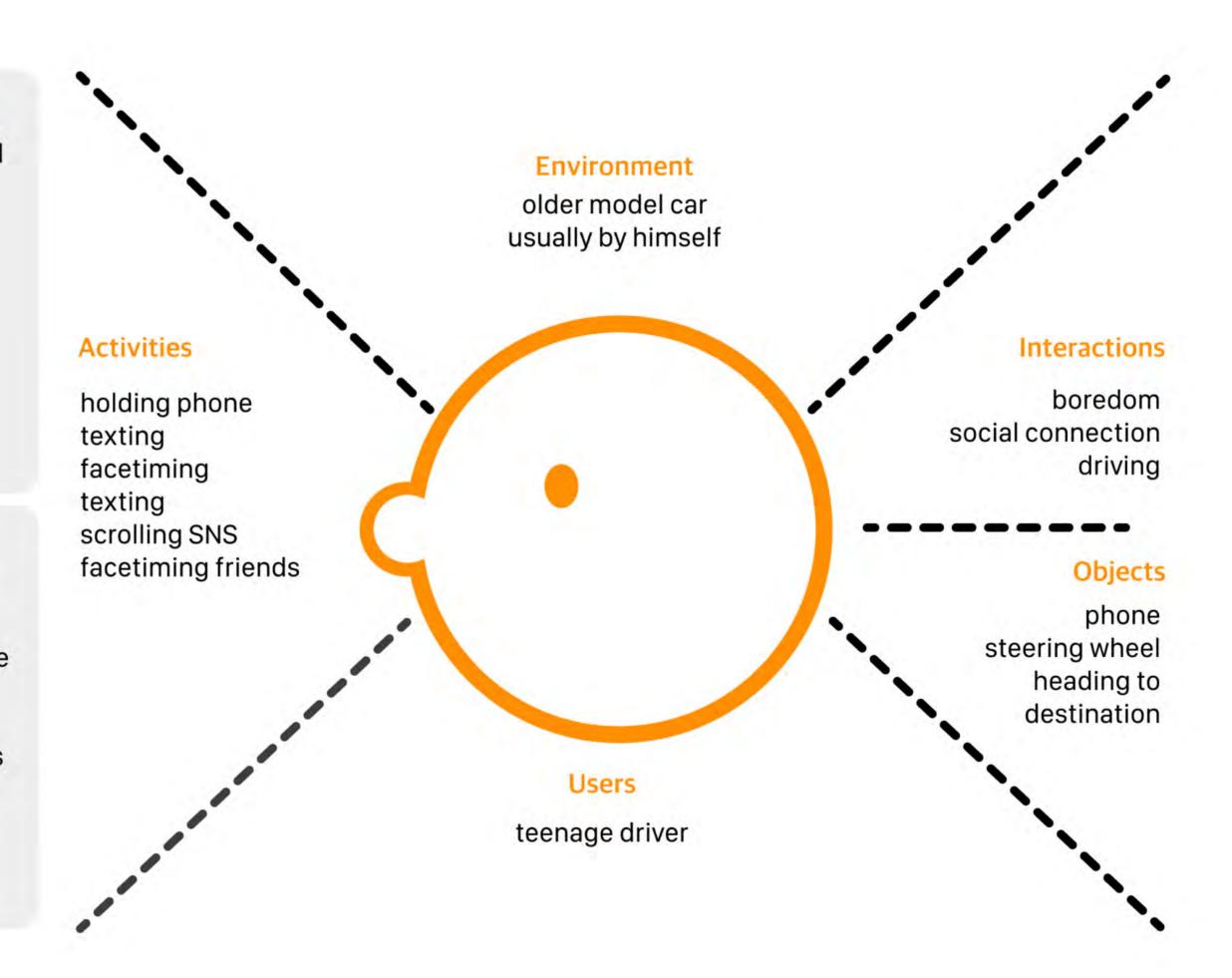


#### Goals/Needs/Wants

Wants to be less bored in the car.

#### Pains

Needing to hold the phone down.
Wants to use his phone legally.
Is bored in the car.
Wants to view his texts more easily.



#### **OBSERVATIONS INSIGHTS**

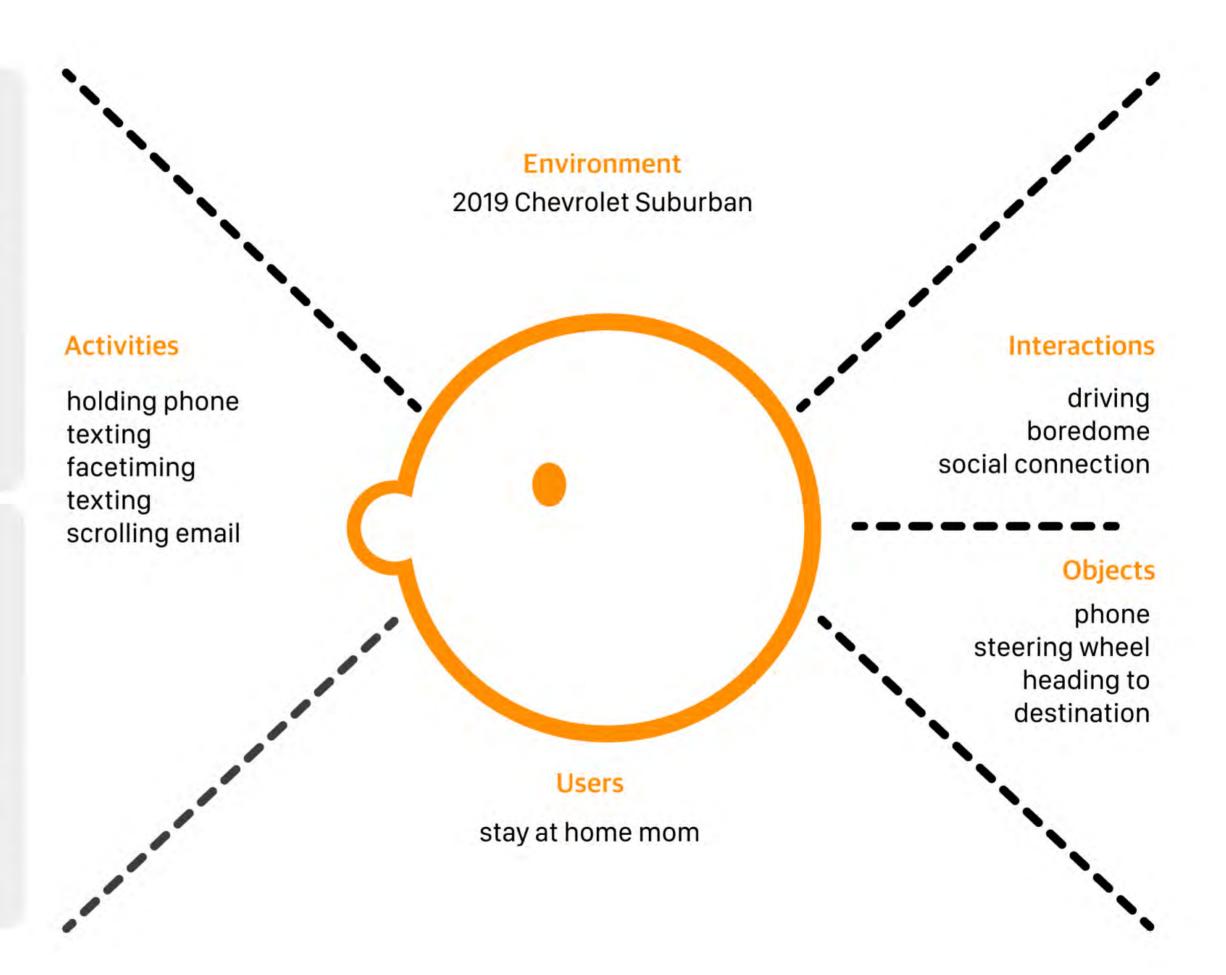


#### Goals/Needs/Wants

Wants to be a safer driver but still stay connected with texts. Wants an alert system while distracted in the car.

#### Pains

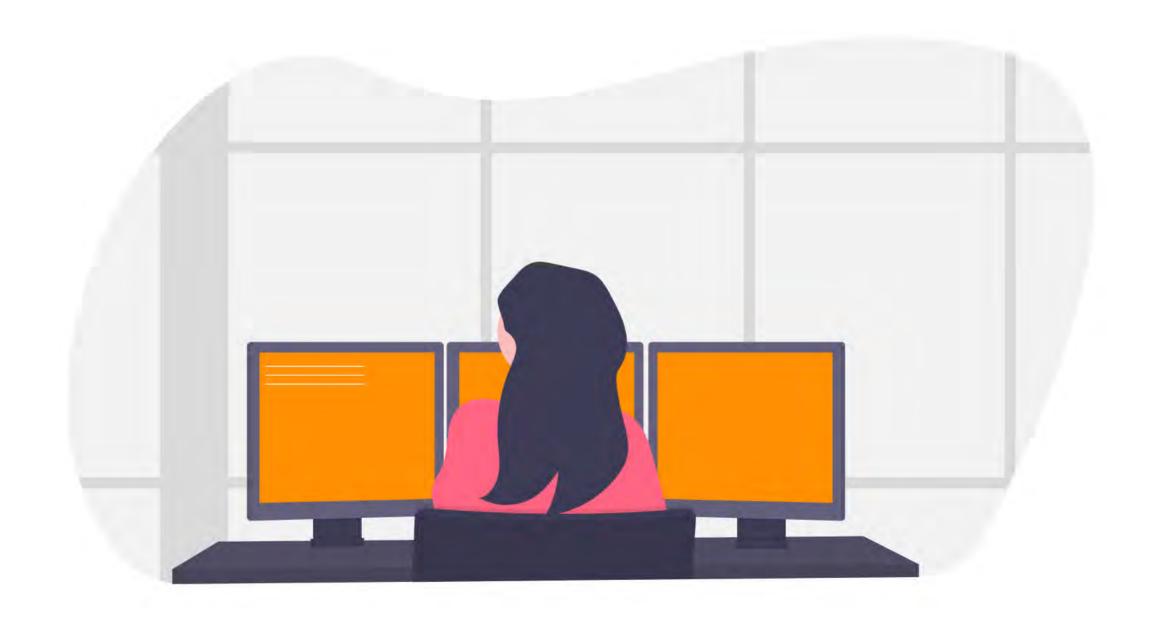
She stresses about scheduling and coordinating her children's transportation.
Being distracted from the road while communicating about pick ups and drop offs for her children.



# SECONDARY RESEARCH

**Literature Review** 

**Competitive Analysis** 



# WHY DO SO MANY PEOPLE TEXT AND DRIVE, KNOWING IT IS DANGEROUS?



Of those who drive to or for work, 43% will answer or make work-related communications while driving, including texting, emailing and calling.

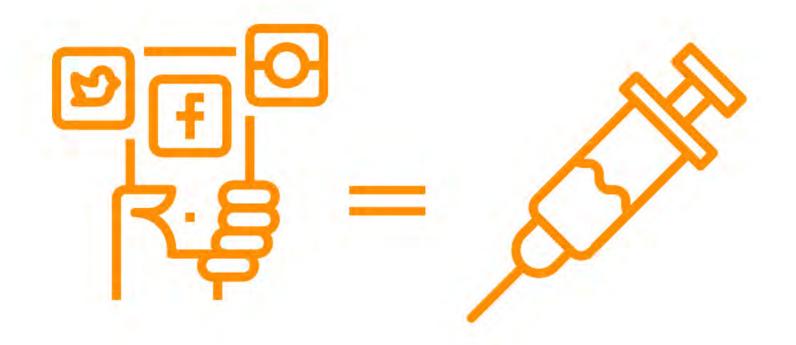
The reasons those drivers gave for doing so were 38% felt they needed to always be available, 37% feared missing out on something important at work and 17% did not want to upset the boss. By age groups, 18-34 and 35-44 year olds were tied at 54% for the largest percentage of drivers engaged in work-related communications while driving.

### WHY ARE DRIVERS ENGAGED IN RISKY BEHAVIORS?



Habit, Staying in touch, Efficiency

## **WHY WE TEXT AND DRIVE**



- Our brains react to our smartphone the same way they react to a drug.
- When our phones beep or buzz with a notification, it's letting the brain know that something "potentially pleasurable" is waiting.
- People are playing with basic neurobiology, and that reward circuitry in the brain is just very powerful. It does override your judgement.

# Attributes Included in "Driver Distracted by" Element and Indication of Inclusion in Distraction-Affected Definitions

- By a moving object in vehicle: Distracted by moving object in driver's vehicle; includes dropped object, moving pet, insect, cargo
- While talking or listening to cellular phone: Talking or listening on cellular phone; includes talking or listening on a "hands-free" or Bluetooth-enabled phone
- While manipulating cellular phone: Dialing or text messaging on cell phone or any wireless email device; any manual button/control actuation on phone qualifies
- While using other component/controls integral to vehicle: Manipulating a control in the vehicle including adjusting headlamps, interior lights, controlling windows, door locks, mirrors, seats, steering wheels, on-board navigational devices, etc.
- Distracted by outside person, object, or event: Animals on roadside or previous crash, non-traffic related signs. Do not use when driver has recognized object/event and driver has taken evasive action
- Eating or drinking: Eating or drinking or actively related to these actions

### STATE DISTRACTED DRIVING LAWS



#### **Hand-held Cell Phone Use**

18 states prohibit all drivers from using hand-held cell phones while driving. All are primary enforcement laws—an officer may cite a driver for using a hand-held cell phone without any other traffic offense taking place.



#### **All Cell Phone Use**

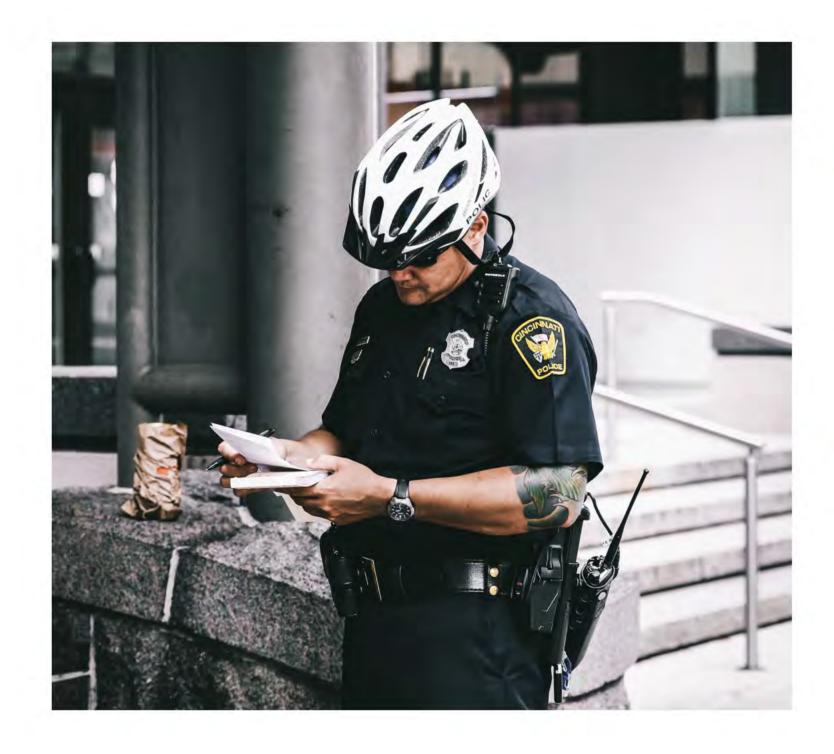
39 states ban all cell phone use by novice drivers, and 20 states and D.C. prohibit it for school bus drivers.



### **Text Messaging**

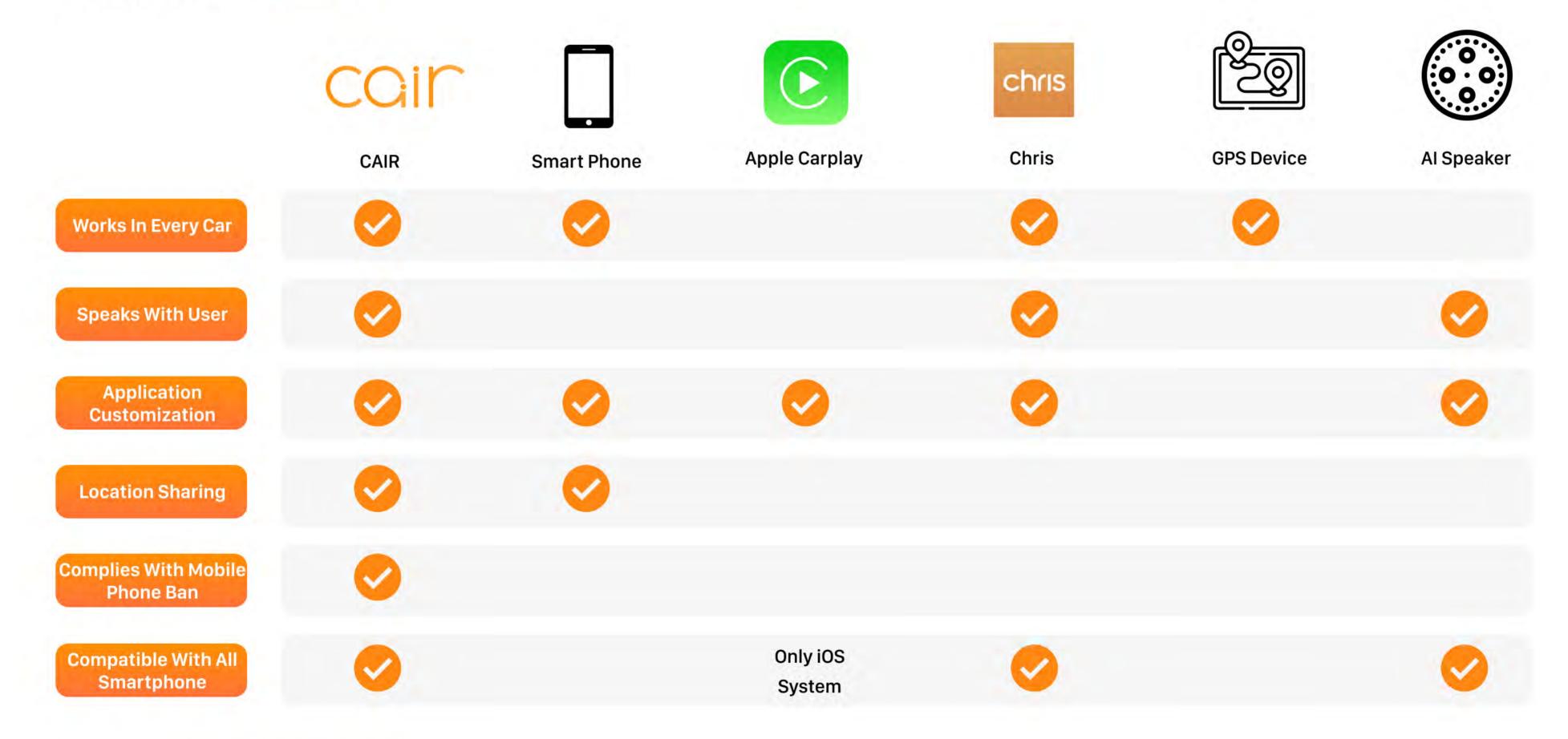
Currently, 48 states, ban text messaging for all drivers. In the case of secondary enforcement, a police officer may only stop or cite a driver for a cell phone use violation if the driver has committed another primary violation (such as speeding, failure to stop, etc.) at the same time.

### STATE DISTRACTED DRIVING LAWS

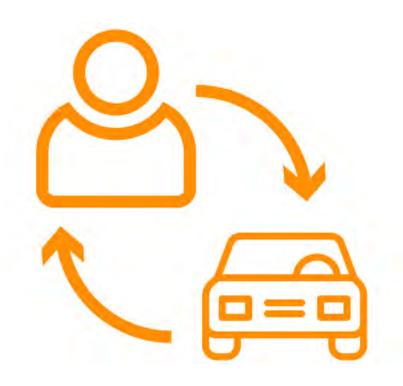


- Among the many factors which affect car insurance rates is an individual's driving record. A ticket for distracted driving (texting or using your cell phone while driving) would have raised a driver's car insurance rates by 0.2% in 2011, costing them less than \$3 per year. Now, the same violation will raise rates 16%, or about \$226 a penalty increase of about 7,900%.
- Across the country, penalties for distracted driving range from just \$2.51 (New York) to \$681 (Michigan). In some cities the penalty nears \$2,000.

# **Competitive Analysis**



# **OPPORTUNITIES**



#### Our most important pain point is the price.

Currently, the only car AI available comes preinstalled, therefore the user has to purchase the car in order to experience artificial intelligence in a car.



While separately, each company provides various features, research shows that users desire a consolidation of features into a seamless experience.



None of the competitors provide application customization. Based on our research each driver has different needs therefore the user needs application customization.

# DATA ANAYLSIS

**Affinity Diagram** 

5 Whys

**How Might We** 



### **Affinity Diagram**

### Insights

Users experience the same reaction with phones as with drugs, where the brain knows a "potentially pleasurable" reward is awaiting when phone notifications go off

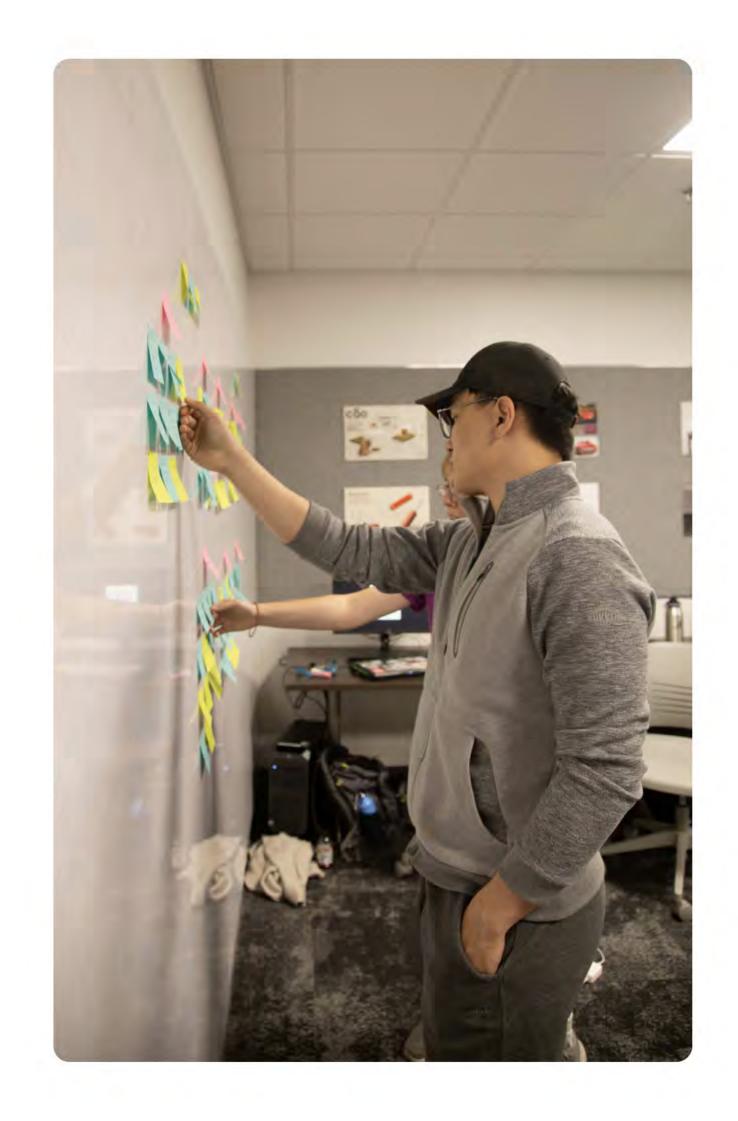
Users experience a powerful neurological connection to rewards, such as text notification, which override judgement while driving.

Distraction levels inrease as users experience loneliness and a lack of social connection while commuting.

Users use their phone while driving becuase they feel driving is a waste of time and want to feel productive in the car.

Although users are aware of the dangers of texting while driving, because users want to feel connected in the car or they need to communicate for practical reasons, users do not priortize safety above phone usage.

Users lose awareness of their driving habits but are safety conscious when there are passengers in the car due to hightened sense of self-awareness.



### **Affinity Diagram**

### Insights

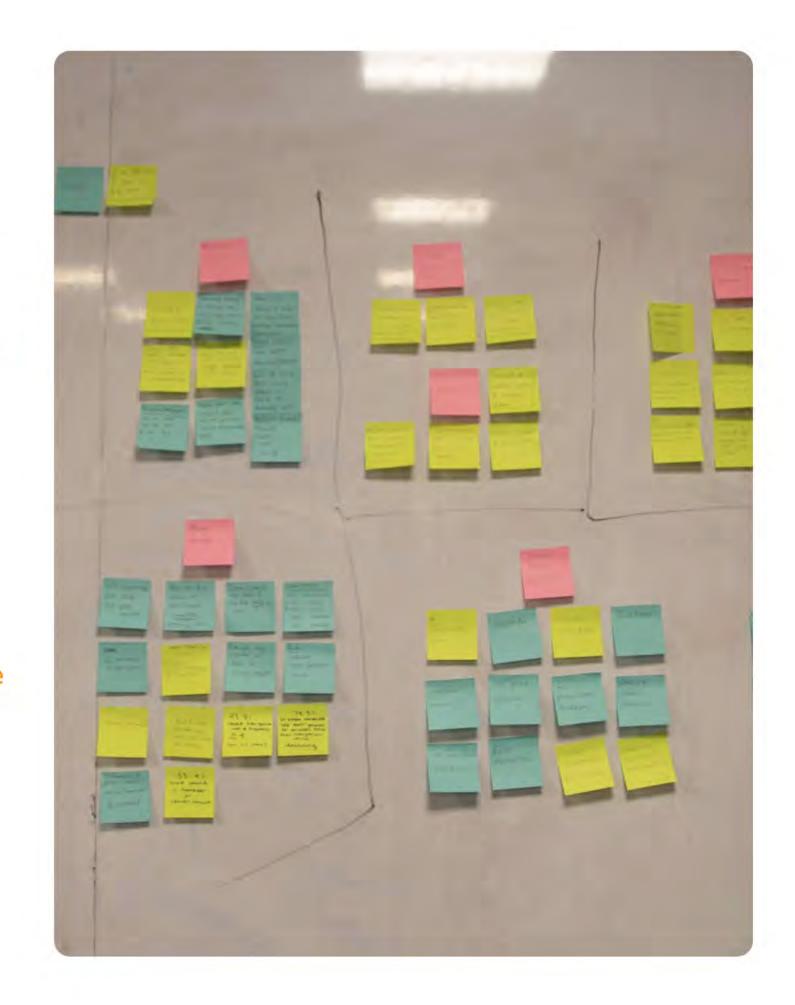
While driving, users expereince high levels of mindwandering which dramatically attenuates awareness of time duration, self-awarness, and external sources increasing chances of an accident.

While users like to receive feedback of their driving, they only use it if it is accurate and consistent and has some form of award system such as sharing, or winning points.

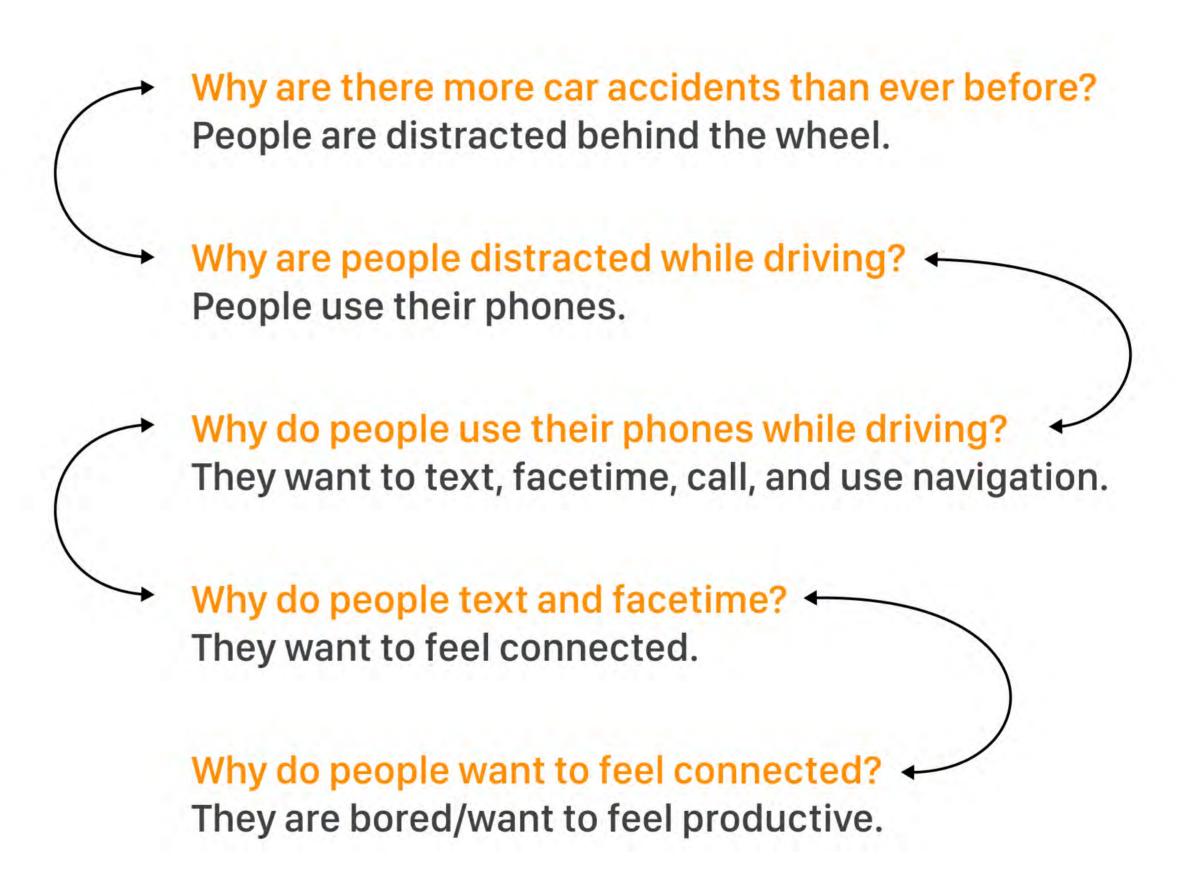
Users Facetime while driving because it elliminates the unnessary need to narrate frequent pauses that occur while driving.

While users don't necessarily text and drive they want to preview the message.

Due to the illegal status of holding a phone while driving, drivers often feel compelled to position the phone at a lower angle.



# The 5 Why's



"How Might We create an Al car device that helps to prevent car accidents caused by distracted drivers?"

# HOW MIGHT WE

make it easier to text and drive?

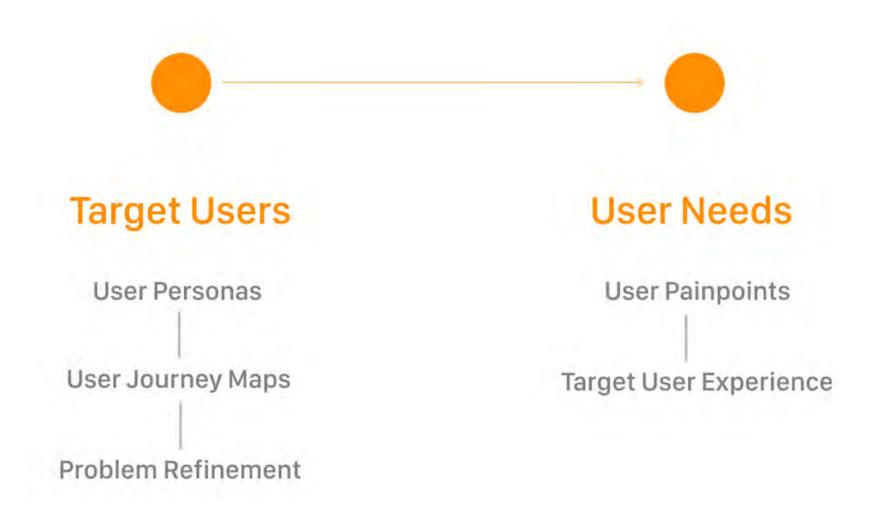
make it less boring while in the car?

make voice to text more effective?

make the user's driving habits in a good way?

make drivers feel less lonely/more connected?

# DEFINE



## TARGET USERS

Age: 17 - 64 Years

Type: Distracted Drivers or someone who

wants to enhance the driving experience

#### **Typical Itneraries**

Daily Home <-> School or Work

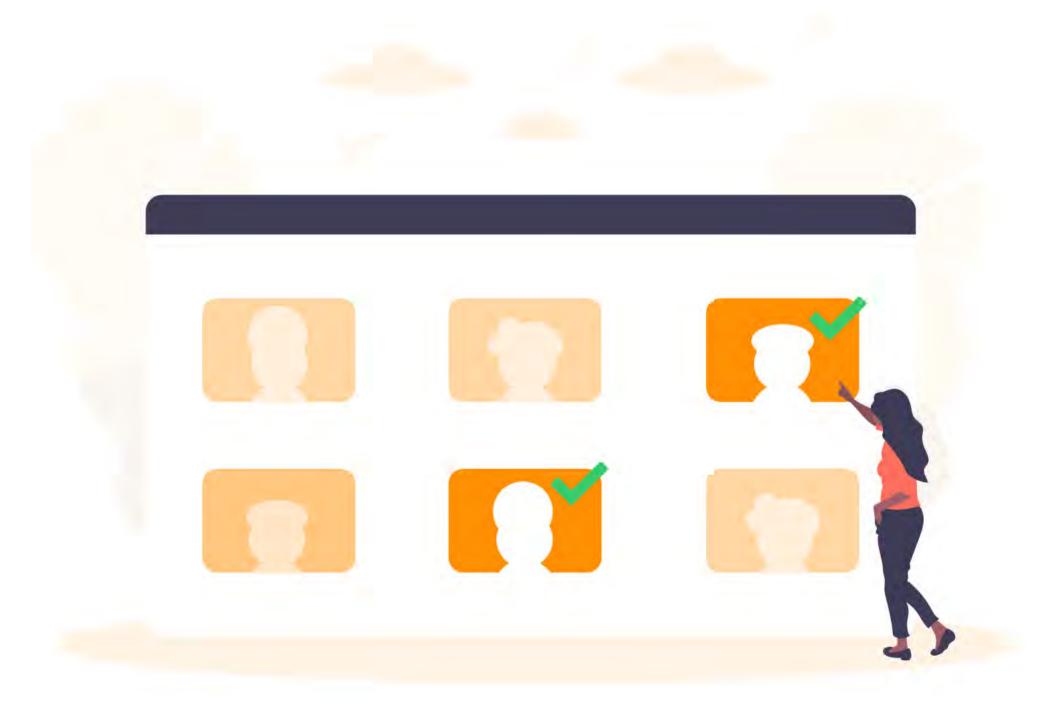
Weekly Home <-> Errands

Home <-> Friends

Home <-> Downtown

Monthly Home <-> Out of town visit

Yearly Home <-> Holiday Trips



### **PERSONAS**



Adam
Teenager Driver
"Active Extrovert"



Alice
Adult Driver

"Passive Extrovert"



Karen
Parent Drive
"Active Extrovert"



### Adam

#### **Teenager Driver**

#### **ABOUT**

& Age | 18



O Location | Savannah, GA

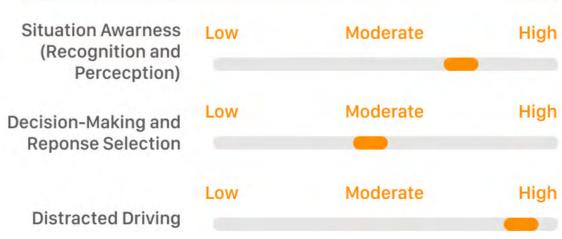


Social Relationship | High

#### BIO

He is extremely extroverted and very social. He loves to hang out and play tennis with his friends after work and school. While he is in his car he likes to FaceTime, text, and go on Instagram to stay connected with his friends and to not be bored while driving.

#### **Driving Characteristics**



#### **MOTIVATIONS**

He has owned an Alexa dot for two years and is interested in an Al car device to make it easier to text and FaceTime while in the car on his 45-minute commute to school and tennis matches.

#### **PAIN POINTS**

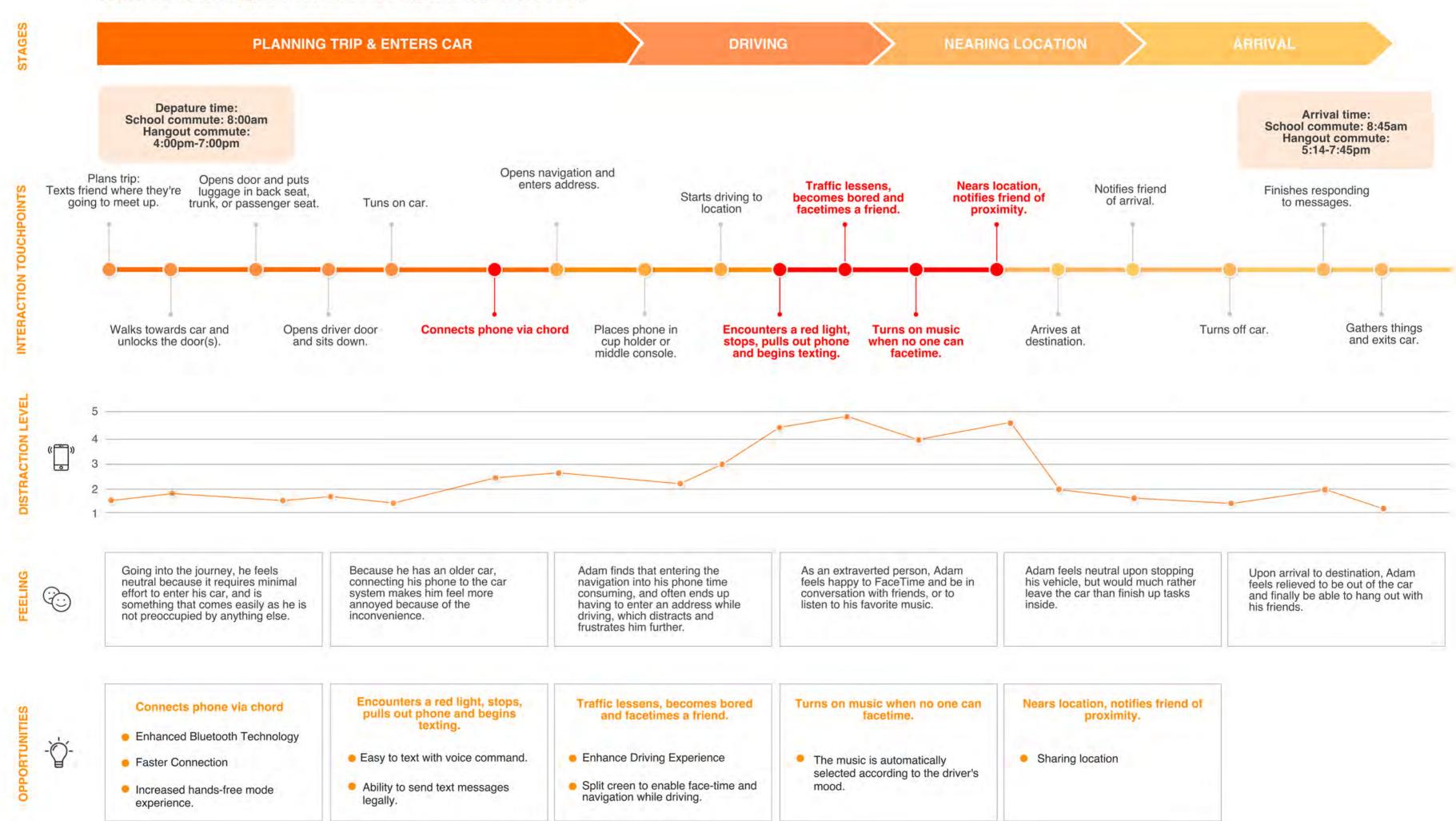
- Commutes a lot to school, work, and tennis tournaments so is bored in the car
- Doesn't use voice to text becuase texting manually is more acccurate
- He doesnt like how it is illegal to text. Wishes there was a legal way to text and drive

#### **CORE NEEDS**

- Want to stay connected with his friends
- Not be bored while driving to school
- Better accuracy in voice to text

#### MAIN GOAL OF ADAM'S PARTICULAR JOURNEY: School day: 8:00am / Tennis match/hangout with friend: 4:00pm

Distraction levels increase because he is bored.





### Alice

#### Young Adult Driver

#### **ABOUT**

**Age** | 24



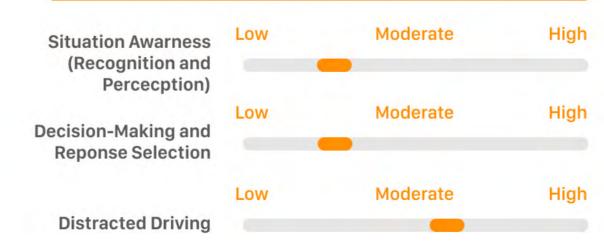
Location | San Francisco, CA



#### BIO

Alice is graphic designer at a small design agency. She is an introvert but loves to hang out with friends on the weekend and is an exercise enthusiast.

#### **DRIVING CHARACTERISTICS**



#### **MOTIVATIONS**

Wants a device that is easier and at a more accessible location while driving, to improve productivity during long commutes.

#### **PAIN POINTS**

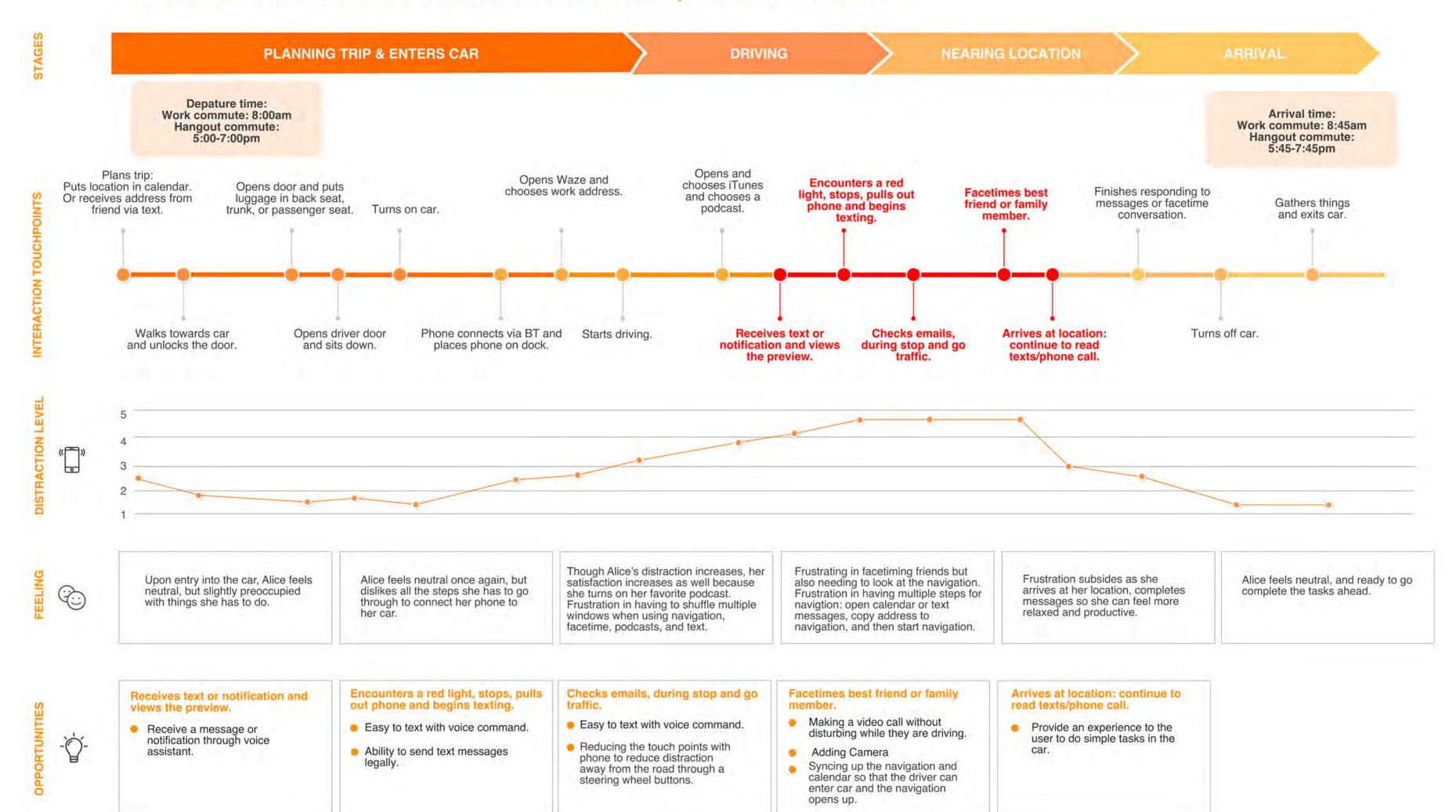
- Driving feels like a waste of time
- Wants a better location for viewing information on phone like messages and navigation
- Frustrated with unexpected traffic
- Connecting phone to car system is too laborious
- Wishes there was a better way to multi-task with phone functions

#### **CORE NEEDS**

- Feel productive during long commutes
- Stay up to date with work related needs
- To communicate and stay updated with others on arrival and location of hang-outs

#### MAIN GOAL OF ALICE'S PARTICULAR JOURNEY: Going to work: 8:30am / Way back home: 6:00pm

Distraction level increases because Alice wants to feel productive in the car.





### Karen

#### **Parent Driver**

#### **ABOUT**

**Age** | 40



Decation | Hartford, CT



Social Relationship | High

#### **BIO**

Karen lives in an upper class community and is a stay at home mom as well as a soccer coach. She carpools her kids to and from private school every day, and drives them to soccer practice, ballet classes, and music lessons. Though considers herself to be safety conscious driver, she finds herself frequently confirming and coordinating pickups and dropoffs via text message.

#### **DRIVING CHARACTERISTICS**



#### **MOTIVATIONS**

She wants to find an easier way to confirm and coordinate pickups while driving.

She doesn't use voice command to text because its low accuracy and speed.

Finds it difficult to keep the kids occupied to and from school.

Because she gets lost in communicating with her phone she
wants an alert system that brings her attention back to the road.

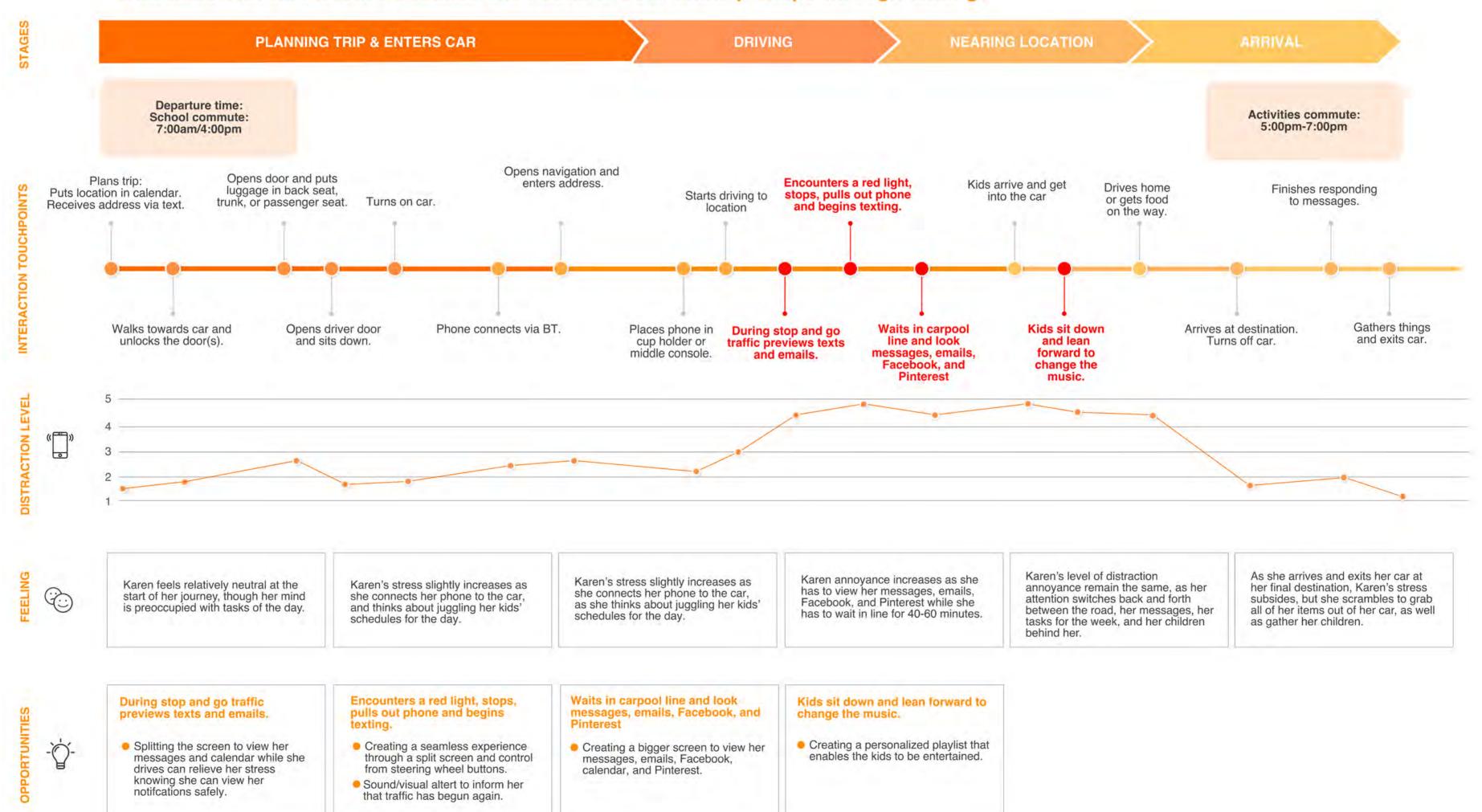
#### **PAIN POINTS**

- She stresses about scheduling and coordinating her children's transportation.
- Feels impatient due to 45-60 minute waits when picking up her kids from school.
- Wishes there was a safer and more efficient form of communication to coordinate her family's various schedules.

#### **CORE NEEDS**

- Needs to confirm and coordinate pickups and dropoffs.
- Alert system while distracted in the car.
- Needs to view her schedule on her calendar

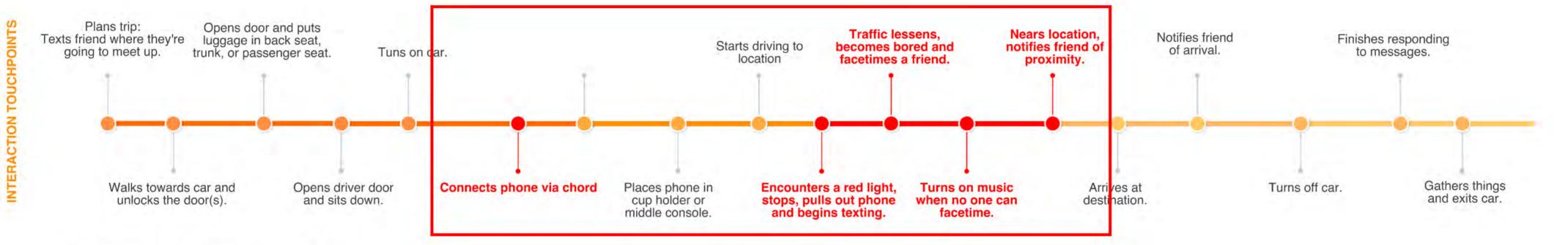
## MAIN GOAL OF KAREN'S PARTICULAR JOURNEY: School Commute: 7:00am/4:00pm / Activities Commute: 5:00 - 7:00 PM Distraction levels increase because she needs to coordinate pickups through texting.



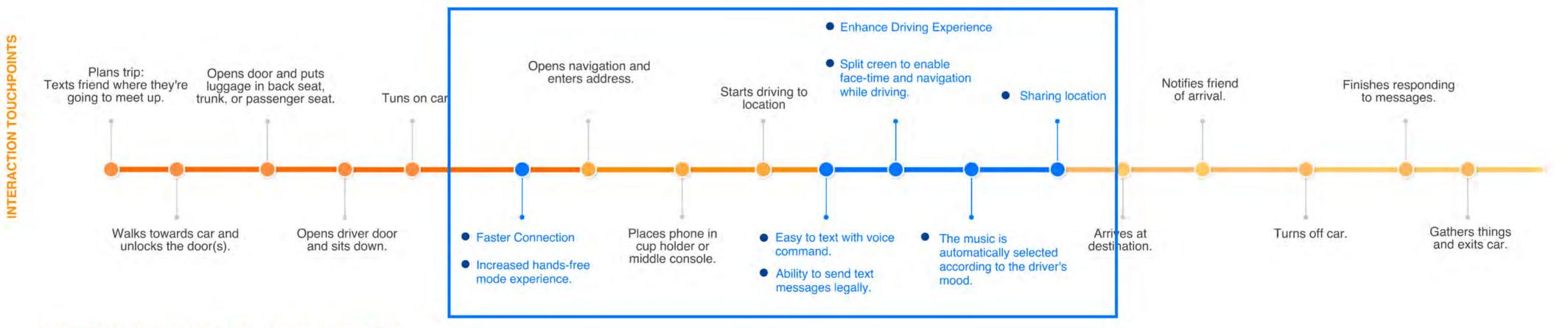
#### **Problem Refinement**



#### **Original Problem Scope**



#### **Refined Problem Scope**

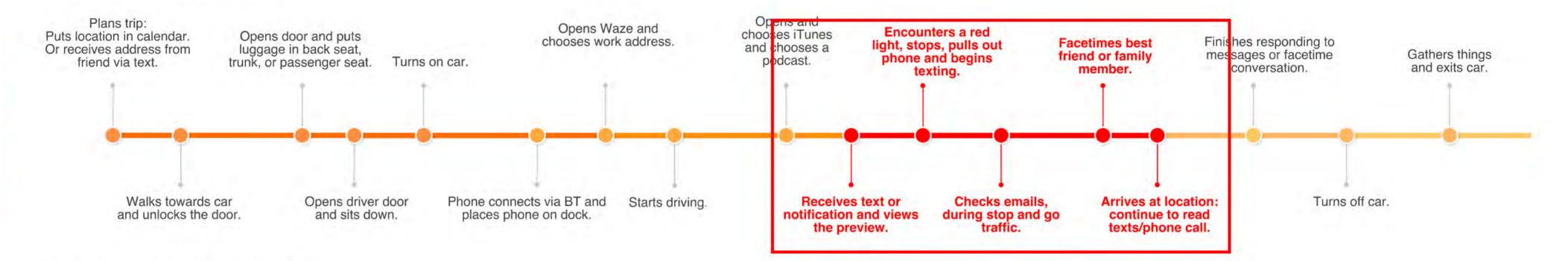


IACT 315-01 | Human Computer Interaction

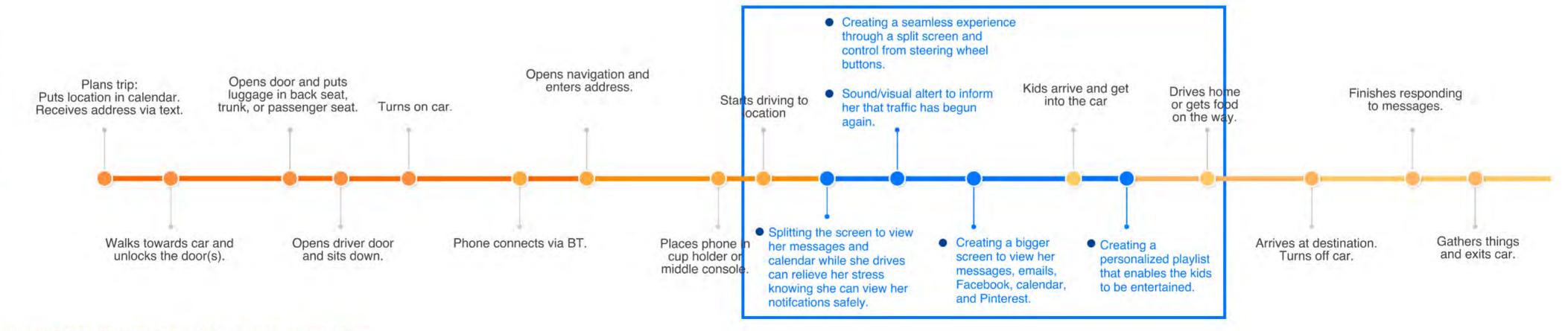
#### **Problem Refinement**



#### **Original Problem Scope**



#### **Refined Problem Scope**

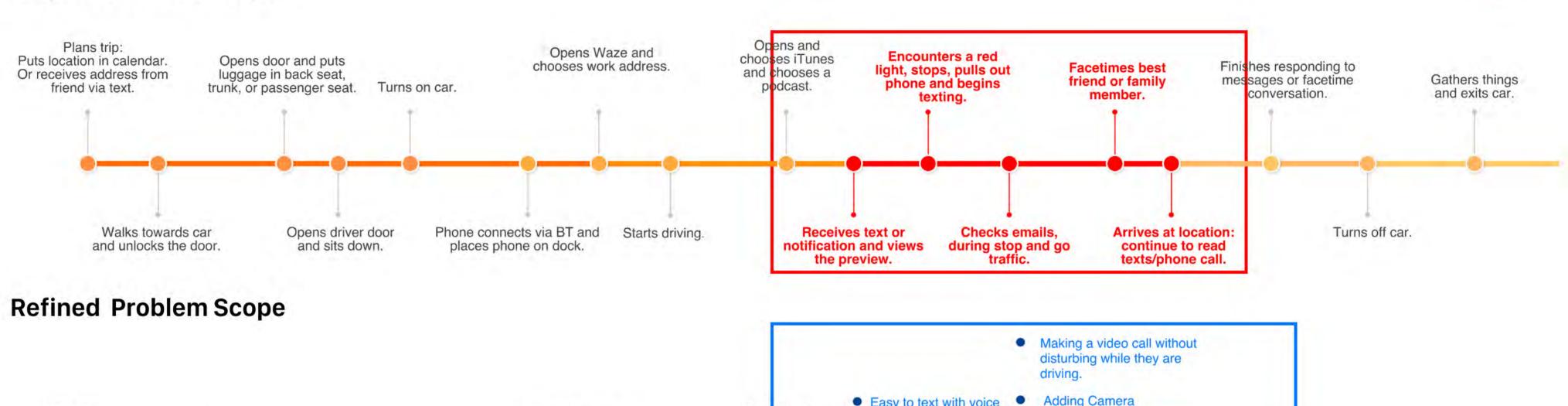


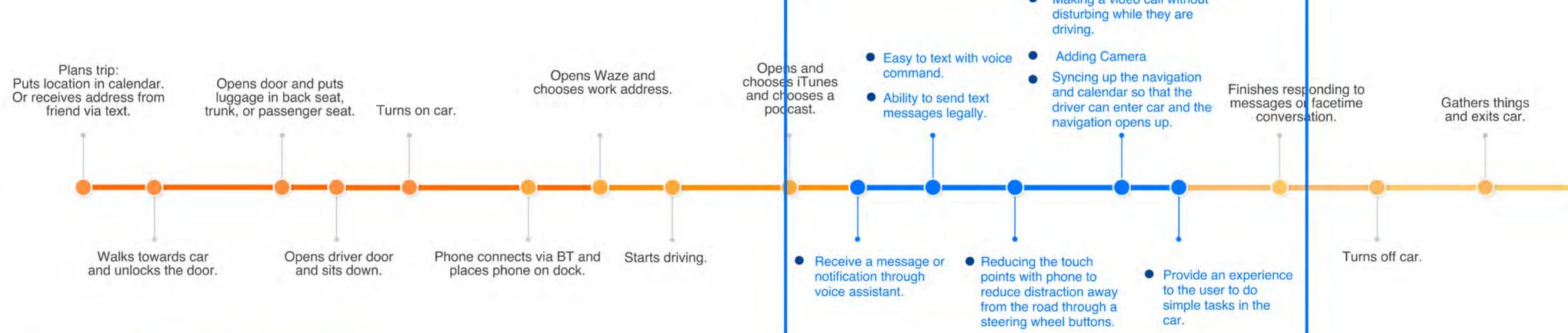
#### **Problem Refinement**



#### **Original Problem Scope**

IACT 315-01 | Human Computer Interaction

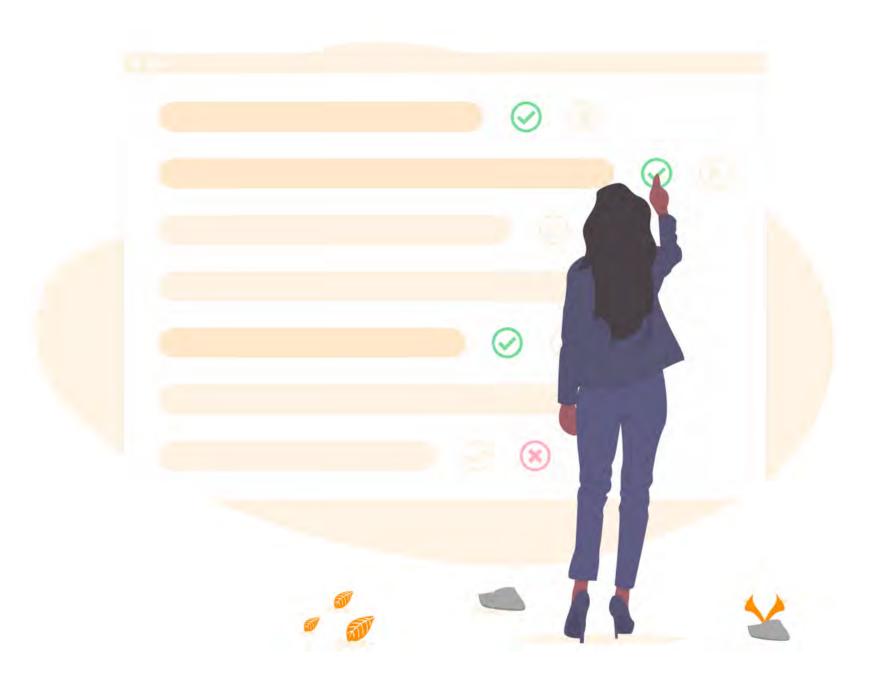




## User Needs

**Needs & Painpoints** 

**Target User Experience** 



### **User Needs**



#### **Boredom**

Redirecting boredom and loneliness through mental entertainment.



#### **Productivity**

Increasing satisfaction as a result of utilizing time in the car.



#### Utility

Necessary communication for practical purposes.

## Target User Experience



Provide a safe mobile connection in a world where distraction levels increase with the advancement of technology.



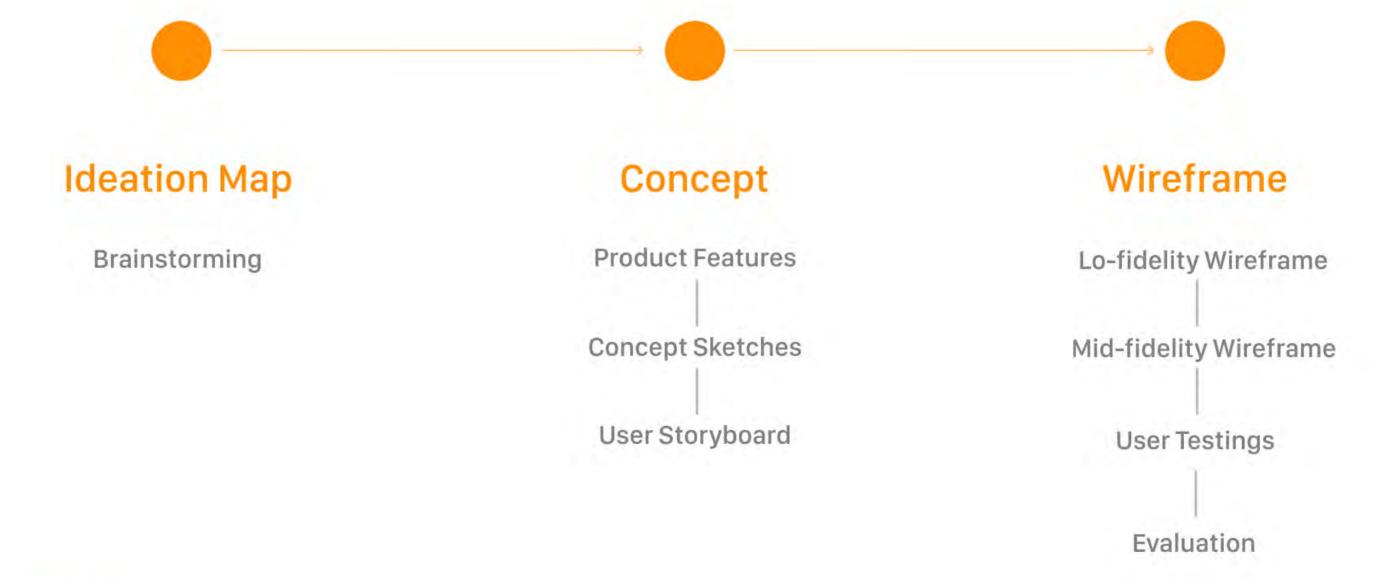


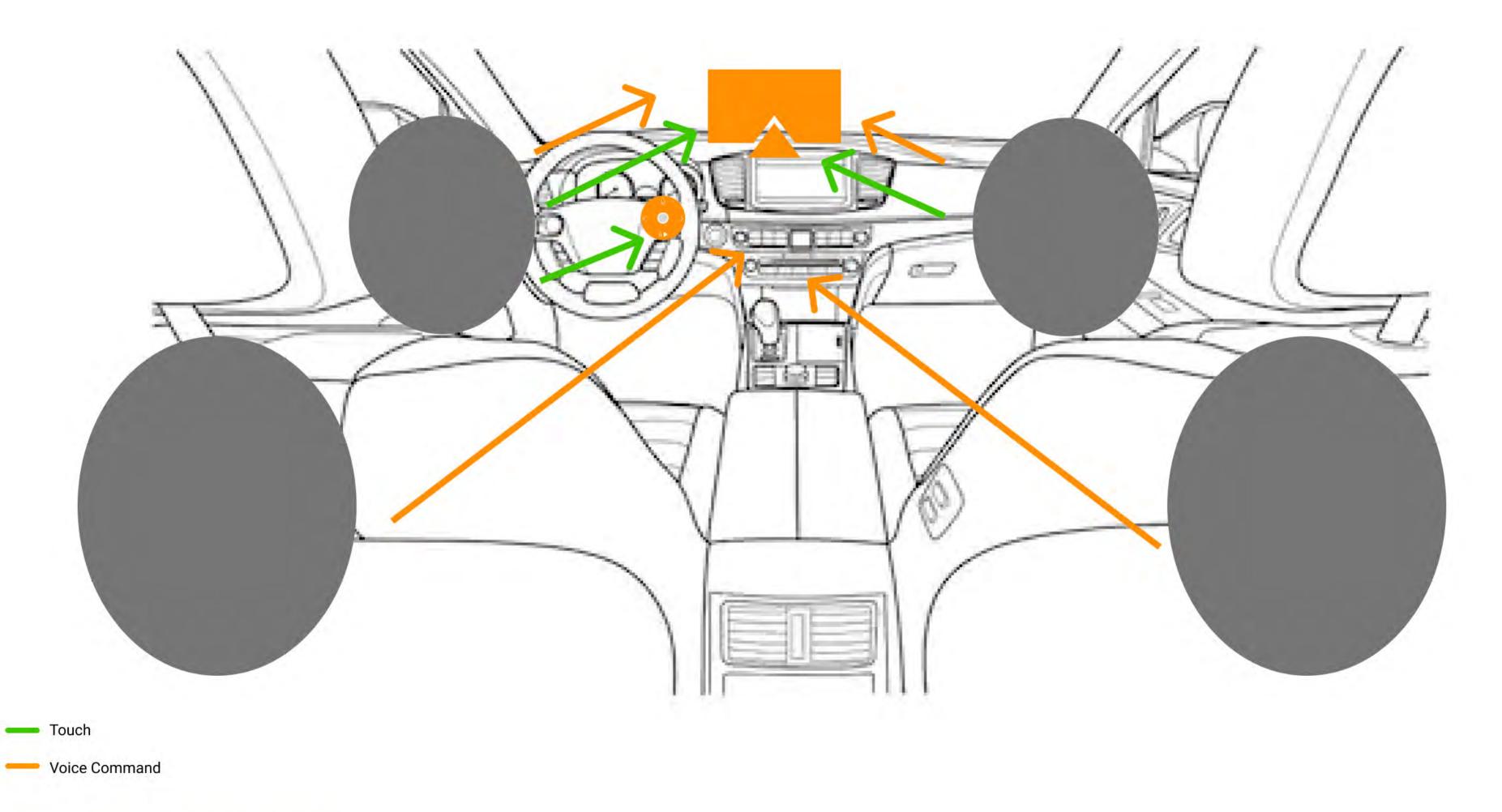
Create a stand-alone AI device accessible for all vehicles.



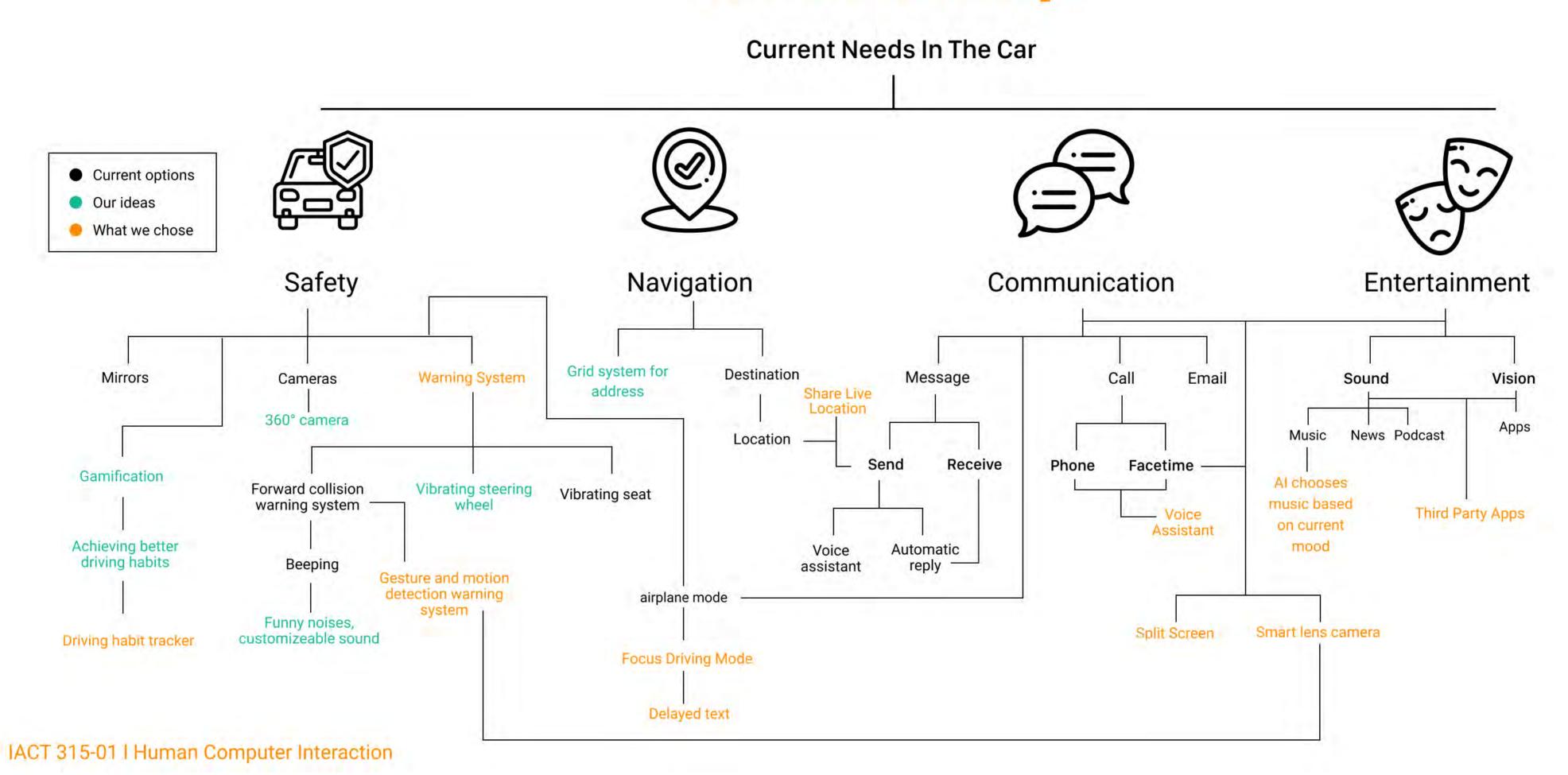
Create a seamless user experience transitioning mobile devices with vehicle synchronization.

# DEVELOP





## **Ideation Map**

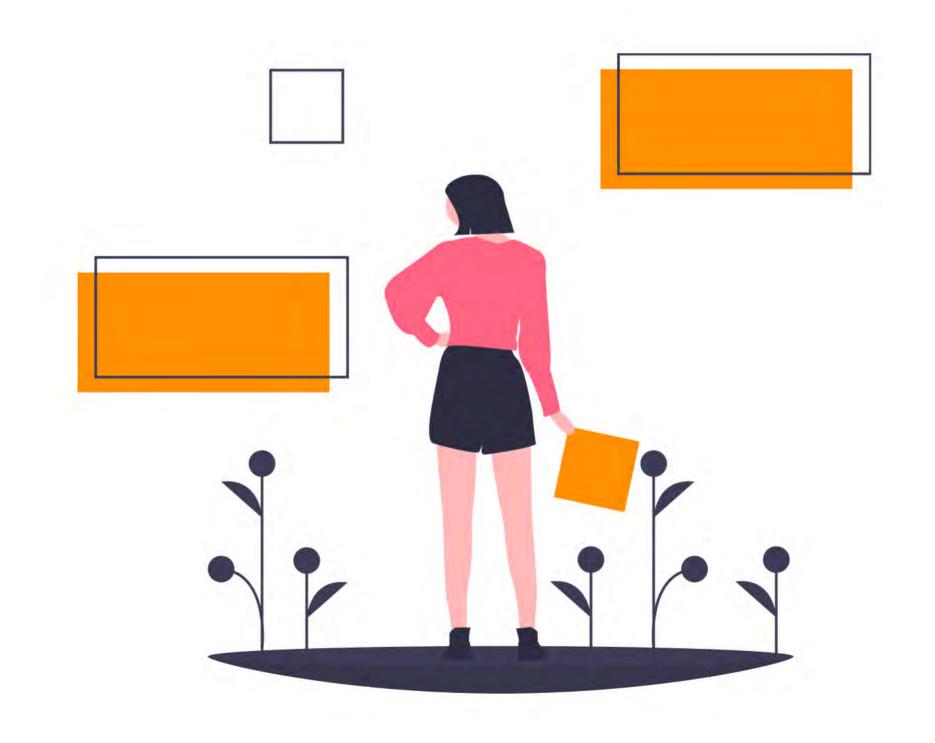


## DESIGN CONCEPT

**Product Features** 

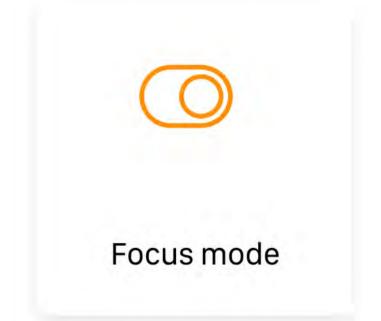
**Concept Sketches** 

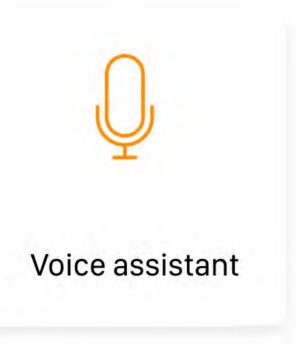
**User Storyboard** 



### **Product Features**















#### **Focus Mode**



#### Delayed text notification

- In this mode the text is delayed til the car has stopped.
- The user can still receive texts while in the car, but not while in motion.
- This elliminates distraction by a notification while in the action of driving.
- Driver can safely view and respond while the car has stopped.





User Desirability	1	2	3	4	5
Feasibility	1	2	3	4	5
Ease of Adoption	1	2	3	4	5
User's Interest	1	2	3	4	5



#### Voice-controlled virtual assistant



#### Ability to send or check text messages / Social Communication legally.

- Even though texting while driving is illegal, instant communication is necessary and constant.
- An accurate AI voice assistant sends texts and accurately and conveniently.



#### Easy to use media.

- Each app is easy to find and uses few taps to access.
- Most used functions have individual buttons on the side bar to decrease taps.
- Enhanced bluetooth technology increases a hands-free experience.
- Automatic bluetooth pairing provides a seamless experience when entering the car.







	1	2	3	4	5
User Desirability				-	
Feasibility	1	2	3	4	5
reasibility					
Ease of Adoption	1	2	3	4	5
Luse of Adoption		( 42)			
User's Interest	1	2	3	4	5
OGGI G IIICO CGC					



# **Cory**Voice Assistant

#### **ABOUT**

& Age | 35

**♥** Gender | Female

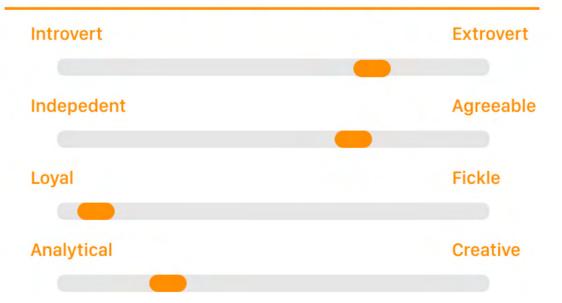
#### **Brand Identity**

Safety Efficiency

Comfort Trusworthy

Utility Warm

#### **Assistant Characteristics**



#### Bio

Cory is a mature and knowledgable 35 years old. She is a competent but personal assistant. She provides clear and safe communication.

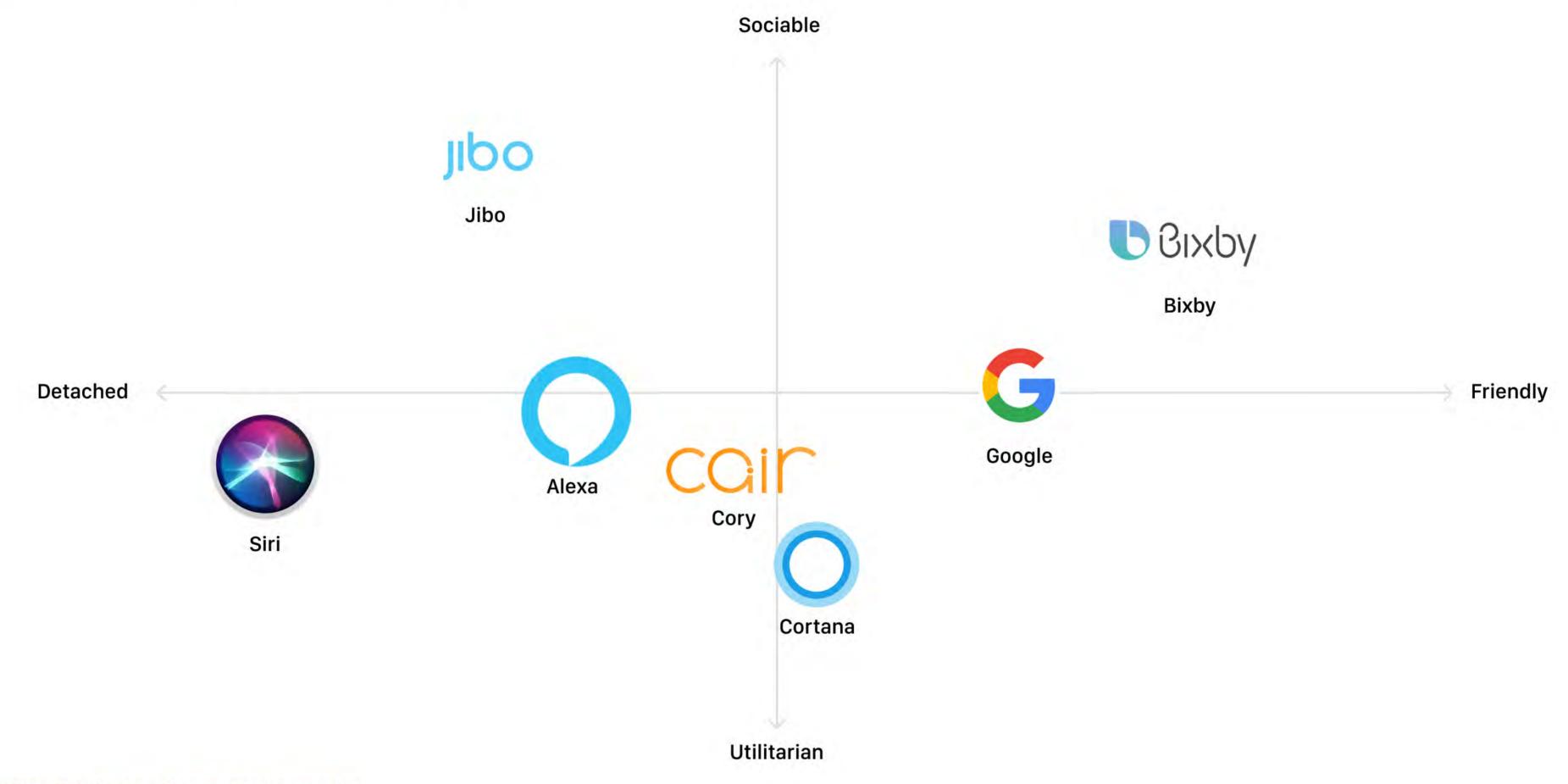
#### Personality

- Calm but assertive.
- Trustworthy and ready to provide assistance.
- Caring but not over eager.
- Has a slight sense of humor.
- Competent yet friendly.

#### **Voice Tone**

- Mature, but humble.
- Lower
- Calm but assertive

#### **ASSISTANT BRAND IDENTITY**





#### **My Driving Habit**



#### Score

- Driving score is calculated through the users acceleration, braking, corning, speed, and phone use.
- This feature is located at the top of the screen for easy access.
- Gamification through sharing/competing with friend and family.
- Points can be earned and rewards won through high driving scores.
   Points can also be donated to a nonprofit organization. For easy and safe donations, CAIR will exchange the points to digital currency and manage the transaction.
- Monthly comprehensive driving reports will give descriptions and helpful suggestions to improve driving habits.





User Desirability	1	2	3	4	5
Feasibility	1	2	3	4	5
Ease of Adoption	1	2	3	4	5
User's Interest	1	2	3	4	5



#### **Smart Camera Lens**



#### Follows the user

- Users stay in frame through voice detection.
- Intelligently adjustable camera allows the driver to be hands free while on facetime.



#### Distraction warning system

- A warning sound alerts the driver after detecting phone use (after three seconds) or drowsiness.
- Determined through facial, gesture, and eye gaze recognition.





User Desirability	1	2	3	4	5
Feasibility	1	2	3	4	5
Ease of Adoption	1	2	3	4	5
User's Interest	1	2	3	4	5
OSCI S IIILEIESL	-				



#### **Third Party Apps**



#### Customization

- Choosing your app is as simple as plugging in your phone device.
- The device syncs with your phone via bluetooth which automatically places the apps in the appropriate sections.
- Apps can be rearranged by opening the apps in the sidebar; long pressing and dragging and dropping in desired location.







User Desirability	1	2	3	4	5
Feasibility	1	2	3	4	5
Ease of Adoption	1	2	3	4	5
User's Interest	1	2	3	4	5
Osci s interest	-				

#### **Screen Features**



#### **Screen Car Display**



#### Split Screen

- Elongated display for multiple window viewing while driving.
- Incoming call or facetime does not interfere with navigation.



#### Product installation and angle customization

- The placement of the screen is custamizable as well as custamizable rigging after installation.
- The user has full control of choosing the optimal angle for safe screen interaction while driving.







User Desirability	1	2	3	4	5
Feasibility	1	2	3	4	5
Ease of Adoption	1	2	3	4	5
User's Interest	1	2	3	4	5

#### **CONCEPT SKETCHES**

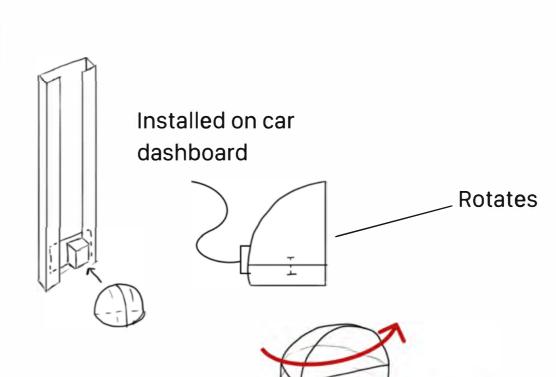
technology to track visual distraction. Additionally equiped to move and use facial tracking to ensure the driver is always in frame **SCREEN** of the camera, no matter the position of installation. Mic 2 Mic 1 Dual microphones on the top of device ensure higher accuracy in voice recognition. Dual track system allows for greater stability of the device while driving,

Front-facing camera has facial recognition

and allows for adjustable screen

height.

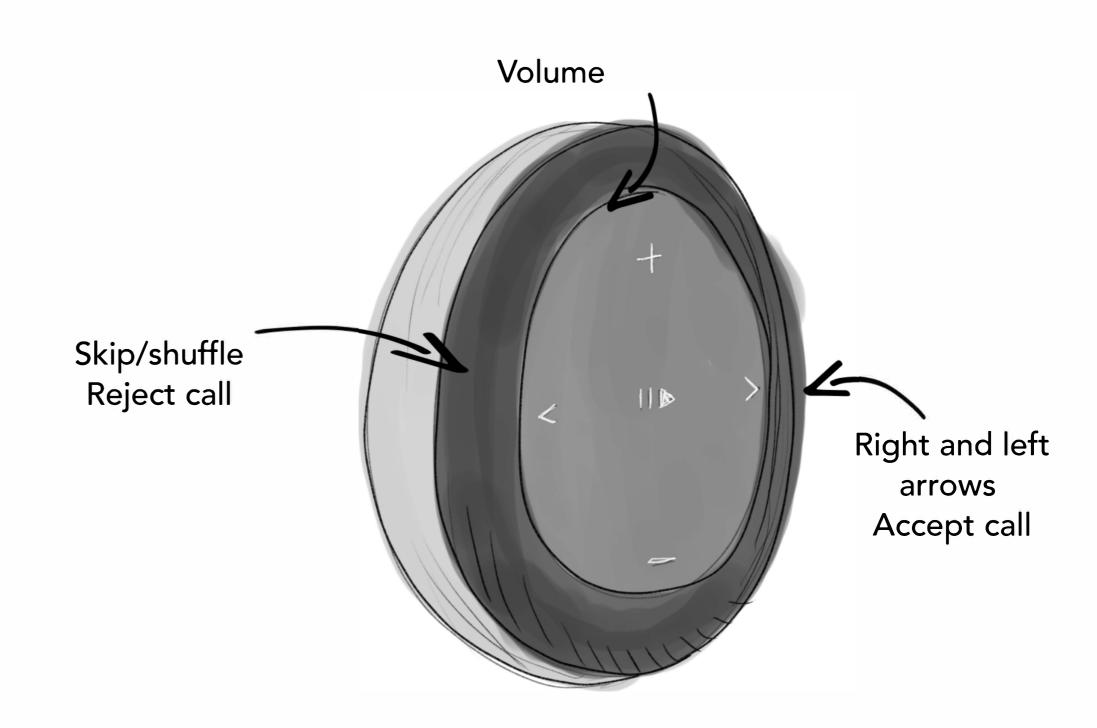
With a base installed on the car dashboard, the round, pivotable attatchment allows the user to adjust the angle of their device to their liking



#### **CONCEPT SKETCHES**

#### **Steering Wheel Remote Control PUI's**

- Reduces hands away from the steering wheel.
- Gives screen control while holding the steering wheel.
- Relies on tactile memory instead of visual required actions.
- Removes the inconvenience of commonly and frequently used commands.
- Reduces the disruption of sudden car movements when hovering over the screen.
- User feedback dsired steering wheel control since it is easier and safer then reaching over to the screen.



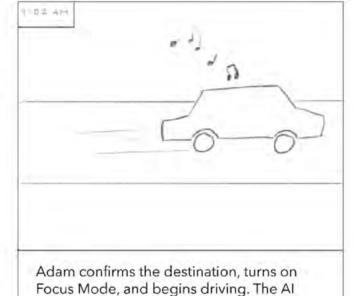
#### **USER STORYBOARD**

#### Adam's Storyboard





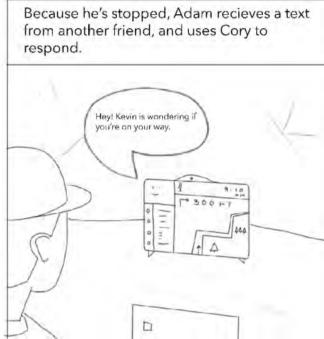


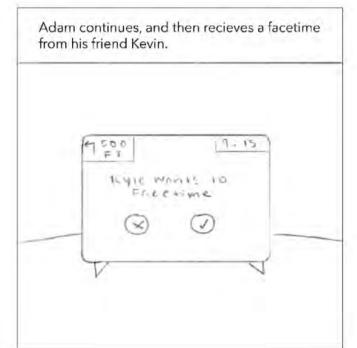


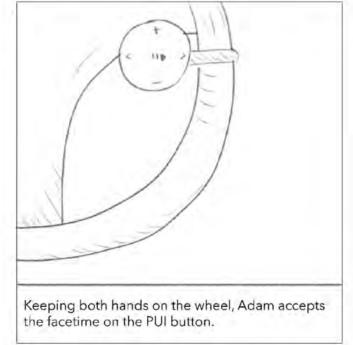
system begins playing his

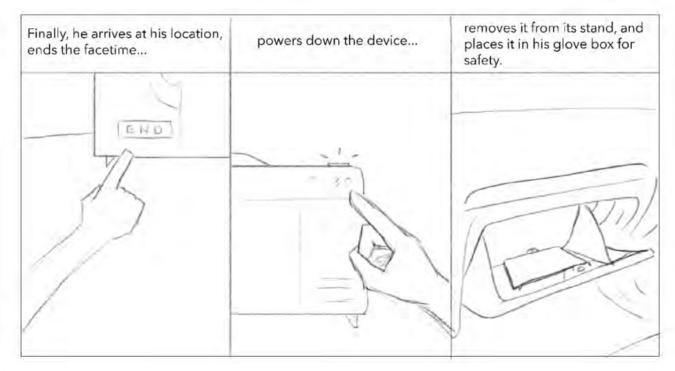
favorite tunes.











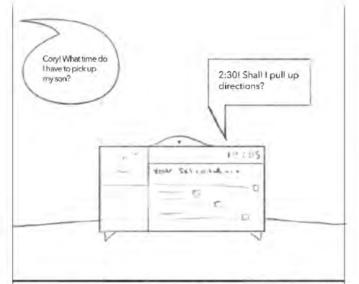
#### **USER STORYBOARD**

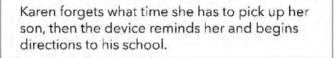
#### Karen's Storyboard



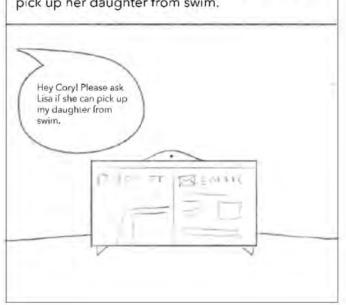




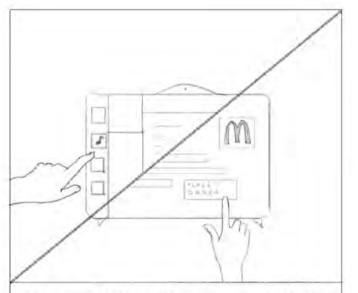


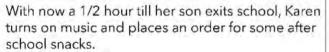


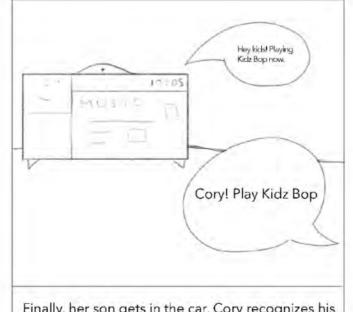
She navigates the fastest route to her son's school, and uses split screen mode to text her friend to pick up her daughter from swim.











Finally, her son gets in the car. Cory recognizes his voice, and turns on his favorite songs.

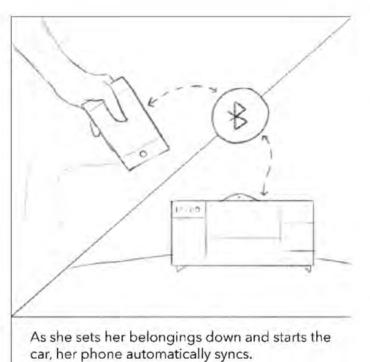


#### **USER STORYBOARD**

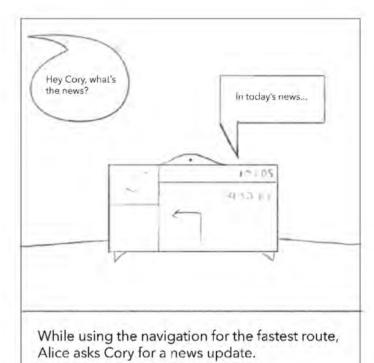
#### Alices's Storyboard

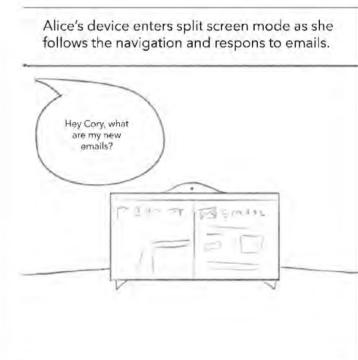






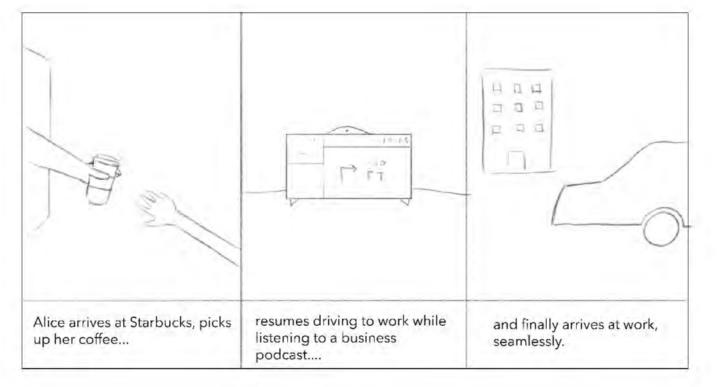












## WIREFRAME

**Task Flow** 

**Low-Fidelity Wireframe** 

**Voice Flow chart** 



### **Product Command Features**



#### **Touch**

The user interacts with every screen product command features.



#### Voice

Voice assistant provides service for certain commands such as texting and opening applications.



#### Remote

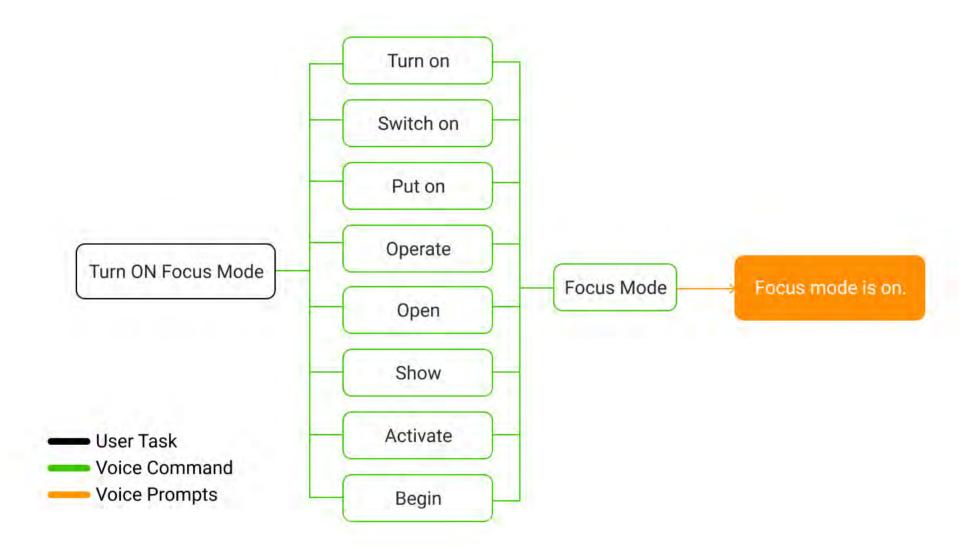
Steering wheel remote controls
the most commonly and
frequently used applications
and commands on the screen.

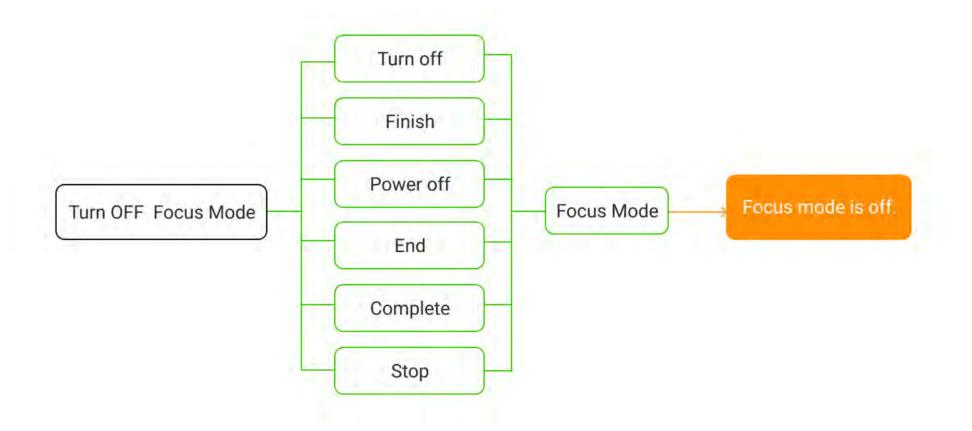
#### **TASK FLOW** Donate Rewards Score First Tutorial video / Guided START Experience? Information My Driving Habit Total Recent Play Montly Weather - Voice Music Voice Command Youtube Steering Wheel Start Navigation Remote Control Maps News Screen Home Calender Message Radio Facetime Maps Other Apps Podcast Call Media Music Steering Wheel Message Music Remote Control Phone Maps Message Message Apps Other Apps Settings On Board

Screen

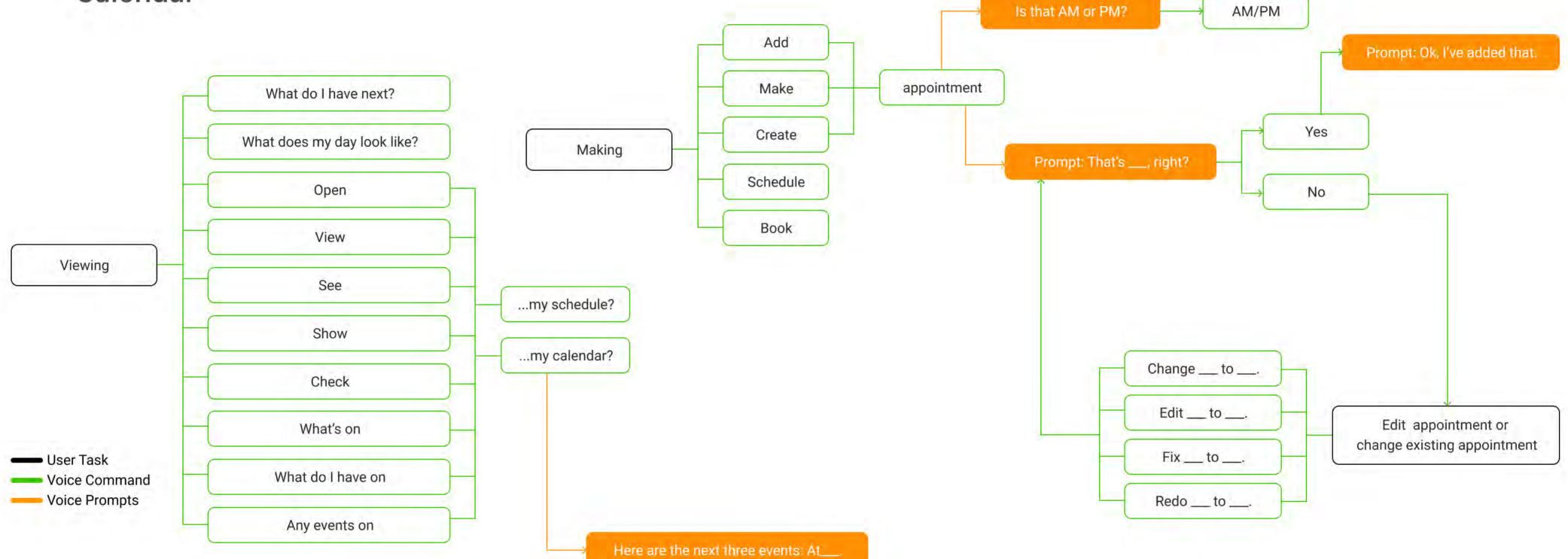


#### Focus Mode

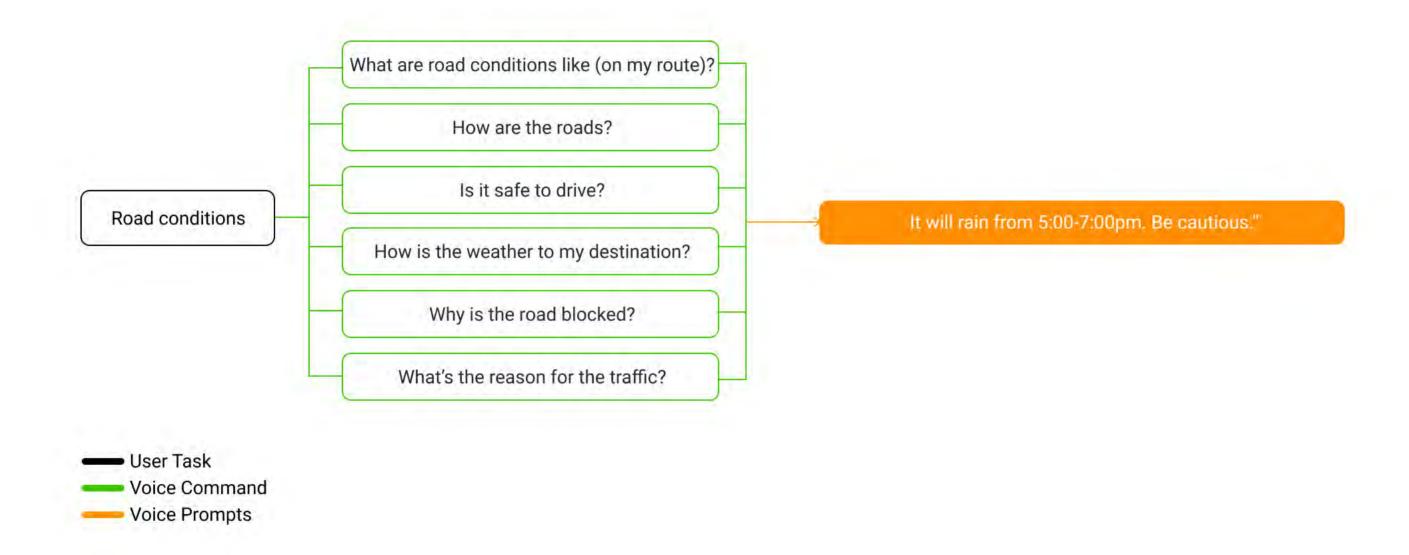




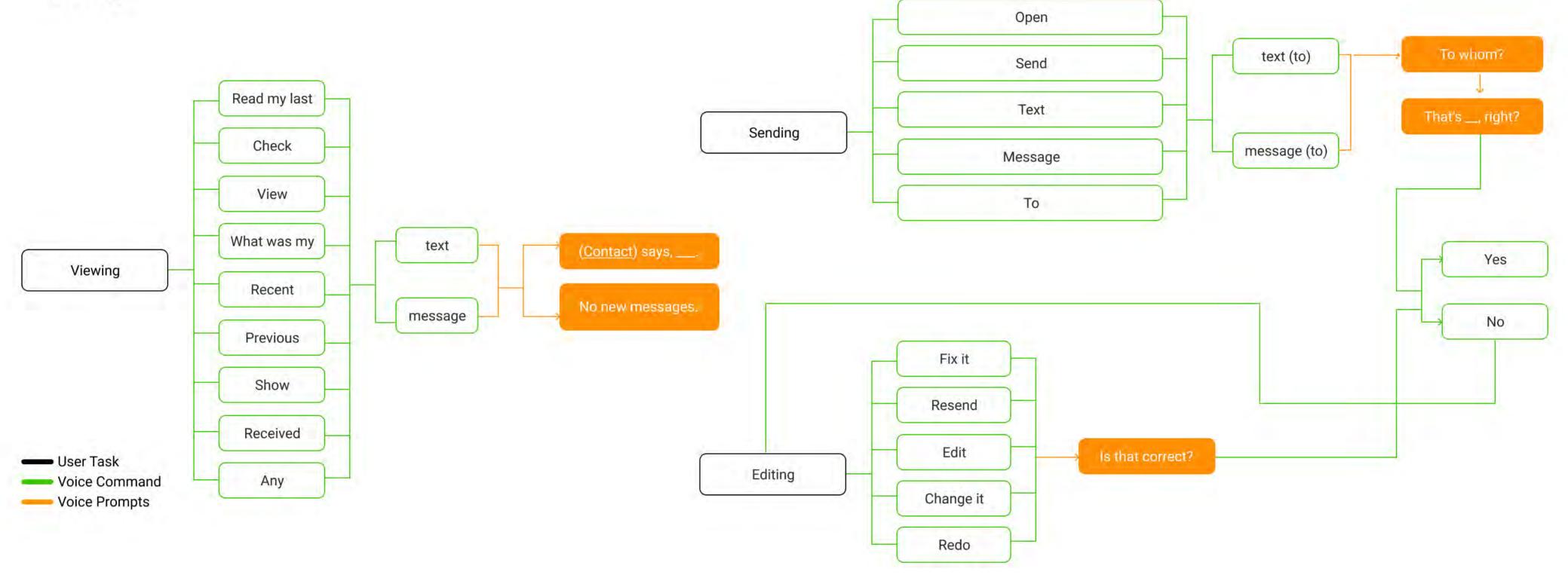
#### Calendar



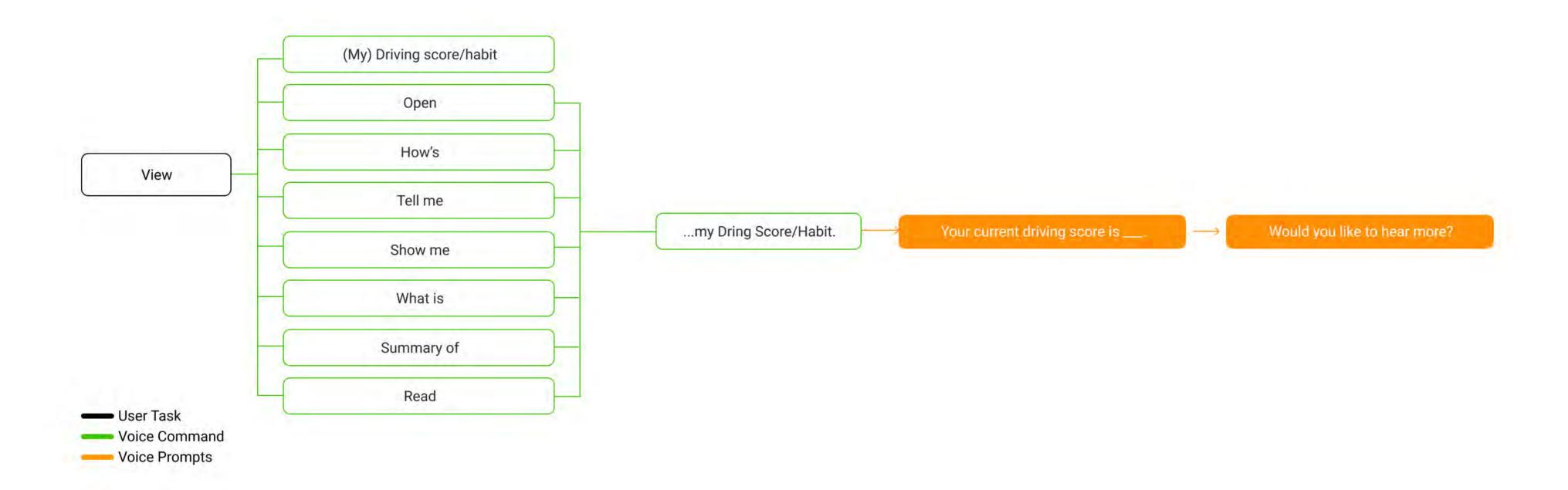
#### Road Related to Weather

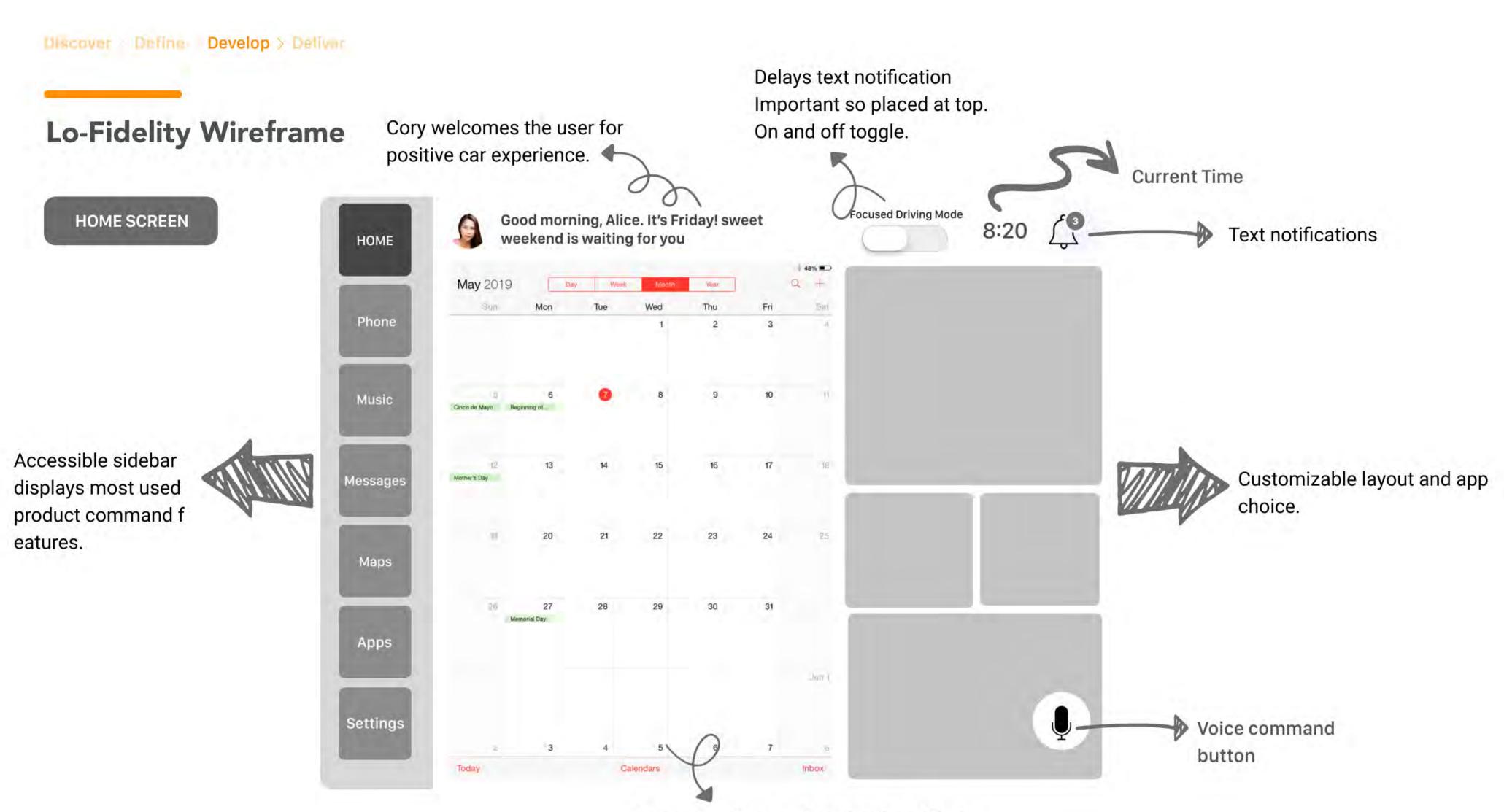


#### **Texting**



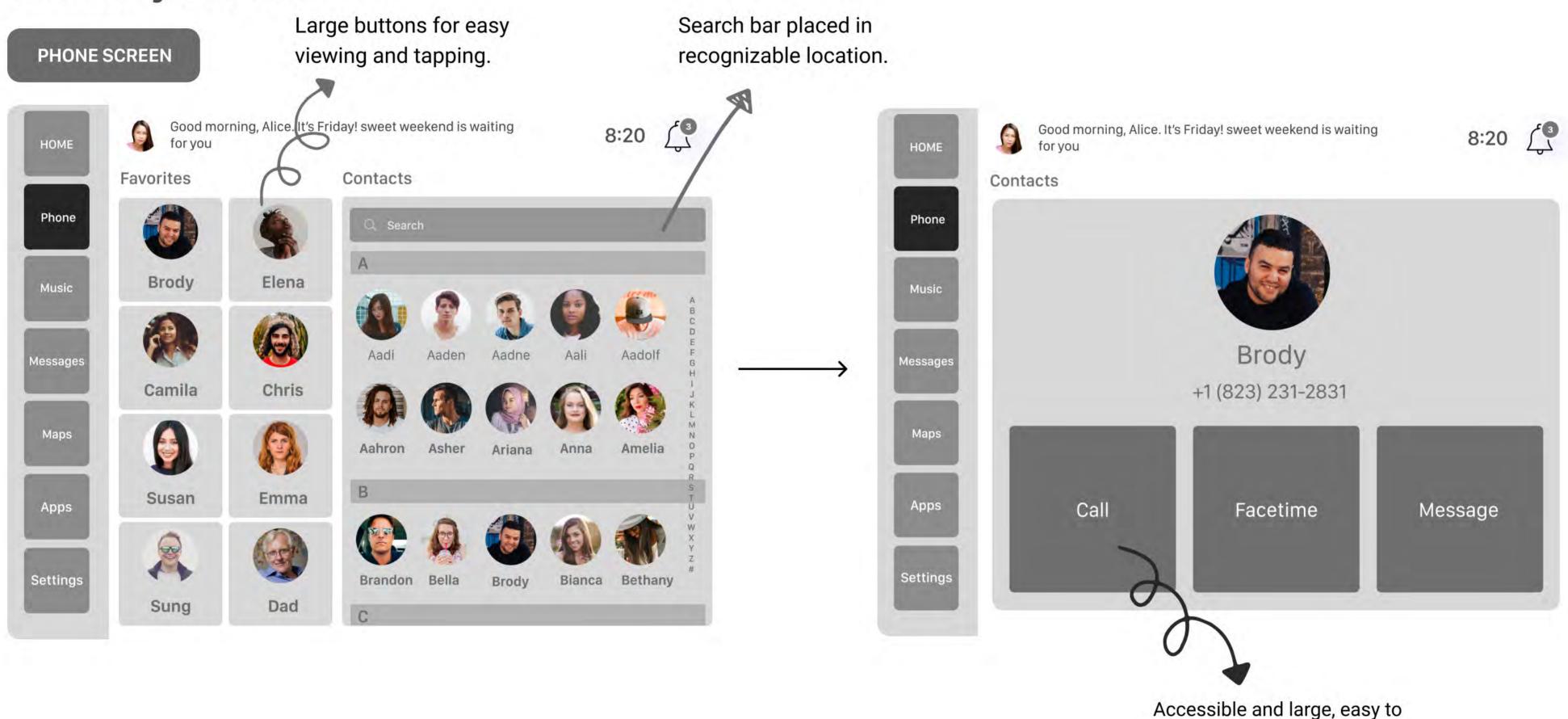
### **Driving Habit**





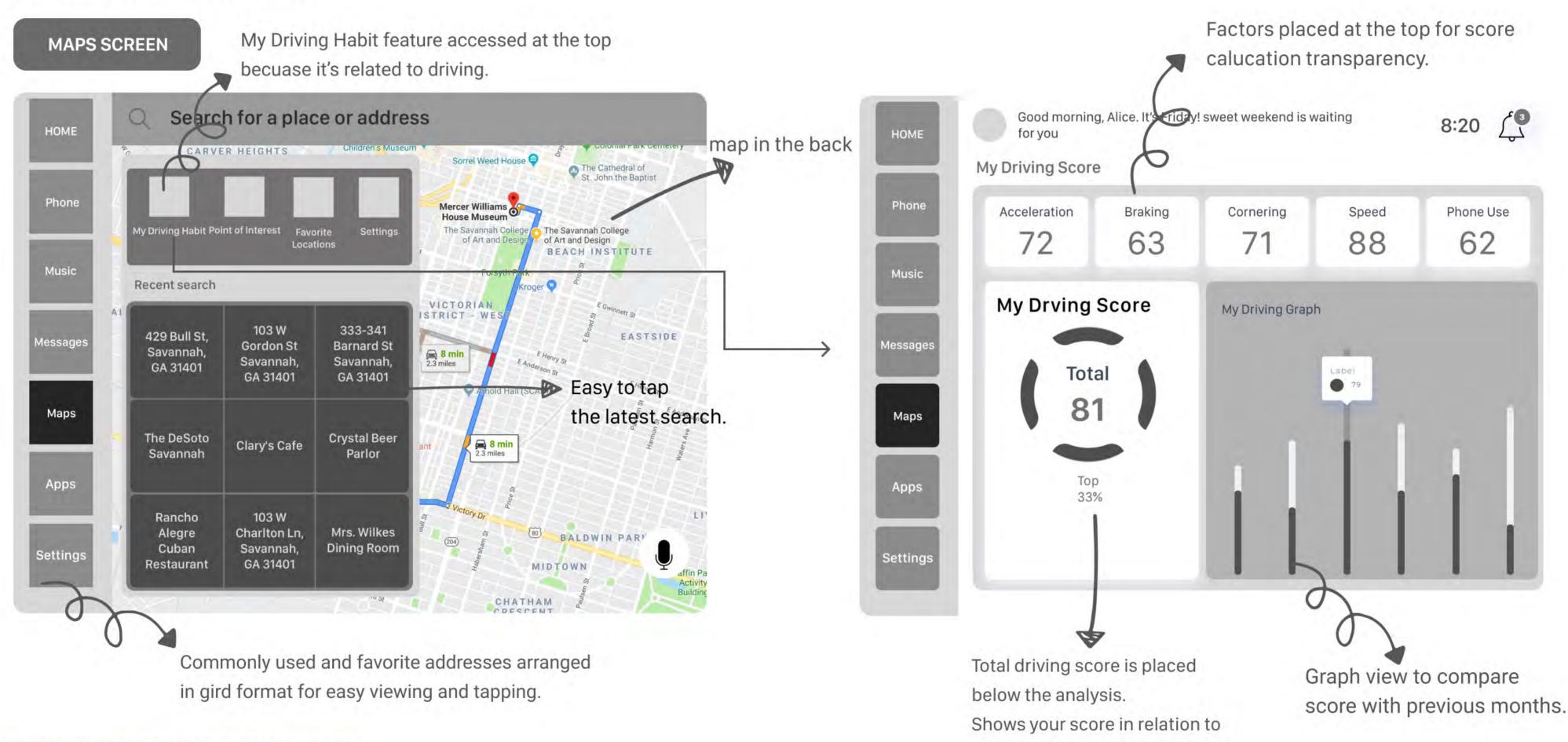
Easy to view calendar for Alice.

# **Lo-Fidelity Wireframe**



tap command buttons.

## **Lo-Fidelity Wireframe**



other drivers for comparison.

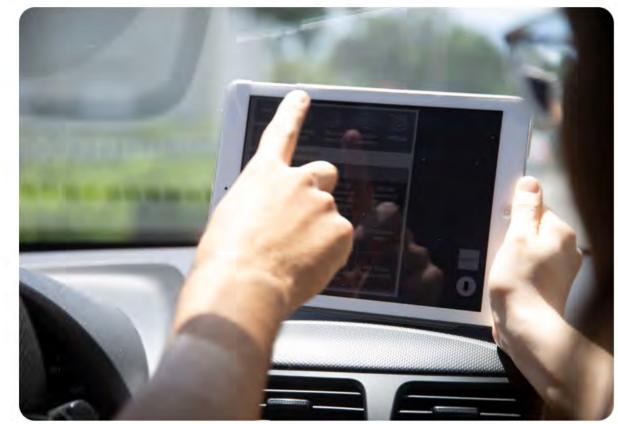
# **USER TESTING**

To gain more insight, we brought in a previous interviewee and an Apple Carplay user, to test our screen and steering wheel prototype.

We had a facilitator, note-taker, photographer, and used the heuristic evaluation method while conducting the user testing.



# **USER TESTING (SCREEN)**





Scenerio	Success	Description	Importance	Comment
Turn on Focus Mode		Located and turned on focus mode.	10	Understood and liked the position of the toggle button.
Drive "Home"		Pressed maps on side menu and then selected favorite address.	8	Quickly found and understood the layout, but did not understand the grid organization.
Make a call to Brody		Pressed phone on side menu and chose Brody in favorites contacts.	7	Easily found the function and liked the favorites outline.
View my driving habit		Pressed My Driving Habit section.	9	Did not understand the location or order in relationship to navigation.

## **USER TESTING (STEERING WHEEL REMOTE)**

Scenerio

Receiving a call

Use voice command

Adjust the Volume

Shuffle & forward

music

Pause/Play

Check text messages

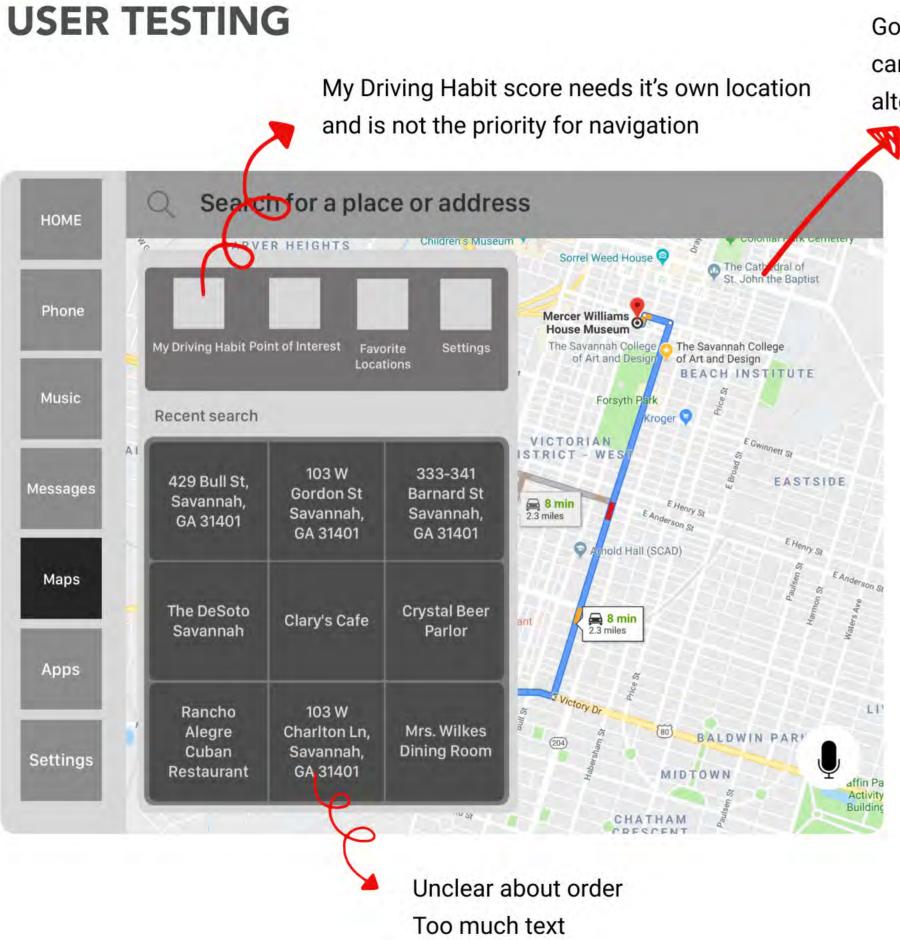




Success	Description	Importance	Comment
×	Pressed Pause/Play Button.	8	Assumed it was the middle button even though it was pause and play.
×	Didn't know what to press.	10	He said his first instinct was the pause/play button, but preferred an AI button.
	Pressed left and right arrows.	7	Quickly and correctly pressed the right and left arrows.
	Pressed left and right arrows.	6	Understood long press was for forward and short press was for skip.
	Pressed Pause/Play button.	5	Quickly and accurately understood pause/play.
×	Didn't know what to press.	9	Assumed middle button would be selection, but wanted screen control from the PUI.

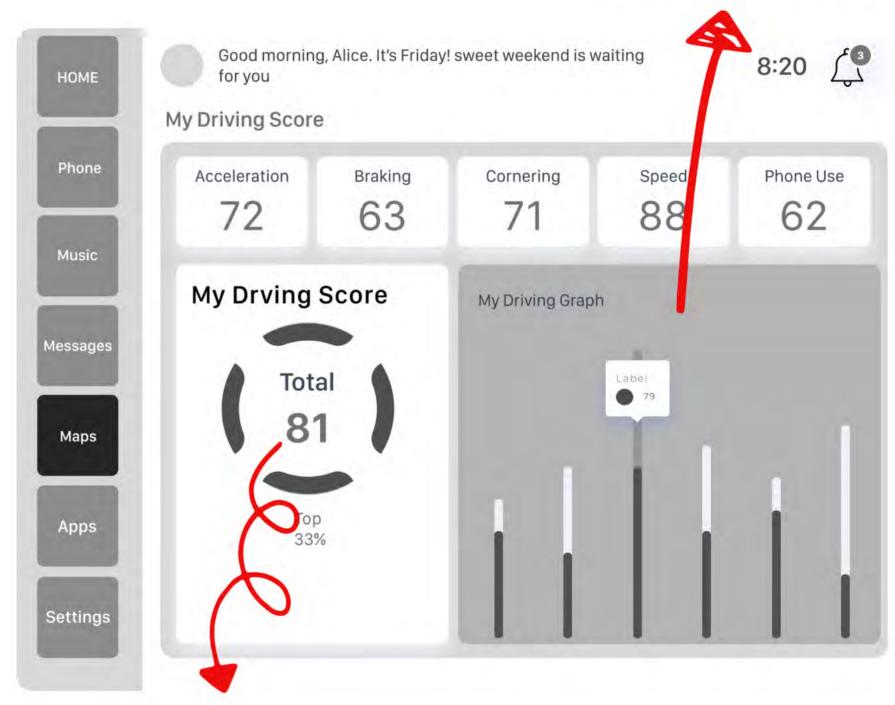


#### Title too long Too much text **Focused Driving Mode** Good morning, Alice. It's Friday! sweet 8:20 Unclear if it was weekend is waiting for you HOME associated with SMS ∜ 48% ■ notifications or May 2019 system notifications Phone Music Customization was not necessary or Messages needed because of the split screen feature and sidebar Maps Apps Voice command Settings button was interfering with the buttons behind and was Too small and too much information too far from users reach



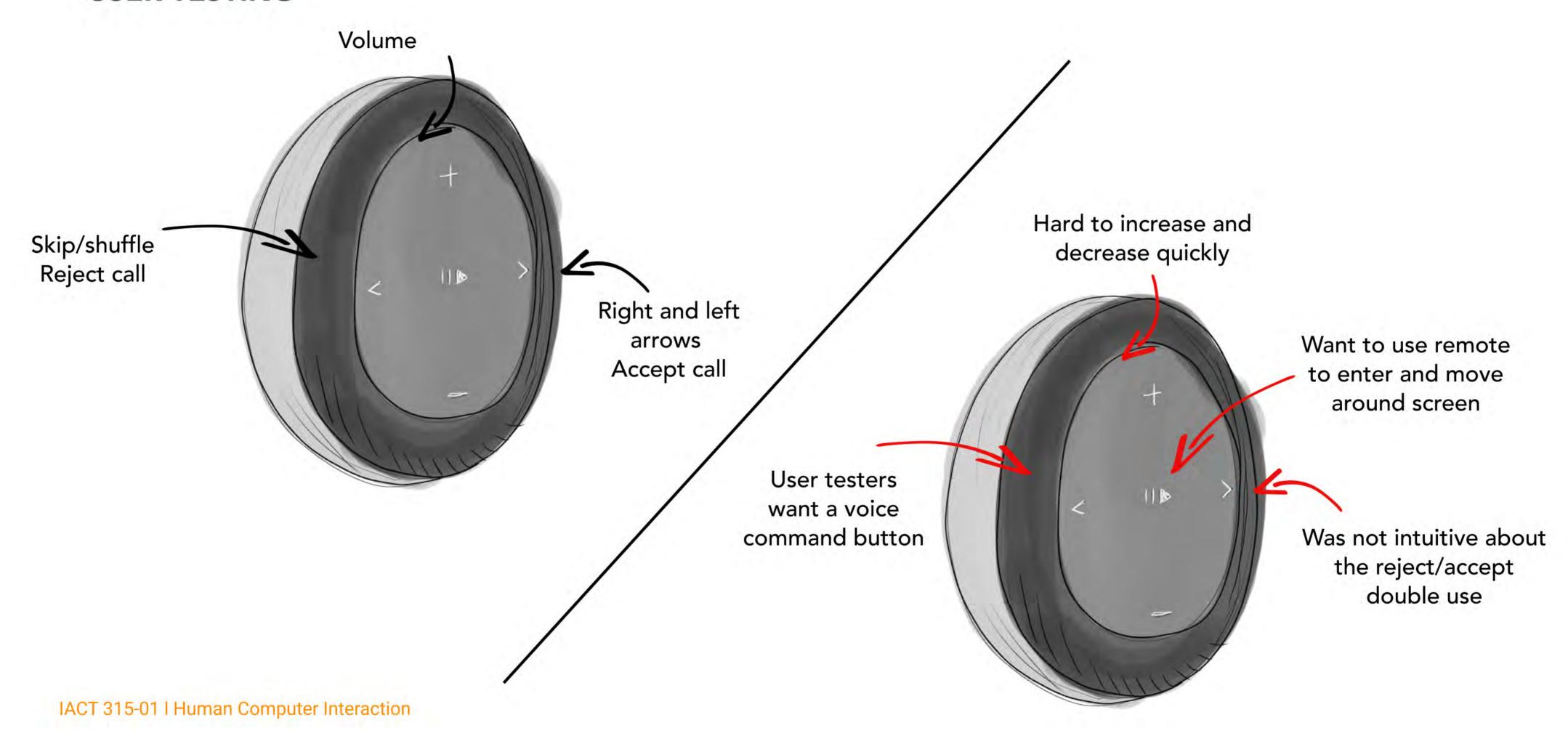
Google maps UI can not be altered

User testers wanted some form of organization and hierarchy

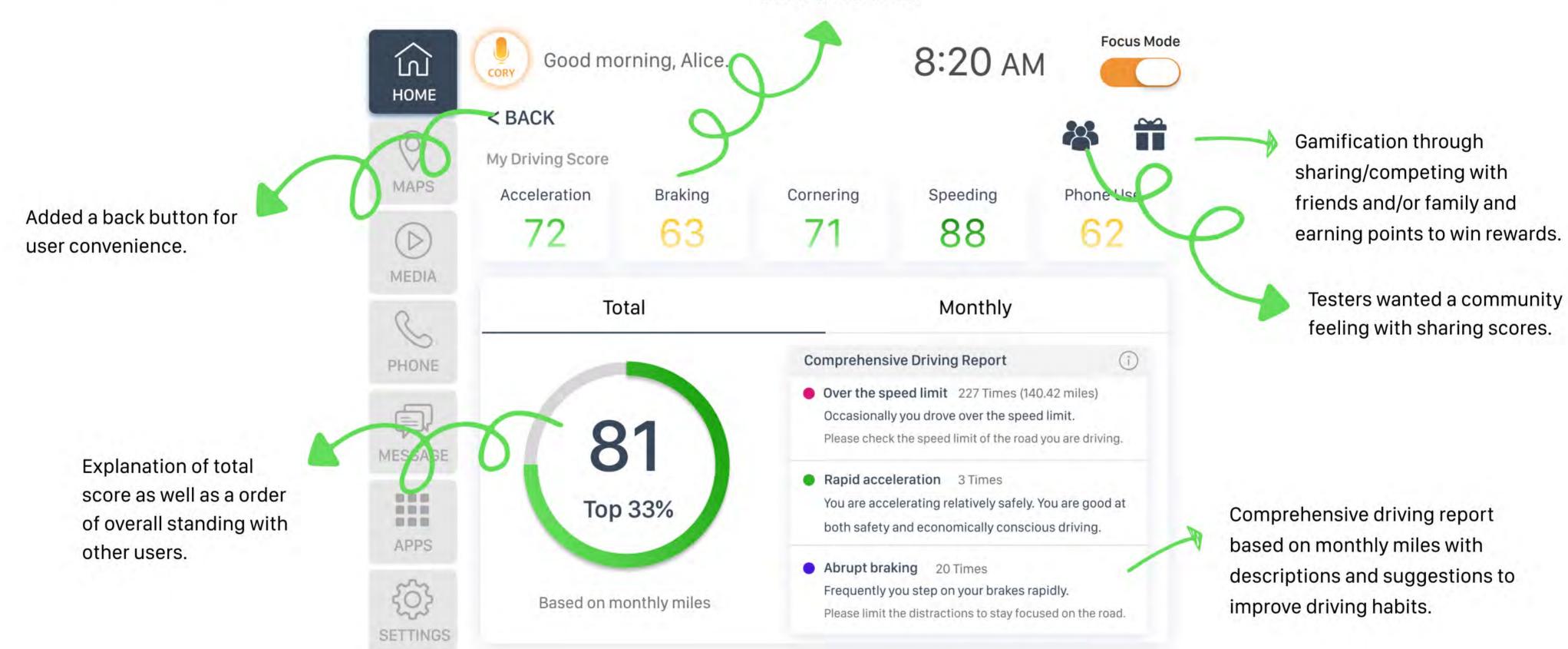


User testers were unclear of the calculation

#### **USER TESTING**

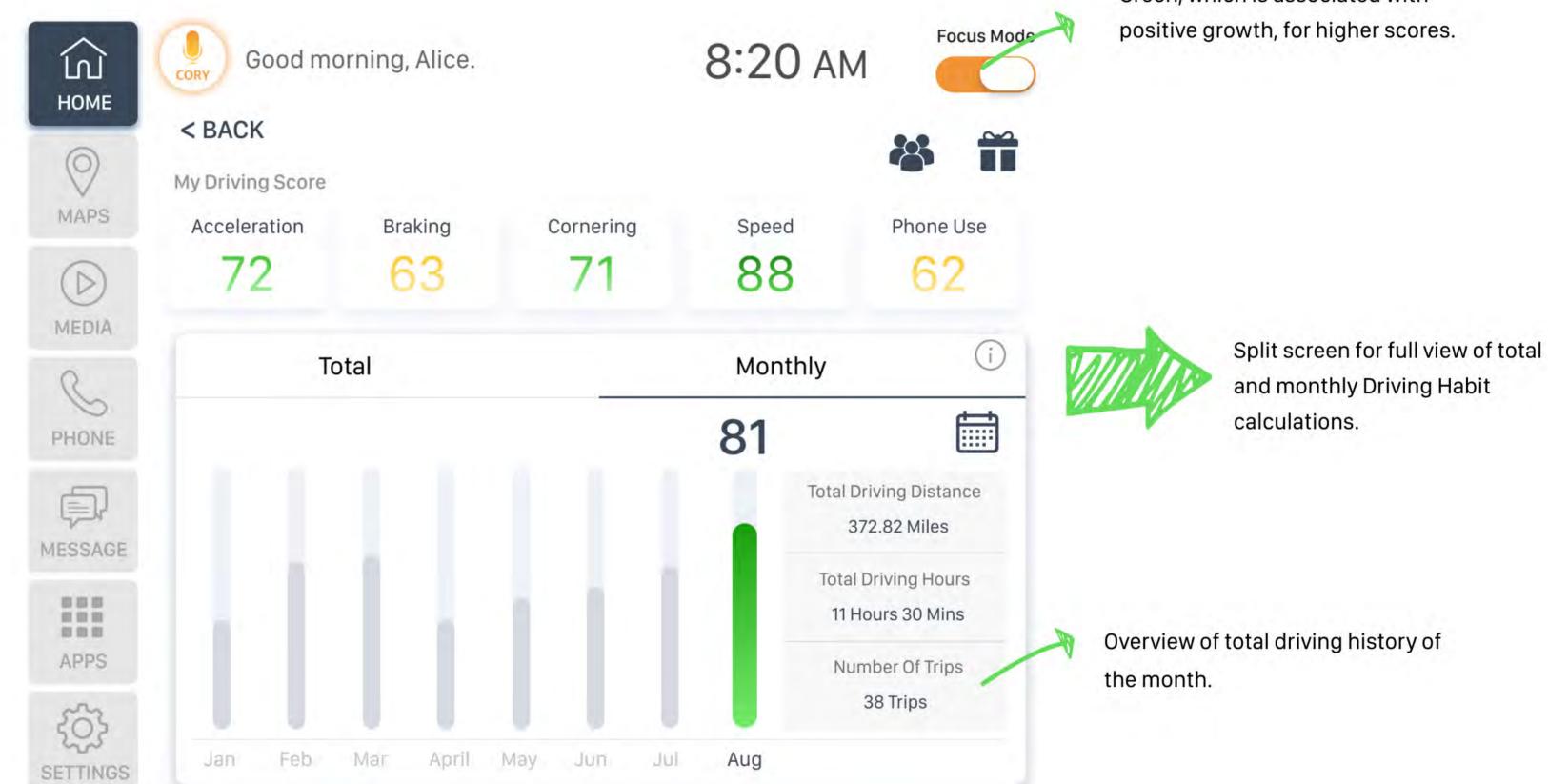


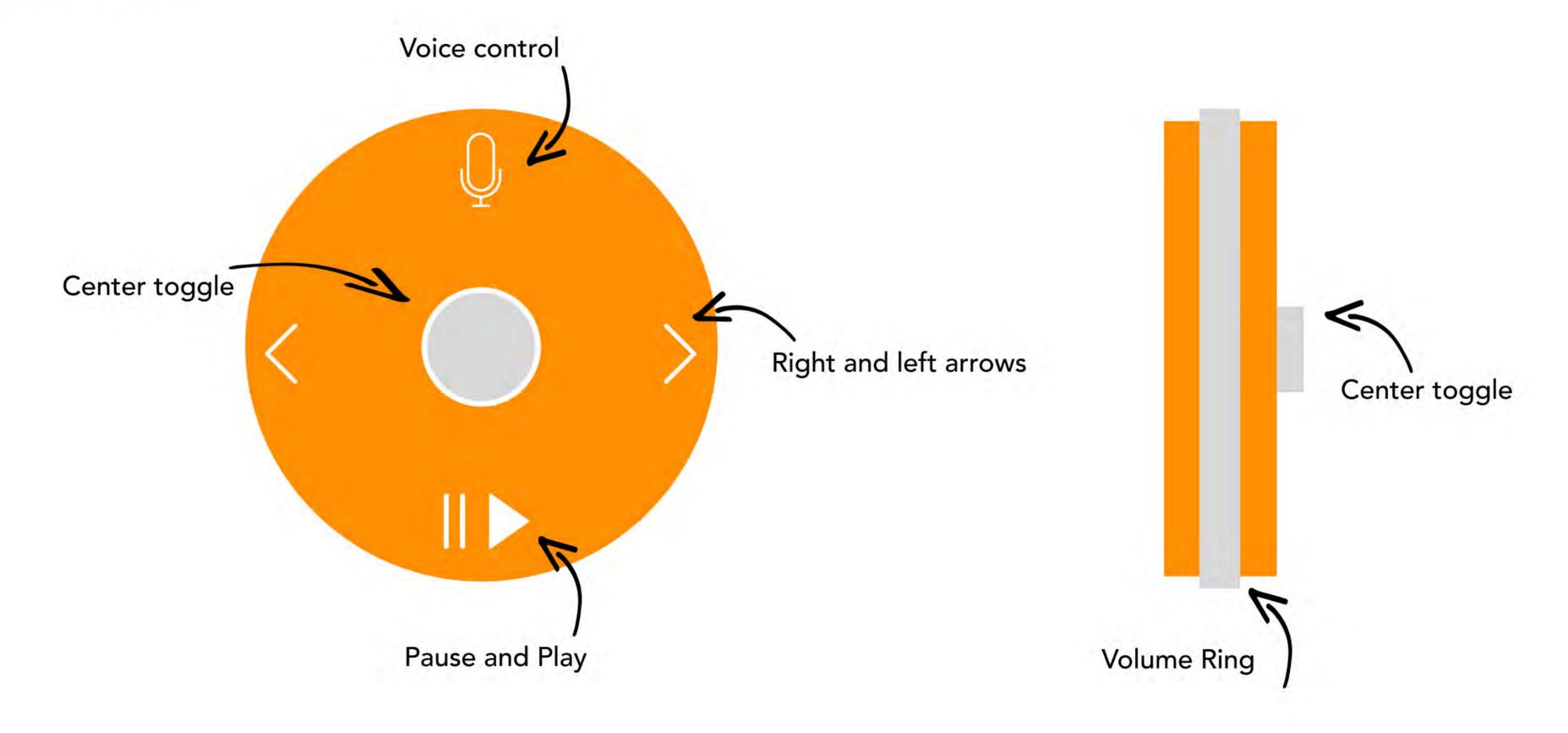
Driving Analysis factors color coded to represent order of numbers.



Light orange, which is associated with warning, for lower scores.

Green, which is associated with positive growth, for higher scores.





# Pause and Play

#### Voice control

Through our user testing, our testers wanted physical feedback when using Cory and they did not always want to use the "hello" command.

Holding down also allows others to use voice command. Commonly used so it needs an individual button.

#### Right and left arrows

Simple arrows to imply multiple usage.

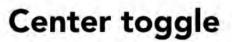
Left: reject call Right: accept call

Long press: forward/rewind

Short press: shuffle/skip

Media is one of the most common apps so pause and play is one of the most commonly used function.





Center toggle (for screen control)

Press down: enter/ok

Rotate around to move through and choose an app.

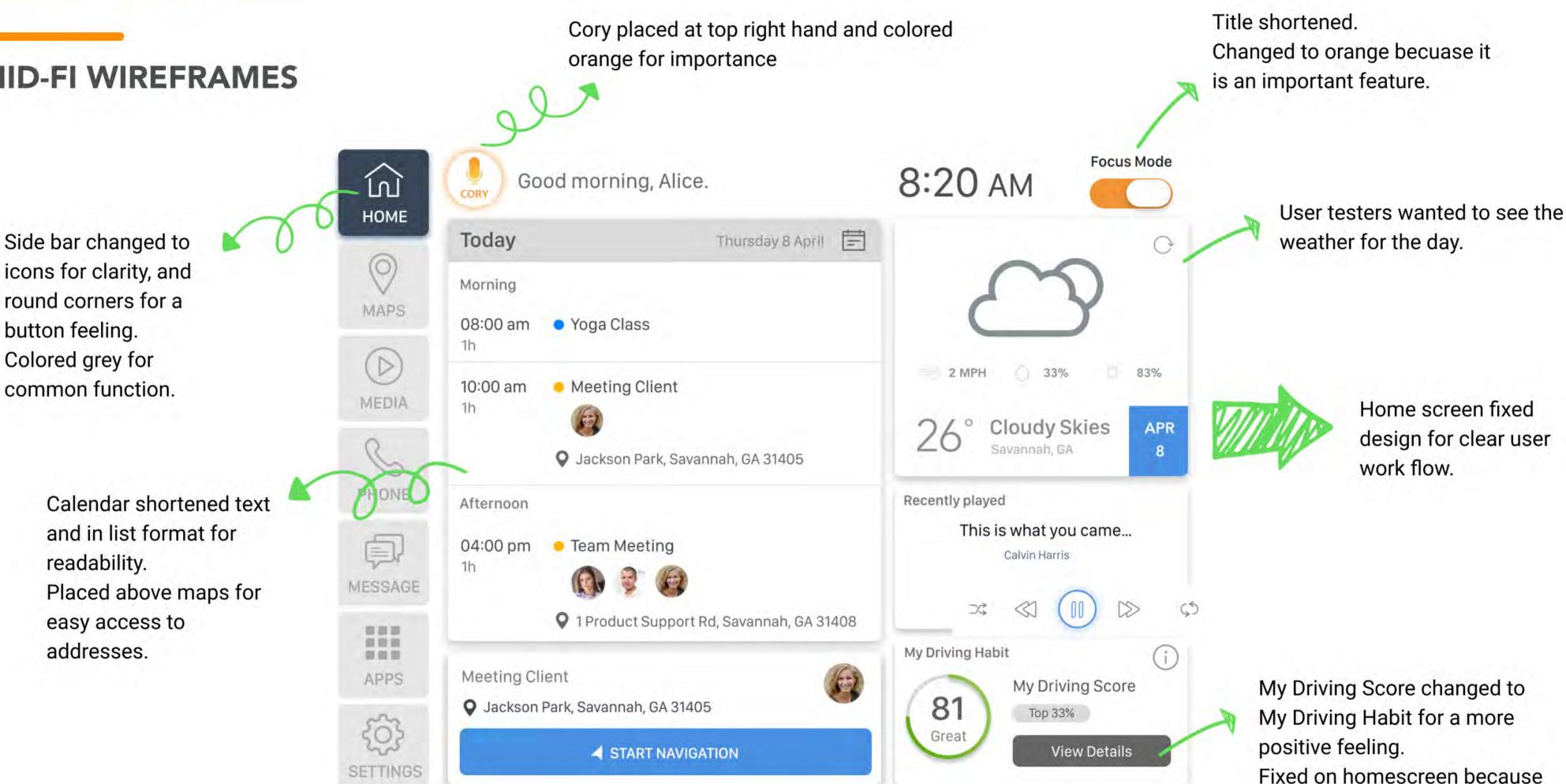
#### **Volume Ring**

Around the side of the remote.

User testers wanted to be able to adjust volume in both large and small intervals. Button light up in the dark for visual ease.

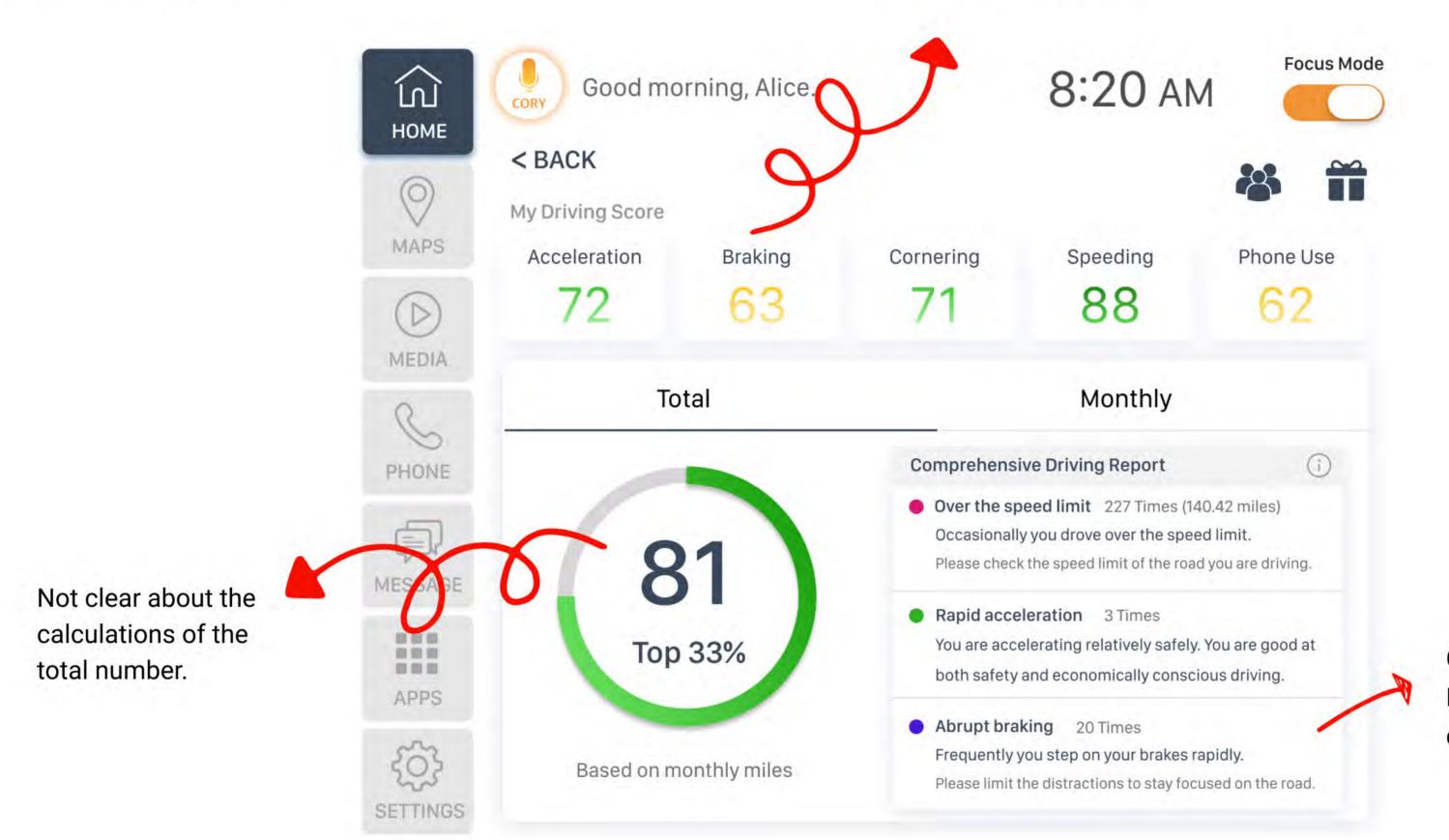


and in list format for readability. Placed above maps for easy access to addresses.



of its importance.

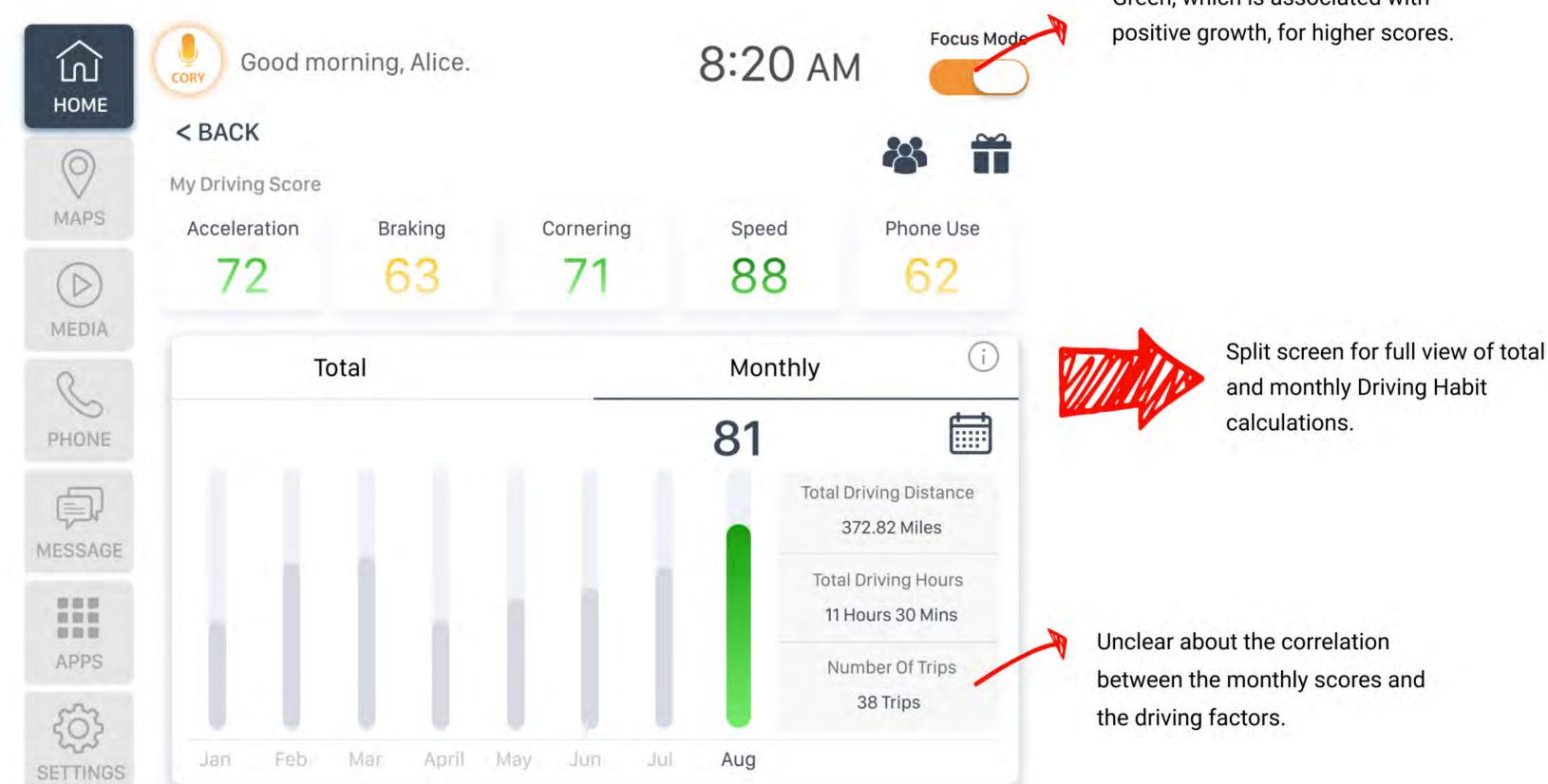
# Testers were confused by the heirarchy of the colors



Colors of the Comprehensive Driving Report and the Factors do not connect.

Light orange, which is associated with warning, for lower scores.

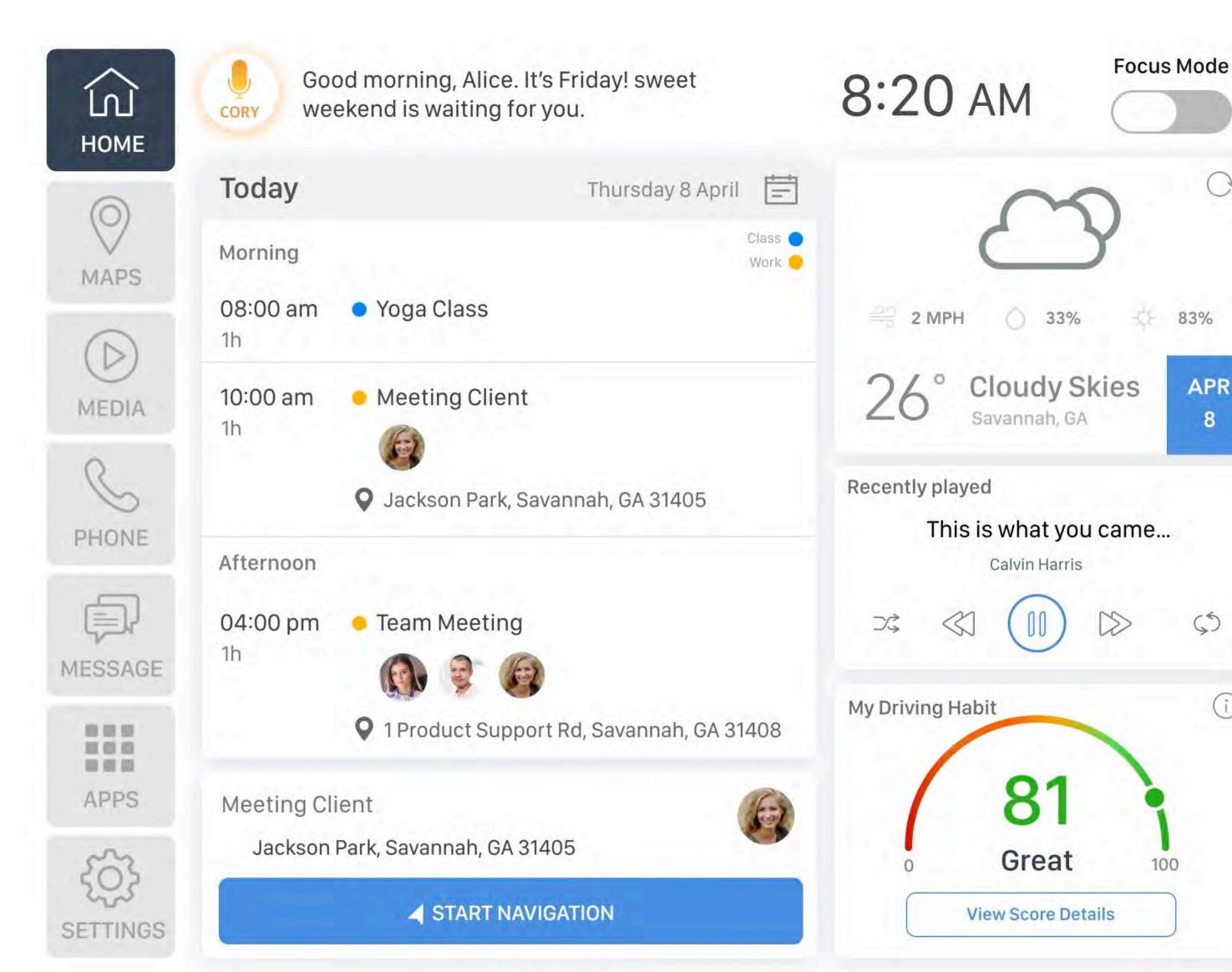
Green, which is associated with positive growth, for higher scores.







Focus mode

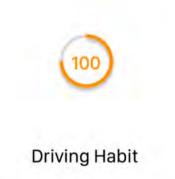


83%

**APR** 

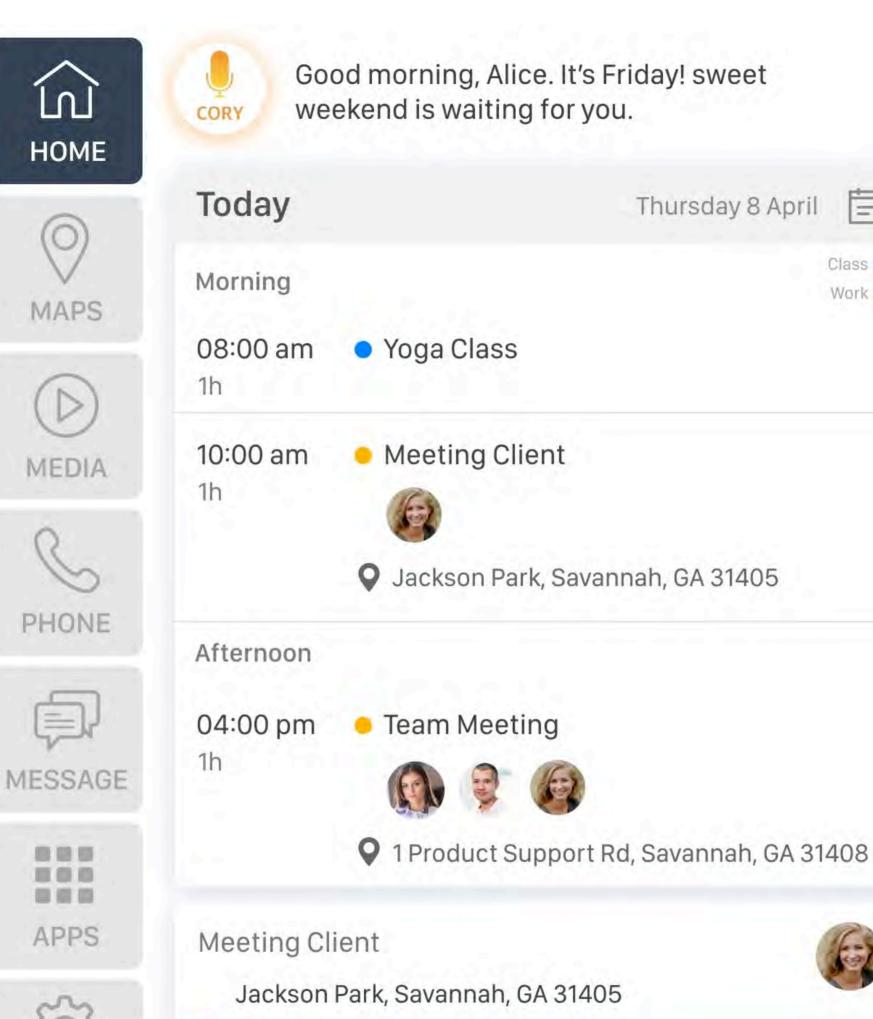
8

100

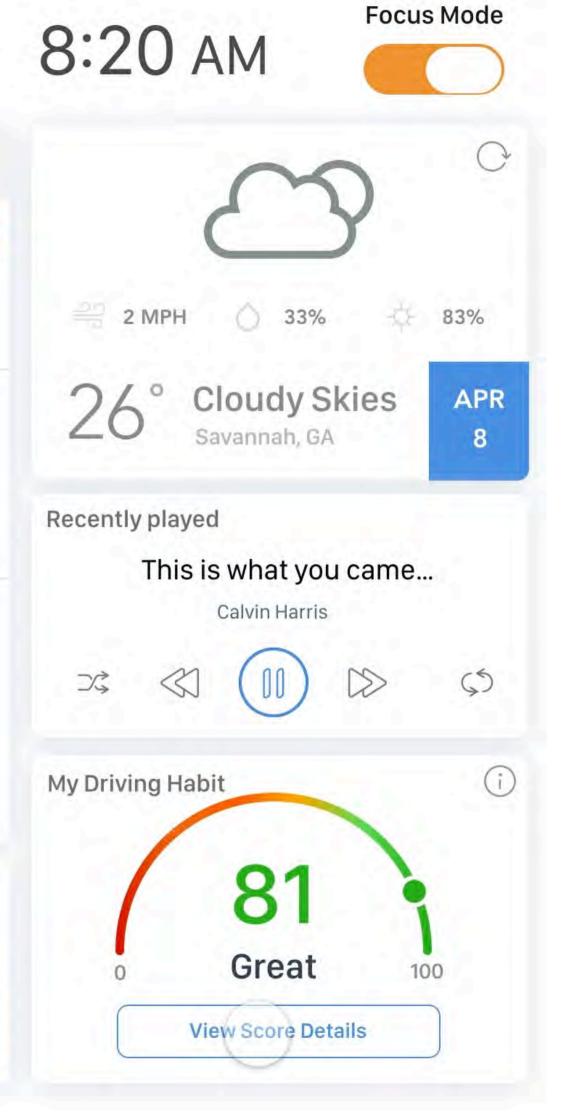




SETTINGS



✓ START NAVIGATION

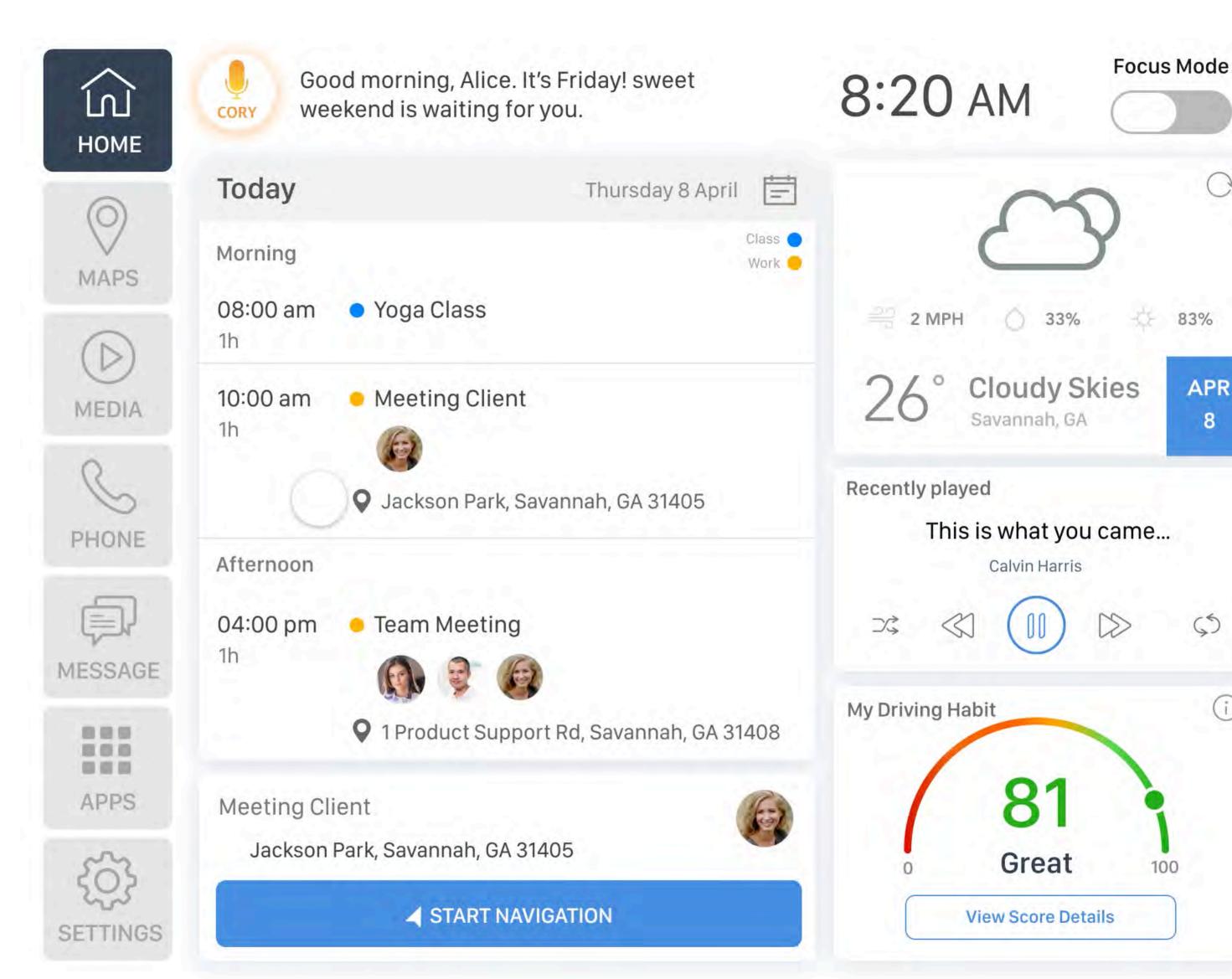


Class |

Work |



Voice assistant



83%

**APR** 

8

100



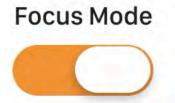
Phone Call





Good morning, Alice. It's Friday! sweet weekend is waiting for you

8:20 AM



#### **Favorites**

























Susan

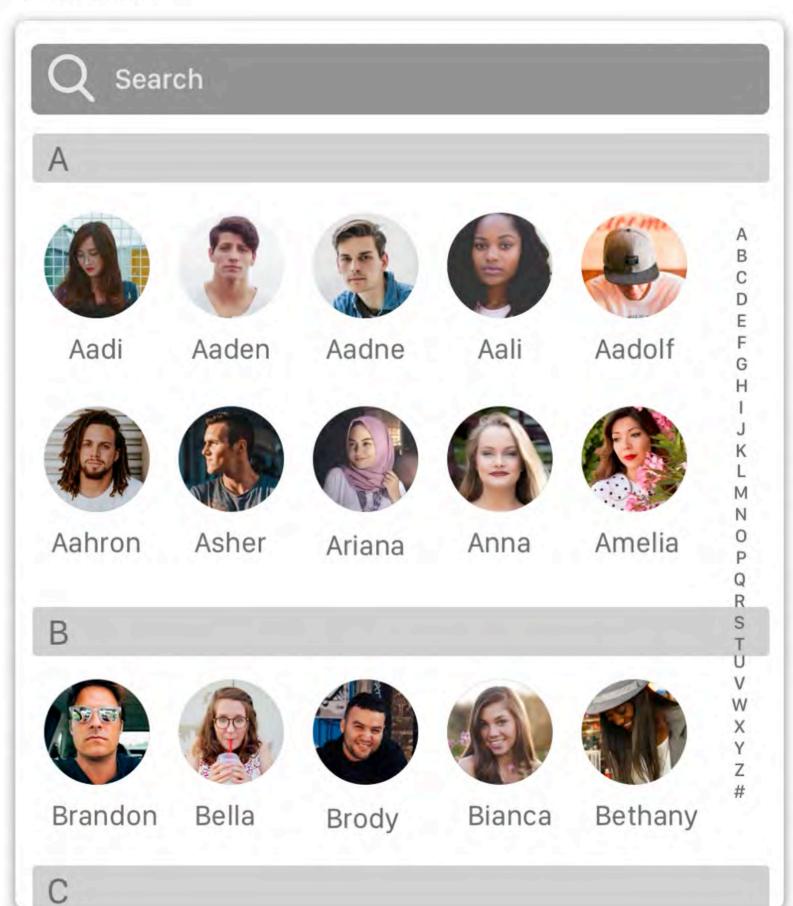
Sung



Emma

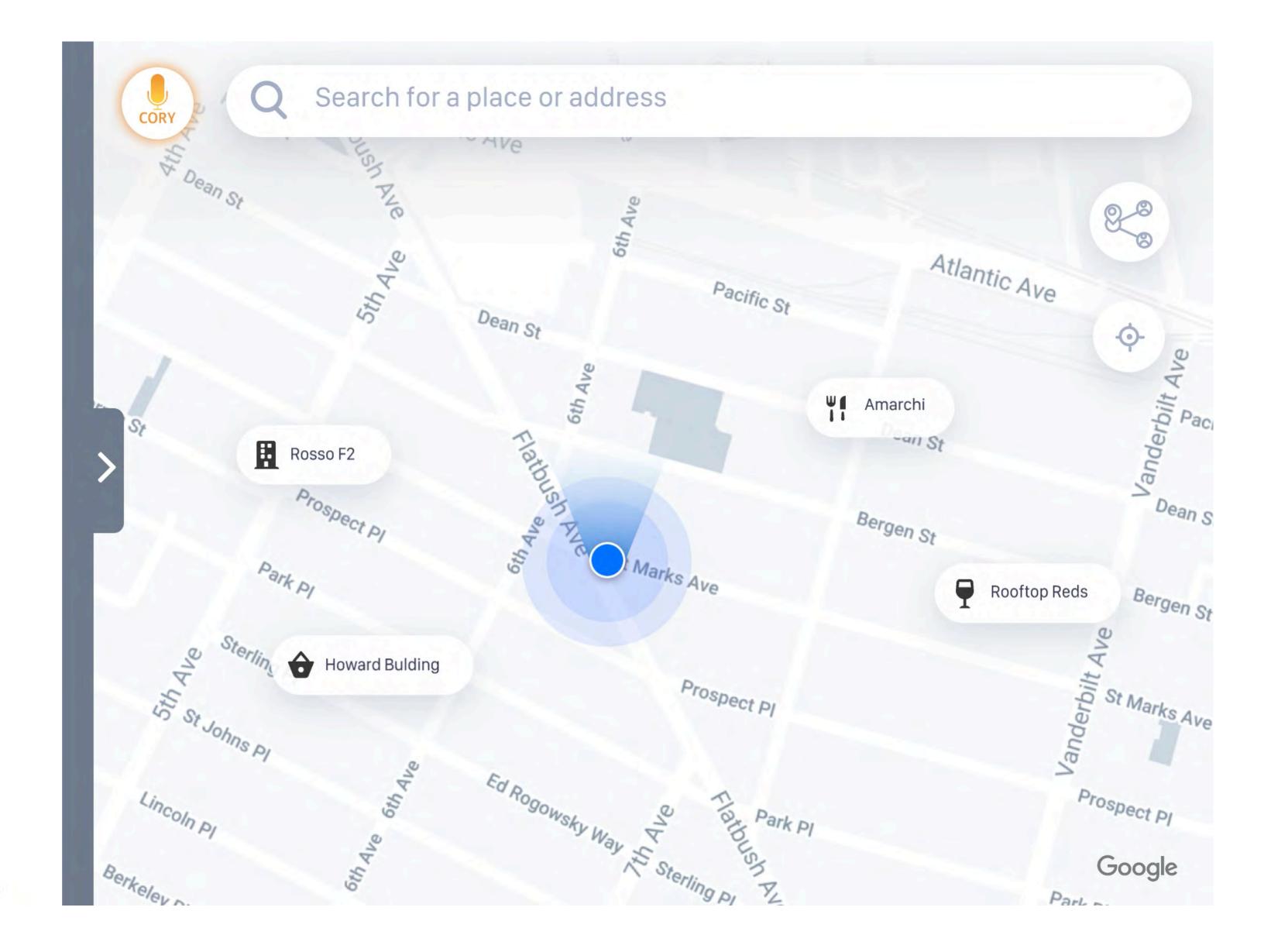
Dad

#### Contacts





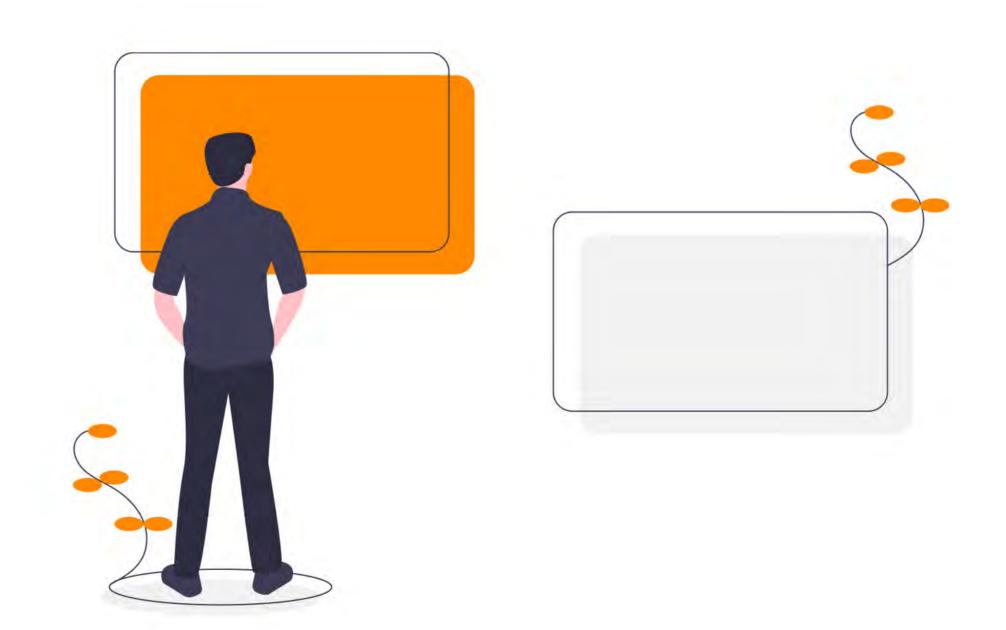
Navigation



# BRAND IDENTITY

**Brand Image** 

**Style Guide** 

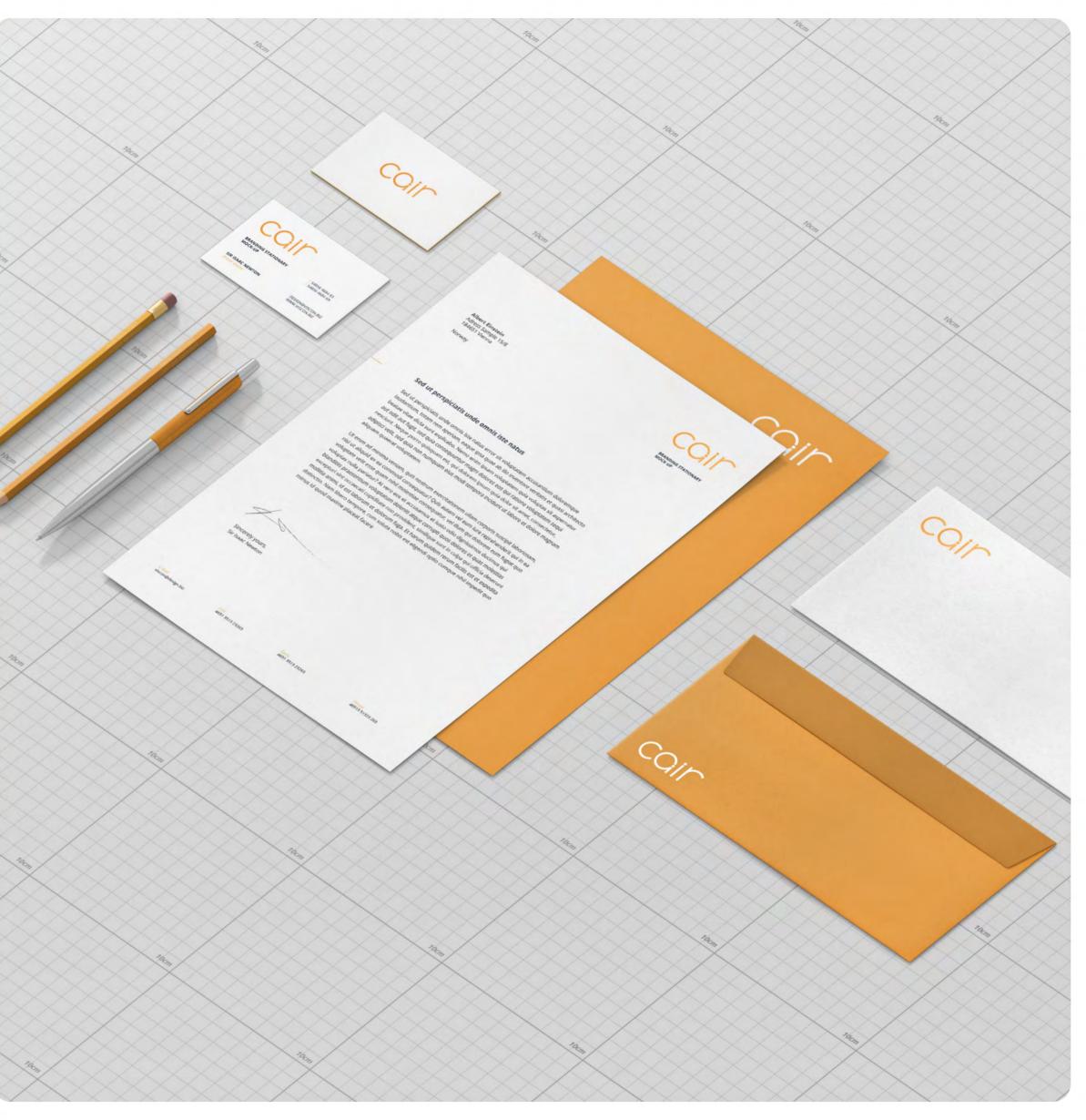


# ALL IN ONE COPILOT.













01

#### Color Palette



02

#### Typography

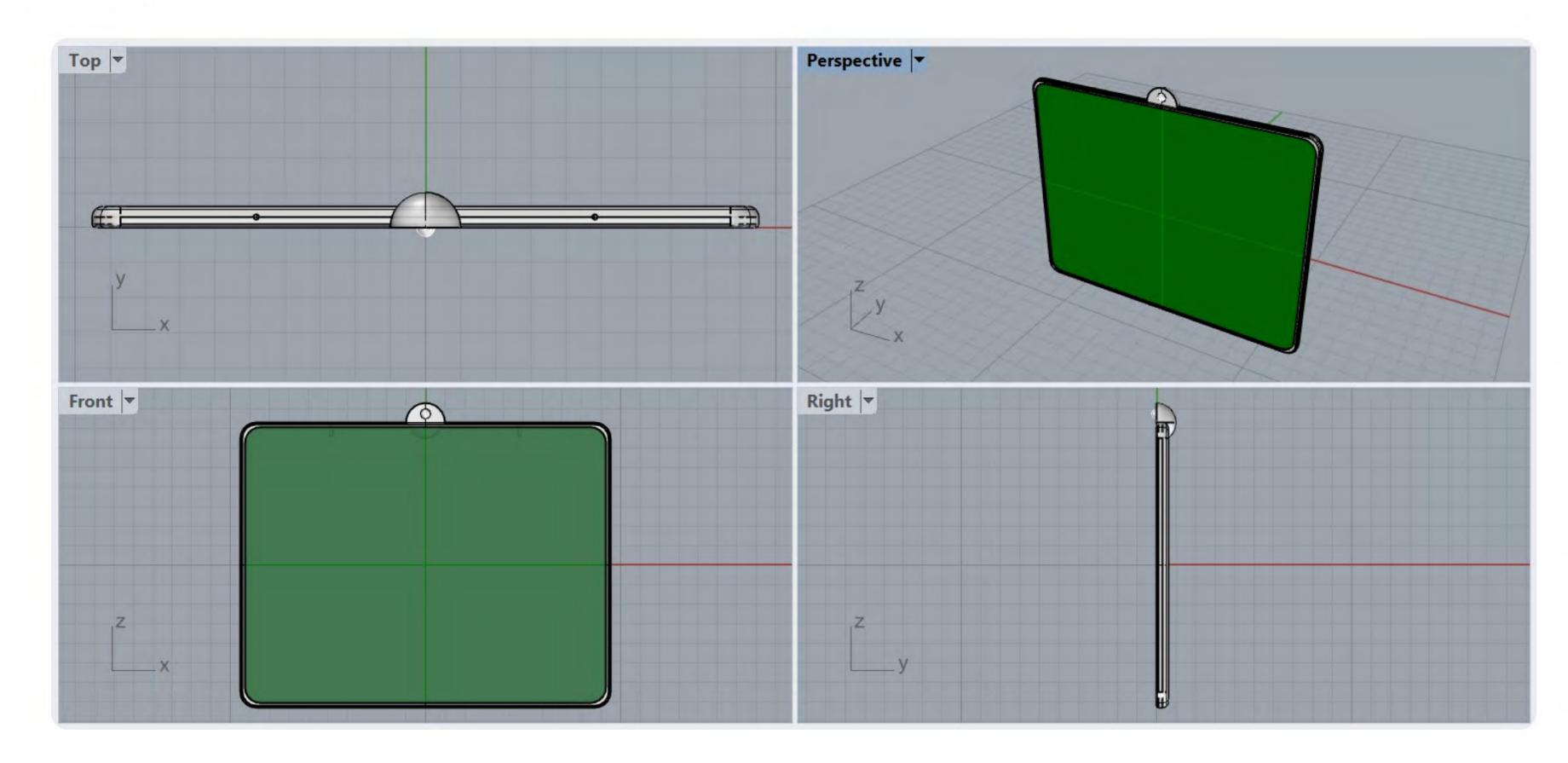


03

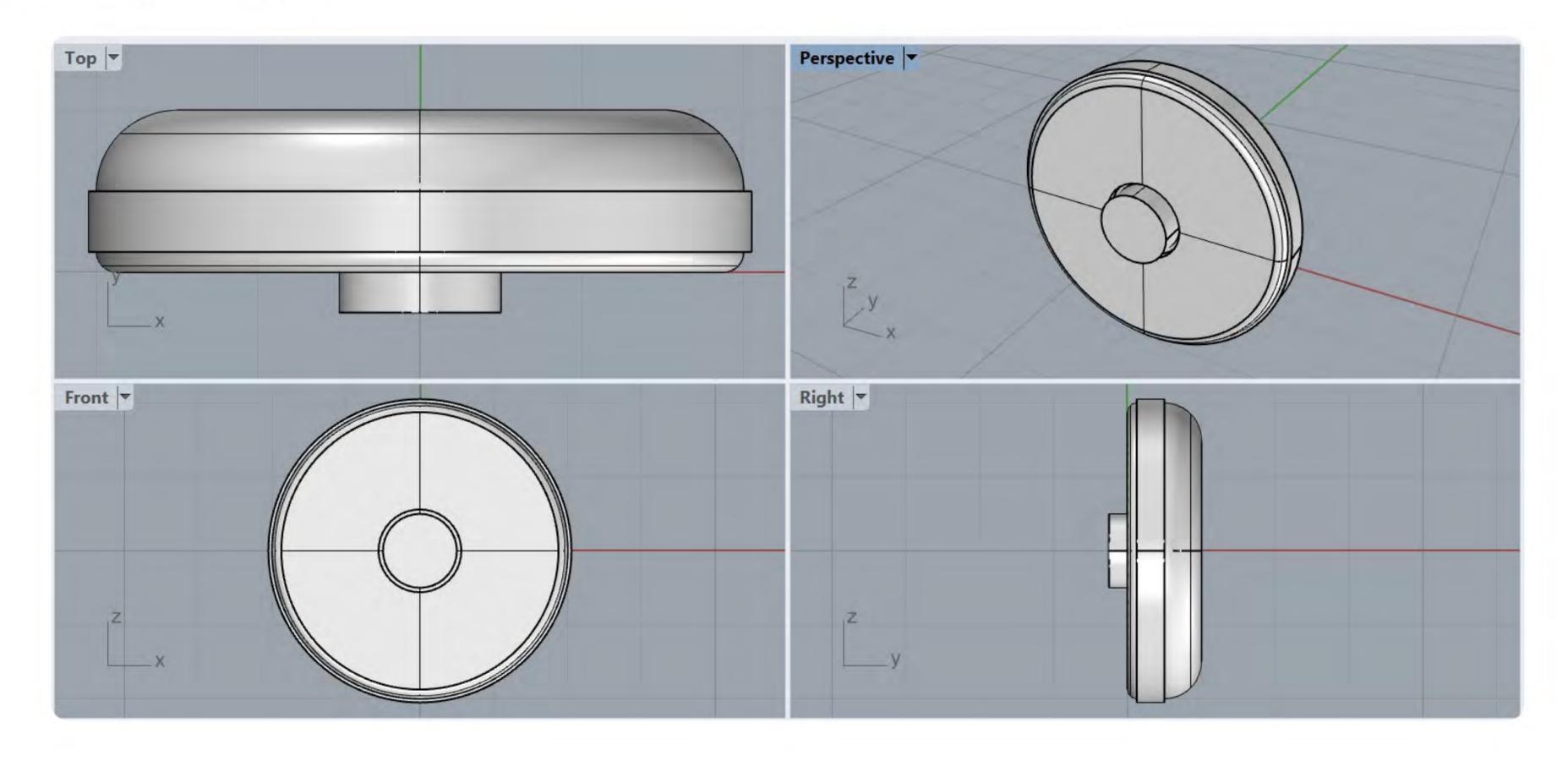
#### Iconography



# 3D Modeling (Screen)



# 3D Modeling (PUI Button)



# 3D Modeling (Packaging)

