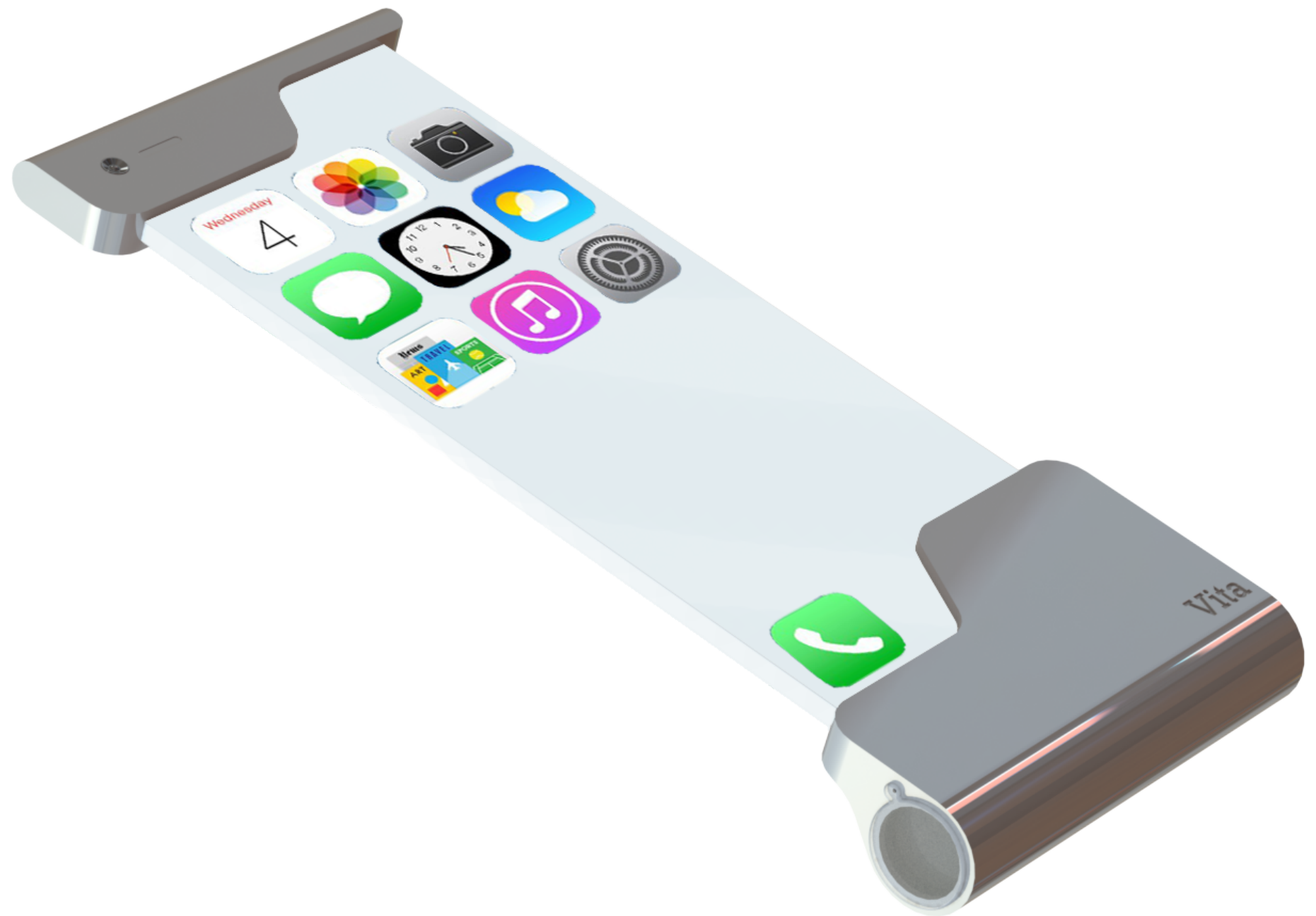
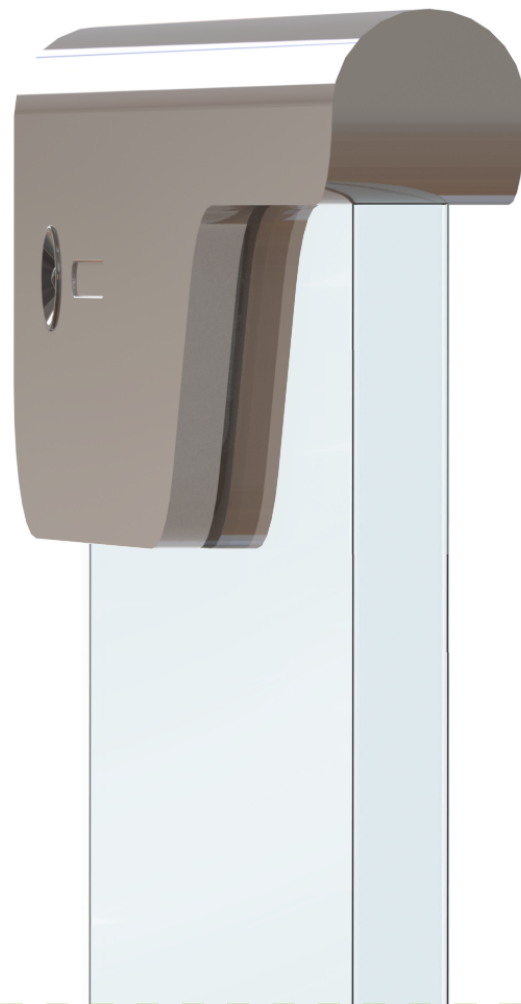


Mobile Phones for Teenagers



3DD2065
Form and Colour 2
William Woodford
woodford1608@me.com
Product Design 2

William Woodford 13413807 PD2

A handwritten signature in black ink, appearing to read 'William Woodford'.

User Persona



The device will allow her to become more independent and help her to live in an unfettered home.

School children

Kate is trying to become empowered, self managed, confident and assertive.

Giving children a sense of independence

Name: Kate
Age: 13
DoB: 03/01/01
Gender: Female
Illness: Diabetes
Education: Secondary School 11-18
Hobbies: She is very sporty and needs to be able to test her blood sugar levels regularly.

iHeath from Apple

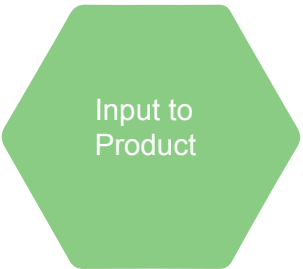
Medical ID



Medical ID

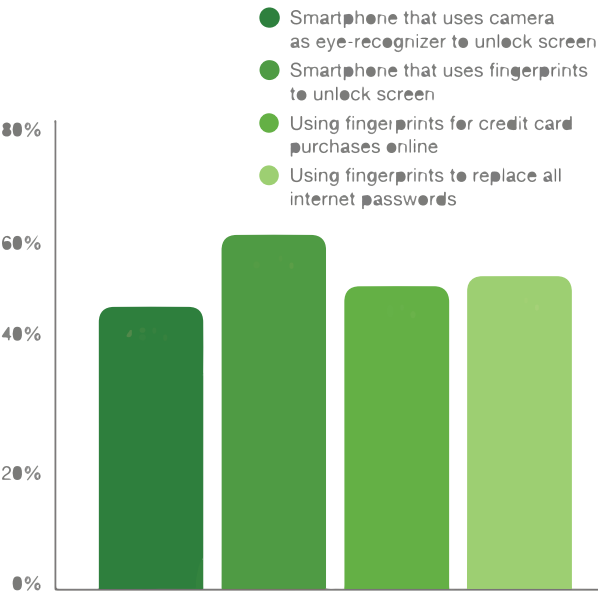
Interfaces

Haptic Feedback



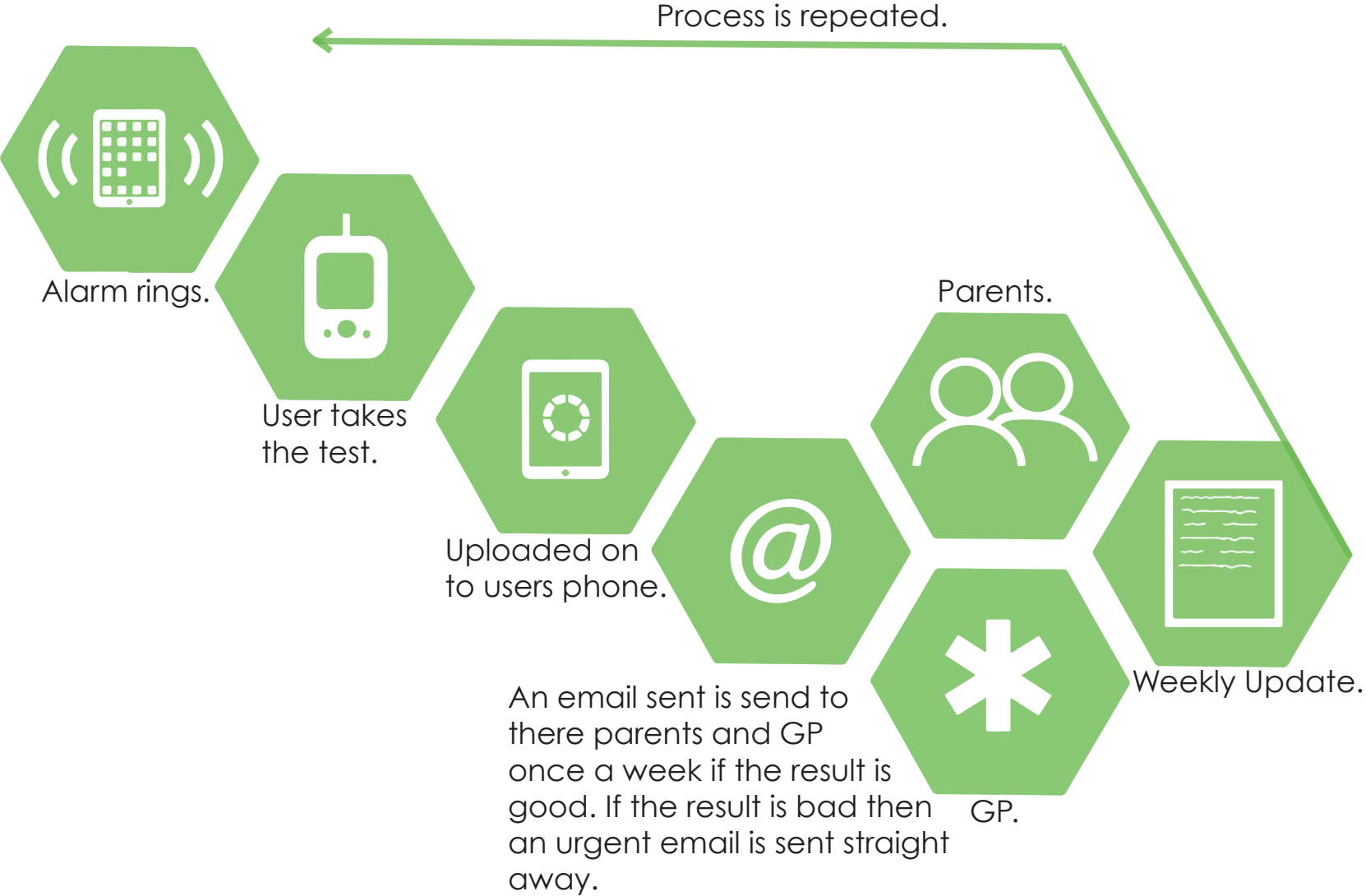
Persona

Potential decrease in Health costs



User Experience Maps in the Project Interpretation Phase

This user experience map show the stages the user and the phone go through during the day. This map is for the diabetic unit only. The pill dispenser is very similar however there is no test taking or the uploading of information onto the phone, instead there is the ejection of the pills.



< October						
M	T	W	T	F	S	S
20	21	22	23	24	25	26
Wednesday 22 October 2014						
6 am	Childs time table is input into the phone.					
7 am	Alarm wakes child up for school.					
8 am	Alarm for breakfast and then prompts for a test or to take there medication.					
9 am	Child travels to school.					
10 am						
11 am	Physical education, phone prompts test.					
Noon						
1 pm	Alarm at lunch and then prompts for a test. If pills are needed the alarm will go off at set time.					
2 pm						
3 pm	School ends.					
4 pm						
5 pm						
6 pm	Alarm for supper and then prompts for a test.					
7 pm						
8 pm	Takes test before bed.					
9 pm						
10 pm						
11 pm	Tests are uploaded to the weekly update unless the results show an issue.					
12 am						

User Interaction Story Board

1



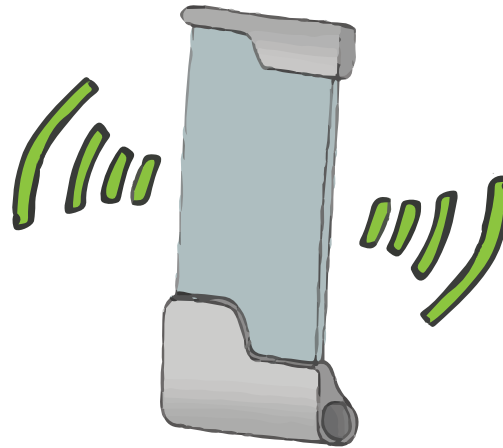
The child spends their day at school.

2



During the day the alarm goes off at the pre set time.

3



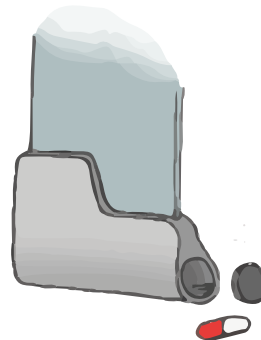
The alarm sounds and automatically locks the phone so the child is reminded to take there medication. They cant use the phone until they have taken the medication, unless they need to make an emergency call.

4

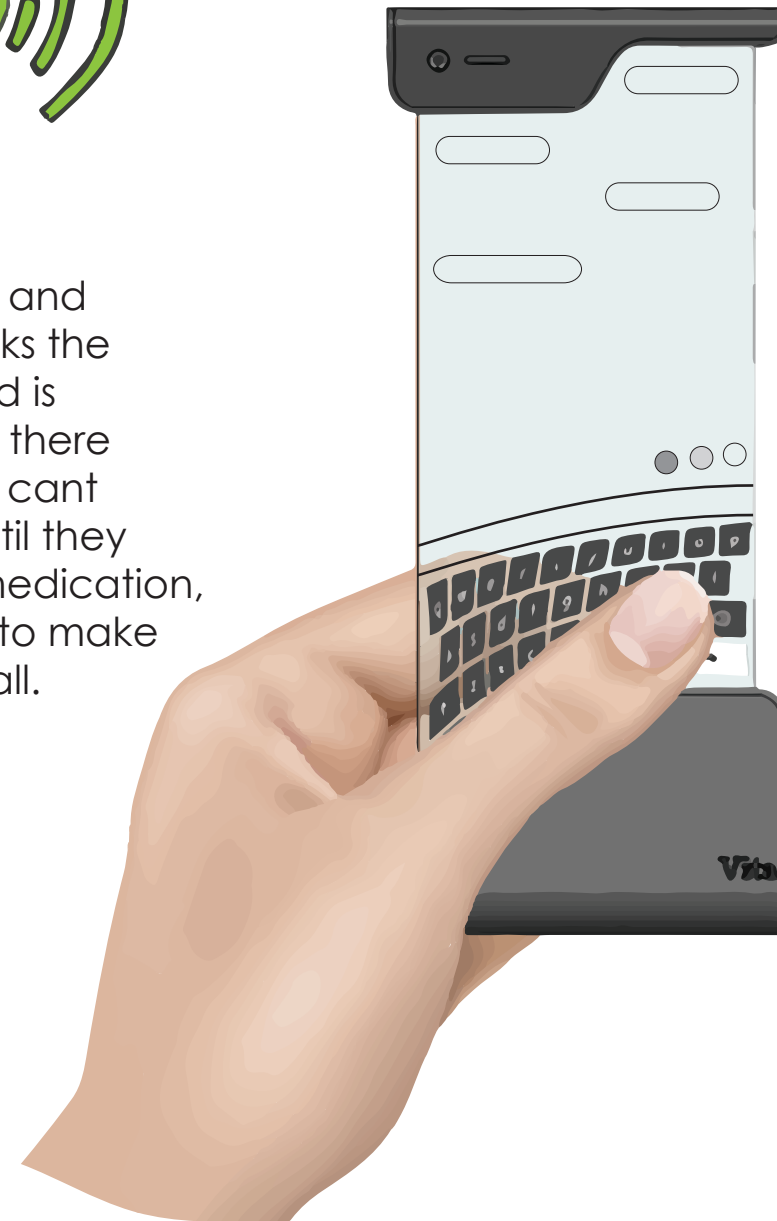


The child presses the RELEASE button to unlock the phone and take the medication.

5



The pills are released and the child doesn't forget to take the medication.



This image shows the messenger function on the Vita. The interface included a uniquely shaped key board on the OLCD screen. The curved key board allows the user to navigate the keyboard easily with just the one hand.

User Evaluation

'During the user evaluation stage a 14 year old girl, Kate was asked a few questions regarding the phone and its ease of use.'

How does the phone feel and look?

'The phone looks really nice and feels good to hold. I am left handed so im amazed that there is an option for that, I have never seen anything like it.'

What do you think about the overall design and aesthetics of the Vita?

'I like the ultra thin screen design and the fact that the screen can never directly touch a surface. The material also looks nice and I like the idea of being able to take my medication independently.'

Do you think this phone will help people who require the use of pills on a day to day basis?

'Yes, its going to help so many people in there everyday lives. The fact that the phone locks until they have taken the pills is a huge positive.'

How do you feel about the colours of the phones?

'The colours are very simple but it would be better if there were more colours. Maybe pink or blue.'

Aesthetics



Interface



Extentions



Ease of Use



Colours



Advertisement



General thoughts on the phone

'The phone is very unique and the fact that it will help lots of people with medical conditions makes it even better. This phone will work perfectly for me, it will remind me when I need to take my medication and how much I need to take. This will mean I dont have to be constantly told by my parents to take my medication.'

'The design of the phone is perfect for me because the sceen is really hard to damage and I do drop my phone quite alot.'

Comments regarding alterations to the phone

'The phone could come in more colours and mabye the feel of the phone could be change to give more grip.'

'Apart from these things there are not many alterations I would make. I think its an a amazing phone and its going to help so many people.'

Overall Rating

