



ANALYSIS AND INFORMATION

To grasp the theme of this project (experience of safety) the group analysed external data. In this case, a yearly survey carried out in Stockholm municipality. The survey concluded that residents in Stockholm increasingly worry about becoming victims of crime and about going out after dark. Furthermore, the group conducted a specific survey regarding the perception of safety. The answers collected from the survey was the foundation for mapping values that the users considered to be important in terms of safety. After several evaluations carried out during the design process, the group has categorized and analysed collected data by the method Affinity Diagram.

EVALUATION

Evaluations have played a critical role in this project in order to receive feedback from users regarding SafeCase. The first major evaluation was in the form of user-based testing and was conducted on the Lo-Fi prototype. The users were given a number of tasks to complete in the prototype in order to test the prototypes implemented features. The users were asked to think-aloud during the tasks and to answer a number of questions after the tasks were completed. In the latter evaluation, users were allowed to freely test the prototype. The main reason behind this was to measure criterias for satisfaction.

AN ITERATIVE DESIGN PROCESS



DESIGN

The design has undergone several iterations and development cycles in order to adapt to the user's needs. Early visions of designs and ideas were captured through conceptual art. The concepts were further refined and expanded by making them into Storyboards. When the concept of SafeCase was settled on, a simple Lo-Fi prototype was created with the prototyping tool Balsamiq. After evaluation of the lo-fi prototype, the insights were implemented into a hi-fi prototype created in the tool JUSTINMIND. The exhibition prototype is created by a combination of tools: JUSTINMIND, markup, scripts and a 3D printed case with an attached NFC-button for notification handling.

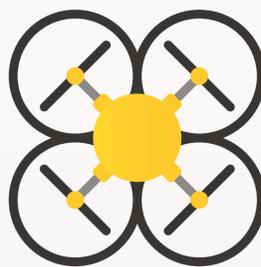
VALUATION

The group has internally investigated, valued and argued about different ideas, concepts and designs. An informal design critique session was conducted to discuss and, above all, evaluate proposals made within the design group. Strongly coupled with these sessions, idea generating brainstorming methods has been used. The group has worked iteratively throughout the development cycle of SafeCase by implementing brainstorming sessions. This method has been used to spell out-, build on-, and to some extent value ideas.

SAFE CASE JOURNEY TROUGH PROTOTYPES



The initial developed concept in the beginning of the project was a robot-vacuum intended for the outdoor environment. This concept operated for the experience of the general room.



From the vacuum-cleaning robot, a concept regarding the experience and perceptions of safety was produced. The idea revolved around a drone which accompanies people who experience unsafety outdoors.

After a need analysis it stood clear that users recognized light as key aspect for the perception of safety. From this a concept was created; An umbrella that illuminated the surroundings. The working name was "Paralys"



UI ELEMENTS WITH UI (USER INPUTS)

I would rather it worked a bit like insta-story, where you can choose to react with five different emojis. This way you can tell someone how you feel, as easily as pressing a like button. It's also nice for the user, and the people watching them at home, if you don't have to write a lot.



The case looks nice, but will it not it be easy to accidentally press the alarm button? How difficult should it be to press it?



A phone is something you want to embellish and use as an accessory



If someone presses the alarm button in a real situation, it should be easy to find that [the alarm-mode] page. I mean, if someone calls you and exit the app, it might be hard to find the [alarm-mode] page again. So maybe you should be able to make phone calls within the app instead of having to exit it? So you are able to call the other guardian angels in the app, and also to the person in danger so you can check up on them, make sure they are alright and be able to calm them down.

I think the button for calling the police is a sensible feature