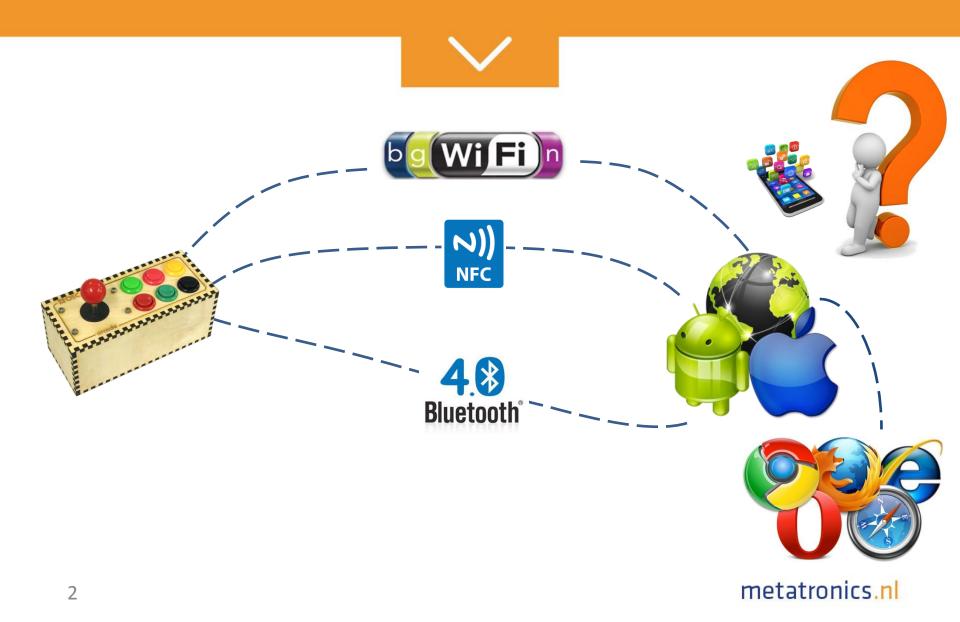


# Challenges of the connected interface

Do's and don'ts in double interface product design



# Connected?



#### What is a connected interface?

- Multiple platform user interface
  - Product interface
  - App
  - Cloud (website)

#### Product interface

• Screen(touch)



Sensors

- Other
- None!







#### Communication interface

- Multiple technologies possible for interfacing
  - Wifi
  - Bluetooth
  - NFC
  - Camera, light, sound
  - USB or other wired connection











## Challenge

- Product should function with single interface
- Second interface should seamlessly connect to product
- Where do you put the main interface? Make a choice!

# Ideal configuration

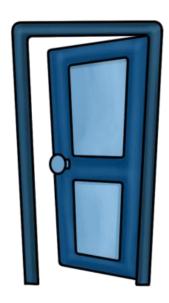
- Product
  - Main function
    - On/off
    - Basic setting
- App
  - Extended functionality
    - Settings
    - Data visualisation
- Cloud
  - Data gathering
    - Data analysis
    - Community functions
    - Product management functions

# What if you cant choose?



## Solution

- Open doors
  - Listen to your customer
  - Test product rigorously before launch



## Solution (2)

- KISS
- For each functionality try to select the best UI, not both on product and App.
- Make good use cases
  - Focus from customer point of view
  - Problem domain, not solution domain
    - Who uses the product
    - How is a product used
    - What if one interface fails
  - This will also create explicit and necessary input for agile development

## Risks of connectivity

- What if wireless connection is lost
  - Product level → no issue
  - App level → no functionality
  - Cloud level → no functionality
- What if internet connection is lost (app or product)
  - Product level → no issue
  - App level → no issue
  - Cloud level → no functionality

# Targetscale

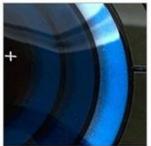
- Dual platform interface
- High tech consumer product
- Extreme time to market request (<6 months)</li>







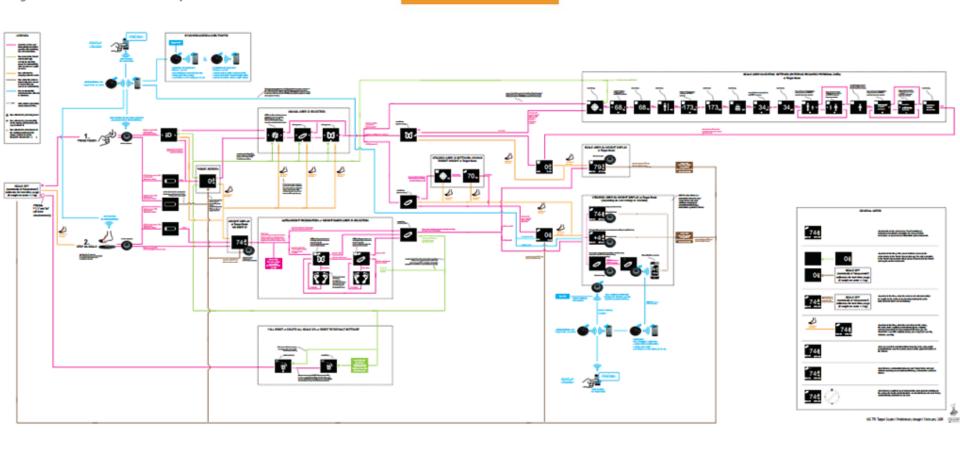




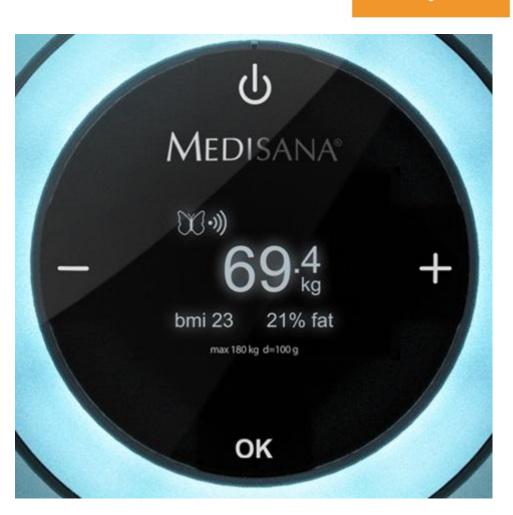
果核网 www.goheee.com

# UI flow Targetscale

Target scale | User Interaction specs



## Differences in UI





#### Lessons learned

- First 2 different user interfaces, and too much functionality
  - consumers were giving it 1 star in reviews
- Update
  - Removed functionality on scale
  - improved 'action-flow'
  - Better matching of UI elements in App and scale
  - Locked scale UI while using the App
  - 4 stars in reviews!

#### Iwaku

- Dual platform interface
- Minimal interface on product, all intelligence in app
- Single touch solution on product

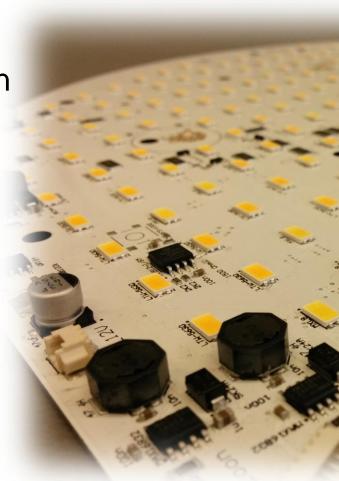


# Demo



#### Who we are

- We develop smart electronics solution
- High tech engineering firm
- Team of 20 people
- 10+ years of experience
- Located in Brainport region

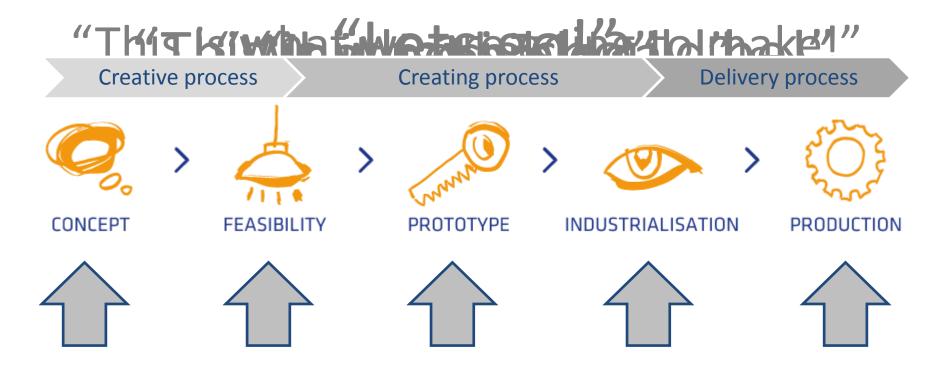


## Technology library

- Using smart technologies
  - Software (embedded systems)
  - Energy
  - Led
  - Sensors
  - User interface
  - Connectivity
  - Lumotion ®
- Using existing and inventing new technologies



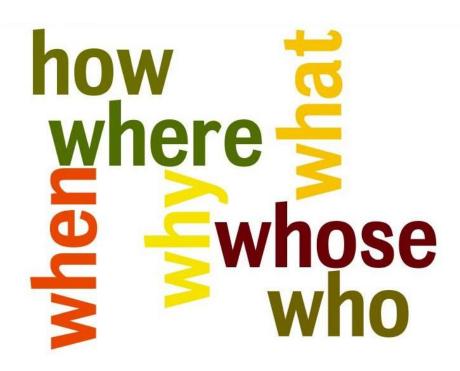
#### Our workflow



#### 10 reasons to choose Metatronics

- 1. Fast time to market
- 2. Concept to production services
- 3. Agile development team, Scrum methodology implemented
- 4. Multidiciplinary engineering
- 5. Specialists in user experience realization
- 6. Looking at the customers customer
- Capable of bridging the gap between business, marketing, design and engineering
- 8. Electronics engineering both hardware and software
- 9. In-house prototyping and manufacturing services
- 10.Strong parnerships with mechanical and UI designers to get the best people for the job

#### Questions



#### Contact

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