



REMINDER X

COMUNICATING DESIGN



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I- INTRODUCTION



About this document

The intent of this document is to visually represent the Reminder X app process, user journey, and key actions that users will perform with the purpose of critiquing, iterating and improving the design.



About the Design

Research Design:

- **Population:** Working adults
- **Sample size:** 4 people (two men and two women)
- **Participant's Age range:** 49-57.
- **Study design:** interviews (15 to 20 minutes, and 20 questions).

Research Findings:

- Most users acknowledge the need to be helped to remember schedules.
- Users have difficult schedules, mostly work related. Half of them have been using Outlook for several years.
- All users assist themselves using paper notes.
- Users have different preferences when it comes to the time frame when they need to be alerted.
- Half of the participants are not comfortable making changes and prefer simple tools.
- All participants would benefit from alerts about social events such as birthdays, anniversaries, etc.
- Half of the participants will benefit from reminders that would include extra features such as meeting's details and other notes and information.



Persona: Steven

Quick Stats

- Age: 49
- Location: Duluth, Ga.
- Living Situation: Owns a home. Lives with wife and 3 dogs.

Background

- MBA
- Works at Home Depot Headquarters as a business manager.

“Without the help of a reminder, I will always forget my schedules!”



Persona Cont.

Main Points

- *Drives the work of others but needs help remembering all his schedules.*
- *Work related schedules are a priority, but he has other obligations and events to remember outside his work.*
- *Appreciates simplicity and feels comfortable following a routine.*
- *Uses paper-notes.*

Goals

- *Be productive and competent at work.*
- *Maintain healthy relationships with family and friends.*
- *Be on time for scheduled events such as work related meeting and doctor appointments.*
- *Be updated about car maintenance, bill expirations and other practical matters.*



Persona Cont.

Pain Points

- *Cannot afford to miss work meetings or ignoring some of their details.*
- *Frustrates when misses events outside his work environment.*
- *Regrets not having more free time.*
- *Work environment is too stressful.*

Narrative

Steve is a busy person. He spends a lot of time at work and in work related meetings. He has a group of close friends and social life. However, he spends most of his free time reading and studying. Occasionally, he also meets with friends and family.

His work schedule does not allow him to spend much time with people outside his work environment. Over the weekend, he often finds himself working to update his skills in order to better compete within his working field. Regardless, he keeps in touch with friends through email and phone communication. Not very often, he uses social media to connect with some people too.

Design Principles

Based on our research, the design should follow the following principles:

1. Clean, and simple interface.
2. Easy to use (As easy as Outlook or easier).
3. Easy to learn.
4. Share the Outlook mental model.
5. Able to create quick simple notes and reminders (just title and time/hour).
6. Able to create more in depth detailed reminders.
7. It should resemble the experience of making paper notes.

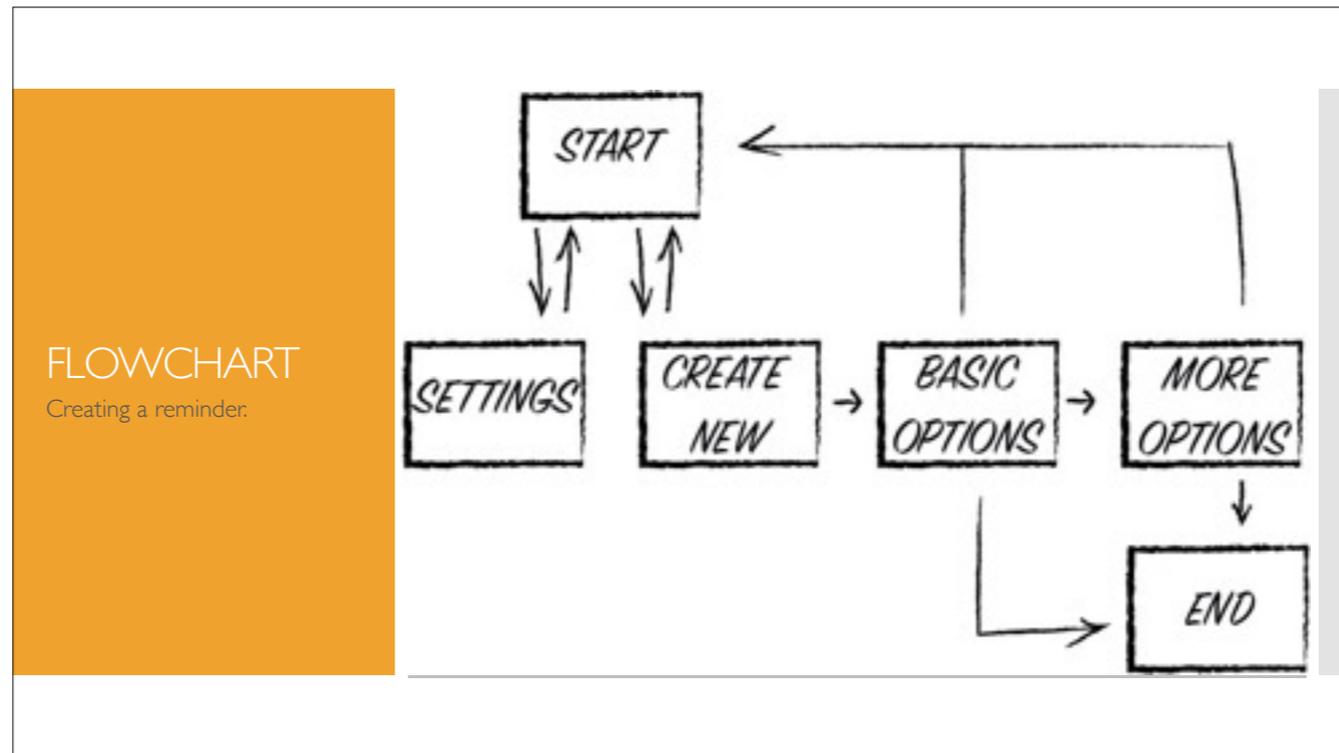
Design Features

- **Simple Design:** Users will be able to create quick notifications without having to spend much time navigating the application or typing.
- **Customizable:** Users can save reminders by category.
- **Other Features:** At times, and depending of the particular occasion and need, the user would choose to create a more specific reminder. Then, he could add *other options*, such as: *add notes, attach notes, invite/share, sound, snooze, and alerts* (minutes or hours, before and after).

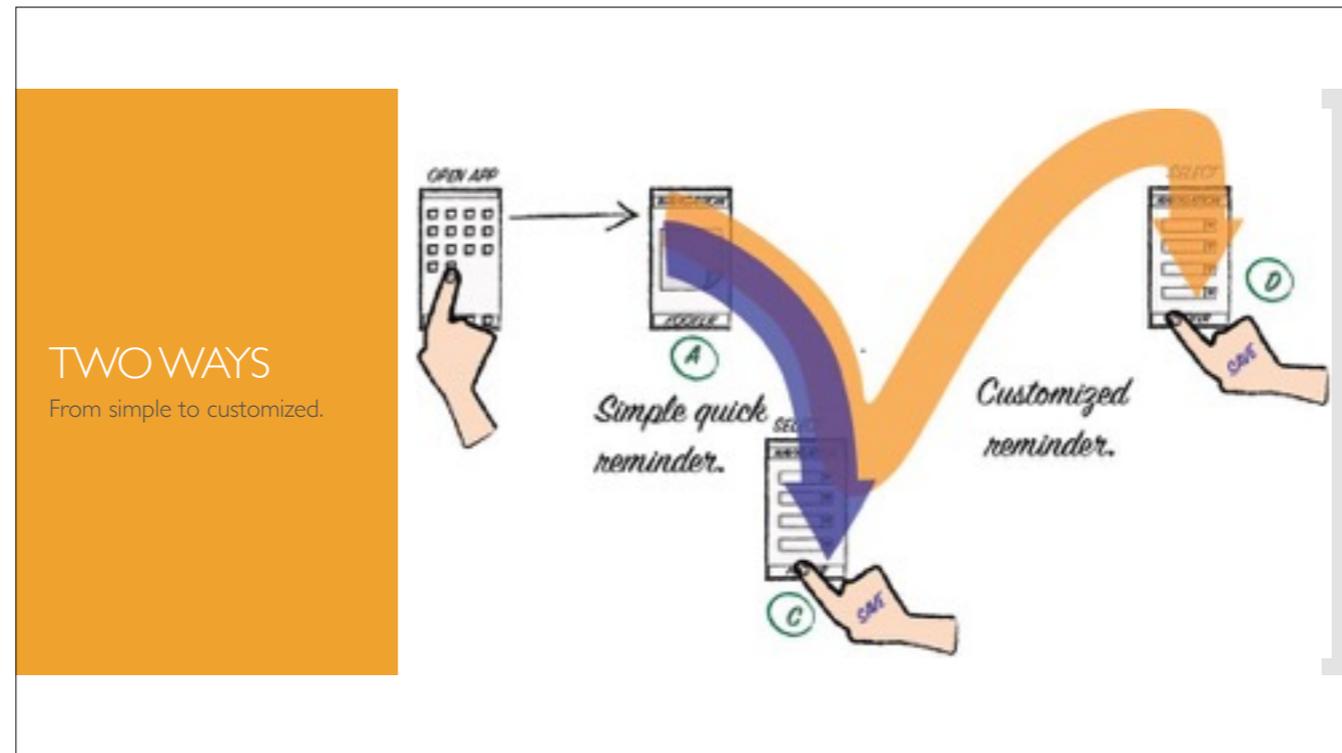
NOTE: These additional features will be easy to use without involving complicated or time consuming navigation paths.

2-THE DESIGN

VISUAL REPRESENTATIONS



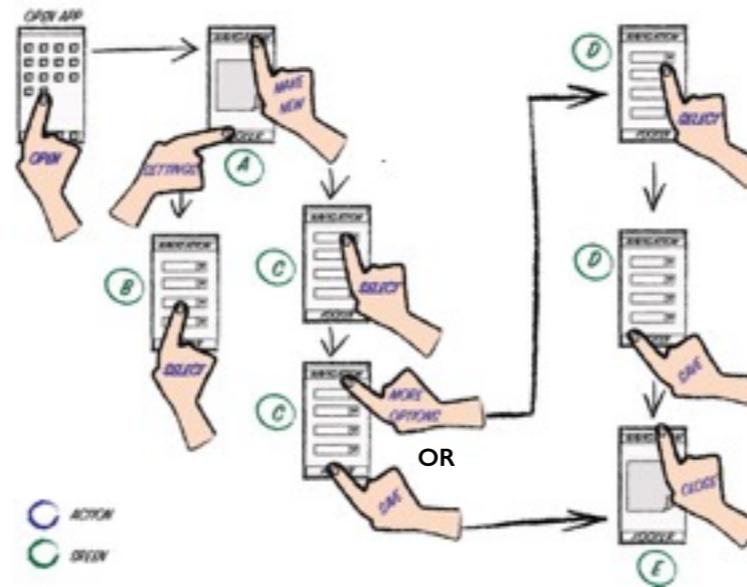
This is a visual representation of the app's process simplified. It can be divide in two cycles, one ending on Basic Options —> End and the other goes further to More Options —> End. From both ends the cycle could go to the beginning and re-start.



This wireflow illustrates the two previously explained paths that the user can transit to create a reminder or a to-do action. One starts on screen A and ends on C, the other one continues to screen D.

WIREFLOW

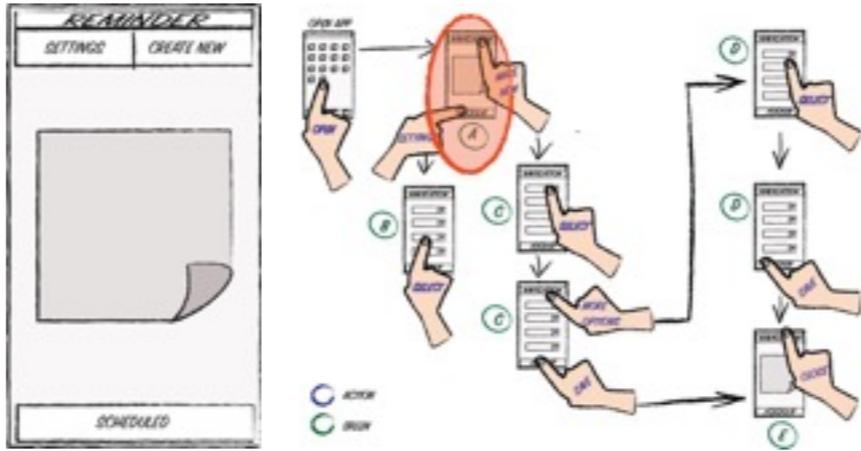
From creating to saving.



This wireflow illustrates in more detail the paths from beginning (A) to end (C or D). From both, C and D, the user saves the reminder and ends on screen E.

WIREFRAME:A

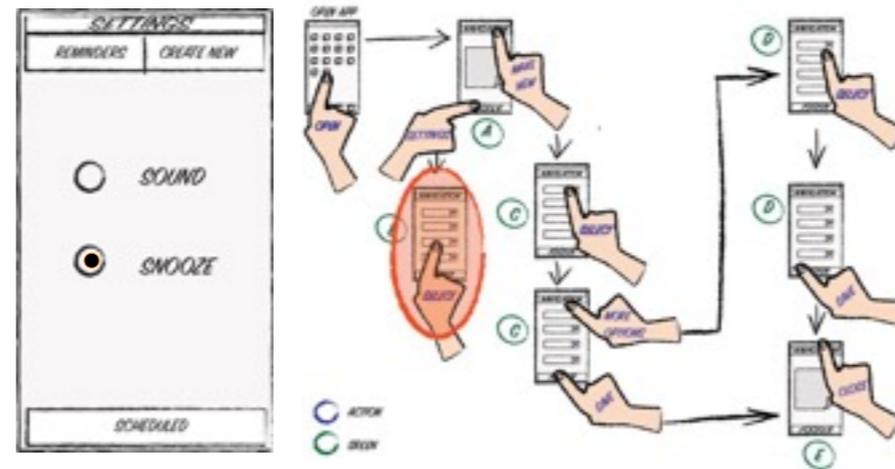
Reminder



This is the starting screen from where the user can go to settings to customize the app or go ahead and create a new reminder.

WIREFRAME: B

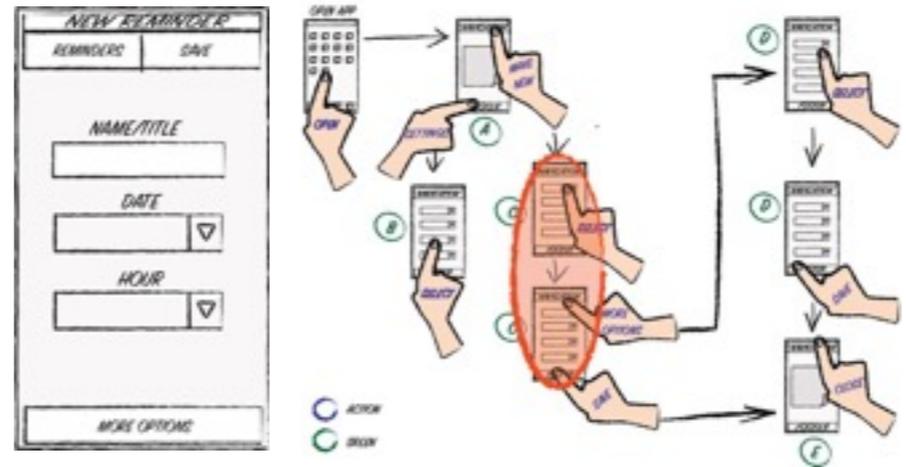
Settings



The settings offer two simple options. A reminder with sound, or without sound (only an image reminder), and with or without snooze. This setting will rule for all the future reminders created, unless options are changed at screen D, if the user decides to add more options.

WIREFRAME: C

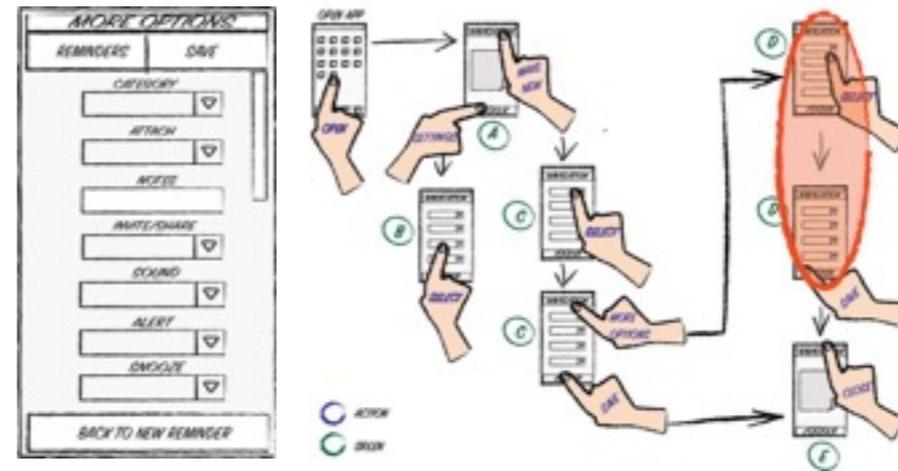
New Reminder



When the user chooses to create a reminder, he has the chance to make a simple reminder such as offered on wireframe C, and save it.

WIREFRAMES: D

More Options



If the user chooses to create a more informative reminder, he can continue to screen D and add more options.

Categories: Personal, work, social, birthdays, other.

Invite/Share: Enter an email address and the scheduled will be shared.

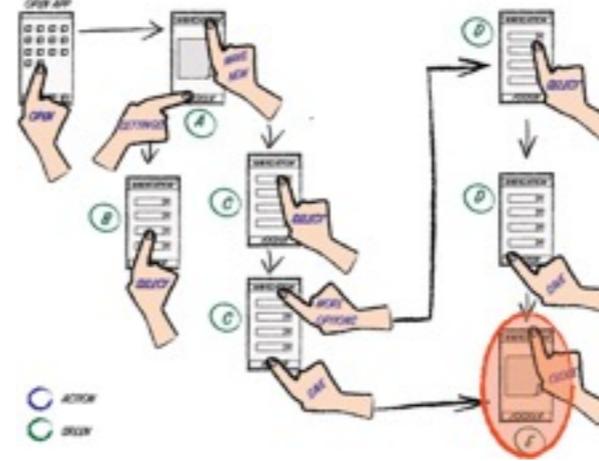
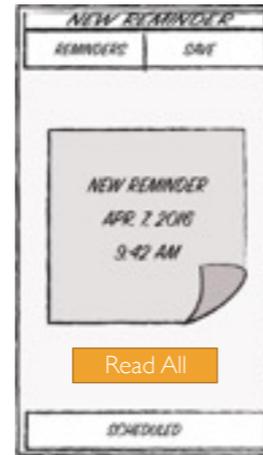
Sound: list of sounds to pic from. If the user already chose "no" sound from the settings screen (B), and he chooses a sound from this screen (D), the selected sound will be used for this particular event, only).

Alert: offers an additional list of options to be alerted with anticipation within minutes, hours, or days before - or after - each event.

Snooze: yes or no (This option will overwrite the one from the settings, only for this particular event).

WIREFRAMES: E

New Reminder (The name the user gave to the to-do or reminder)



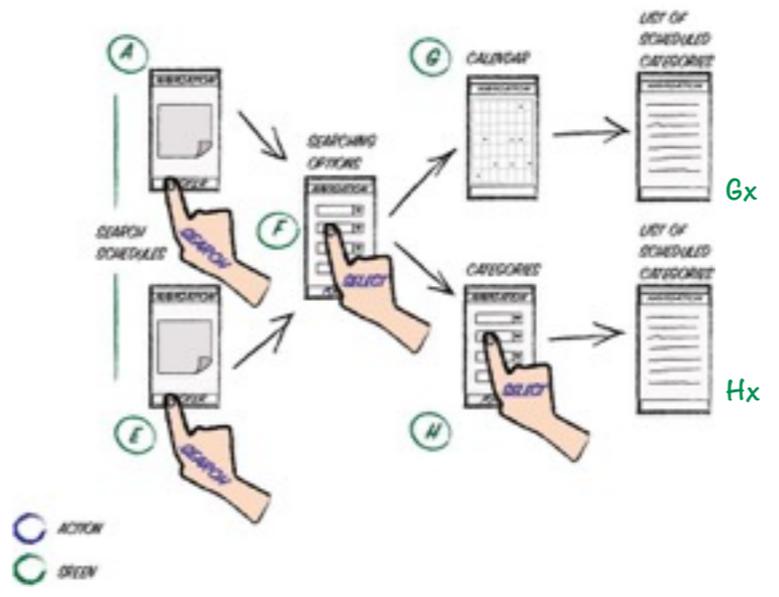
"I appreciate additional features, such as when I need to schedule work meetings."

In any case, the final screen will offer Steve's beloved and familiar paper note reminder.

Please note, in the case he included further information by choosing adding options (D), it'd be a button inside the final screen E **Read All** to read the complete reminder's information (Notes, attachments, etc). Otherwise (C), the screen will look the same but without the **Read All** button.

WIREFLOW

Looking for scheduled reminders.



The user can check his scheduled reminders from any stage of the process, from A to E, by using the **Scheduled** button located at the footer of the screens.

WIREFRAMES F, G, AND H

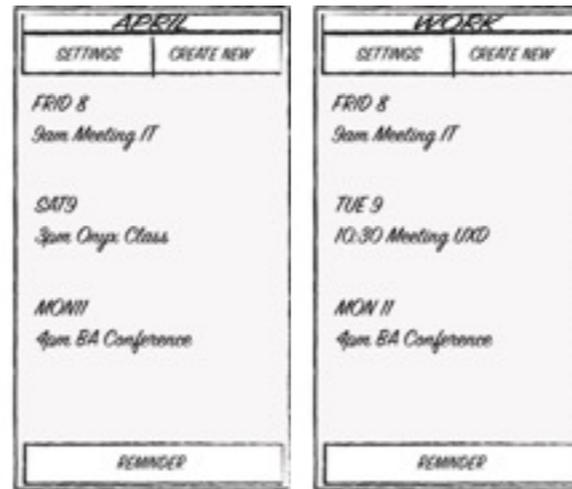
Looking for scheduled reminders.



The user can check his saved schedules by searching by calendar or category. G and H illustrate the two options. On the calendar, the dots signal the existence of a reminder. By clicking on them the user moves to the next screen Gx. If he chooses to search by categories, he will need to select one of the offered categories to move to next screen, Hx.

WIREFRAMES Gx, AND Hx

Lists of schedules.



Gx

Hx

These are the two final lists, one corresponds to *calendars* (G), the other to *categories* (H).

