Table 0 - Final interface

Figure 1

C3) Final Interface pages:



7

Interface final design

Table 1 - Interface Pages (1/4)









Community Page



Wizard guide (1/4)

Action Selection Page

Home (Landing) Page

Table 2 - Interface Pages (2/4)



Action Selection Page - Available actions

Wizard guide (2/4)



Action Details Page



Action Details Page - Available details





High Capacity



Action Details Page - Available details

Store in memory

Action Details Page - Available details

Table 3 - Interface Pages (3/4)





ഹ്രി Tap / Push Button

Action Details Page - Available details





Ok! Now let's add more specifications to our project. Select the features you are more interested for every action you choose!

Action Details Page - Available details







Additional requirements page



Wizard guide (3/4)





Let's see how the product could look like ...



Wizard guide (4/4)

Phisical Layout page

Table 4 - Interface Pages (4/4)





	MC 1502-AR ess pins needed for connecting, and owerful back illumination, but much	brightness levels Offers true blacks and vibrant colors for a more immersive viewing experience, yet falls short in overall brightness and longevity compared to LCDs. Important Informations E4		inexpensive choice with similar features. Important Informations	
h	Replace Compare	Size 22 × 32 × 43	U	Size 20 x 15 x 40	
CO QLED	\sim	Power		Power	
LCD	\sim	Voltage		Voltage	
LCO DLP	\checkmark	5V		5V	
LCO Plasma Dis	iplay 🗸	Maximum temperature		Maximum temperature	
LCO SED	\sim	50-0		50 0	

 Capture Image
 UCAM-III-76LENS
 SPI CAMERA
 1

 Passive
 90K oHMS SANYO
 RESISTOR
 1

 Save Data
 n5776W - GG 9FTR
 D3
 SD CARD MEMORY
 1

Phisical Layout page - Alternatives selection



Bill Of Materials page

 \sim





Electrical Circuit Page



Important Informations

IC:
SSD1306

Driving Current:
25 mA

Current Voltage
5V

Logic Levels:
3.3 V

R3 10K 10V 100V 4.7K C2 0.82UF 35V 2N3417 2N3417

Electrical Circuit Page

Table 5 - Information Architecture



ŀ	→ Resources ←
	→ Tutorial
	→ Community
	└→ Projects
L	→ New Project/Open Project ←
	 → Project Building → Define Goals within the system → Define Relationships within the system
	\checkmark
	\longrightarrow Bill of Materials $$
	→ Electric circuit
	> Dhioigal Layout

First Information Architecture tree developed

3

Second Information Architecture tree developed

Figure 3

Information Architecture - Tree n. 3







3



Third information architecture tree developed

Tree testing results

Table 6 - First Wireframe







First wireframe

First wireframe detail

Figure 3







Figure 4

User Flow observed:







4

First wireframe detail

User Flow from first Wireframe

Table 7 - Second Wireframe





Second wireframe

Second wireframe detail

Figure 3

Home	Resources	Profile	_		•
	Build System				Environment
Give a n Projec	name to this project: ct two		Node Constant Nature Con Sing Con Node Auto 2 Spaniers	da Main 1 🗙 nbare 🕐 nya 🗣 e Add 🗣	Line Width 3 3 Soft Z_Shape Connection (Node Math 1 - Kode Display U(T 1) Line Width 3 3 Soft Z_Shape Connection (Node
Choose	a color for this project:		Microphone Cable	OM	Animation Active
					Animation Points Space
			Math Trigger/Time Light OUT Mater OUT	Sample Transform	×

Second wireframe detail

Table 7 - Second Wireframe

Third wireframe

Posted on: 12 / 02 / 2023

Back Open

Back Start

Figure 3

Figure 4

#Project 01

DISPLAY

OLED 01 Delivers excellent contrast and color accuracy due to independent control of each pixel.

LCD Utilizes a backlight to utilizes a backlight to utilizes a backlight to timma in leage crystals to from an image. E - INK Callen prost readers like torolder Utilizes and minimal power usage MICRO-LED Use incorport an administration for batter (corport) and infritores.

File saved automatically!

D SCREEN 34529TA9A2 oreet consequat turpis, lacus placerat porta.

Third wireframe detail

Third wireframe detail

Third wireframe detail

Table 9 - Wireframe testing

Second wireframe task analysis results

3

Second wireframe S.U.S. Results

Task Analysis on Wireframe n.3:

Test results:

Task Analysis on Wireframe n.3:

S.U.S:

SUS Statements Average Score

4

S.U.S. AVERAGE SCORE

Third wireframe task analysis results

Third wireframe S.U.S. Results

Table 10 - Final interface testings (1/2)

Results from task Analysis - Final interface

Results from Heatmaps - Final interface

3

Figure 2

4

Results from Heatmaps - Final interface

Results from Heatmaps - Final interface

Table 11 - Final interface testings (1/2)

Results from task Analysis - Final interface

Table with the resume of problems from research phase