

NASA Challenge: Astronaut Smartwatch App Interface Design.

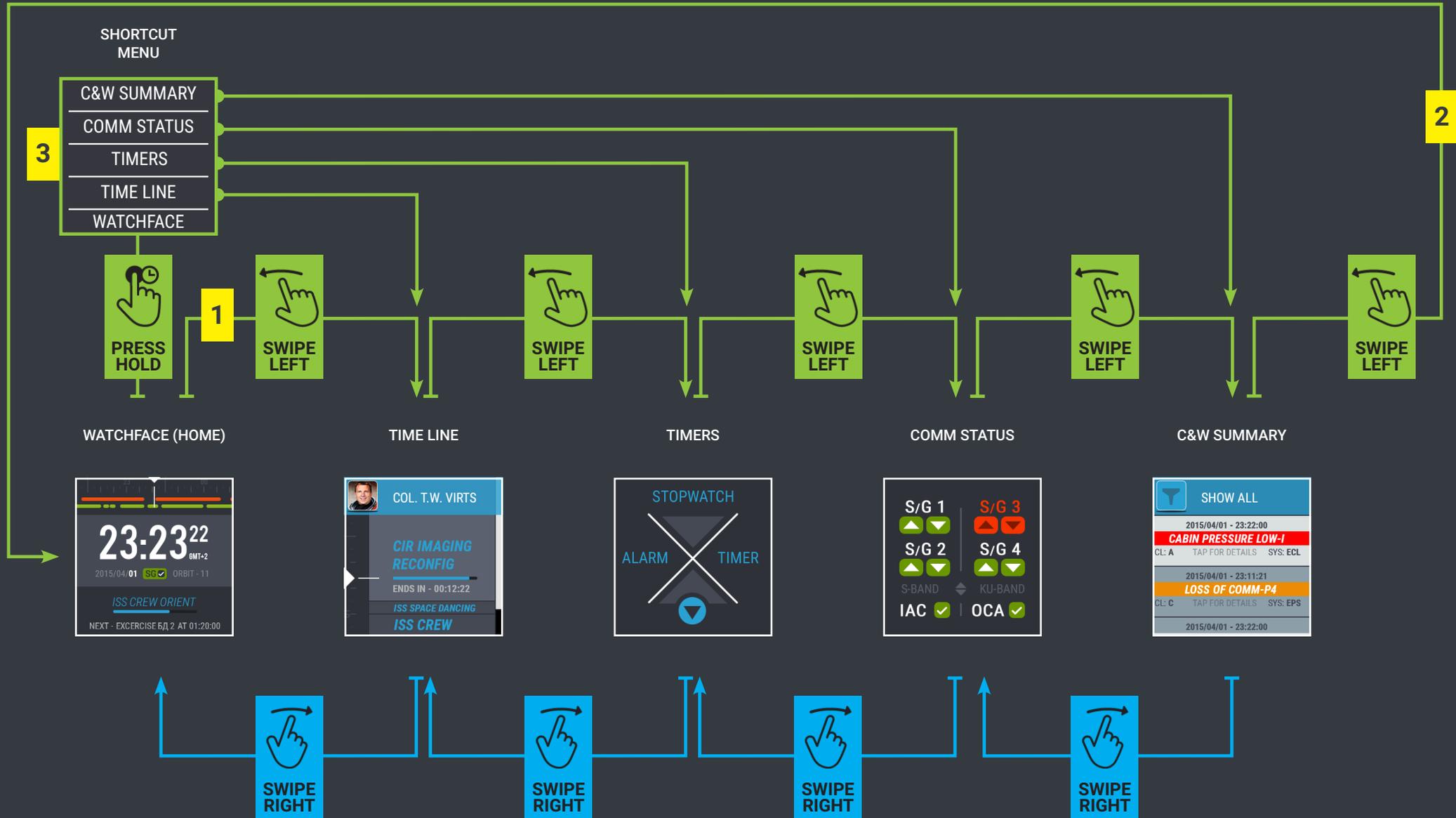
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1 NAVIGATION IS BASED ON A STANDARD HORIZONTAL MODEL. SWIPING LEFT TAKES YOU TO DIFFERENT SCREENS DEDICATED TO A GIVEN FUNCTION.

2 NAVIGATION THROUGH SCREENS LOOPS. WHEN LAST OF THE SCREENS IS SWIPED LEFT, USER IS TAKEN BACK TO STARTING POSITION.

3 CERTAIN EVENTS PRESENT A SHORTCUT THROUGH THE NAVIGATION. PRESS&HOLD ON ANY OF THE TOP-LEVEL SCREENS OPENS A MENU, THAT CAN TAKE YOU TO DESIRED LOCATION WITHOUT HAVING TO SWIPE THROUGH ALL SCREENS. ALSO TAPPING ON NOTIFICATION OR ALARM WILL TAKE YOU TO THAT EVENT'S CONTEXT SCREEN.

DEPENDING ON HARDWARE USED, HARDWARE BUTTONS MIGHT PRESENT MORE SHORTCUT OPTIONS, SUCH AS IMMEDIATELY STARTING A TIMER FROM ANY SCREEN.

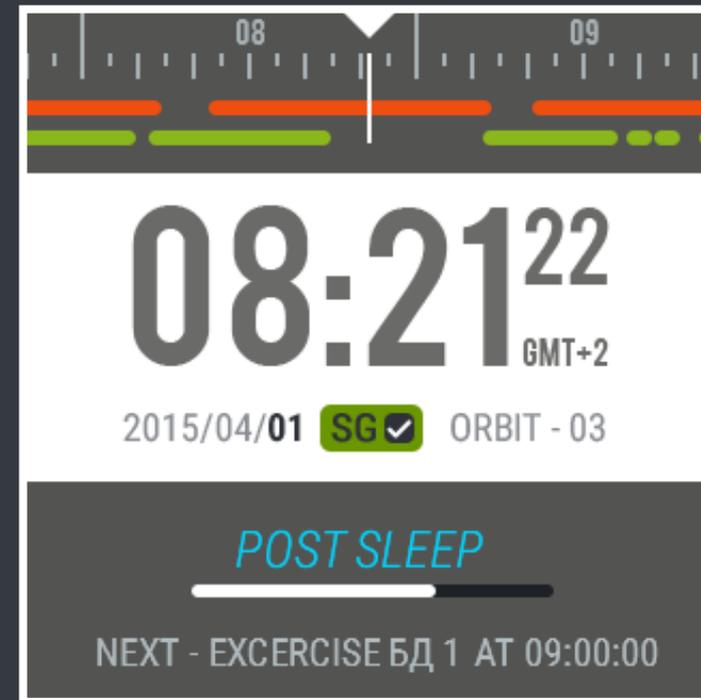


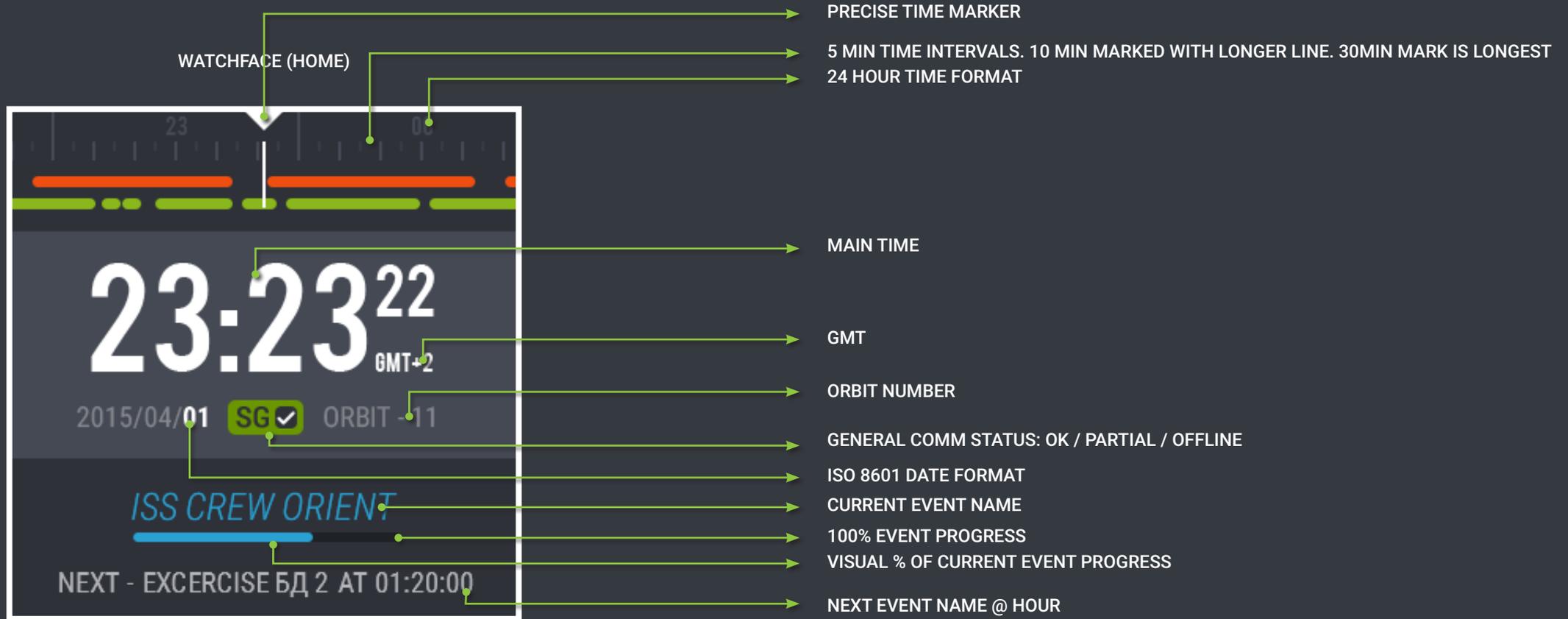
DAY / NIGHT SLEEP CYCLE OR ISS EXPOSITION TO SUN CAN BE INDICATED BY CHANGE IN COLOR THEME. THIS WOULD NEED TO BE FURTHER TESTED AGAINST LIGHTING CONDITIONS ABOARD ISS FOR BEST VISIBILITY RESULTS.

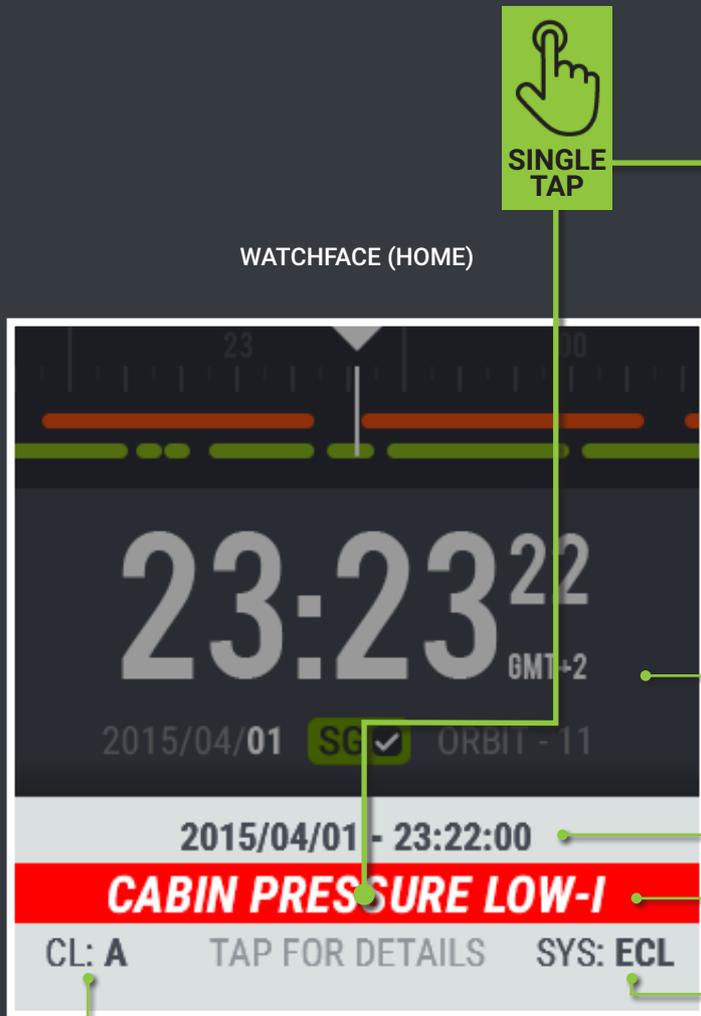
WATCHFACE (HOME)
NIGHT THEME



WATCHFACE (HOME)
DAY THEME







WATCHFACE (HOME)



C&W LOG

SHOW ALL
CABIN PRESSURE LOW-I
CL: A TAP FOR DETAILS SYS: ECL
2015/04/01 - 23:11:21
LOSS OF COMM-P4
CL: C TAP FOR DETAILS SYS: EPS
2015/04/01 - 22:01:29
SM BITS OPS RECORDED...

TAPPING ON THE ALARM TAKES THE USER TO C&W SUMMARY SECTION FOR DETAILS. THIS ACTION ALSO CAN MARK THE ALERT AS "ACKNOWLEDGED"

40% BLACK OVERLAY TO DIM THE WATCHFACE WHILE ALARM IS ACTIVE

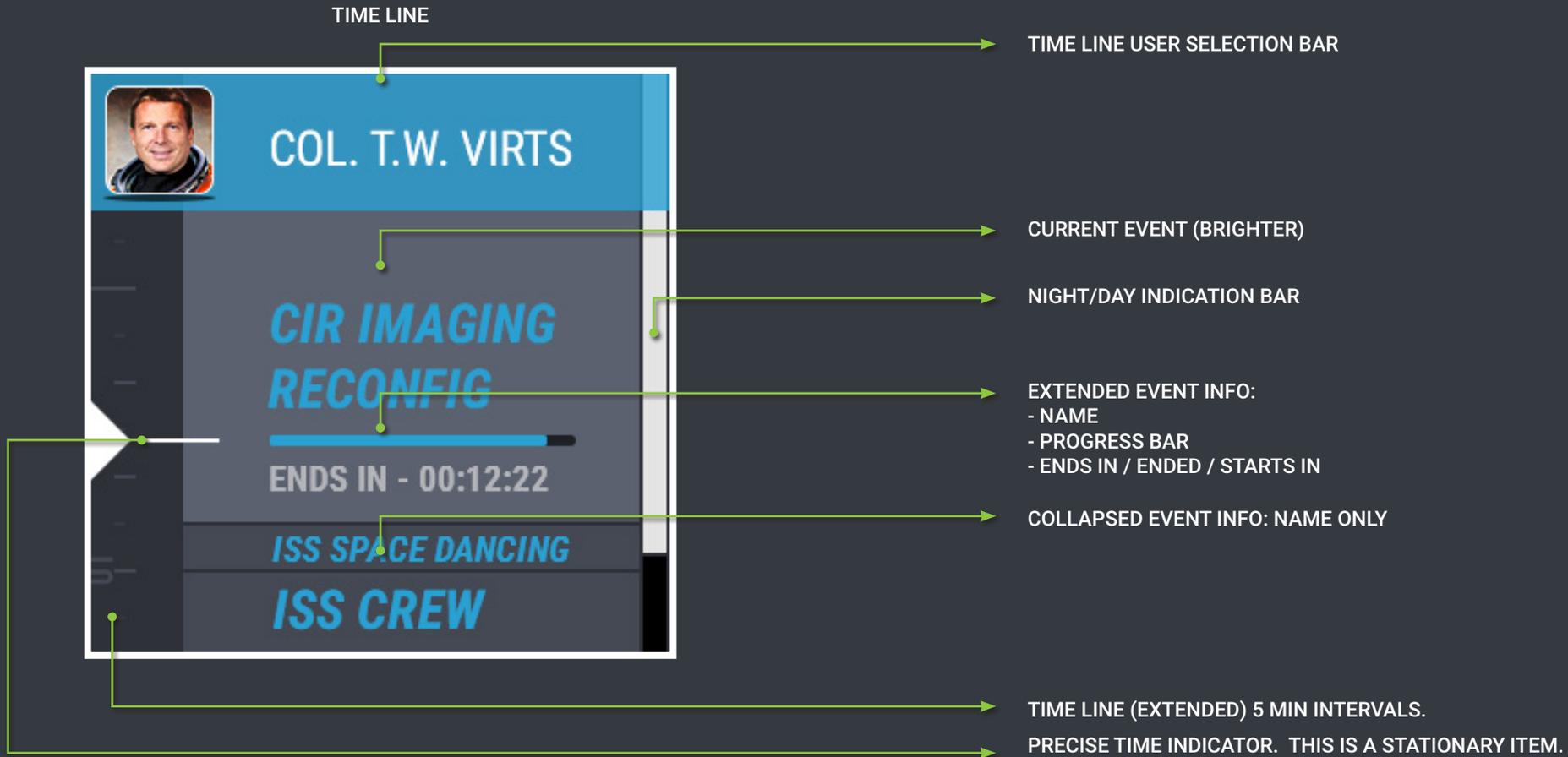
TIME STAMP

ALARM TITLE. COLOR CODING FOLLOWING SYSTEM GUIDELINES.

SYSTEM NAME

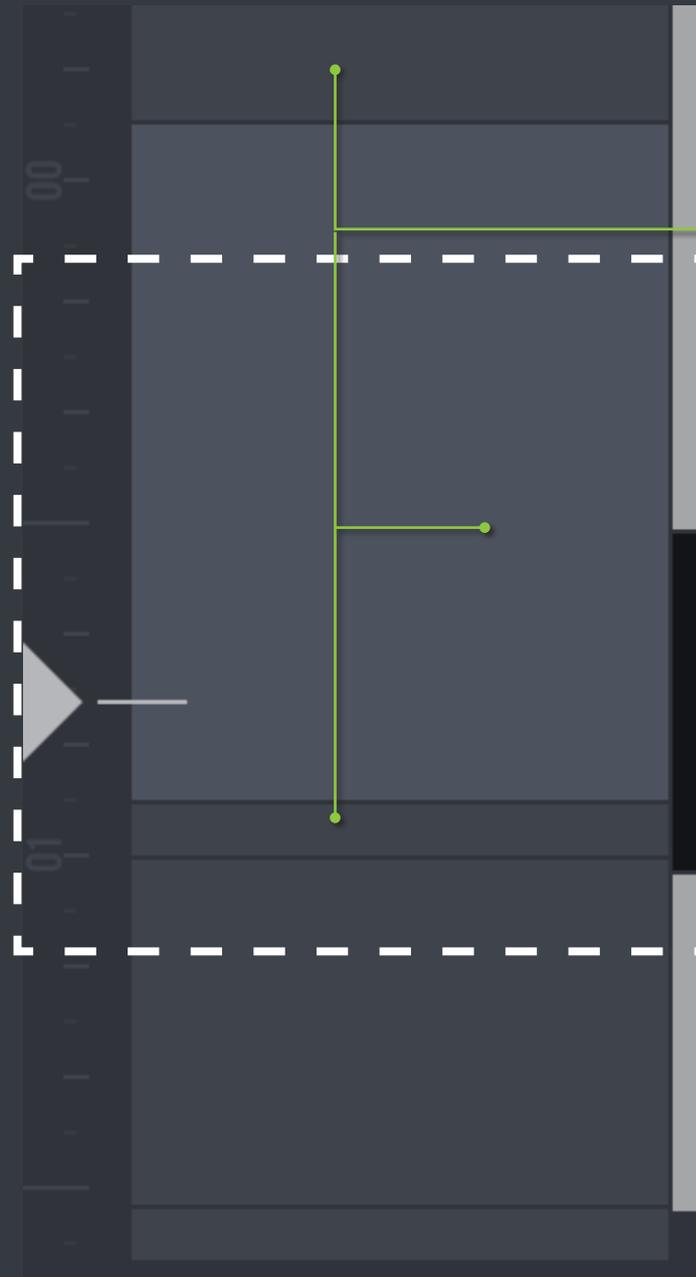
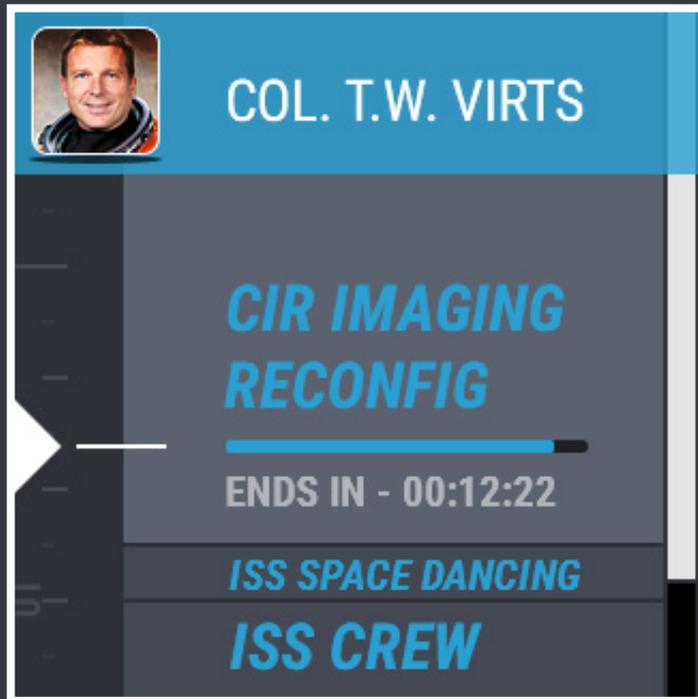
CLASS

TO FULLY UNDERSTAND THE TIME LINE ANIMATION, CHECK OUT [TIMELINE-ANIMATION.MP4](#) MOVIE FILE.



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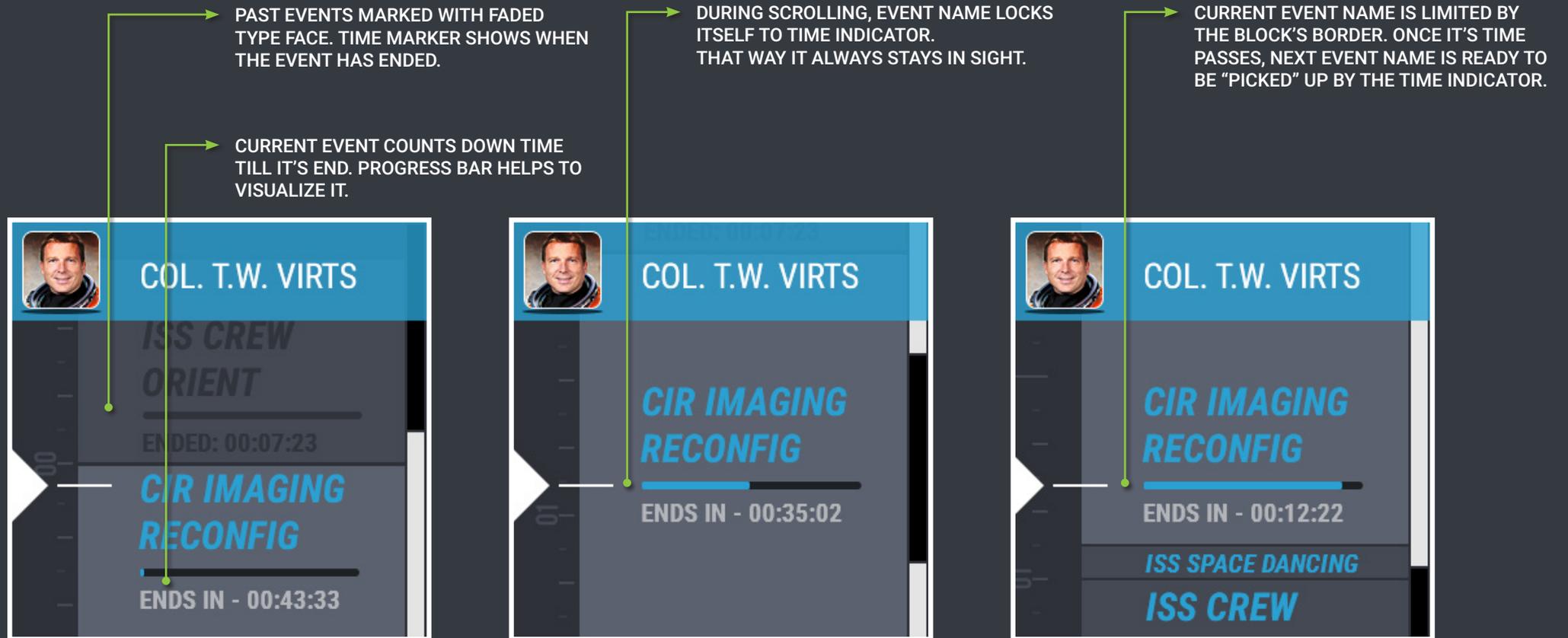
TIME LINE



NOTE THAT EVENT "BLOCKS" STAY RELATIVE IN SIZE TO ONE ANOTHER TO ILLUSTRATE LENGTH OF THE EVENT.

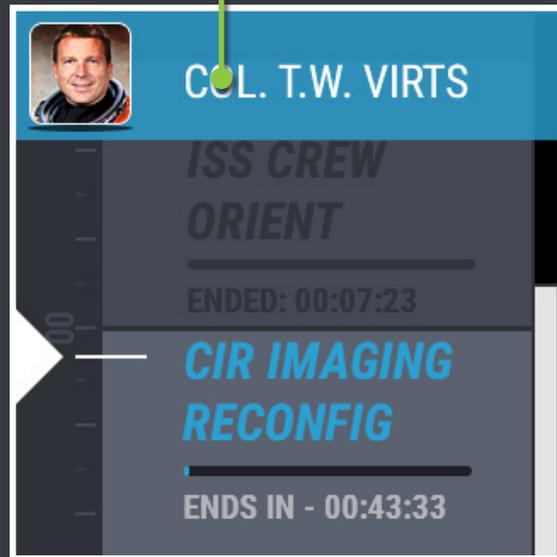
WITH LONG EVENTS LIKE SLEEP, THIS FORCES USER TO SCROLL TO SEE THE NEXT EVENT, BUT IN THE END PROVIDES BETTER UNDERSTANDING OF TIME SCALE.

TO FULLY UNDERSTAND THE TIME LINE ANIMATION, CHECK OUT [TIMELINE-ANIMATION.MP4](#) MOVIE FILE.

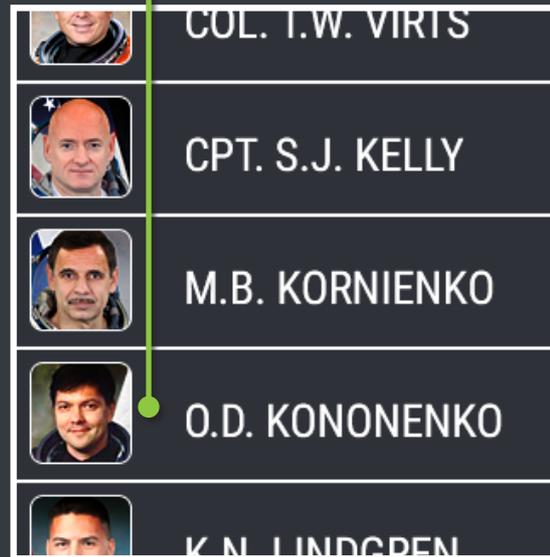


NESTED SCREENS AND USER SELECTION

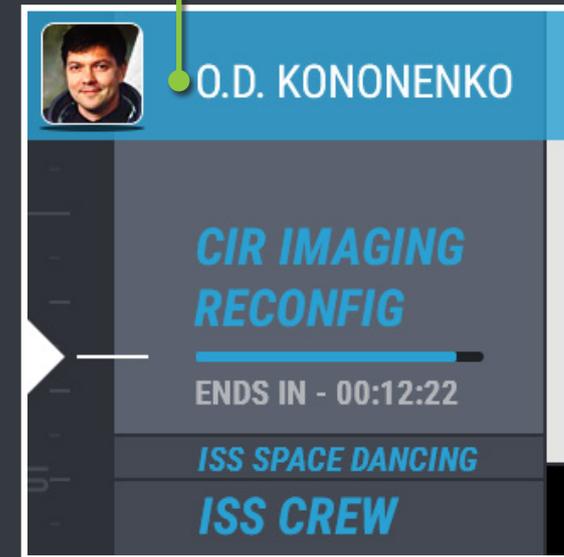
TAPPING ON CONTACT NAME BRINGS UP CONTACT LIST



SELECTING OTHER USER FROM THE LIST LOADS HIS/HER'S TIME LINE

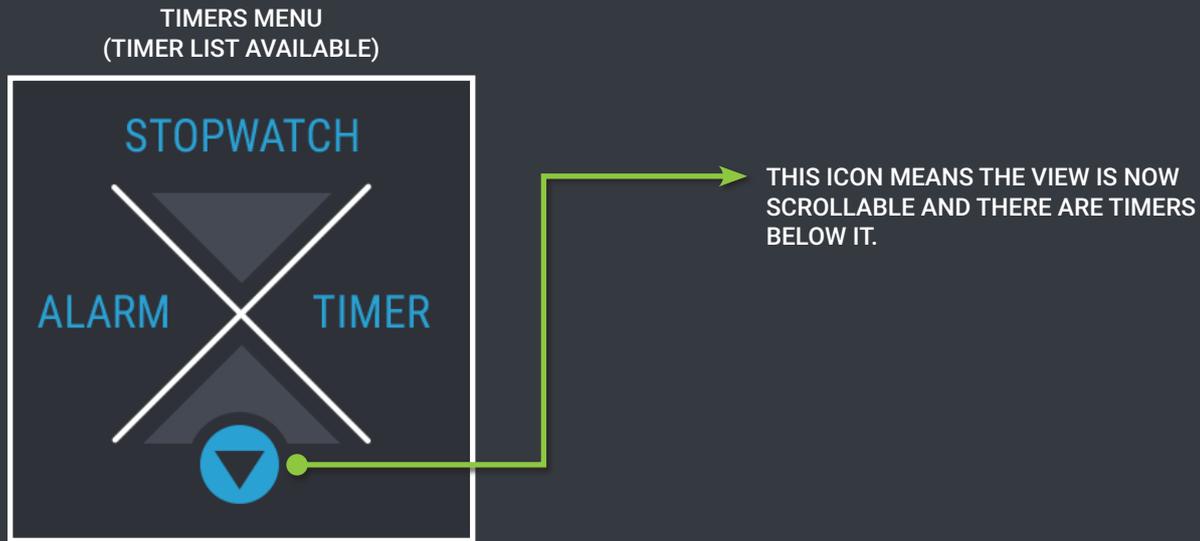
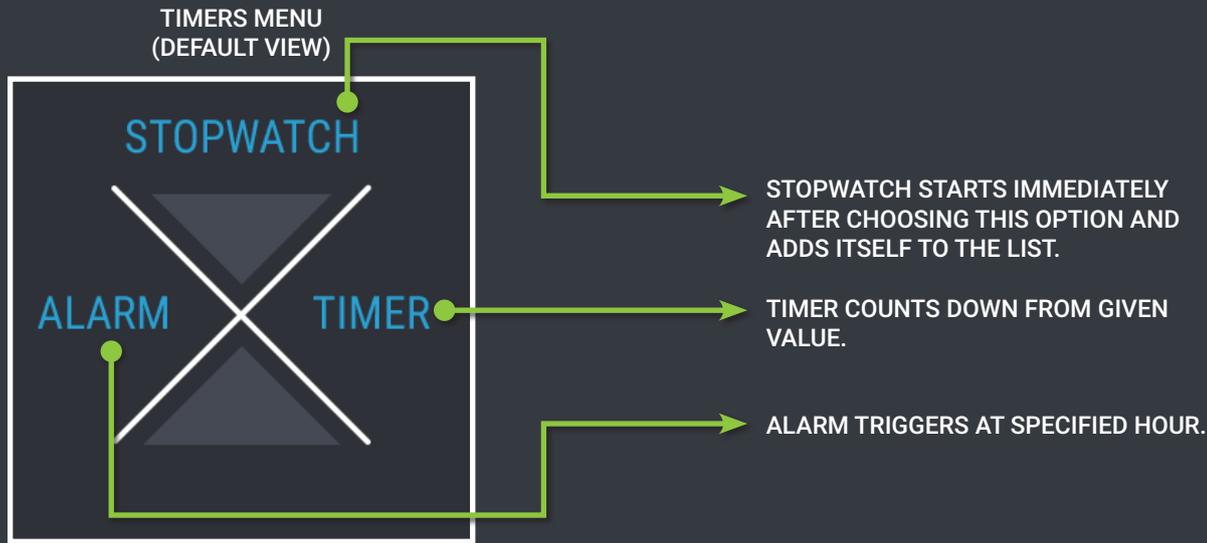


NEW TIME LINE FOR SELECTED USER IS LOADED.
IF THE USER EXITS, THE TIME LINE IS RESET TO DEFAULT USER.



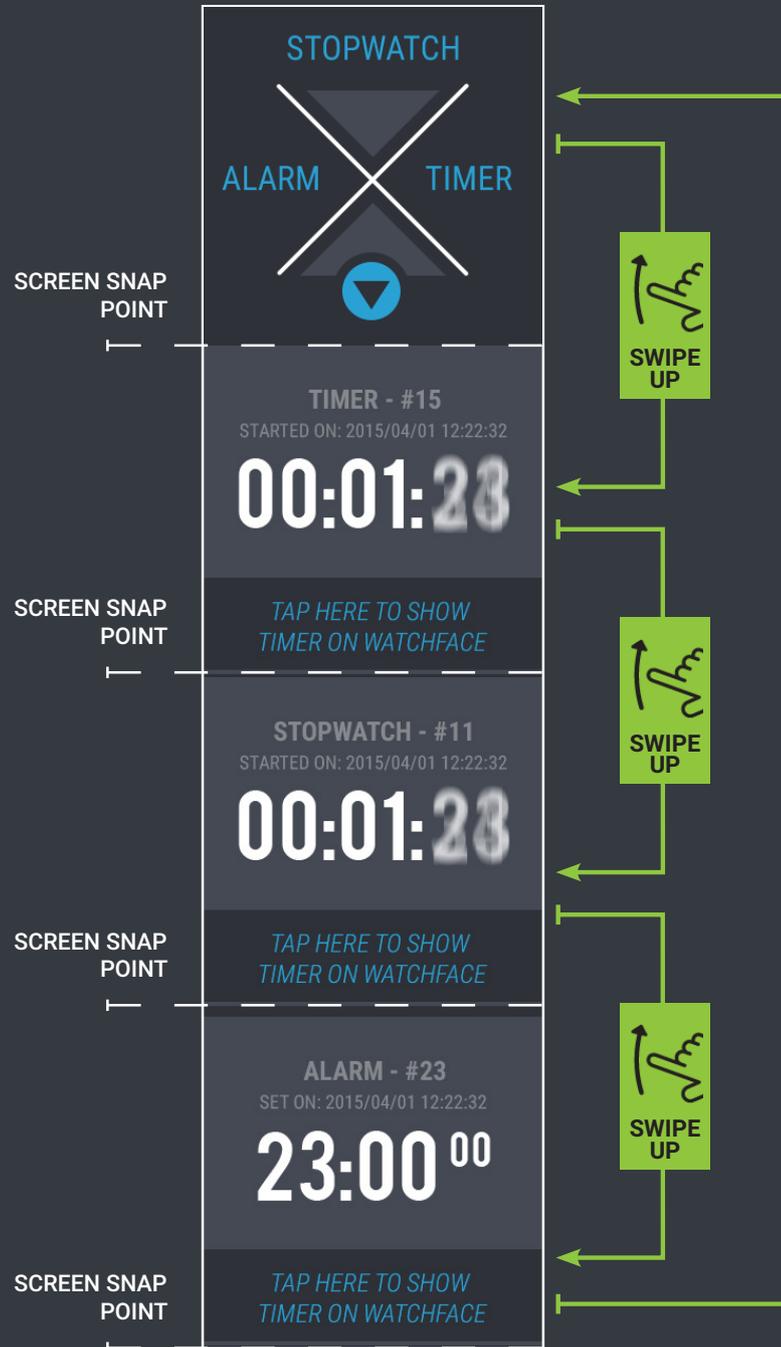
TIMERS SCREEN STRUCTURE IS BASICALLY A EXPANDING AND LOOPED LIST. AS USER ADDS TIMERSM THE LIST EXPANDS.

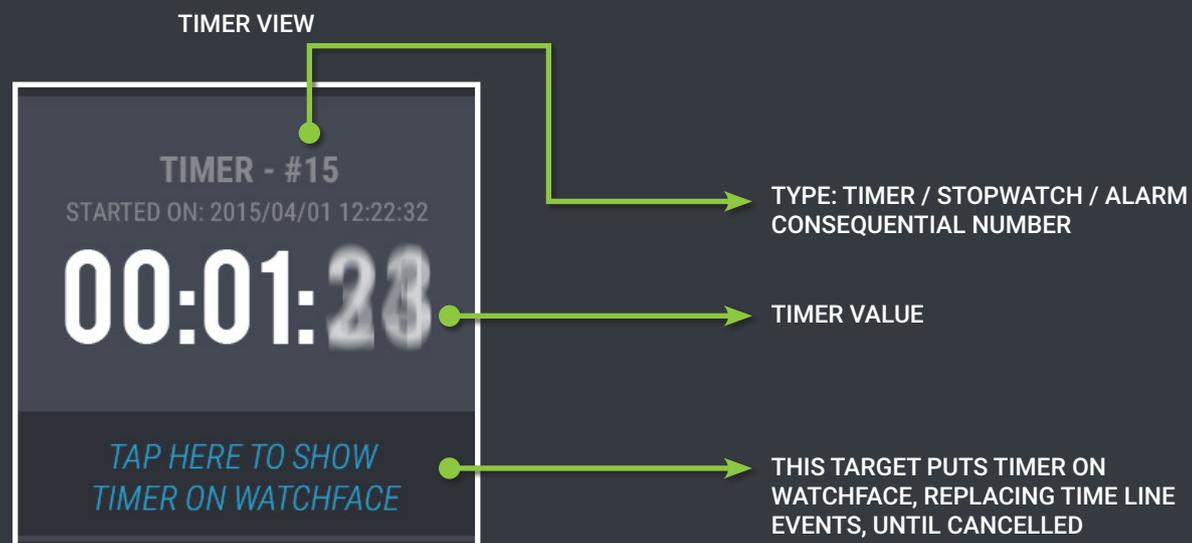
TIMERS MENU IS ALWAYS THE DEFAULT VIEW, ONCE USER ENTERS THIS SCREEN.



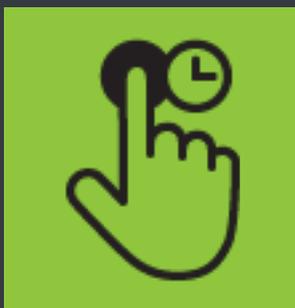
FROM THE DEFAULT SCREEN, THE LIST CAN BE "FLICKED" THROUGH ALL THE ITEMS.

FOR EASIER VIEW, EACH TIMER ITEM WILL "SNAP" INTO POSITION TO ENABLE PROPER POSITIONING OF THE "TAP HERE TO SHOW TIMER ON WATCHFACE" TOUCH TARGET.



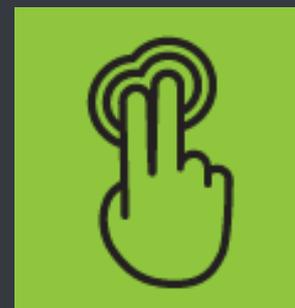


TIMERS - INTERACTIONS



DELETE TIMER

TAP AND HOLD - ON A RUNNING TIMER WILL PROMPT USER TO CONFIRM DELETION OF THE TIMER.

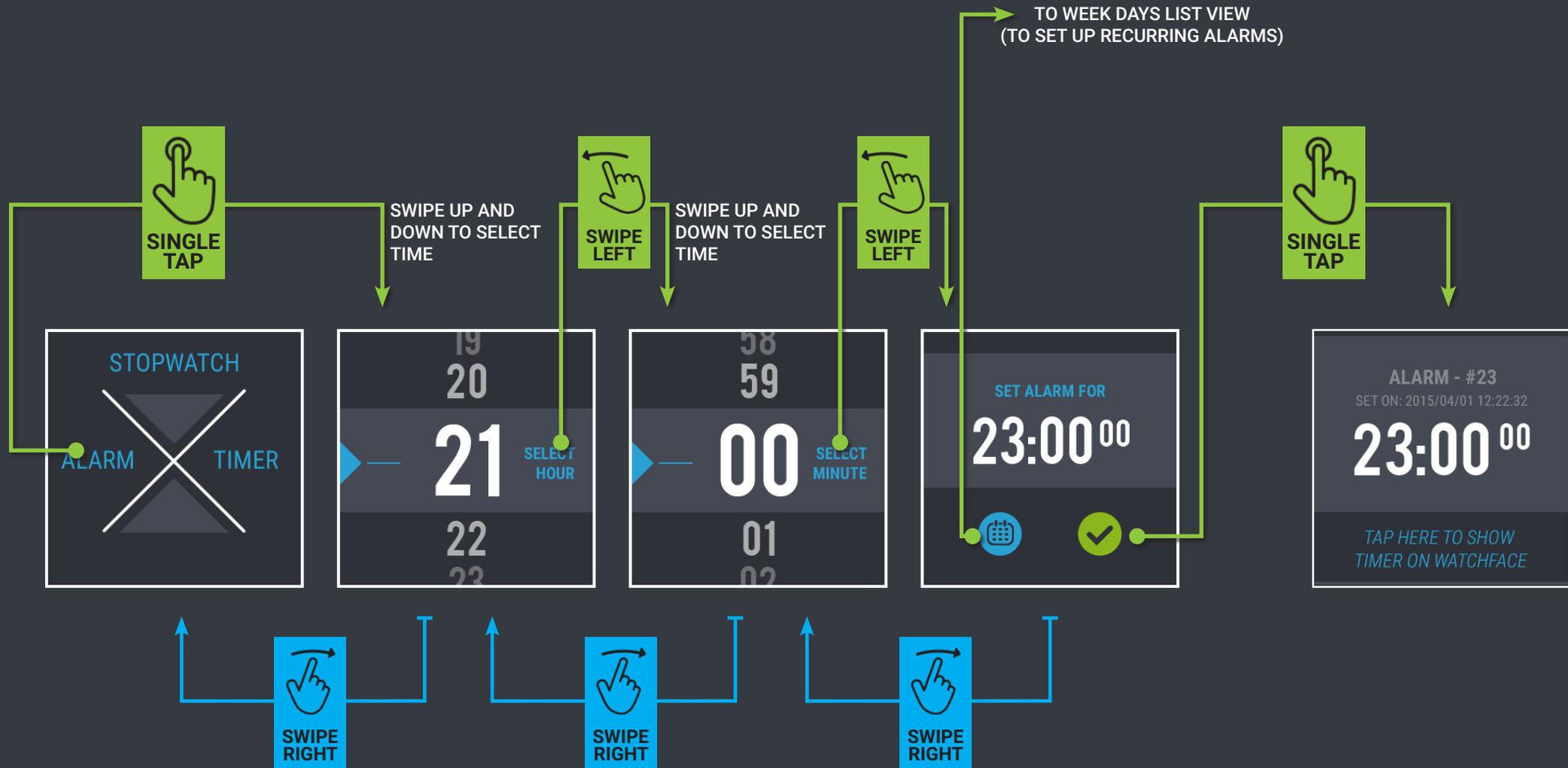


START / STOP

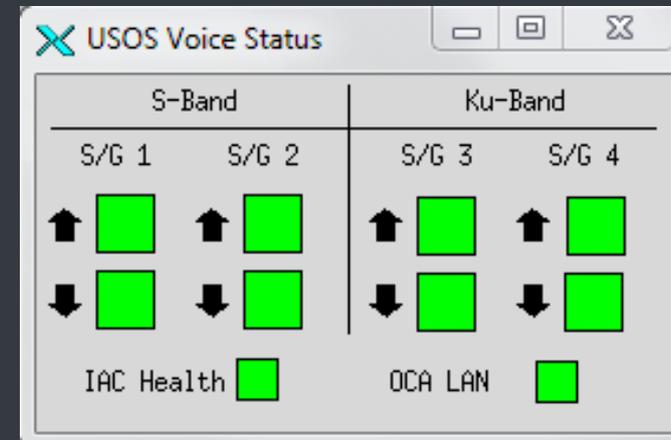
TWO FINGER TAP WILL PAUSE OR START THE TIMER.

SETTING UP ALARMS TAKES USER THROUGH COUPLE OF STEPS.
 SIMILAR STEPS ARE NEEDED TO SET UP A TIMER (NOT SHOWN HERE).
 HORIZONTAL NAVIGATION THROUGH SWIPE GESTURE TAKES THE USER FORWARD OR BACK IF HE NEEDS TO
 CORRECT HIMSELF BEFORE CONFIRMING ALARM CREATION.

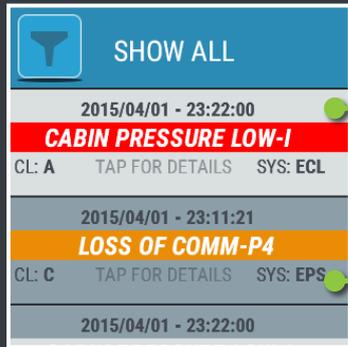
ONCE ON THE [LIST SHOWN HERE](#), ALARM CAN BE DELETED BY PRESS&HOLD GESTURE.



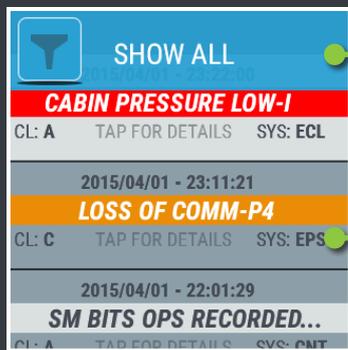
THIS SCREEN IS FOR INFORMATION PURPOSES ONLY. NO INTERACTION.
YOU KNOW WHAT TO DO.
MOVE ALONG.



- C&W SUMMARY IS A LIST CONSISTING OF WARNING EVENTS.
- LIST CAN BE FILTERED ACCORDING TO STANDARD SYSTEM COLOR CODE.
- WHEN TAPPING ON ONE OF THE WARNINGS, USER IS TAKEN TO DEEPER SCREEN WITH MORE INFORMATION ON THE EVENT.
- VIEWING DETAILS MAKES THE EVENT "ACKNOWLEDGED" (TBD?)



THIS CRITICAL WARNING IS NEW AND IT'S BRIGHTER BACKGROUND TELLS US THAT IT HAS NOT BEEN ACKNOWLEDGED YET.



WARNINGS ARE SCROLLABLE. THE FILTER SELECTION LAYER IS SEMI TRANSPARENT.

THIS WARNING IS OLD AND IT WAS ALREADY ACKNOWLEDGED. BACKGROUND COLOR IS DIMMER.



WARNING DETAILS

TO BE DESIGNED



- LIST CAN BE FILTERED ACCORDING TO STANDARD SYSTEM COLOR CODE.
- FILTER SETTINGS WILL RESET TO "ALL" UPON EXIT

