Lorem ipsum dolor sit amet, consectetaur

1

Today's Schedule

2

Functional Annotations

1 Touching anywhere on the screen (except the schedule button) makes this announcement disappear and the Destinations screen appear. If there is no announcement, the Destinations screen is the default.

2 Touching this button displays the schedule screen.

Content Annotations

1 Announcements are keyed in by staff. They appear whenever the walker is woken up from sleep mode.

Key

Functional Reference	1
Content Reference	1
Static Text	Lorum ipsum
Linked Text	Lorum ipsum
Dynamic Text	Lorum ipsum
Conditional	- - - -
Include	include

Issues

How do you get the announcement back if you want to see it again?

Changes since last revision

None

Interaction Designers: Jeff Howard, Andy Ko, Dan Saffer

Version: 1.0
Date Created: 10/20/2003
Project Name: Social Robotic Walker Interface

Functional Annotations

1. Touching an image takes you to its Directions screen.

2. Touching this button brings up the next set of two images, and the next set, etc. until it cycles back to these original two.

Content Annotations

1. Images captured from live feeds from various locations around the facility. Images are refreshed every three minutes.
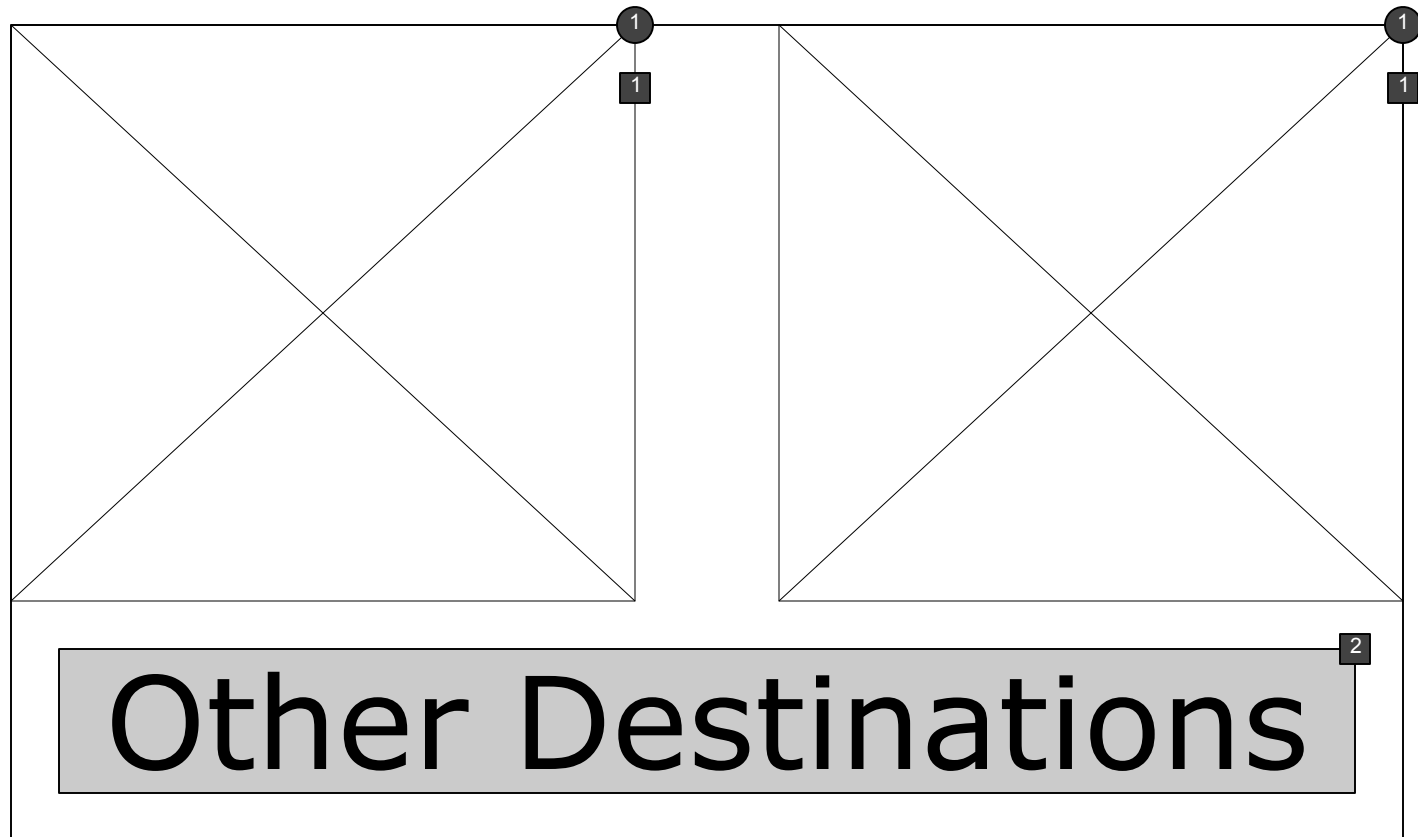
Other Destinations

Key

Functional Reference	1
Content Reference	1
Static Text	Lorum ipsum
Linked Text	Lorum ipsum
Dynamic Text	Lorum ipsum
Conditional	
Include	include

Issues

Do we need titles for the rooms or will it be obvious what room is what?

Do we need a way to get to the schedule from this screen?

Changes since last revision

None

Lorem ipsum dolor sit amet, [1]

Dining Room [2]

[1]

Nurse's Station
TV Room
Your Room [3]

Version: 1.0
Date Created: 10/20/2003
Project Name: Social Robotic Walker Interface

Functional Annotations

[1] Arrow points to direction the user should walk to reach her destination. If the destination is behind the user, the arrow will instruct her to make a series of right hand turns. Arrow grows progressively more red the closer the user gets to the destination. Upon reaching the destination, the arrow turns to a dot.

[2] Touching the screen at any time brings up the default screen (either Announcements or Destinations).

Content Annotations

[1] Shows relevant information about the destination. For example, breakfast hours for the dining hall. If the user is in close proximity to another walker (10'), the name of the other walker's user is displayed here instead. Only the closest walker user is shown.

[2] Destination, chosen from previous screen.

[3] Shows origin point (the last item) and locations user has passed. Generated as user moves.

Key

Functional Reference	[1]
Content Reference	[1]
Static Text	Lorum ipsum
Linked Text	Lorum ipsum
Dynamic Text	Lorum ipsum
Conditional	
Include	include

Issues

If another walker user's name is being displayed on the left panel, does touching that panel bring back the destination information?

Do we need a way to get to the schedule from this screen?

Changes since last revision

None

Lorem ipsum dolor sit amet, consectetaur

Version: 1.0
Date Created: 10/20/2003
Project Name: Social Robotic Walker Interface

Functional Annotations

1 Touching anywhere on the screen displays the default screen (either Announcements or Destinations).

Content Annotations

1 Schedule is keyed in by staff.

Key

Functional Reference	1
Content Reference	1
Static Text	Lorum ipsum
Linked Text	Lorum ipsum
Dynamic Text	Lorum ipsum
Conditional	
Include	include

Issues

None

Changes since last revision

None

Interaction Designers: Jeff Howard, Andy Ko, Dan Saffer