

DESIGN THINKING- COMMUNICATION AND NETWORK

AN APP DESIGNED FOR COMMUNICATION

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INTRODUCTION

- ▶ Require to create/ improve facilities related to network & communication
- ▶ Along the process, we need to apply design thinking method which is divided into 5 steps :
 - Emphasize
 - Define
 - Ideate
 - Prototype
 - Test
- ▶ We choose elders as our target of audience

EMPHASIZE

- ▶ Few students were interviewed regarding the problems they faced whenever they try to contact their elders.
- ▶ Example of the questions :
 - How do you contact with your elders?
 - Do you face any difficulties during the process of contacting them?
 - Is the current communication device easy for them to use?

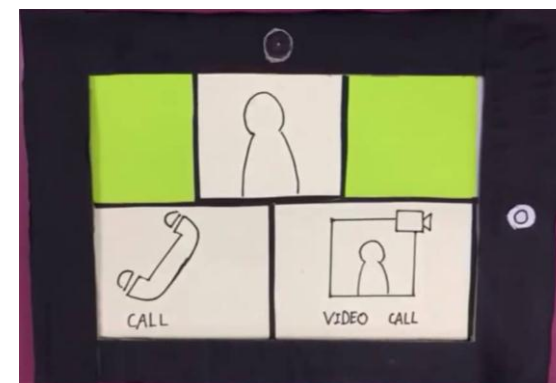
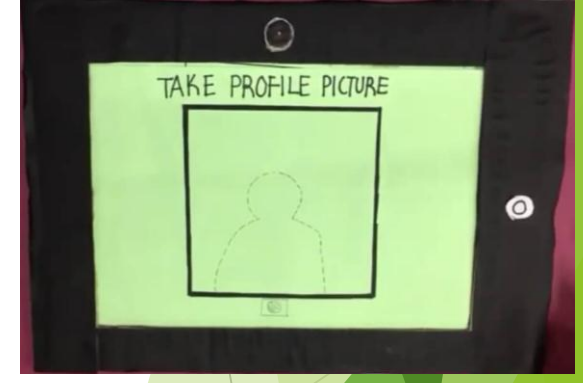
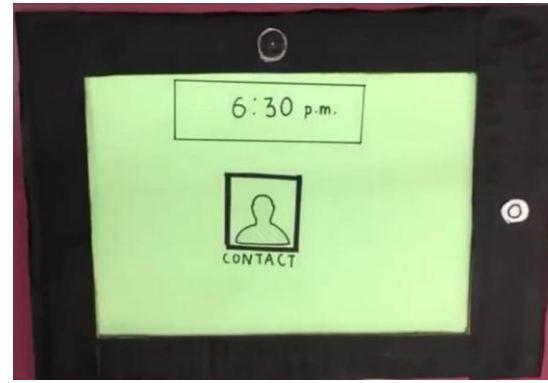
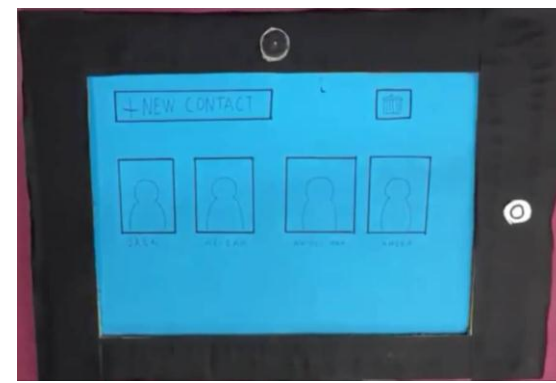
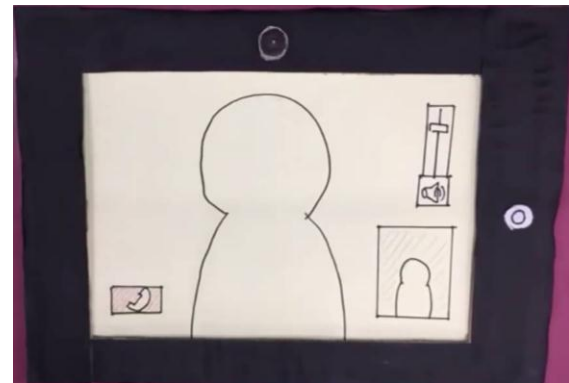
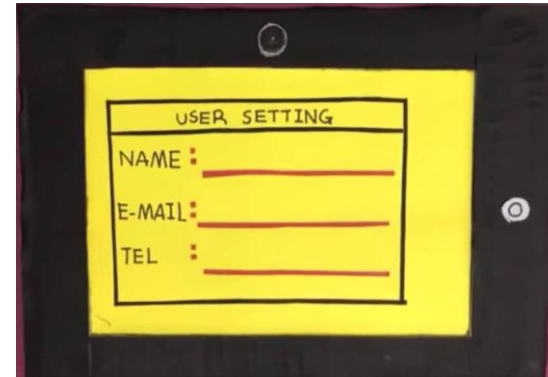
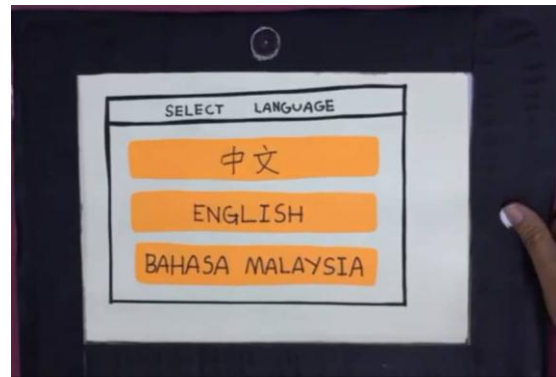
DEFINE

- ▶ After the interview several problems were identified and define.
 1. Current communication device is too complicated for them to use
 2. The screen is too small for them
 3. Texting is too difficult for them

IDEATE

- ▶ Our group decided to create a device (a prototype) for our topic.
- ▶ The prototype must require the following features :
 - ▶ Simple and easy to use
 - ▶ Only to be used for calling or video call
 - ▶ Size of screen should be large

PROTOTYPE



REVIEW

- ▶ After finishing the prototype, the reviews from the students were collected.
- ▶ Future upgrades :
 - ▶ Voice control functions
 - ▶ Emergency call functions