

UI/UX Process Book

Arca

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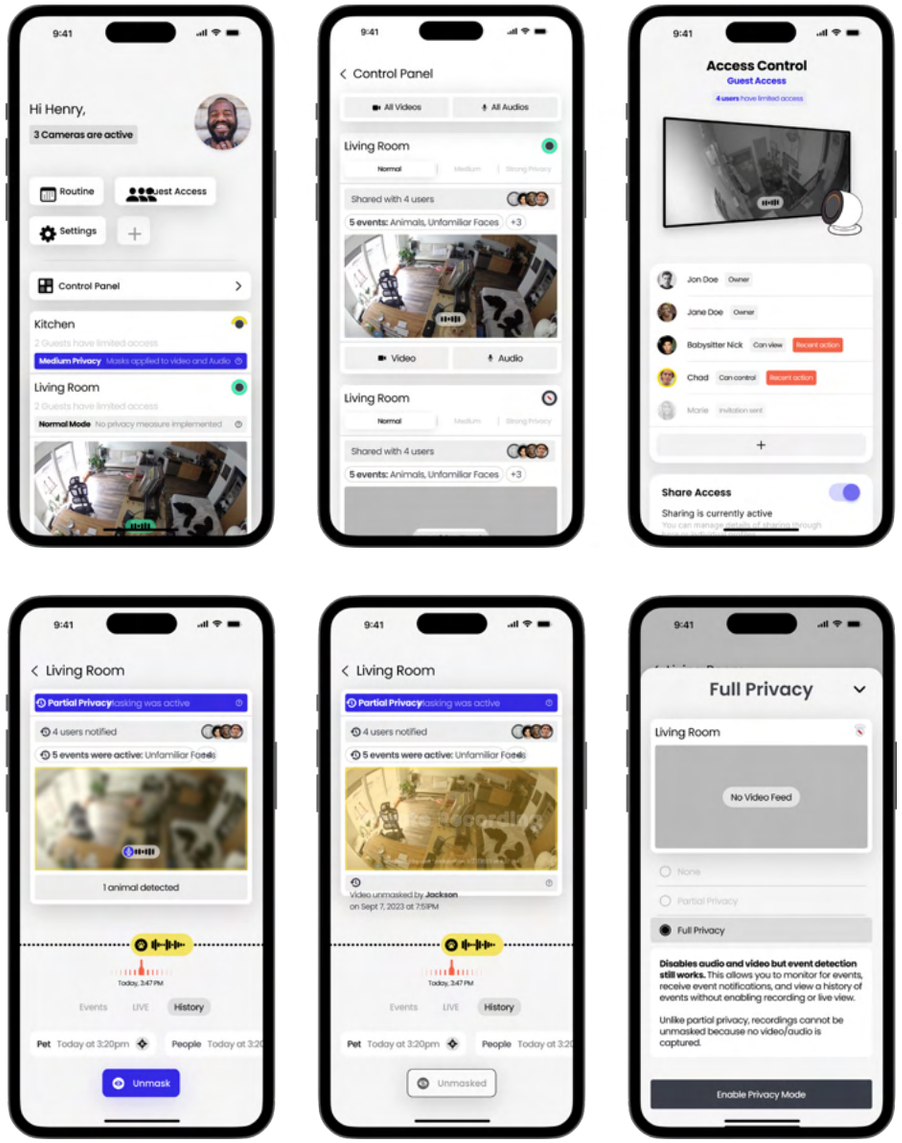


An overview of the user interface & user experience design process for Arca; an inclusive, privacy-sensitive smart home security system.

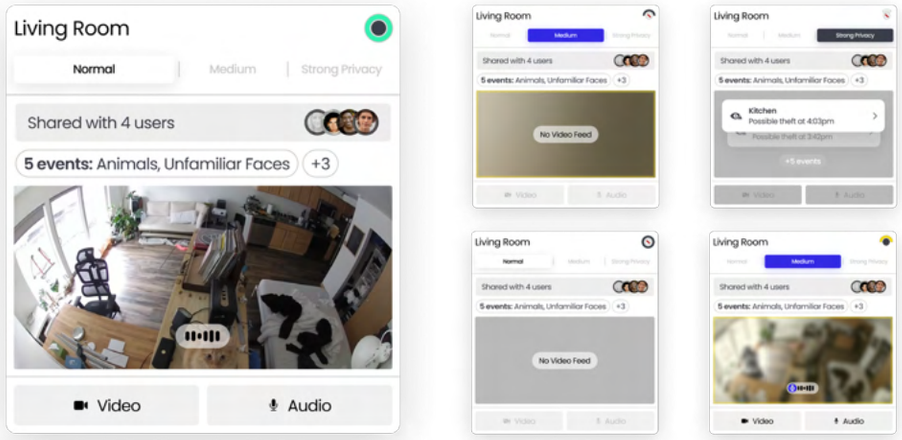
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↘ Figure 1



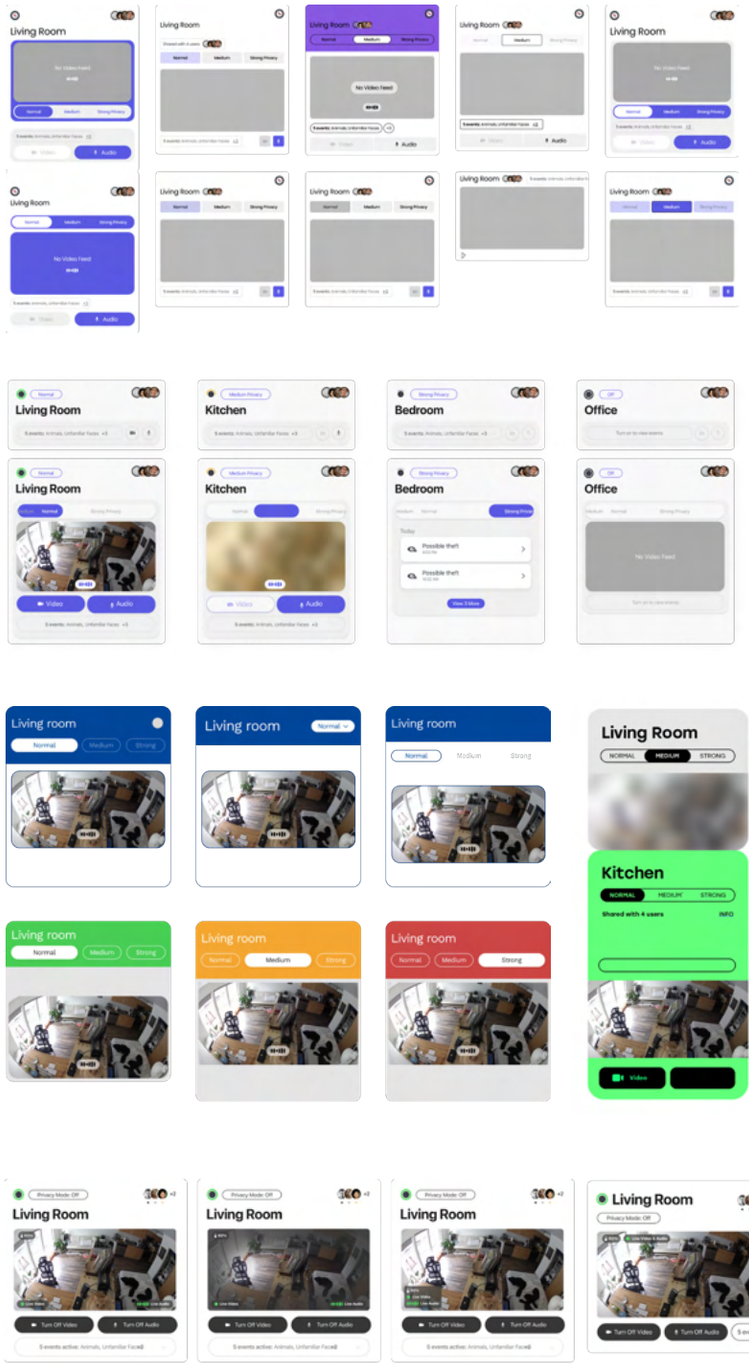
↘ Figure 2

↘ Initial UX/UI

Displayed on the opposite page are screens from the first round of interface design for the Arca app. The screens shown in Figure 1 were initially part of a user-tested prototype.

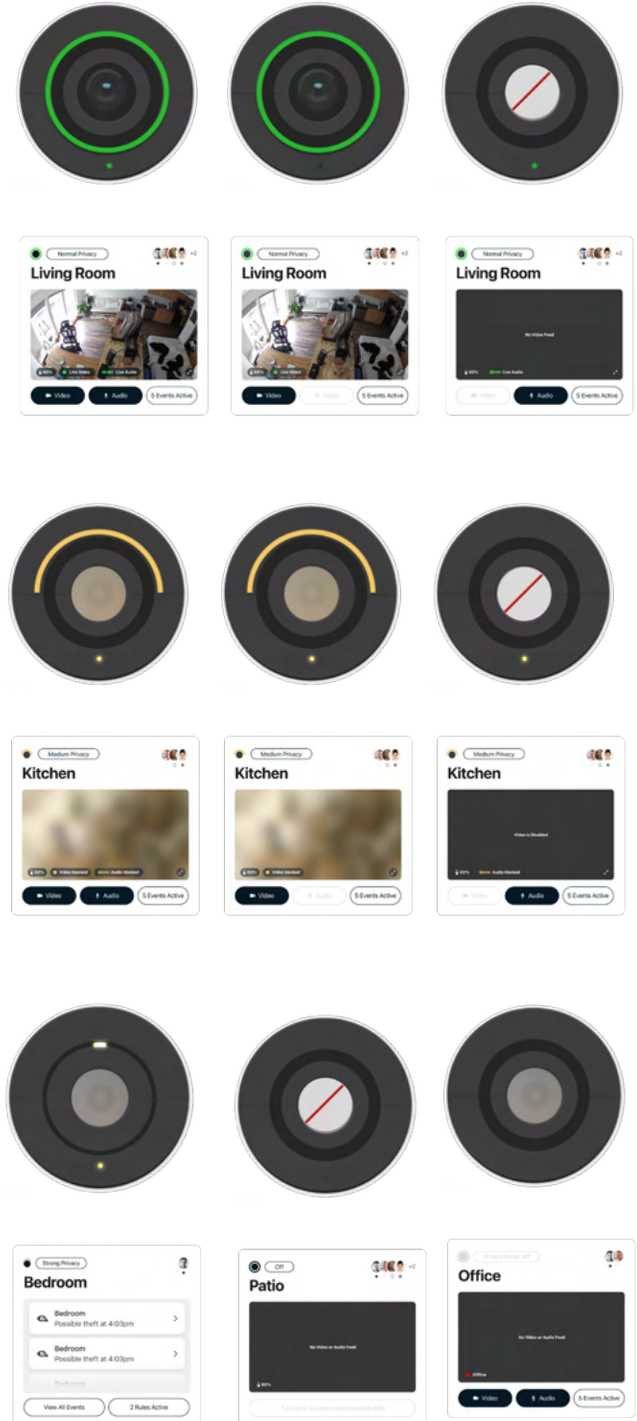
The team's goal was to use these screens as a jumping off point for an entirely re-designed interface. We felt that these screens were not intuitive enough, and could benefit overall from the implementation of a clearer brand.

We decided to start by reworking the basis of the app: the camera cards. The original camera cards are shown here in Figure 2.



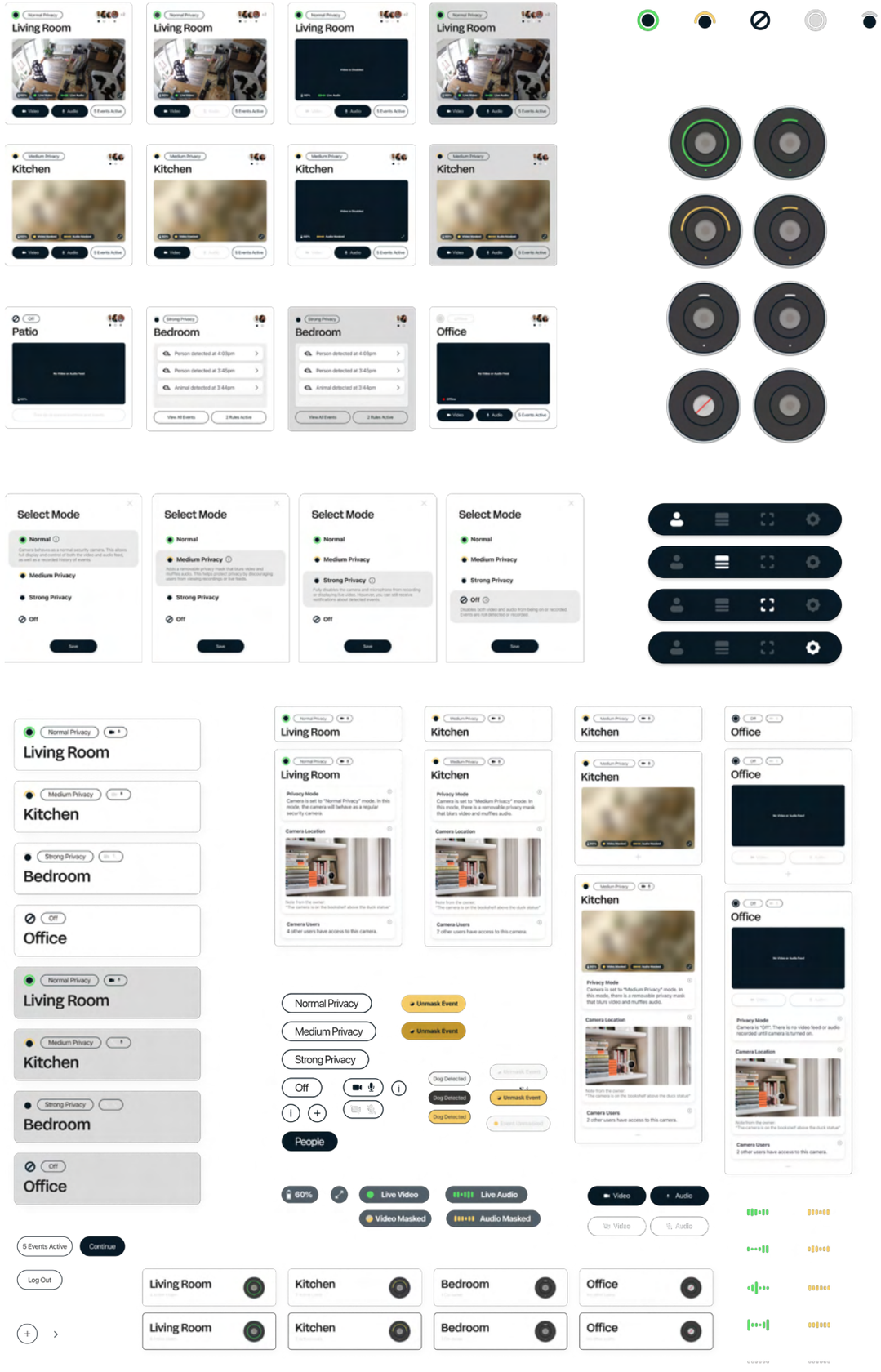
Initial Camera Card Iterations

Our first round of iteration consisted of fleshing out ideas for the camera cards. These cards are what users interact with the most, so the team prioritized ensuring they were clear, but not informationally or visually overwhelming. We explored color, button styles, and overall hierarchy.



Final Camera Cards

We settled on a version of the card that exists in several permutations, providing users with the primary actions for each mode. By keeping buttons simple and removing a level of depth that caused a heaviness on the initial versions of the cards, we kept the video feed as the visual focus.

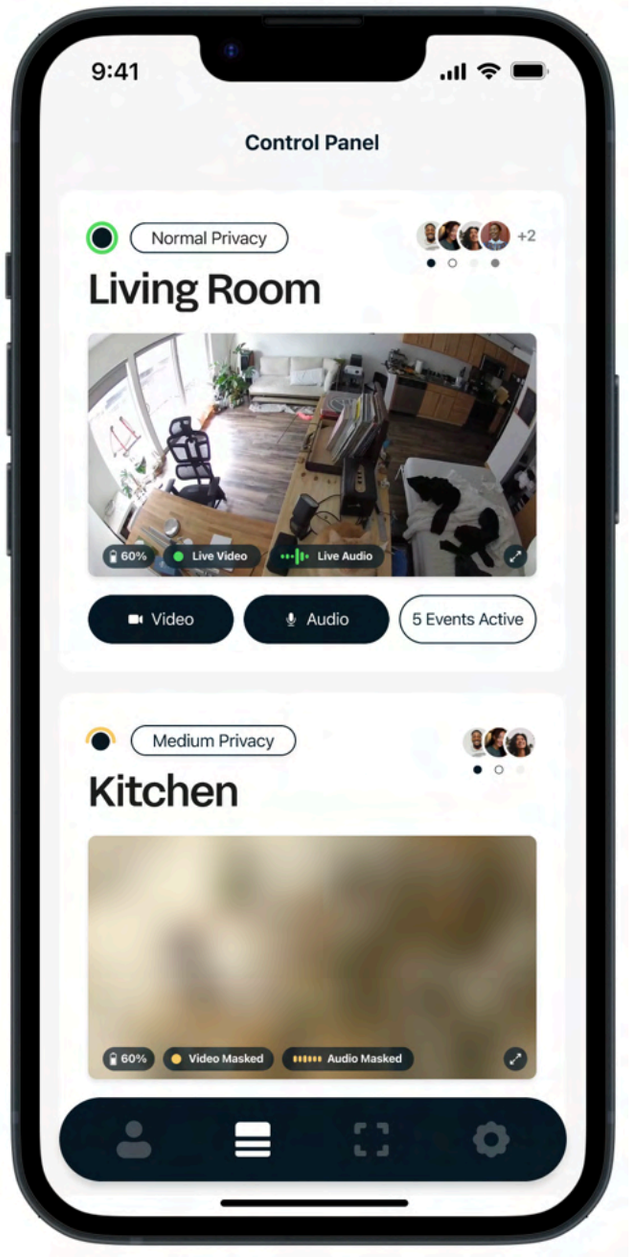


↘ Components

Drawing from the card design and a new branding system, the team created the components that form the experience of the Arca app.

Not only did the creation of components help further define a visual language, but the process included consideration of how a user might move from screen to screen. The team implemented microinteractions such as pressed and active button states, animations, page transitions, drawers, and pop-ups.

These considerations make the Arca experience more proprietary, highlighting the novel features.

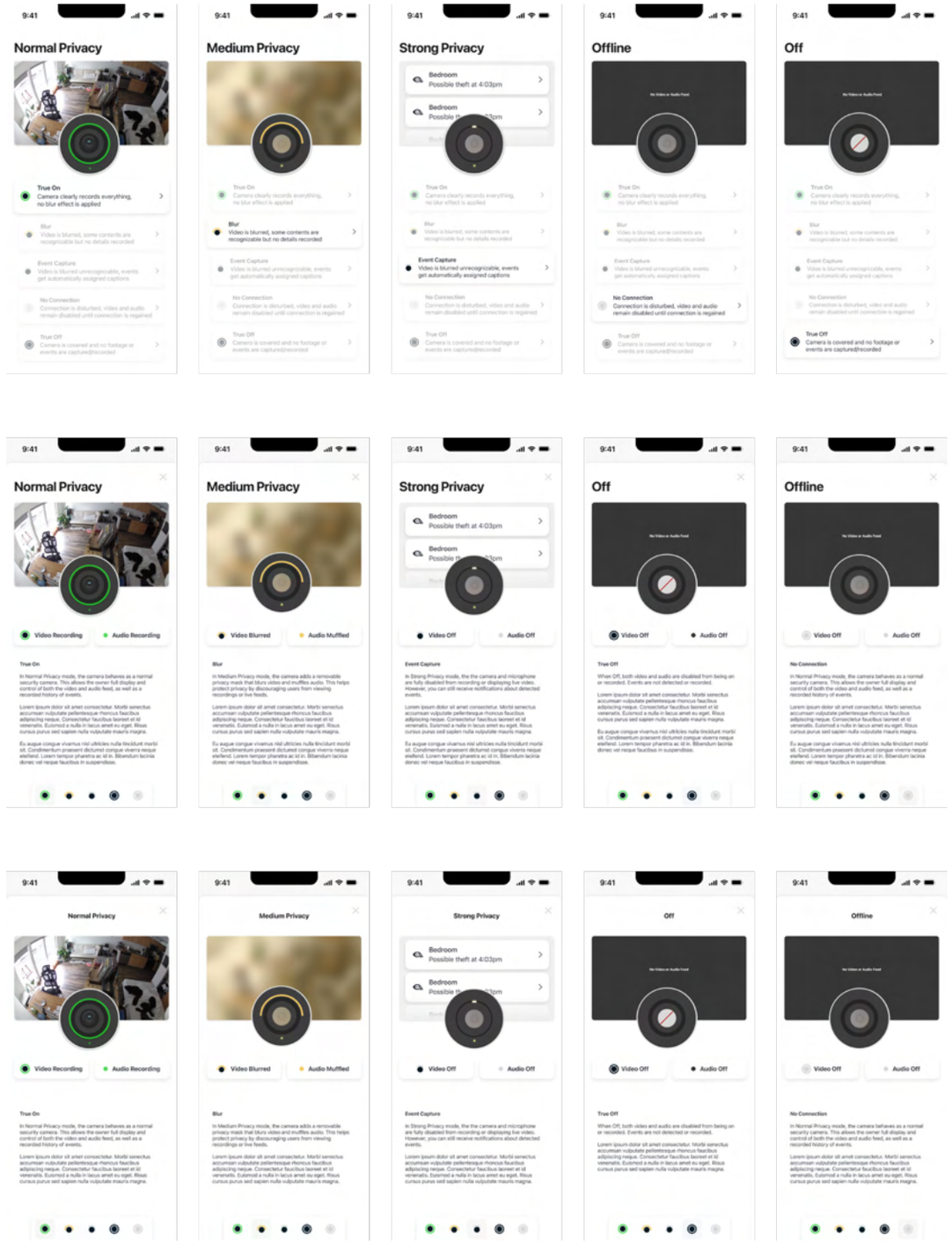


↘ Finalized Control Panel

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The team's finalized cards and a few components first manifested in the form of the Control Panel.

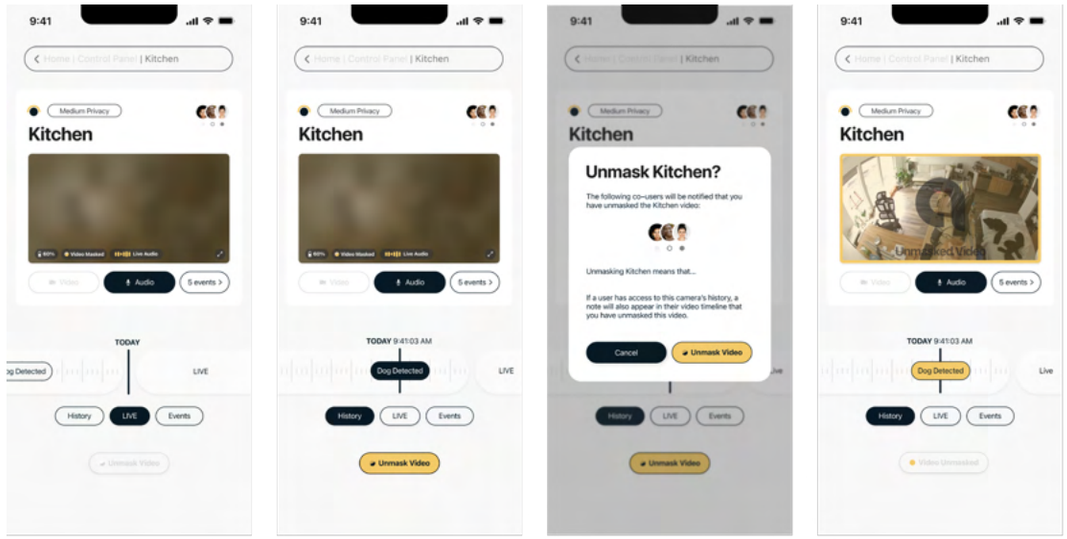
Here, users can view their video feeds, change privacy modes, see shared users, among other primary actions.



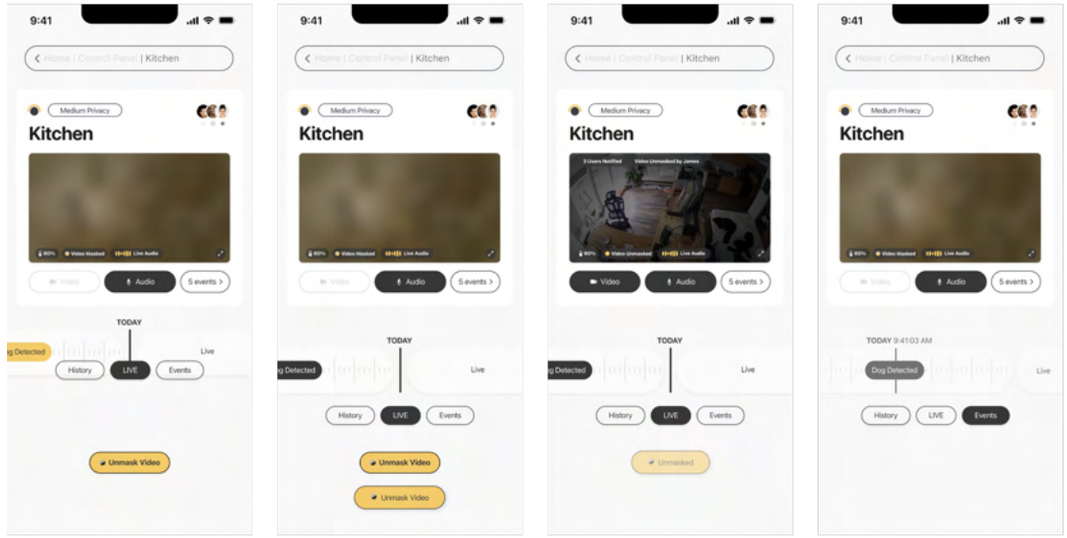
↘ Privacy Mode Guide Iterations

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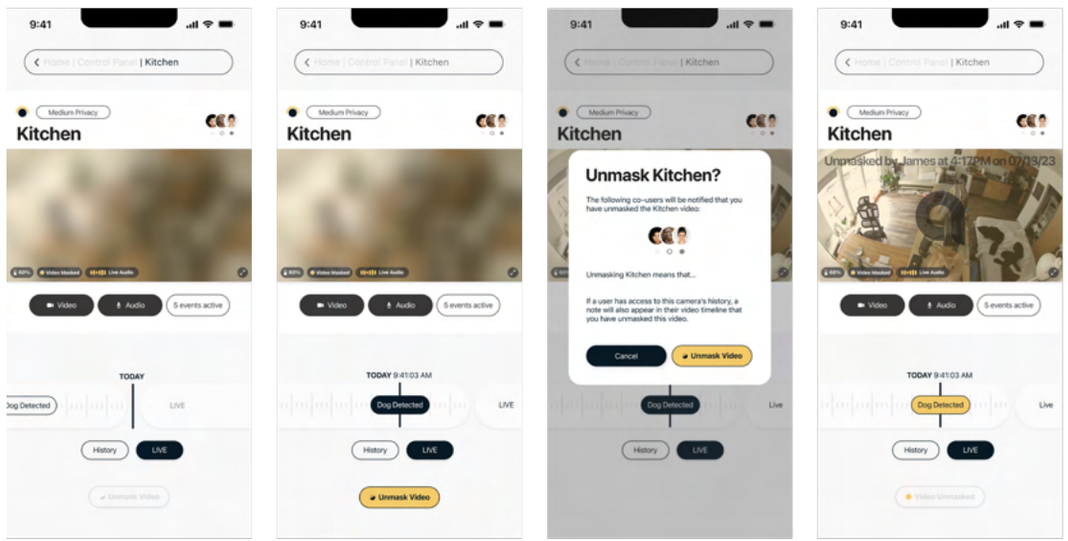
Arca's privacy modes are communicated via both the app and the physical camera face. Because of the novelty of this feature, the team created a guide, available to both primary and secondary users, built into the app to illustrate how the privacy modes are visually displayed.



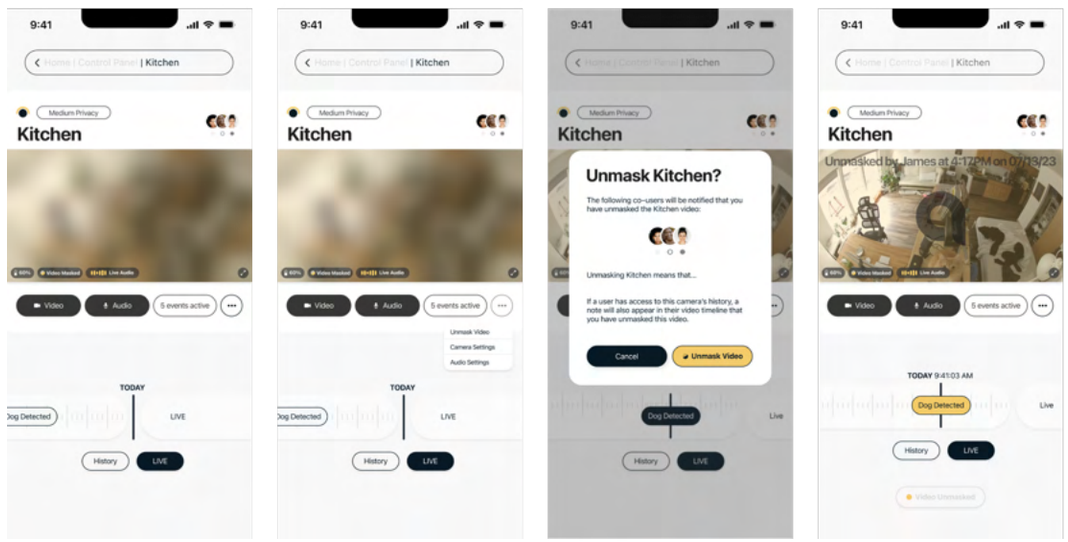
↘ Figure 3



↘ Figure 5



↘ Figure 4



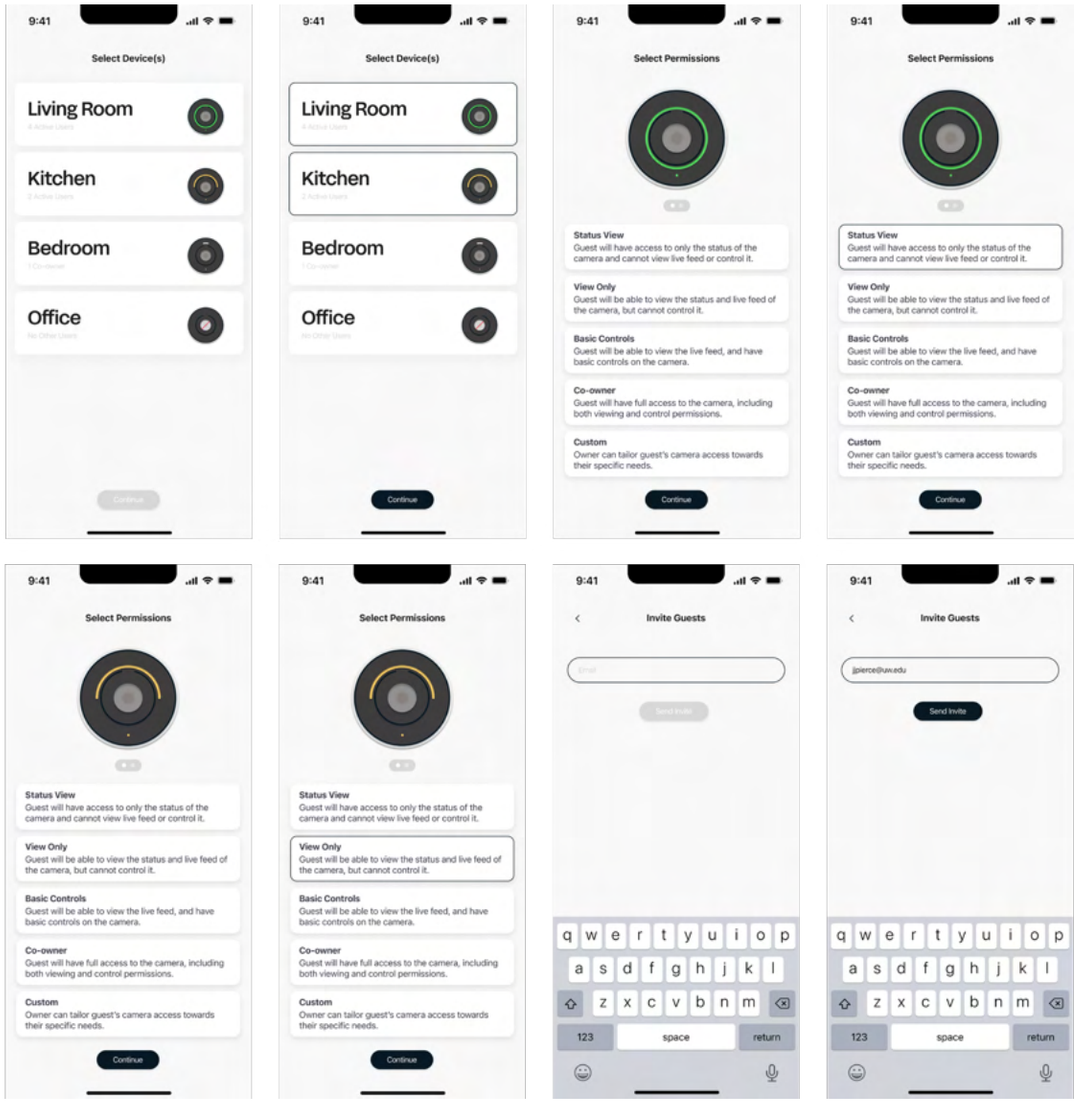
↘ Figure 6

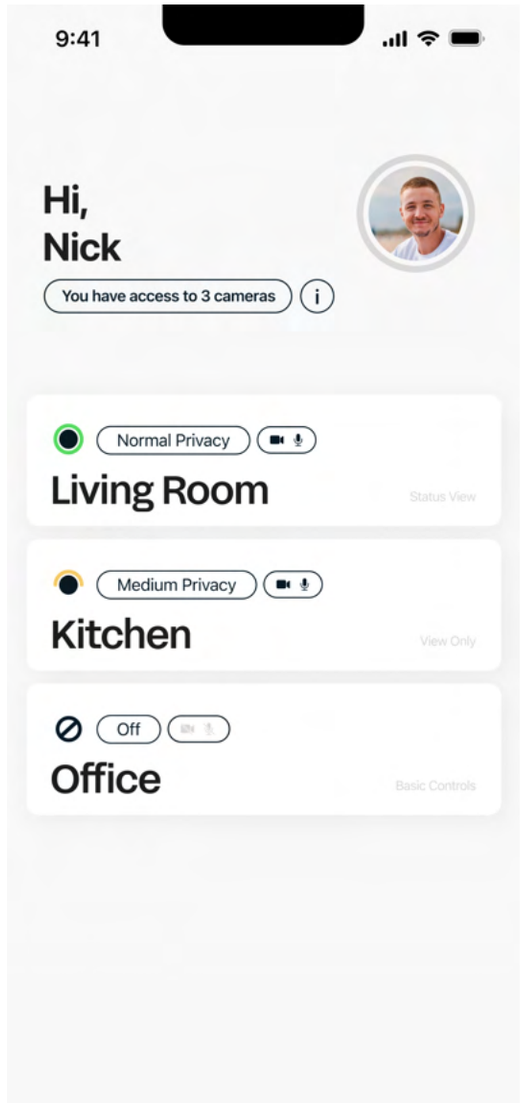
↘ Unmasking Iterations

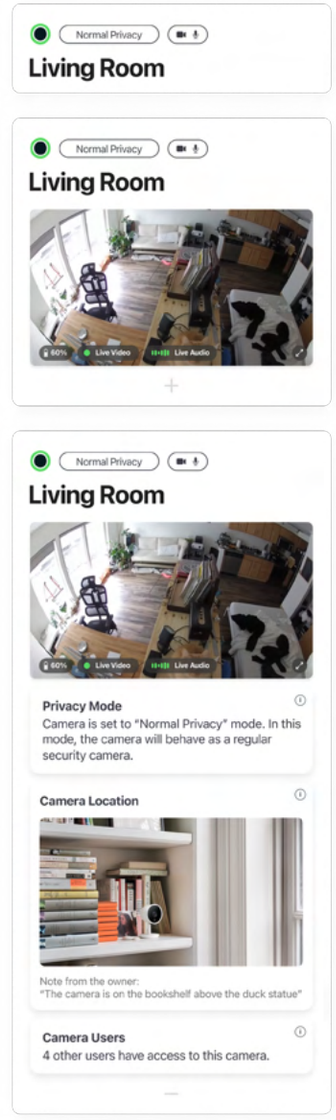
A key feature of the medium privacy mode is the ability to unmask, or remove the blur, from any portion of the video captured. The team iterated on two versions of an unmasking flow: an "easy" version, shown in Figures 3–5, and a "hard" version, shown in Figure 6.

↘ "Easy" vs. "Hard"

The "easy" version is more intuitive and accessible, while the "hard" version aims to discourage users from utilizing the feature too often by making the action more hidden.







↘ Sharing: Primary User-end

P.12

The team designed a flow for the primary user to share any of their cameras with anyone. With the option of several permission levels for each camera, the owner has complete control over what is visible to outside users they invite.

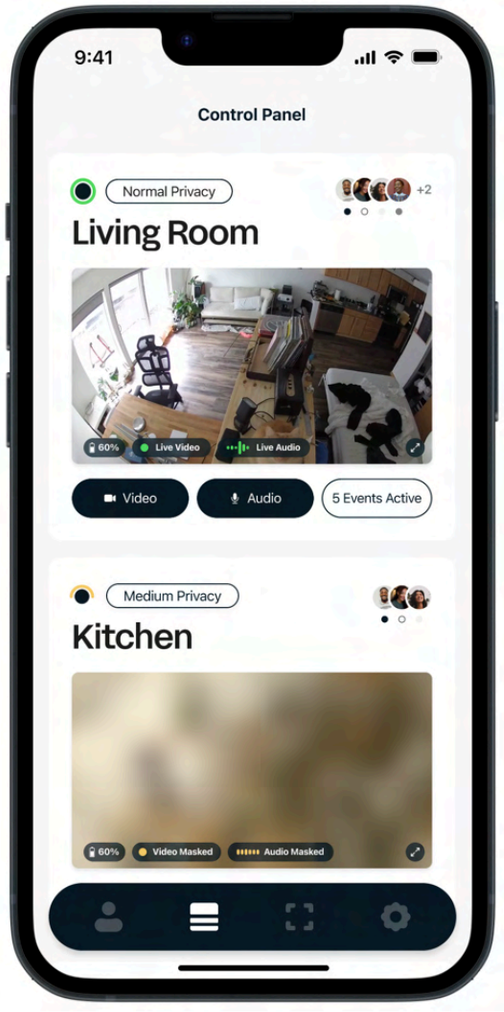
↘ Sharing: Secondary User-end

P.13

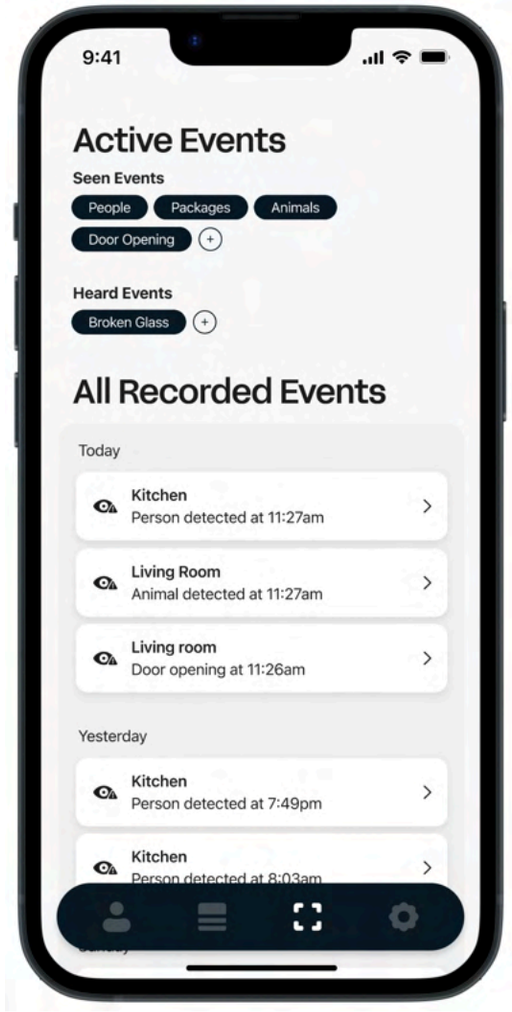
On the secondary user-end, the team designed a flow which shows three types of access permissions: Status View, View Only, and Basic Controls. The goal on this end was to be completely transparent with the outside user, but ensure that the primary user has overall control.



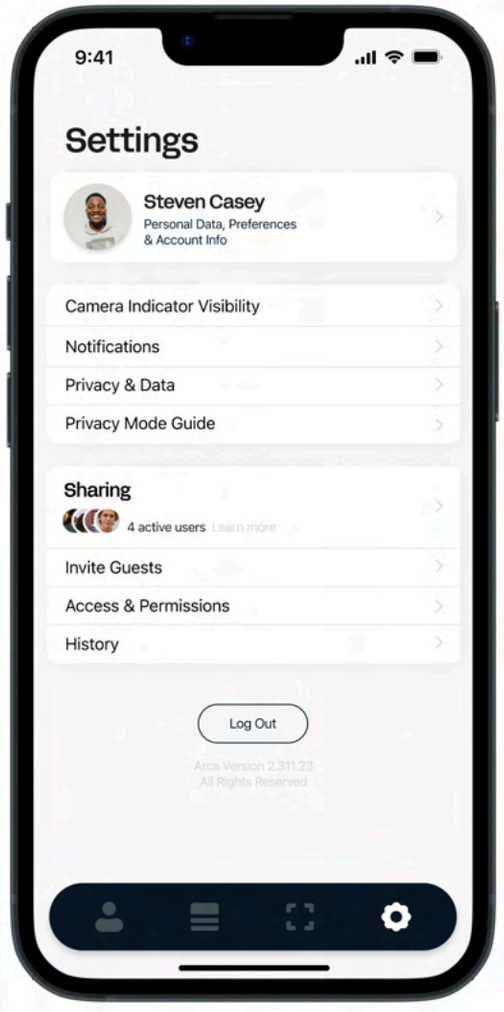
↘ Figure 7



↘ Figure 8



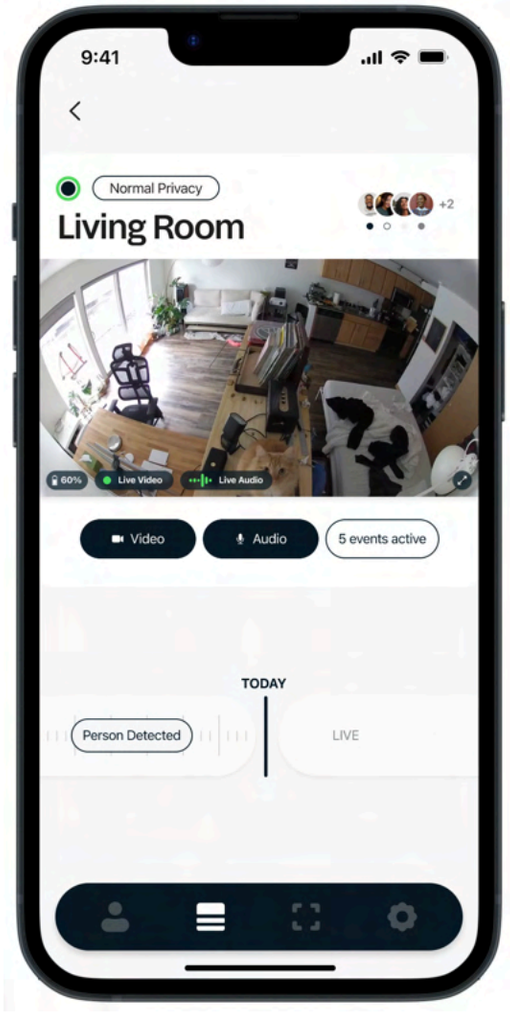
↘ Figure 9



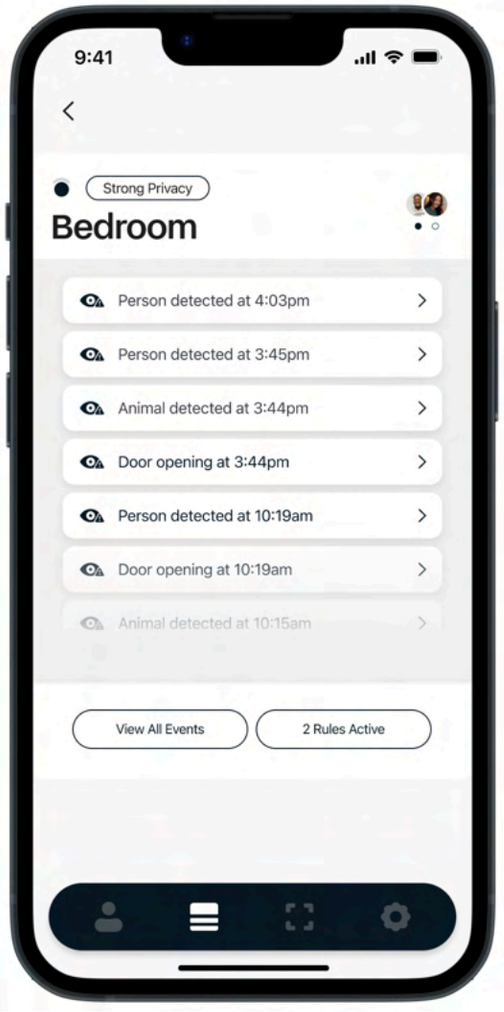
↘ Figure 10

↘ Finalized Screens

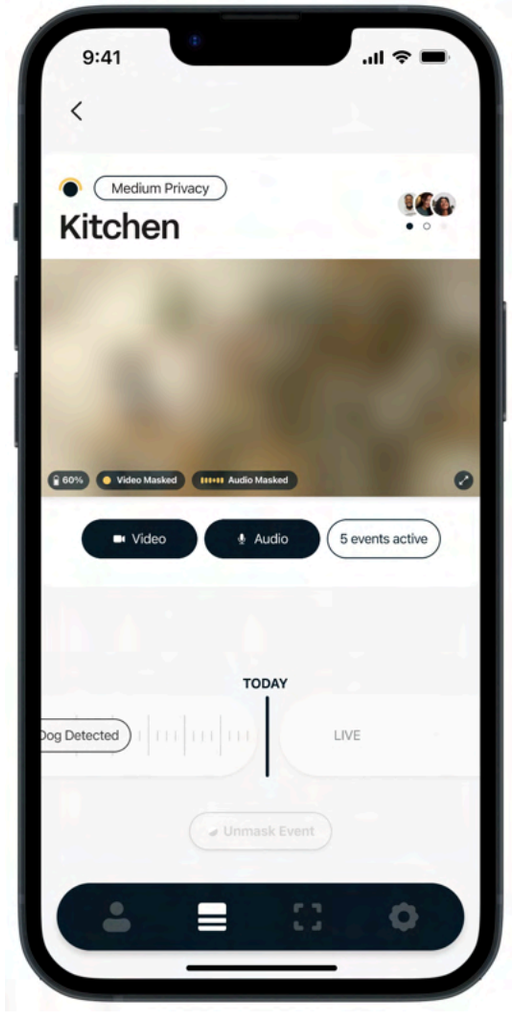
Figure 7 – Home Screen
Figure 8 – Control Panel
Figure 9 – Events Page
Figure 10 – Settings Page



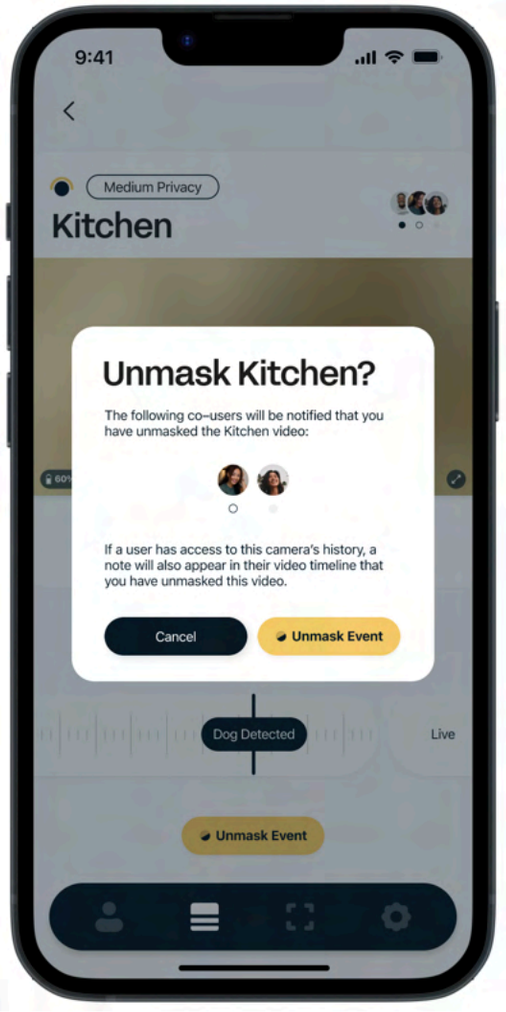
↘ Figure 11



↘ Figure 12



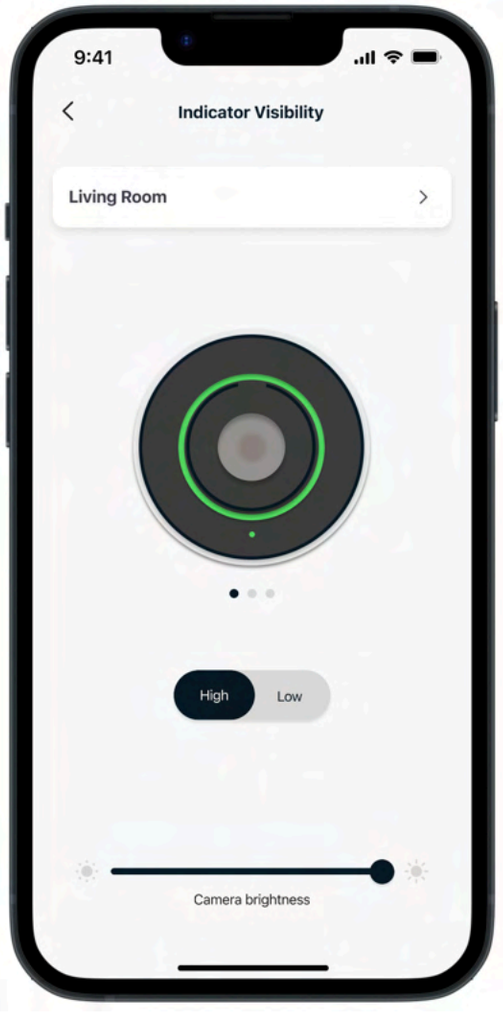
↘ Figure 13



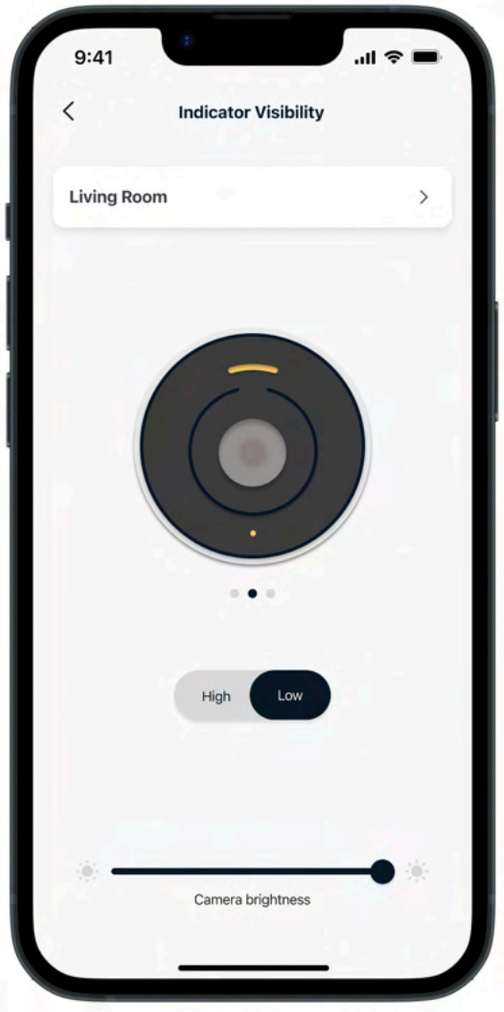
↘ Figure 14

↘ Detailed Camera Views

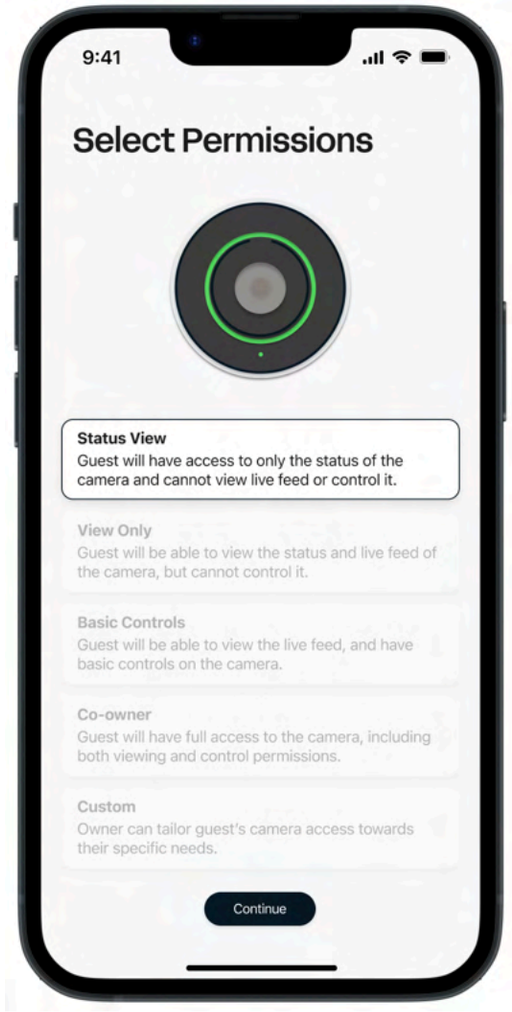
Figure 11 – Normal Privacy
Figure 12 – Strong Privacy
Figure 13 – Medium Privacy
Figure 14 – Unmasking Medium Privacy



↘ Figure 15



↘ Figure 16



↘ Figure 17



↘ Figure 18

↘ Supplementary Screens

Figure 11 – High Visibility
Figure 12 – Low Visibility
Figure 13 – Select Permissions
Figure 14 – Secondary User Home Screen