eyeris

CAMERA PHONE INTERFACE

eyeris

Visual Interface + Interaction
Fall 2004

PROJECT OVERVIEW

Research Summary

Research Findings

Scenario Generation

Concept Validation

Product Development

Phone Features

Video Sketch

eye ris
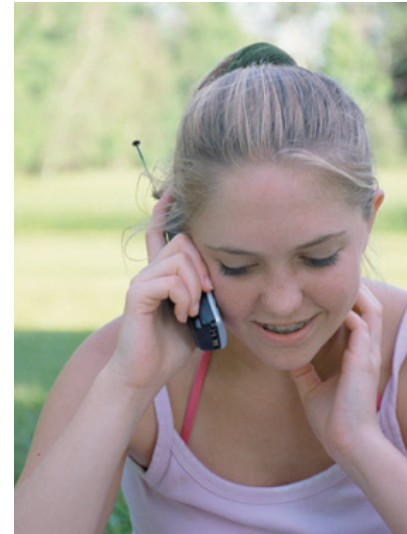Visual Interface + Interaction
Fall 2004

RESEARCH SUMMARY

Readings and research

User interviews

Observations of teenagers

RESEARCH FINDINGS

High levels of intimacy, companion-ship, closeness, and security

Casual, random picture taking

Constant communication

Complaints of phone bulkiness and poor picture quality

SCENARIO GENERATION

Teens' desires and needs:

Gift Giving . Saving special messages .
Chatting . Virtual space . Personaliza-
tion . Identity . Available/Not available .
Short distance sharing . Direct contact
sharing . Over the phone call sending .
Decorating, adjusting picture . Comput-
er accessible . Wearable

eye·ris

Visual Interface + Interaction
Fall 2004
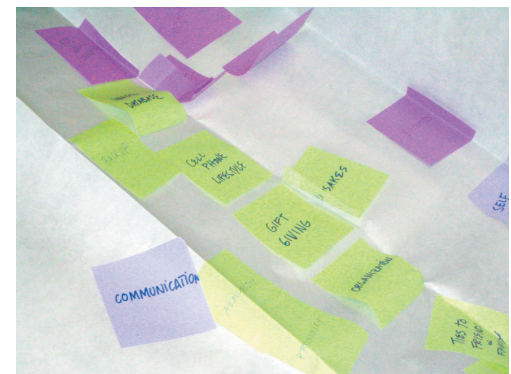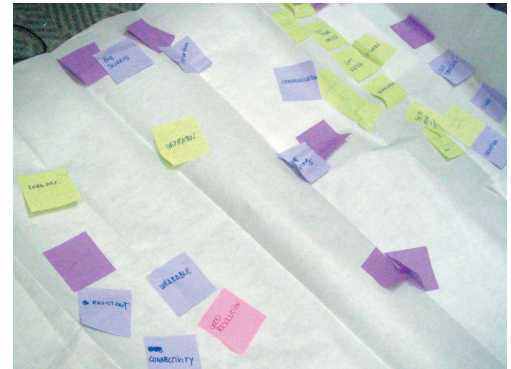
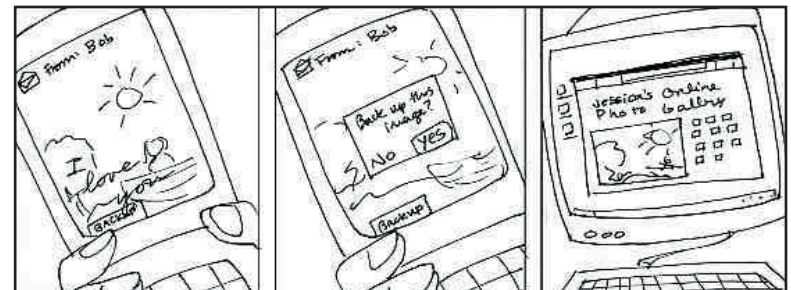# CONCEPT VALIDATION

Focus group findings:

    -instant messenger

    -status message

    -group sharing of the images
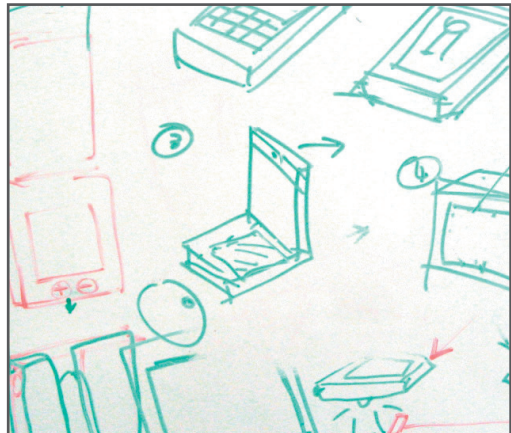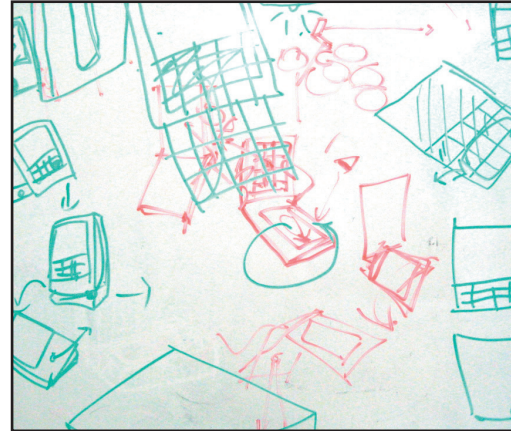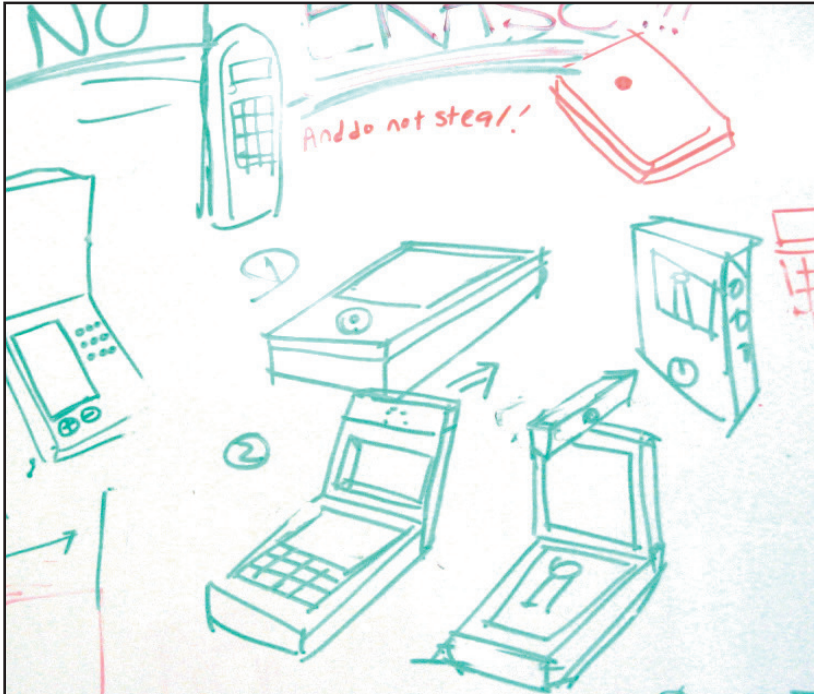
    -live broadcasting
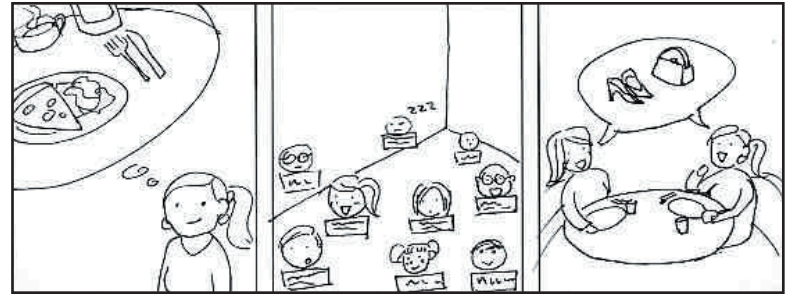
Sense of "virtual community"

Share information, feelings, and new

Durability, cost, and aesthetics.

PRODUCT DEVELOPMENT

PHONE FEATURES

Proximity sharing

Personalized contact information

Live broadcasting

Availability

Portability and adaptability as a camera and cell phone

Large screen for easier photo viewing/taking

Rotating camera and ability to fold backwards

Touch screen pad

Light Alert

VIDEO SKETCH

eye∿ris