

# Gizmo Hub Redesign

Project Overview

VERIZON EXPERIENCE TEAM

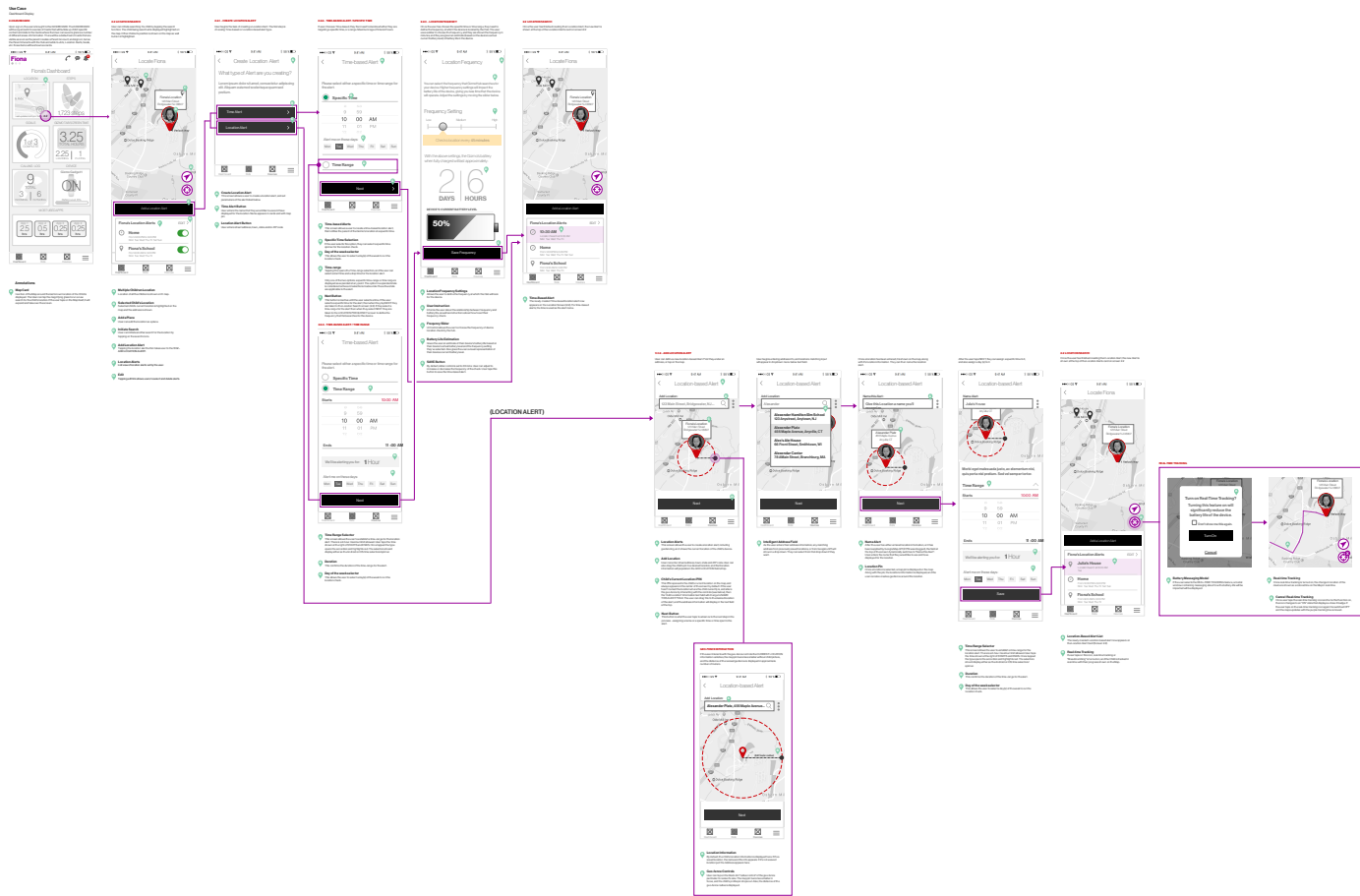
## Project goals.

Redesign Gizmo Hub to increase customer engagement by incorporating customer feedback, integrate Gizmo Tab parent functions, and allow creating parent accounts.

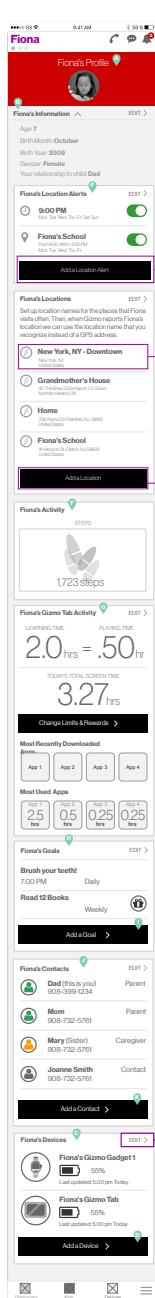
## UX approach.

- Re-organize the app to help users easily discover information and functionality within the app
- Improve app engagement by surfacing other features such as Activities, To-do list etc.
- Shift the user interaction paradigm from being device-centric to kid-centric by allowing account creation and integrating parent dashboard features from GizmoTab



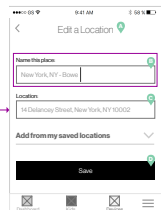


This screen gives the user an 'At-a-Glance' overview of each child's profile. By tapping Cards on this screen, the user manage the child's Device and other parameters in relation to the child.



### 111.2 - EDITLOCATION

User can edit a saved location by selecting the text fields and typing into them.



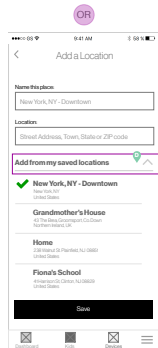
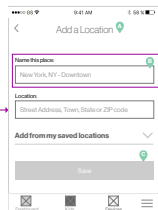
- Edit a Location**

This screen allows the user to make changes to entries to their saved locations. If they change the name or location address to a saved location, the marker would be updated in the according of saved locations.
- Name of Location**

User can make changes to their saved location names by selecting the textfield and typing into it.
- Location Address**

User can make changes to their saved locations address information by selecting the textfield and typing into it. When they tap on the field the field will become active, and they could also manually move the flag tap to change their location information.
- Save Status**

User should their marked location information by selecting this



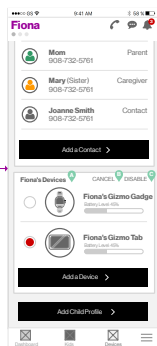
- A Location**  
This field allows the user to save a location name. First they select the location, then they type in the address or tap the map to set a pin.
  - B Location Name**  
This text field is where the user gives the location a familiar name that they will recognize.
  - C Save Button**  
When there are disabled (since all required fields have not been completed), this button saves the user's location.
  - D Add from my locations According**  
This is the action to open it and display all the users.

## 111 A CHILD BORN TO E. E. POTTS AND J. S. POTTS

**11.1.A CHILD PROFILE - EDIT DEVICE LIST**

In this example screen, the user can manage (Add, Delete) devices assigned to the child.







(ADD a LOCATION-based ALERT)



- Fiona's Devices Edit View**  
Devices associated with the Child will shift to the right, and audio for us will display enabling the user to tap and select the individual or multiple devices that would like to delete from the child's profile.
- Cancel**  
Tapping CANCEL returns the card to the default view seen in screen 20
- Disable**  
The previously displayed EDIT will shift to DISABLE once it's been tapped. That once user has selected a device if they tap DISABLE, the selected device will be inactive on the child's profile.

### Annotations

- |   |  |
|---|--|
| <p><b>Children Make Noise</b></p> <p>This story was adapted by LISA for the purposes of the child development curriculum. It is not intended to be a verbatim script for teachers to read. It is intended to be a guide to the content of the story that was created from the Forward Foundation's storybook.</p> | <p><b>Add a Goal</b></p> <p>This story can be used to teach children about the importance of listening to others and how to be respectful. It can also be used to teach children about the importance of being a good listener.</p>  |
| <p><b>About Child</b></p> <p>This story was adapted by LISA for the purposes of the child development curriculum. It is not intended to be a verbatim script for teachers to read. It is intended to be a guide to the content of the story that was created from the Forward Foundation's storybook.</p>         | <p><b>Contents</b></p> <p>This story contains the following sections: Contents, Introduction, and the story itself. The story is a short story that is designed to be read to children. It is a story about a boy who is a good listener and how he is able to help his friends.</p>           |
| <p><b>Device Notification &amp; Alerts</b></p> <p>This story contains the following sections: Contents, Introduction, and the story itself. The story is a short story that is designed to be read to children. It is a story about a boy who is a good listener and how he is able to help his friends.</p>      | <p><b>Add a Content</b></p> <p>This story contains the following sections: Contents, Introduction, and the story itself. The story is a short story that is designed to be read to children. It is a story about a boy who is a good listener and how he is able to help his friends.</p>      |
| <p><b>Child's Activity</b></p> <p>This story contains the following sections: Contents, Introduction, and the story itself. The story is a short story that is designed to be read to children. It is a story about a boy who is a good listener and how he is able to help his friends.</p>                      | <p><b>Children's Devices</b></p> <p>This story contains the following sections: Contents, Introduction, and the story itself. The story is a short story that is designed to be read to children. It is a story about a boy who is a good listener and how he is able to help his friends.</p> |
| <p><b>Classroom Activity</b></p> <p>This story contains the following sections: Contents, Introduction, and the story itself. The story is a short story that is designed to be read to children. It is a story about a boy who is a good listener and how he is able to help his friends.</p>                    | <p><b>Add a Device</b></p> <p>This story contains the following sections: Contents, Introduction, and the story itself. The story is a short story that is designed to be read to children. It is a story about a boy who is a good listener and how he is able to help his friends.</p>       |
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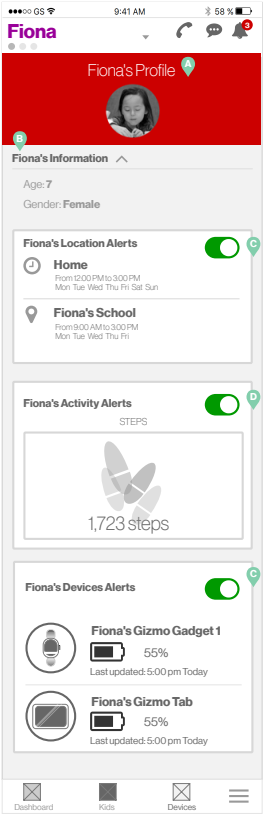
- 
**Add a Goal**  
 Users can create goals that are taken to UA 3.2 - Goals where they can create a goal to be added to the child profile.
- 
**Contacts**  
 A Child's contacts are displayed in list format. Contact names, phone number and email rights/permissions are displayed. The Administrator will add a color coordinate to the contact list. Users can use all at a glance and can initiate administrative rights.
- 
**Add a Contact**  
 Tapping this button takes the user to UA 3.2 - Add Contacts.
- 
**Child's Devices**  
 This card displays the devices associated with the child. The user can tap the device icon to list they are taken to UA 3.2 Settings screen (UA 3.2). If the user taps with the child's contact right hand corner they can delete device's card/profile. (See appendix A screen shot)
- 
**Add a Device**  
 A user can tap this button to take the user to UA 3.2 - Add a Device.
- 
**Add Child Profile**  
 This button will allow the user to finish creating a

## Use Case

Child Profile Main Screen, and associated functions.

### C.1.1 CHILD PROFILE

This screen gives the user an "At-a-Glance" overview of each child's profile. User can disable notifications for each of the alert types, and create Location and Time-based Alerts of their own.



## Annotations

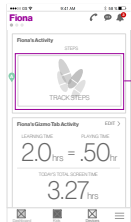
- A Location Alerts**  
List of location and time alerts set up by primary caregivers are displayed. Secondary caregiver has the option to turn off alerts. If user turns off the alerts, they will be displayed in the list view under notifications but they will not be alerted via in-app message.
- B Activity Alerts**  
Secondary caregiver has the option to turn off activity alerts. If user turns off the alerts, they will be displayed in the list view under notifications but they will not be alerted via in-app message.
- C Device Alerts**  
Secondary caregiver has the option to turn off device alerts. If user turns off the alerts, they will be displayed in the list view under notifications but they will not be alerted via in-app message.

## Use Case

Add Steps to a User

## UI 2.0 Prototype

User can add steps to the device and a reward for accomplishing the goal.



**Track Steps**  
Tapping the Track Steps button will allow users to add steps to the device and a reward for accomplishing the goal.

## UI 3.0 Prototype

User can add steps to the device and a reward for accomplishing the goal.



**Activate**  
Users can activate or deactivate the device and a reward for accomplishing the goal.

**Number of Steps**  
Users can enter the number of steps they want to track. The device will notify them when they reach the goal.

**Reward Notification**  
Users can choose to receive a notification when they reach the goal.

**Add a Reward**  
Users can add a reward for accomplishing the goal.

**Add Steps Button**  
Users can tap the Add Steps button to add steps to the device and a reward for accomplishing the goal.

**Cancel**  
Users can tap the Cancel button to cancel the process of adding steps to the device and a reward for accomplishing the goal.

## UI 3.0 Add Steps

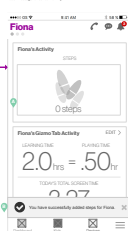
User can add steps to the device and a reward for accomplishing the goal.



**Time for Receiving Daily Notifications**  
Users can select a time for receiving daily notifications. The device will notify them when they reach the goal.

## UI 3.0 Chat Public Message

User can add steps to the device and a reward for accomplishing the goal.



**Steps Goal**  
The user can set a goal for the device and a reward for accomplishing the goal. The device will notify them when they reach the goal.

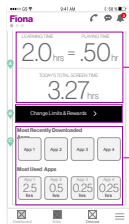
**Reward Message**  
Users can receive a message when they reach the goal. The device will notify them when they reach the goal.

## Use Case

## Manage Gizmo Tab Activity

## UI: Child Profile

Tap on parent's profile activity on Gizmo Tab by tapping on the Tab activity summary card.



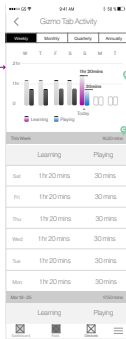
**Tab Activity**  
Tapping the Tab Activity card takes users to a weekly view of Gizmo Tab activity.

**Change Limits & Rewards Button**  
Tapping this button opens the Gizmo Tab Settings page.

**Most Recent and Used Apps**  
Tapping the app icon, takes user to Manage Apps screen.

## UI: Gizmo Tab Activity

Weekly view of Gizmo Tab activity.



**TimeFrame Tabs**  
Tapping the tabs allow the parent to view data from the timeframes selected: Weekly, Monthly, Quarterly or Annually.

**Bar Chart - Weekly**  
Charts the Parent's view representation in the form of a bar chart showing the weekly, the bar chart shows the weekly of the week.

**Daily Activity**  
This view shows the daily of the present week with the total time spent on the Gizmo Tab activity for the week. A legend tab appears on the horizontal bar below the bar chart.

## UI: Manage Apps

Screen showing Gizmo Tab apps.



**Gizmo Tab Storage**  
Screen shows the storage space for Gizmo Tab to use.

**Gizmo Tab Apps - open accordion**  
Tapping a list of Gizmo Tab apps with the expand/collapse icon.

**Uninstall Button**  
Buttons give user the option to uninstall the Gizmo Tab apps.

**Play Store Apps - closed accordion**  
Tapping the Play Store apps accordion will open the accordion to display the list of Play Store apps and close the Gizmo Tab apps accordion.

## UI: Manage Apps

Screen showing Gizmo Tab apps.



**Continue Button**  
Uninstall the app and return to the Manage Apps screen.

**Cancel Button**  
Tap back to the Manage Apps screen without uninstalling the app.

**Play Store Apps - closed accordion**  
Tapping the Play Store apps accordion will open the accordion to display the list of Play Store apps and close the Gizmo Tab apps accordion.

## UI: Manage Apps

Screen showing Play Store apps.



**Gizmo Tab Apps - closed accordion**  
Clicking a list of Gizmo Tab apps with the expand/collapse icon.

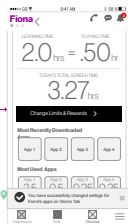
**Play Store Apps - open accordion**  
Clicking a list of Play Store apps with the expand/collapse icon.

**Save Changes to Fiona's Apps**  
Buttons save any changes made to the app settings and return user to the child's profile.

**Get it on Google Play Badge**  
Allows user to download Play Store apps.

## UI: Manage Apps

Screen showing Play Store apps.



**Test Notification**  
Message appears for the test notification and dismisses when user can close the message by tapping X.

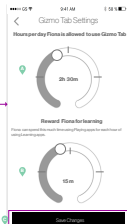
**Test Notification**  
Message appears for the test notification and dismisses when user can close the message by tapping X.

**Test Notification**  
Message appears for the test notification and dismisses when user can close the message by tapping X.

**Test Notification**  
Message appears for the test notification and dismisses when user can close the message by tapping X.

## UI: Gizmo Tab Settings

Screen showing Gizmo Tab settings.



**Daily Limit for use of Gizmo Tab**  
User is able to set daily limit for use of Gizmo Tab.

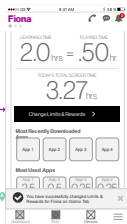
**Rewards for Child**  
User is able to set daily reward for use of Gizmo Tab.

**Save Changes to Fiona's Apps**  
Buttons save any changes made to the app settings and return user to the child's profile.

**Cancel Button**  
Tapping the button dismisses any changes made on the screen and return user to the child's profile screen.

## UI: Child Profile - Message

Screen showing Gizmo Tab settings.



**Test Notification**  
Message appears for the test notification and dismisses when user can close the message by tapping X.

**Test Notification**  
Message appears for the test notification and dismisses when user can close the message by tapping X.

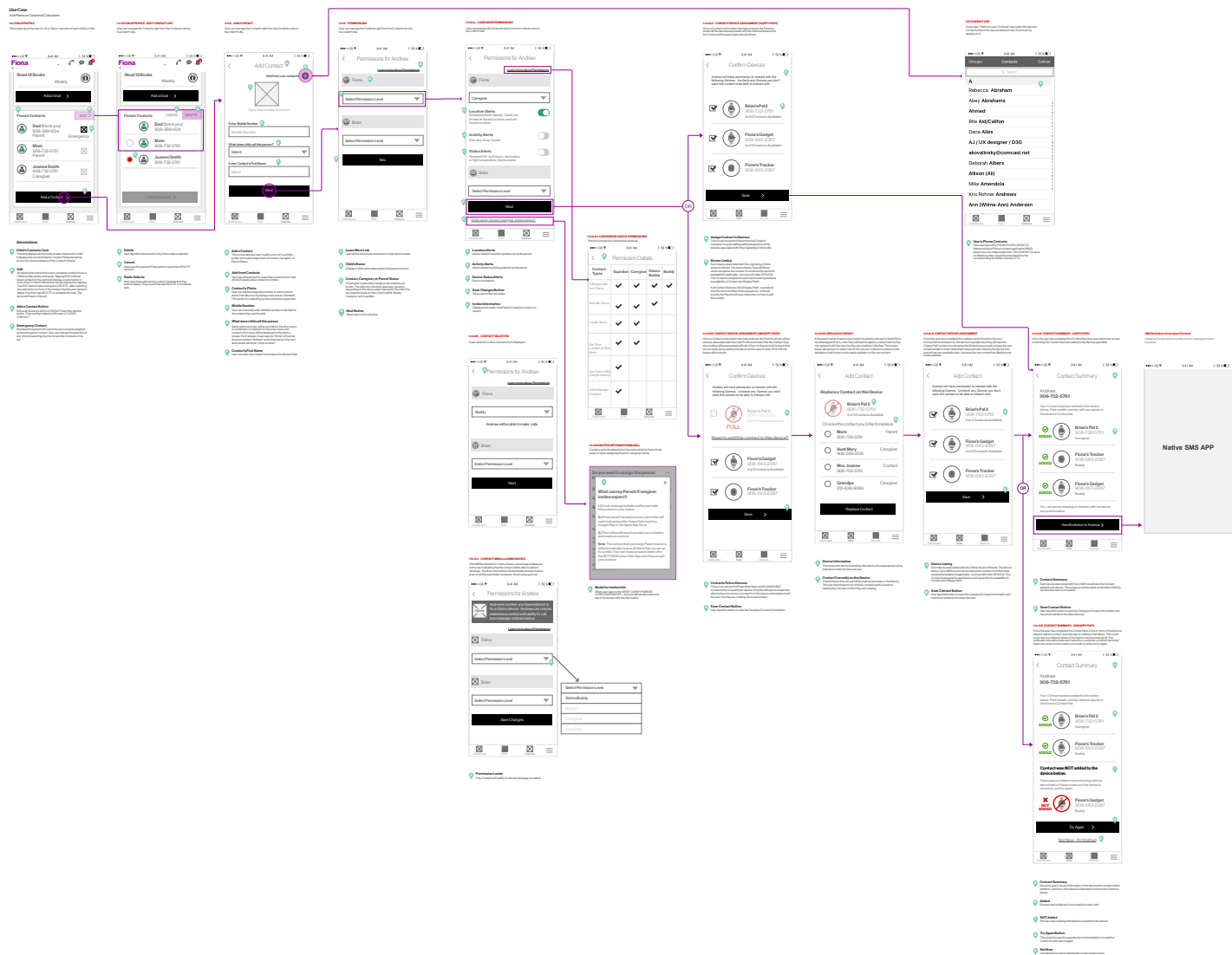
**Test Notification**  
Message appears for the test notification and dismisses when user can close the message by tapping X.

**Test Notification**  
Message appears for the test notification and dismisses when user can close the message by tapping X.









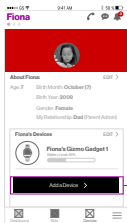
## Gizmo Hub Redesign

Add Device

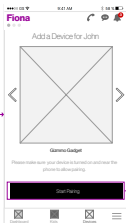
### Use Case

Add Device for a Child

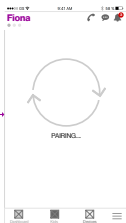
2.1 Child Profile



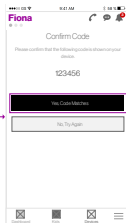
2.2 Select a Device and Start Pairing



2.3 Pairing



2.4 Confirm Code



2.5 Child Profile



## Use Case

Create Gizmo Hub Add a Child

Users can add a child to their existing device



## Annotations

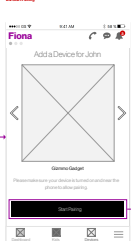
- Home Screen Title & Date**  
Home screen title and date are displayed in the top bar.
- Profile Picture Area**  
User's profile picture is displayed in the top bar.
- Primary Button**  
Primary button is located at the bottom of the screen.
- Secondary Button**  
Secondary button is located at the bottom of the screen.
- Footer Button**  
Footer button is located at the bottom of the screen.

## 1.1 Click Add a Child

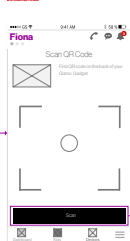
Screen message will be added to the existing device



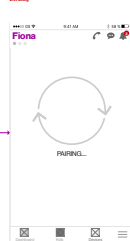
## 2.1 Start Pairing



## 3.1 Scan QR Code



## 4.1 Pairing



## 5.1 Pairing Completed



## 6.1 Add New Child

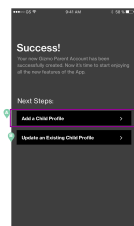
Please user to add a child to the device



## Use Case

Create child profile, Add a Child

Account Creation, Success Screen



- Add a Child Profile**  
User successfully creates a new child profile and is redirected to the main hub of the app.
- Update an Existing Child Profile**  
User successfully updates an existing child profile and is redirected to the main hub of the app.

## 1.1 Add Child

Success message with add button for adding a device



- Child's Photo**  
User is prompted to upload a photo of the child.
- Name of Child**  
User is prompted to enter the child's name.
- Gender**  
User is prompted to select the child's gender.
- Age**  
User is prompted to select the child's age.
- Color for displaying on map**  
User is prompted to select a color for the child's location on the map.
- Relationship to child**  
User is prompted to select the child's relationship to the user.
- Add Child button**  
User is prompted to click the 'Add Child' button to complete the profile creation.

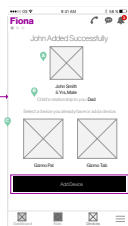
## 1.2 Add Photo

Success message with add button for adding a device



## 1.3 Child Added Successfully

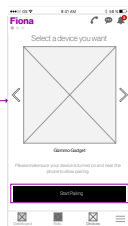
Success message with add button for adding a device



- Child's Photo**  
User is prompted to upload a photo of the child.
- Name of Child**  
User is prompted to enter the child's name.
- Gender**  
User is prompted to select the child's gender.
- Age**  
User is prompted to select the child's age.
- Color for displaying on map**  
User is prompted to select a color for the child's location on the map.
- Relationship to child**  
User is prompted to select the child's relationship to the user.
- Add Device button**  
User is prompted to click the 'Add Device' button to complete the profile creation.

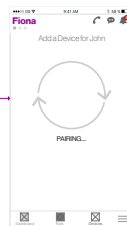
## 1.4 Select a Device and Start Pairing

Success message with add button for adding a device



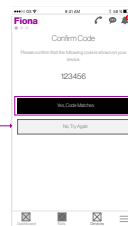
## 1.5 Pairing

Success message with add button for adding a device



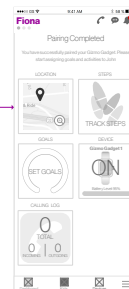
## 1.6 Confirm Code

Success message with add button for adding a device



## 1.7 Pairing Completed

Success message with add button for adding a device



## Gizmo Hub Redesign

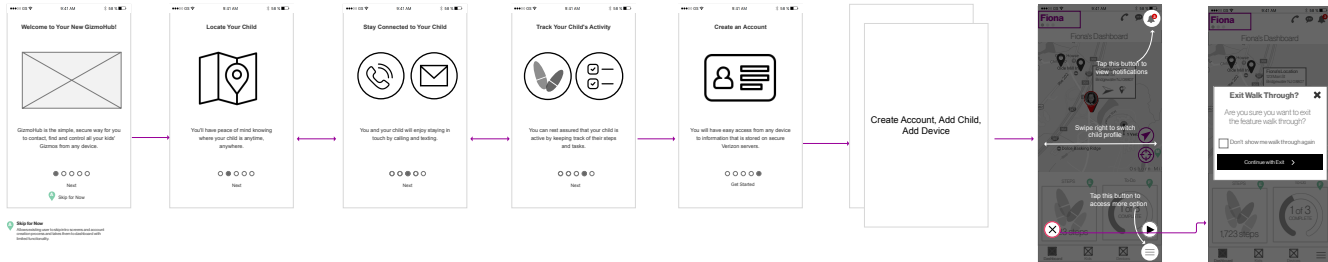
Info Screens

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### Use Case

Learn about the key value propositions offered by the GizmoHub app

[Info Screens](#)



## Gizmo Hub Redesign

Manage Devices

### Use Case

#### Manage Devices

Displays list of devices with ability to manage device settings, add, delete, and locate devices.



#### Device List

List of all device associated with the account. Includes: Name, Battery level, and Location. The Manage Devices button is visible.

#### Find Device Now

Find Device Now triggers the Find Device screen for the selected device.

#### Add Device Button

Add Device button triggers the Add Device screen for the selected device. The button is highlighted with a red box.

### 12.1.1 Find Device

Displays a map showing the location of the selected device.



#### Gizmo Address

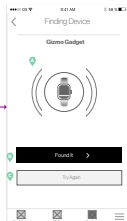
Address location for the Gizmo device.

#### Device

Tab view for the device list screen.

### 12.1.2 Find Device

Displays a map showing the location of the selected device. The device is highlighted with a red box.



#### Animation

Displays a map showing the location of the selected device. The device is highlighted with a red box.

#### Find Device

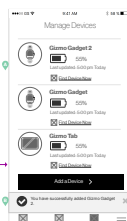
Find Device button triggers the Find Device screen for the selected device.

#### Location Map

Tab view for the device list screen.

### 12.1.3 Manage Devices - Message

Displays a message for the selected device.



#### Device List

List of all device associated with the account. Includes: Name, Battery level, and Location. The Manage Devices button is visible.

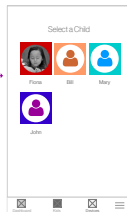
#### Find Device Now

Find Device Now triggers the Find Device screen for the selected device.

#### Add Device Button

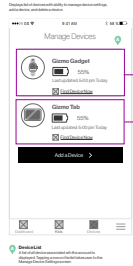
Add Device button triggers the Add Device screen for the selected device. The button is highlighted with a red box.

### 12.3.3.1 SELECT CHILD



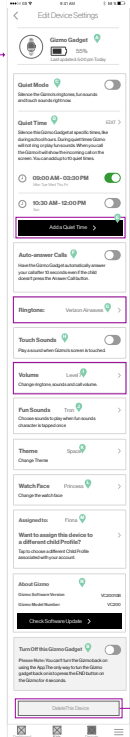
Use Case

Manage settings



U.S. Hub Device Settings

Use case: Manage settings for the Gizmo Hub device. This screen allows you to manage settings for the Gizmo Hub device.



U.S. Hub Device Settings: Lockdown Status Screen

Use case: Manage settings for the Gizmo Hub device. This screen allows you to manage settings for the Gizmo Hub device.



U.S. Hub Device Settings: Confirm Deletion

Use case: Manage settings for the Gizmo Hub device. This screen allows you to manage settings for the Gizmo Hub device.



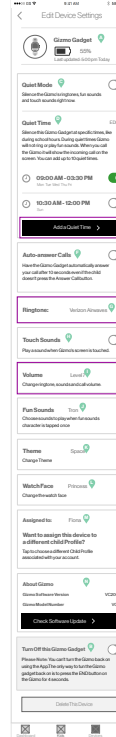
U.S. Hub Device Settings: Manage Devices

Use case: Manage settings for the Gizmo Hub device. This screen allows you to manage settings for the Gizmo Hub device.



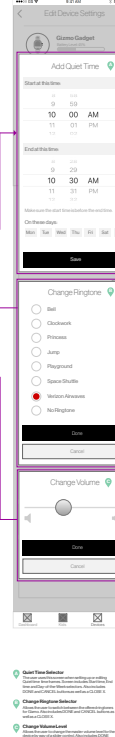
U.S. Hub Device Settings

Use case: Manage settings for the Gizmo Hub device. This screen allows you to manage settings for the Gizmo Hub device.



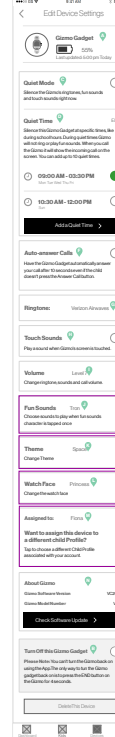
U.S. Hub Device Settings

Use case: Manage settings for the Gizmo Hub device. This screen allows you to manage settings for the Gizmo Hub device.



U.S. Hub Device Settings

Use case: Manage settings for the Gizmo Hub device. This screen allows you to manage settings for the Gizmo Hub device.



U.S. Hub Device Settings

Use case: Manage settings for the Gizmo Hub device. This screen allows you to manage settings for the Gizmo Hub device.



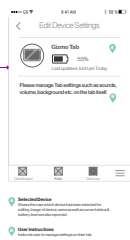
U.S. Hub Device Settings

Use case: Manage settings for the Gizmo Hub device. This screen allows you to manage settings for the Gizmo Hub device.



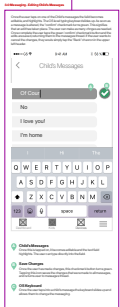
U.S. Hub Device Settings: Gizmo Tab

Use case: Manage settings for the Gizmo Hub device. This screen allows you to manage settings for the Gizmo Hub device.



- Quiet Mode** - Toggle to turn on or off Quiet Mode. When on, the device will not play sounds or vibrate.
- Quiet Time** - Set a time range during which the device will not play sounds or vibrate.
- Auto-answer Calls** - Toggle to turn on or off Auto-answer Calls. When on, the device will automatically answer calls.
- Ringtones** - Choose a ringtone for the device.
- Touch Sounds** - Toggle to turn on or off Touch Sounds. When on, the device will play sounds when touched.
- Volume** - Adjust the volume of the device.
- Fun Sounds** - Toggle to turn on or off Fun Sounds. When on, the device will play fun sounds.
- Theme** - Choose a theme for the device.
- Watch Face** - Choose a watch face for the device.
- Assignments** - Assign the device to a user.
- About Gizmo** - View information about the device.
- Turn Off This Gizmo Gadget** - Turn off the device.
- Delete This Device** - Delete the device.



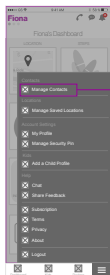


## Use-Case

Parents & Carers use this part of the App to manage their child's globally access of child's data.

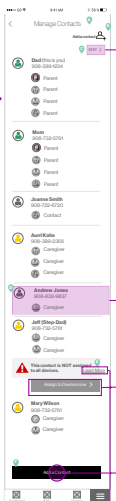
#### **NEW JOURNAL SPECIAL SECTION**

Hardycore *mariposilla* and its options to answer the global ecological challenge.



### USE MANAGEMENT CONSIDERATIONS

This version gives the user a global view of all their contacts and allows them

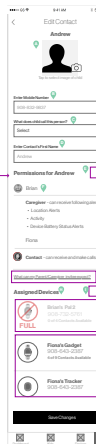
**SALE/RENT CONTACT INFO**

Users can delete cookies by logging out, then selecting the cookie and pressing DEL. #100



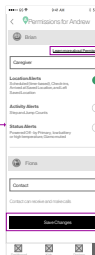
## 1.12. REFERENCES

You can manage the Content rights from the Content location.



### 4.2.2. BOTTLENECKING

Users can manage the Content rights from the Content card on their Content shelf.

[SEE ALL LEADS HERE](#)

Obtain a comparison of jurisdictions' results



From child's addition part of  
Worksheet 1, find only  
children for whom new child  
should be displayed for 1st.

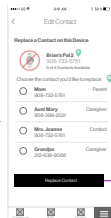
SEND A CONTACTSHEET TO: [ASSIGNMENT@HAPPYNET.HK](mailto:ASSIGNMENT@HAPPYNET.HK)

Once certain information has been entered, the Parent is shown all the data from a record that will be added to the new file.



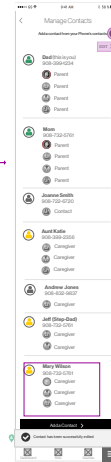
### SAFETY REPLACEMENT CONTACT

If the parent wants to add an assessment to a child's plan, contact the Center for Kids.



#### 5.6. ADD-CONTACT MESSAGE

Use our merge Pdf Contacts right from the Contacts window in Contacts.



#### Device Information

This shows the change that will be effected by the replacement of the indicated member by the new one.

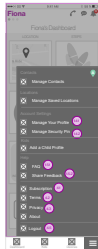


## User Case

This page exemplifies an abstract list of single function screens, mostly located in the Hamburger Menu, and arranged in 12 groups by the Storage Security Pkts. Subsequent (Tab), Terms & Conditions, Privacy, About and Logout.

## 1.01 - HAMBURGER MENU PROFILE

Users get menu profiles and are the first screen to see all the main menu items and the hamburger menu items.



## Annotations

**Hamburger Menu**  
This menu is accessible from the global footer area and is a primary navigation tool for the user.

## 1.02 - PROFILE PAGE

Users can manage a child's profile and see their profile page.



**Choose or edit profile pic**  
Users can choose or edit their profile picture. The profile picture is a small circular image located at the top left of the profile card.

**Full Name**  
The user's full name is displayed at the top of the profile card.

**Your Mobile Number**  
The user's mobile number is displayed below the full name.

**Your Email Address**  
The user's email address is displayed below the mobile number.

**Password**  
The user's password is displayed below the email address.

**Save Changes**  
The user can save their changes by clicking the 'Save Changes' button.

**Save Changes**  
The user can save their changes by clicking the 'Save Changes' button.

## 1.03 - MANAGE SECURITY PIN

Users can create a new security PIN for their device.



**Create Security PIN**  
The user can create a new security PIN for their device. The PIN is a 4-digit numeric code.

**4-Digit PIN**  
The user's 4-digit PIN is displayed at the top of the screen.

**Agreed**  
The user can agree to the terms and conditions by clicking the 'Agreed' button.

**Save PIN**  
The user can save their PIN by clicking the 'Save PIN' button.

**Save PIN**  
The user can save their PIN by clicking the 'Save PIN' button.

**Save PIN**  
The user can save their PIN by clicking the 'Save PIN' button.

**Save PIN**  
The user can save their PIN by clicking the 'Save PIN' button.

## 1.04 - FEEDBACK EMAIL

Users can provide feedback on the app.



**Feedback Email**  
Users can provide feedback on the app. The feedback is sent to the GizmoHub Feedback email address.

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## 1.05 - SUBSCRIPTION

Users can view their subscription status and manage their subscription.



**GizmoTab Subscription**  
Users can view their subscription status and manage their subscription. The subscription is for GizmoTab.

**GizmoTab Subscription**  
Users can view their subscription status and manage their subscription. The subscription is for GizmoTab.

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## 1.06 - TERMS &amp; CONDITIONS

Users can view the terms and conditions of the app.



**Terms & Conditions**  
Users can view the terms and conditions of the app. The terms and conditions are located in the 'Terms & Conditions' section.

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## 1.07 - PRIVACY POLICY

Users can view the privacy policy of the app.



**Privacy Policy**  
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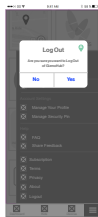
**Privacy Policy**  
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## 1.08 - LOG OUT

Users can log out of the app.



**Log Out**  
Users can log out of the app. The log out process is located in the 'Log Out' section.

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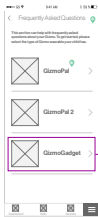
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## 1.09 - FAQ

Users can view the frequently asked questions of the app.



**FAQ**  
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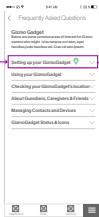
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## 1.11 - FAQ

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