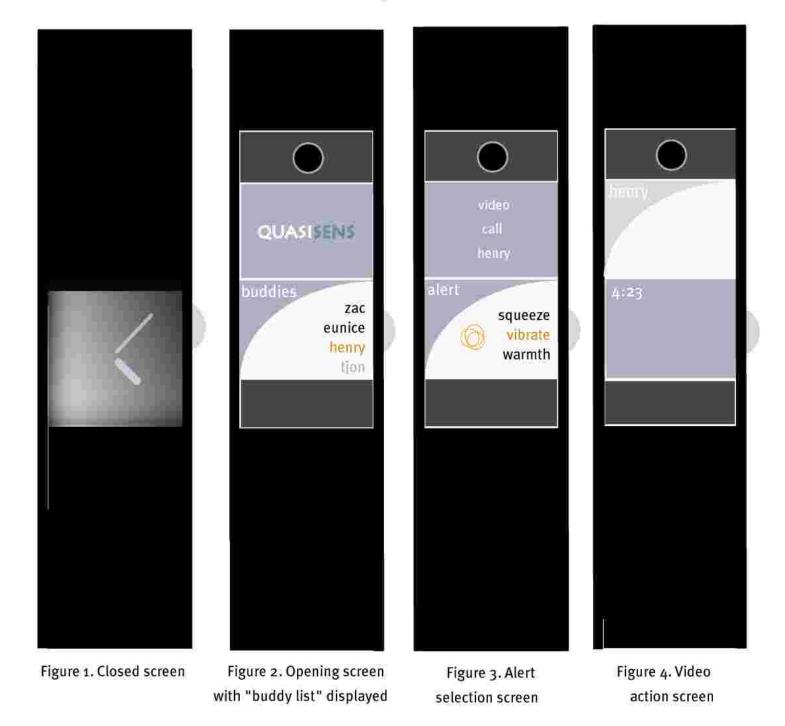
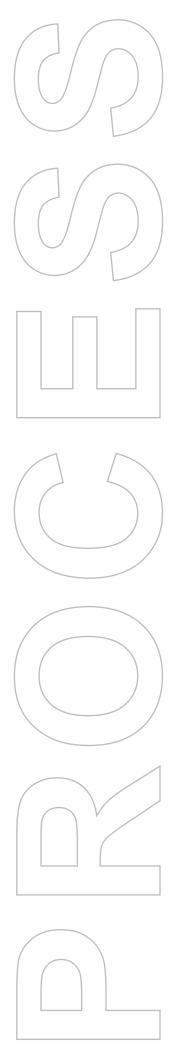
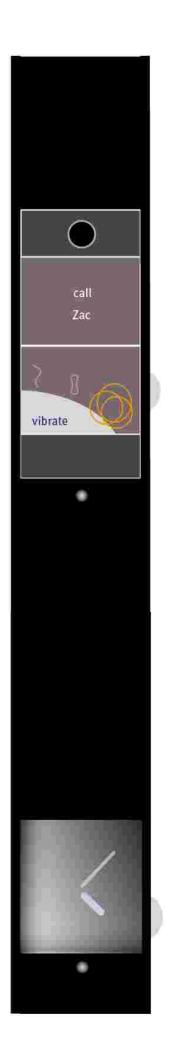
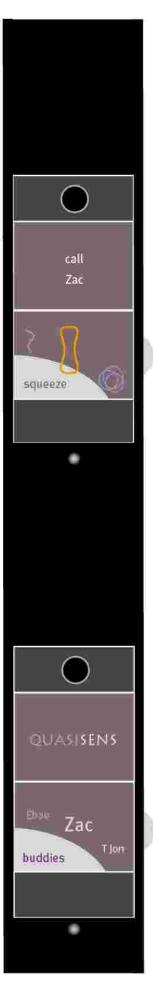
QUASI SENS

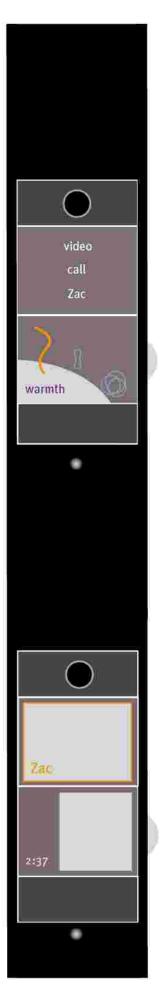


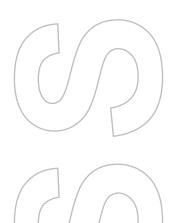
Zac decides to contact his friend Henry Rollins. He presses the Jog dial is to open his screen. The first screen that appears is the buddy list, which he navigates by scrolling the jog dial and clicking when the desired item is highlighted. After he selects Henry, several more option screens follow: "call, message, touch," "video, audio, text," and "vibrate, squeeze, warmth." As an item is highlighted in the selection menu, an accompanying icon is displayed next to it. When he makes each choice, the selection is added to the top screen. After the alert is selected (the final selection screen), Henry is contacted and the connection is made. Henry appears in the upper screen along with his name, while Zac can see himself in the lower screen along with the length of time of the call. After goodbyes, Zac terminates the connection by pressing and holding the jog dial.









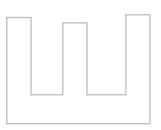


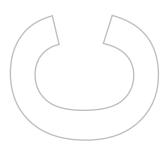
ICON EXPLORATION

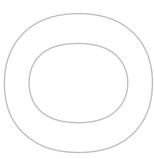


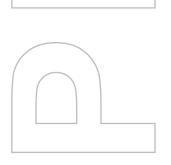




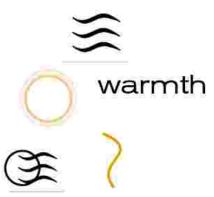


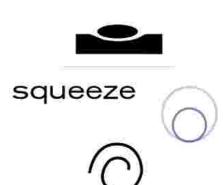




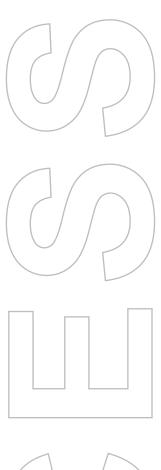








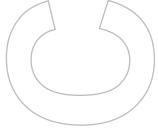
Early iterations of our screen relied on the use of icons, in the hopes that they would give a more "sensual" feel to our product. Due to limitations on screen space and doubts about the icons' readability, we discontinued these explorations; instead focusing on movement of type on the screen to convey sensuality.

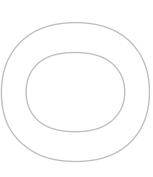












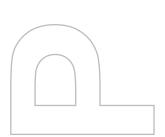


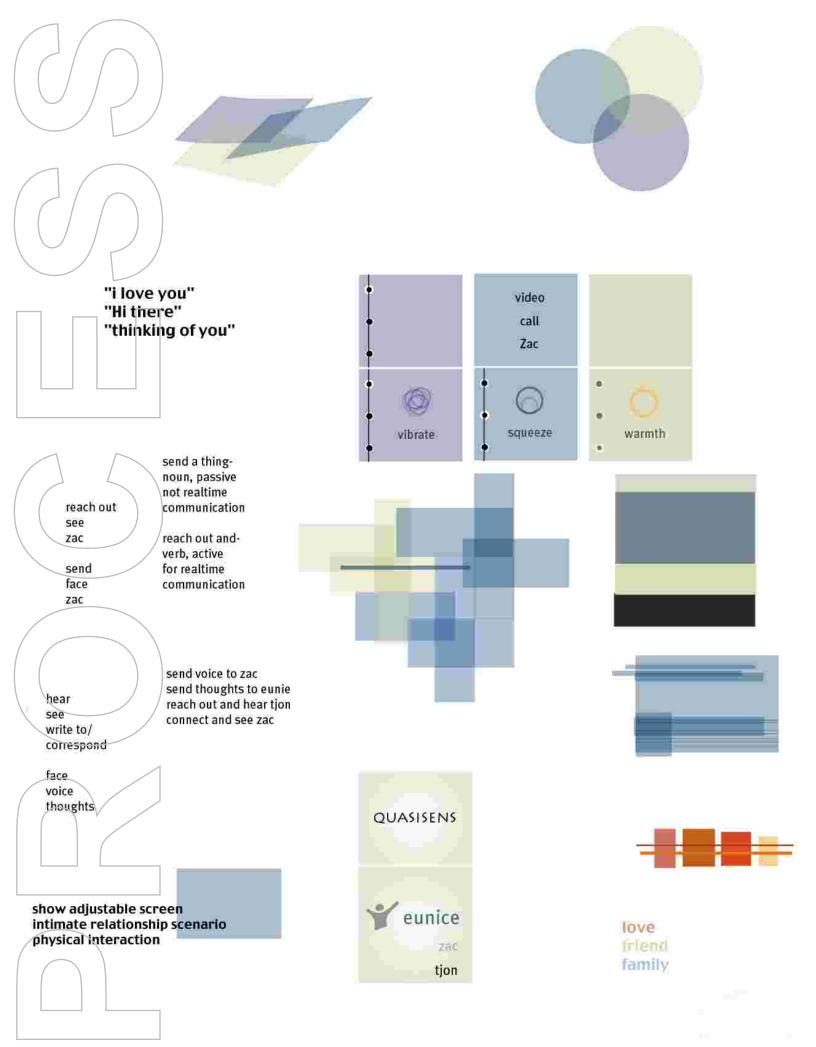




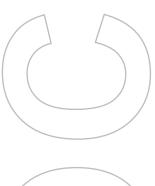


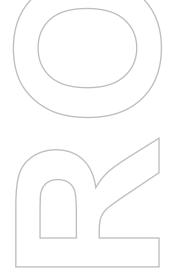
video call interaction

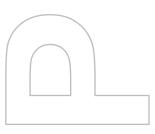




































vibration vs vibrate

colors of icons? animated words? animated icons? icon opacity? color of screen?

select buddy

reach out/connect send touch

hear voice see face correspond thoughts

squeeze warmth vibration eunice

INFO ABOUT BUDDY COME UP WHEN SCROLLED ON?
PERSONAL ICON
PRIVACY VS ACTIVE VS NOT ON
PRIVACY ICON

ns oups endly vs family

