

Concept of the time adaptable GUI for the mobile phone users



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This is a proposal of a time adaptable Graphical User Interface. The interface is working on top of the Operating System/software platform to deliver different functionality, depending several variables, including: User's usage patterns, service and space-time context. The proposal considers standalone application widgets, as well as website interfaces. It is based on the open standards i.e. CSS3

USER

Proposed User Interface is intended to serve any type of user, whether it is a senior user requiring simplicity, consumer of complex numerical data or multi device, connected content consumer.

The interface aims to use simple concepts of animation, content categorization and its relation to time and space, as well as other data from the mobile phone sensors.

User should be aware of simple menus and concepts of software downloads, content sharing and other standardized behaviors like buttons, dragging, tapping, spiral turning.

EXPERIENCE

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The usage of the mobile phones delivers data about Users activities, which can be processed by the main device's User Interface repository and processed according to time, space and service usage context, i.e.

Morning usage requires simple button GUI to cope with scheduling and basic voice communication, where as evening usage of social network might require spiral GUI to display complex datasets consisting of multiple items and enable them to distribute items over third party subscribed services.

Mobile User Experience 2008 entry

< USAGE
TIME >



Morning

Afternoon

Evening

Late Evening

- ALARM
- CALENDAR
- MULTIMEDIA...

- SEARCH
- VOICE
- TEXT
- MAPS
- PAYMENTS

- WIDGETS:
- VOICE
 - TEXT / EMAIL
 - PROXIMITY SENSOR

- WIDGETS
- MULTIMEDIA
 - HEALTH SENSOR
 - CALENDAR



Mobile User Experience 2008 entry

References:

Bart Sakwerda (2008-03) Unified GUI 2008/2009, London College of Communication, London

Clip-Arts used on page 3 come from Microsoft Office online clipart store.

Scheme of an iPhone comes from the Apple.com website, edited by me.