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UX / UI Designer

PORTFOLIO

SENGLED

Pulse

DESIGN

Sengled Pulse

Interaction Model & Workflow

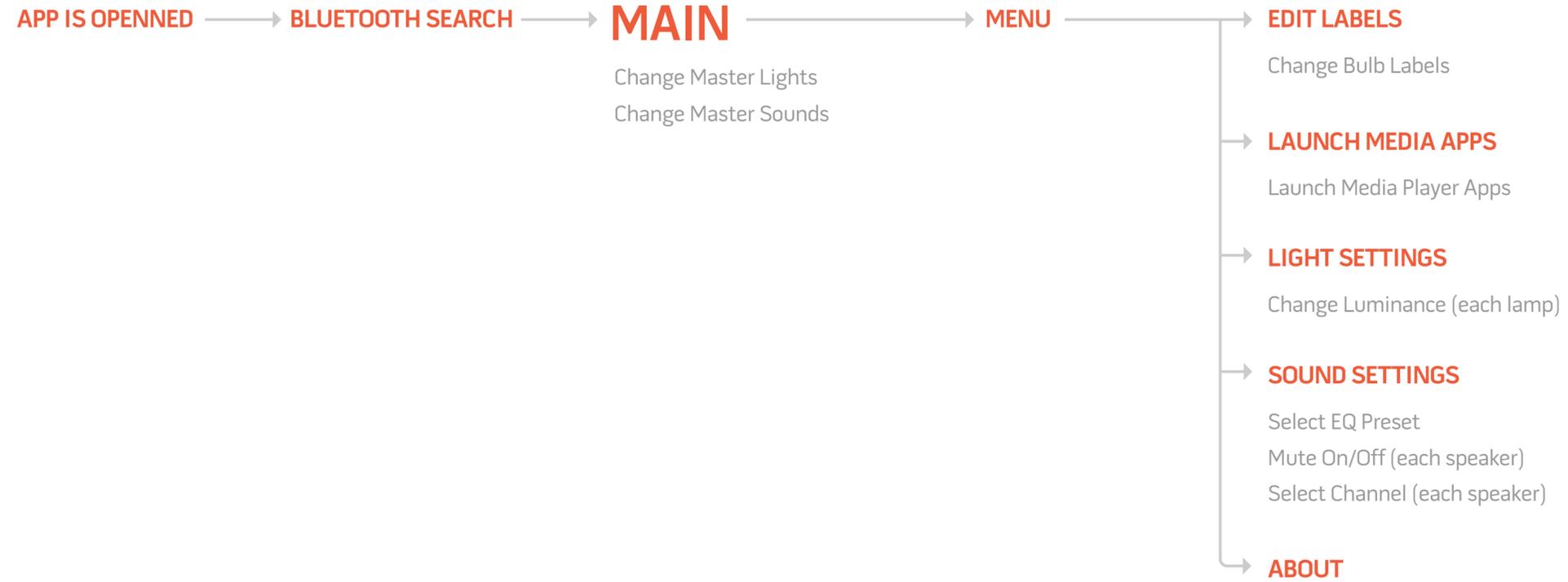
STRATEGY

UI Workflow Enhancement

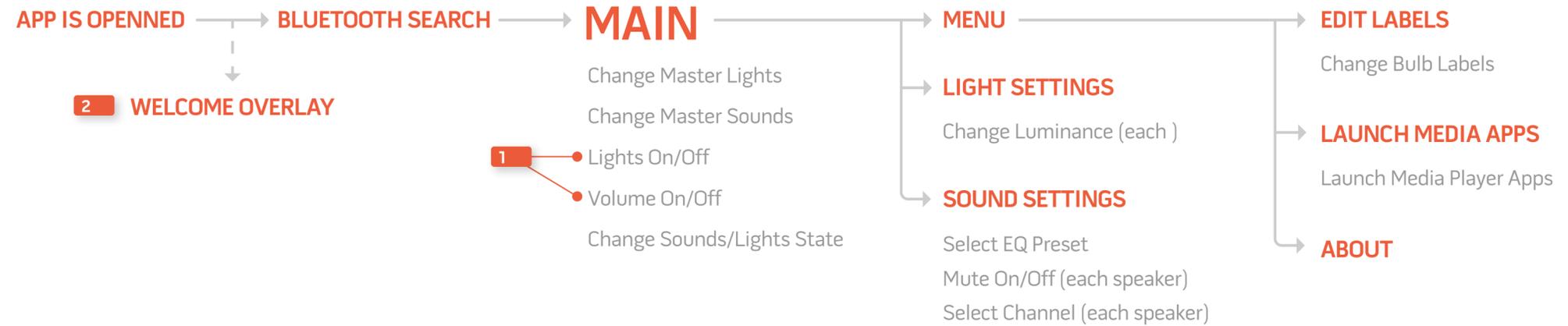
This displays the current and recommended workflows for the Pulse application. The recommended workflow groups common functionality together to create a centralized state for both luminosity and volume.

- 1** MASTER ON/OFF
Having a master on/off switch will allow the user a one touch state change without the need to adjust overall all levels. This also allows the user to return to their previously selected level when the system is turned on.
- 2** WELCOME OVERLAY
This screen is an overlay for the first time user. After it's initial display, the user will have the option to stop it's display on future start ups.

CURRENT



RECOMMENDED



Interaction Models

Interaction Model 1 focuses on accessibility. Essential controls are available on the main screen with additional controls and settings available by 'swiping' to one side. This model relies on learned behavior of the user. While there is no visual navigation it is implied on the main screen.

- 1** SIMULTANEOUS CONTROLS
Controls are available for both luminosity and volume, but the sliding controls are not prominently displayed.
- 2** ON/OFF CONTROL
A button is provided for a master ON/OFF switch. This will provide a way to quickly disable a function as well as provide a way to return to it's previous setting when re-enabled.
- 3** GESTURE NAVIGATION
Navigation between the various states are controlled through gestures.
- 4** DISCRETE CONTROL
This control can be tapped for small incremental change or it can be held to make larger adjustments.

INTERACTION MODEL 1: MANAGED COMPLEXITY

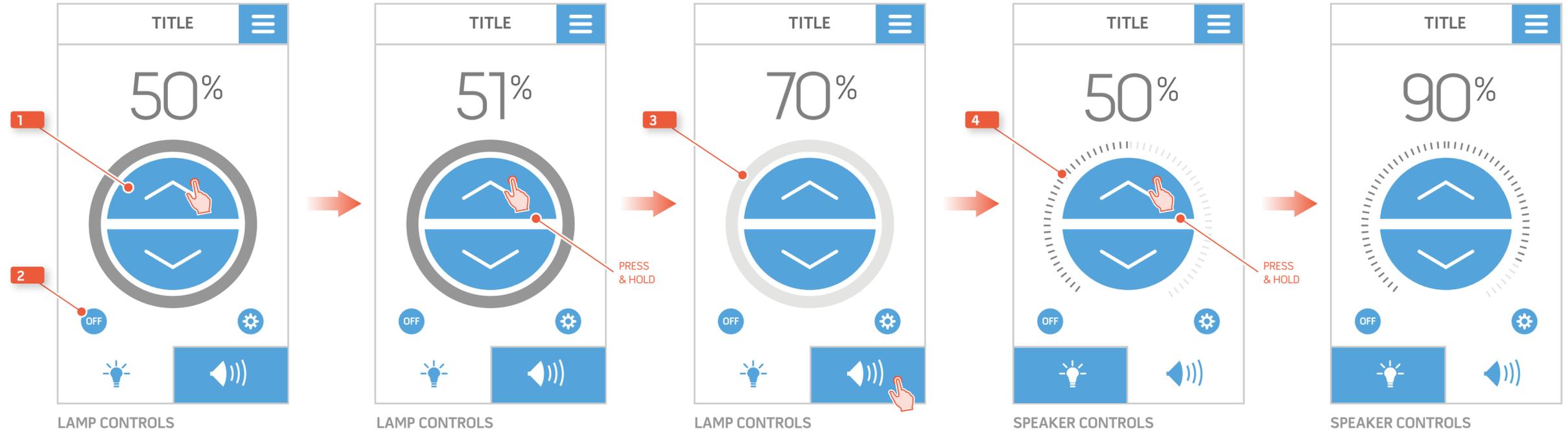


Interaction Models

Interaction Model 2 offers very prominent discrete controls. Gross controls are eliminated. The visual display relies on a large numeric readout and is supported by a smaller ring display.

- 1** LARGE DISCRETE CONTROL
This control can be tapped for small incremental change or it can be held to make larger adjustments.
- 2** ON/OFF CONTROL
A button is provided for a master ON/OFF switch. This will provide a way to quickly disable a function as well as provide a way to return to it's previous setting when re-enabled.
- 3** LUMINOSITY RING
This ring around the control will change it's brightness as luminosity is adjusted.
- 4** VOLUME RING
These hash marks will wrap around the volume control as volume is adjusted.

INTERACTION MODEL 2: EXPLICIT CONTROL

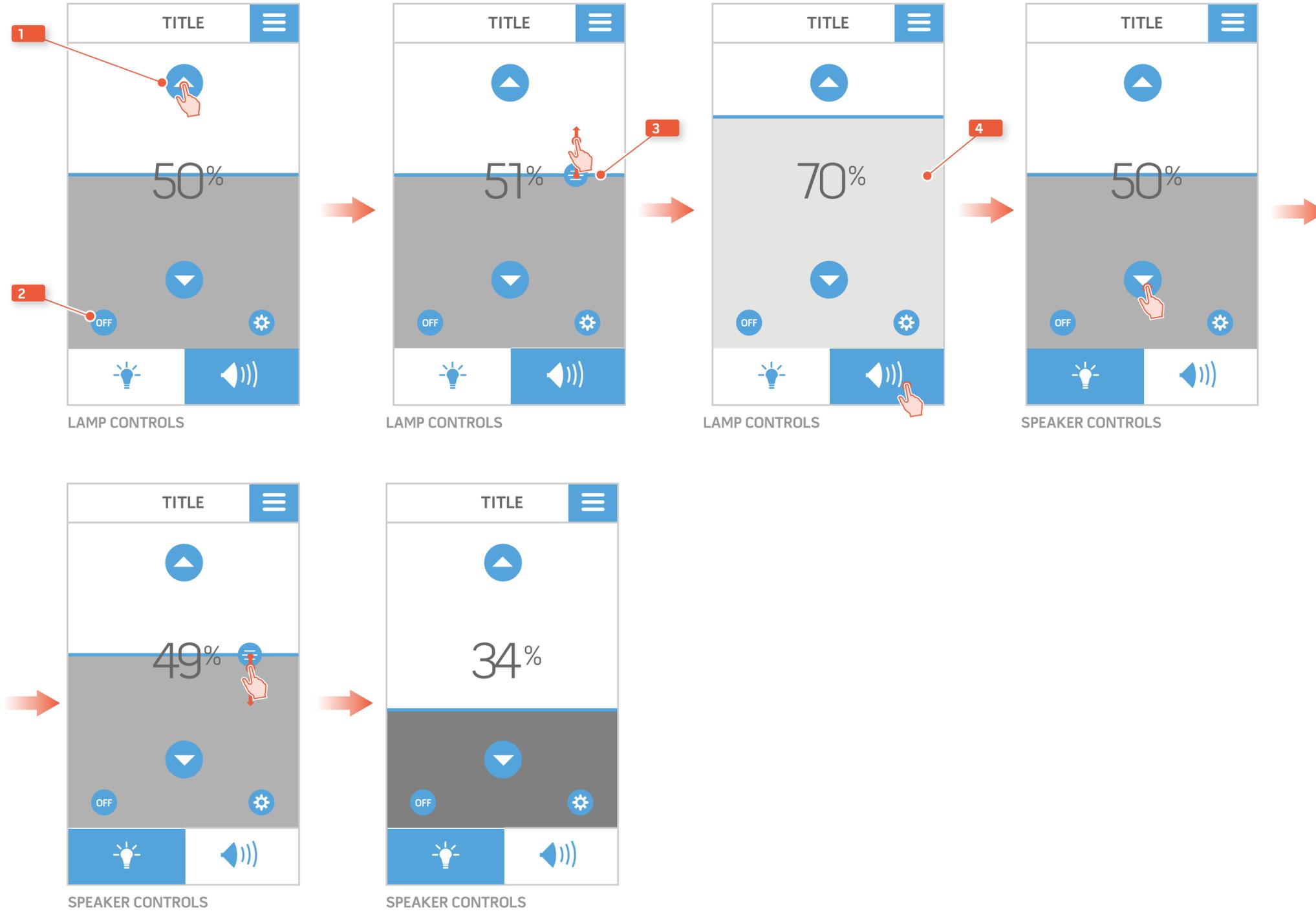


Interaction Models

Interaction Model 3 is a minimalistic solution which places focus on visual feedback. The background will reflect the current percentage of luminosity or volume in both height and brightness of the fill. Discrete controls are secondary and gross controls are available though it's controls are hidden when not in use.

- 1 DISCRETE CONTROL**
This control can be tapped for small incremental change or it can be held to make larger adjustments.
- 2 ON/OFF CONTROL**
A button is provided for a master ON/OFF switch. This will provide a way to quickly disable a function as well as provide a way to return to it's previous setting when re-enabled.
- 3 DYNAMIC CONTROL**
When the bar is touched a control will appear to let the user know that it can be adjusted.
- 4 FILL BRIGHTNESS**
As the height of the bar is adjusted the 'fill' will lighten or darken to give visual feedback of it's current percentage. This will apply to both volume and luminosity.

INTERACTION MODEL 3: MINIMAL FULL SURFACE CONTROL

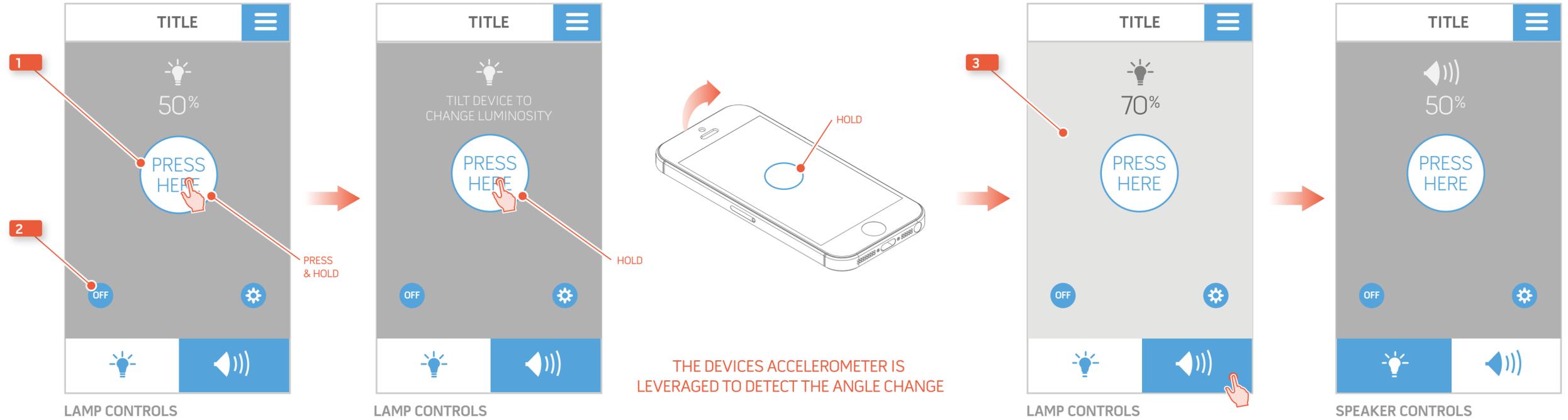


Interaction Models

Interaction Model 4 is completely gestural in its key interaction. To adjust luminosity or volume the user presses a central button and then tilts the device up or down. This is the most innovative and riskiest model. This will also expose the 'steps' in the real world light adjustments as the device is being tilted.

- 1 SINGLE BUTTON CONTROL**
By pressing and holding this button, luminosity and volume will be effected by the movement of the device.
- 2 ON/OFF CONTROL**
A button is provided for a master ON/OFF switch. This will provide a way to quickly disable a function as well as provide a way to return to its previous setting when re-enabled.
- 3 FILL BRIGHTNESS**
As the percentage is adjusted, the 'fill' will lighten or darken to give visual feedback. This will apply to both volume and luminosity.

INTERACTION MODEL 4: GESTURAL CONTROL



Sengled Pulse

Wireframes

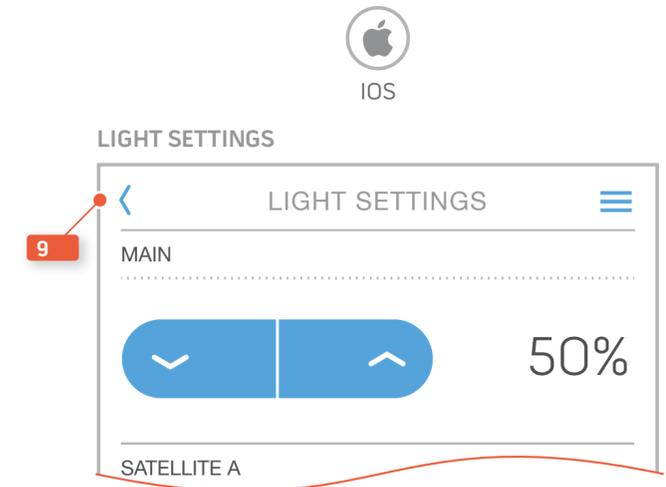
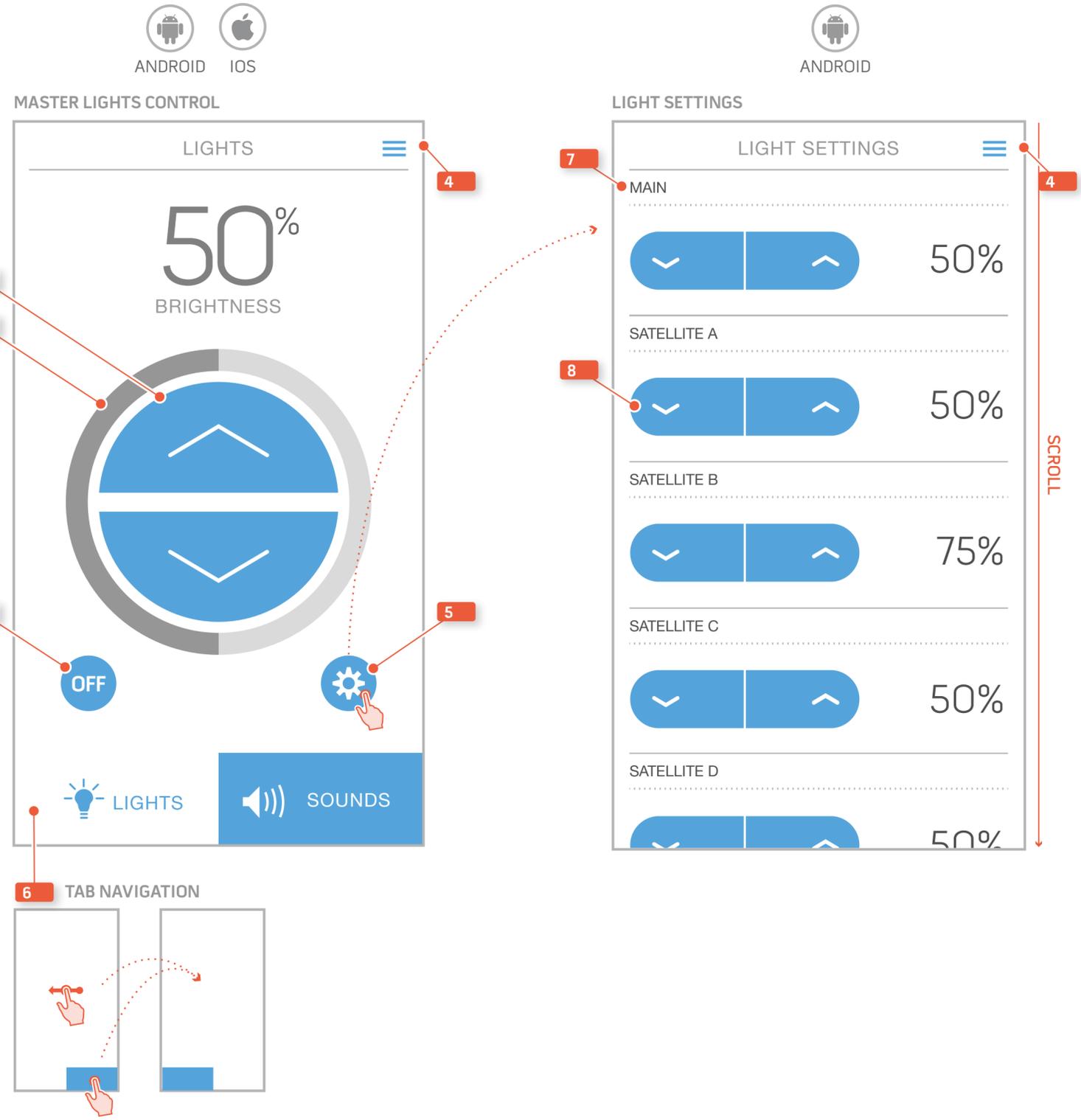
DESIGN

UI Lights Control & Light Settings

These wireframes show the Master Lights Control screen and Light Settings screen.

- 1** LARGE DISCRETE CONTROL
This control can be tapped for a small incremental change to luminosity or it can be held to make larger adjustments.
- 2** LUMINOSITY RING
The highlighted section of the ring will fill in the same percentage of the lighter ring as is displayed by the number above it.

Secondary controls are also available on the ring. The left and right side can be pressed to adjust the brightness as well as sliding the upper terminating end. **See Appendix 1 for more details.**
- 3** ON/OFF CONTROL
This will provide a way to quickly turn off all lights as well as provide a way to return to it's previous setting when re-enabled.
- 4** MENU
This is a global navigation that is persistent on every screen of the application. When activated a drop down drawer will reveal additional screens.
- 5** LIGHT SETTINGS
When on the master luminosity screen this button will take the user to the Light Settings screen.
- 6** TAB NAVIGATION
The lower tabs are for navigation as well as active state identification. This can be changed by tapping the Sounds tab or with a left swipe gesture.
- 7** DEFAULT NAMING
The labels on the bulbs will mirror the labels given during installation, whatever they may be.
- 8** BRIGHTNESS CONTROLS
These controls mimic the master luminance control at an individual lamp level. The controls are placed in a horizontal fashion to provide quick access to an expandable lamp library.
- 9** BACK BUTTON
This is an IOS only control to mimic the Android hard back button.

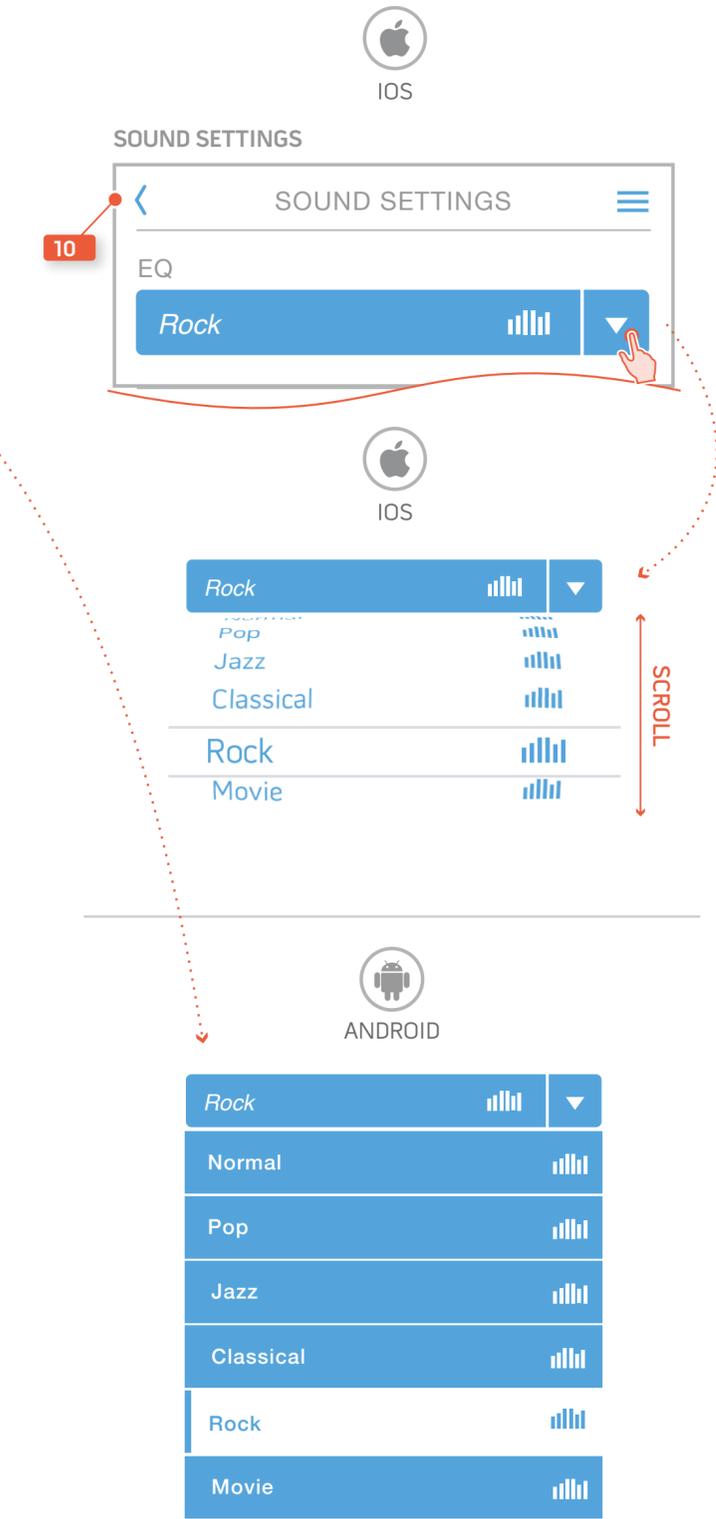
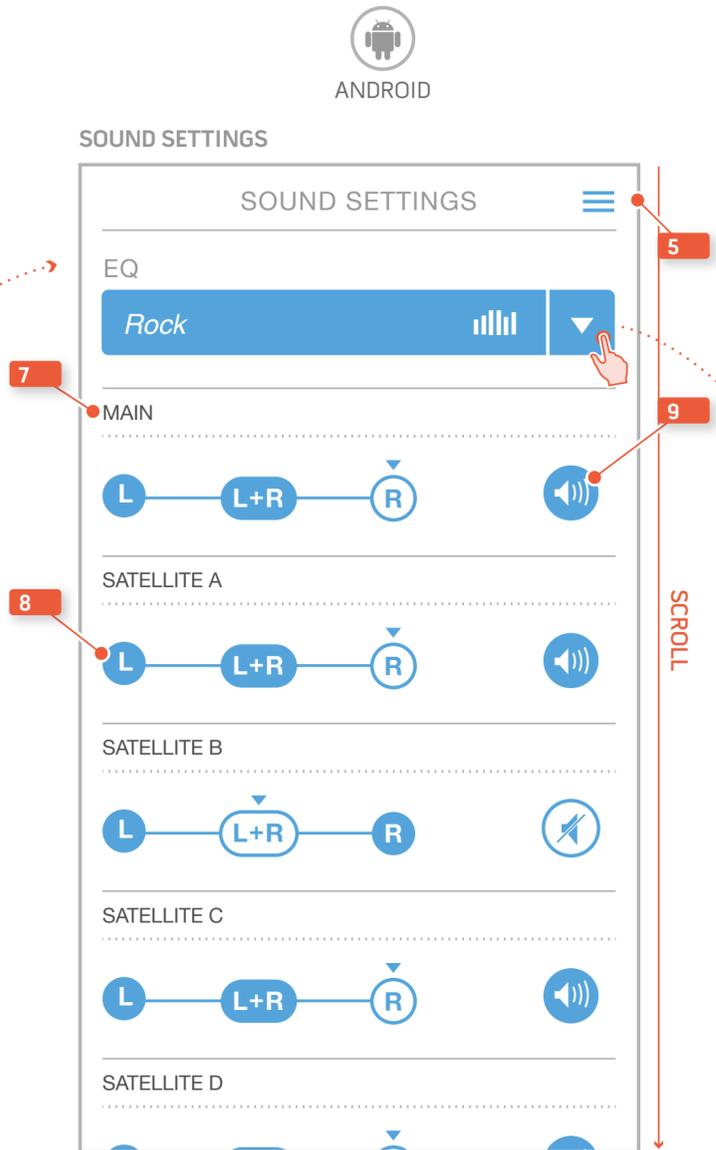
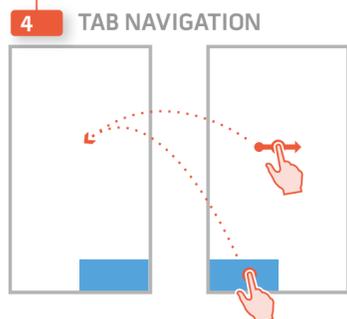
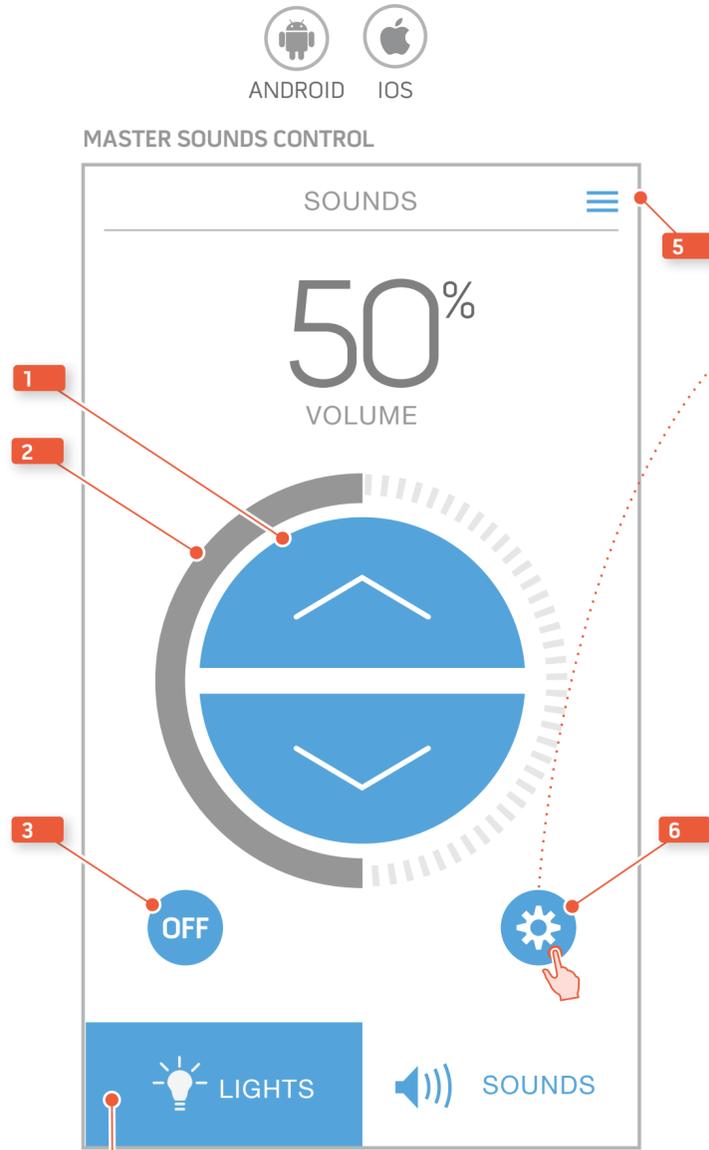


UI Sounds Control & Sound Settings

These wireframes show the Master Sounds Control screen and the Sound Settings screen.

- 1** LARGE DISCRETE CONTROL
This control can be tapped for a small incremental change to volume or it can be held to make larger adjustments.
- 2** VOLUME RING
The highlighted section of the ring will fill in the same percentage of the dashed ring as is displayed by the number above it.

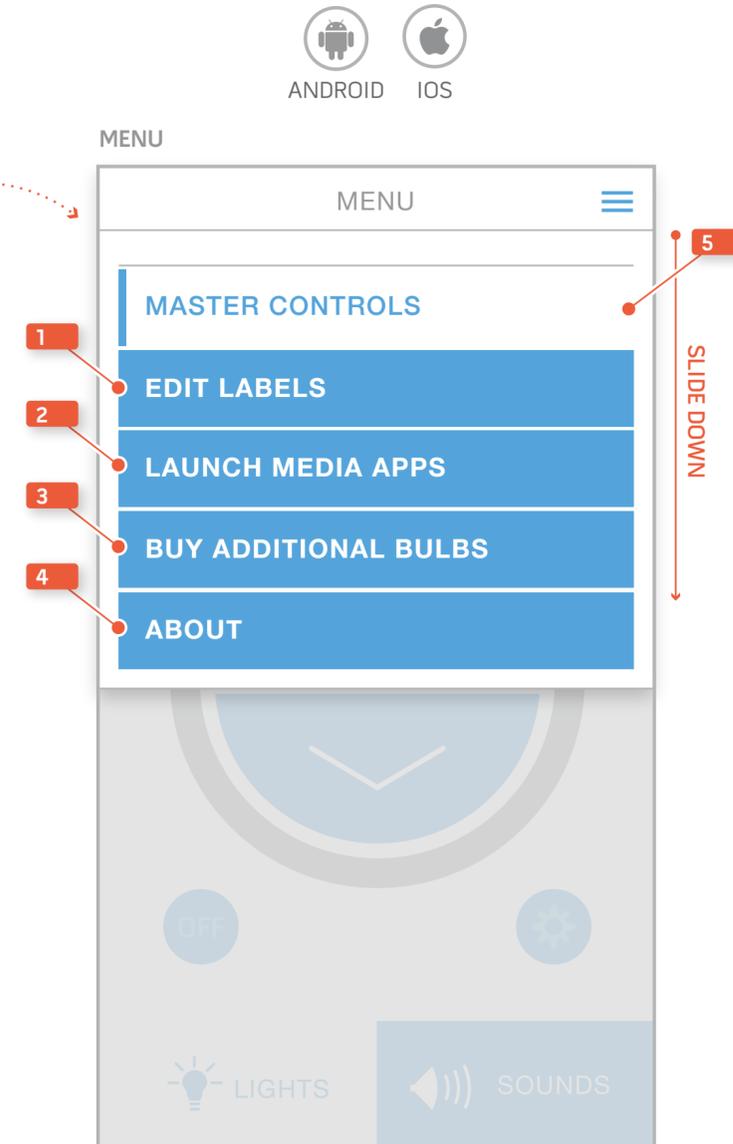
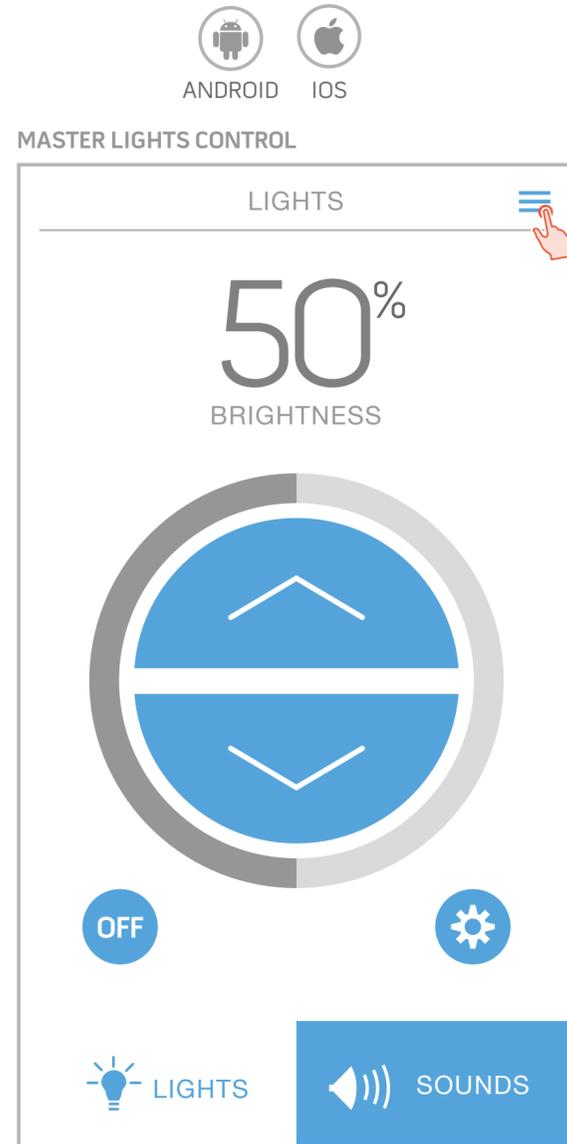
Secondary controls are also available on the ring. The left and right side can be pressed to adjust the brightness as well as sliding the upper terminating end. **See Appendix 1 for more details.**
- 3** ON/OFF CONTROL
This will provide a way to quickly turn off all speakers as well as provide a way to return to it's previous setting when re-enabled.
- 4** TAB NAVIGATION
The lower tabs are for navigation as well as active state identification. This can be changed by tapping the Lights tab or with a right swipe gesture.
- 5** MENU
This is a global navigation that is persistent on every screen of the application. When activated a drop down drawer will reveal additional screens.
- 6** SOUND SETTINGS
When on the Master Sounds Control screen this button will take the user to the Sound Settings screen.
- 7** DEFAULT NAMING
The labels on the bulbs will mirror the labels given during installation, whatever they may be.
- 8** SOUND CHANNEL CONTROL
The sound channel control is laid out in a horizontal alignment to reflect the physical world. This control can be changed by tapping a location or sliding the active control to a new location.
- 9** MUTE BUTTON
This button is a toggles for individual speakers. The icon will switch from speaker with waves(ON) to a speaker with a line through it (MUTE).
- 10** BACK BUTTON
This is an IOS only control to mimic the Android hard back button.



UI Menu

These wireframes shows how to access Menu. The menu screen slides down from underneath the screen title bar.

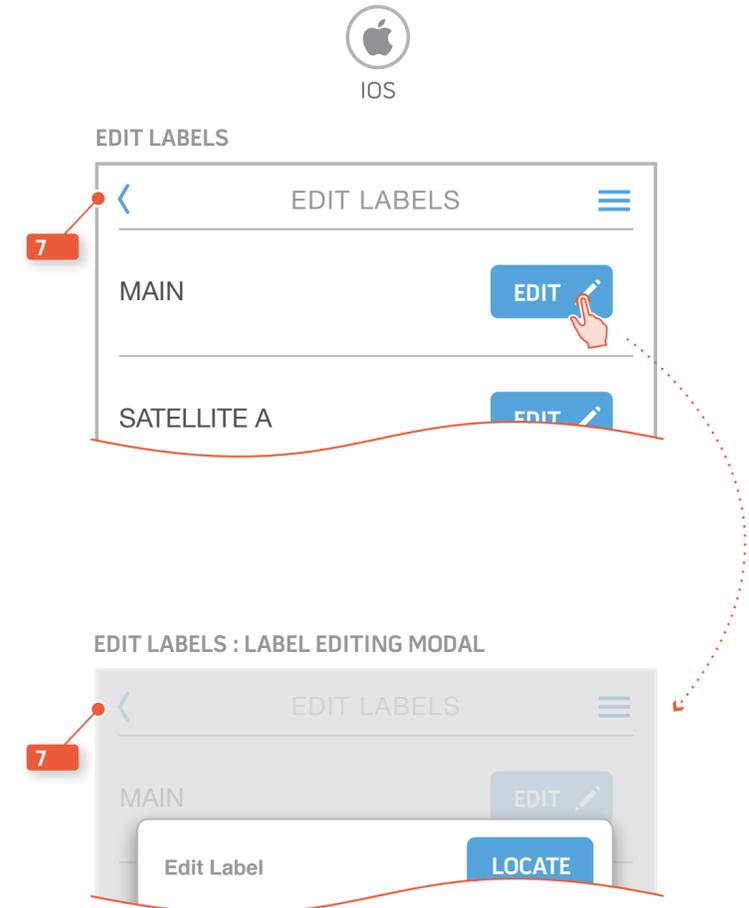
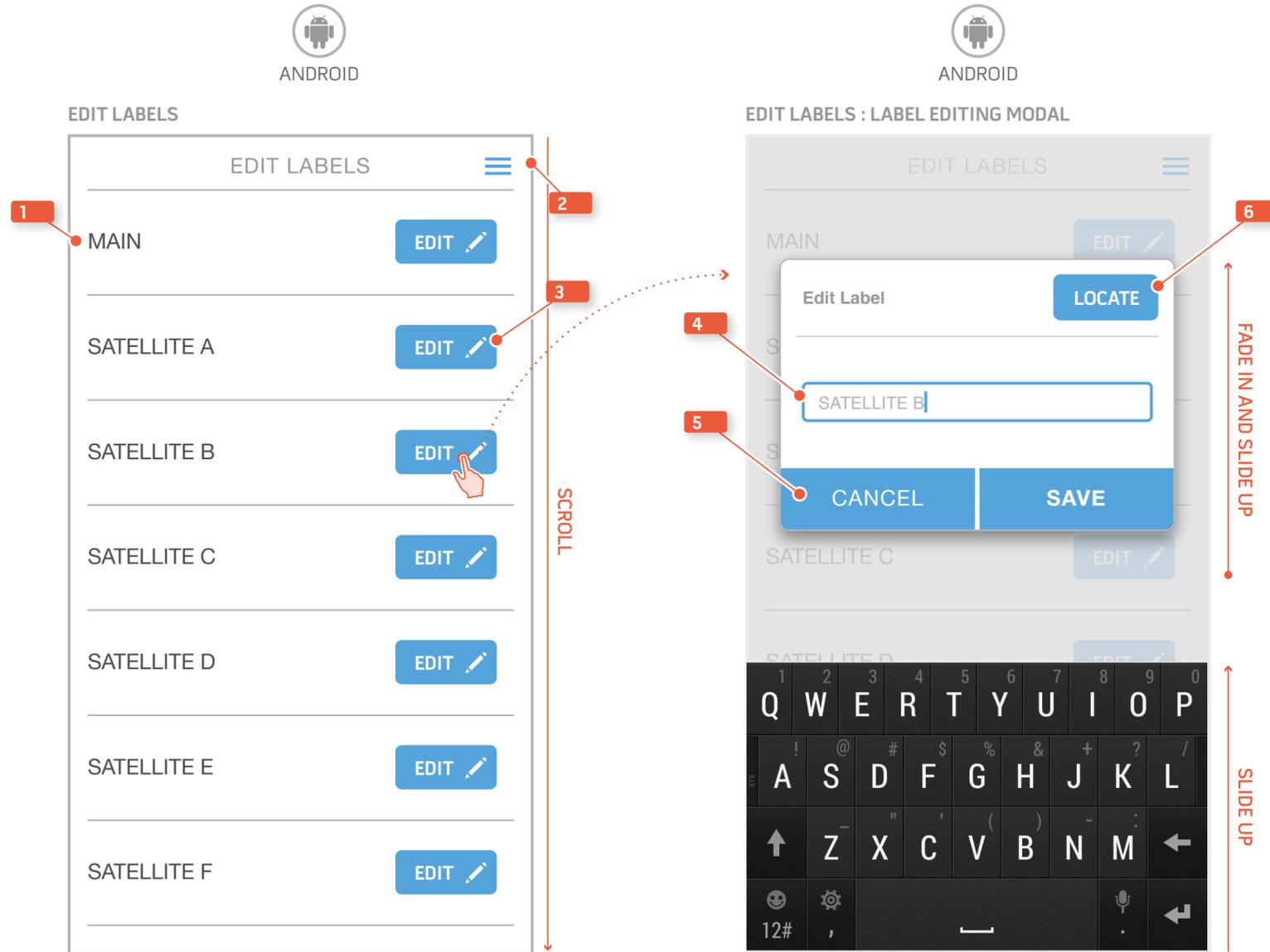
- 1** EDIT LABELS
Selecting this item will open the Edit Labels screen.
- 2** LAUNCH MEDIA APPS
Selecting this item will open the Launch Media Apps screen.
- 3** BUY ADDITIONAL BULBS
This selection will take the user to LightsThatRock.com to purchase additional bulbs.
- 4** ABOUT
Selecting this item will open the About screen.
- 5** CURRENT STATE
This is the screen that the user is currently viewing.



UI Edit Labels & Label Editing Modal

These wireframes detail how the user will customize the labels of the Pulse bulbs.

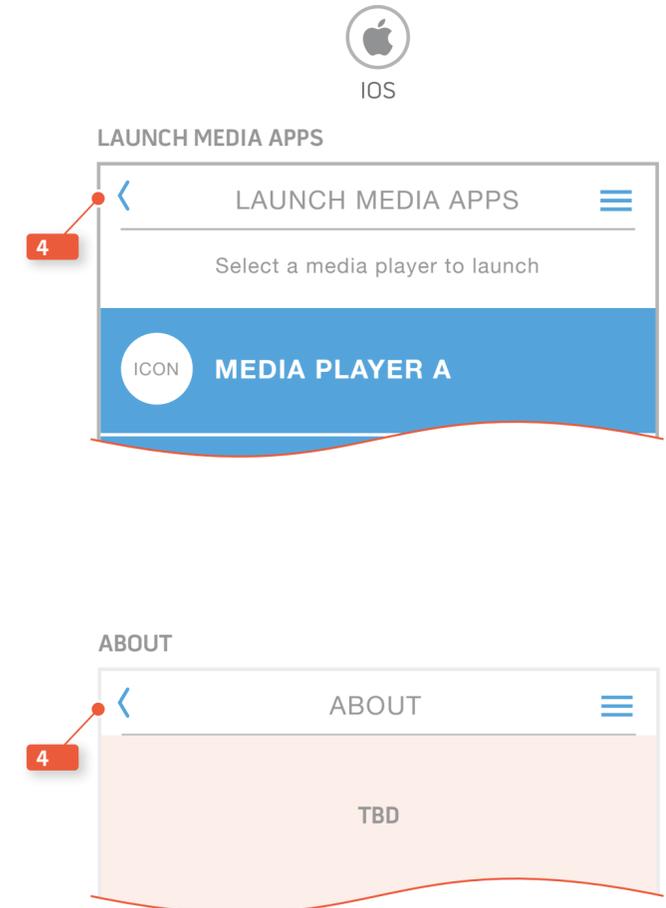
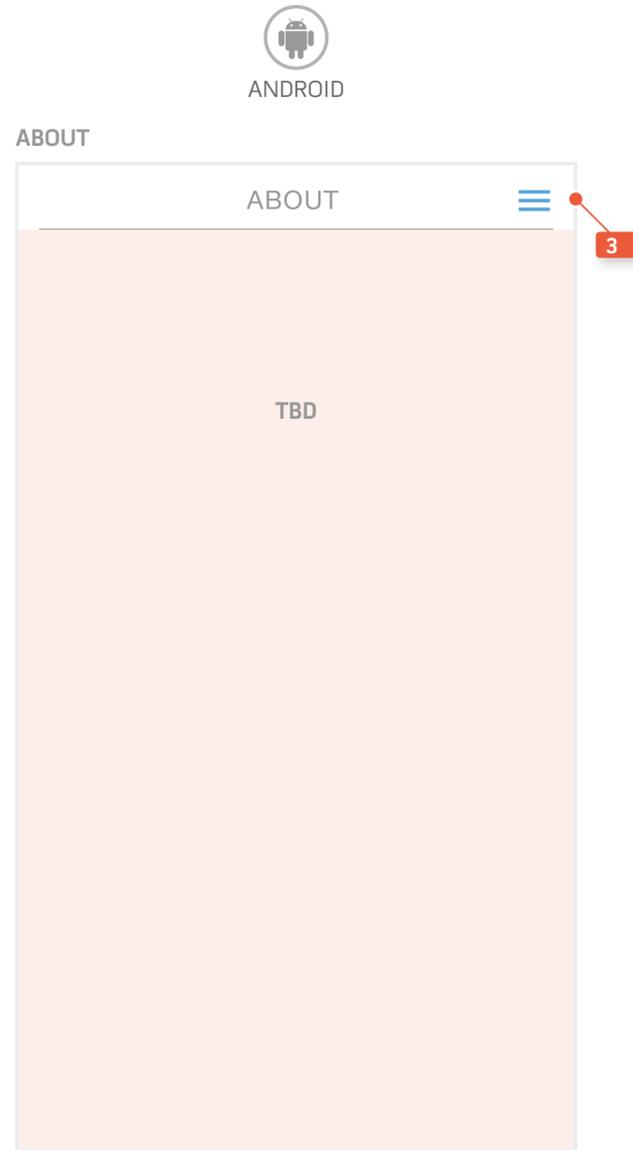
- 1** DEFAULT NAMING
The labels on the bulbs will mirror the labels given during installation, whatever they may be.
- 2** MENU
This is a global navigation that is persistent on every screen of the application. When activated a drop down drawer will reveal additional screens.
- 3** EDIT BUTTON
This button will bring up the Label Editing modal.
- 4** LABEL INPUT FIELD
When the modal is activated, this field will gain focus and a keyboard will slide up from the bottom.
- 5** CANCEL/SAVE
Cancel will close the modal without changes and will be available at all times. Save will be disabled until a change is made in the Label Input Field.
- 6** LOCATE
This Locate button is a toggle. It will help the user identify the bulb that is selected by activating a blinking sequence for that bulb.
- 7** BACK BUTTON
This is an IOS only control to mimic the Android hard back button.



UI Launch Media Apps & About Screen

These wireframes layout the list format of the media players available to the user and also the about screen.

- 1** MEDIA PLAYER ITEM
Pressing anywhere within the blue area will launch the media player.
- 2** MEDIA PLAYER ICON
This icon must be pulled from the device.
- 3** MENU
This is a global navigation that is persistent on every screen of the application. When activated a drop down drawer will reveal additional screens.
- 4** BACK BUTTON
This is an IOS only control to mimic the Android hard back button.



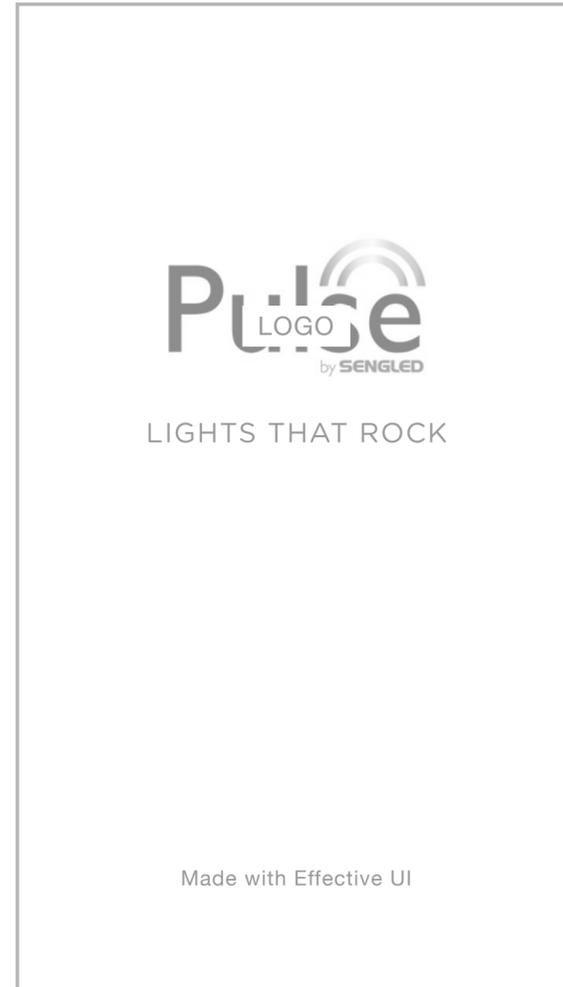
UI Splash Screen & Welcome Overlay

These wireframes detail the splash screen and the first time user experience.

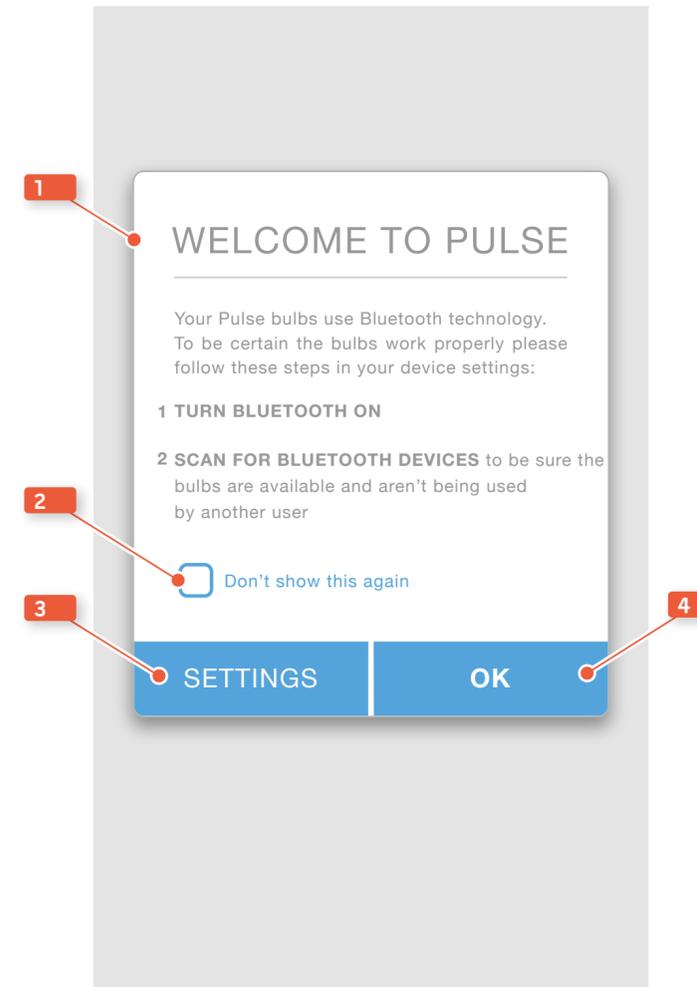
- 1 WELCOME OVERLAY**
This screen will instruct the user on how to set up a Bluetooth connection.
- 2 CHECK BOX**
Once the user understands these steps they can select this check box to stop this welcome overlay from showing again.
- 3 SETTINGS BUTTON**
When this button is selected the application will link to the Bluetooth settings within the device settings allowing the user a shortcut to follow these steps if they haven't already.
- 4 OK BUTTON**
When this is selected the user will be returned to the splash screen while the application attempts to connect to the Pulse bulbs.
- 5 IOS INSTRUCTION**
The iOS welcome overlay also includes the step to pair the device with the Pulse bulbs. The Android device will do this automatically and is omitted.



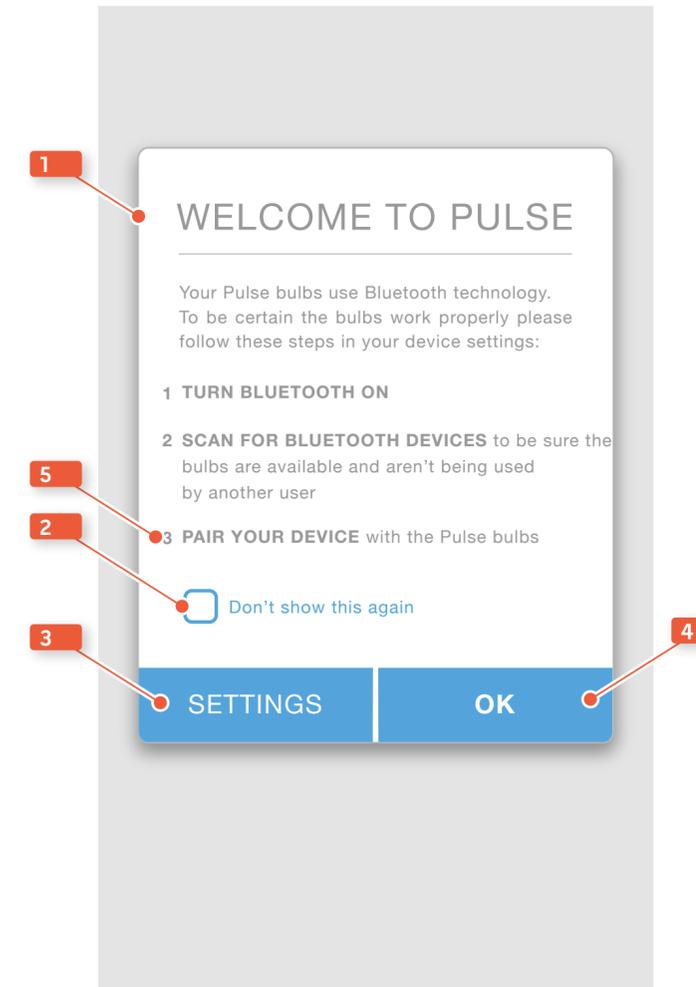
SPLASH SCREEN



SPLASH SCREEN : WELCOME OVERLAY



SPLASH SCREEN : WELCOME OVERLAY



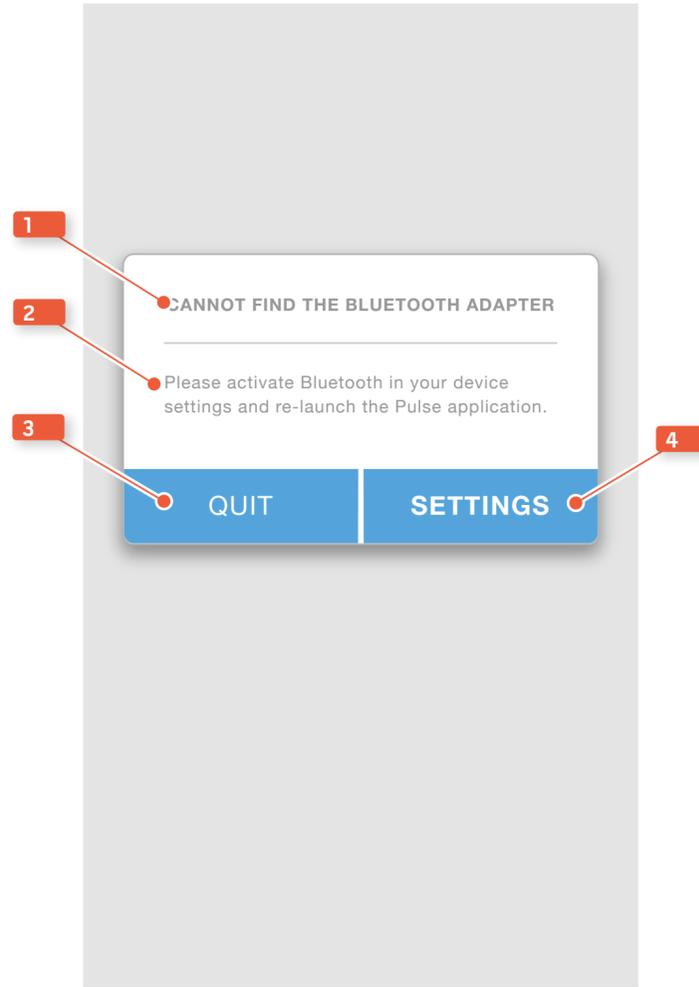
Error Overlays

These wireframes show the layout for the three common errors that may happen during Bluetooth connection.

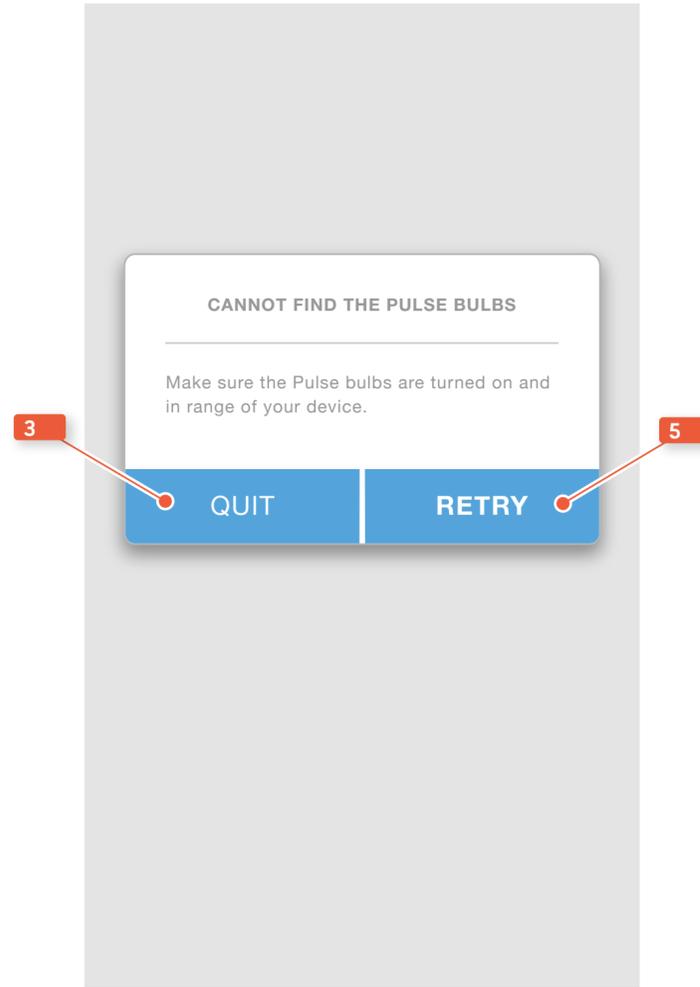
- 1** ERROR TYPE
The error type will be on top to state the connectivity issue.
- 2** TROUBLE SHOOTING
Instruction to the user is provided to help overcome the most common reasons for this error type.
- 3** QUIT
By selecting the quit button the application will close.
- 4** SETTINGS BUTTON
By selecting the settings button the application will close and navigate the user to the Bluetooth setting within the device's settings. This offers both a shortcut and guidance for the user.
- 5** RETRY
By selecting the retry button the application will make another attempt to connect with the Pulse bulbs.



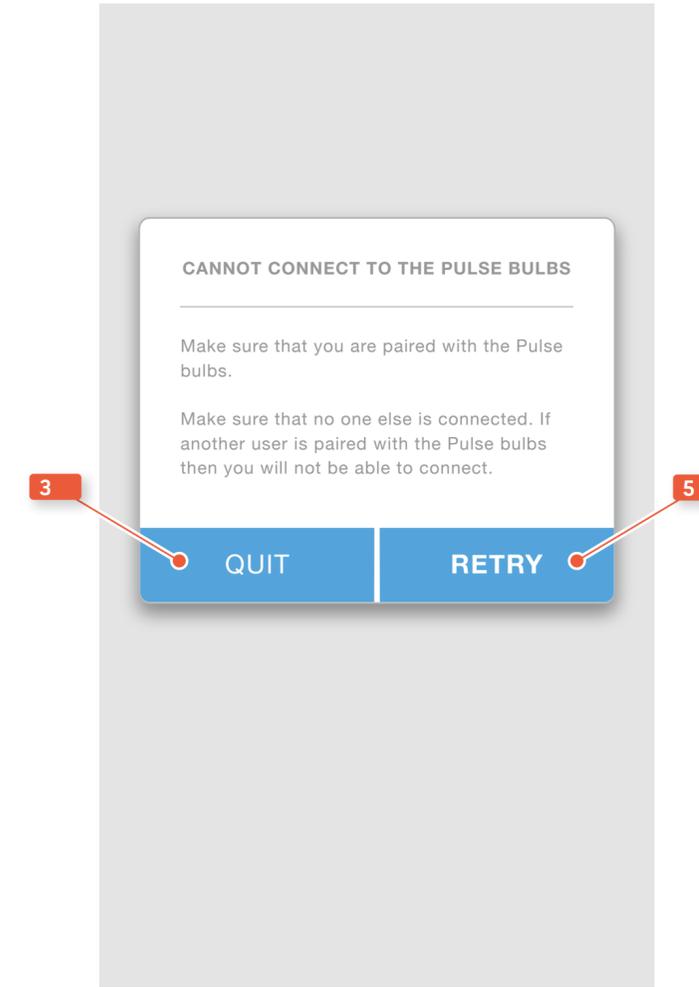
BLUETOOTH ADAPTER ERROR



BULB SEARCH ERROR



UNSUCCESSFUL CONNECTION ERROR



APPENDIX 1: SECONDARY INTERACTIONS

This appendix is provided to give detailed information on the secondary interactions involving the brightness ring and volume ring on the master control screens. The comps displayed are not final, they are provided only to assist in illustrating the interaction model.

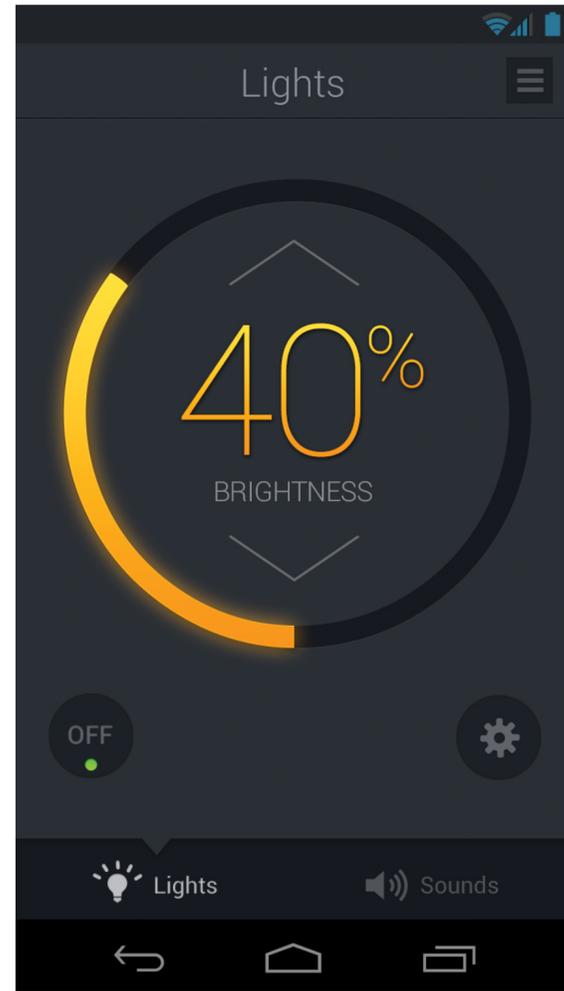
UI Appendix 1: Secondary Interactions

This is a preliminary comp of the Master lights Control screen. The ring around the control provides two additional interactions to increase or decrease the brightness of the lights. These same controls will be active in the Master Sounds Control screen as well.

This comp is not final.

- 1** LARGE DISCRETE CONTROL
This control can be tapped for a small incremental change to brightness or it can be held to make larger adjustments.
- 2** RING DISCRETE CONTROL
The ring around the primary control acts as a secondary control area. This ring can be tapped on the left or right for a small incremental change to the brightness or it can be held to make larger adjustments.
- 3** RING DRAG CONTROL
The terminating end of the highlighted ring can be dragged to a desired area within the ring. This will be a gross control for large changes. This drag control is not available anywhere else on the ring.

MASTER LIGHTS CONTROL COMP



COMP IS NOT FINAL

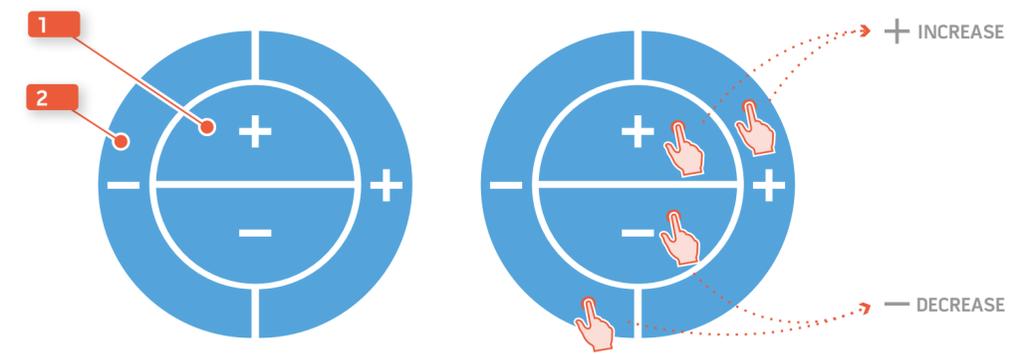
TOUCH CONTROL OVERLAY



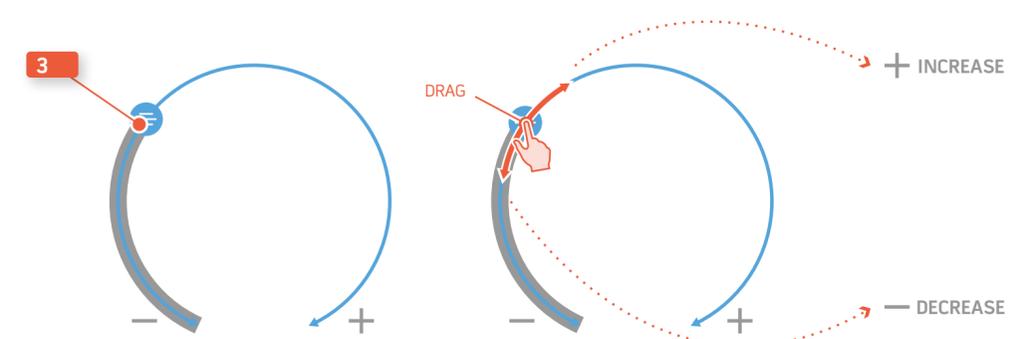
SLIDER CONTROL OVERLAY



TOUCH CONTROL INTERACTION MODEL



SLIDER CONTROL INTERACTION MODEL

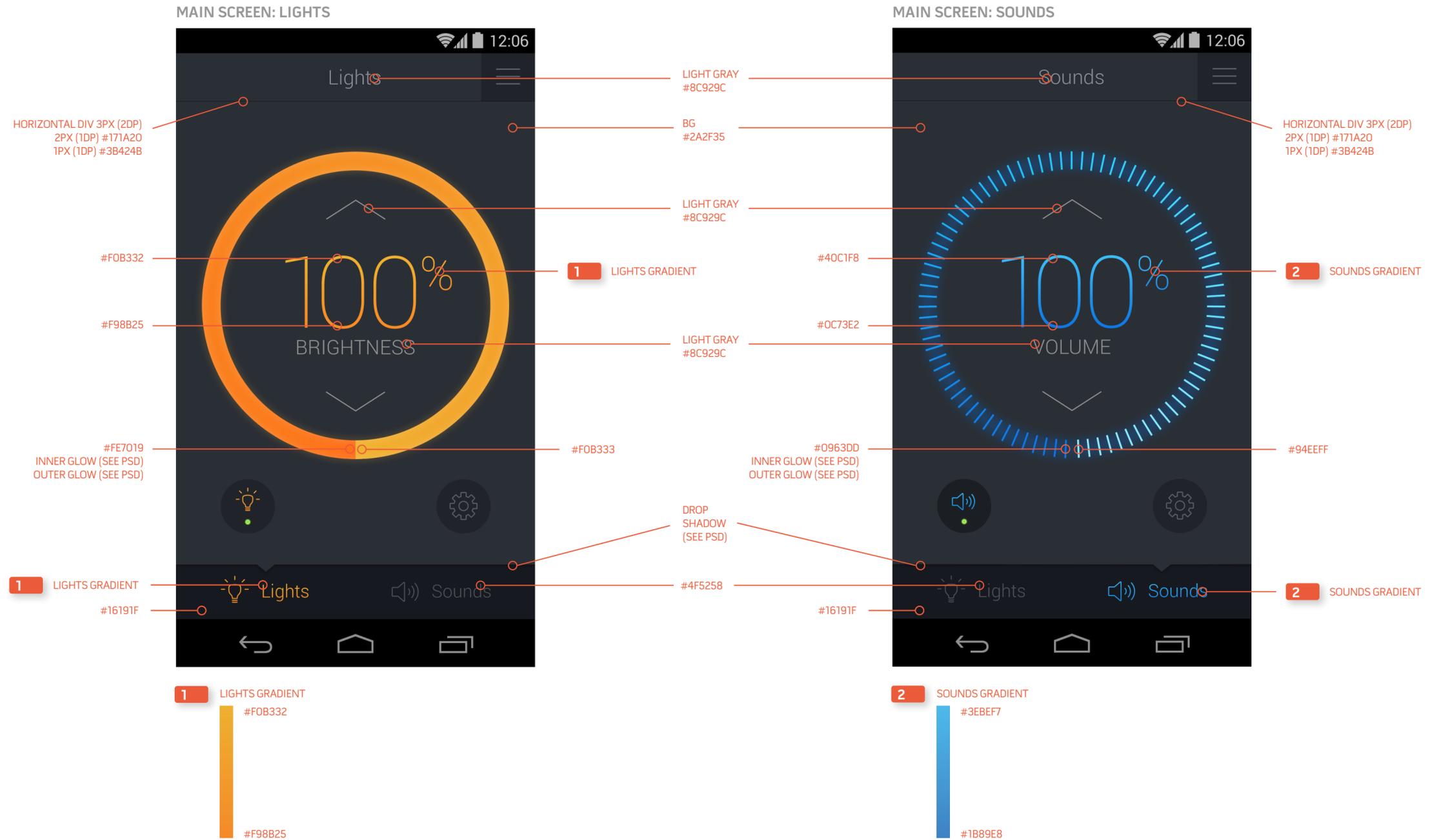


Sengled Pulse

Behaviour Model & Visual Design

DESIGN

UI Main Screen: Colors

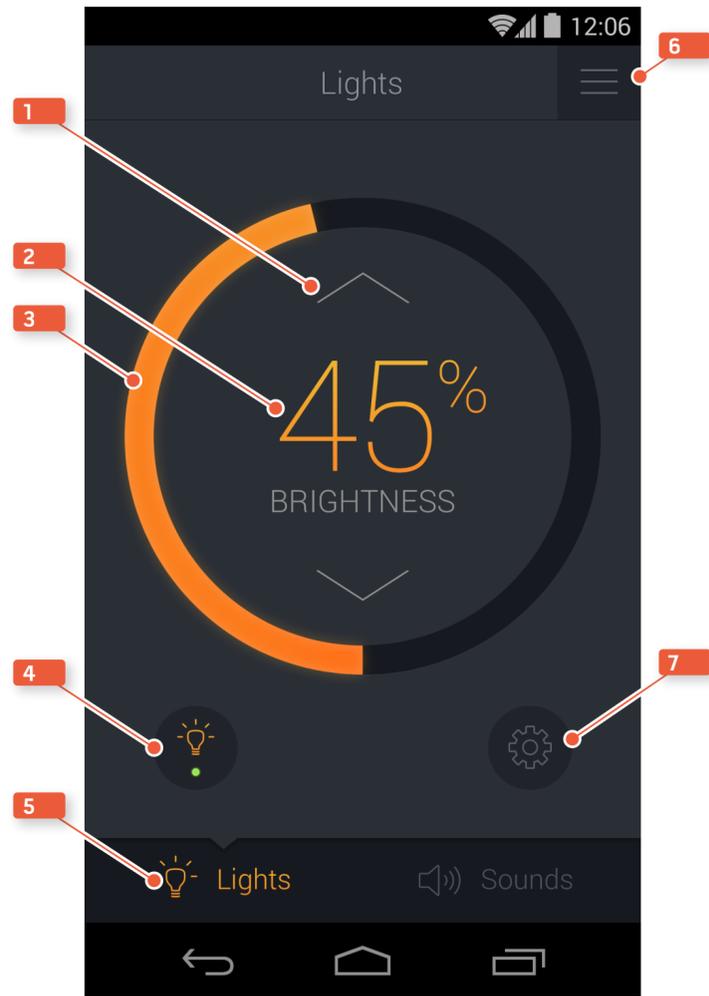


Main Screen

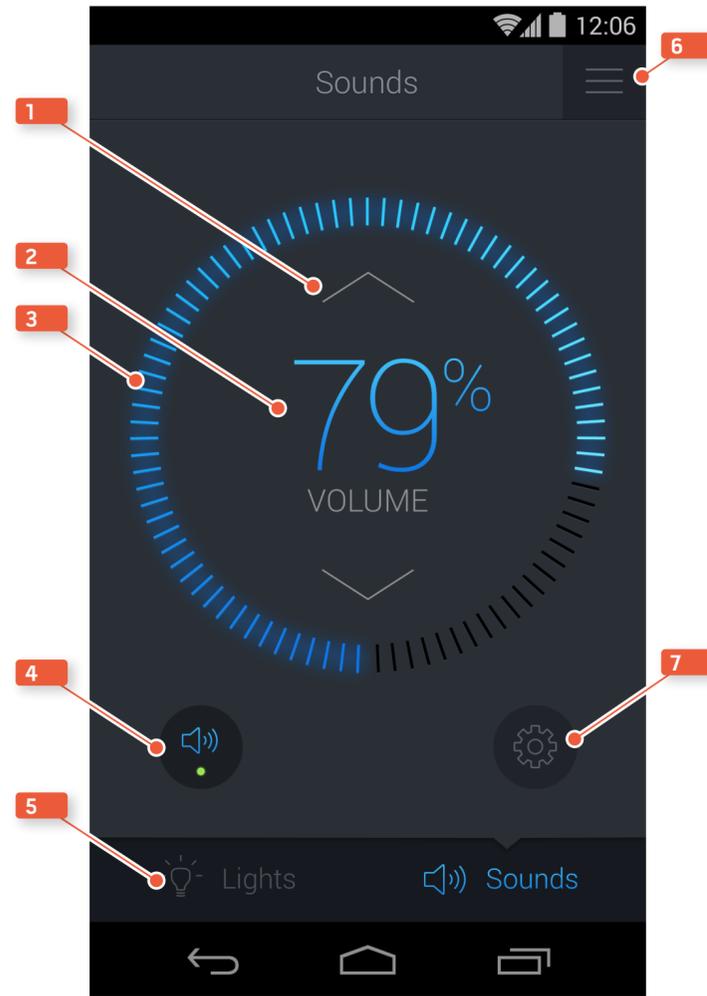
These screens provide the states and behavior of each element on the screens.

- 1** LARGE DISCRETE CONTROL
This control has a pressed state. The pressed state should not animate in but fade out upon release. (See 'pressed_animation.gif' in the screens folder)
- 2** THE NUMBER
The number should reflect the current percentage. These changes have no animation.
- 3** DISPLAY RING
The highlighted portion of the display ring should animate as it is adjusted. This animation should be a smooth transition such that if the percentage is adjusted by a large degree the highlighted section should feel as if it is growing or shrinking and not jumping steps.
- 4** ON/OFF CONTROL
This button has an ON, OFF, and pressed state. These state changes have no animation.
- 5** TAB NAVIGATION
This tab has two states. This behavior will be described on page 4.
- 6** MENU
The menu button has a pressed state. There is no animation for this change.
- 7** SETTINGS
The settings button has a pressed state. There is no animation for this change.
- 8** LETTER SPACE (KERNING)
The way that the Roboto typeface displays 100 is strange. The one has a large distance away from the zeros. I would recommend moving the one closer to the zeros programmically.

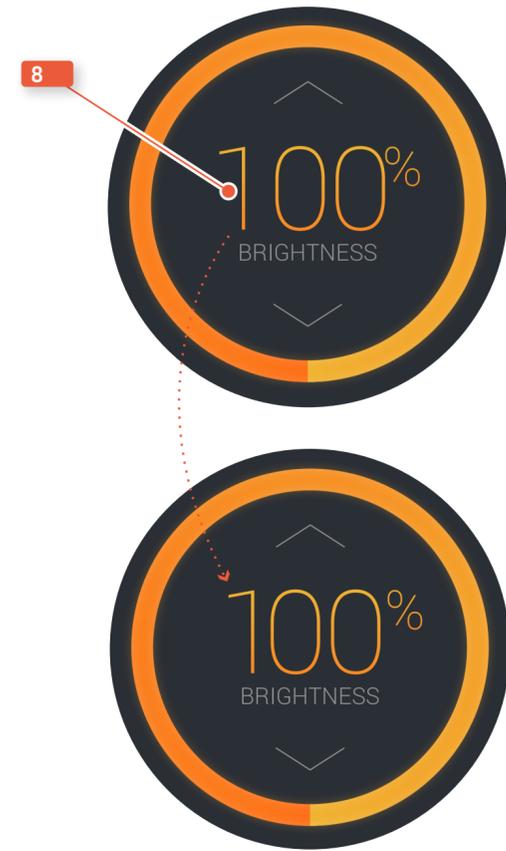
MAIN SCREEN: LIGHTS



MAIN SCREEN: SOUNDS



100%



Main Screen - Off

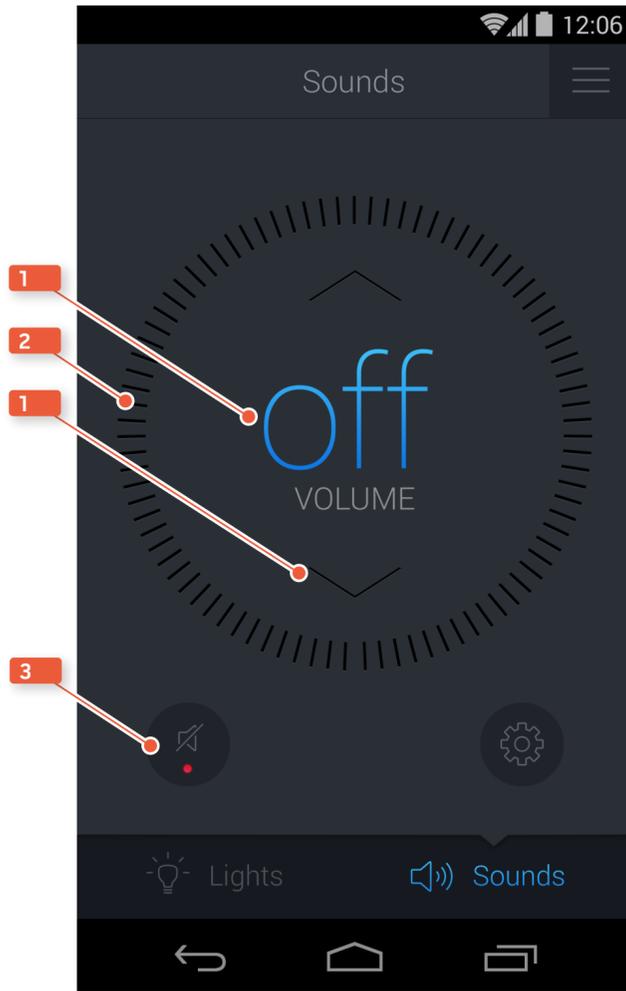
These screens describe the changes when the control's state is changed to OFF. All animations are reversed when the control's state is changed to ON.

- 1 OFF**
The number will change to read 'off' and the percentage sign animates with a fades out.
- 2 DISPLAY RING**
The highlighted section animates to zero. When the state is changed to ON, this animation will return the highlighted section to its previous setting.
- 3 ARROW CONTROLS**
These arrows will fade to their disabled state.
- 4 ON/OFF CONTROL**
There is no animation for the off state of this button.

MAIN SCREEN: LIGHTS - OFF



MAIN SCREEN: SOUNDS - OFF



UI Main Navigation Behavior

These screens illustrate the change of state from Lights to Sounds. This change of state can take place through a tap gesture or swipe gesture. (Outlined in the Archetypes and Detailed Wireframes v1.4, page 11&12).

1 CONTROL SCREEN
These two control screens should behave as one screen. This is the common swipe gesture navigation behavior.

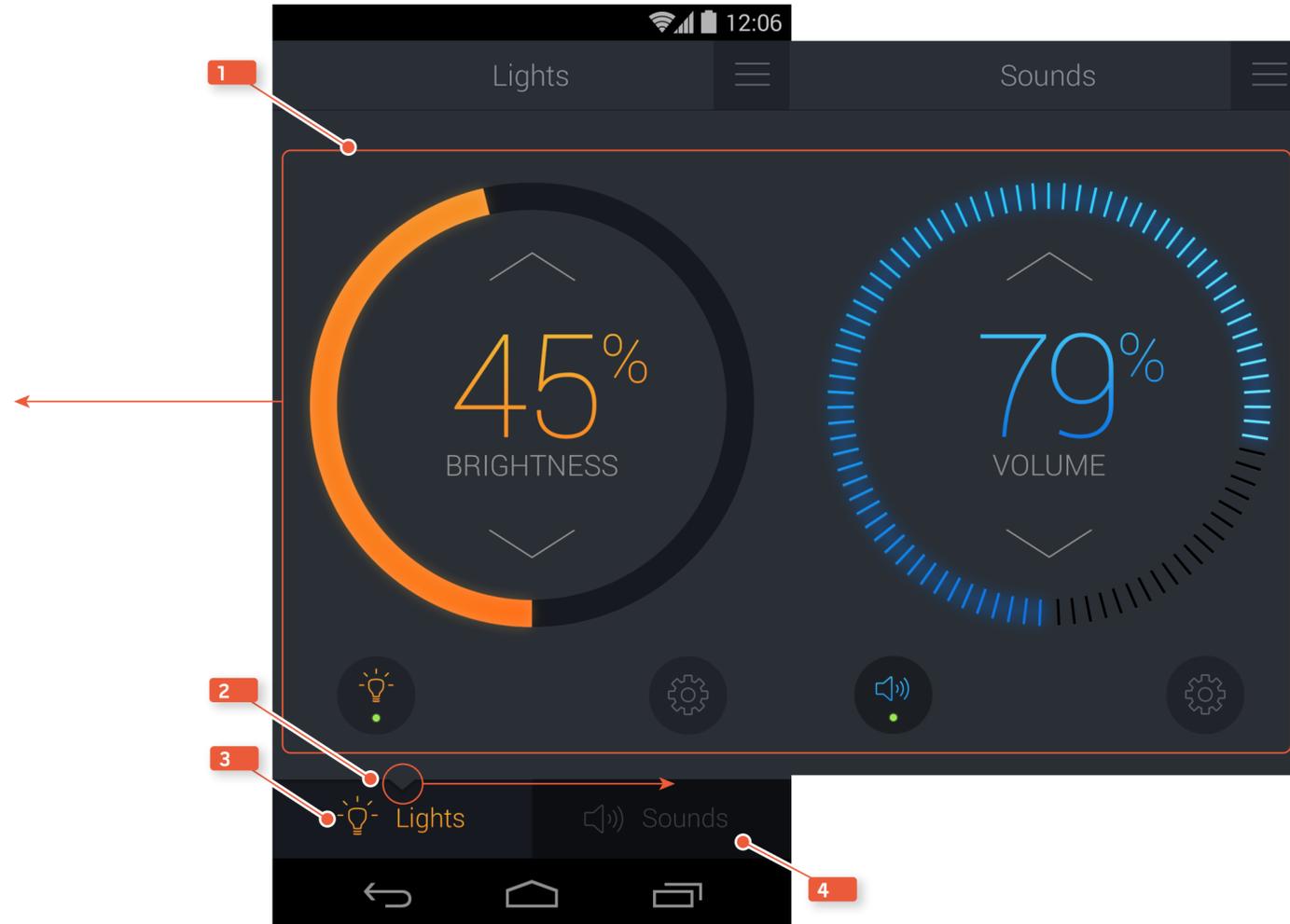
When navigating to the Sounds control the full control screen should slide in from the right taking the place of the Lights control screen, the two animating as one.

2 POINTER
This pointer will slide to the right. Ease in and ease out should be used.

3 HIGHLIGHTED TEXT
The state change of the text and icon for Lights should fade to gray in the same time that the text and icon for Sounds fades to its highlighted state.

4 VV STATE
All pressed states are achieved by using the button's background shape as an overlay. This should be placed on top of any icon or text contained within the button.

Pressed Overlay
#000000 (black)
25% Opacity



UI Main Control Pressed State

These screens illustrate the behavior of the main control and its pressed states.

- 1** INNER PRESSED STATE
The pressed state should not animate in but fade out upon release. (See 'pressed_animation.gif' in the screens folder). The arrow icon should also switch to and from its highlighted state within the same time.
- 2** OUTER PRESSED STATE
The pressed state should not animate in but fade out upon release. (See 'pressed_animation.gif' in the screens folder)
- 3** OUTER PRESSED STATE: DRAGGED
When the user is using the drag gesture on the highlighted bar, the outer pressed state should not animate in, hold its pressed state and rotate with the users finger, and then fade out when released.

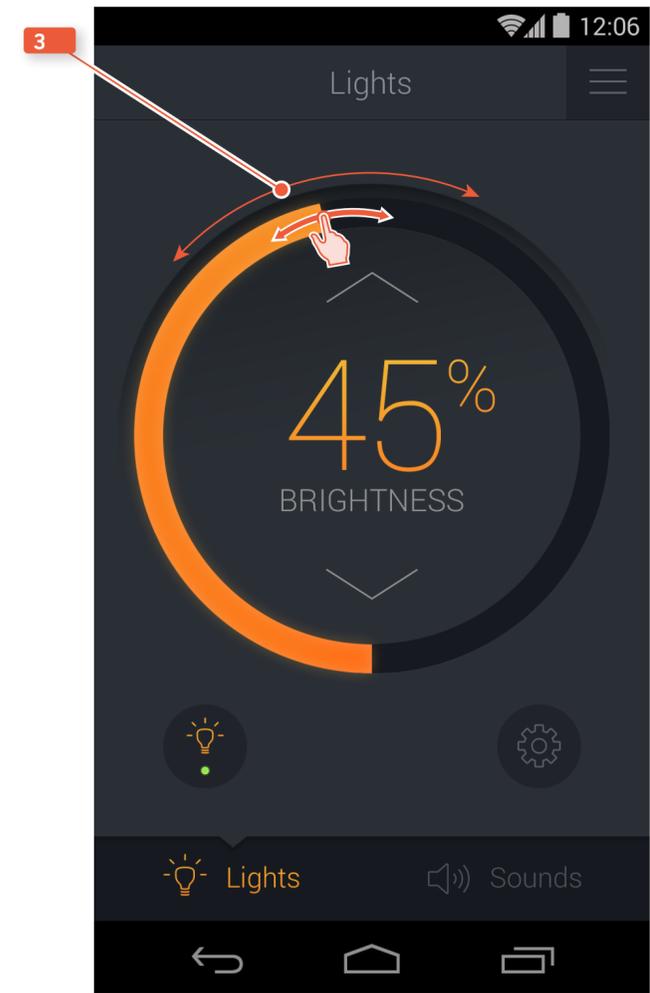
INNER CONTROL (TAP OR HOLD)



OUTER CONTROL (TAP OR HOLD)



OUTER CONTROL (DRAG)

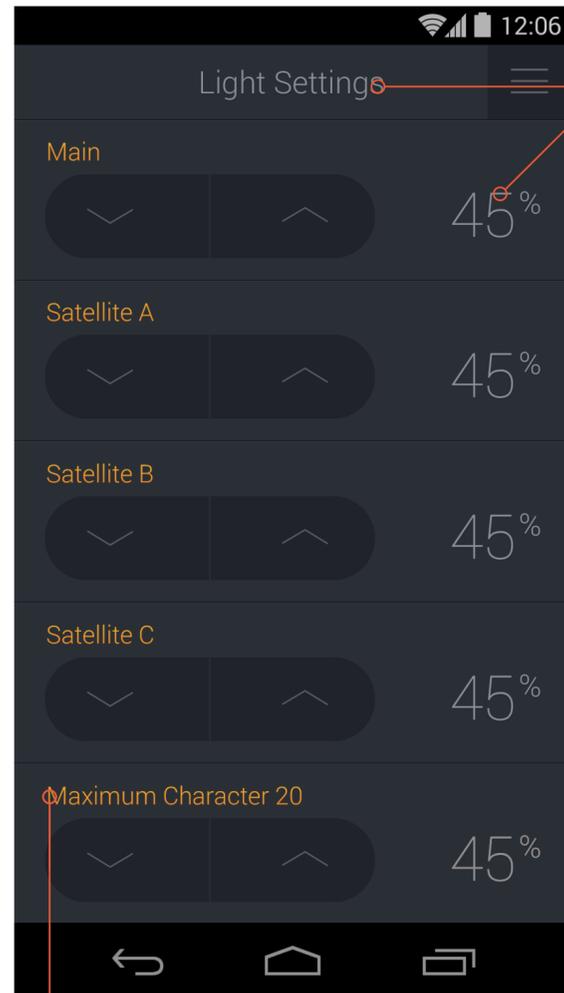


UI Light Settings: Colors and Behavior

The Light Settings screen builds upon the Main Control colors and gradients.

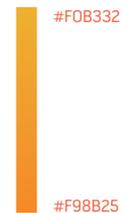
- 1** PRESSED STATE
This button has a pressed state. There is no animation for the change in states.
- 2** ADJUSTED NUMBER STATE
When a number is adjusted it should change to the Lights Gradient color and then fade out upon release.

LIGHT SETTINGS



LIGHT GRAY
#8C929C

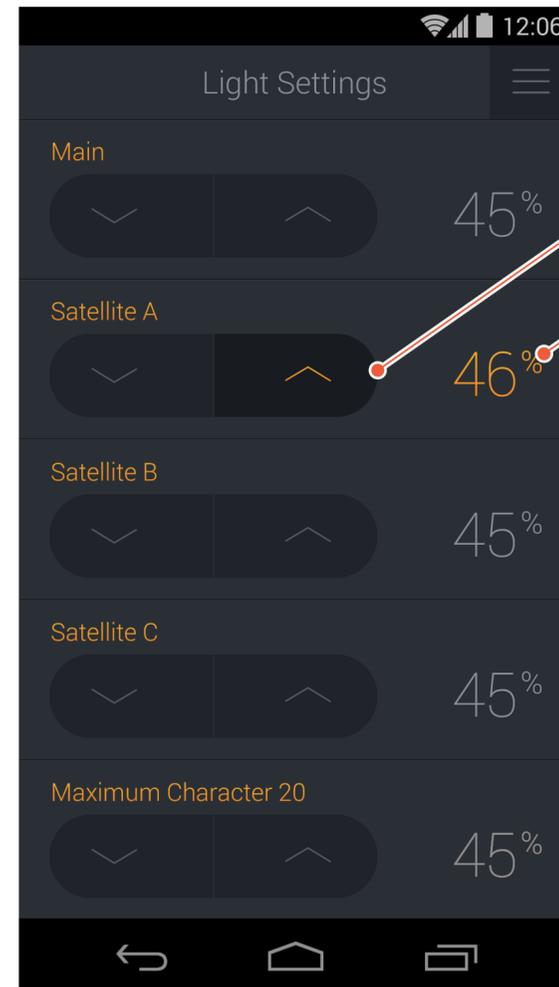
LIGHTS GRADIENT



#F0B332

#F98B25

LIGHT SETTINGS (PRESSED)

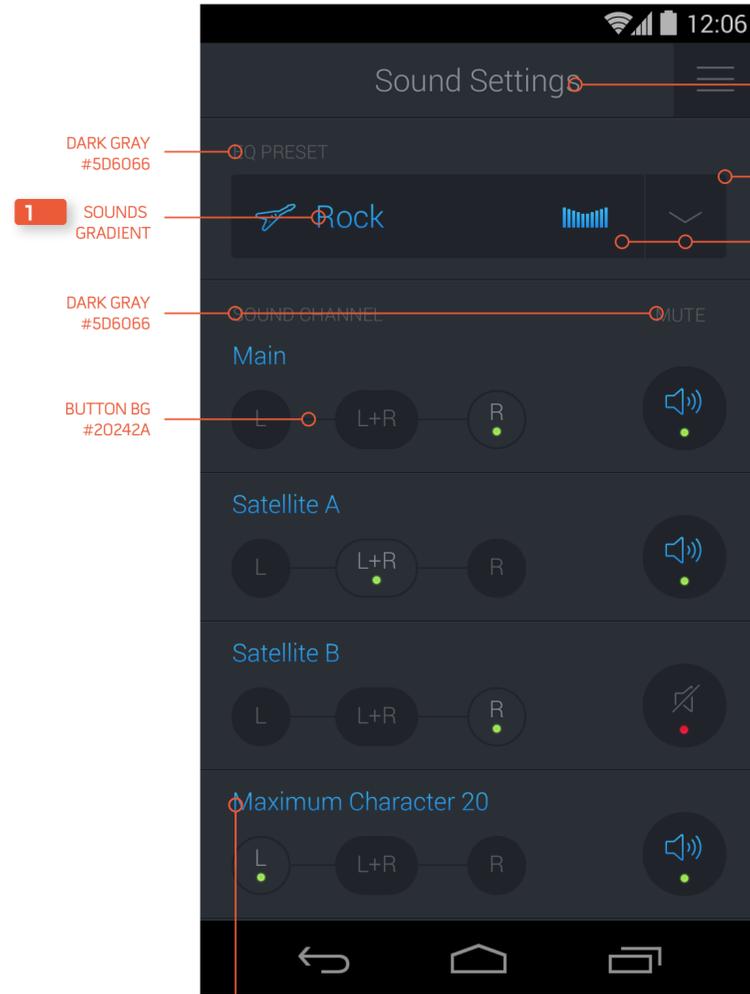


1

2

UI Sounds Settings: Colors

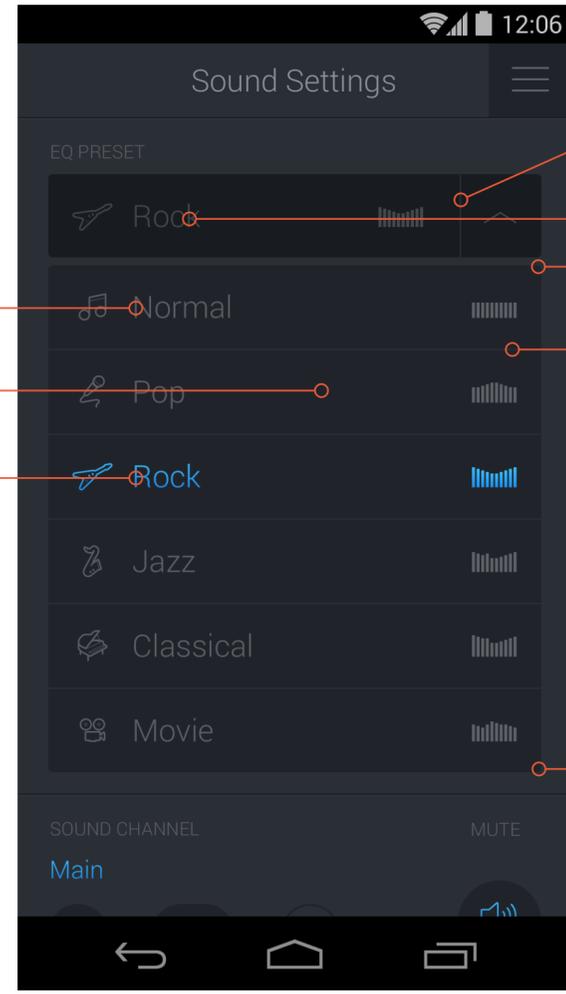
SOUND SETTINGS



- DARK GRAY #5D6066
- 1 SOUNDS GRADIENT
- DARK GRAY #5D6066
- BUTTON BG #20242A
- LIGHT GRAY #8C929C
- ROUNDED CORNERS 9PX RADIUS (3DP)
- BUTTON BG #20242A

- 1 SOUNDS GRADIENT
- #3EBEF7
- #1B89E8

SOUND SETTINGS (DROPDOWN)



- DARK GRAY #5D6066
- BUTTON BG #20242A
- 1 SOUNDS GRADIENT
- DARK GRAY #5D6066 (UNDERNEATH OVERLAY)
- ROUNDED CORNERS 9PX RADIUS (3DP)
- LINE STYLE 3PX RADIUS (1DP) #2A2F35
- LINE STYLE 3PX RADIUS (1DP) #2A2F35
- ROUNDED CORNERS 9PX RADIUS (3DP)

UI Sounds Settings: Behavior

The Sounds Settings screen has three main controls: The EQ Preset, Sound Channel selection, and Mute.

1 DROP DOWN
This has a pressed and selected state. No animation is needed for state changes.

2 SOUND CHANNEL
These buttons have a normal, normal-pressed, selected, and selected-pressed state. No animation is needed for the states.

3 MUTE
This button has an ON, OFF, and pressed state. These state changes have no animation.

This Mute button is identical to the On/Off button on the Main Control screen (page 4)

4 PRESSED/SELECTED DROP DOWN
When the EQ Preset is selected a drop down menu will slide down from behind the drop down element. This will slide the rest of the screen down with it. Once a new EQ preset item is selected or the drop down element is pressed, the drop down menu will reverse the animation and slide up underneath the drop down element.

The pressed and selected state of the drop down will require the pressed overlay.

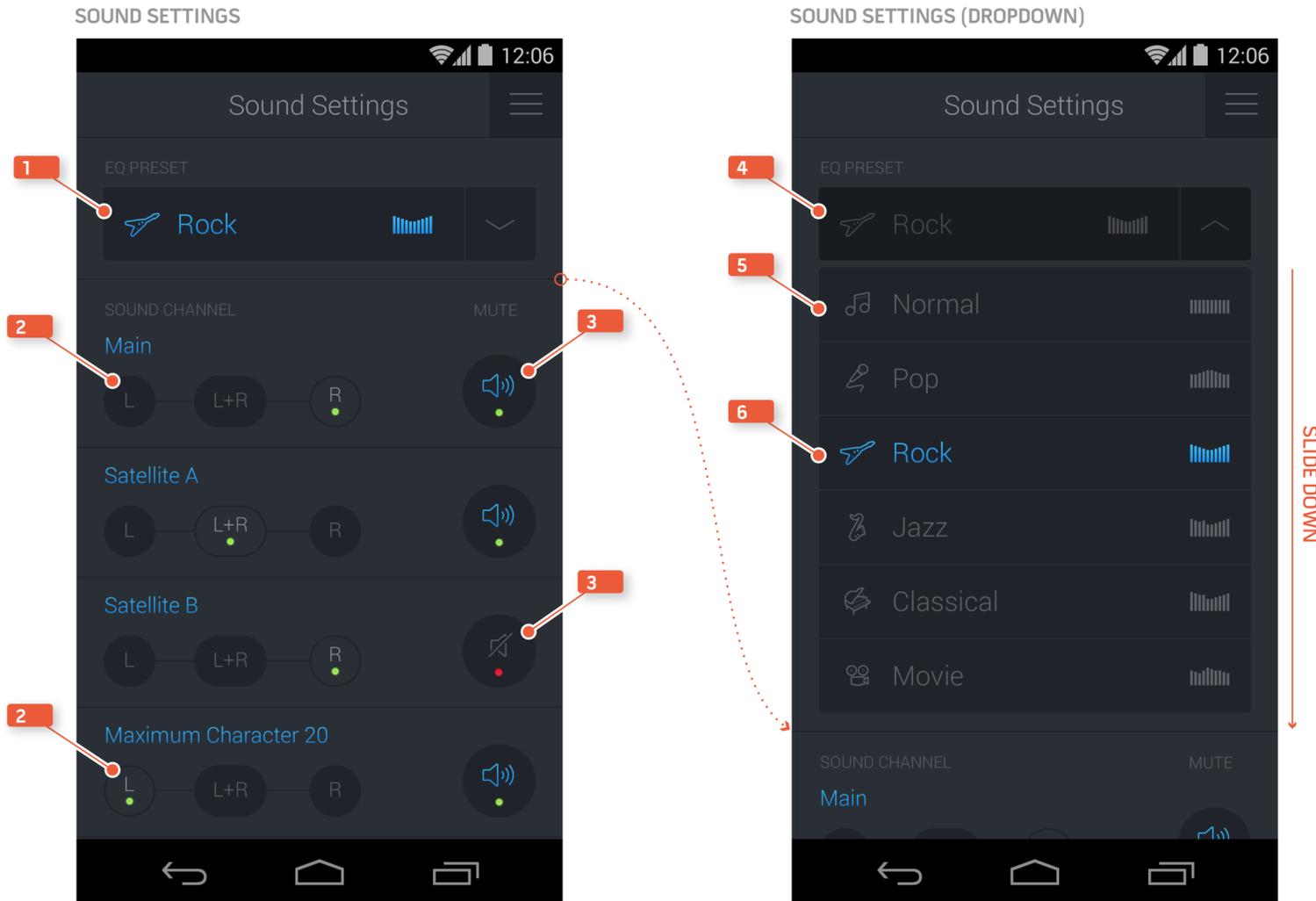
Pressed Overlay
#000000 (black)
25% Opacity

5 EQ PRESET ITEM
This item has a pressed state. No animation is needed for state changes. The pressed state will require the pressed overlay.

Pressed Overlay
#000000 (black)
25% Opacity

6 EQ PRESET SELECTED ITEM
This item is the currently selected EQ preset. It has a pressed state. No animation is needed for state changes. The pressed state will require the pressed overlay.

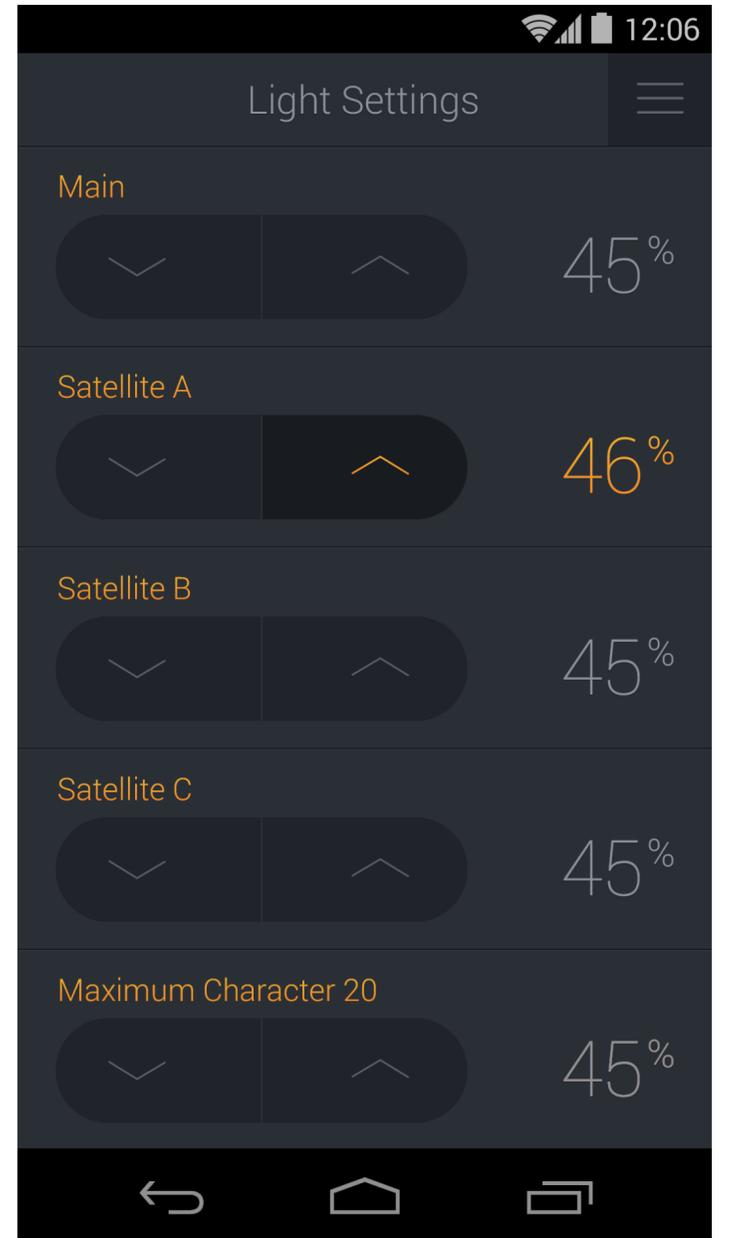
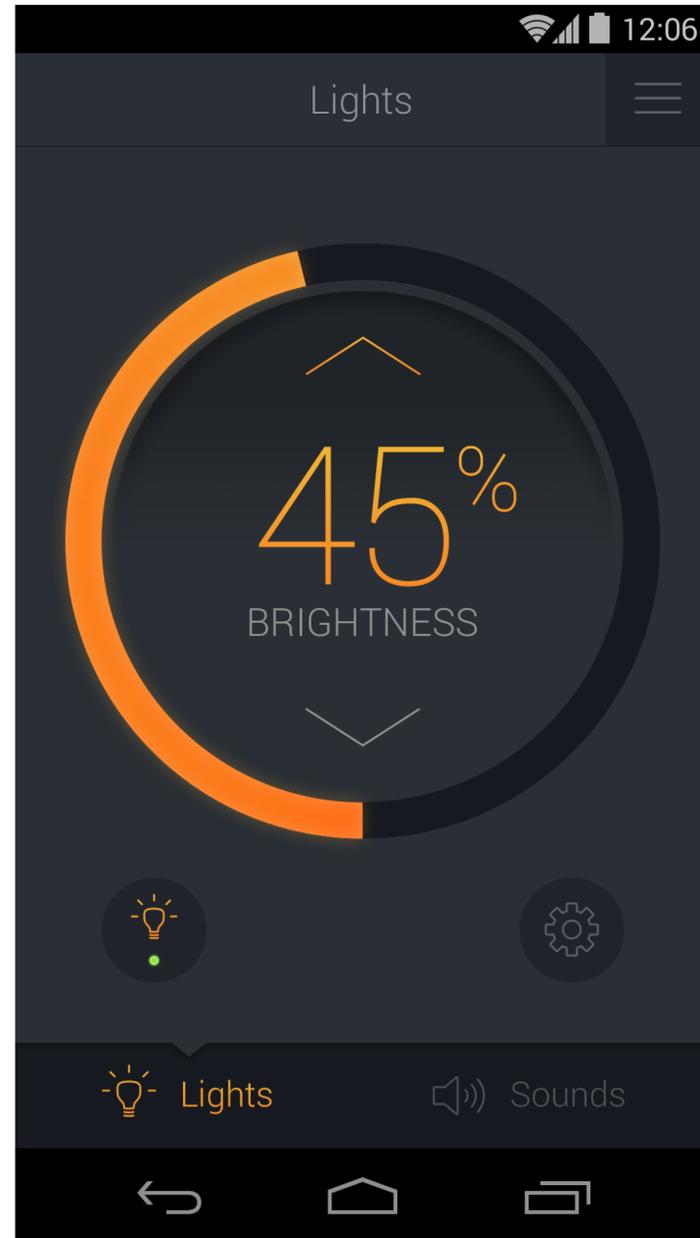
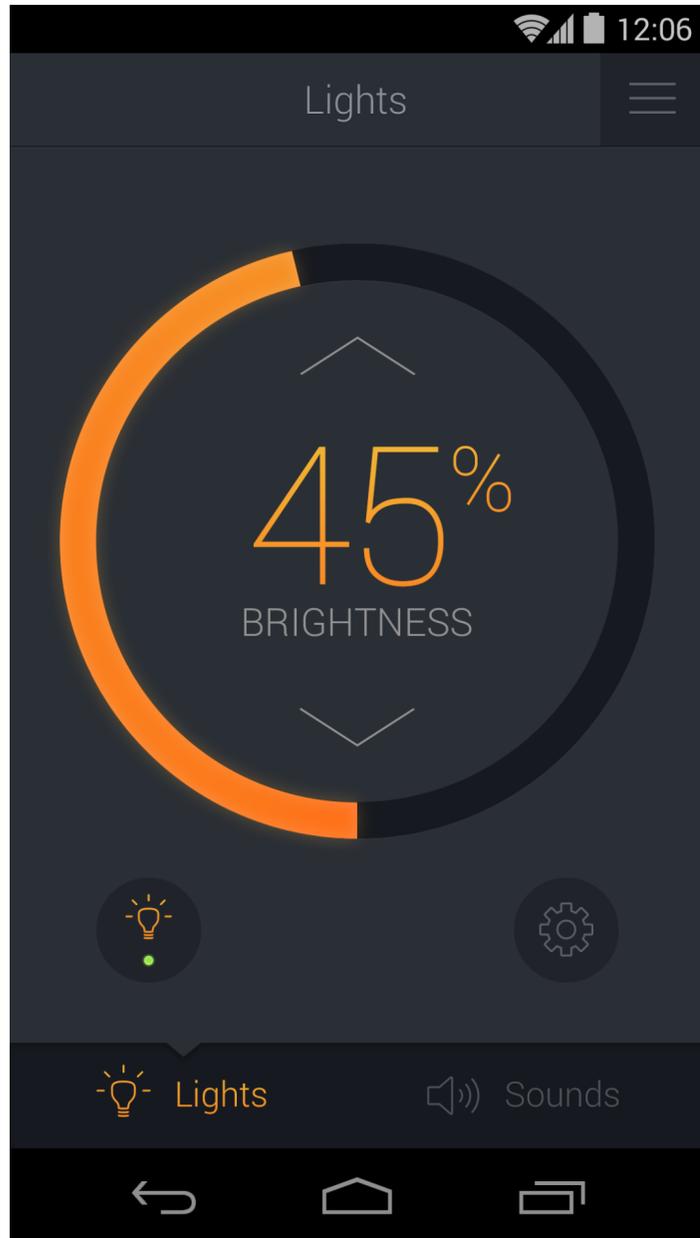
Pressed Overlay
#000000 (black)
25% Opacity

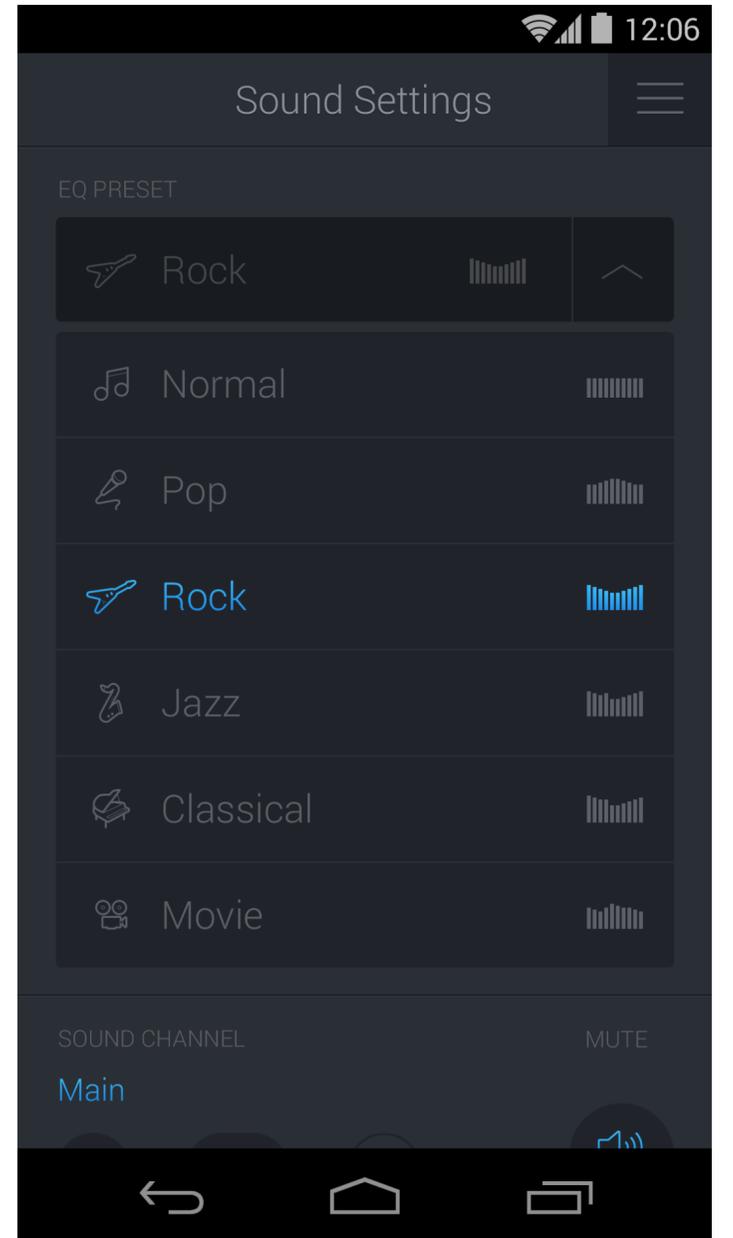
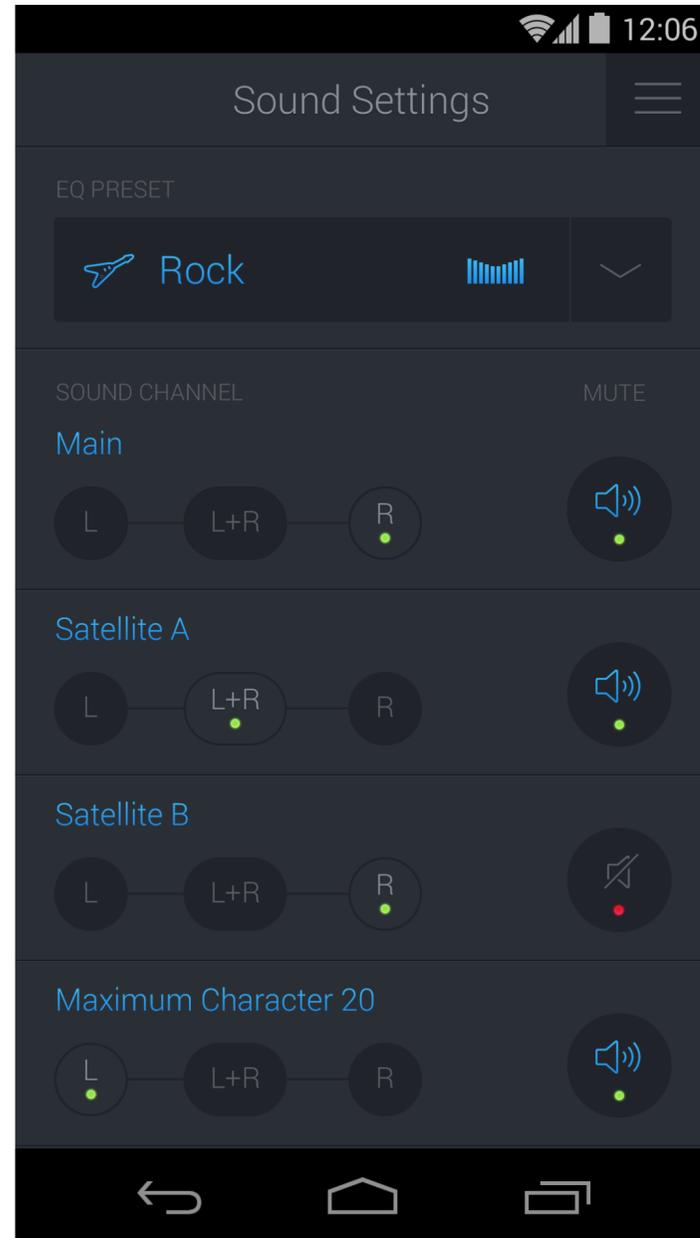
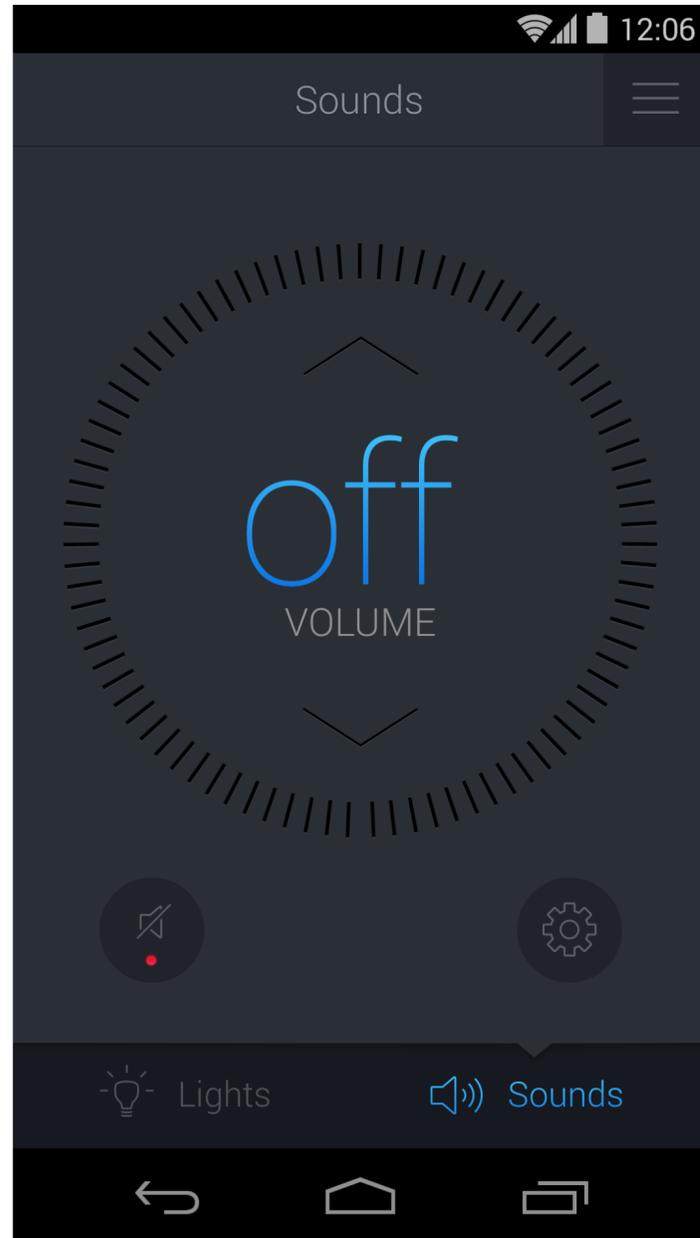
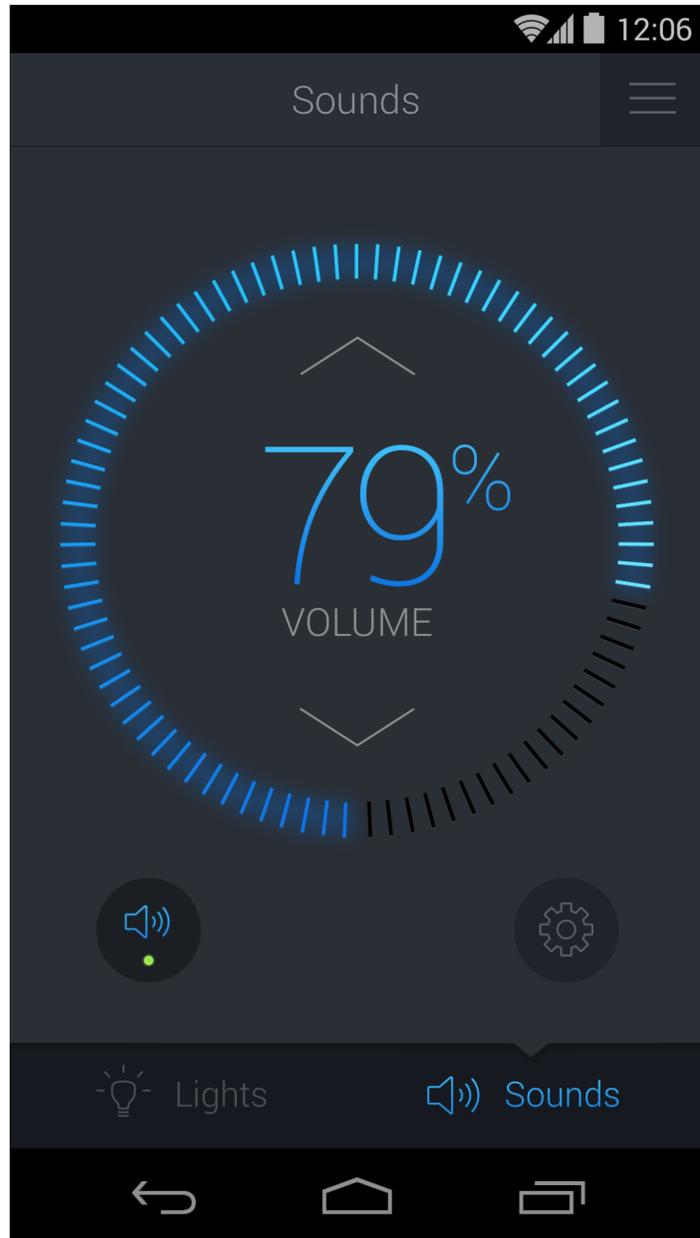


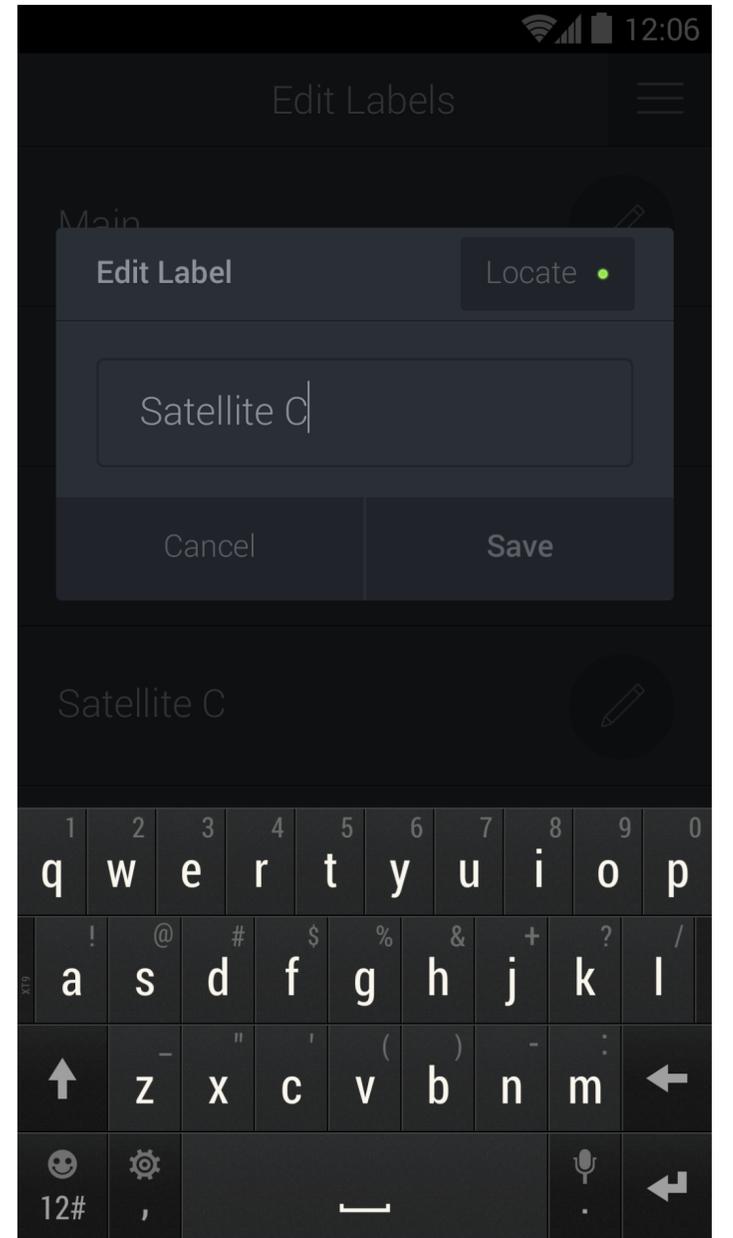
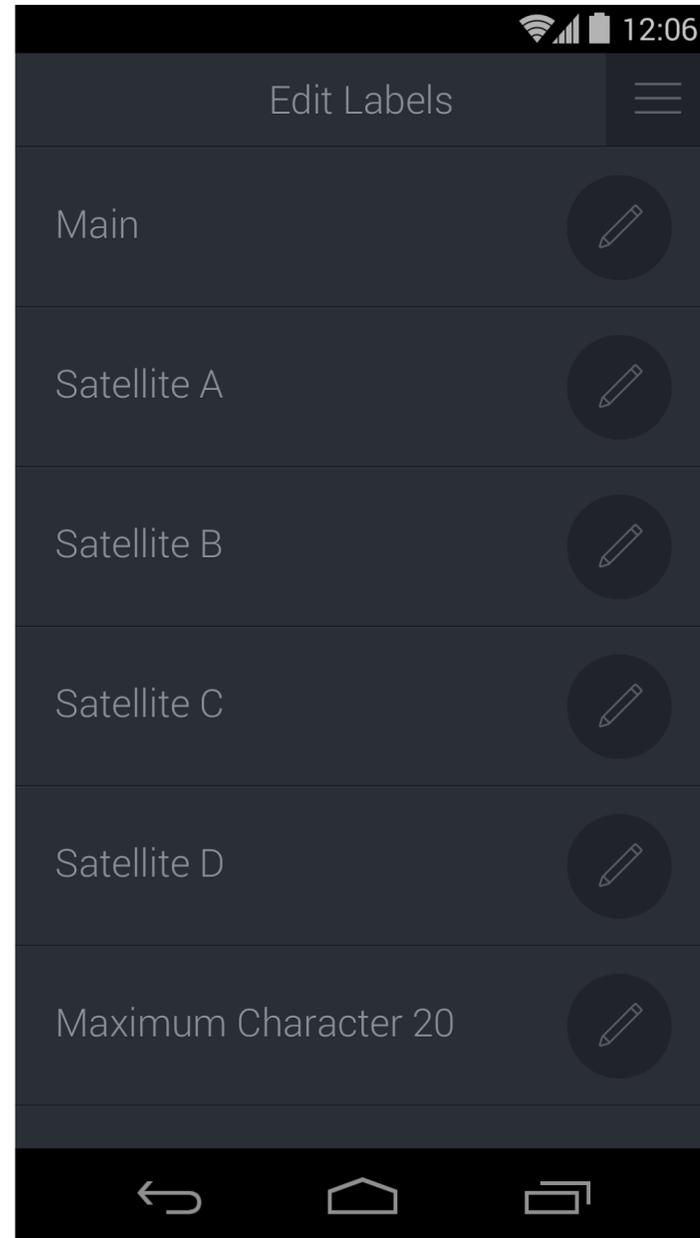
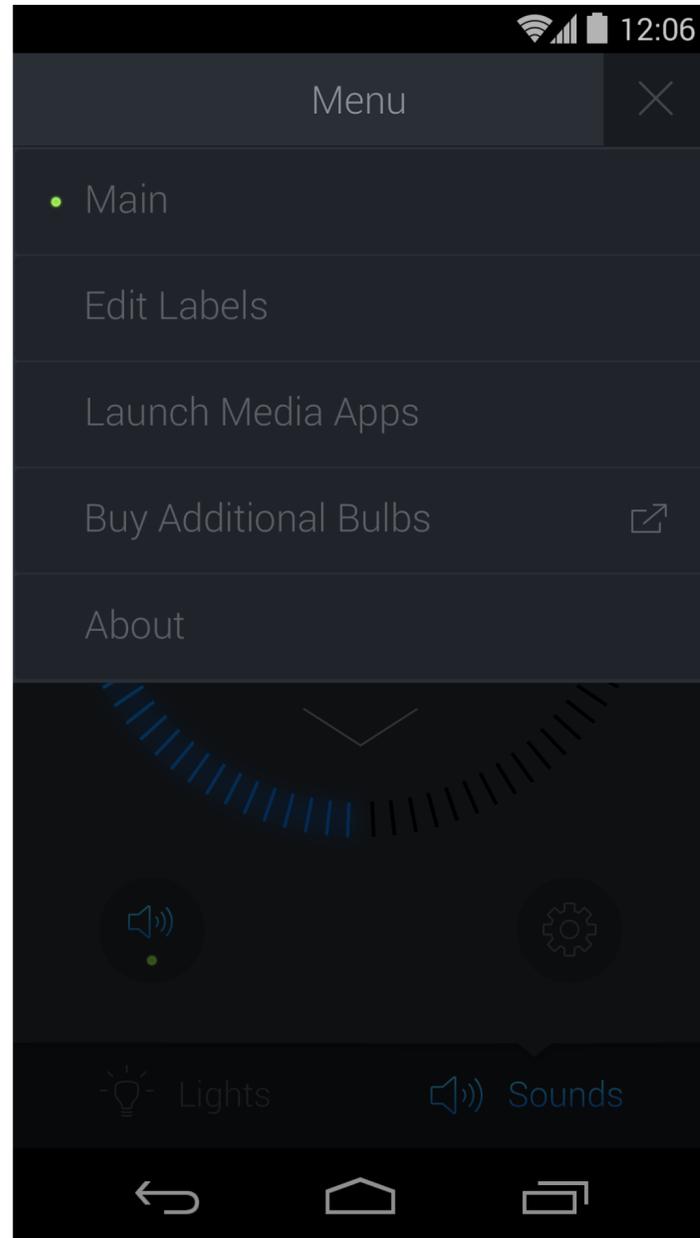
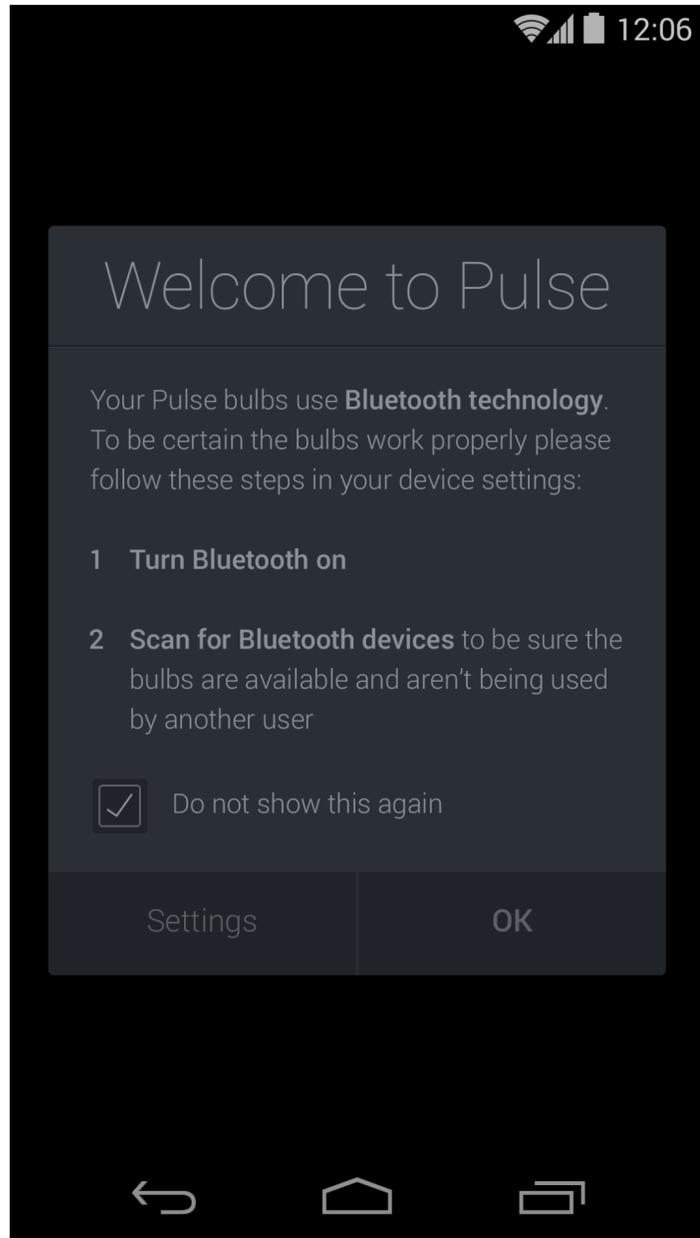
Sengled Pulse

Screens

DESIGN







HONEYWELL

eVance Inspection Manager & Service Manager

VISUAL DESIGN

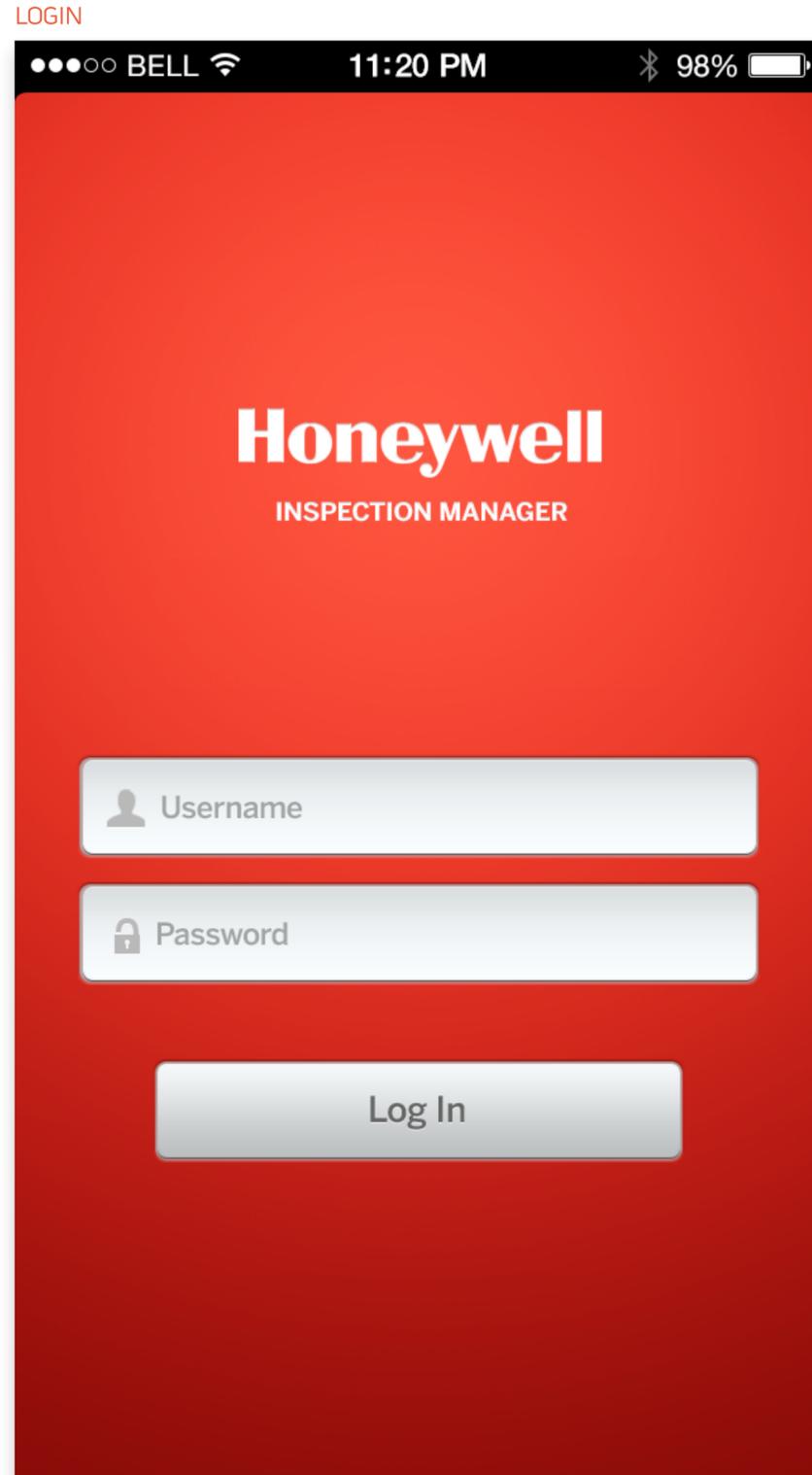
Honeywell eVance Inspection Manager

Behavior Model & Visual Design

DESIGN

Login & Buildings

1 BUILDING TITLES
Secondary lines are given for greater descriptions. If it can be supported through Service Manager.



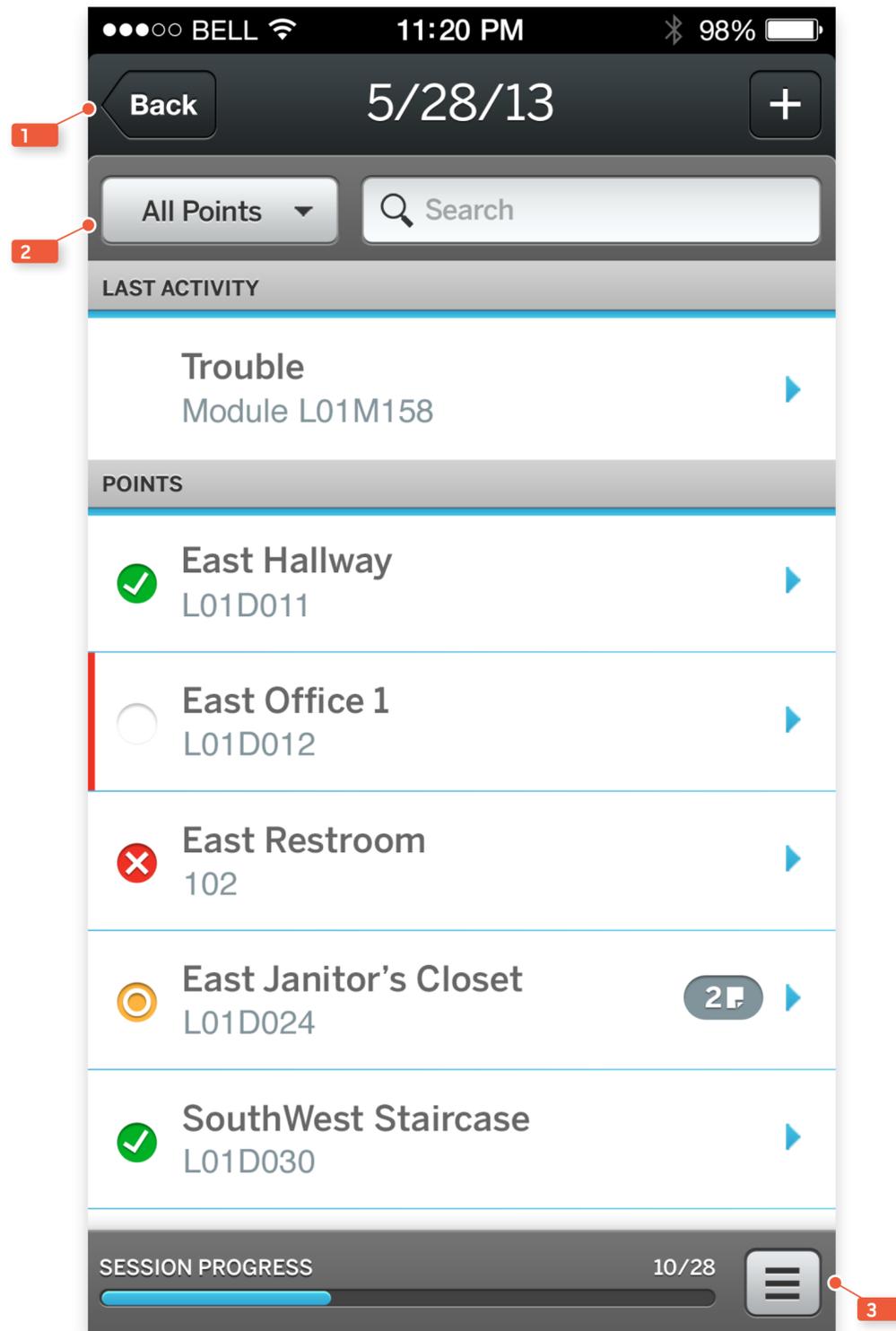
Honeywell HFS

Service Manager & Walk Test Wizard
WTW Visual Design v2

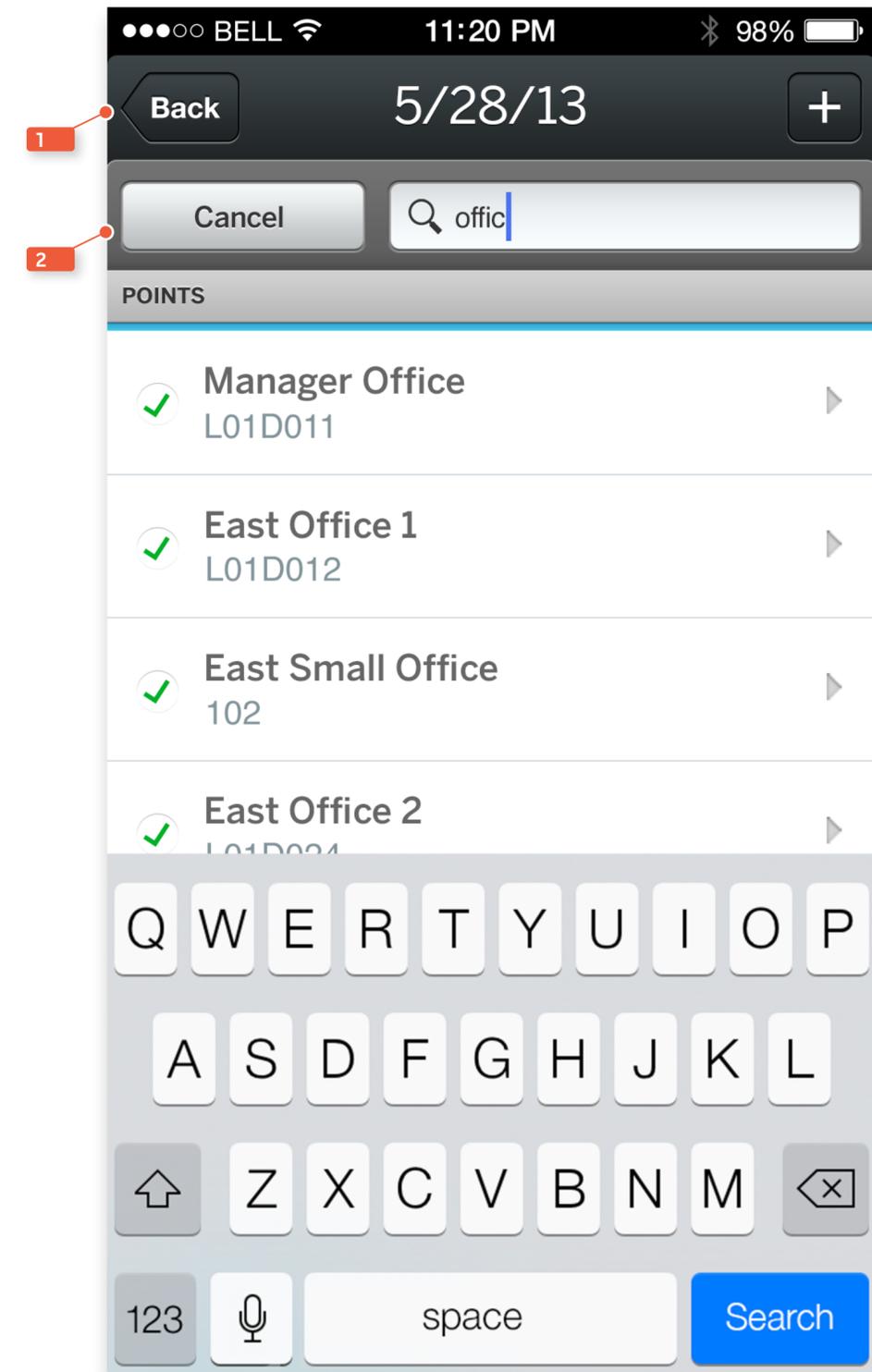
Active Session

- 1 BACK BUTTON**
The back button uses the word 'back' throughout the app for consistency and to allow more room for longer titles.
- 2 FILTER BUTTON**
The filter button has been placed to the left of the search input because it affects the search results. This also changes where the cancel button will appear which is shown.
- 3 MENU BUTTON**
A menu icon replaces the word 'Actions'. The menu icon is a standard convention and allows more space for the progress bar.

ACTIVE SESSION / POINT LIST



ACTIVE SESSION SEARCH

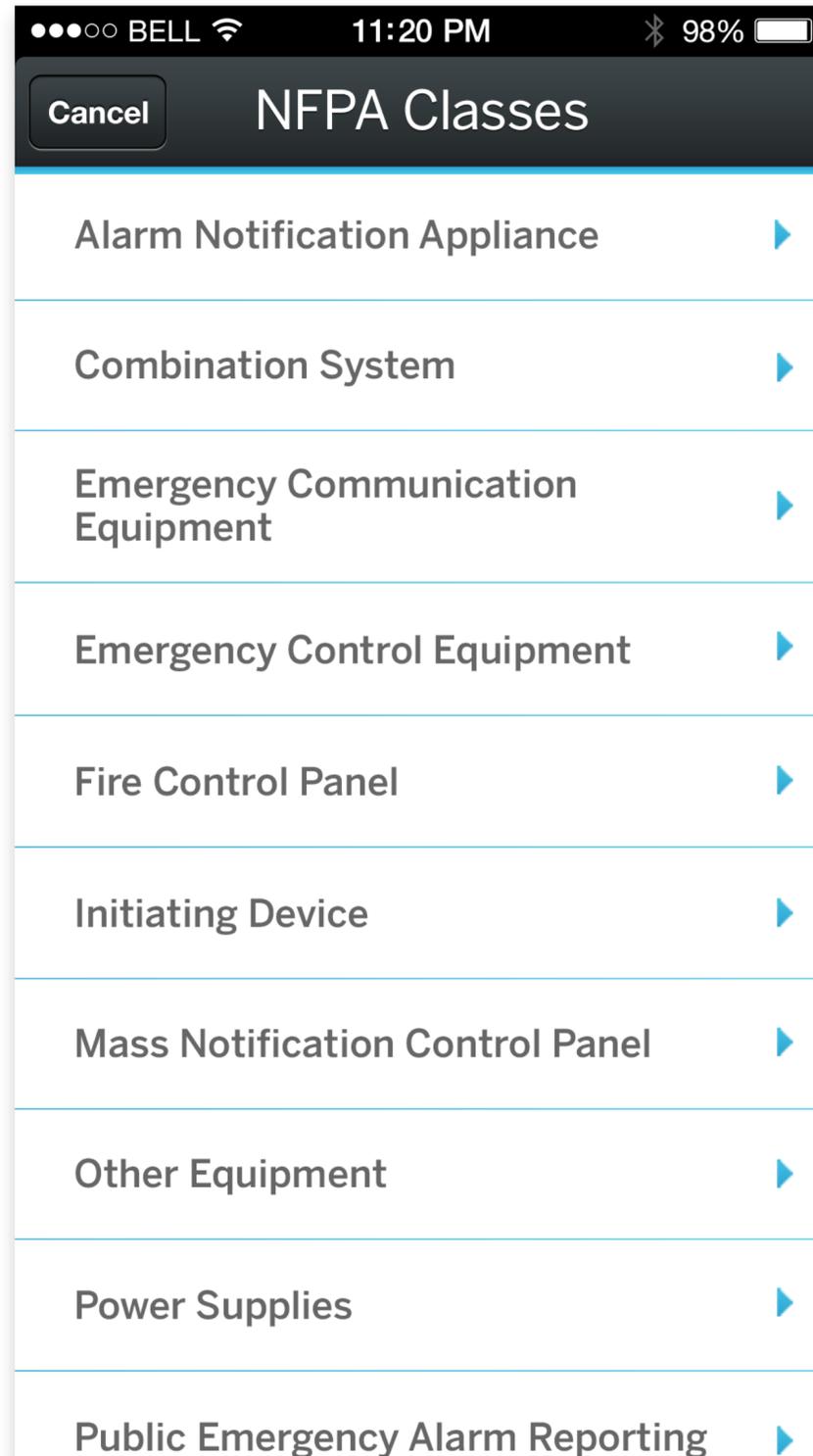


Active Session • Add Point

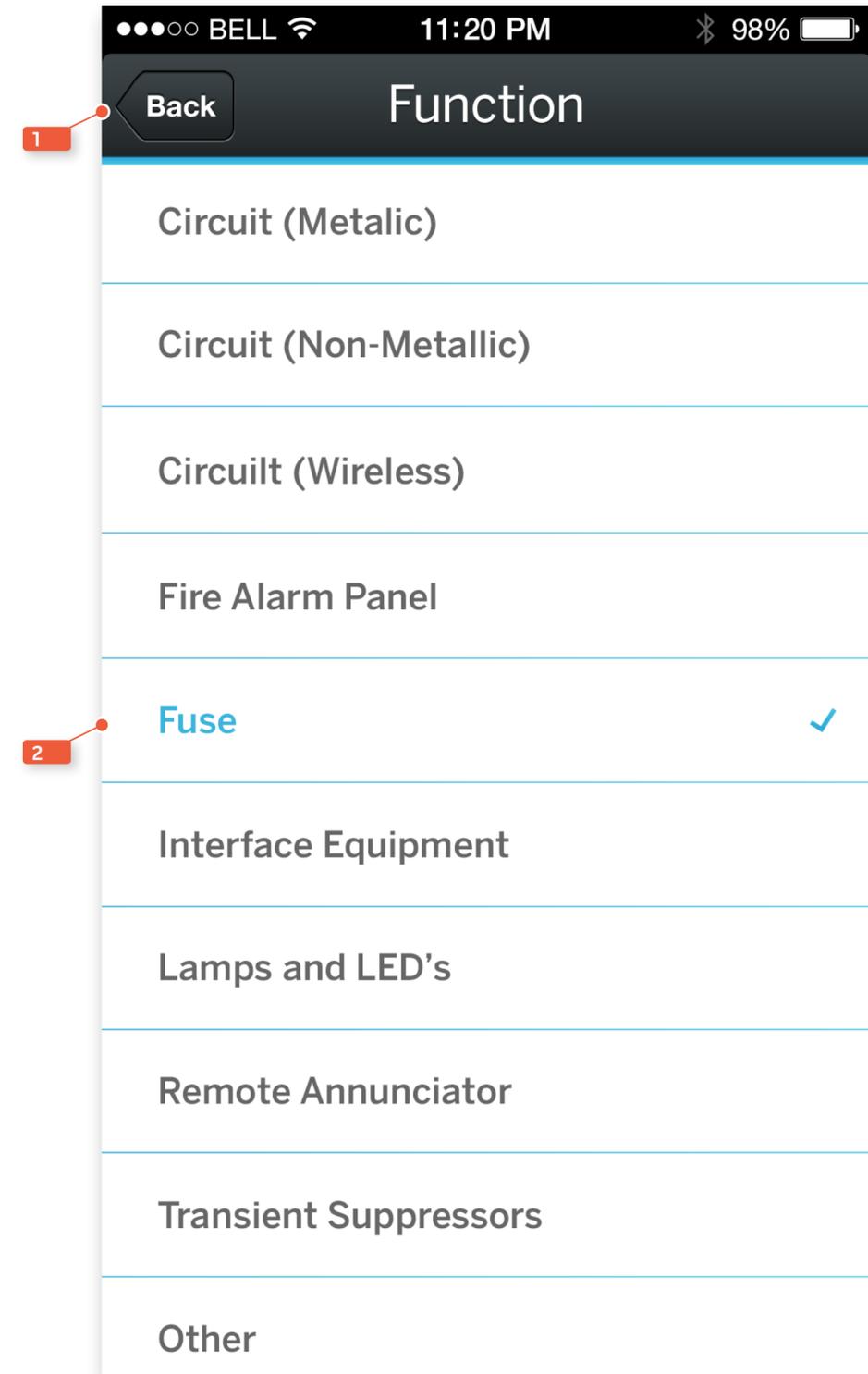
1 BACK BUTTON
The back button uses the word 'back' throughout the app for consistency and to allow more room for longer titles.

2 SELECTED ITEM
The selected item is in blue with a check-mark.

NFPA CLASS LIST

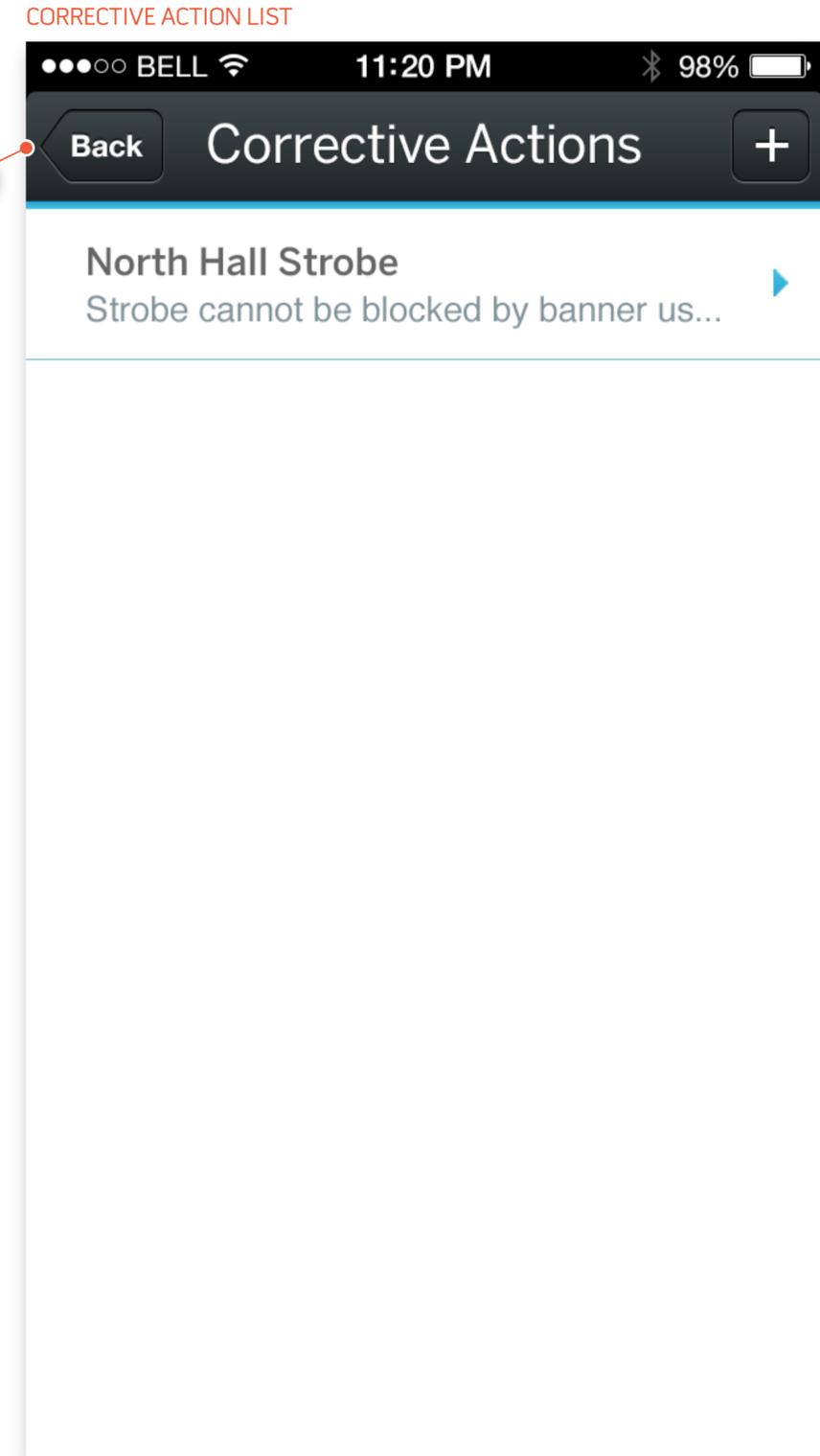
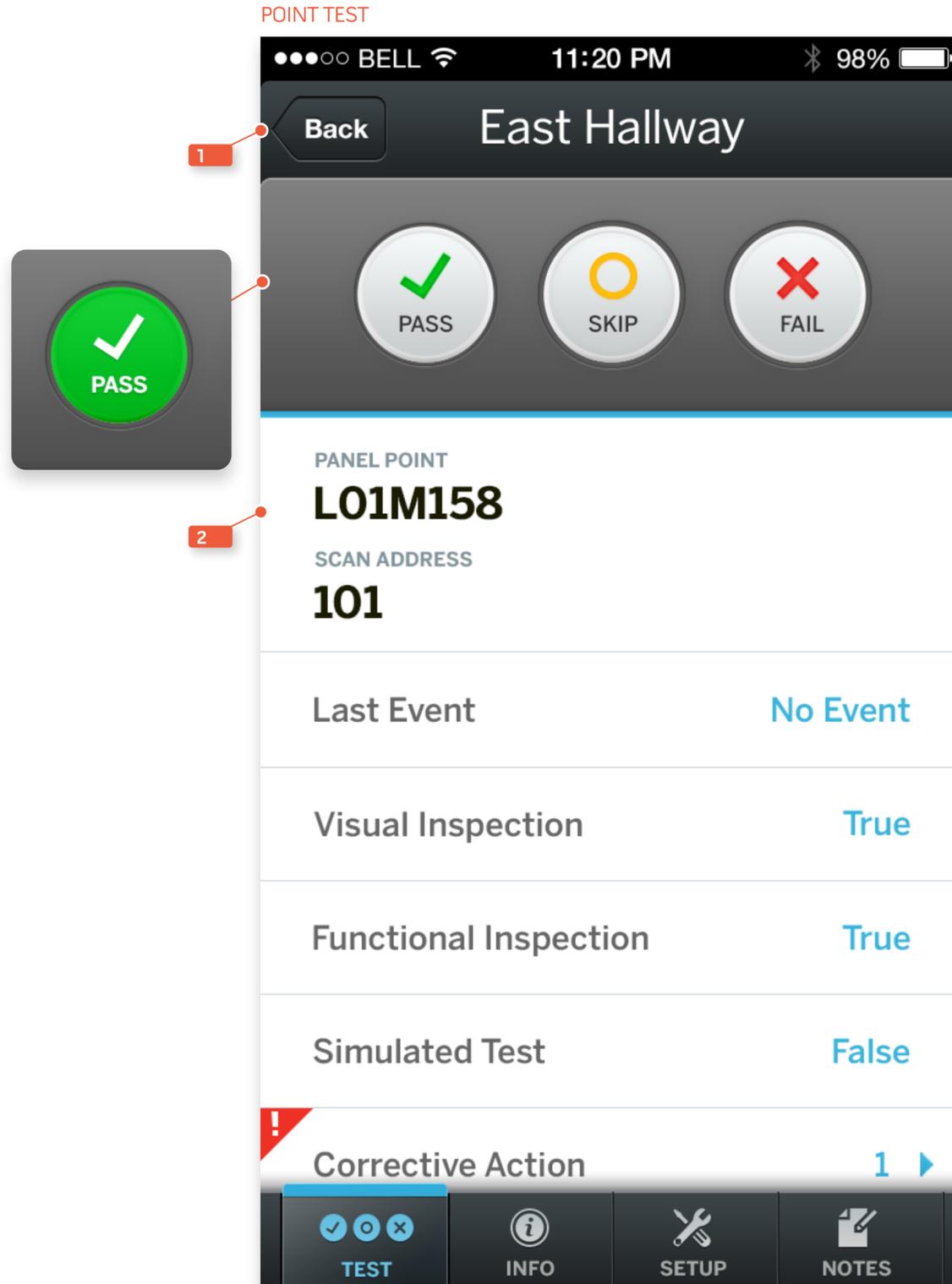


POINT FUNCTIONS



Point Test

- 1 BACK BUTTON**
The back button uses the word 'back' throughout the app for consistency and to allow more room for longer titles.
- 2 ADDRESS**
The 'Address' title is removed because it is implied. The attributes that are not present are left off.



Honeywell HFS

Service Manager & Walk Test Wizard
WTW Visual Design v2

Point Test

- 1 CANCEL BUTTON**
A cancel button replaces the back button. Cancel more accurately describes the action of this button.
- 2 INPUT TITLE**
An input field title has been added to clearly state what the input is for.
- 3 BACK BUTTON**
The back button uses the word 'back' throughout the app for consistency and to allow more room for longer titles.
- 4 NO IMAGE**
When there is no image, an indication is placed in the middle of the screen.
- 5 CAMERA BUTTON**
The camera button is placed in the header bar to stay consistent with other CTA buttons.
- 6 DIRECTION**
When there is no image, directions appears in the upper right.
- 7 CLEAR BUTTON**
The clear button is removed when there is no image.

POINT COMMENT

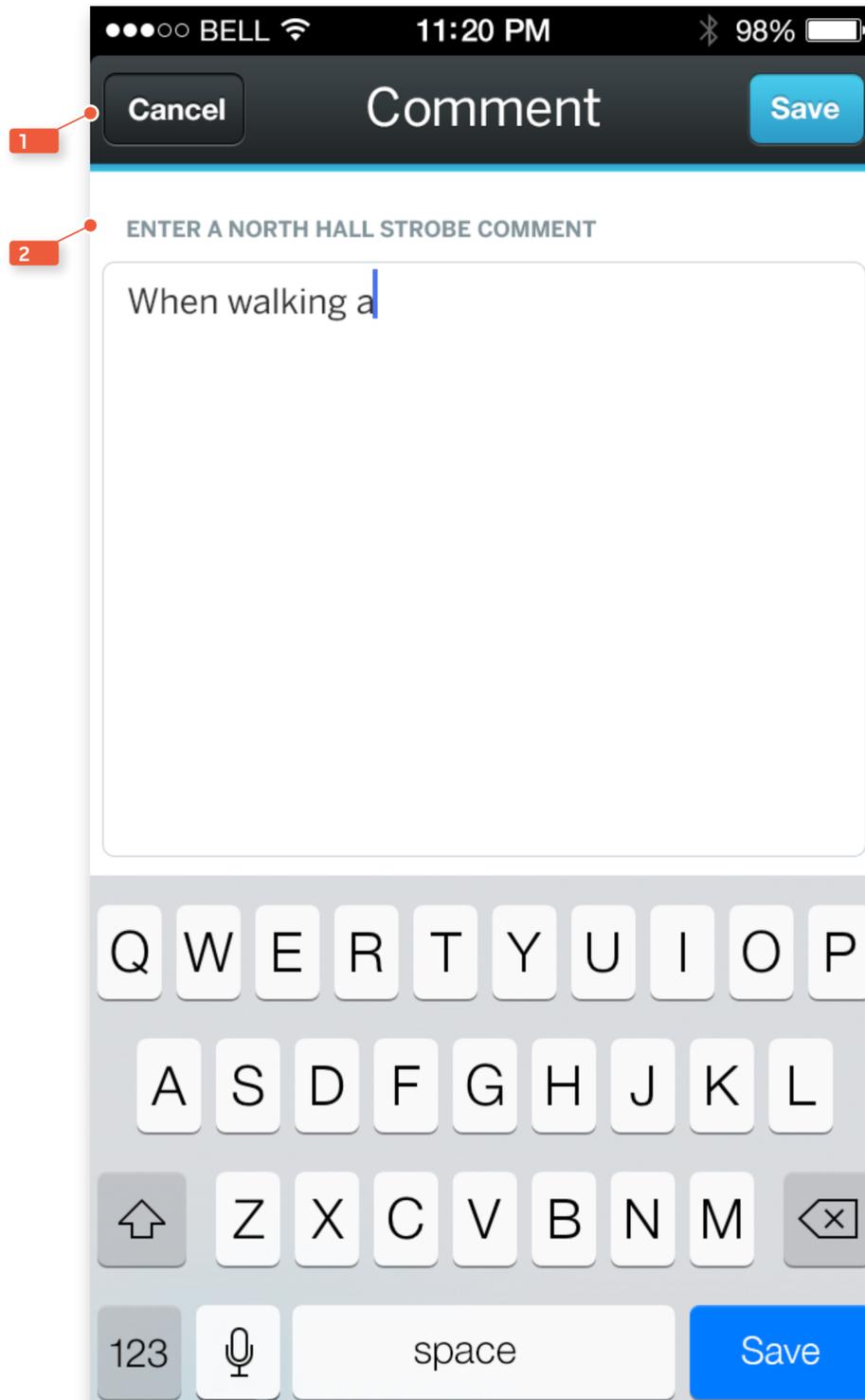
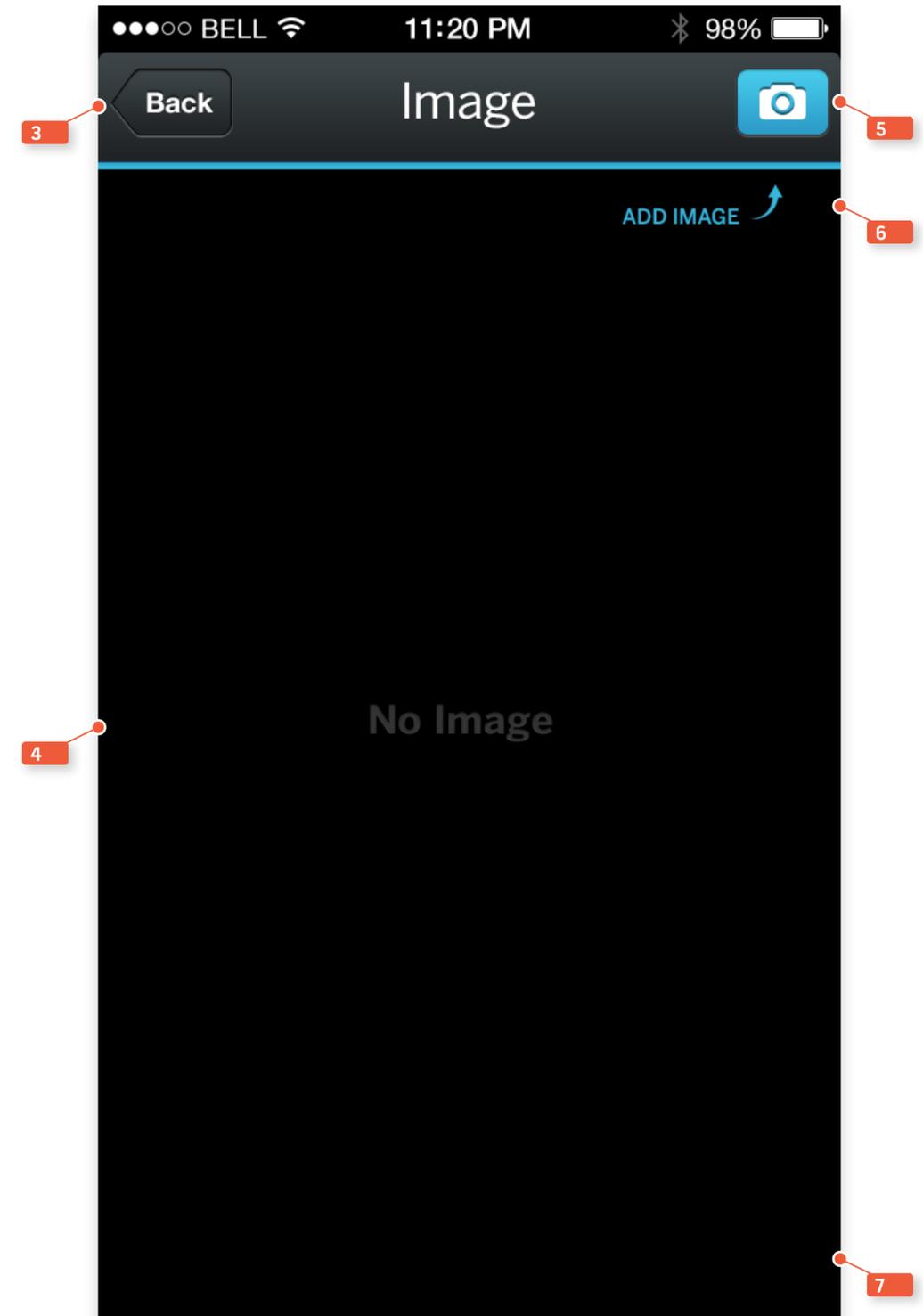


IMAGE DISPLAY (NO IMAGE)



Honeywell HFS

Service Manager & Walk Test Wizard
WTW Visual Design v2

Point Test

- 1 RETAKE BUTTON**
The retake button is placed in the header bar for consistency.
- 2 IMAGE**
The image is full sized. The iPhone 5 has a capable camera, there is no reason to shrink the images.
- 3 CTA BUTTON**
The CTA button is placed in the header bar to stay consistent with other CTA buttons.
- 4 BACK BUTTON**
The back button uses the word 'back' throughout the app for consistency and to allow more room for longer titles.
- 5 CLEAR BUTTON**
The clear button is larger and extends along the bottom to keep consistent with other clear buttons.

IMAGE PREVIEW

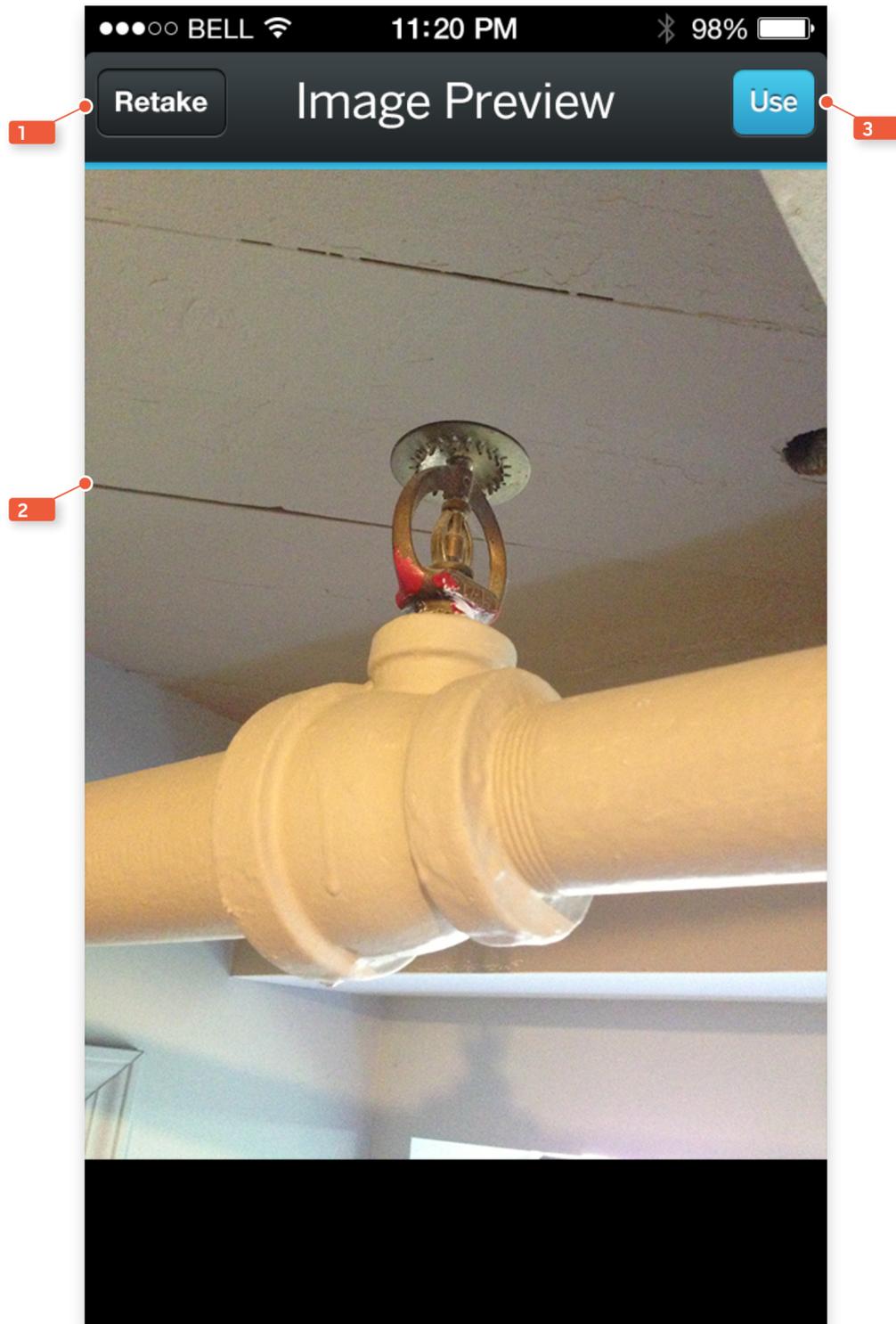


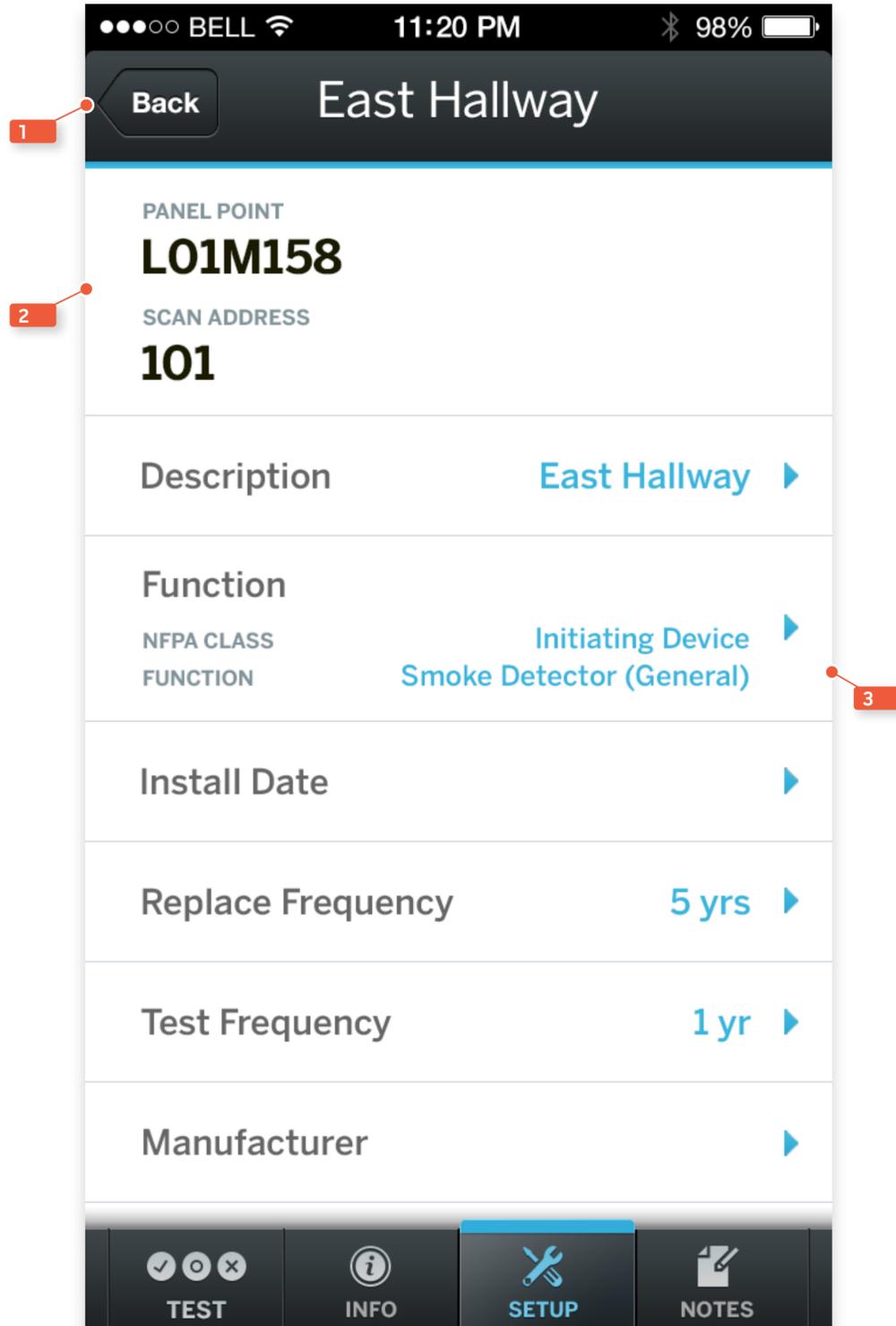
IMAGE DISPLAY



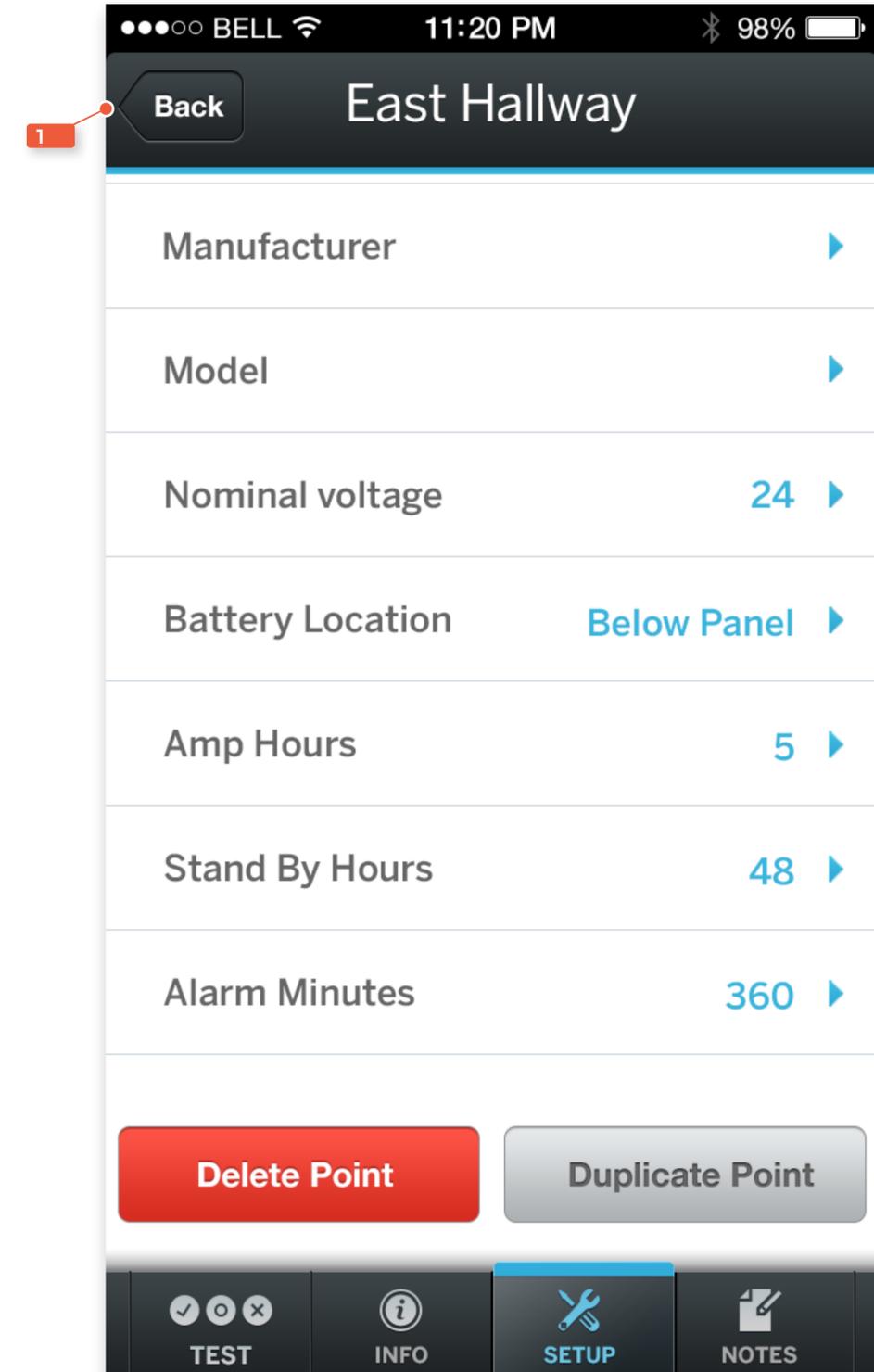
Point Setup

- 1 BACK BUTTON**
The back button uses the word 'back' throughout the app for consistency and to allow more room for longer titles.
- 2 ADDRESS**
The 'Address' title is removed because it is implied. The attributes that are not present are left off.
- 3 FUNCTION INPUT**
Function input is placed to the right and in blue for consistency.

POINT SETUP LIST



POINT SETUP LIST (LOWER BUTTONS SHOWN)

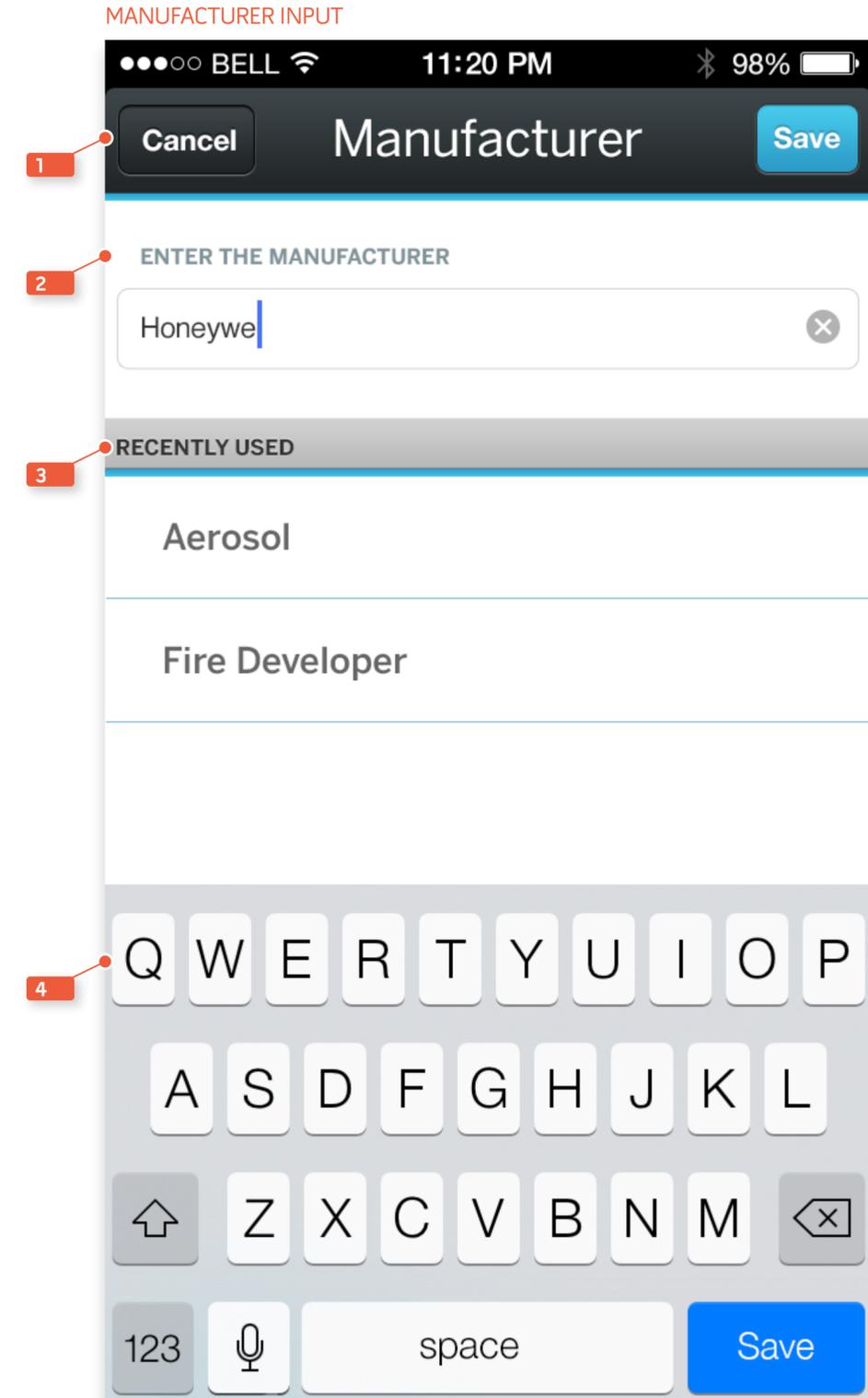
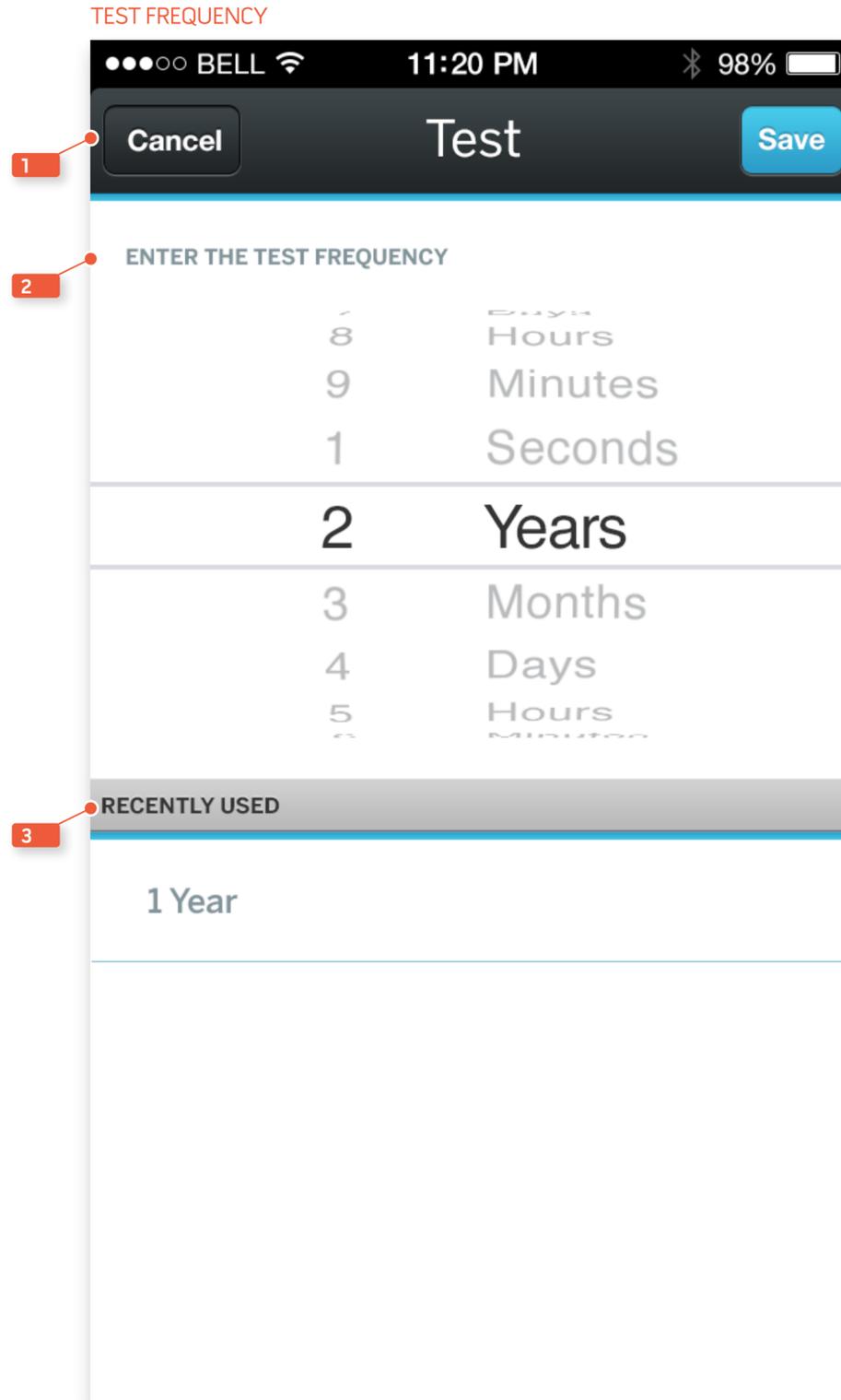


Honeywell HFS

Service Manager & Walk Test Wizard
WTW Visual Design v2

Point Setup

- 1 CANCEL BUTTON**
A cancel button replaces the back button. Cancel more accurately describes the action of this button.
- 2 INPUT TITLE**
An input field title has been added to clearly state what the input is for.
- 3 RECENTLY USED**
This function has been added to this screen to keep consistent with other input screens.
- 4 MANUFACTURER FIELD**
The manufacturer field should gain focus automatically. This would call up the keyboard for the user without tapping on the field.



Honeywell eVance Service Manager

Screens

DESIGN

SERVICE MANAGER Chaudhari N. DISPATCHER

HOME CUSTOMERS USERS EVENTS ADMIN

+ Add Job Search Jobs

STATUS	DATE/TIME	CUSTOMER/BUILDING
NOT SCHEDULED	...	ABC Restaurants LLC Fast Food Restaurant no.47
NOT SCHEDULED	...	Forever Storage Co. Storage Warehouse #2
REJECTED	Nov 24, 2013 8:00 am	Gadget international GI General Office
SCHEDULED	Nov 16, 2013 1:00 pm	City of Pleasantville Mayor's Vacation Home no.3
ACCEPTED	Nov 15, 2013 8:00 am	Green Acres golf Course Country Club building
ACCEPTED	Nov 13, 2013 8:30 am	Pleasantville School District Middle School #5
CANCELED	Nov 9, 2013 12:30 pm	City of Pleasantville Town Court Building
COMPLETED	Oct 31, 2013 4:00 pm	Grumpy Senior Living Center Bingo Hall no.2
COMPLETED	Oct 29, 2013 3:20 pm	ABC Restaurants LLC Fast Food Restaurant #22

Job & Tech Locations
 Nov 13, 2013 10:00am - Nov 13 2013 12:00pm

Map showing locations in Pleasantville, NY. A popup for "Gadget international" is shown:

STATUS: REJECTED
 CUSTOMER & BUILDING: Gadget international
 ADDRESS: 28 Market St. Pleasantville, NY 10570
 View Job Info, Edit Job Details, Reassign

SERVICE MANAGER Chaudhari N. DISPATCHER

HOME CUSTOMERS USERS EVENTS ADMIN

+ Add Job Search Jobs

Tech Cust. Nov 13, 2013 Today

Tech	9 AM	10 AM	11 AM	12 PM
Baxter P.	Walmart	Gadget international		
Donovan N.	ABC Restaurant LLC			
Helsenberg W.	ABC Restaurant LLC		Grumpy Se	
Kachinski P.			City of...	
Lee C.	ABC Restaura...		Walmart	Gadget Inte...
McMaster T.	Green Ac...	Green ...	Grumpy Se	
Smith R.	Golf Course			Pleasant...

Service Call @ Gadget International
 Nov 13, 2013 10:00am - Nov 13 2013 12:00pm

STATUS: REJECTED WORK ORDER: W0-000034

Details Building Info Job History Events History Equipment Files

Filter: All Events Search Events

STATUS	PANEL	POINT	POINT TYPE	DATE/TIME
FIRE ALARM	Test Panel N220	North Hall L04M004	Smoke (Photo)	Nov 13, 2013 7:02:44 am
FIRE TROUBLE	Test Panel N220	North Hall L04M004	Smoke (Photo)	Nov 13, 2013 7:02:44 am
TROUBLE	Test Panel N220	South Hall L03M155	Monitor	Nov 13, 2013 7:01:16 am
TROUBLE	Test Panel N220	North Hall L03M156	Power Monitor	Nov 13, 2013 6:52:23 am
SECURITY	Test Panel N220	North Hall L03M157	Power Monitor	Nov 13, 2013 6:48:30 am
SUPERVISORY	Test Panel N220	North Hall L04M011	Security L	Nov 13, 2013 6:42:21 am

SERVICE MANAGER Chaudhari N. DISPATCHER

HOME CUSTOMERS USERS EVENTS ADMIN

+ Add Job Search Jobs

Tech Cust. Nov 13, 2013 Today

Technician	9 AM	10 AM	11 AM	12 PM
Baxter P.		Walmart	Gadget international	
Donovan N.		ABC Restaurant LLC		
Helsenberg W.		ABC Restaurant LLC		Grumpy Se
Kachinski P.			City of...	
Lee C.		ABC Restaura...	Walmart	Gadget Inte...
McMaster T.		Green Ac...		Grumpy Se
Smith R.		Golf Course		Pleasant

Service Call @ Gadget International Close

STATUS: **REJECTED** WORK ORDER: **WO-000034**

Details Building Info Job History Events History Equipment Files

CUSTOMER & BUILDING: **Gadget international**
GI General Office

JOB TYPE: **Service Call**
Fire Trouble

DATE & TIME: **Nov 24, 2013 (Sat.)**
8:00 am - 9:00 am

ASSIGNED TECHS:
 ✓ Charles Lee
 ✗ Phillip Fry

DESCRIPTION: 'At any rate I'll never go THERE again!' said Alice as she picked her way through the wood. 'It's the stupidest tea-party I ever was at in all my life!'

RESOLUTION: None

NOTES: Ask to speak with the building super at the front desk.

SERVICE MANAGER Chaudhari N.

Schedule Job & Assign Technicians

LOCATION: **Gadget international, GI General Office**

JOB TYPE: **Service Call, Fire Trouble**

Select job start and end times. Average Service Call is 3h 44m

START TIME: Nov 13, 2013 7:40 am

END TIME: Nov 13, 2013 7:40 am

Set Job Recurrence

Select one or more technicians to assign.

SELECT TECH: Select Technicians

ASSIGNED TECHS:

- Ridley Scott
- Nathan Donovan

Customer Info Building Info Job History Schedule & Map

Nov 12, 2013 Today

Time	9 AM	10 AM	11 AM	12 PM	1 PM
ASSIGNED TECHS					
UNASSIGNED TECHS					

TECHNICIAN: **Nathan Donovan**
Not Preferred

LOCATION: **ABC Restaurants LLC**
Fast Food Restaurant #3
73 Mill Road
Pleasantville, NY 10570

FROM: Nov 13, 2013 7:40am
TO: Nov 13, 2013 12:40am

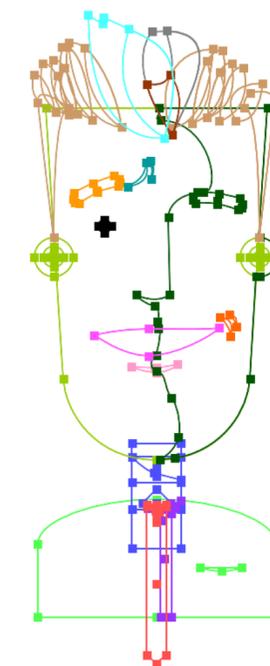
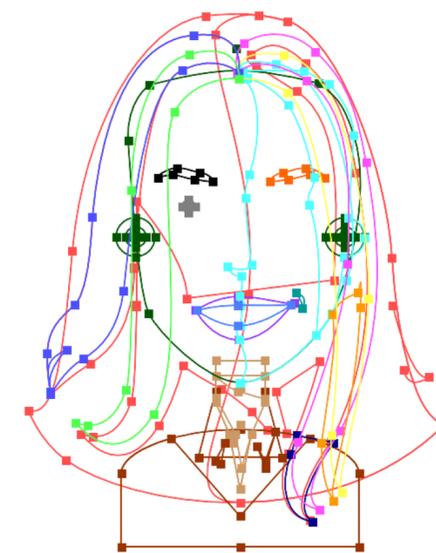
TRAVEL TIME: 18 min (12 miles)

Assign To Job

PLENTI

Character Animations

MOTION



AMERICAN EXPRESS

FX International Payments Style Guide

DESIGN

TYPOGRAPHY & COLOR PALETTE

TYPOGRAPHY

ARIAL – REGULAR

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz

ARIAL – BOLD

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz

ARIAL – ITALIC

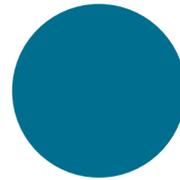
ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz

ARIAL – BOLD ITALIC

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz

PRIMARY COLORS

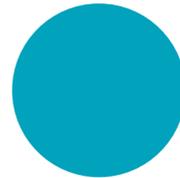
CALL TO ACTION



HEX **006E8E**
R **0**
G **110**
B **142**

Teal
This color is the primary color of the application. It is used in the call to action buttons, secondary button text, as well as the highest priority text.

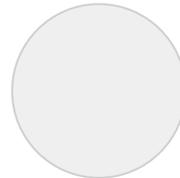
INTERACTION



HEX **00A2BC**
R **0**
G **162**
B **188**

Light Teal
This color is used as the secondary interaction color. It is used to outline interaction elements, links and in secondary button icons.

SECONDARY



HEX **EFEFEF**
R **239**
G **239**
B **239**

Gray
This color is used as a secondary background for the application. It is used as a work area background as well as an inactive background.

HEADER



HEX **00465B**
R **0**
G **70**
B **91**

Dark Teal
This color is highly visible as the header background color.

SECONDARY COLORS

HOVER



HEX **FAA21B**
R **250** G **162** B **27**

Orange
This color is used as an interaction indicator on hover, as well as a selection hover on dropdowns.

PRIMARY TEXT



HEX **6E6F72**
R **110** G **111** B **114**

Dark Gray
This color is the main text color.

BOUNDRY



HEX **E2E2E2**
R **226** G **226** B **226**

Light Gray
This color is used for outlining sections and lines

TERTIARY



HEX **3C5056**
R **60** G **80** B **86**

Blue Gray
This color is used tertiary for general flags.

ALERT TEXT



HEX **404040**
R **221** G **100** B **0**

Dark Orange
This color is used as alert text, e.g. quote timer.

ALARM TEXT



HEX **0067AC**
R **206** G **0** B **40**

Red
This color is used as alarm text, e.g. expired quote timer or error flag backgrounds.

HEADERS & TEXT

HEADER

STATEMENT HEADER

Send this payment to

type **Arial Regular**
size **40px**
color **#6E6F72**

SECTION STATEMENT HEADER

The beneficiary will be sent

type **Arial Regular**
size **23px**
color **#6E6F72**

TEXT

GENERAL TEXT

The beneficiary's bank may still

type **Arial Italic**
size **13px**
color **#575859**
letter spacing **.015em**

TAG TEXT

You have selected Wire Funds.

type **Arial Bold Italic**
color **#C1DADB**
letter spacing **.025em**

LABEL

GENERAL LABEL

BENEFICIARY

type **Arial Regular (All caps)**
size **11px**
color **#7F7F7F**
letter spacing **0.4em**

WORK AREA LABEL

PAY WITH

color **#575859**

TAG LABEL

ACCOUNT NAME

color **#C1DADB**
letter spacing **0.25em**

SECTION LABEL

Subtotal

type **Arial Regular**
size **16px**
color **#6E6F72**

INFORMATION

PRIMARY AMOUNT DISPLAY

€100,000 EUR

type **Arial Regular**
size **32px**
color **#6E6F72**

type **Arial Regular**
size **21px**

type **Arial Regular**
size **24px**
color **#999999**
baseline **+3**

SECONDARY AMOUNT DISPLAY

\$109,500 USD

type **Arial Regular**
size **12px**
letter spacing **.025em**

type **Arial Bold**
size **16px**
color **#6E6F72**

type **Arial Regular**
size **14px**
color **#999999**
baseline **+1**

GENERAL INFORMATION

2,636 Membership Rewards Points

type **Arial Regular**
size **14px**
color **#6E6F72**

type **Arial Bold**
size **16px**

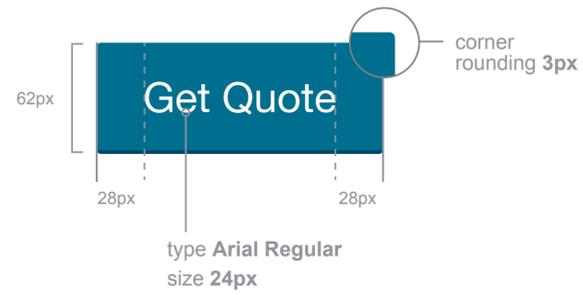
TAG INFORMATION

JPM Chase, New York

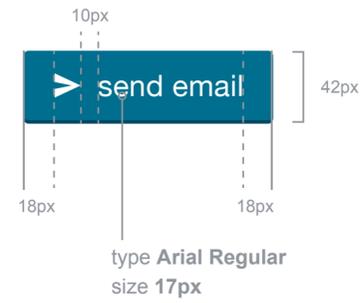
type **Arial Bold**
size **16px**
color **#FFFFFF**

BUTTONS

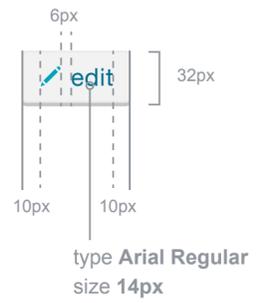
LARGE BUTTON



MEDIUM BUTTON

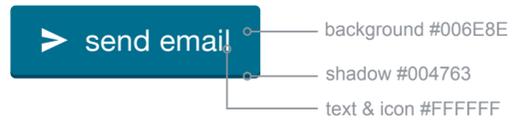


SMALL BUTTON

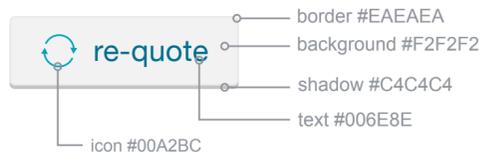


DEFAULT

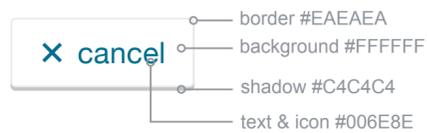
CALL TO ACTION



SECONDARY



SECONDARY ON GRAY

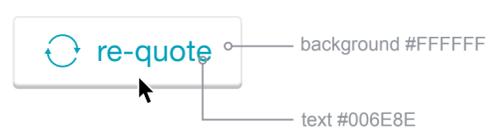


HOVER

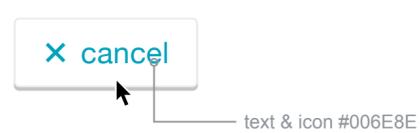
CALL TO ACTION



SECONDARY



SECONDARY ON GRAY



PRESSED

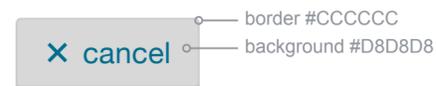
CALL TO ACTION



SECONDARY



SECONDARY ON GRAY



DISABLED

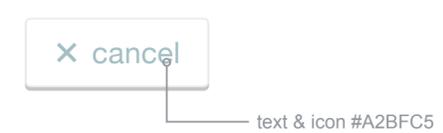
CALL TO ACTION



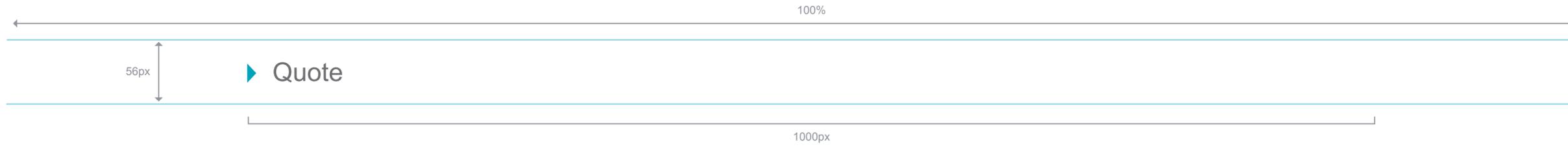
SECONDARY



SECONDARY ON GRAY



ACCORION



STATES

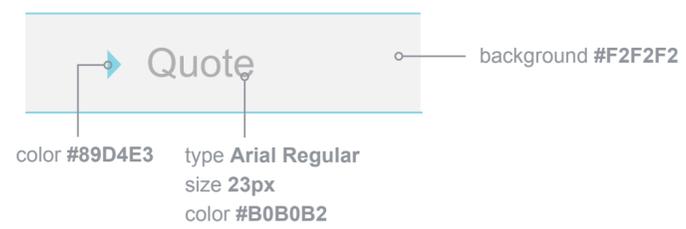
CLOSED



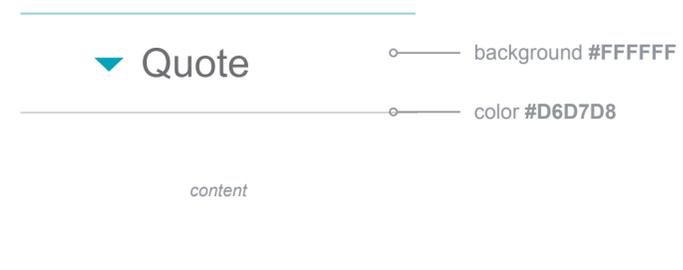
CLOSED HOVER



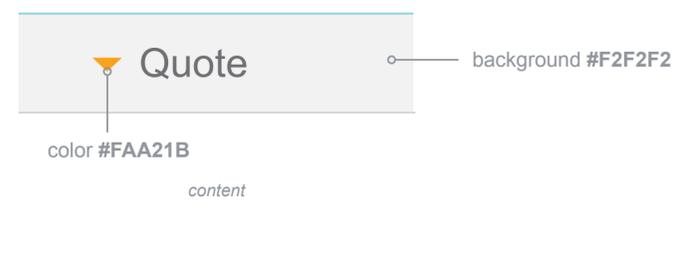
DISABLED



OPEN



OPEN HOVER



SECTION

SECTION

DEFAULT

type **Arial Regular**
size **11px**
color **#7F7F7F**

13px

BENEFICIARY

The beneficiary will be sent

€100,000 EUR

corner rounding 3px

25px

18px

size 1px
color **#E2E2E2**

TAG WITH LINK

Total to be paid

\$109,520 USD

You have selected Wire Funds. To finalize this payment you must send a domestic wire transfer from your business bank account.

Show Details

color **#3C5056**

corner rounding 3px

15px

15px

15px

18px

18px

TAG WITH A CANCEL 'X'

Total to be paid

\$109,520 USD

TIP: If you need to change this currency, use the tools to the left

X

40px

18px

TAG WITH INFORMATION

Total to be paid

\$109,520 USD

You have selected Wire Funds. To finalize this payment you must send a domestic wire transfer from your business bank account.

Hide Details

PAY TO:	JPM Chase, New York
ACCOUNT NAME:	FES US FX Settlement Account
FEDERAL ABA NO.:	021000021
ACCOUNT NUMBER:	771049988
AMERICAN EXPRESS ADDRESS:	World Financial Center 200 Vesey Street New York, NY 10285

40px

40px

18px

150px

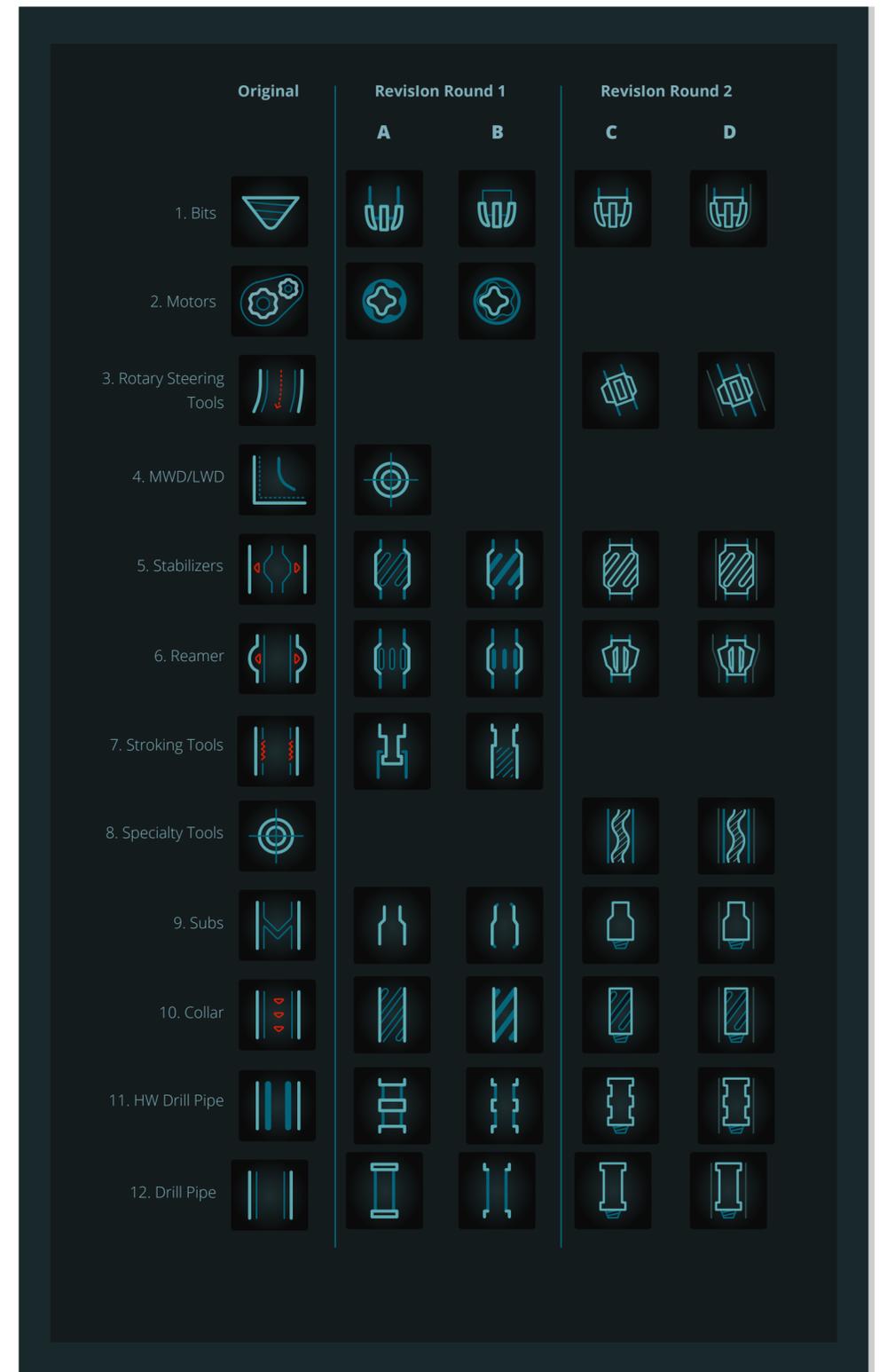
18px

18px

NATIONAL OILWELL VARCO

Icon Reworking

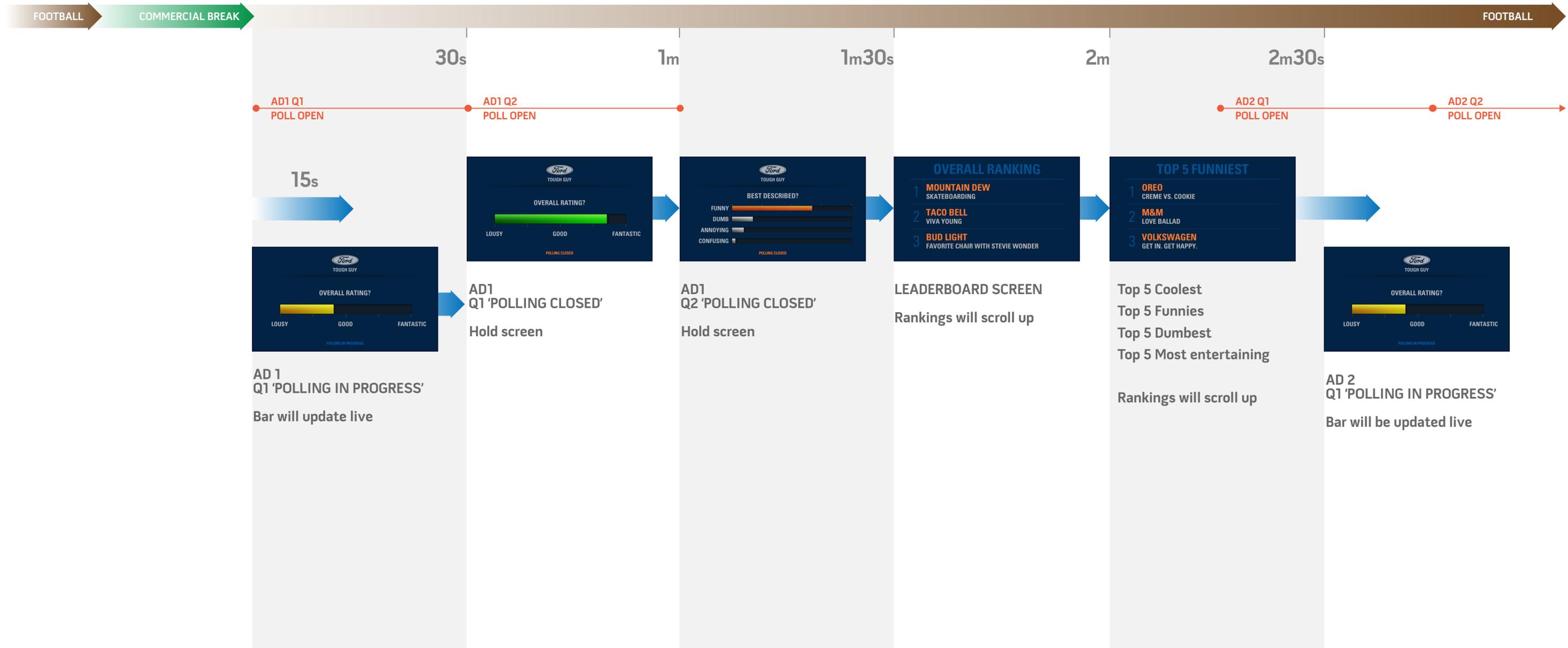
DESIGN



PEPSI

Halftime Poll Results for Pepsi Employees

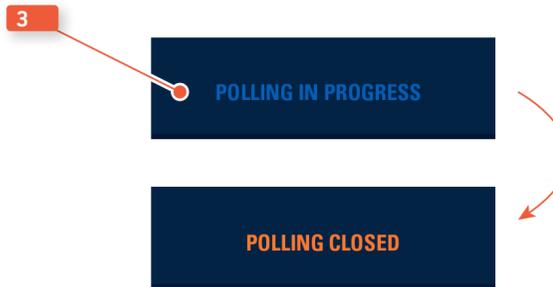
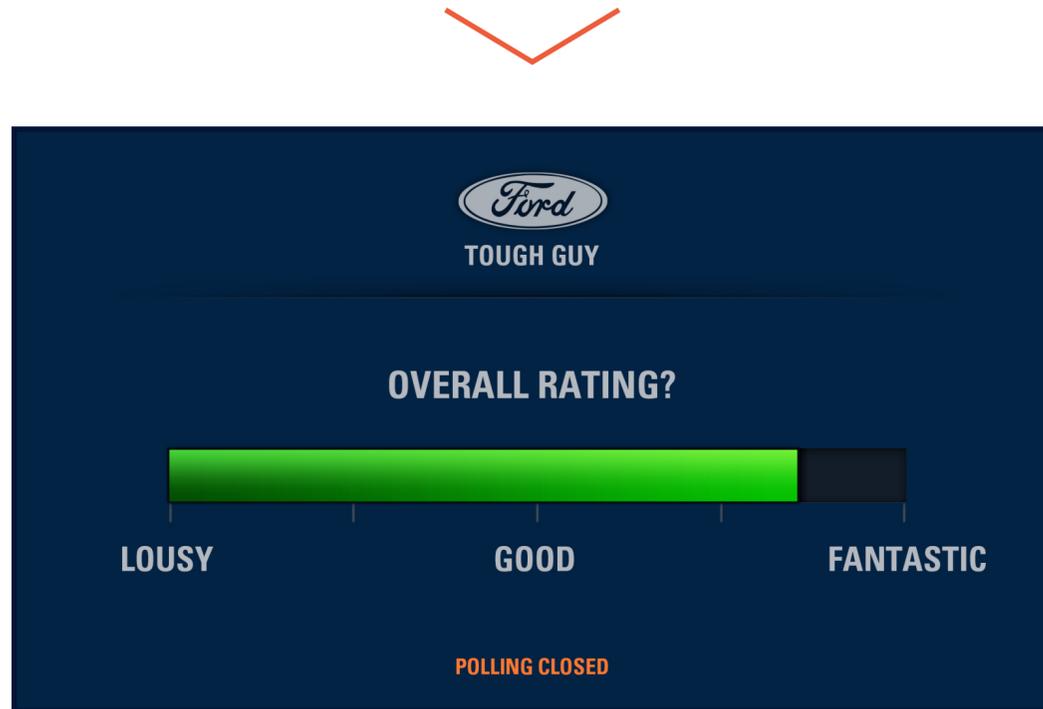
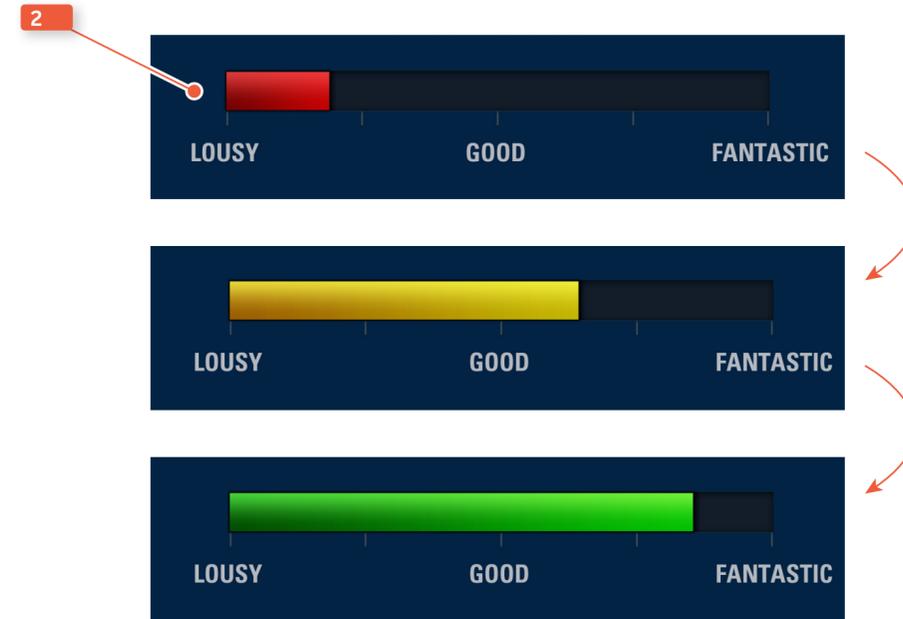
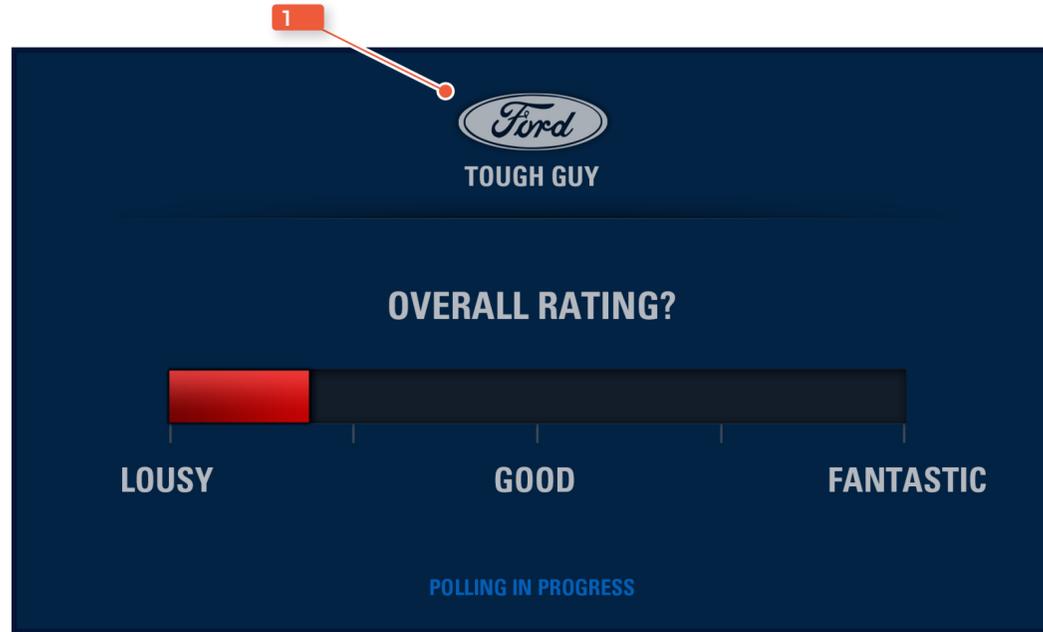
DESIGN



Ad Question 1

The first question that is polled will be an overall rating of the commercial. This poll is open for 30 seconds and will be on a scale of 1-5.

- 1 IDENTIFICATION**
The company will be displayed along with a title to signify the specific ad that was aired.
- 2 RATING BAR**
The bar signifies the average of all the participants votes. The bar will animate both its length and color in real time to indicate the current rating as information is collected.
- 3 STATUS**
The status will display when polling is in progress and when it is closed. This screen will hold for 30 seconds after the poll has been closed.

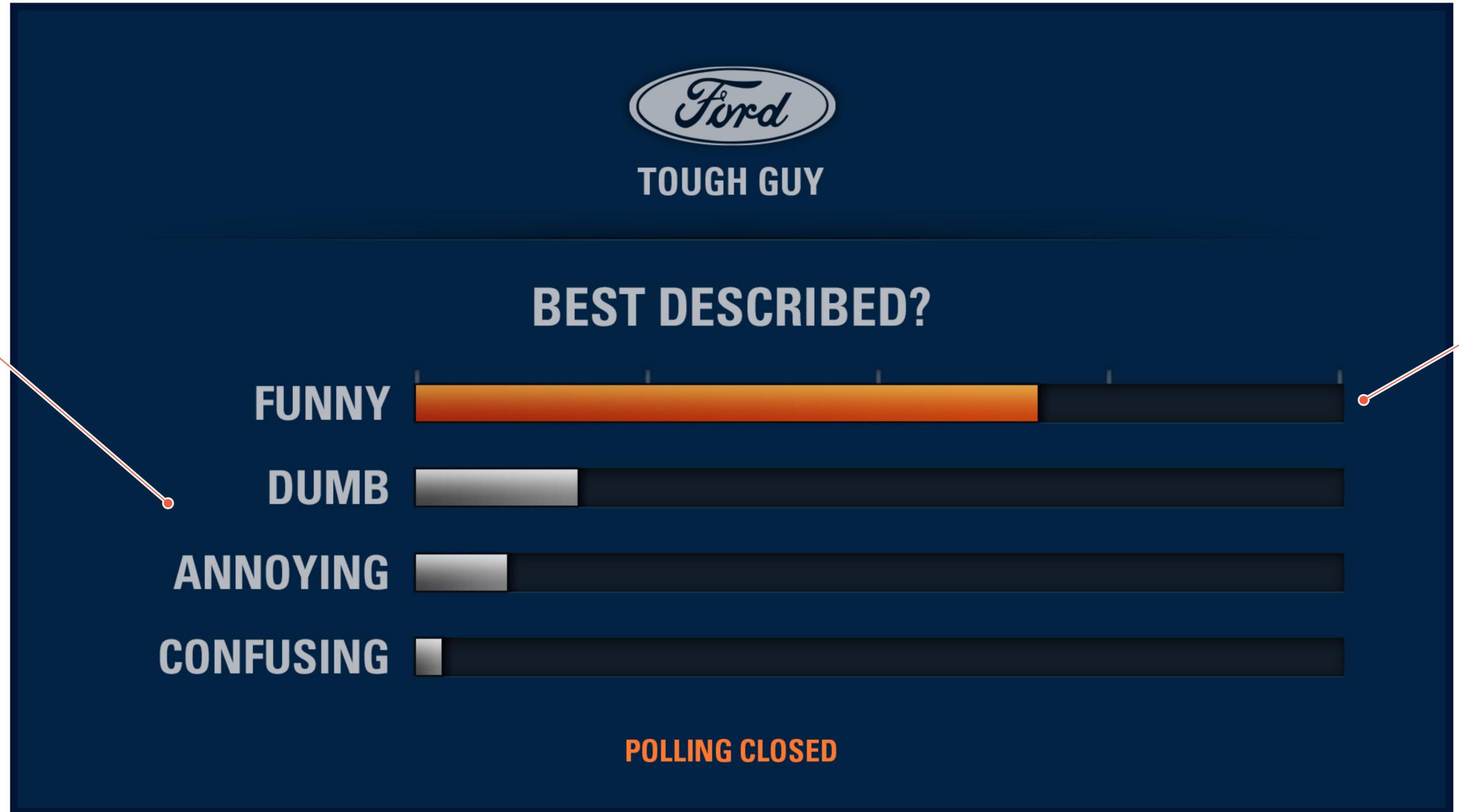


Ad Question 2

A second question will be asked for each ad. This time the participants will be asked to place the ad into a predetermined category.

- 1** **CATEGORY OPTIONS**
- Entertaining
 - Interesting
 - Exciting
 - Effective/Informative
 - Funny
 - Confusing
 - Shocking/Controversial
 - Dumb/Silly

- 2** **LEADING CATEGORY**
- Only the top 4 categories will be displayed. The leading category will be placed on top and its bar will be orange.



Ad Leaderboard

The leaderboard can be seen while there are no ads currently playing. This will showcase the overall ad leaders and also the leaders in each category.

- 1 SCROLLING ADS**
The ads will scroll up underneath a fold behind the current category heading.
- 2 CATEGORY CHANGE**
As one category finishes, its heading will fade out giving way to the new category heading. The new heading then sticks to the top and the rankings will disappear underneath a new fold.



OVERALL RANKING

- MOUNTAIN DEW**
SKATEBOARDING
- TACO BELL**
VIVA YOUNG
- BUD LIGHT**
FAVORITE CHAIR WITH STEVIE WONDER



OVERALL RANKING

- MOUNTAIN DEW**
SKATEBOARDING
- TACO BELL**
VIVA YOUNG
- BUD LIGHT**
FAVORITE CHAIR WITH STEVIE WONDER
- LINCOLN MKZ**



OVERALL RANKING

- 23 DORITOS**
FASHIONISTA DADDY

TOP 5 FUNNIEST

- OREO**
CREME VS. COOKIE



OVERALL RANKING

TOP 5 FUNNIEST

- OREO**
CREME VS. COOKIE
- M&M**
LOVE BALLAD



TOP 5 FUNNIEST

- OREO**
CREME VS. COOKIE
- M&M**
LOVE BALLAD
- VOLKSWAGEN**
GET IN. GET HAPPY.



TOP 5 FUNNIEST

- OREO**
CREME VS. COOKIE
- M&M**
LOVE BALLAD
- VOLKSWAGEN**
GET IN. GET HAPPY.
- LINCOLN MKZ**

Halftime Question

The halftime show will be an important part of the polling process. While the halftime show is presented on national TV, participants will be asked various questions about their experience. These answers will be collected and displayed.

- 1 PEPSI HALFTIME LOGO**
Throughout the halftime show the logo will be displayed.
- 2 QUESTION PARTS**
Each question will be asked 4 times to see how opinions change as the halftime show progresses.
- 3 RATING BAR**
As with the ad rating bar, the halftime rating bar signifies the average of all the participants votes. The bar will animate both its length and color in real time to indicate the current rating as information is collected.

