

spex

SCAN

Audible tone to indicate scan start
Visual UI target to scan area.



Components

Camera

Display

Bone Conduction

MENU

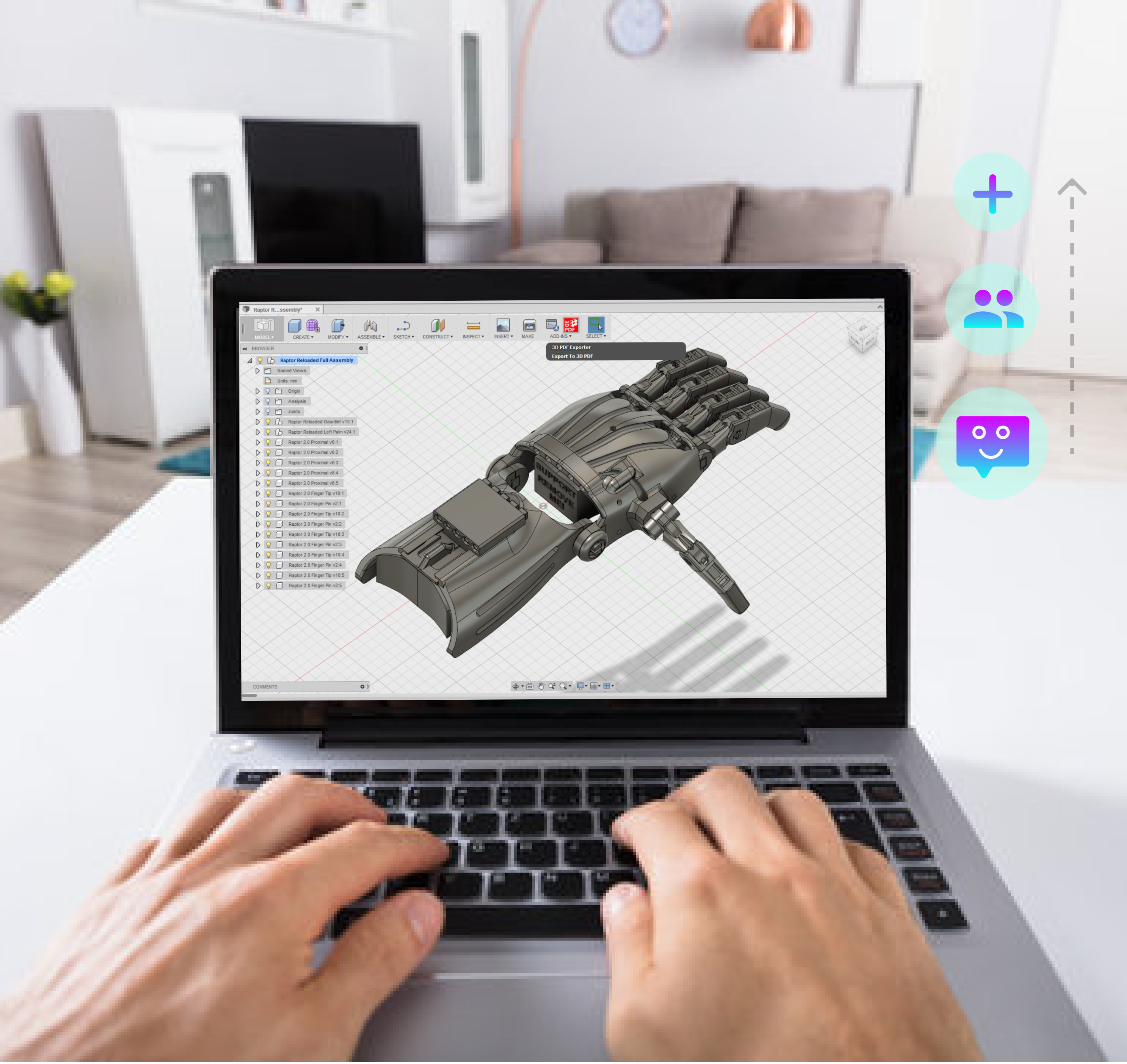
Single icon expands to reveal menu options via touch or audio command “menu”

Components

Camera

LiDAR Sensor

Display



LEARN

Ask Spex to show you specific skills based on your needs, “Spex, how do you...”

Components

Camera

LiDAR Sensor

Display

Microphone

Bone Conduction

CREATE

Create skills to share with the community within the Spex UI, “Spex, I want to create”

Components

Camera

LiDAR Sensor

Display

Microphone



CONNECT

Browse curated skills from community members or connect to a live mentor

Components

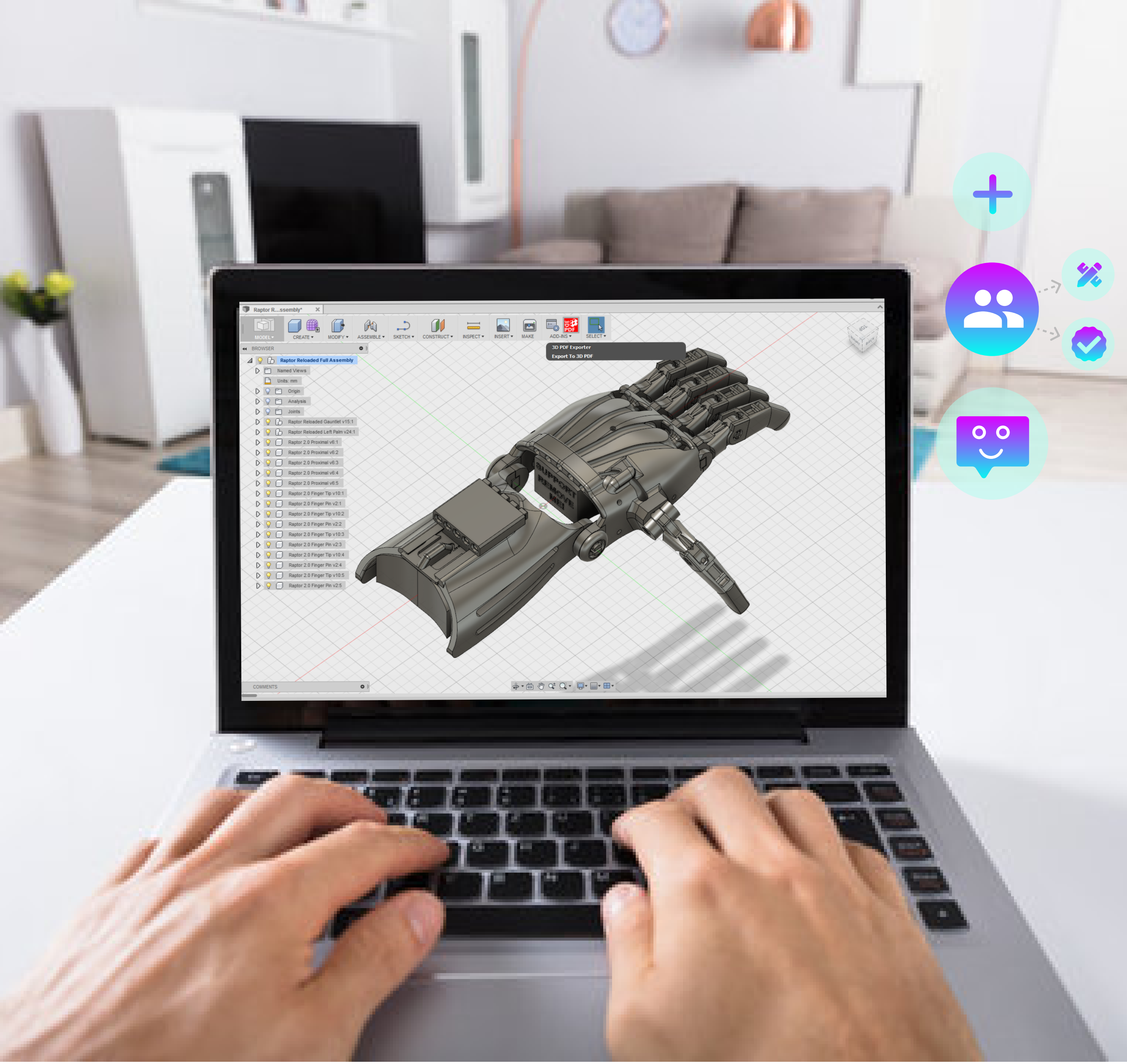
Camera

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Microphone

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HEURISTICS

	Compliance			Notes
	Always	Sometimes	Never	
Visibility of System Status				
There is clear indication of current location	✖	x	x	Menu icons will always display allowing users to know where they are.
There is visual feedback when objects are selected or moved	✖	x	x	When selected, objects' size will increment.
The current status of an icon is clearly indicated	✖	x	x	On create mode, status of icons will update if the user is recording, pauses or stops.
Match between System the Real World				
Icons are concrete and familiar	✖	x	x	Icons are familiar to what users see in social media, signs and are easy to interpret.
Command names are specific rather than general	x	✖	x	There's an specific command to summon the Spex but not to navigate.
Selected colors correspond to common expectations about color codes	✖	x	x	Green is confirmation/reinforcement, red for error/cancelation.
User Control and Freedom				
Users can cancel out of operations in progress	✖	x	x	Any operation can be cancelled by gestures, voice or navigating on a different menu.
There is a mechanism that allows users to go back to previous menus	✖	x	x	When selecting the spex icon, users can switch between menus; they can also use gestures to move between menus or go back.
Users can reduce data entry time by copying and modifying existing data	x	✖	x	Users can repeat the command to the mic or show the command to the camera.

HEURISTICS

	Compliance			Notes
	Always	Sometimes	Never	
Consistency and Standards				
Icons are labeled	x	✖	x	Icons don't show a label unless you hover on them.
Each window has a title	x	✖	x	The title is just showed temporarily, and disappears after a time, the icon stays.
There are no more than 12 - 20 icon types	✖	x	x	The system navigation is simple and minimal.
Error Prevention				
The system prevents users from making errors whenever possible	✖	x	x	The system will guide users with information to make decisions and avoid errors.
Menu choices are logical, distinctive, and mutually exclusive	✖	x	x	Each menu has a very specific function, different than other menus.
The system warns users if they are about to make an error	✖	x	x	The system will guide users with information to make decisions and avoid errors.
Recognition Rather Than Recall				
Text areas have breathing space around them	✖	x	x	There is minimal text and it is well spaced.
Color coding is consistent throughout the system	✖	x	x	Color coding will follow brand palette consistently.
Inactive menu items are grayed out or omitted	x	✖	x	Unused icons are reversed in color.

HEURISTICS

		Compliance			
		Always	Sometimes	Never	Notes
Flexibility and Efficiency of Use					
	Users can define their own synonyms for commands	x	x	✖	The system will accept a select variation for the same command.
	If the system supports both novice and experts, multiple levels of error detail are available	x	x	✖	The current complexity does not require multiple levels of error messages.
	The system provides function keys for high frequency commands	x	✖	x	The system will advance levels based on commands.
Aesthetic and Minimalist Design					
	Only and all information essential to decision making is displayed on the screen	✖	x	x	UI will only display essential information that users can interact with or make decisions.
	All icons in a set are visually and conceptually distinct	✖	x	x	There are not many icons and each icon is unique.
	Each icon stands out from it's background	✖	x	x	Icons will adapt based on background light and color.
Recognize, Diagnose, and Recover from Errors					
	Sound is used to signal error	x	✖	x	A combination of sound and visuals will feedback for error.
	Prompts imply that the user is in control	✖	x	x	User has control.
	Error messages are grammatically correct	✖	x	x	All information is grammatically correct.

HEURISTICS

	Compliance			Notes
	Always	Sometimes	Never	
Help and Documentation				
Online instructions are visually distinct	✖	x	x	Instruction will use proper contrast and text size for readability.
Data entry screens and dialogue boxes are supported by navigation and completion instructions	✖	x	x	Audio and text instructions will accompany data entry screen.
The help function is visible, for example, a key labeled HELP or a special menu	✖	x	x	The help function is the primary function of the interface.