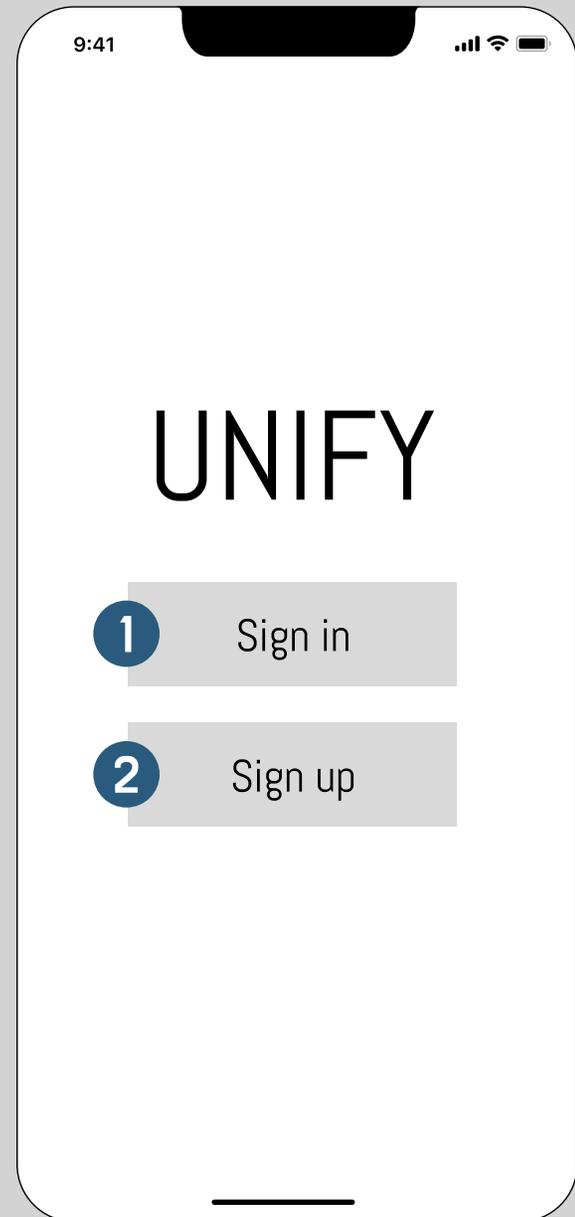


UNIFY

Information Architecture, Annotated
Wireframes, and Transition State Diagram

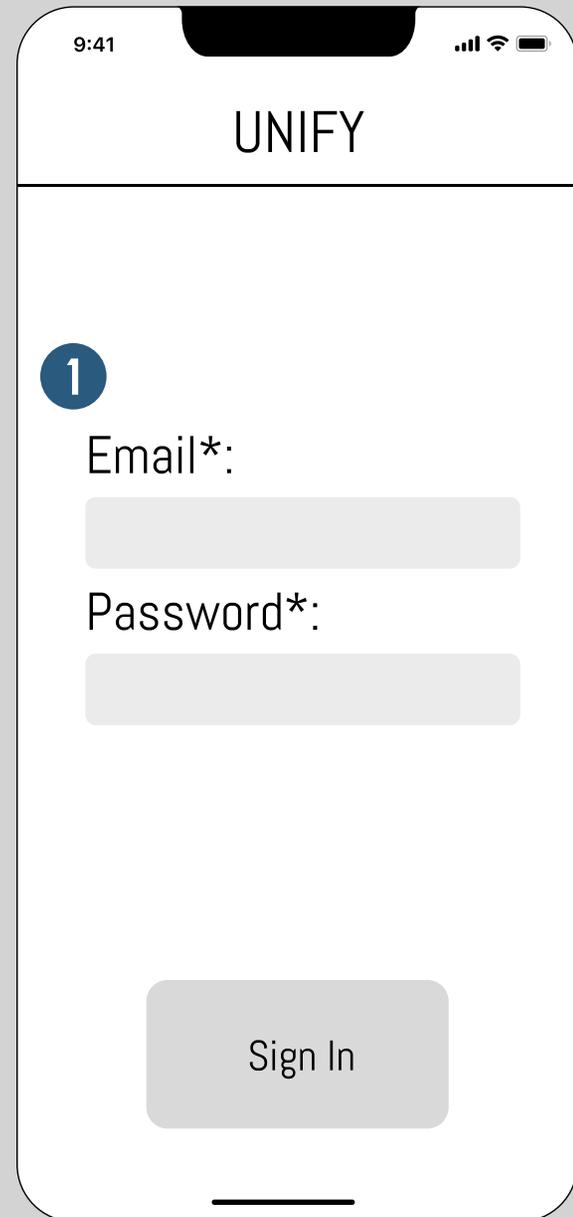
Welcome Page

- 1 Returning users can sign in to their previously created account
- 2 New users can create a new account



Account Sign In

- 1 When creating a new account, a name and password are required from the user and are highlighted with the star
- 2 Phone number & email are additional contacts needed, but email is optional as the main function is through calls.



9:41

UNIFY

1

Email*:

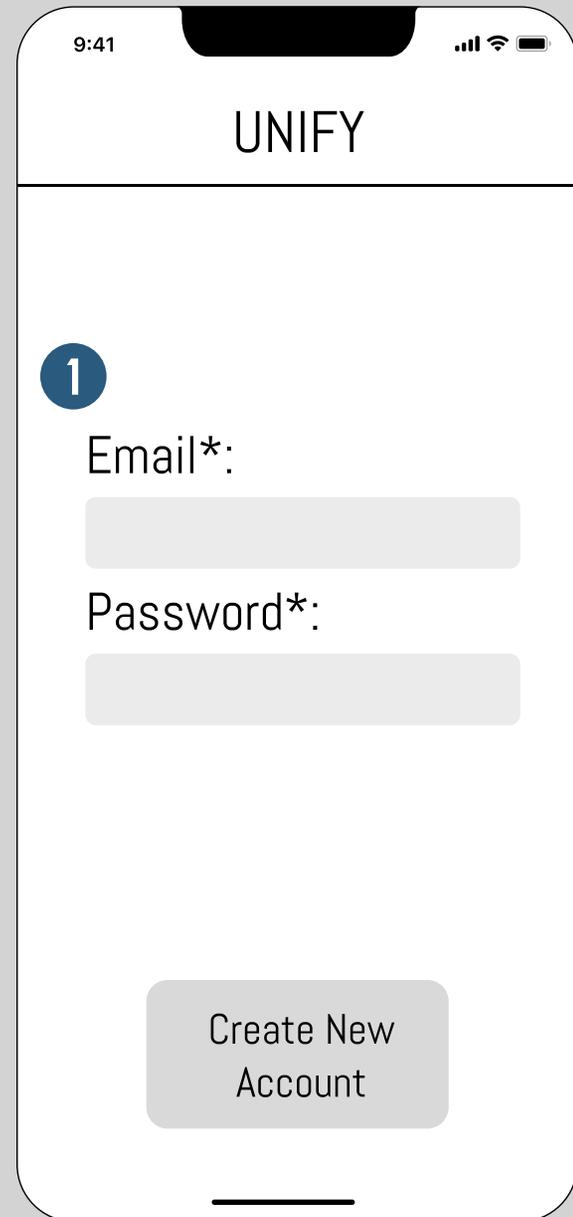
Password*:

Sign In

The image shows a mobile app interface for 'UNIFY'. At the top, the status bar shows the time '9:41' and signal strength. Below that, the app name 'UNIFY' is centered. A blue circle with the number '1' is positioned to the left of the 'Email*' label. The 'Email*' label is followed by a light gray rectangular input field. Below this is the 'Password*' label, also followed by a light gray rectangular input field. At the bottom of the screen, there is a rounded rectangular button with the text 'Sign In'.

Account Set Up

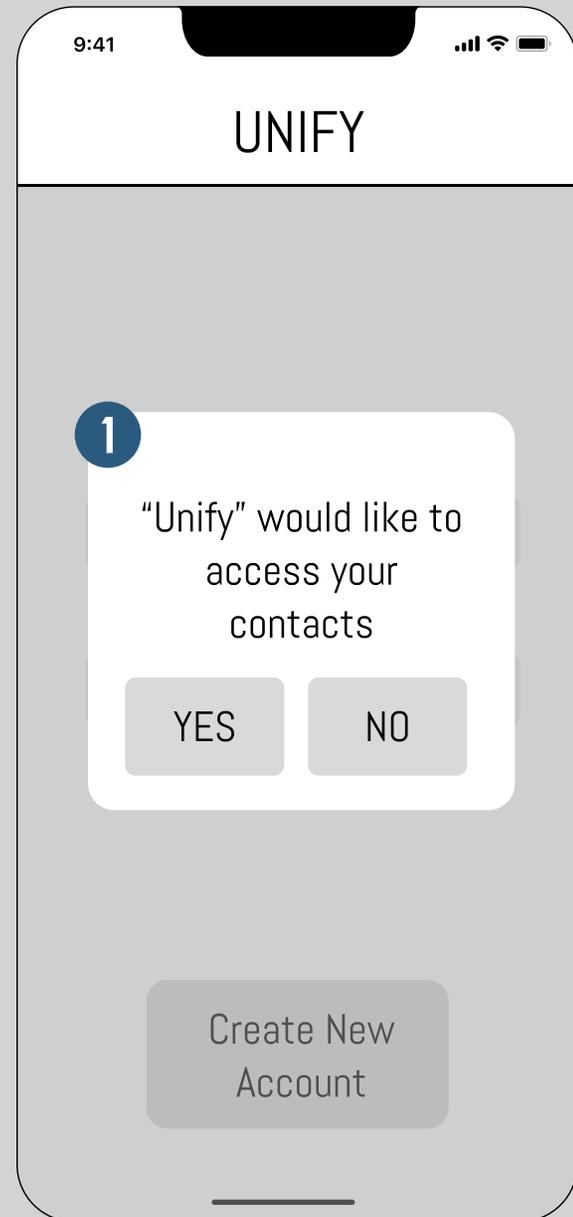
- 1 When creating a new account, a name and password are required from the user and are noted with an asterisk
- 2 This is the parent account creation. There can be sub-accounts created within the Accounts Page (i.e. child profile).



The screenshot shows the UNIFY mobile app interface for account creation. At the top, the status bar displays the time 9:41, signal strength, Wi-Fi, and battery icons. The app title "UNIFY" is centered at the top. Below the title, a blue circle with the number "1" is positioned to the left of the "Email*" label. A light gray input field is provided for the email address. Below this, the "Password*" label is followed by another light gray input field. At the bottom of the screen, a large, rounded rectangular button contains the text "Create New Account".

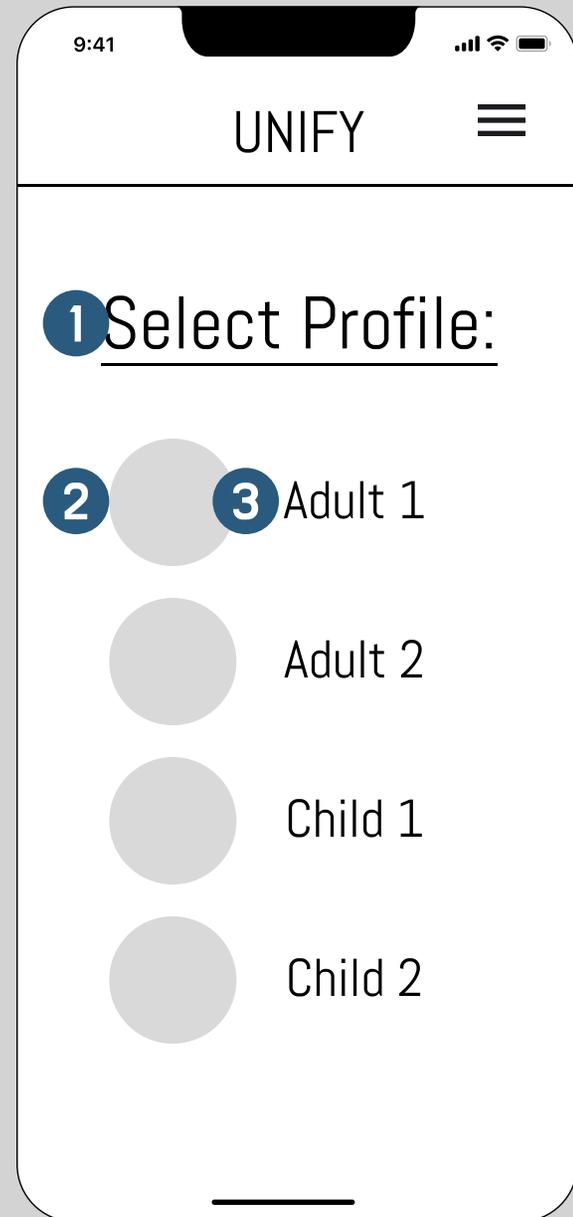
Account Set Up: Contact Permission

- 1 Overlay appears to gain permission for Unify to access phone contacts.



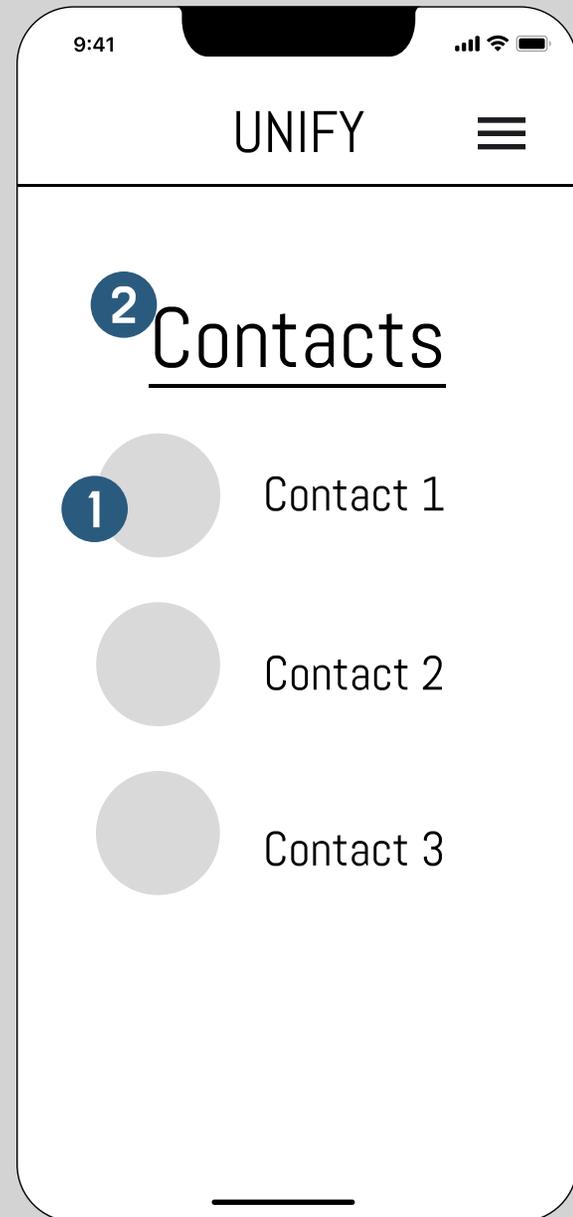
Select Profile

- 1** One account can hold multiple profiles that correspond to the specific user. There are also differences between an adult and child profile.
- 2** Both adult and child users can set their icon.
- 3** All the icons and user names are set or changed in the Settings page.



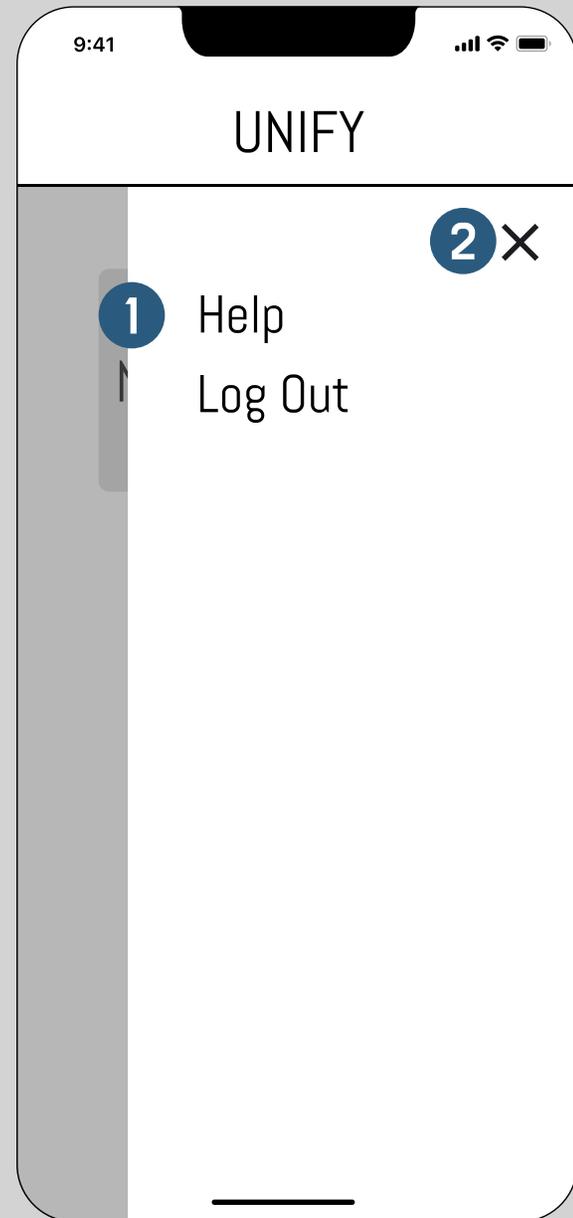
Child Home Screen

- 1 Child users are able to start a brand new call. They can choose from their contact list. Selecting a contact begins a call.
- 2 Child profile users have a set list of contacts that they are able to connect with



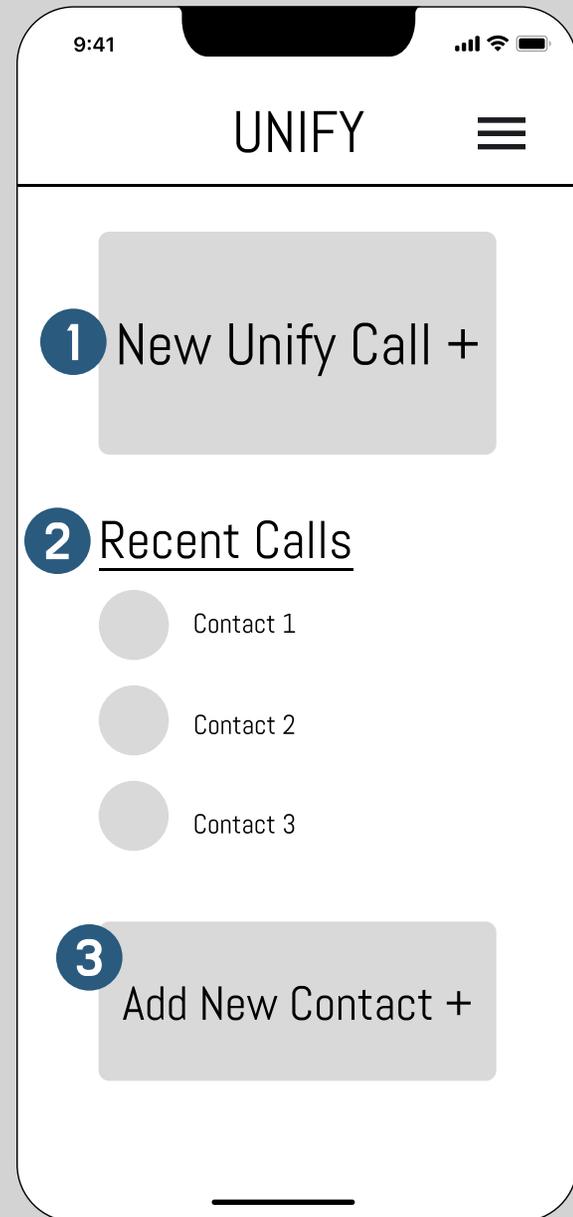
Child Home Screen: Menu

- 1** The side menu bar for child users includes a help and log out option. The side menu bar for child users only includes these two options, and this differs from adult users.
- 2** The “x” button navigates users back to Child Home Screen.



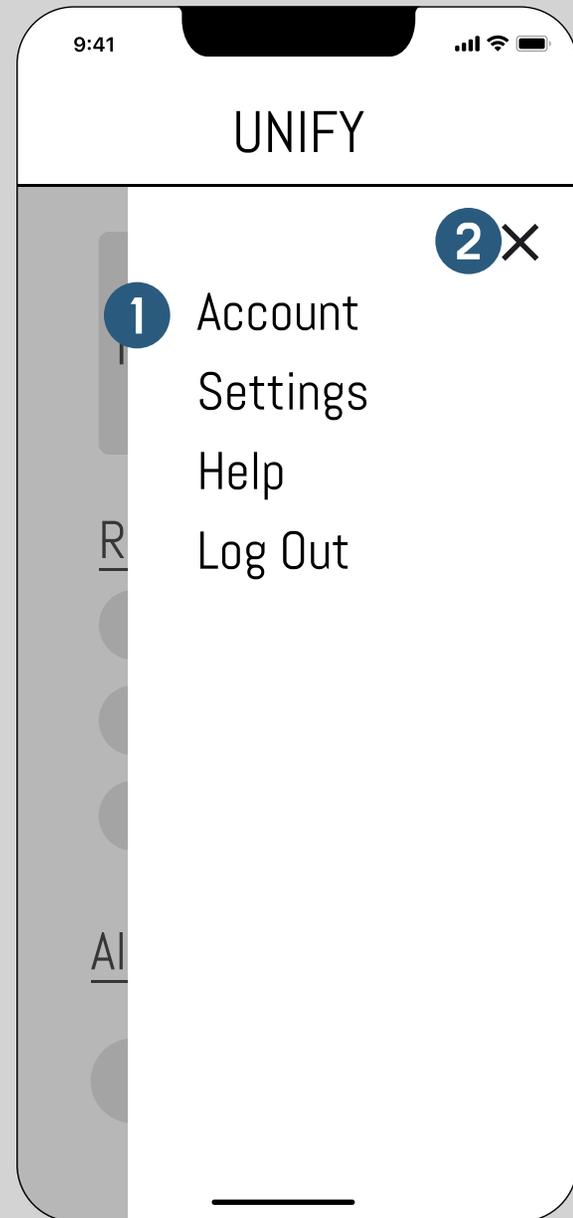
Adult Home Screen

- 1** Adult profile users are able to start a new call and choose or search a contact
- 2** A list of their most recent calls with different contacts will appear in a list that the user can choose from
- 3** Adult users may add new contacts here.



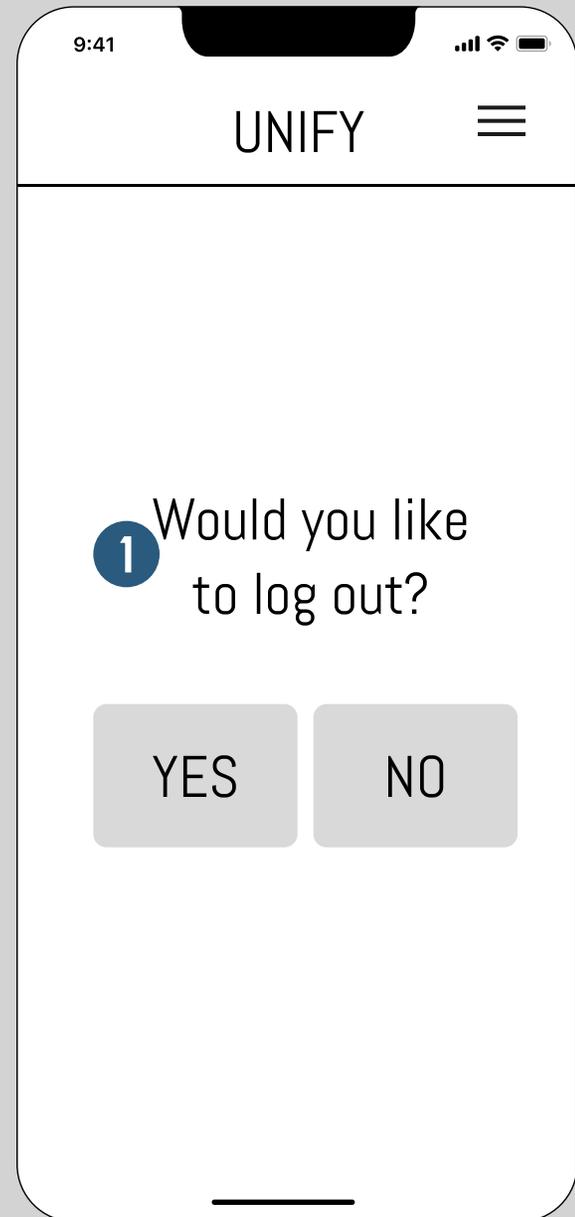
Adult Home Screen: Menu

- 1 Adult users have access to Account, Settings, Help, and Log Out options in their menu.
- 2 The 'x' button navigates users back to Adult Home Screen.



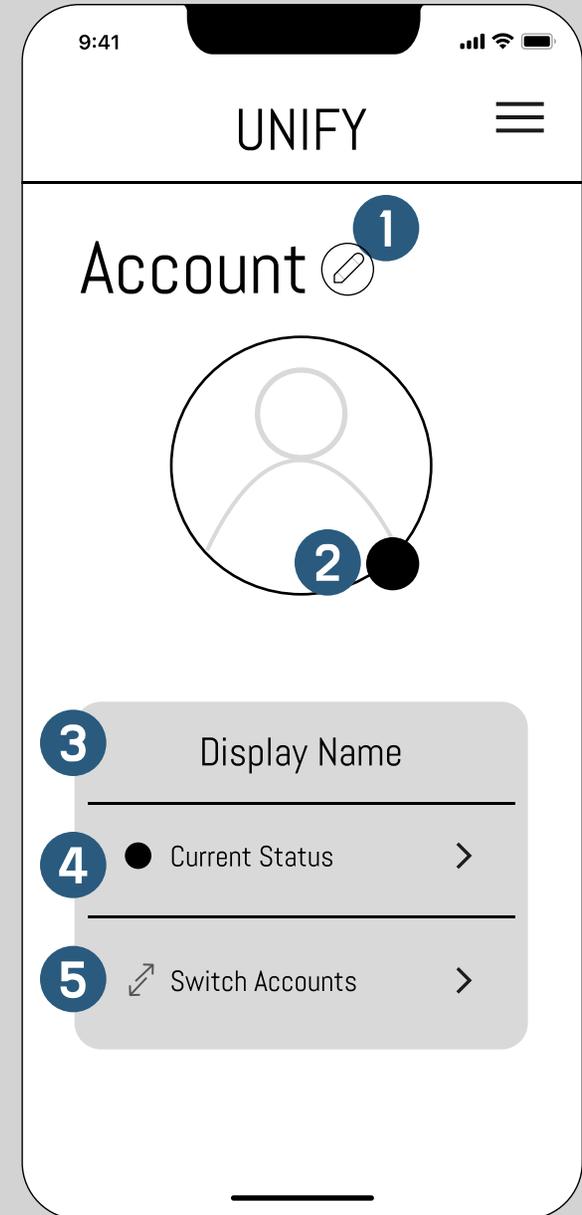
Log Out

- 1 A body of text appears on the screen to confirm whether user wants to log out of the app. The user chooses either yes or no to log out or stay in their account.



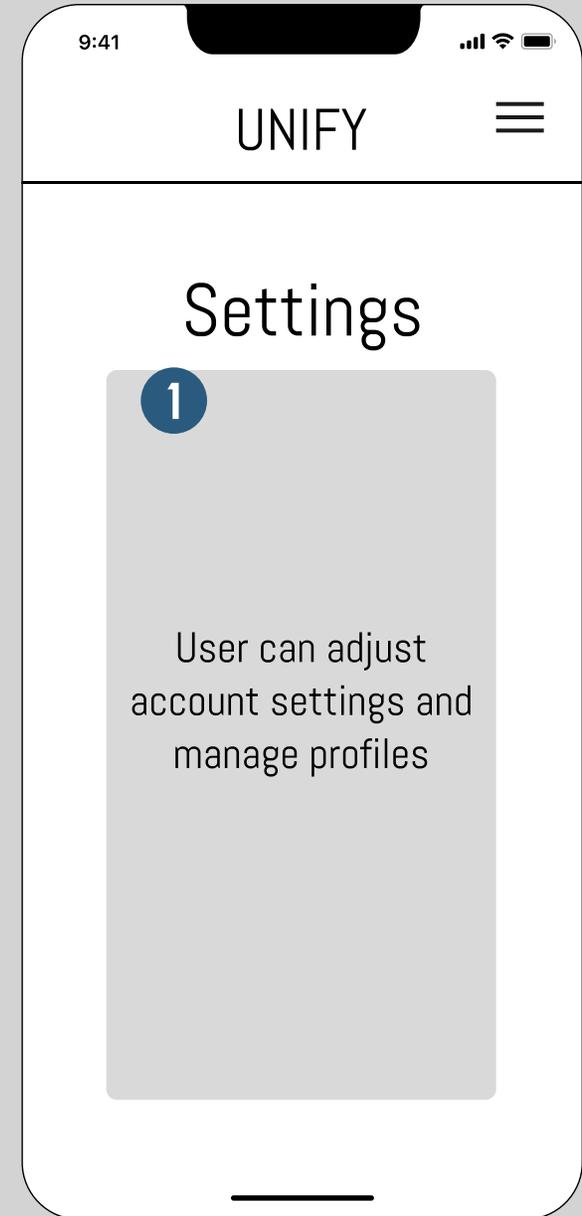
Account

- 1 Edit button to edit profile icon/picture and display name.
- 2 The black circle indicates current status
- 3 Users may change their display name
- 4 Users may change their current status, which is visible to their contacts.
- 5 Adult users can choose to switch between different profiles in the same account.



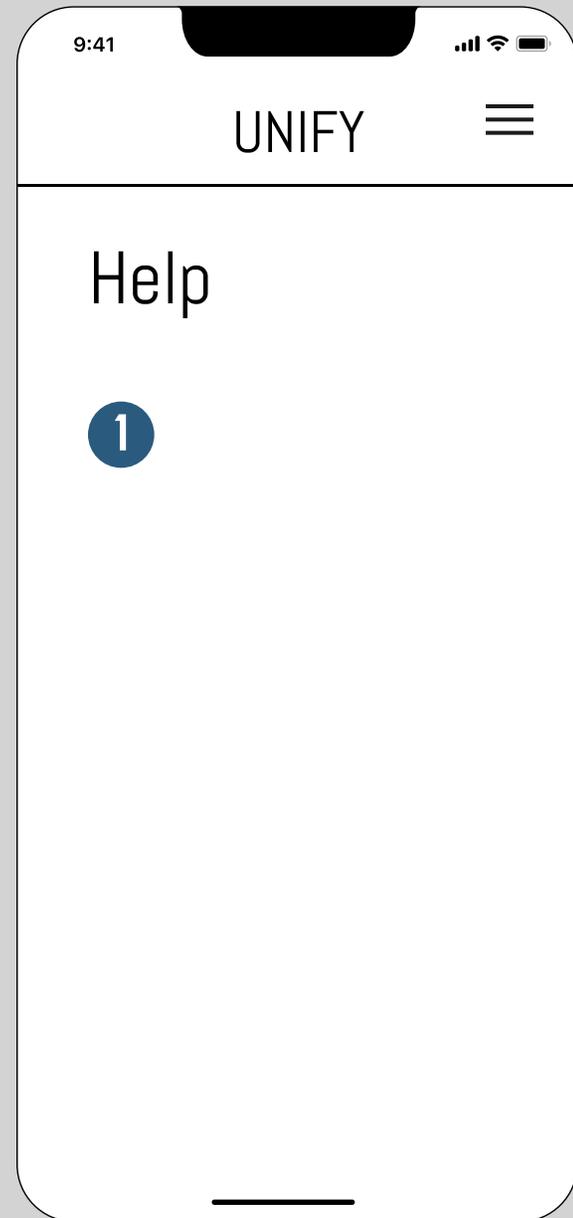
Settings

- 1 This is the User Settings page. There will be options where users can manage: profiles, video and audio, display names, and account logistics. Profile management will include the allowed contacts for child profiles.



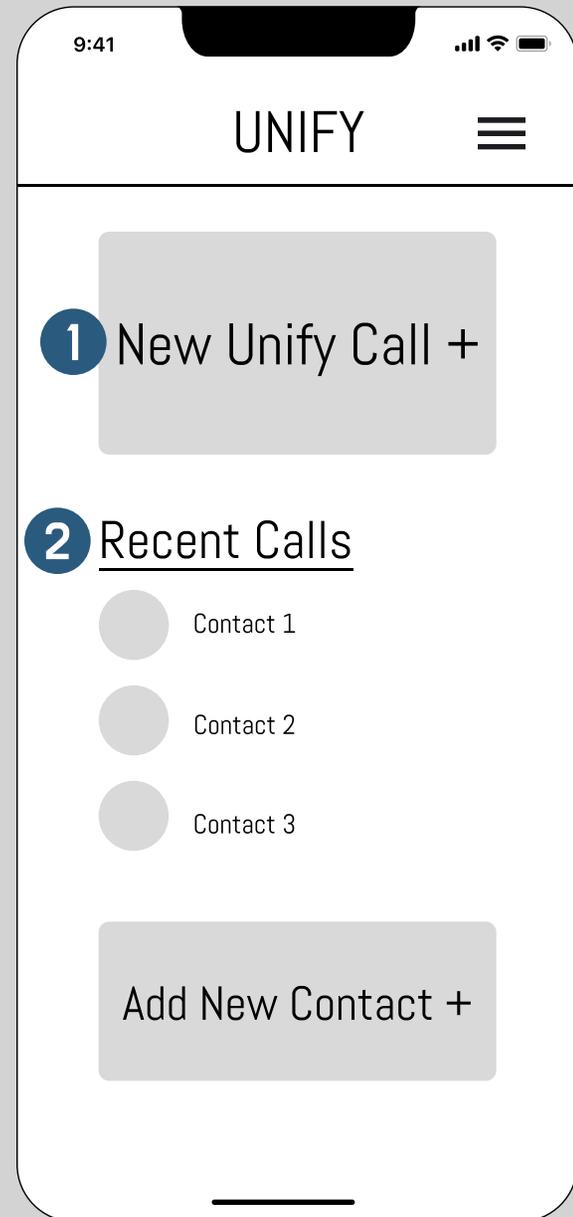
Help

- 1 This is the help screen.
There would be FAQs, instructions, and other resources in this space.



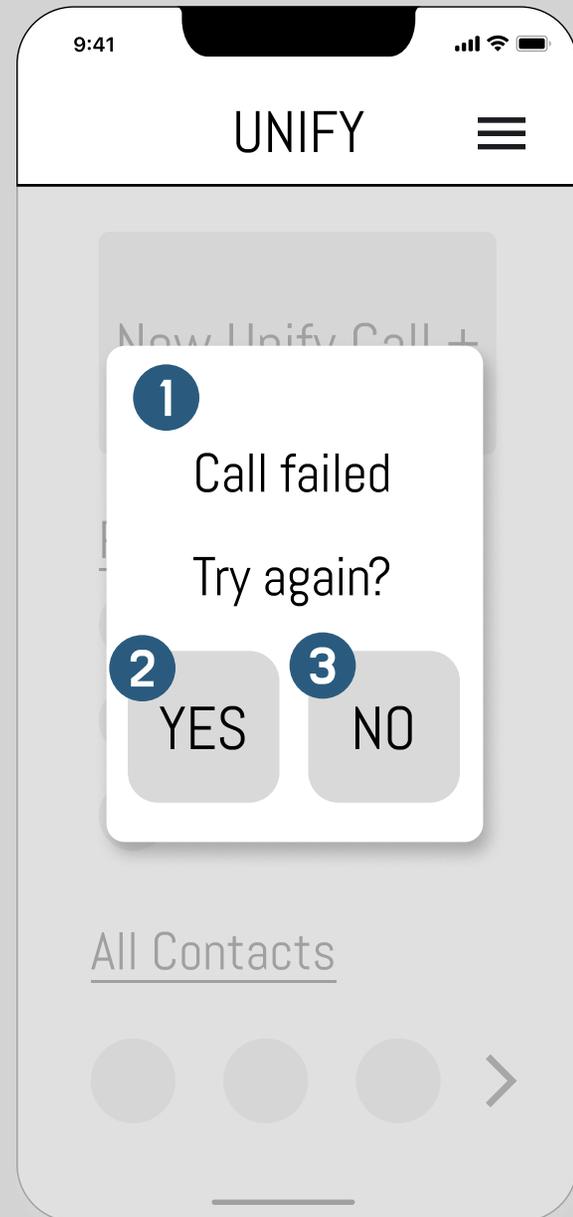
Tap New Unify Call: Overlay

- 1** User may select New Unify Call + to begin a call. This brings up an overlay from the bottom of the screen allowing users to scroll up and down to select the contact to call.
- 2** The user may tap on a contact button under recent calls to begin a new Unify call.



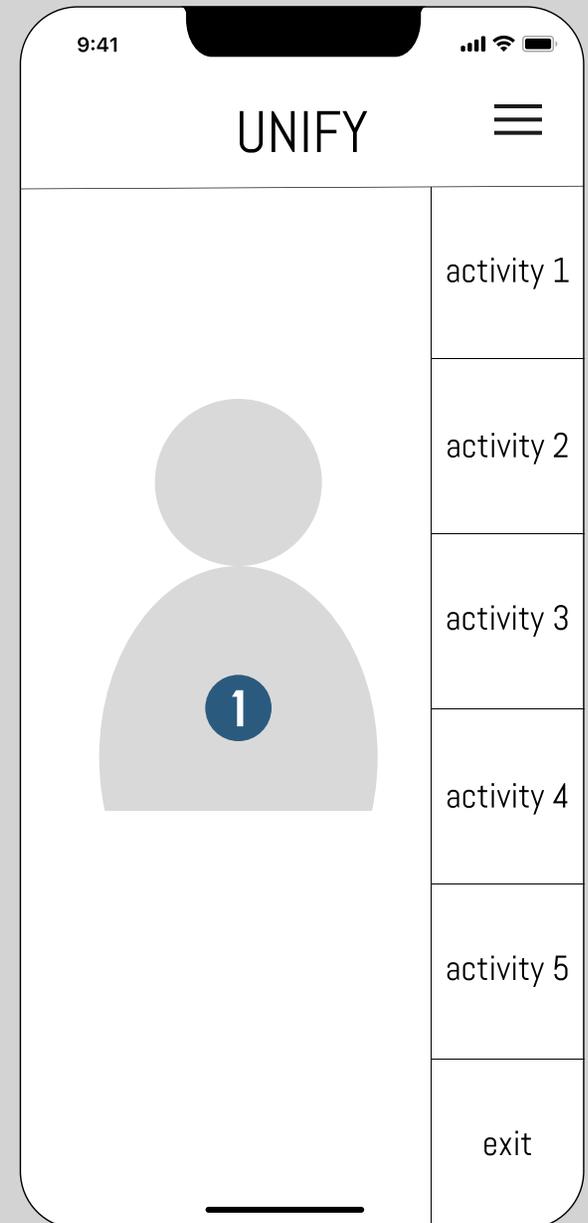
Call Failure: Overlay

- 1** If a call fails due to connection or contact not accepting the call, an overlay appears over the user's home screen to notify of failure state.
- 2** The user may select YES to automatically try the call again.
- 3** The user may select NO to close the overlay and return to their home screen



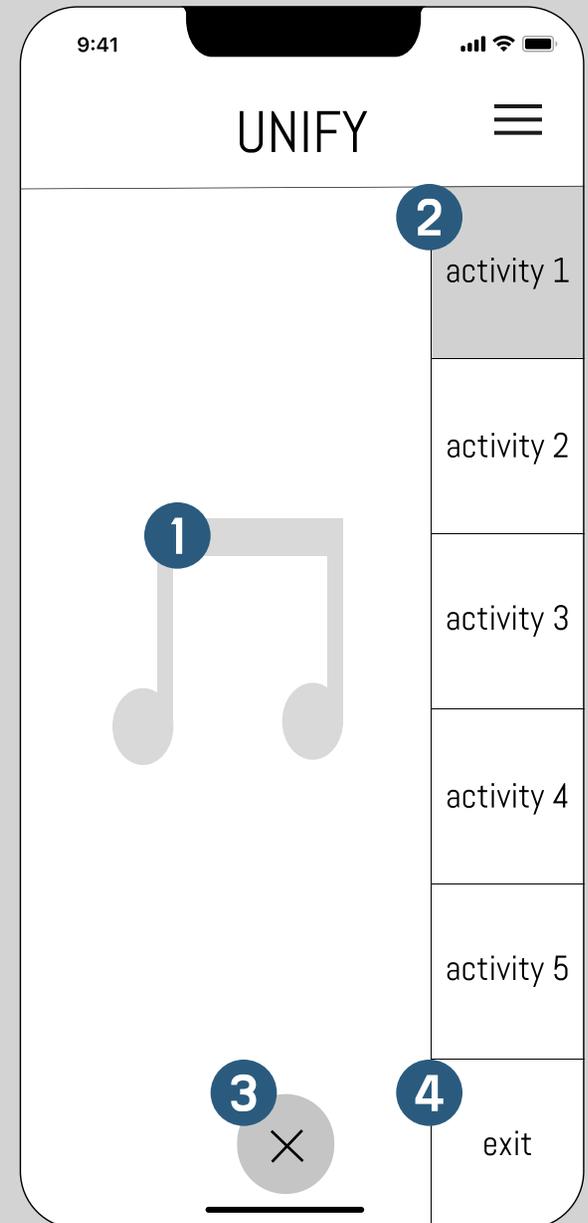
Call Success: Active Call Screen

- 1 A successful connection turns on AR goggles and opens this screen on the Unify app. The icon indicates there is no activity selected. The call is in person-to-person mode.



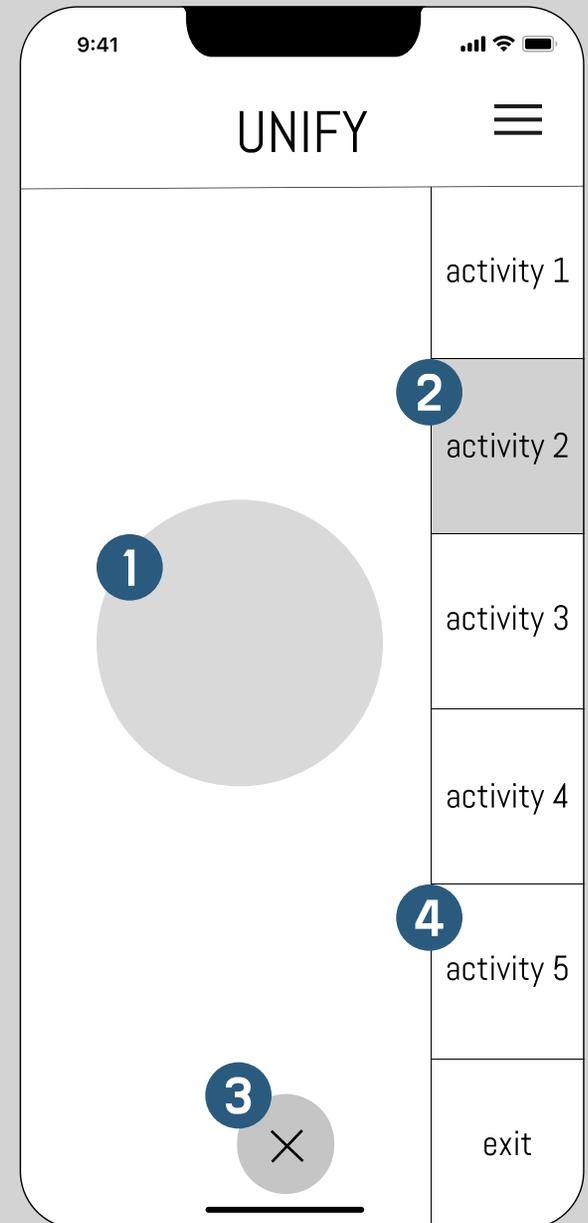
Music

- 1** Icon on the left side of the screen denotes current activity selected. Current activity: music.
- 2** Current activity indicated by a darkening of the button.
- 3** User may end activity by clicking on the 'x' icon. This will take the user back to the Active Call Screen
- 4** User may select a new activity without closing current activity by tapping on another activity button.



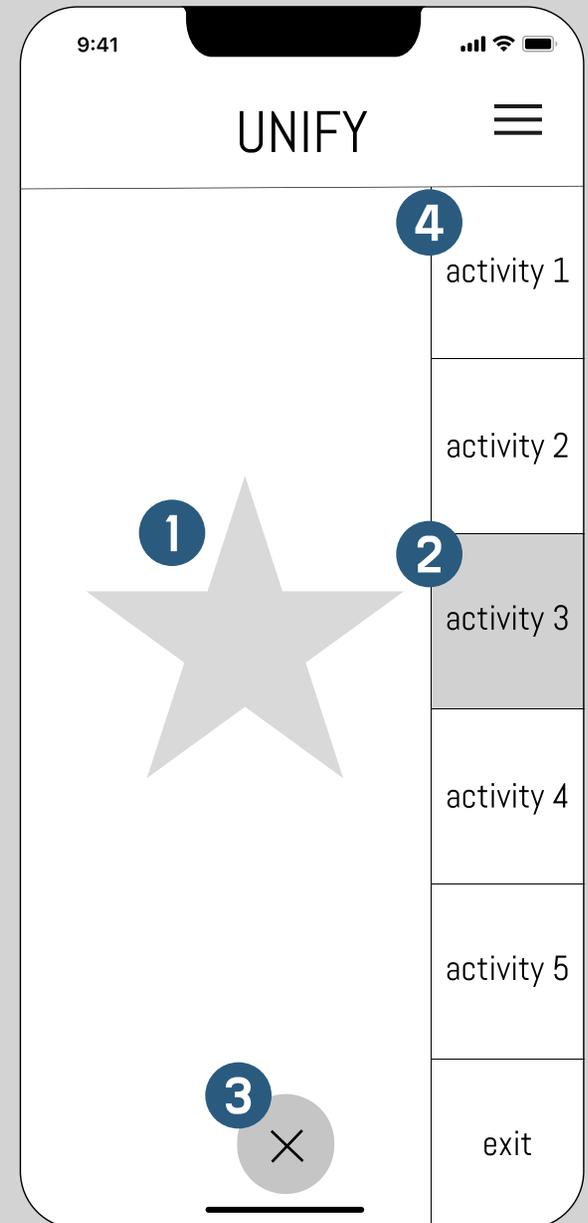
Catch

- 1 Icon on the left side of the screen denotes current activity selected. Current activity: catch.
- 2 Current activity indicated by a darkening of the button.
- 3 User may end activity by clicking on the close icon. This will take the user back to the Active Call Screen
- 4 User may select a new activity without closing current activity by tapping on the button for another activity.



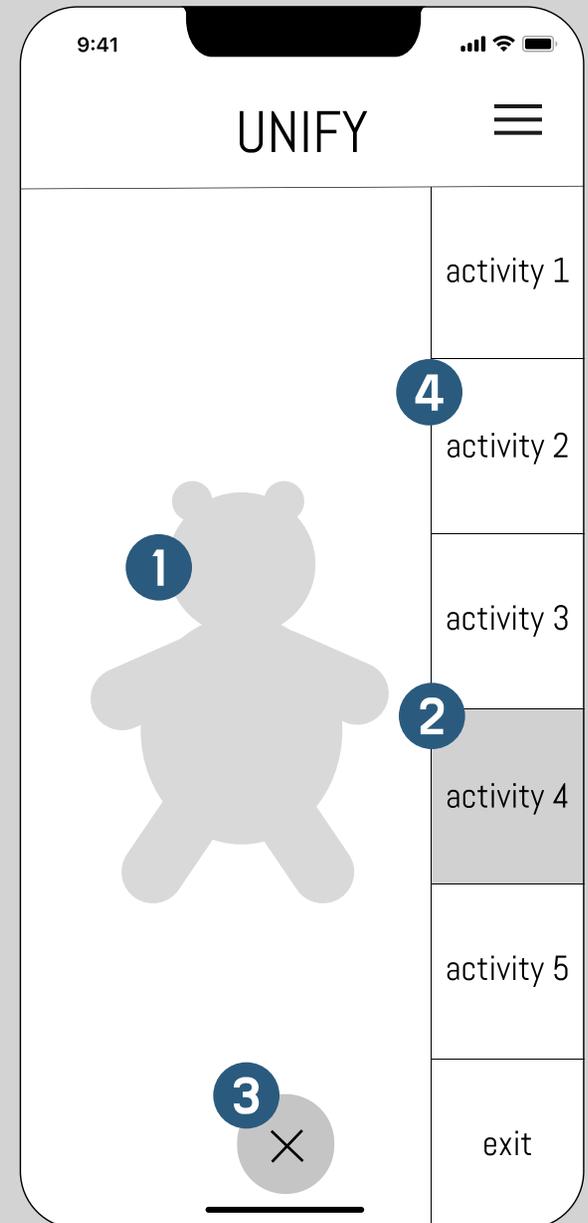
Games

- 1 Icon on the left side of the screen denotes current activity selected. Current activity: games.
- 2 Current activity indicated by a darkening of the button.
- 3 User may end activity by clicking on the close icon. This will take the user back to the Active Call Screen
- 4 User may select a new activity without closing current activity by tapping on the button for another activity.



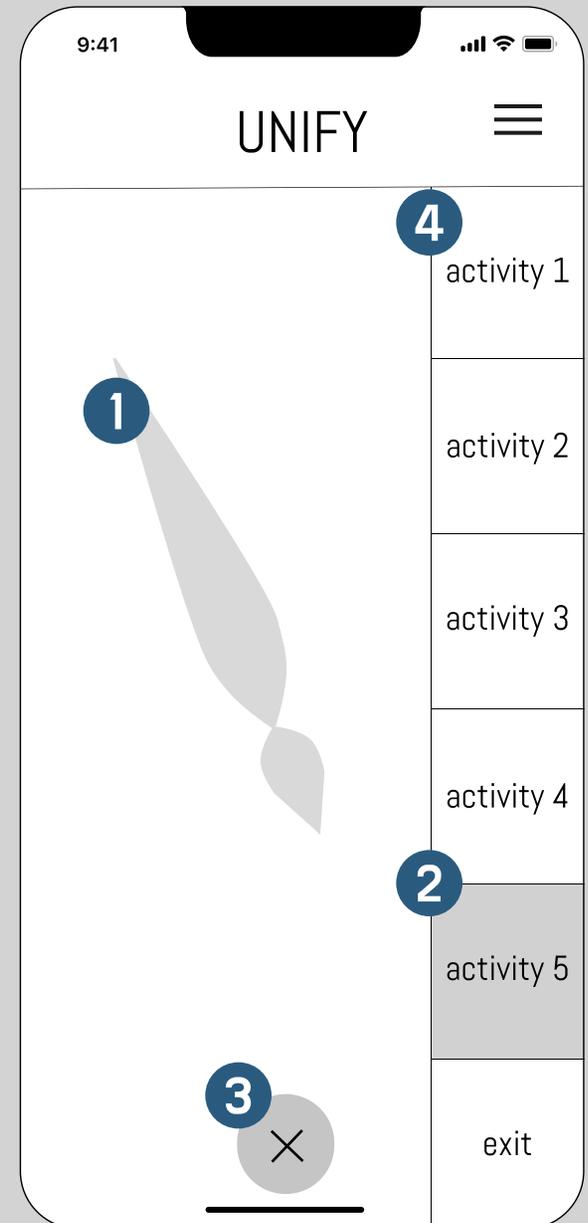
Imaginative Play

- 1 Icon on the left side of the screen denotes current activity selected. Current activity: imaginative play.
- 2 Current activity indicated by a darkening of the button.
- 3 User may end activity by clicking on the close icon. This will take the user back to the Active Call Screen
- 4 User may select a new activity without closing current activity by tapping on the button for another activity.



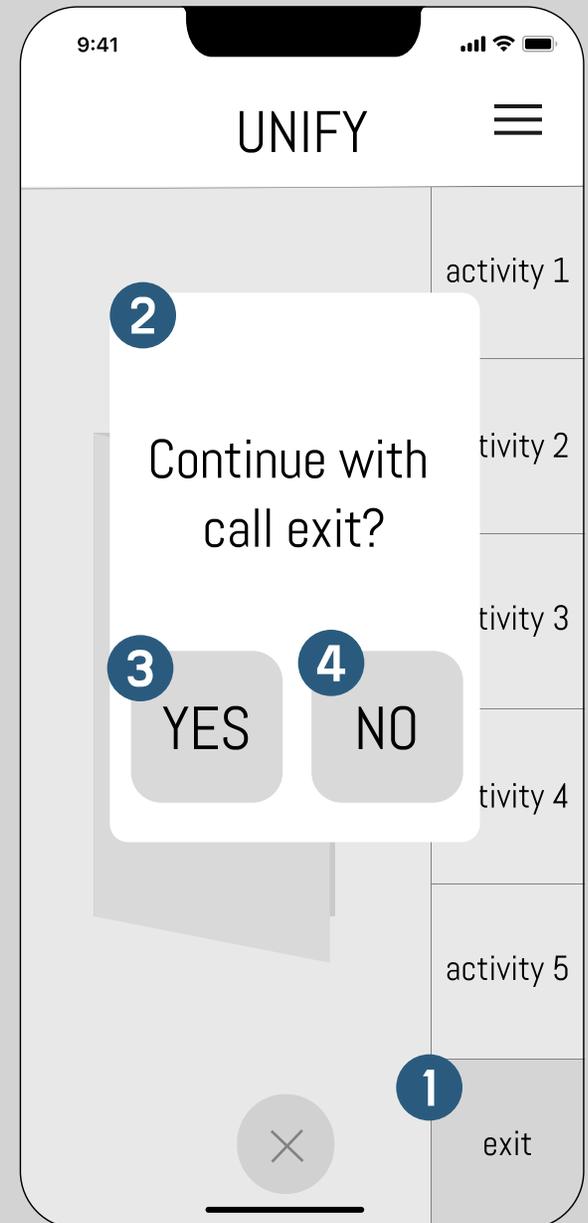
Art

- 1 Icon on the left side of the screen denotes current activity selected. Current activity: art.
- 2 Current activity indicated by a darkening of the button.
- 3 User may end activity by clicking on the close icon. This will take the user back to the Active Call Screen
- 4 User may select a new activity without closing current activity by tapping on the button for another activity.



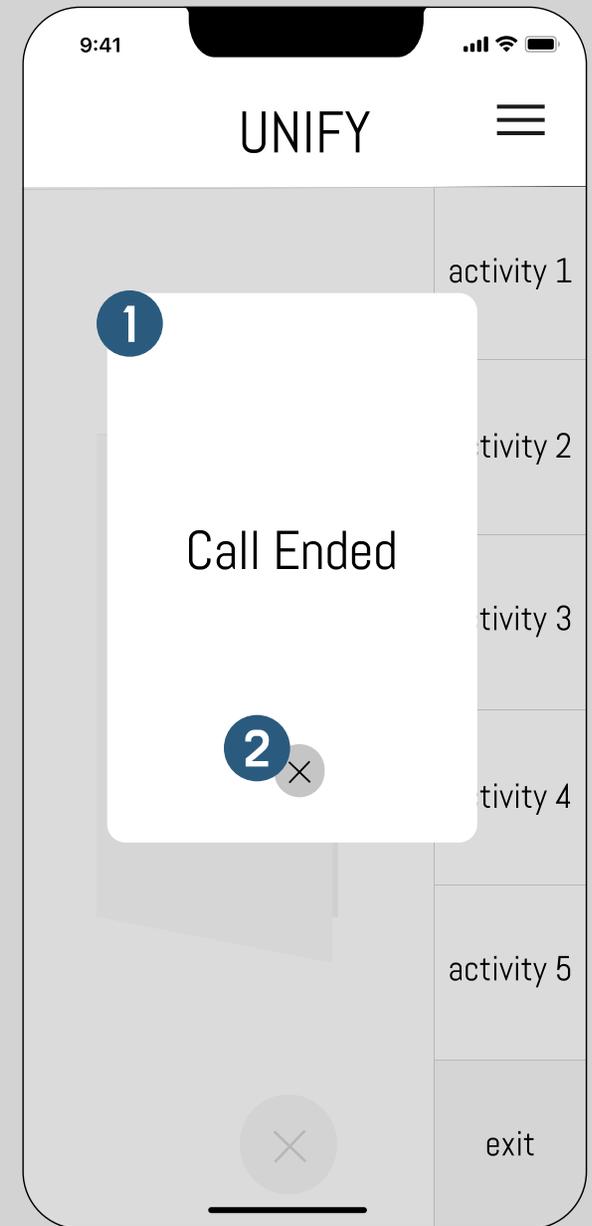
Exit Confirmation: Overlay

- 1** The user selects the exit option on the side bar menu. If selected while in an activity, the activity closes and AR space returns to person-to-person mode.
- 2** A pop-up screen asks the user to confirm whether they would like to end the call. The user would select Yes or No.
- 3** Selecting YES begins the exit sequence in the AR space.
Exit sequence: pod comes into the room through a mapped opening, pod encloses user (on each end), pod leaves through mapped opening.
- 4** Selecting NO closes the Exit Confirmation overlay and AR space remains in person-to-person mode.

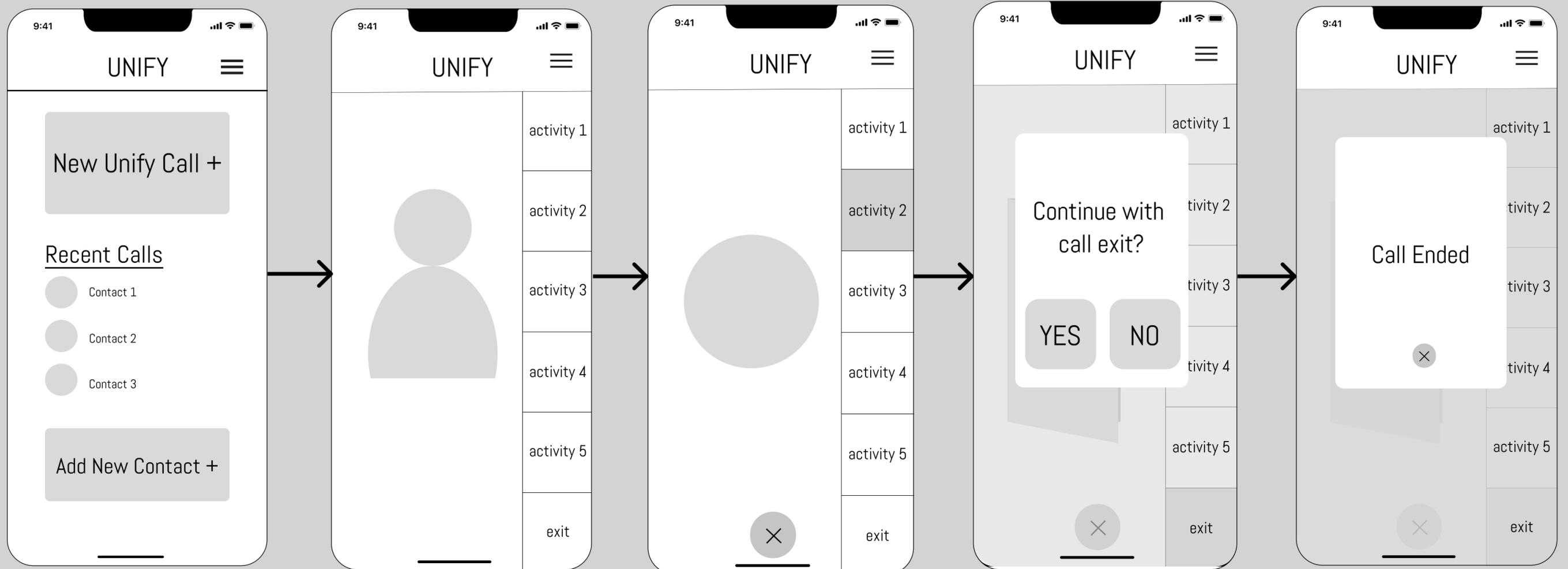


Call Ended Overlay

- 1 At the end of the exit sequence (in the AR space) the AR goggles automatically turn off. An overlay appears in the activity page of the app with the notification that the call has ended.
- 2 The user presses “x” button to exit the call screen. The app moves to the user’s home screen.



Visual Interface State Transition Diagram



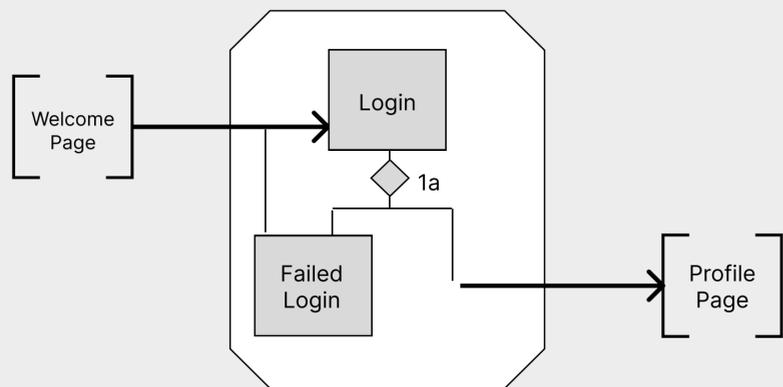
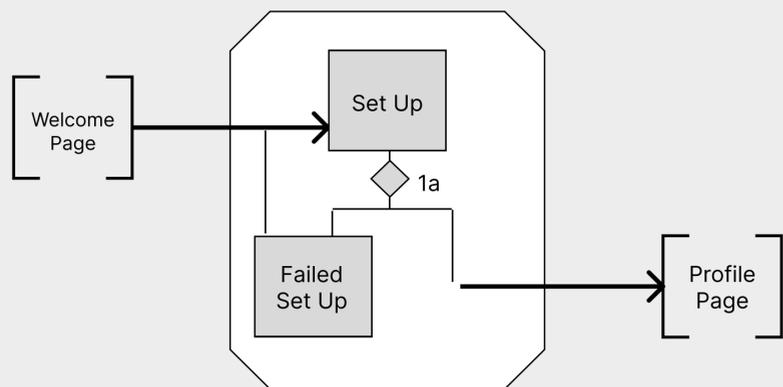
User clicks on the "New Unify Call +" button or on a contact from recent calls to start a new call.

The call between users is now in person-to-person mode.

The user selects an activity, signified by the darkening of the button. The activity is activated in the AR space.

The user then chooses to end the call. A pop-up confirmation appears on the phone screen.

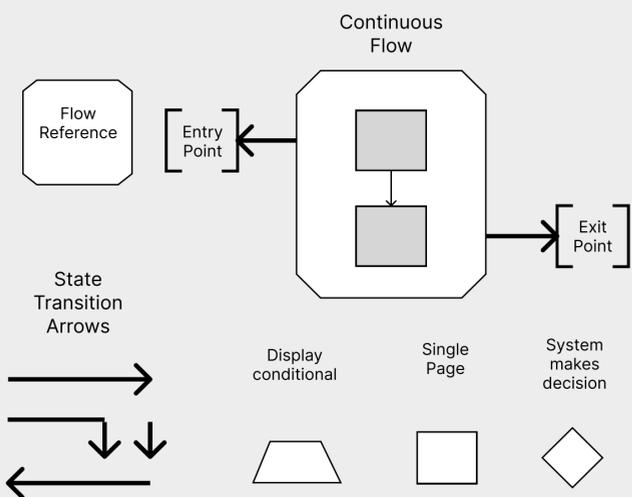
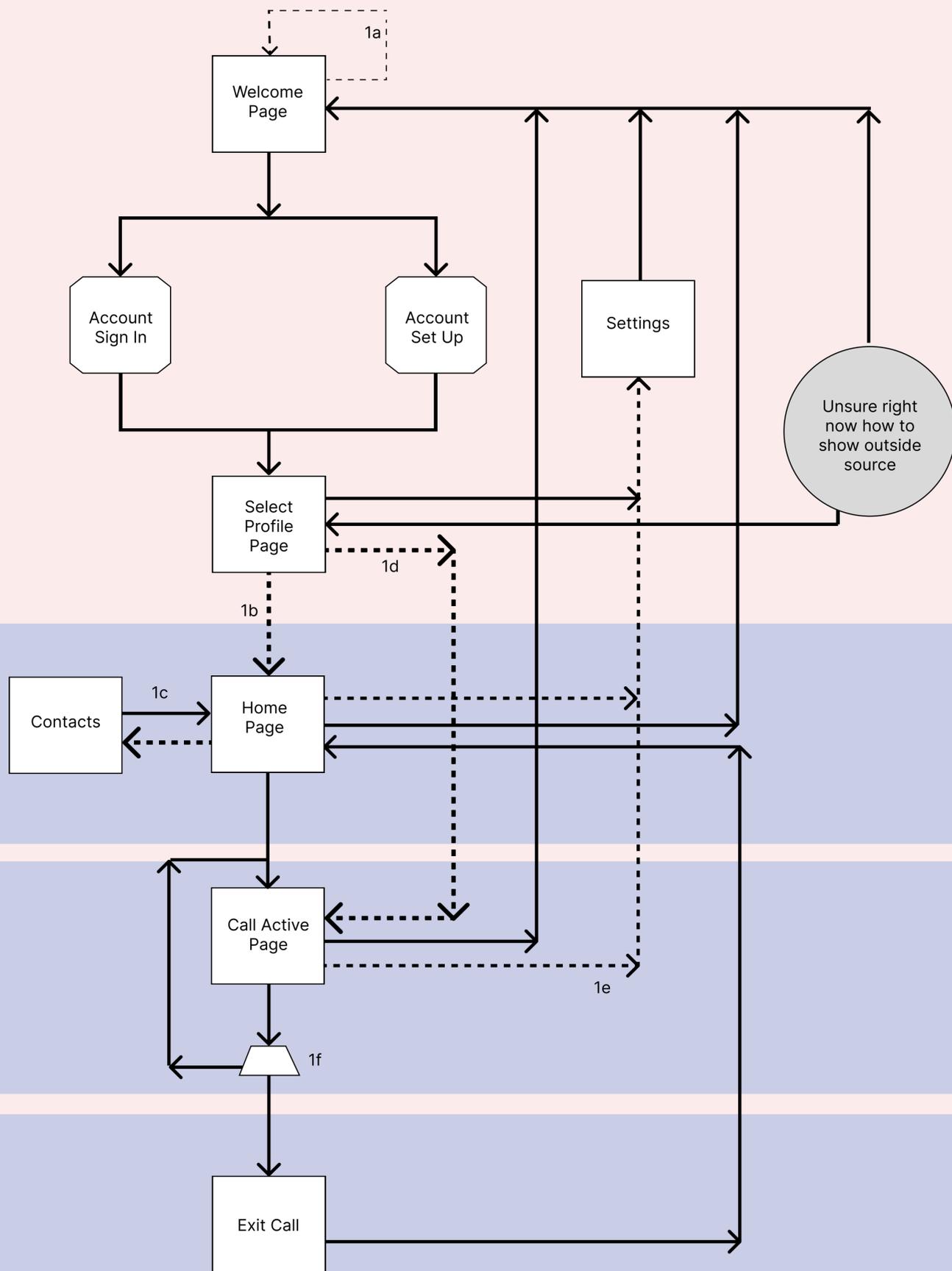
The user taps yes. The call ends and the AR goggles turn off.



Call Starting

Activity

Call Ending



1a if the user is logged in, the user can log out

1b if the user is a child show child content, if adult, show adult content

1c if user is an adult, they can go to the contacts page

1d if the call source is outside of the app, then go directly to the call page

1e if the user is an adult, they can see and use the settings page

1f display selected activity in main div