Interaction Design
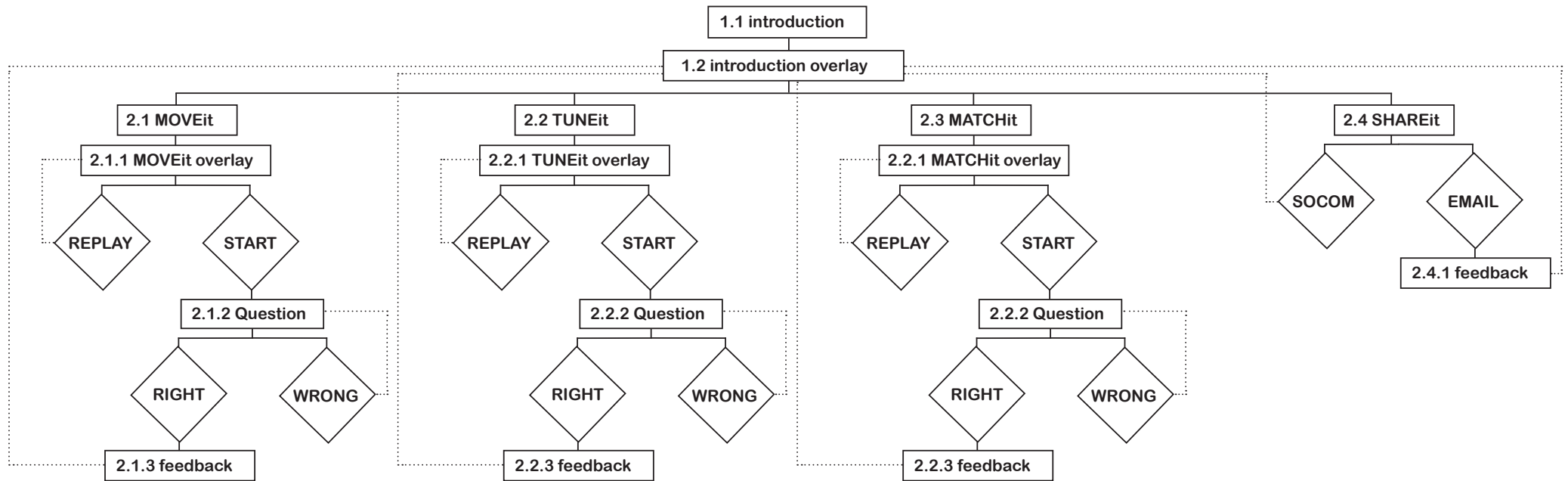# BRANDit

By:
Jeroen Sedelaar & Leni Goossens
Project Studio Dumbar
UXD
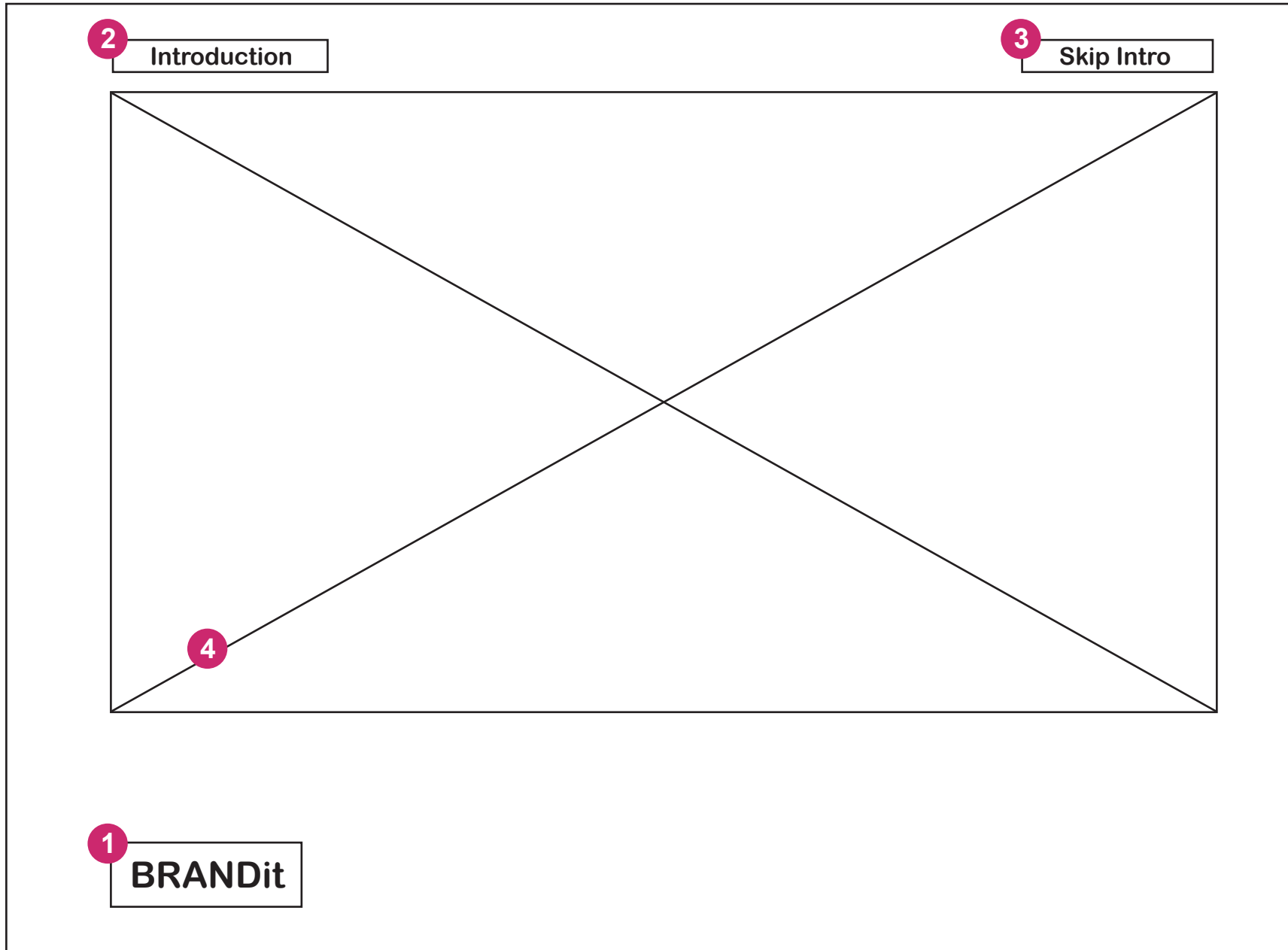CMD 4C

Interaction Design - BRANDit
1.0 Flowchart

1.1 introduction

1.2 introduction overlay

2.1 MOVEit

2.1.1 MOVEit overlay

REPLAY

START

2.1.2 Question

RIGHT

WRONG

2.1.3 feedback

2.2 TUNEit

2.2.1 TUNEit overlay

REPLAY

START

2.2.2 Question

RIGHT

WRONG

2.2.3 feedback

2.3 MATCHit

2.2.1 MATCHit overlay

REPLAY

START

2.2.2 Question

RIGHT

WRONG

2.2.3 feedback

2.4 SHAREit

SOCOM

EMAIL

2.4.1 feedback

Interaction Design - BRANDit
1.1 Introduction Page

2 Introduction

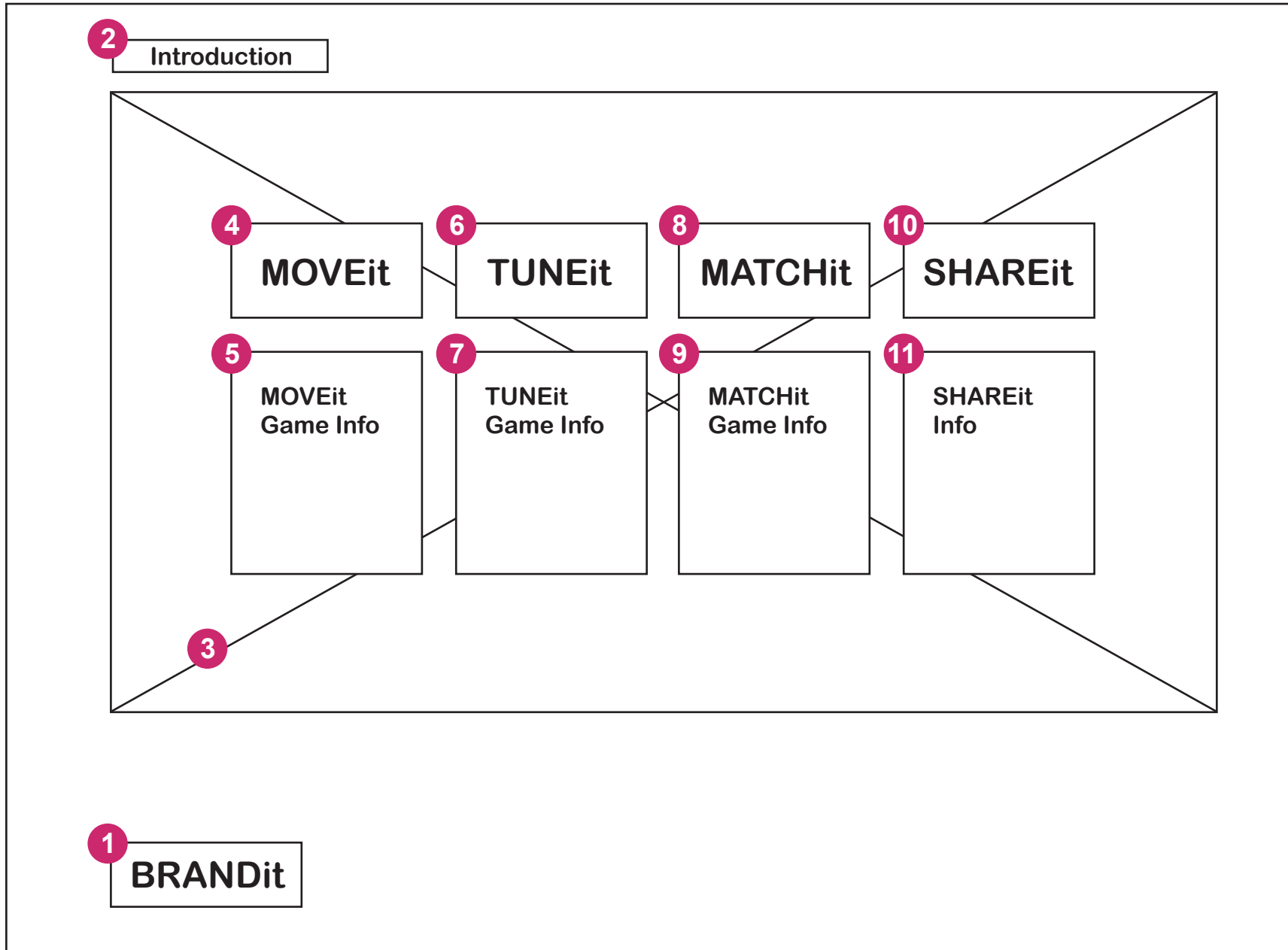**3** Skip Intro

4

1 **BRANDit**

Interaction Design - BRANDit
1.1 Introduction Page

1 **BRANDit Logo**
The BRANDit logo.

2 **Title Introduction**
The title text, Introduction.

3 **Button Skip Intro**
onClick Skip Introduction Button.

4 **Introduction Video**
Introduction video, person
explaining what Brandit is.

Interaction Design - BRANDit
1.2 Introduction Page

2 Introduction

4 MOVEit

6 TUNEit

8 MATCHit

10 SHAREit

5 MOVEit Game Info

7 TUNEit Game Info

9 MATCHit Game Info
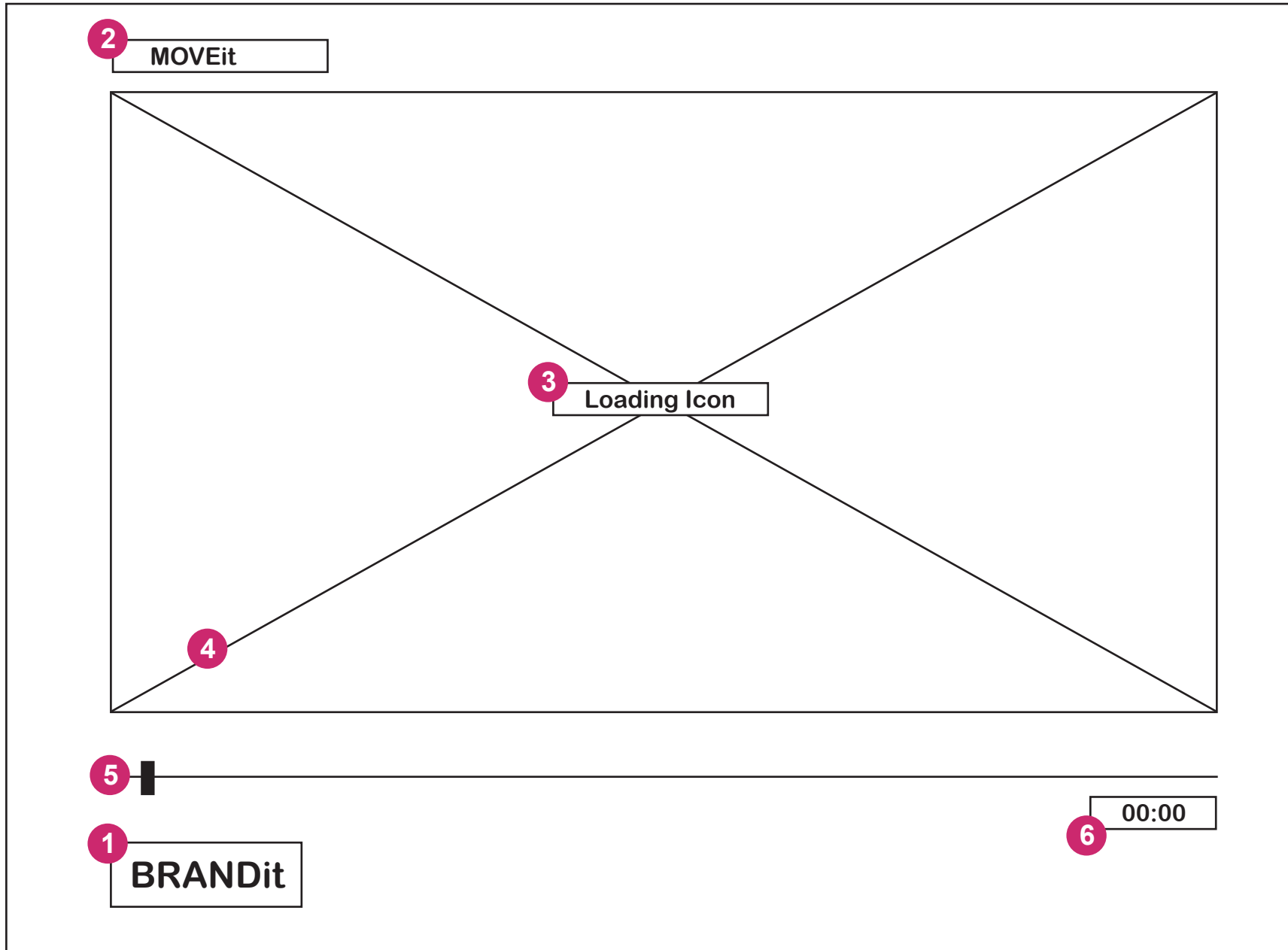
11 SHAREit Info

3

1 BRANDit

Interaction Design - BRANDit
1.2 Introduction Page

1 BRANDit Logo
The BRANDit logo.

2 Title Introduction
The title text, Introduction.

3 Introduction Video / Overlay
Introduction video finished, Black overlay 30%.

4 MOVEit
onClick MOVEit Button.

5 MOVEit Game Information
Information text about how to play the MOVEit Game.

6 TUNEit
onClick TUNEit Button.

7 TUNEit Game Information
Information text about how to play the TUNEit Game.

8 MATCHit
onClick MATCHit Button.

9 MATCHit Game Information
Information text about how to play the MATCHit Game.

10 SHAREit
onClick SHAREit Button.

11 SHAREit Information
Information text about how to share the BRANDit Game with your friends.
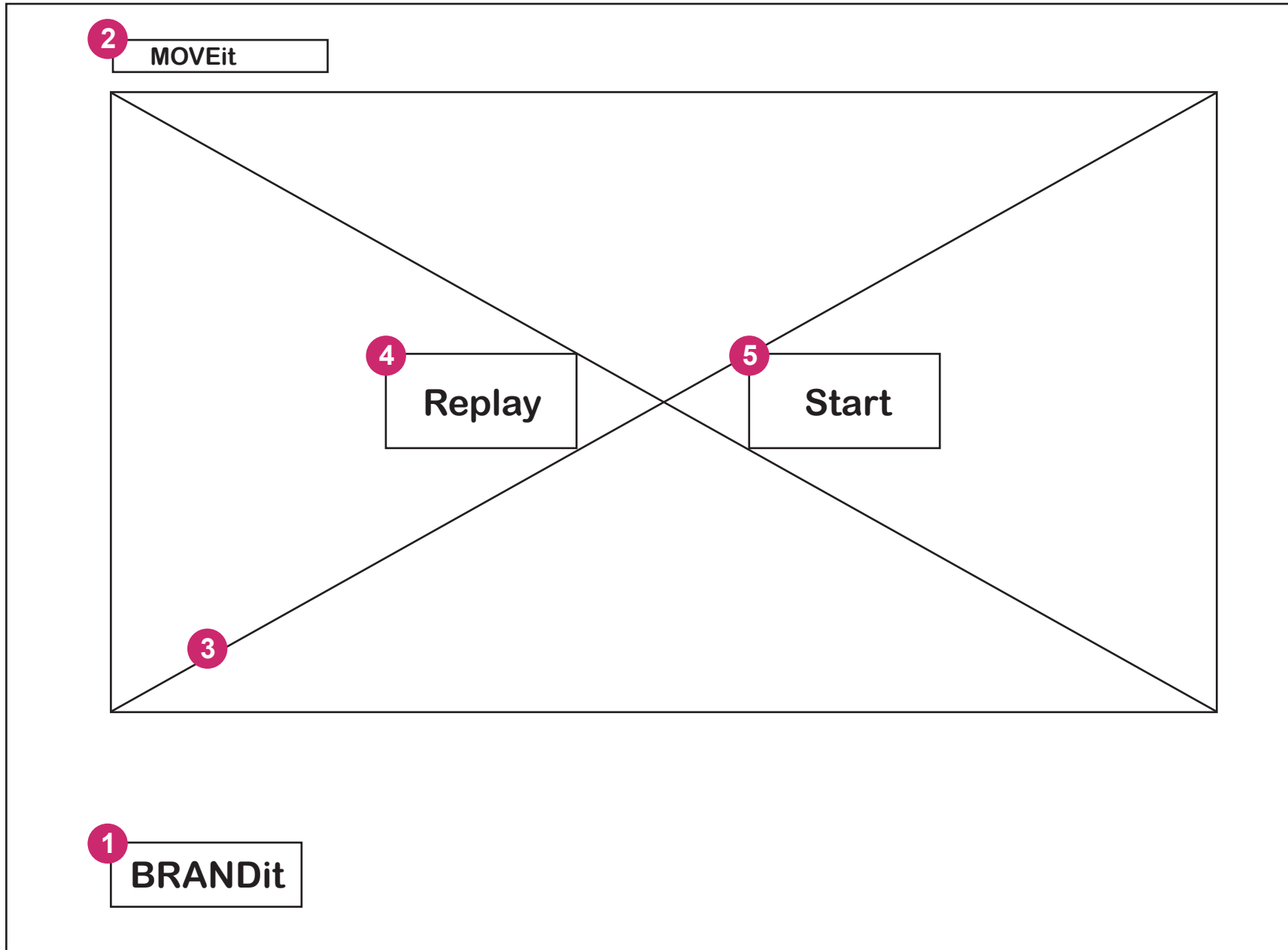
Interaction Design - BRANDit
2.1 MOVEit

2 MOVEit

3 Loading Icon

4

5

6 00:00

1 BRANDit

Interaction Design - BRANDit
2.1 MOVEit Page

1 **BRANDit Logo**
The BRANDit logo.

2 **MOVEit**
The title text, MOVEit.

3 **Loading Icon**
Loading Icon loads till 100% before Video
is played.

4 **MOVEit video**
MOVEit video plays.

5 **Timeline Indicator**
Timeline indicator showing the
progression of the movie playing.

6 **Time Indicator**
Time indicator showing the
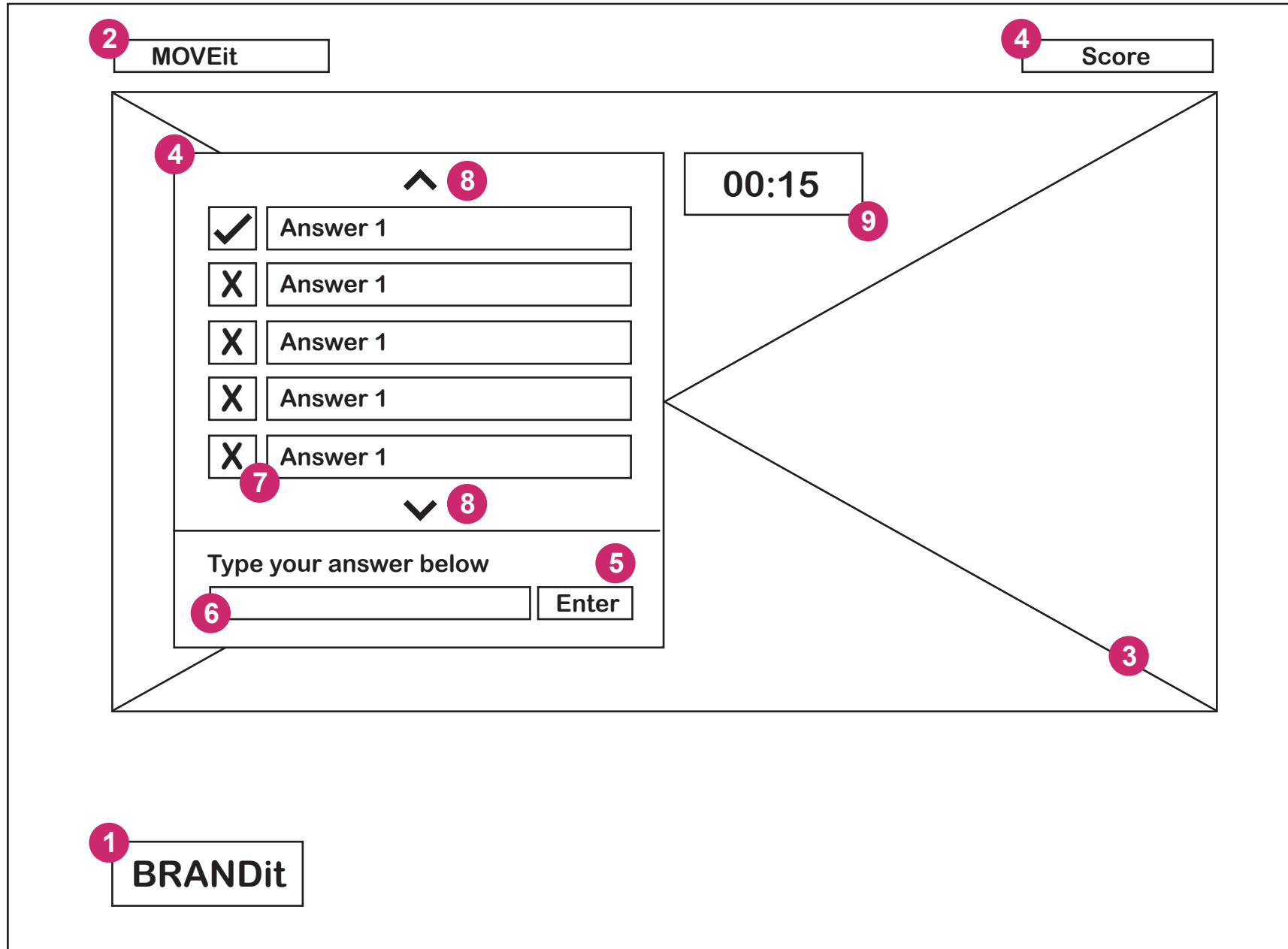time left of the movie playing.

Interaction Design - BRANDit
2.1.1 MOVEit

2 MOVEit

4 Replay

5 Start

3

1 BRANDit

Interaction Design - BRANDit
2.1.1 MOVEit Page

1 **BRANDit Logo**
The BRANDit logo.

2 **MOVEit**
The title text, MOVEit.

3 **MOVEit Video / Overlay**
MOVEit video finished, Black overlay 30%.

4 **Replay Button**
onClick Replay Button, replays movie.

5 **Start / Play Button**
onClick Start / Play Button, starts game.
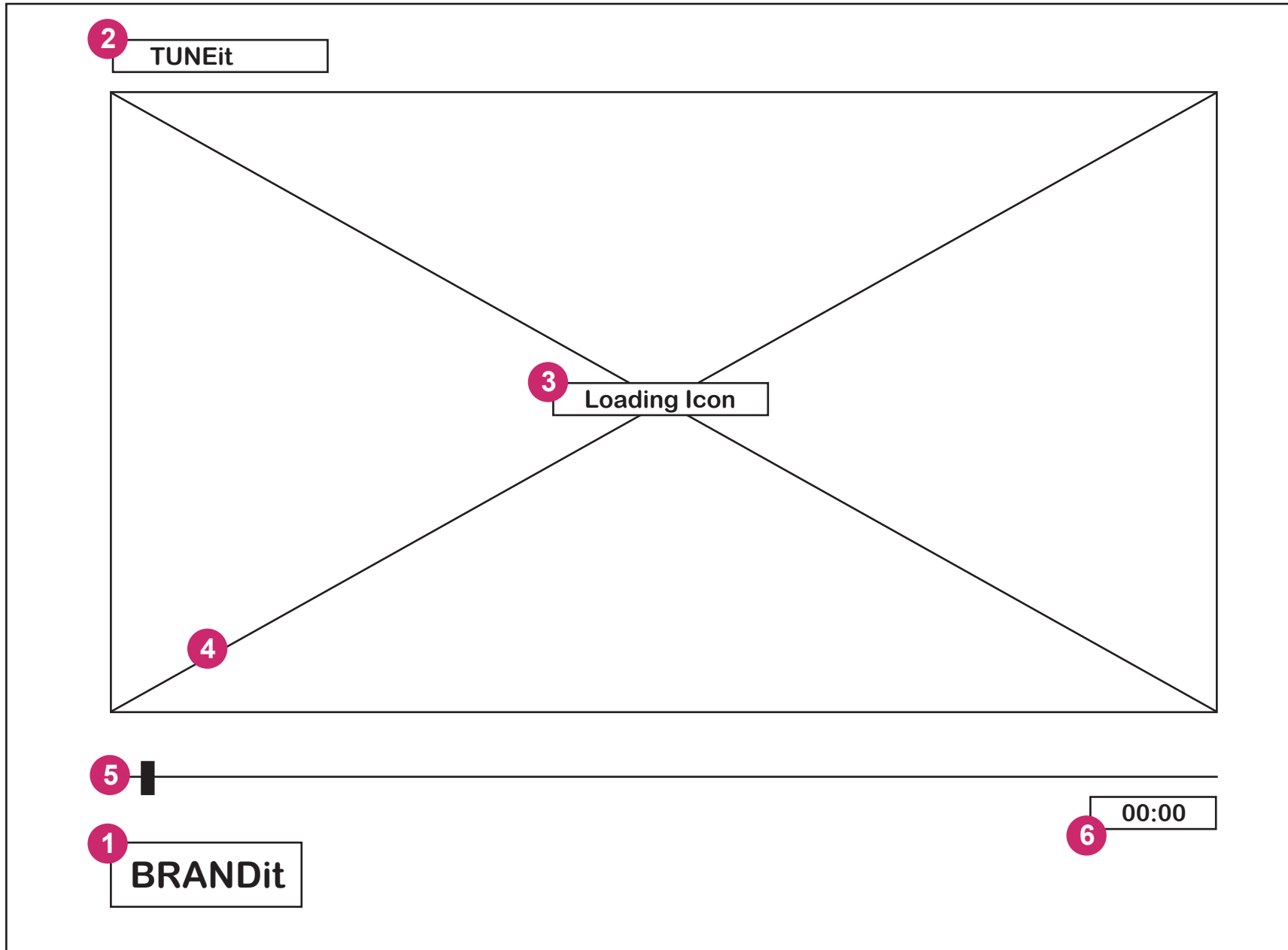
Interaction Design - BRANDit
2.1.2 MOVEit

2 MOVEit

4 Score

4

8 ∧

9 00:15

✓ Answer 1

7 ✗ Answer 1

✗ Answer 1

✗ Answer 1

✗ Answer 1

8 ∨

Type your answer below **5**

6 [   ] Enter

3

1 BRANDit

Interaction Design - BRANDit
2.1.2 MOVEit Page

1 **BRANDit Logo**
The BRANDit logo.

2 **MOVEit**
The title text, MOVEit.

3 **Quizz Master Video**
Quizz master video, person
given reaction on your given answers.

4 **Score Indicator**
Score Indicator.

5 **Enter Button**
onClick Enter Button.

6 **Input Field**
Input Field to type the correct name of
the Brand.

7 **Answers Given**
The ansers you have typed in are
displayed as soon as they are typed in.
There will be a Negative or Positive icon
displayed next to each given name.

8 **Up / Down Arrows**
onClick Up / Down Arrows, giving the
user the ability to scroll through the given
names.

9 **Time Indicator (Seconds)**
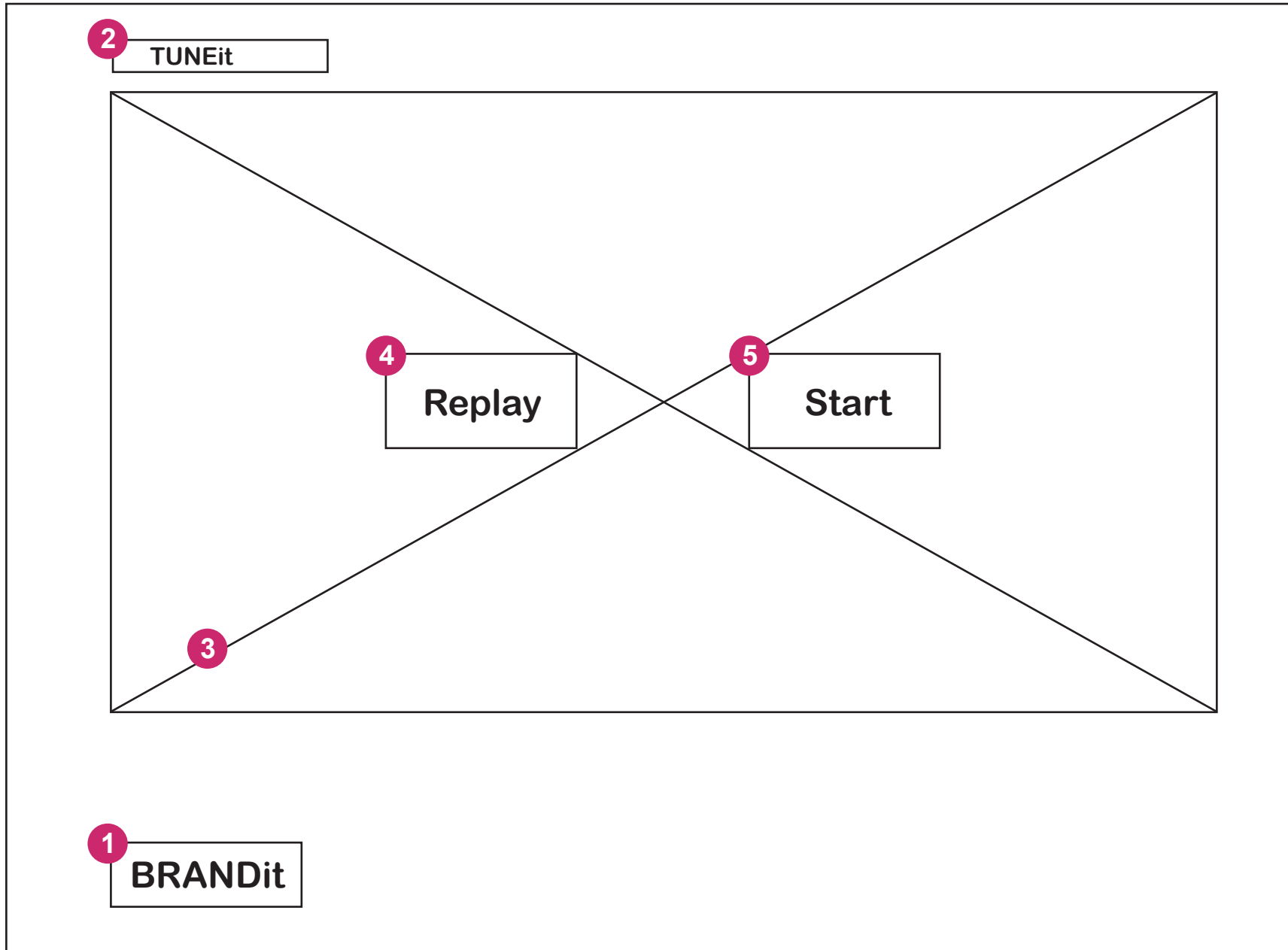Time indicator in second counting down to zero.

Interaction Design - BRANDit
2.2 TUNEit

2 TUNEit

3 Loading Icon

4

5

6 00:00

1 BRANDit

Interaction Design - BRANDit
2.2 TUNEit Page

1 **BRANDit Logo**
The BRANDit logo.

2 **TUNEit**
The title text, TUNEit.

3 **Loading Icon**
Loading Icon loads till 100% before
audio is played.

4 **TUNEit audio**
TUNEit audio file plays.

5 **Timeline Indicator**
Timeline indicator showing the
progression of the audio file.

6 **Time Indicator**
Time indicator showing the
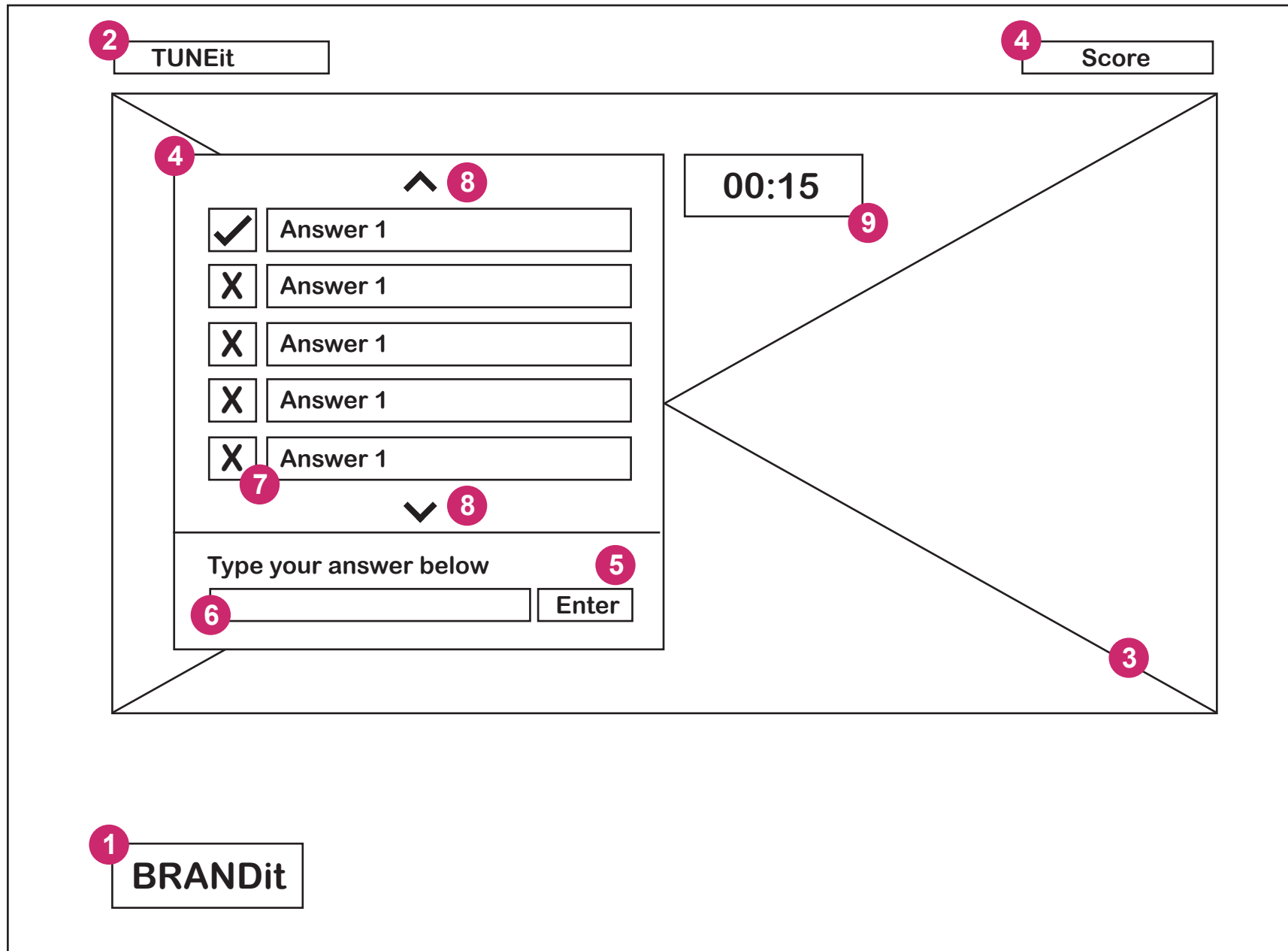time left of the audio file.

Interaction Design - BRANDit
2.2.1 TUNEit

② TUNEit

④ Replay   **⑤** Start

③

① BRANDit

Interaction Design - BRANDit
2.2.1 TUNEit Page

1 **BRANDit Logo**
The BRANDit logo.

2 **TUNEit**
The title text, tuneit.

3 **TUNEit Audio / Overlay**
TUNEit audio finished, Black overlay
30%.

4 **Replay Button**
onClick Replay Button, replays audio.

5 **Start / Play Button**
onClick Start / Play Button, starts game.

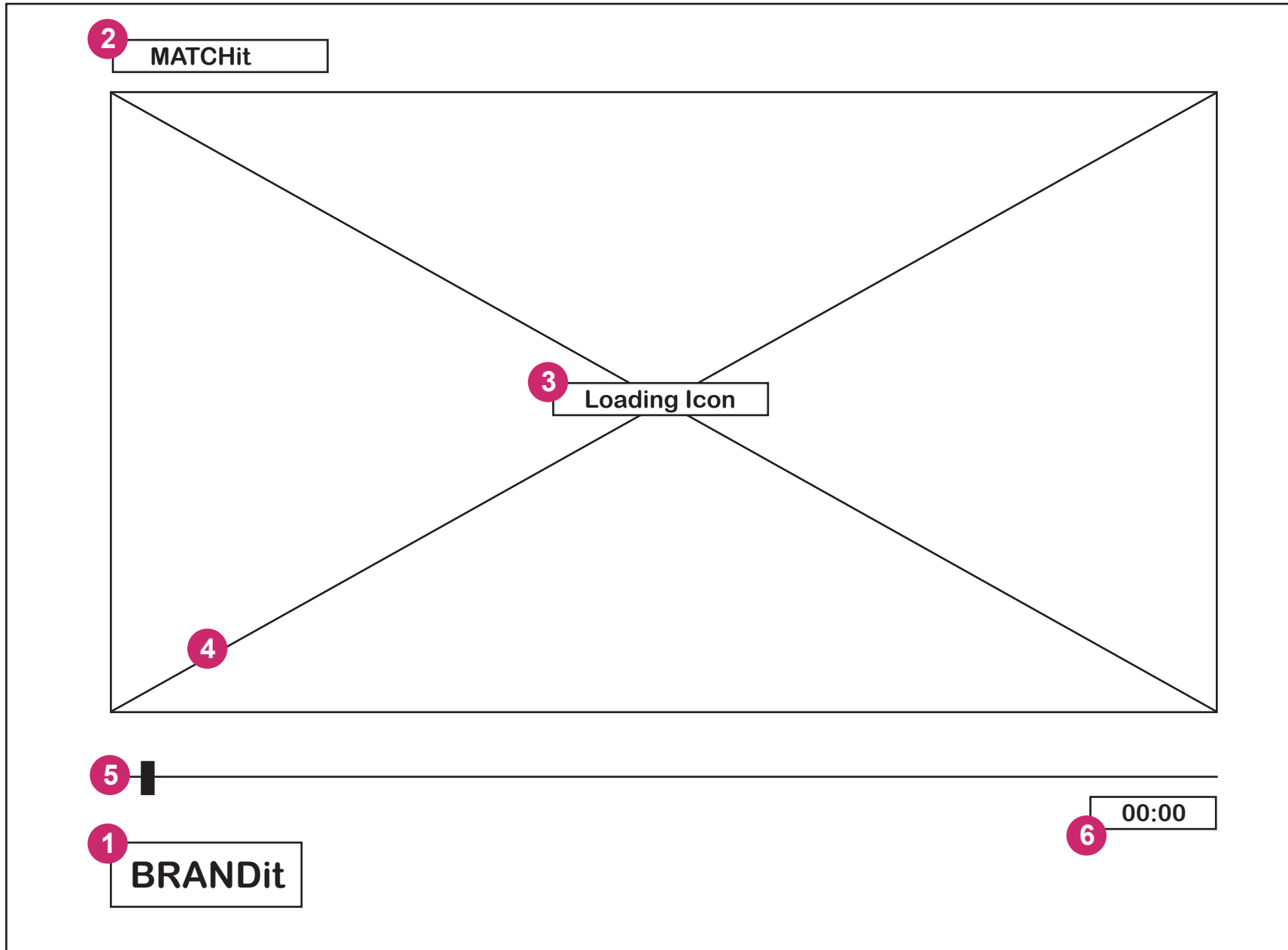# Interaction Design - BRANDit
2.2.2 TUNEit

2 TUNEit

4 Score

4

8 ∧

✓ Answer 1

✗ Answer 1

✗ Answer 1

✗ Answer 1

✗ Answer 1

7

8 ∨

00:15

9

Type your answer below

5

6 [ ] Enter

3

1 **BRANDit**

Interaction Design - BRANDit
2.2.2 TUNEit Page

1 **BRANDit Logo**
The BRANDit logo.

2 **TUNEit**
The title text, TUNEit.

3 **Quizz Master Video**
Quizz master video, person
given reaction on your given answers.

4 **Score Indicator**
Score Indicator.

5 **Enter Button**
onClick Enter Button.

6 **Input Field**
Input Field to type the correct name of
the Brand.

7 **Answers Given**
The ansers you have typed in are
displayed as soon as they are typed in.
There will be a Negative or Positive icon
displayed next to each given name.

8 **Up / Down Arrows**
onClick Up / Down Arrows, giving the
user the ability to scroll through the given
names.

9 **Time Indicator (Seconds)**
Time indicator in second counting down to zero.
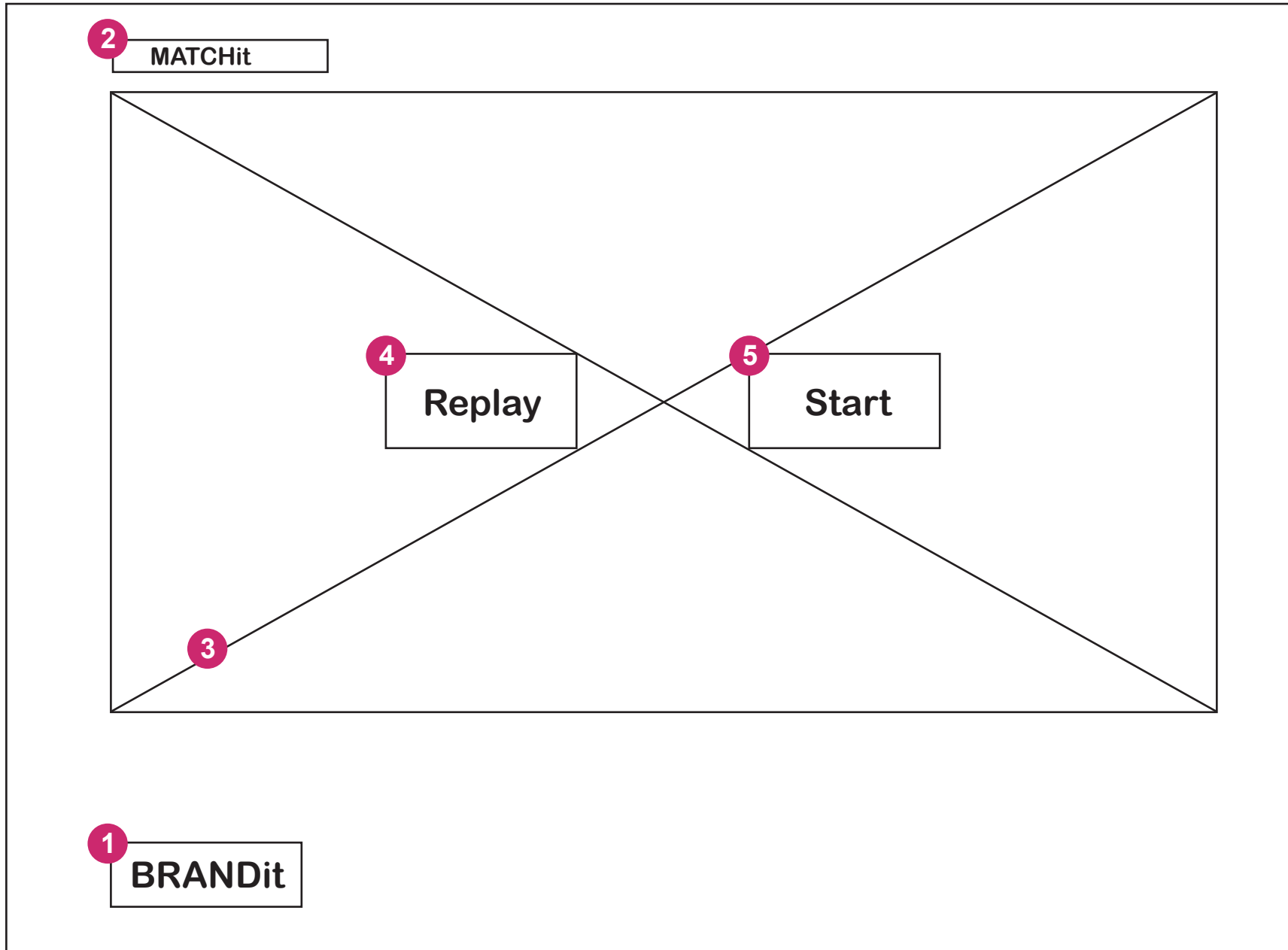
Interaction Design - BRANDit
2.3 MATCHit

2 MATCHit

3 Loading Icon

4

5

6 00:00

1 BRANDit

Interaction Design - BRANDit
2.3 MATCHit Page

1 **BRANDit Logo**
The BRANDit logo.

2 **MATCHit**
The title text, MATCHit.

3 **Loading Icon**
Loading Icon loads till 100% before Video
and audio is played.

4 **MATCHit video / audio**
MATCHit video / audio file plays.

5 **Timeline Indicator**
Timeline indicator showing the
progression of the audio file.

6 **Time Indicator**
Time indicator showing the
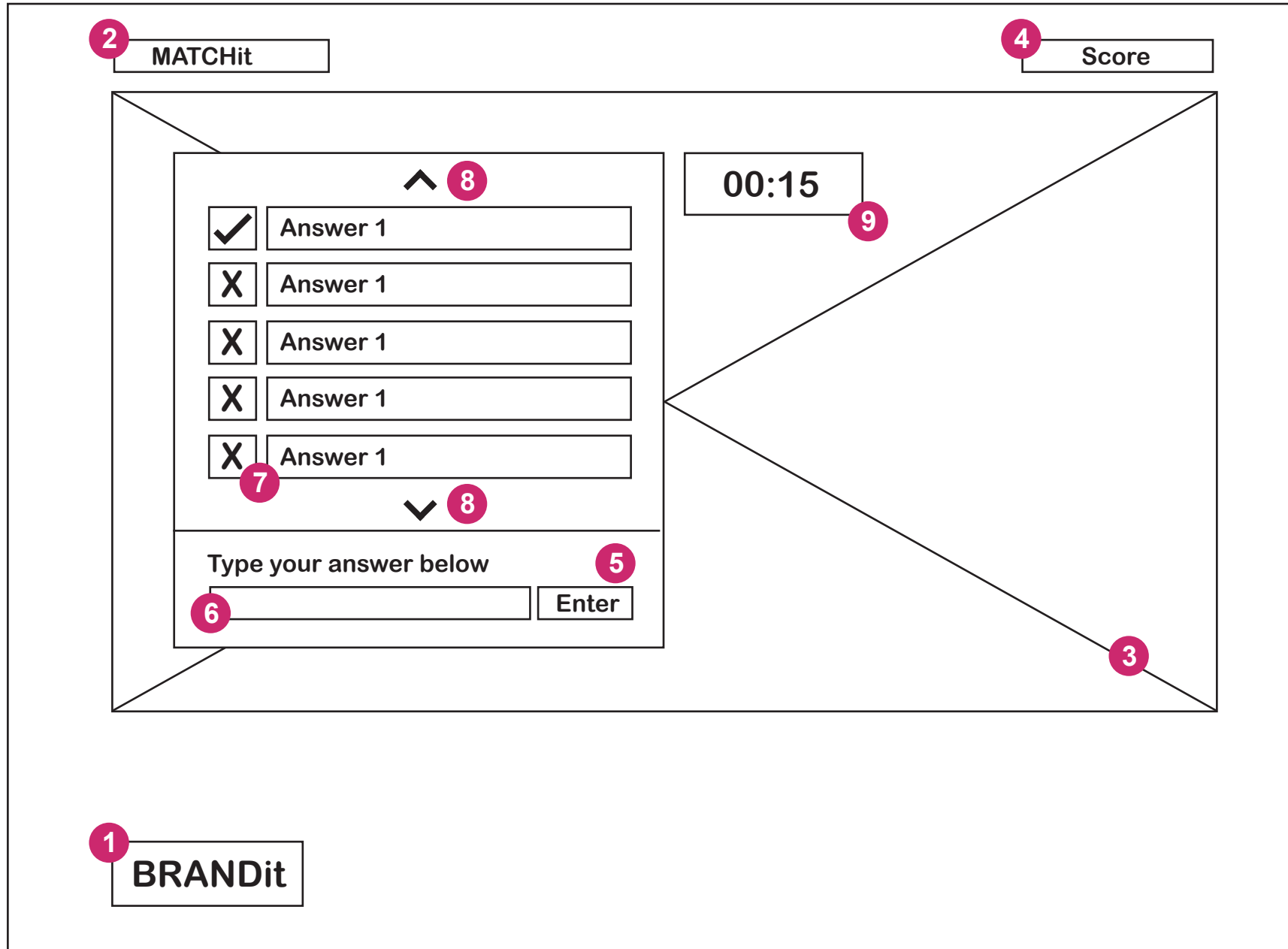time left of the audio file.

Interaction Design - BRANDit
2.3.1 MATCHit

2 | MATCHit |

4 | **Replay** | **5** | **Start** |

3

1 | **BRANDit** |

Interaction Design - BRANDit
2.3.1 MATCHit Page

1 **BRANDit Logo**
The BRANDit logo.

2 **MATCHit**
The title text, MATCHit.

3 **MATCHit Video / Audio / Overlay**
MATCHit video / audio finished, Black
overlay 30%.

4 **Replay Button**
onClick Replay Button, replays movie.

5 **Start / Play Button**
onClick Start / Play Button, starts game.

Interaction Design - BRANDit
2.3.2 TUNEit

MATCHit ②

④ Score

⑧ ∧

✔ Answer 1

✗ Answer 1

✗ Answer 1

✗ Answer 1

✗ Answer 1

⑦

⑧ ∨

Type your answer below ⑤
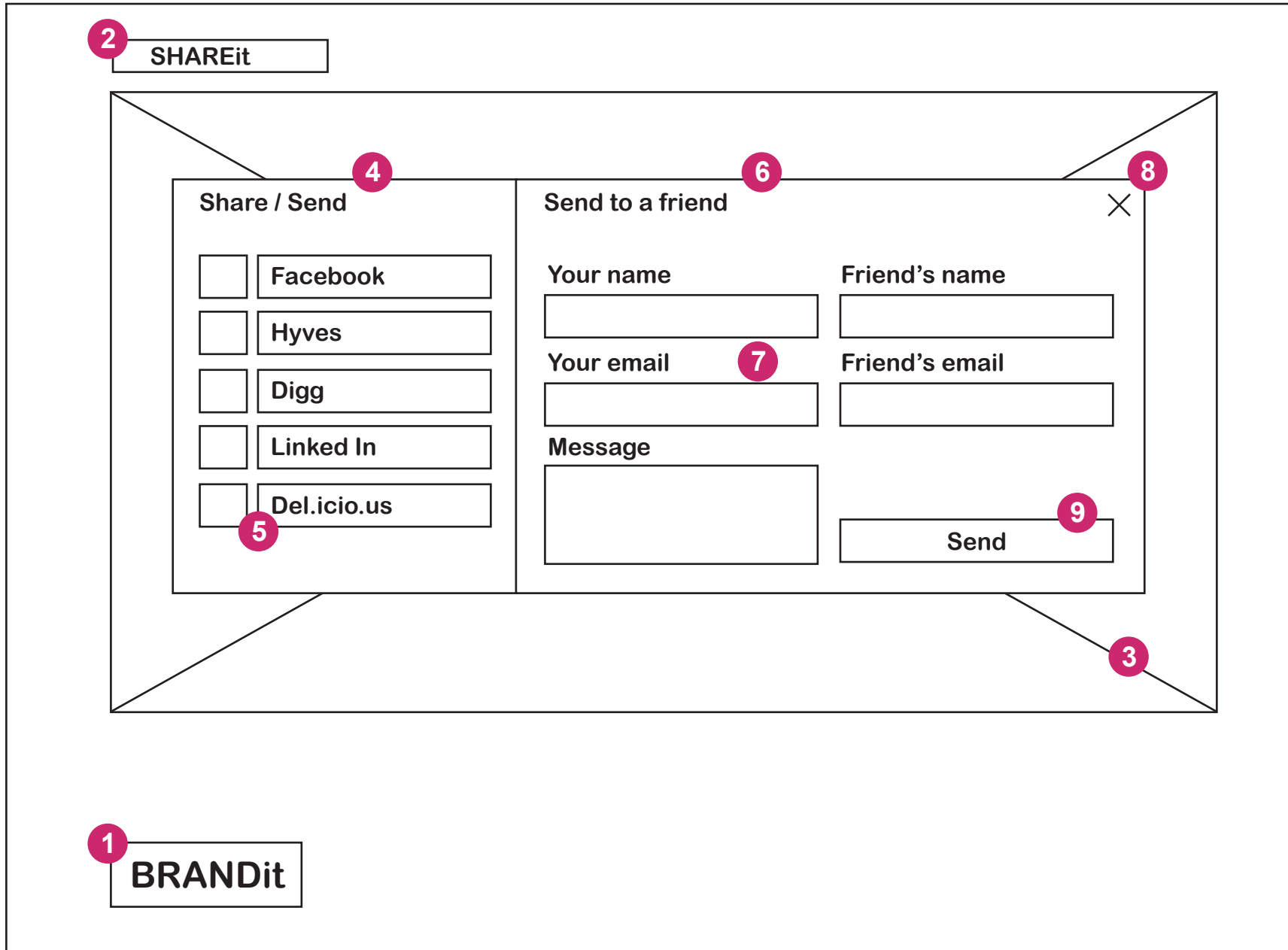
⑥ | Enter

00:15 ⑨

③

① **BRANDit**

Interaction Design - BRANDit
2.3.2 MATCHit Page

1 BRANDit Logo
The BRANDit logo.

2 MATCHit
The title text, MATCHit.

3 Quizz Master Video
Quizz master video, person
given reaction on your given answers.

4 Score Indicator
Score Indicator.

5 Enter Button
onClick Enter Button.

6 Input Field
Input Field to type the correct name of
the Brand.

7 Answers Given
The ansers you have typed in are
displayed as soon as they are typed in.
There will be a Negative or Positive icon
displayed next to each given name.

8 Up / Down Arrows
onClick Up / Down Arrows, giving the
user the ability to scroll through the given
names.

9 Time Indicator (Seconds)
Time indicator in second counting down to zero.

Interaction Design - BRANDit
2.4 SHAREit

2 SHAREit

4 Share / Send

	Facebook
	Hyves
	Digg
	Linked In
	Del.icio.us

5

6 Send to a friend

8 ✕

Your name

Friend's name

Your email **7**

Friend's email

Message

9

Send

3

1 BRANDit

Interaction Design - BRANDit
2.4 SHAREit Page

1 **BRANDit Logo**
The BRANDit logo.

2 **MATCHit**
The title text, MATCHit.

3 **Quizz Master Video**
Quizz master video, person
given reaction on your given answers.

4 **Share / Send**
The title Share / Send.

5 **Social Networks**
onClick number of Social Networks.

6 **Send to a friend**
The title Send to a friend.

7 **Input Fields**
Input Field to type in criteria of yourself
and of your friend.

8 **Close Button**
onClick Close Button.

9 **Send Button**
onClick Send button.