



**UI DESIGN FOR TEMPORARY
DISABLED PEOPLE**

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USERS AND MOBILE DEVICES

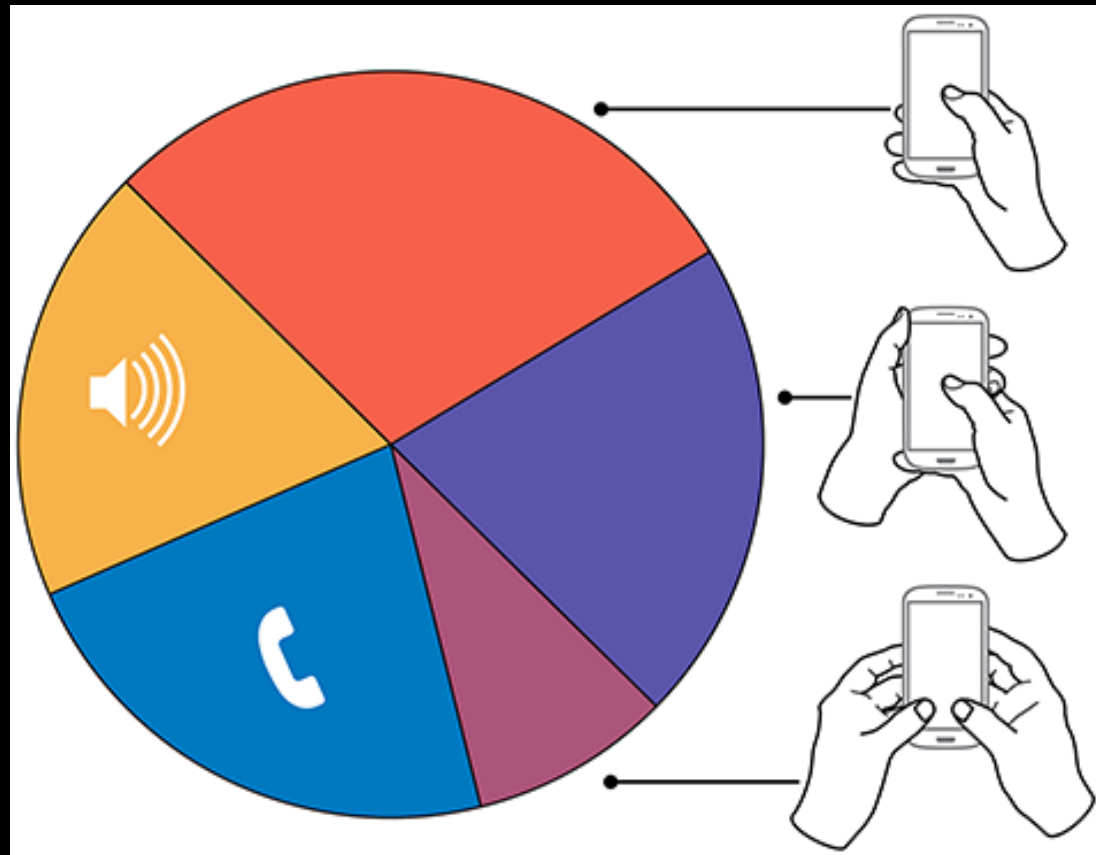
In mobile scenarios, a user's hand is often occupied. For this design intent my audience are simply users who require full phone use while being occupied by daily activities for instance shopping (having only one available while other hand full of bags)

ABOUT

I present a UI concept that provides general one-handed thumb operation of touchscreen based mobile devices. Our goal is to provide accurate selection of all interface objects, especially small and far targets, which are traditionally difficult to interact with using the thumb.

WHAT WE KNOW

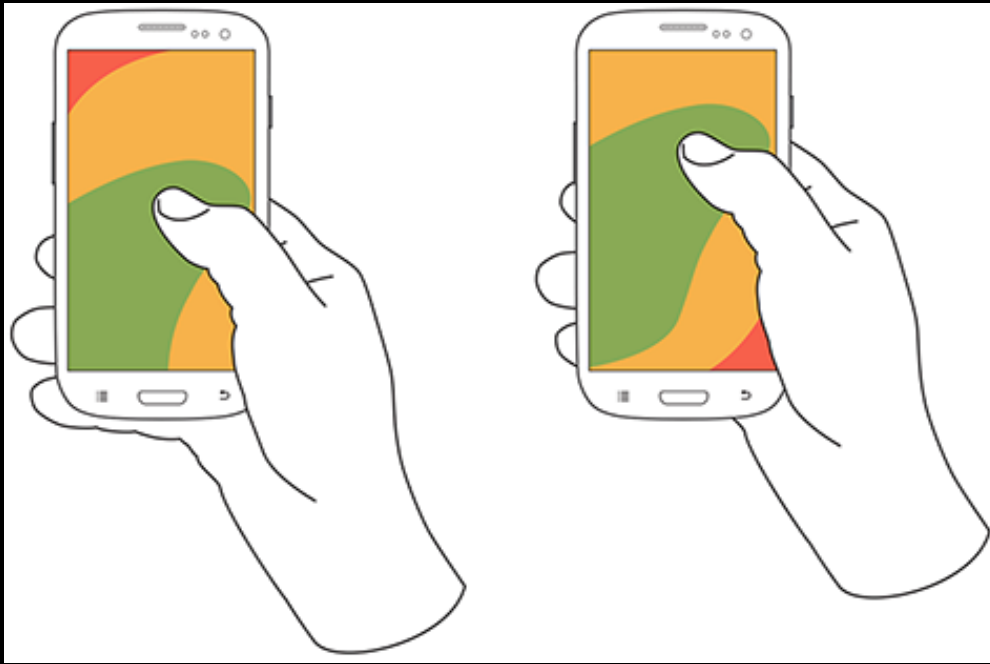
Users held their phone's in three
Basic ways
One handed 49%
Cradled 36%
Two handed 15%



SWITCH IT UP

Users tend to change the way they're holding their phone every few seconds, relating to their switching task. I mocked up a new type of mobile interface that moves the UI elements into a "thumb zone" that the user can access with just one thumb. With new phones having a massive screen size, using a mobile device with one hand is getting difficult.

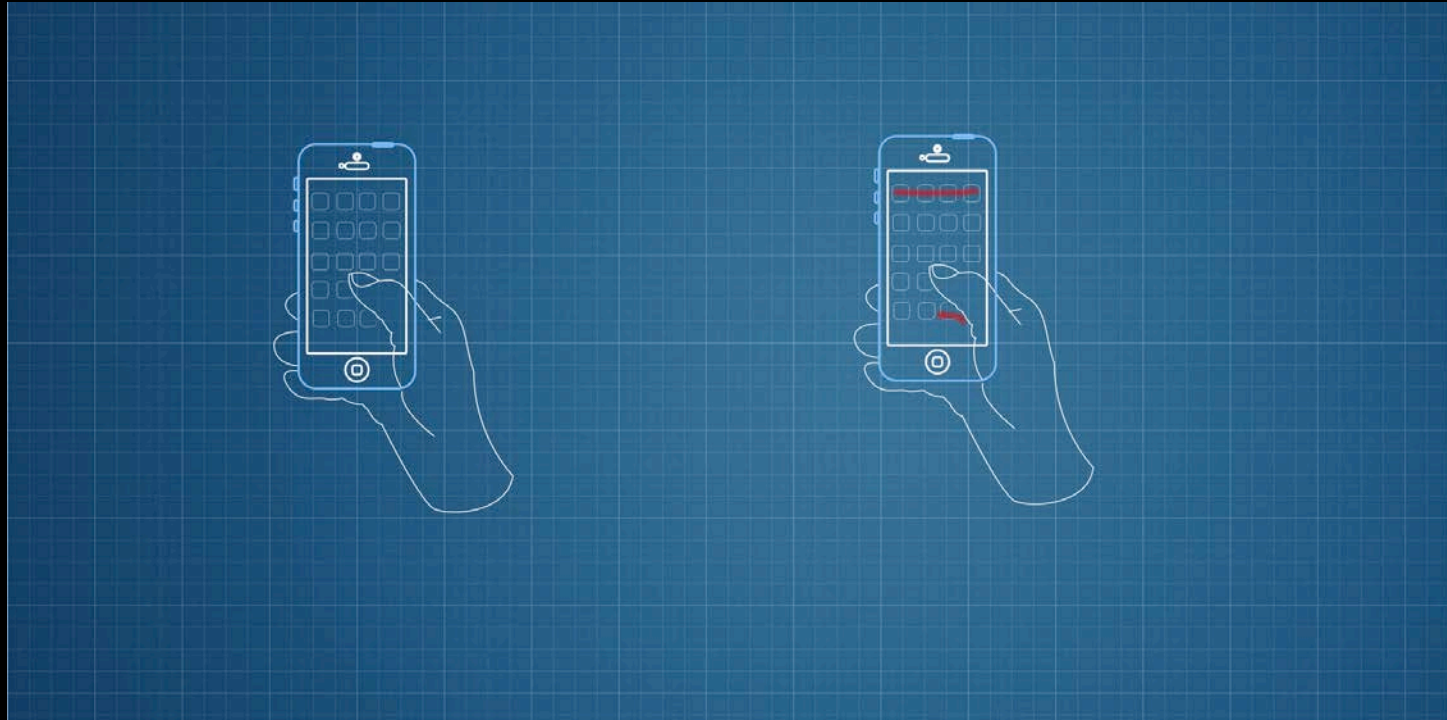
ONE HANDED USE



One handed use usually comes
With users performing other tasks
Such as climbing stairs, opening
Doors and even while holding a
Baby.

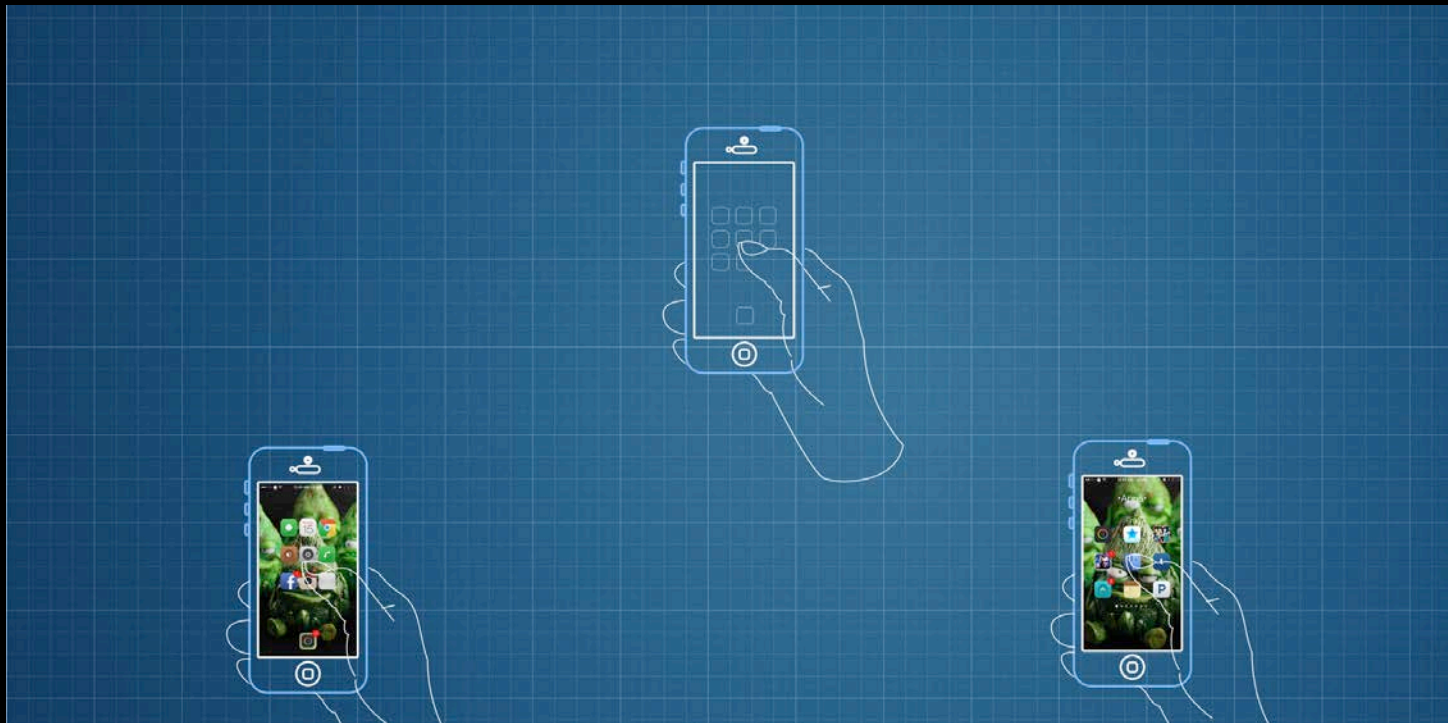
Showing the comfort zone of one handed use

MY CONCEPT



With the only using one hand, this concept shrinks down and positions the user interface on the center of the device, so the user can reach all actionable design elements with just their thumb. (center being the comfort zone)

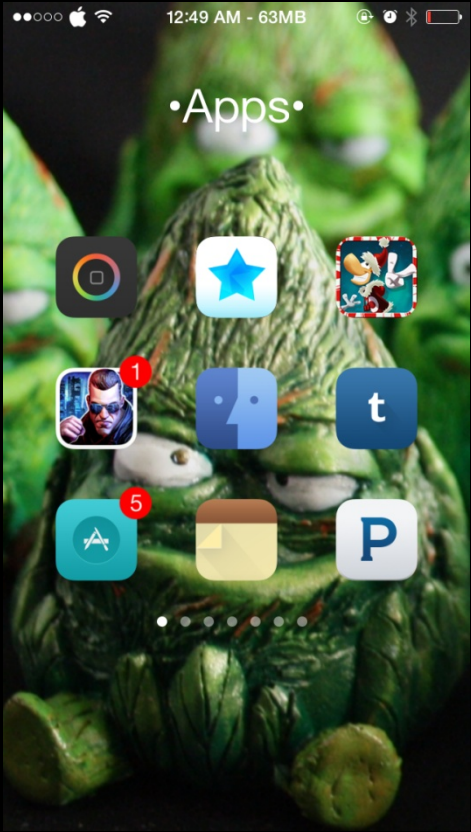
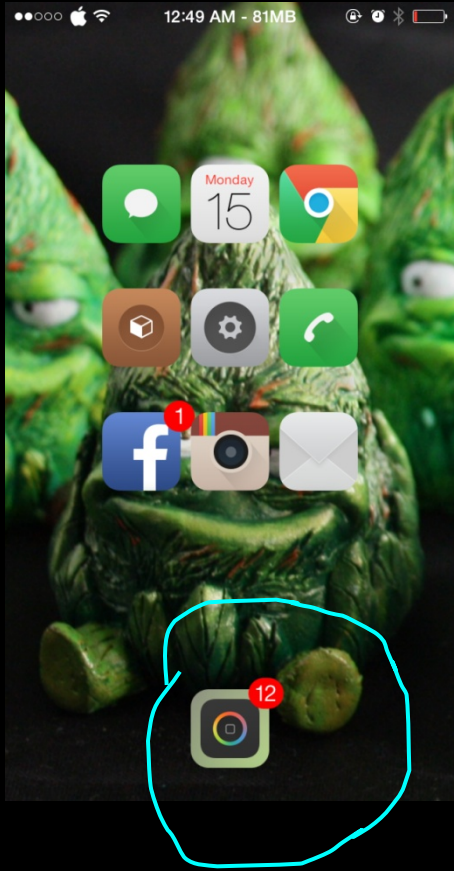
CONTINUED



Specific design for minimalistic and one-handed interface, this shows a interface removing all dead zones (thumb access cannot be reached or uncomfortable) and simply moving the UI elements into the center

DETAILS

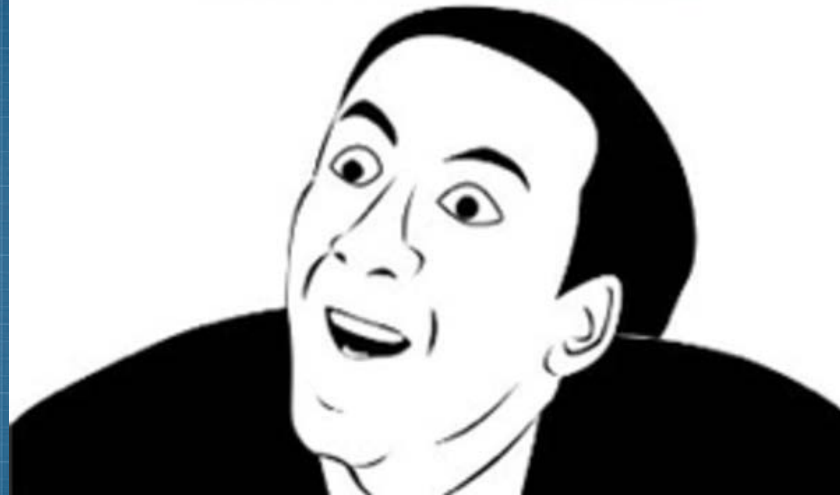
HS



FUTURE CONCEPT



YOU DON'T SAY?



Hands dirty but you don't want
To touch your phone? By having a
Holographic display everything can
change