



EQUIPMENT DESIGN

The aim of this project was introduce elder people into the telecommunications and mobile market.

The main thing of this project was made a mobile which elder people can feel comfortable with



Our proposal was a mobile phone more simple, easier to handle big size icons and buttons, and a new interface more friendly and intuitive for the user.

We put special attention in the usability of the interface and the relation between and external control as buttons. Also we decided few aspects about characteristics as battery or talk time.



We used Flash mx to simulate the interface behaviour, 3D Studio max to make a 3D model and cardboard and mud to make a solid model.

