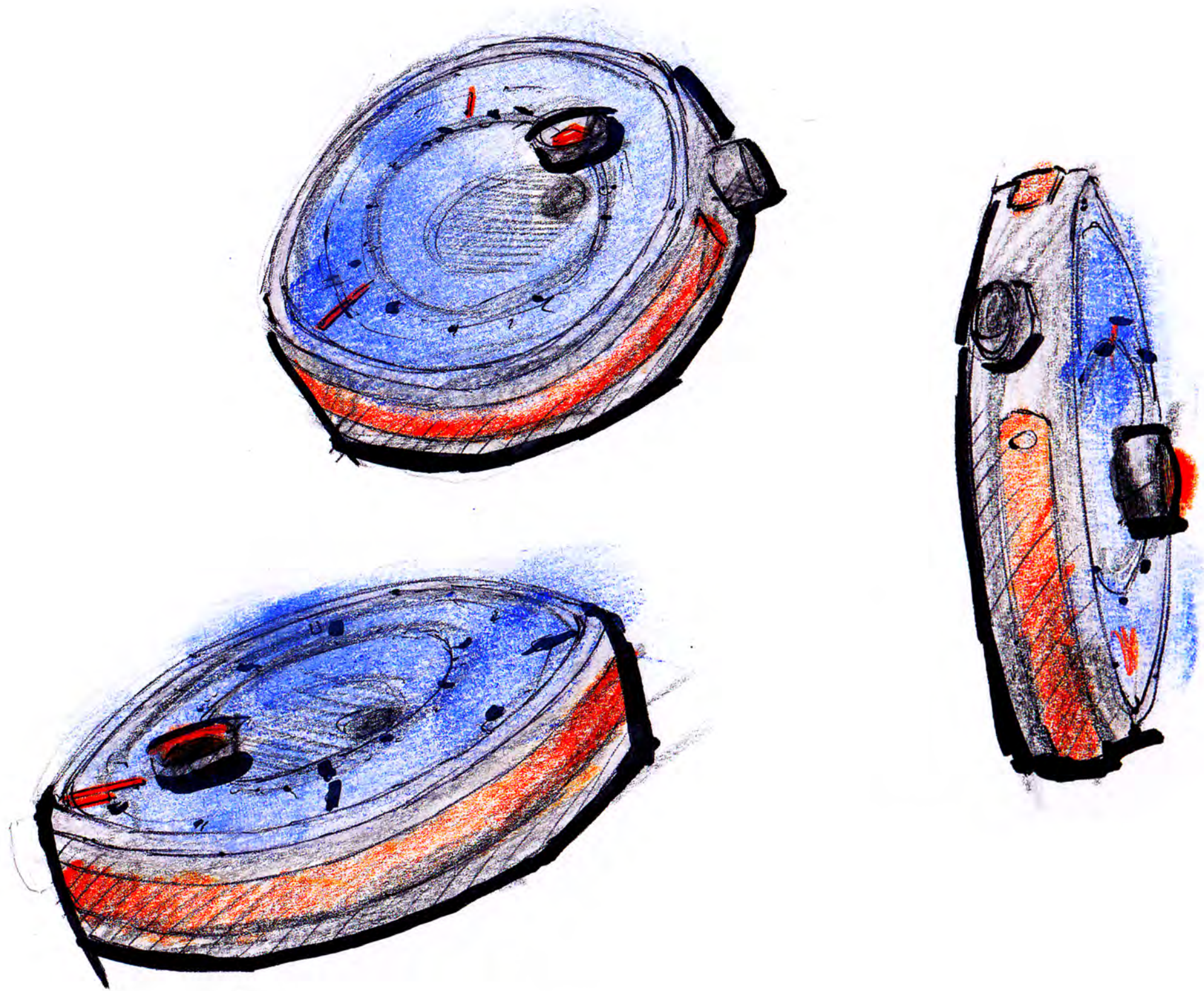# Three Possible Paths

Concepts that focus on the user's visual and physical interaction

To tell the time the user spins a dial on the face of the watch that places down the "hands" as the dial is spun past the appropriate location on the numbered face, this also winds the watch each time the time is displayed.

I wanted to incorporate the user into charging or powering the watch.