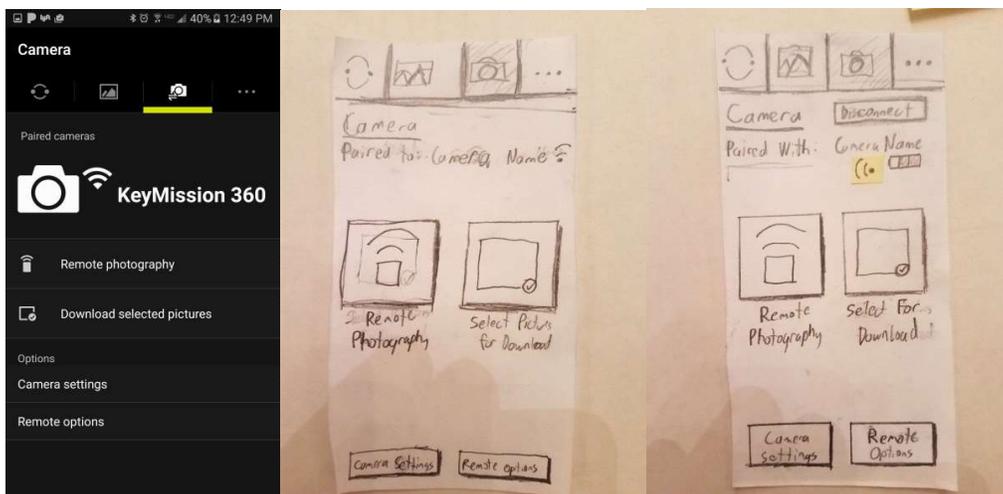


Nikon Snapbridge 360/170 Mobile App Redesign: Transfer from Camera to Device By Michael Andryauskas

The Nikon Snapbridge 360/170 application for mobile devices was designed as a companion app to their 170 and 360 degree cameras. However, a lot of mobile users are having a massive amount of difficulties using this application on their mobile devices. At the time of writing, it's rated 1.5/5 stars on the iOS app store and 2/5 stars on the Google Play store. Many customers have difficulty just connecting the phone to the camera, and then viewing and downloading recorded footage from the camera is quite cumbersome. While I'm unable to solve the connection issues exclusively from an interface perspective, the process of reviewing and downloading multiple images can be addressed. One customer even told me he doesn't bother with downloading images anymore, instead storing all the images on a SD card and uploading images to whatever device he wishes. The user shouldn't need to do this, and I redesigned the layout of the screens to better streamline the experience. In this experience, we follow Frank as he tries to download one of the camera's 360 images onto his phone to show to his friends at work.

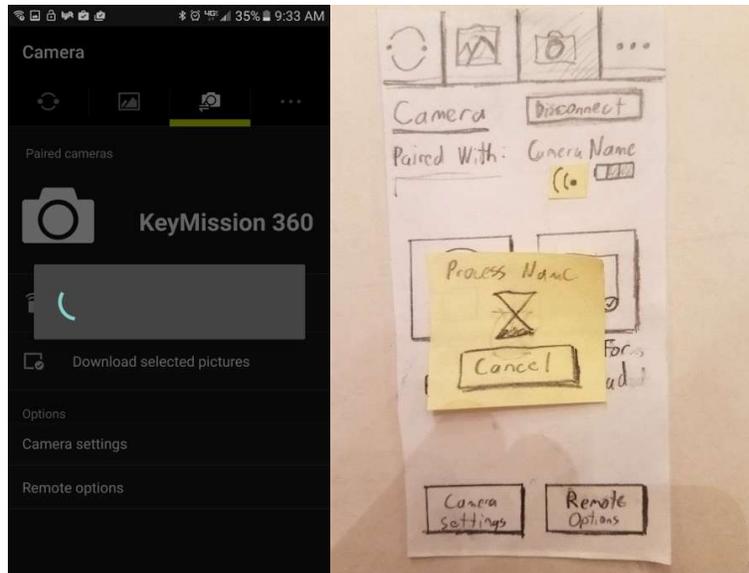


Camera Screen, Rightmost mockup finalized

Frank first needs to access the main Camera screen to view the files on the camera. On a general navigational perspective of the overall app, I moved the title of the section to be below the menu buttons, eliminating the disconnection between the current screen's title and the content on the screen. Then, I decreased the overall size of the currently connected camera's status, as the focus should be on the potential functionality of the camera rather than the status. I also added a disconnect button in case Frank wishes to change what camera he uses in the case of multiple cameras.

To further enhance the focus on the core purposes of the screen, I altered the vertically aligned buttons to be horizontally aligned, allowing the two buttons to be placed side by side with large targets for Frank to hit. I also changed the title of the “Download Selected Pictures” download to “Select for Download.” The original wording made it seem as if the images had already been selected, but Frank doesn’t gets prompted to select pictures until after he presses that button. With this new wording, it will become clear that Frank has to select the pictures on the next screen, and then actions on the selected pictures can be taken on the following screen.

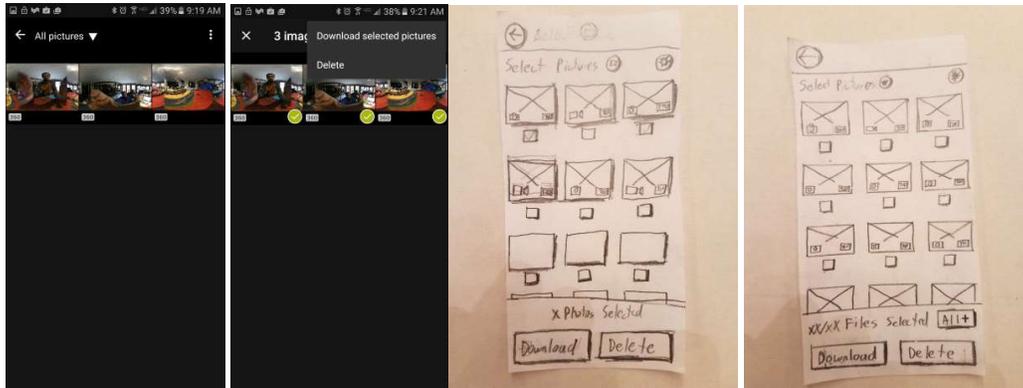
The two options buttons are also now aligned horizontally at the bottom, but not occupying as much space as the non-options buttons. This enhances the symmetry of the remainder of the page and gives larger targets for the user to press. I made the labels for the buttons two lines rather than one in order to lessen the cramped feeling of the labels from the original mockup.



Loading screen

To preserve battery life, the camera goes into standby mode while the user is not performing any actions. When Frank wishes to use the camera again, the camera needs to wake up, and a loading wheel appears, which indicates that actions are happening. While Frank understands a popup should exist to indicate connection process, the layout makes it appear that more content should be present. I added a “Progress Name” to the screen, which varies depending on the actions the camera and the app are taking to communicate. In addition, there is no method provided to cancel out of a connection in case the camera is not physically present or the user no longer wishes to try to connect. Even the physical back button on his

Samsung Galaxy S7 is not functional with this screen, forcing Frank to either wait for the app to realize something is wrong or restart the app. I added a “Cancel” button to give Frank a means to exit the screen in case the user doesn’t wish to use the camera.



Manage Picture screens, Rightmost mockup finalized

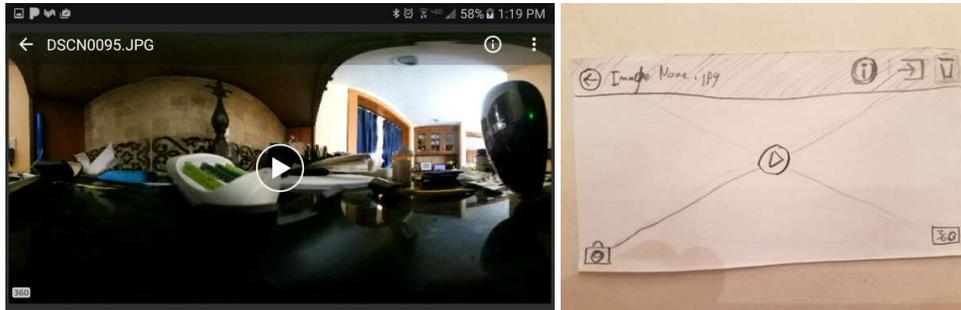
Frank’s camera connects to the phone, and he’s ready to manage the 360 images and videos that the camera took on the Manage Pictures screen. In the current iteration, there are two separate screens, one exclusively for viewing the gallery on the camera and one exclusively for selecting images for multiple downloads or deletion. To access the latter screen, Frank needs to either press & hold one of the images in the former screen, or press the option menu in the top-right to switch the selection mode. Pressing and holding is not intuitive, and the top menu navigation seems misguided. Quite frankly, these actions could be done on the same screen with the proper layout.

Below each image, I included a checkbox Frank can select for the download or deletion of multiple files on the camera. Pressing the image will load the next view file screen, while pressing the checkbox marks the file for management. File information regarding the recording degrees and the file type are now in opposite corners for increased visual interest and symmetry. This change would not be recommended if additional spacing between the images wasn’t added, as the icons of two separate images would be grouped together.

At the bottom of the screen, I have a display showing the number of images Frank has selected. I added an “Add/Remove All” button in the latter version to allow for mass selection of images. When one or more images are selected, Frank can select either download or delete images, by selecting the corresponding dedicated button aligned horizontally at the bottom of the screen. Actions on these pictures can now be done automatically rather than resorting to navigating through more menus.

When either the download or delete button is selected, a faded popup would appear

that indicates the status of the process. Interaction with this element will stop the download or undo the deletion. I went with this direction rather than the prompt, so Frank would not feel that the program was second guessing him.



View File Screen

Since Frank only wants to download one image, he's going to select one of the images to access the Preview Image screen. In the current application, the download and delete buttons are hidden in the top-right menu, where all the buttons could be displayed as their own buttons. I added possible icons for a more streamlined interaction. I also moved the 360/170 indicator to the bottom-right to mirror the changes made to the Manage Files screen, allowing for a deeper connection. Finally, I moved the extra file information from being right-aligned to center aligned, also for symmetry's sake. Frank will be able to hit the download button right away, and he's able to bring his 360 image anywhere.