The Exerscent Onion

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Since the start of the pandemic there has been a growing interest in practicing scent therapy especially to rehabilitate those who have lost their sense of smell. However scent training was not really accessible at home and this is the focus of our project. Exerscent is an at-home scent based platform with the aim to make smell training affordable and accessible via a simple personal computer. Data of each session is then sent to a cloud where the healthcare provider can monitor their patient's progress.

This presentation focuses on the work done at the Exerscent Project in the perspective of a UI/UX Developer. Someone with the skills of a UI/UX-Designer and a Developer combined.

This onion is a metaphor for how completing different tasks revealed a new "layer" or mission in the project that we needed to engage with by completing different tasks and re-evaluating how this can best serve the users, the interns and Exerscent as a whole.

> ing overall menus was the first and top priority when taking over the Exerscent project. This wasz a means to get familiar with the code.

Menus were overlapping frequently as soon as the user would deviate or misinterpret instructions. Most of these UI related problems had to be fixed to get the most out of future user-testing.

Code etiquette was another aspect of the code that had to be improved. In order for the Exerscent team to be able to collaborate on coding tasks, it was important to not over-estimate people's coding abilities. This means that we have to keep the habit of commenting in-between the lines and properly explain what variables are for and do.

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Another reason for maintaing good coding etiquette is because this code is meant to be costumised by interns but it also supposed to be accessible to the general public who does not necessarily know how to code in

In this inner most layer of the onion, is the need for a more user-friendly costumization of Exerscent's open source material.

Everything one needs to build Exerscent. With the intena unit at home is available online this includes the 3D printing files, Unity code and Arduino code. The reason being that anyone should have access to this research tool and be able to customize it for their own purpose.

However this can be very intimidating for people with little to no knowledge of code or 3D-printing which is why we started working on the creation of tutorials on how to use or customize the files.

This task is also closely connected to the outer layer of this onion in the sense that proper coding etiquette helps people outside of the project better understand the code.

Going through the initial more "superficial" tasks allowed me as an intern to better understand the purposes of tion to make smell training available and affordable for all this project can go in the following directions:

- Exerscent's UI and overall experience should be designed for researchers to use in a controlled environment ie. a lab.
- Exerscent's UI should be geared for unsupervised home usage in the context of conducting user-studies with children.

This involved discussing, presenting to co-workers and re-defining together our work efforts

In collaboration with external stakeholders, we are focusing our efforts into assisting research with and for children. More specifically how to improve children's food acceptance and help them have a more varied diet.

We recently conducted a couple of pilot tests to evaluate how people interact with the UI as a start and made modifications to the UI accordingly.

However we are currently planning to move onto A/B testing with childre. Modifications to the UI have already been planned out to cater to the younger users but the next step is user-testing.

