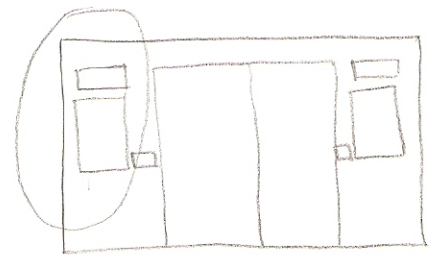


# Display inside each elevator

- Functions: Emergency button with loud noise when pushed
- Shows location of elevator in building when moving
- Shows time to destination



The largest centered number shows the next stop and the estimated amount of time needed to get there

86 Next	1:03
50	0:13
33	

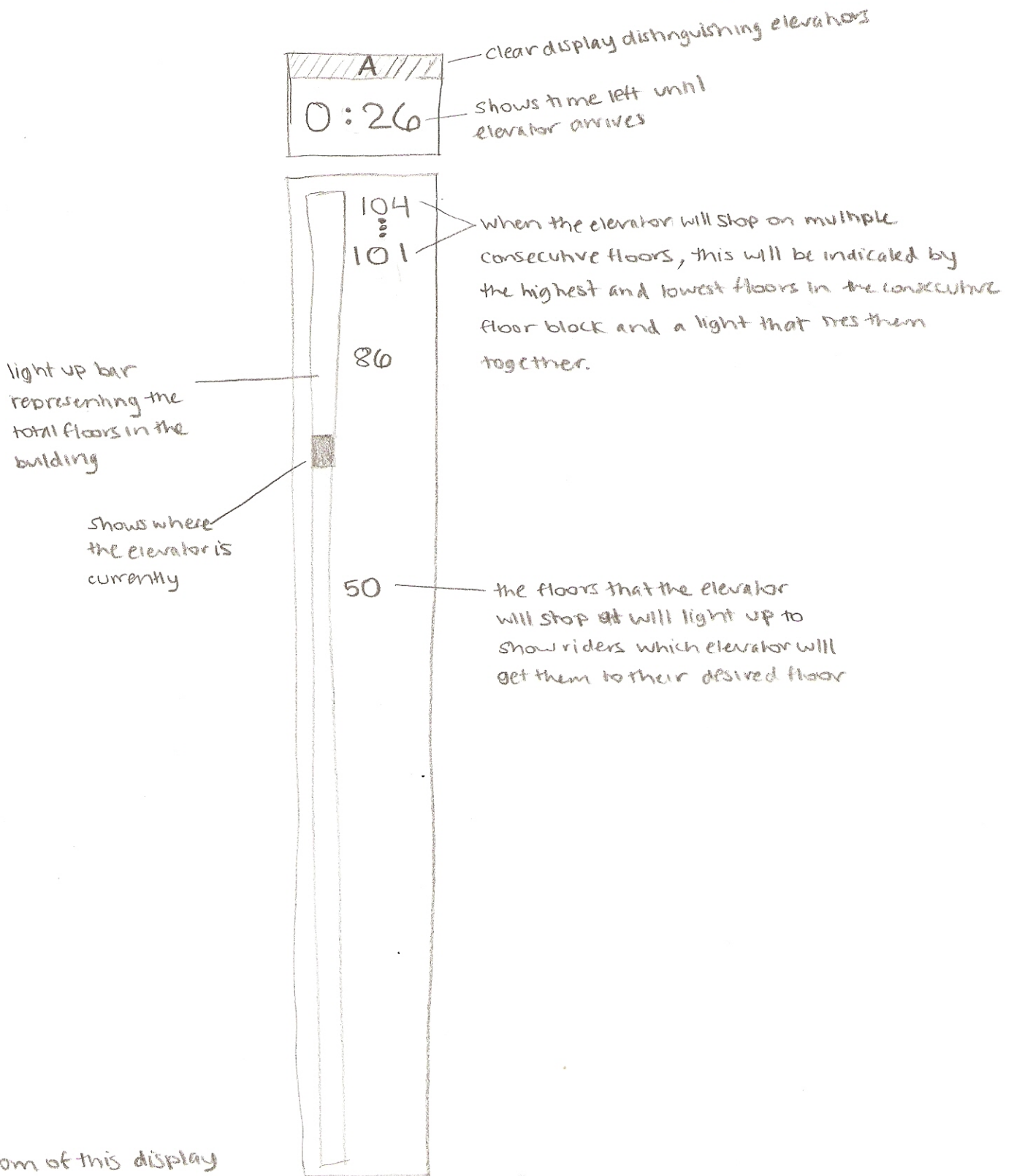
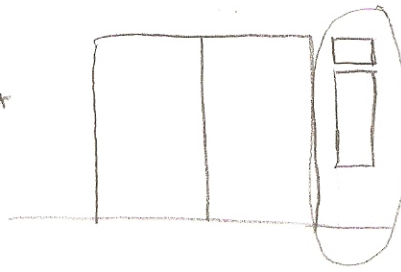


This is a traditional emergency call for help button. To discourage users from misusing it, the button should trigger a big response (call from human operator, alarm, etc...). This is a physical button, not part of a touchscreen.

This interface should mirror the interface next to each elevator in the lobby. The similarities will help in learnability and efficiency.

# Display next to each elevator

- Functions: Show floors that the elevator will stop at
- Show where the elevator is currently
- Show time before elevator arrives



The bottom of this display should be > 2.5 feet off the ground so that the low floors are still visible to the people walking around the elevator lobby.

# Display outside the elevator in the lobby

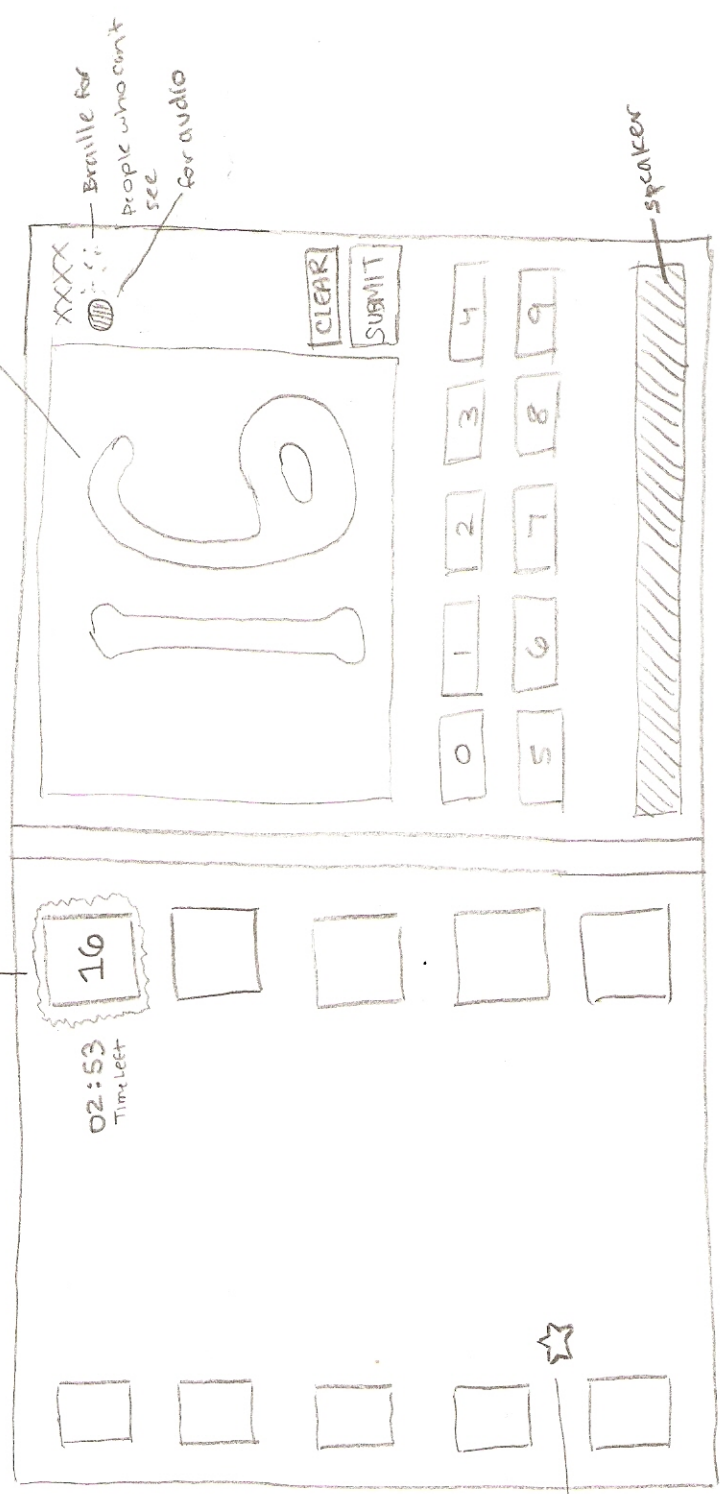
Functions: Provide function for riders to indicate their desired floor  
 Inform riders of where to catch their elevator

Show how much time riders have before their elevator leaves

Be obvious that riders need to indicate their desired floor before entering an elevator

This area is made for users to write out which floor they want to stop on. This makes it more friendly to those who have impaired vision.

After the user types in their desired floor, the elevator assigned to stop at that floor will light up briefly on the main and display the desired floor number in the elevator icon.



Shows the location of the display