



# **Human Computer Interaction**

## **Ride Hailing App**

### **D 2: Prototypes & Principles**

#### **Group Members:**

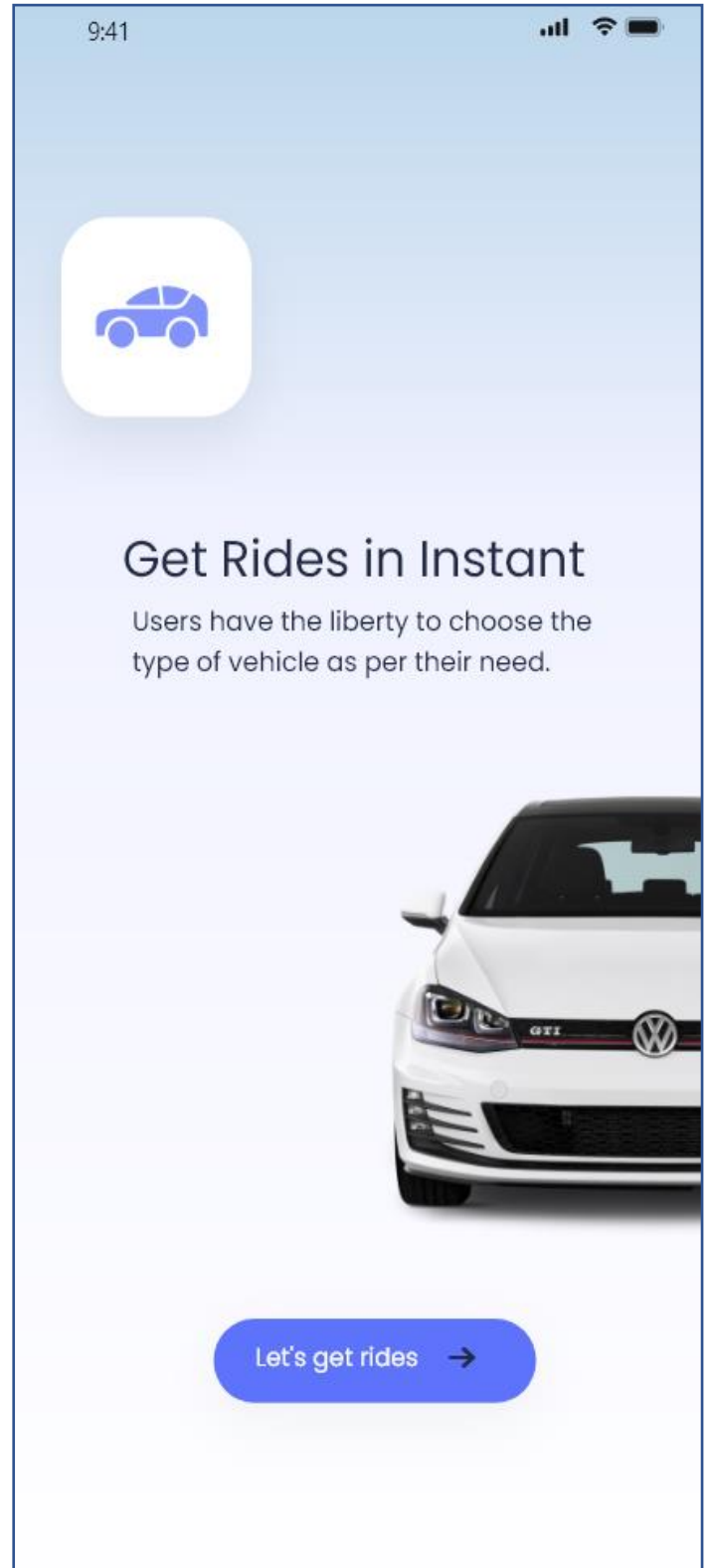
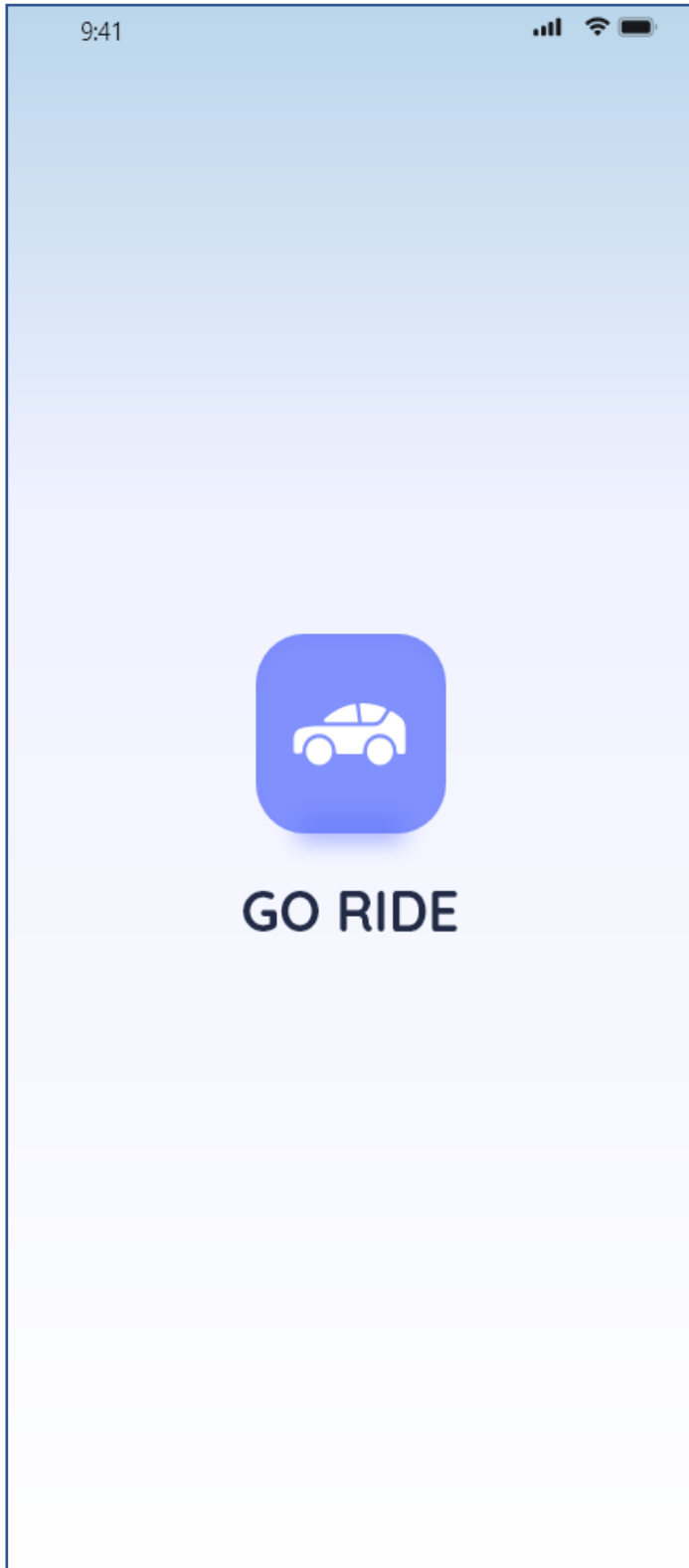
**Bsef20a001 Rimsha Riaz**

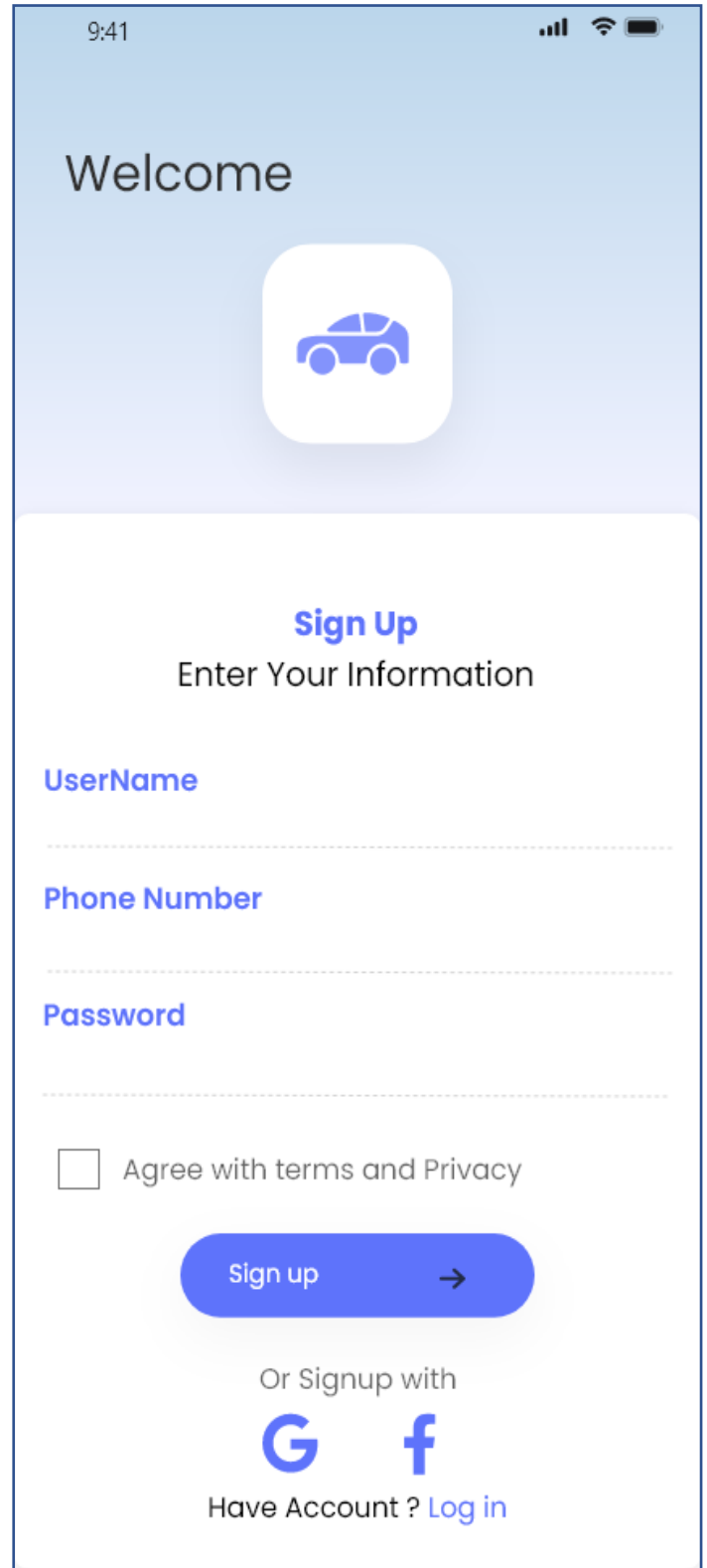
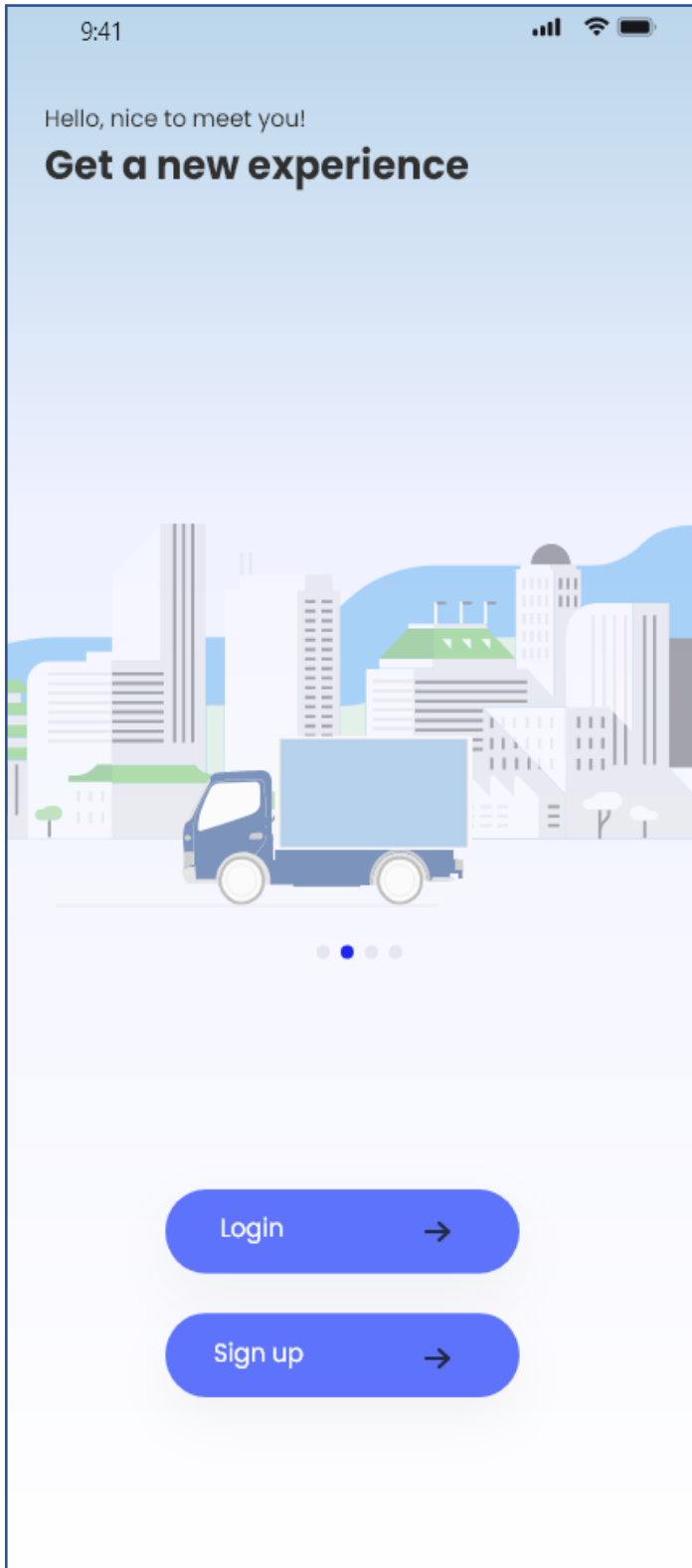
**Bsef20a007 Ayesha Khan**

**Bsef20a026 Neha Noveed**

**Bsef20a036 Aiza Naseer**


# Prototypes





9:41

Welcome Back



Login

Enter Your Login Information

UserName

Password

Forgot password?

Login

→

Don't Have Account ? [Sign up](#)

Or Login with

G

f

9:41

←

Home

≡

Categories

Select Option According to your requirement

Ride is a form of integrated transport that allows private transport users to travel into the city

Ride

Get door-to-door and at-your-price transportation your luggage to other cities or within city


Courier


Intercity will arrive at your doorstep within minutes anytime you want to travel.

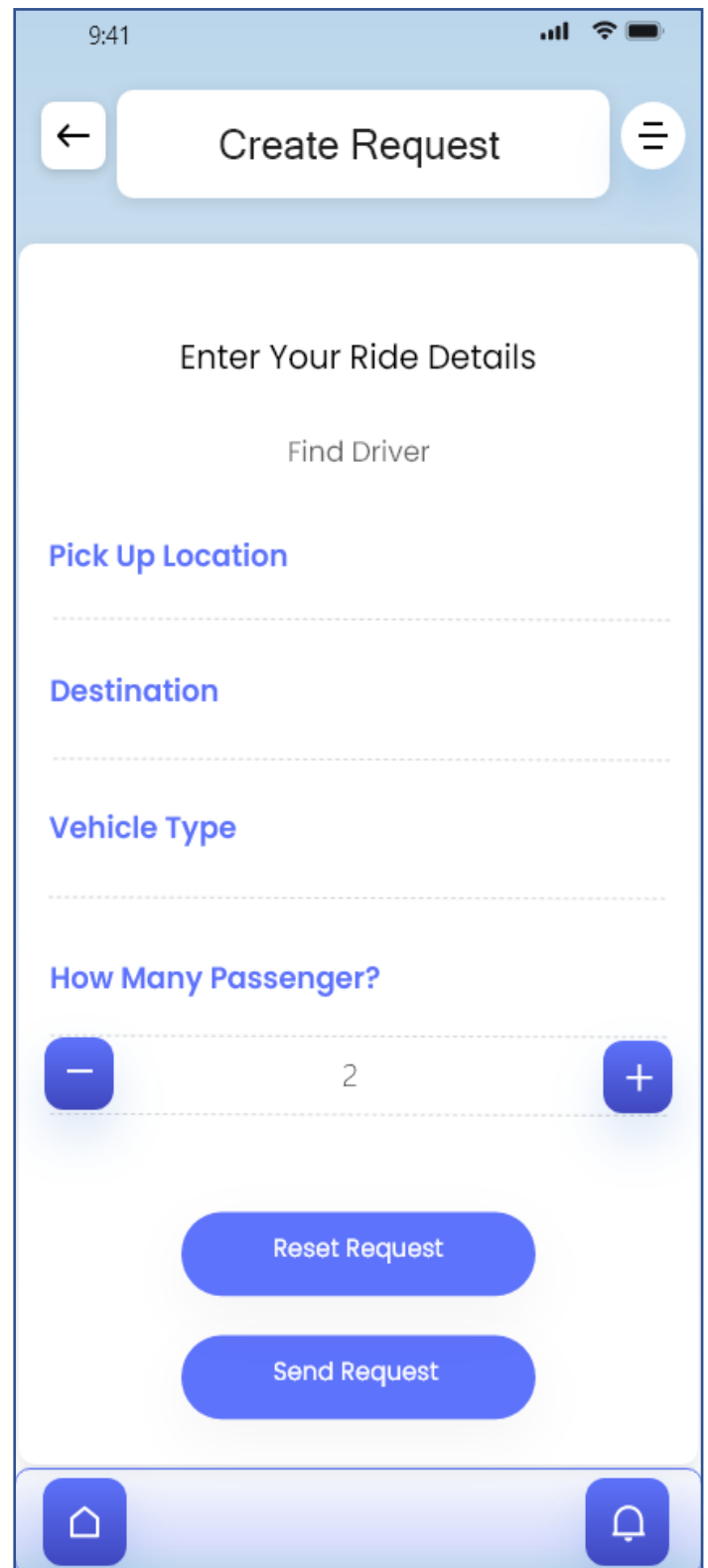
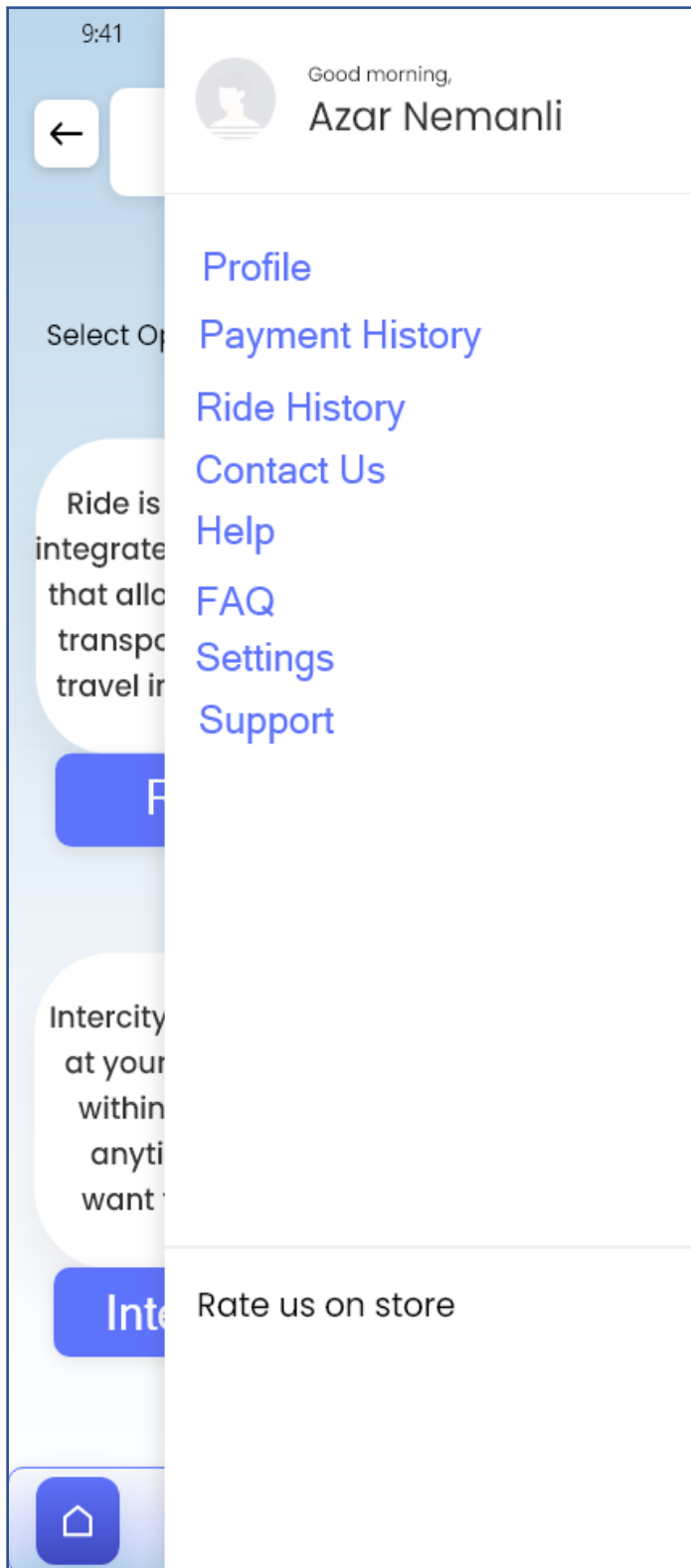
Intercity

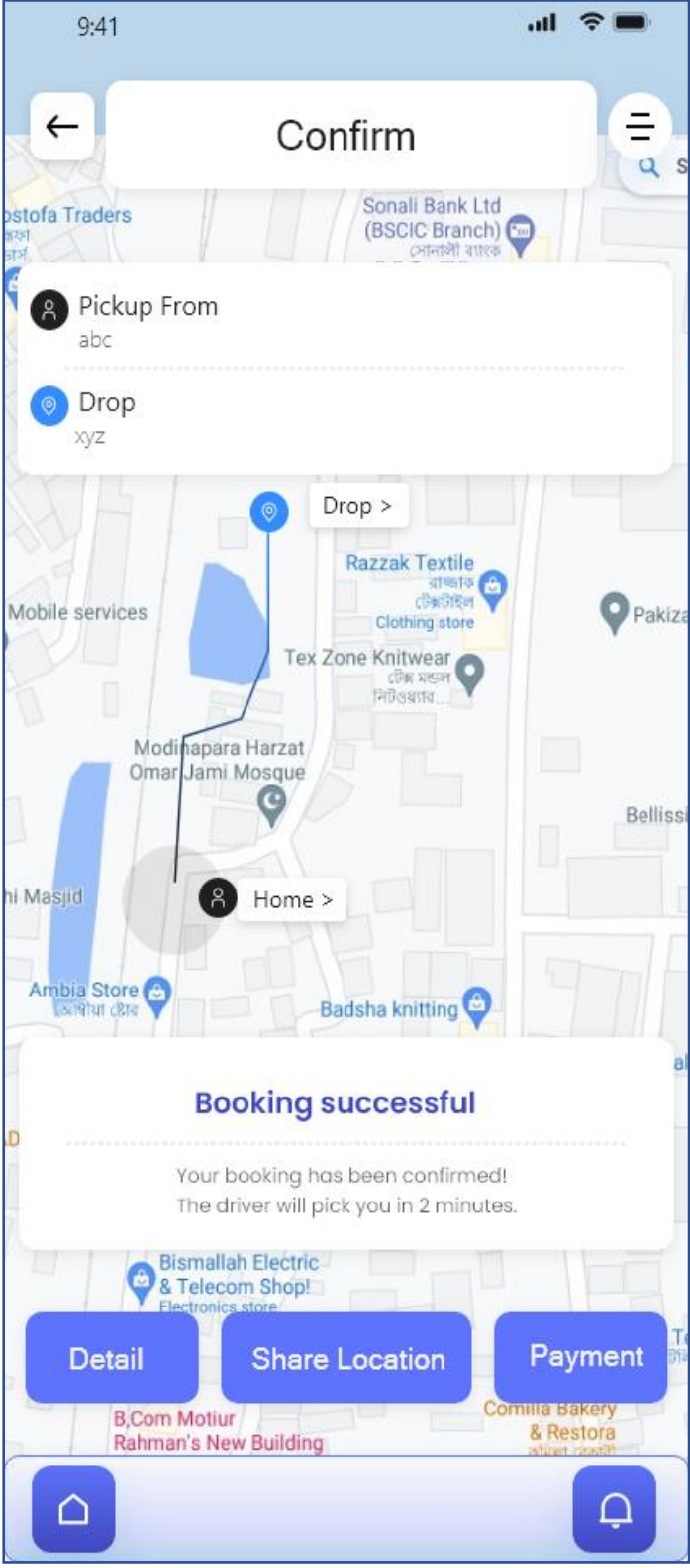
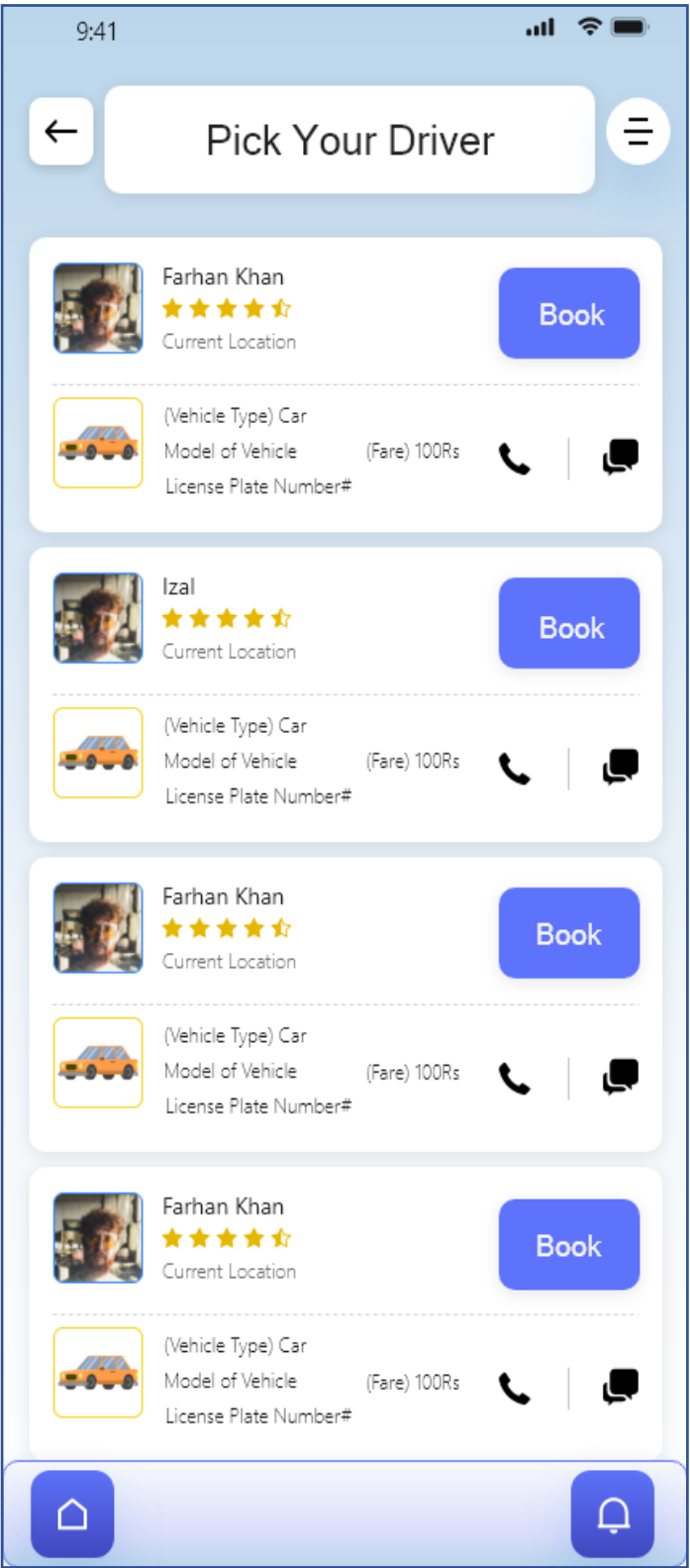
Describe the cargo and offer your fare that includes movers work if needed

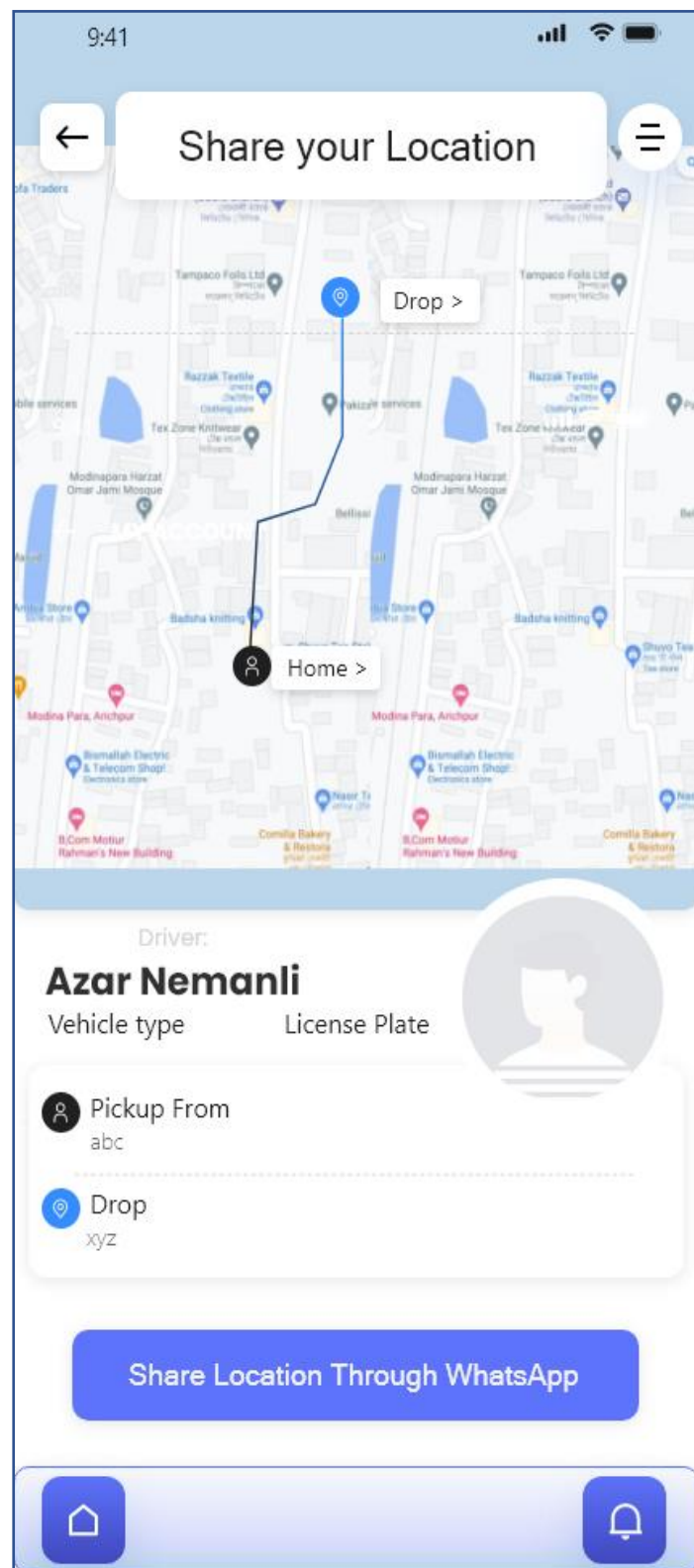
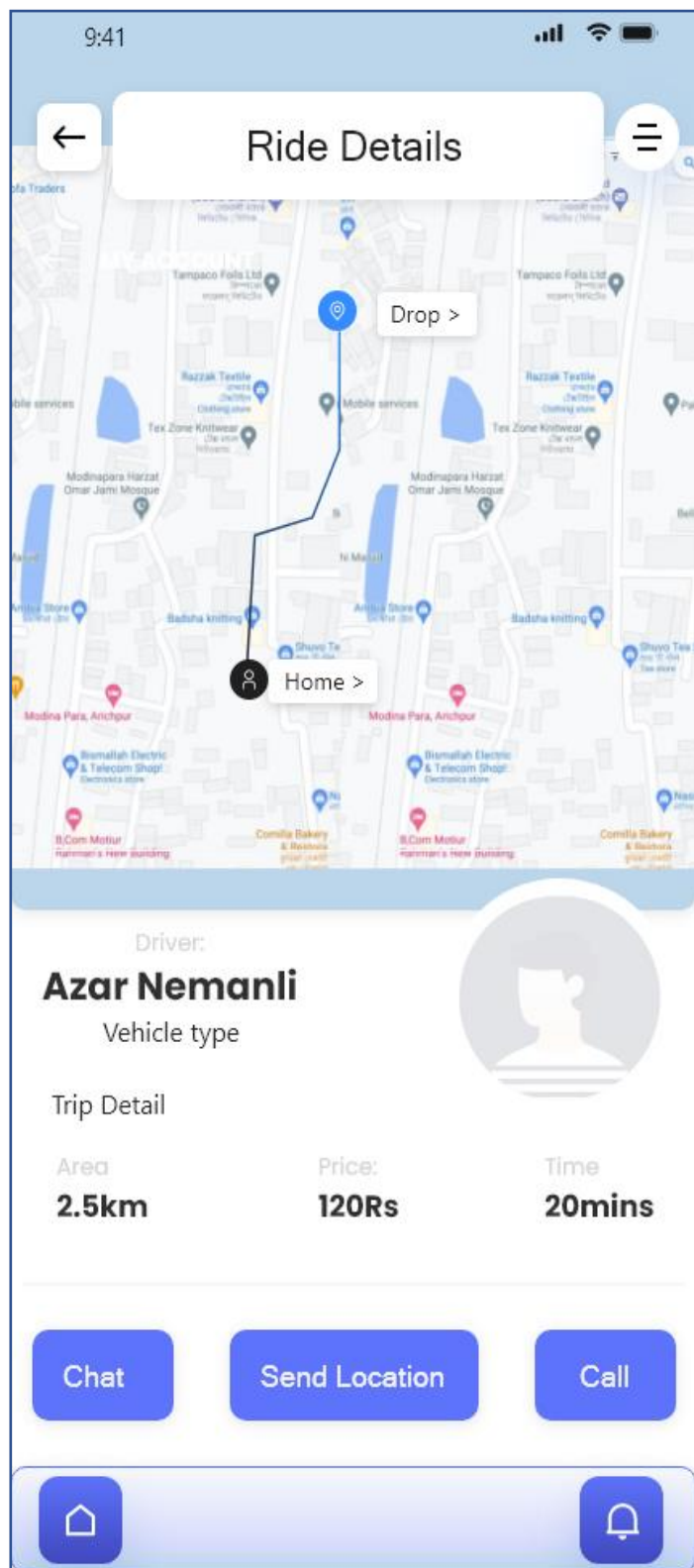
Freight











9:41

←

Online Payment

≡

Pickup From

abc

Drop

xyz

\$

Fare

abc

✓

Recieved

xyz

Driver Name

abc

Requester

xyz

Select Method

Cash Payment

Online Payment

Confirm

🏠

🔔

9:41

←

Payment

≡

✓

Payment Process is  
done successfully

🏠

🔔

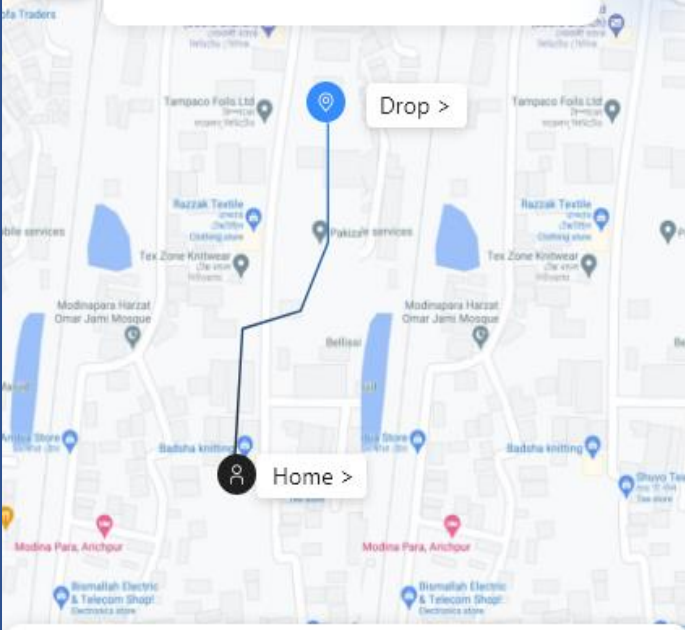


9:41

←

Create Courier Request

≡



Drop >

Home >

Enter Curier Details

Pick Up Location

Destination

Offer your Fare

Language Description

Send Request

9:41

←

Create Intercity Request

≡

Enter Your Intercity Ride Details

Pick Up Location

Drop-off Point

Describe Luggage

Date

Offer A Price

Passengers

Send Request

9:41



## Create Freight Request



Enter Your Freight Details

Pick Up Location

---

Cargo Drop-off Point

---

Vehicle Size

---

Date

---

Offer A Price

—

1200

+

Describe the Cargo

---

Add a Photo of the cargo

---

Send Request



# Principles

## Schneiderman's Eight Golden Rules

1. Strive for consistency
2. Enable frequent users to use shortcuts
3. Offer informative feedback
4. Design dialogue to yield closure
5. Offer simple error handling
6. Permit easy reversal of actions
7. Support internal locus of control
8. Reduce short-term memory load

## Nielsen's heuristics

1. Visibility of system status
2. Match between system and the real world
3. User control and freedom
4. Consistency and standards
5. Error prevention
6. Recognition rather than recall
7. Flexibility and efficiency of use
8. Aesthetic and minimalist design
9. Help users recognize, diagnose, and recover from errors
10. Help and documentation

## Norman's Seven Principles

1. Use both knowledge in world & knowledge in the head
2. Simplify task structures
3. Make things visible
4. Get the mapping right (User mental model = Conceptual model = Designed model)
5. Convert constraints into advantages (Physical constraints, Cultural constraints, Technological constraints)
6. Design for Error
7. When all else fails – Standardize