


# **CS 5340 - Computer/Human Interaction**

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**Final Presentation**

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**Summer 2023**

maker link 

# PROBLEM DEFINITION

The need presented is finding small artists and makers for local pop-up events, which benefits the hosts, particularly if they have product parameters, and for makers starting out to connect to the community and get their brand and product out.

The idea is to create a platform to help connect local small makers/artists with small businesses in the area that host pop-ups and events throughout the year. This would reduce the degree of separation between the two communities and provide a resource for customers to know of events happening in their area with a centralized calendar.

## PERSONAS/ARCHETYPE

**User 1:** The business that is currently looking for small makers/artists

**User 2:** The business that isn't currently looking but could use in the future

**User 3:** The small maker not currently looking but may be interested in the future

**User 4:** The maker that has experience showing work and is actively looking for opportunities

**User 5:** Consumer looking at the list of events that are taking place

# PROOF OF CONCEPT

**User 1:** The business that is currently looking for small makers/artists for an upcoming pop-up that they are hosting in their shop

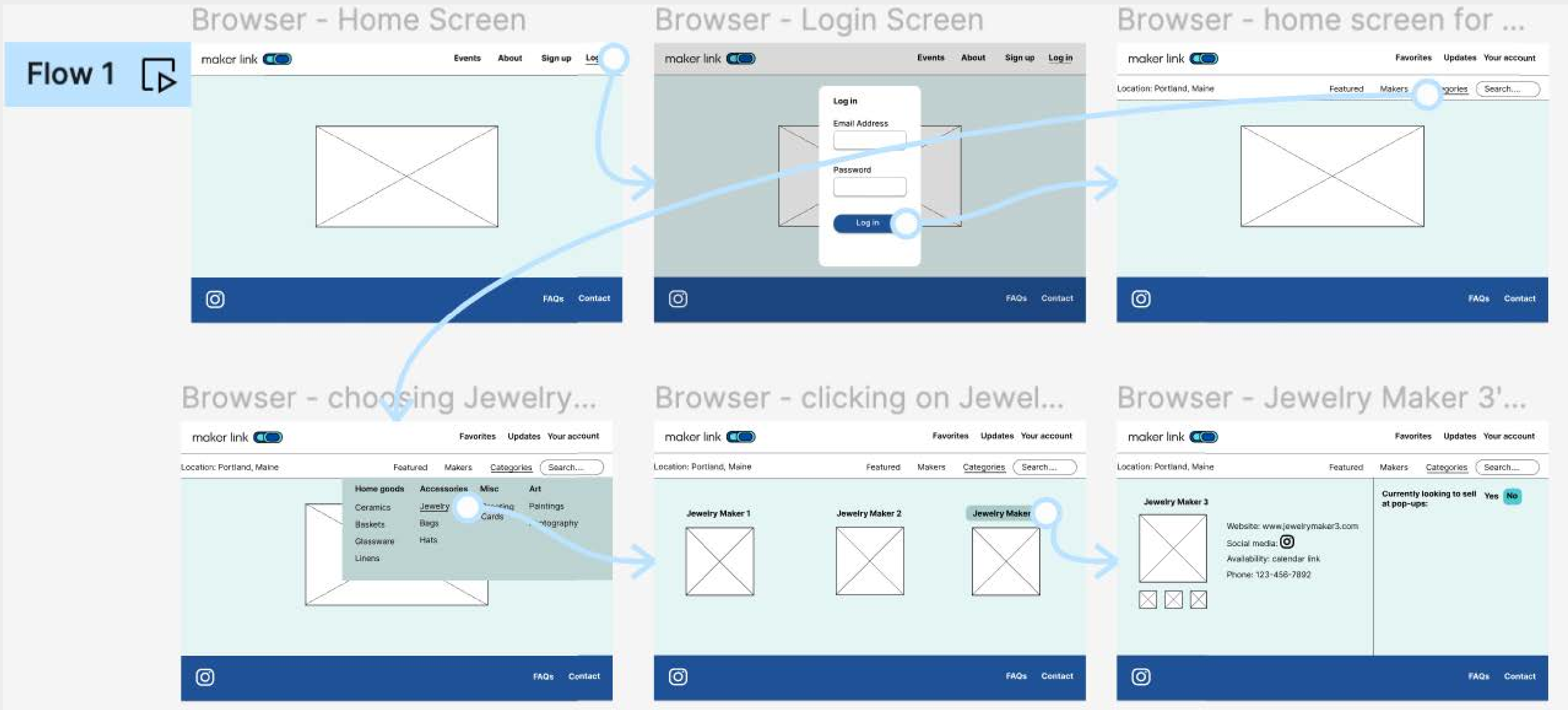
**User 2:** The maker that has experience showing work and is currently looking for opportunities

**User 3:** Customer looking at the list of events taking place

# User 1: Small Business/ Host of Pop-up

## User Profile

User is a small business that sells women’s accessories and home goods. They already have an account with Maker Link and are browsing for vendors for a pop-up they’d like to host for the holidays. Browsing ends on maker profile page.

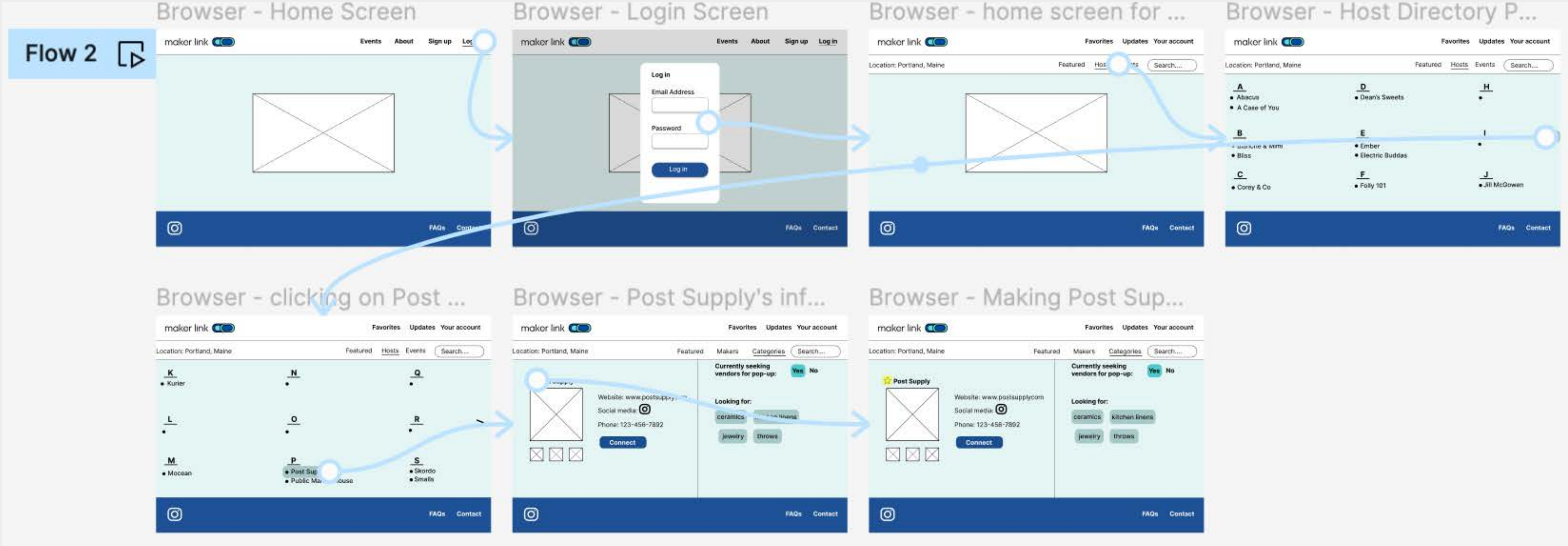




# User 2: Maker/ Artist

## User Profile

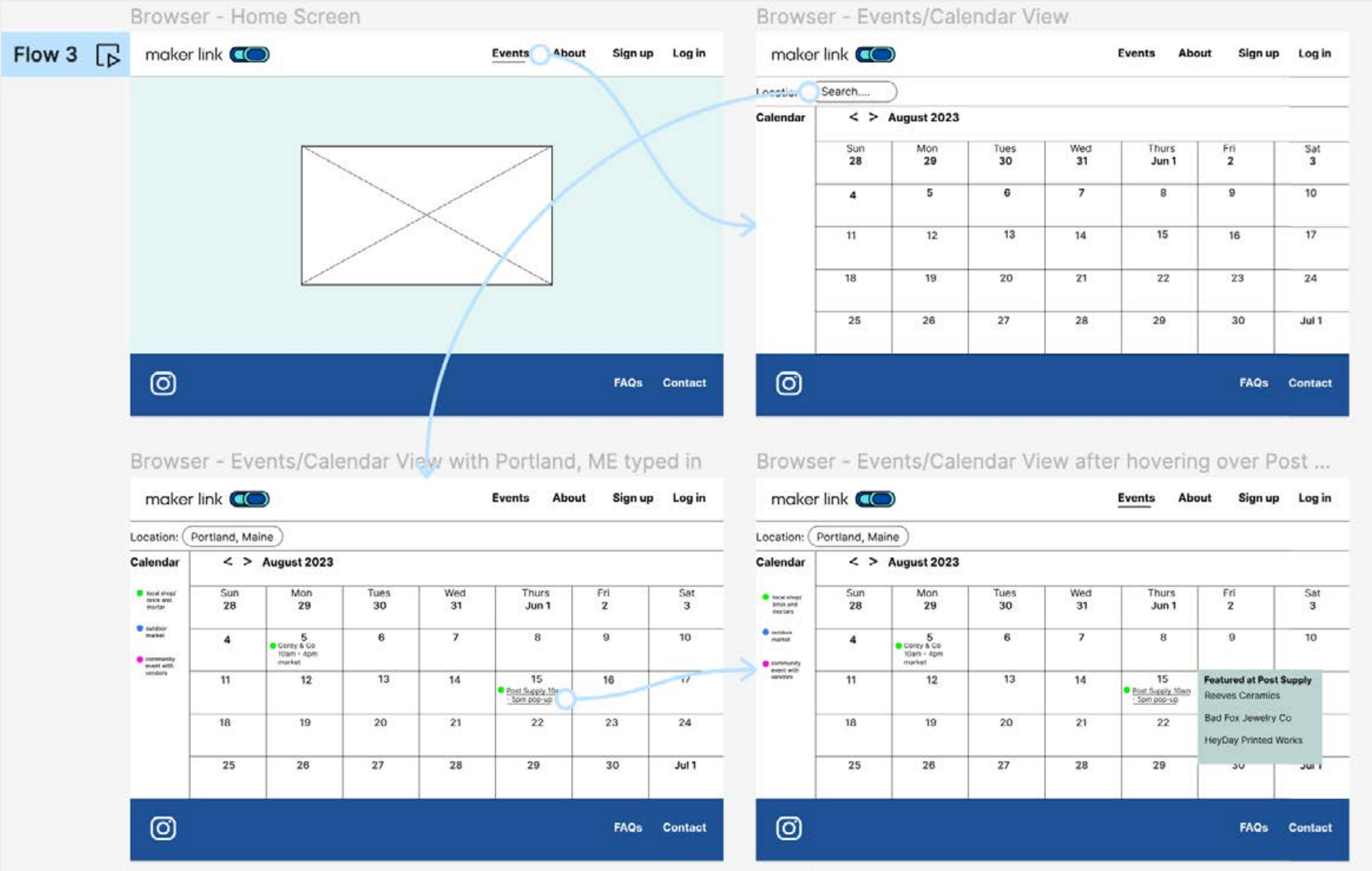
User is a maker that sells handmade bags. They already have an account with Maker Link and are looking to connect with pop-up hosts. They decide not to reach out to Post Supply but favorite it.



# User 3: Customer/Consumer

## User Profile

User is a customer that enjoys purchasing from the local maker community and supporting small businesses. They want to see what events are happening in the current month.





# User 3: Customer/Consumer continued

Browser - Events/Calendar View with Portland, ME typed in

maker link

EventsAboutSign upLog in

Location: 

Portland, Maine

Calendar

local shop/  
brick and  
mortar

outdoor  
market

community  
event with  
vendors

< > August 2023

Sun 28	Mon 29	Tues 30	Wed 31	Thurs Jun 1	Fri 2	Sat 3
4	5 Corey & Co 10am - 4pm market	6	7	8	9	10
11	12	13	14	15 Post Supply 10am - 5pm pop-up	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	Jul 1

FAQsContact

Browser - Events/Calendar View after hovering over Post Supply Pop-up

maker link

EventsAboutSign upLog in

Location: 

Portland, Maine

Calendar

local shop/  
brick and  
mortars

outdoor  
market

community  
event with  
vendors

< > August 2023

Sun 28	Mon 29	Tues 30	Wed 31	Thurs Jun 1	Fri 2	Sat 3
4	5 Corey & Co 10am - 4pm market	6	7	8	9	10
11	12	13	14	15 Post Supply 10am - 5pm pop-up	Featured at Post Supply Reeves Ceramics Bad Fox Jewelry Co HeyDay Printed Works	
18	19	20	21	22		
25	26	27	28	29		

FAQsContact



## MID SEMESTER SWITCH UP



# CURRENT PROTOTYPE

User Profile walk through example: [click here](#)

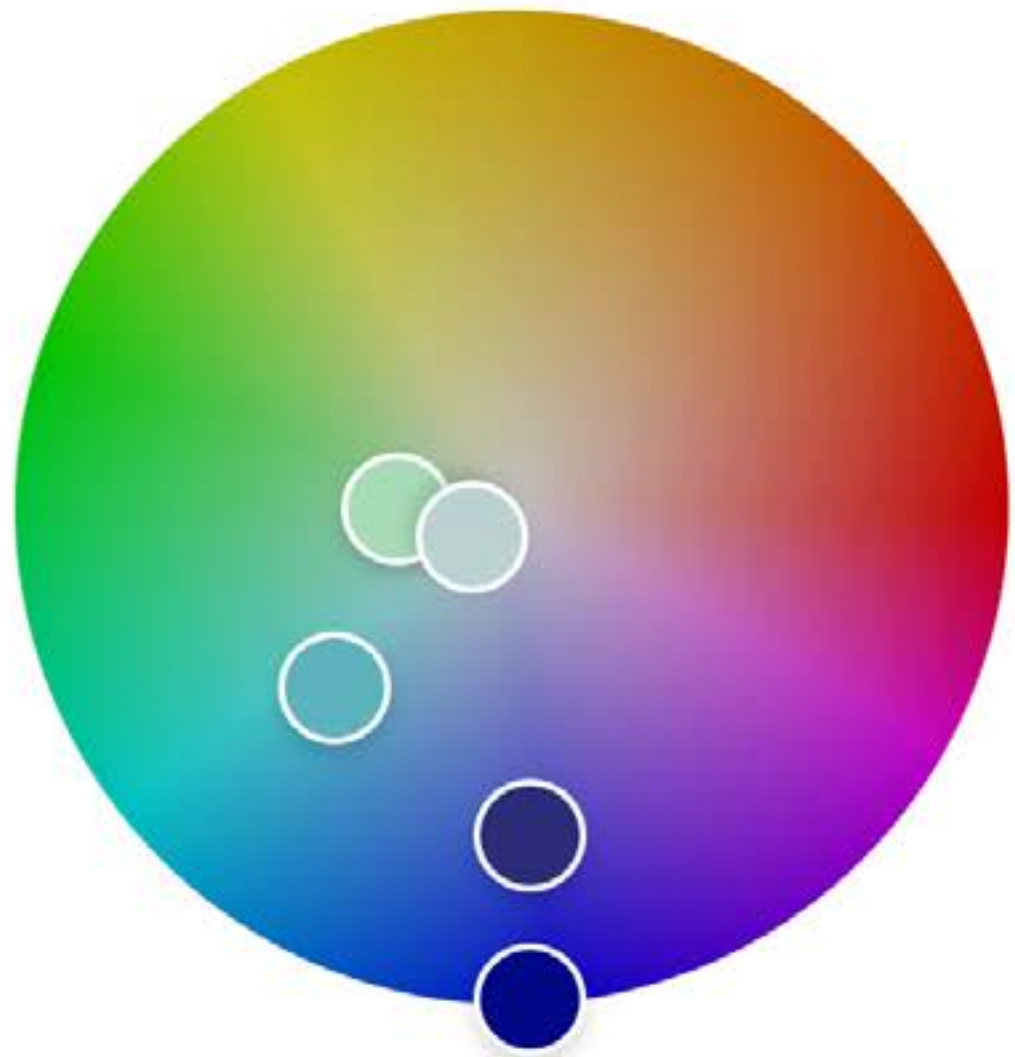


# CURRENT PROTOTYPE: COLOR

Color Blind Safe ▼ ?

— Potential Color Conflict ?

✓ No conflicts found. Swatches are color blind safe.



A

B

C

D

E



Color Mode

RGB ▼

[Show RGB Sliders](#)

Color Blind Simulator

Deuteranopia



Protanopia



Tritanopia

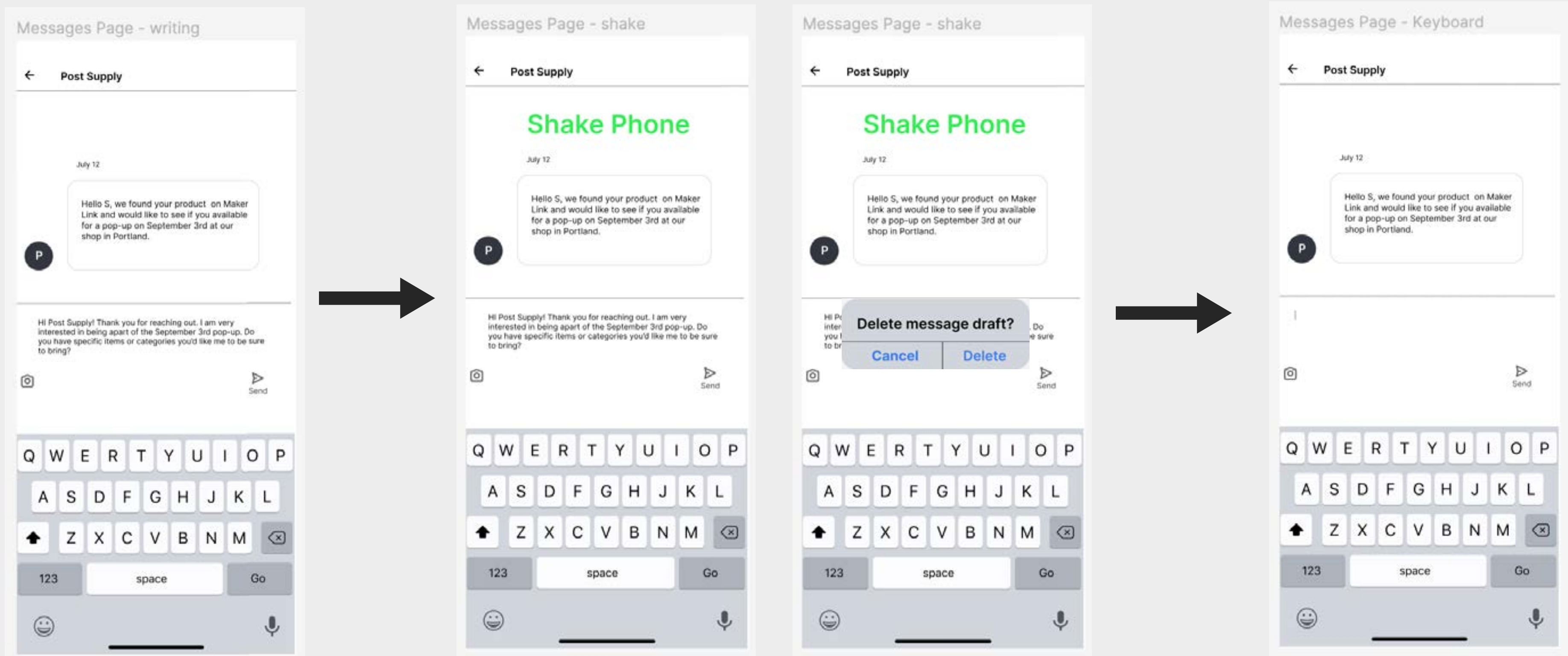


# CURRENT PROTOTYPE: HAPTICS

User Profile  
Maker/Artist User Flow

Written Message

Shaking once will erase entire  
draft message if press **delete**



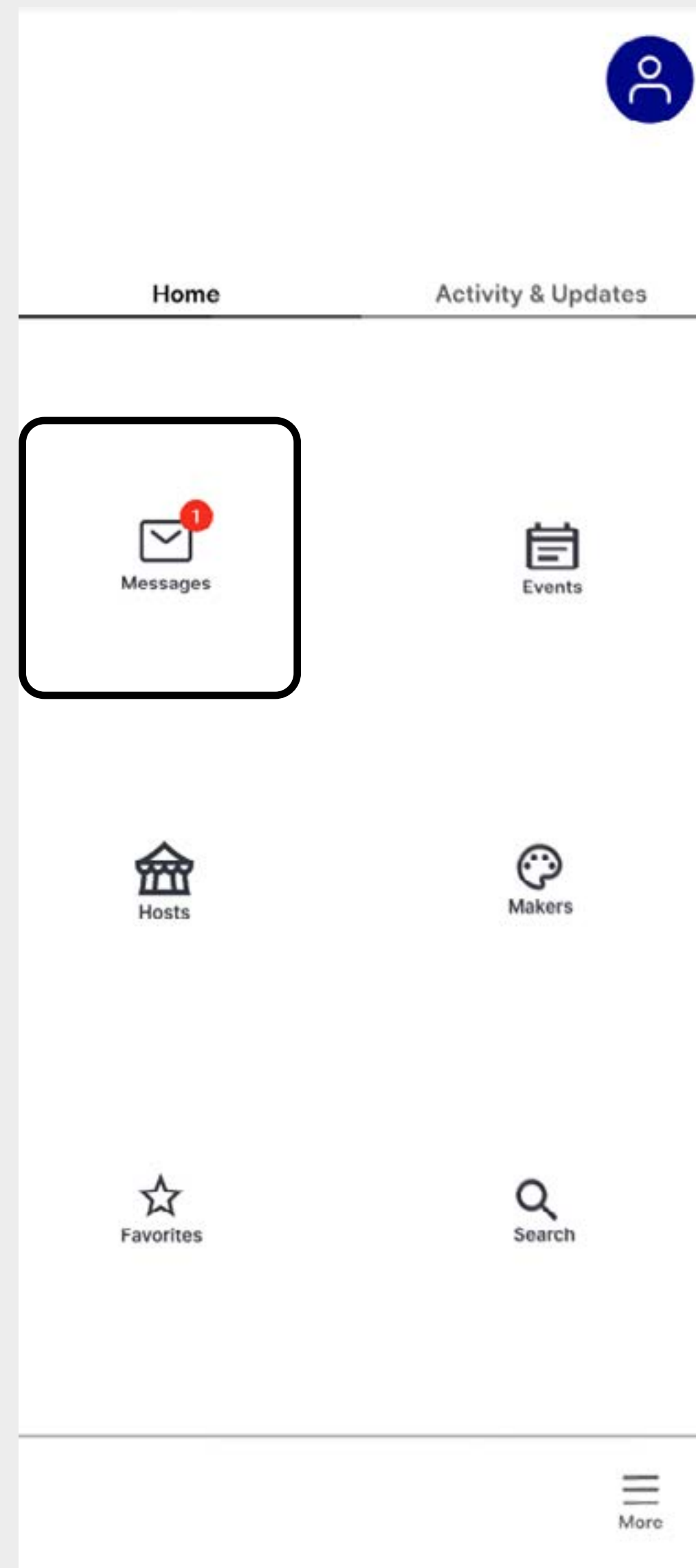
Or hitting **cancel** will return to  
original draft message



# CURRENT PROTOTYPE: HAPTICS

User Profile

Maker/Artist User Flow

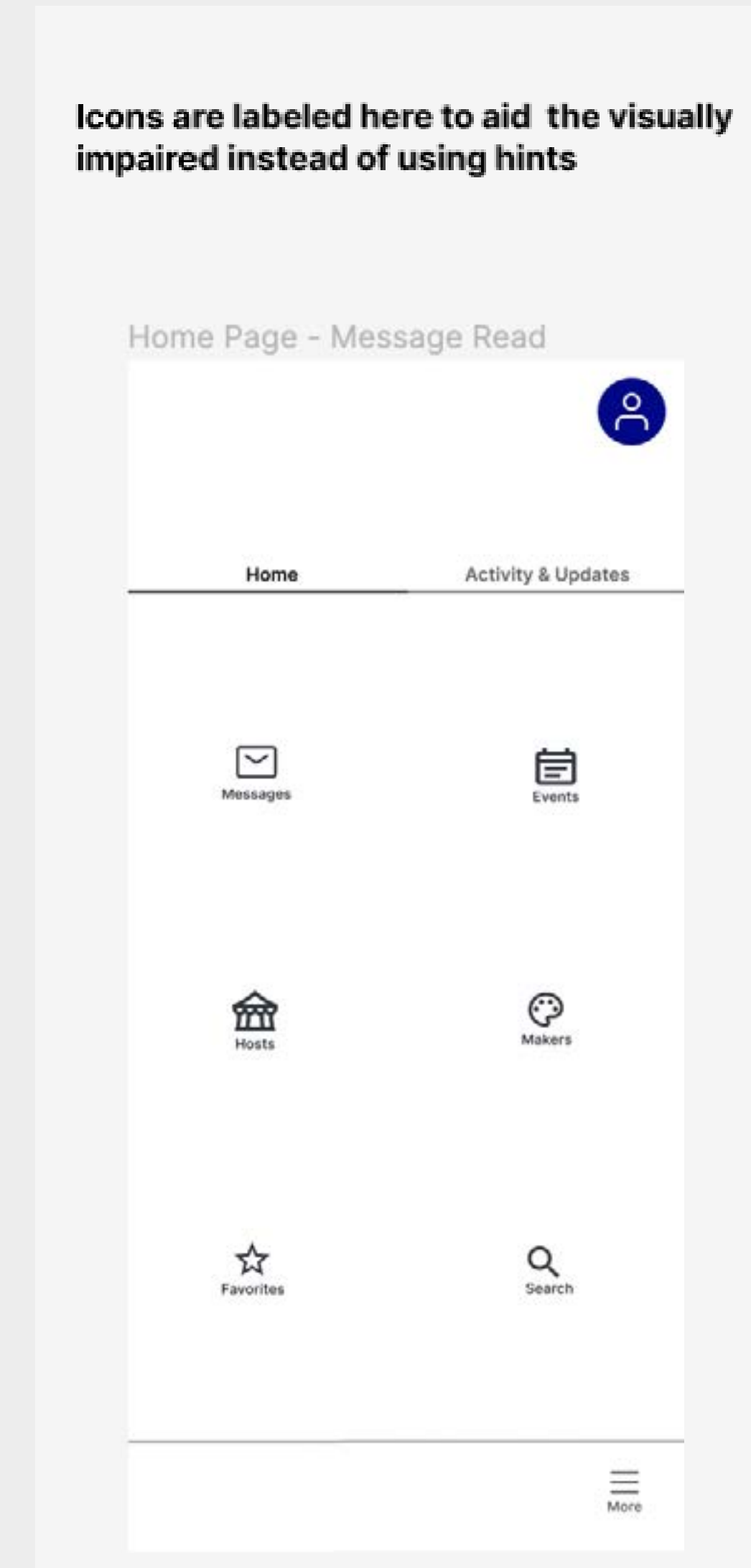
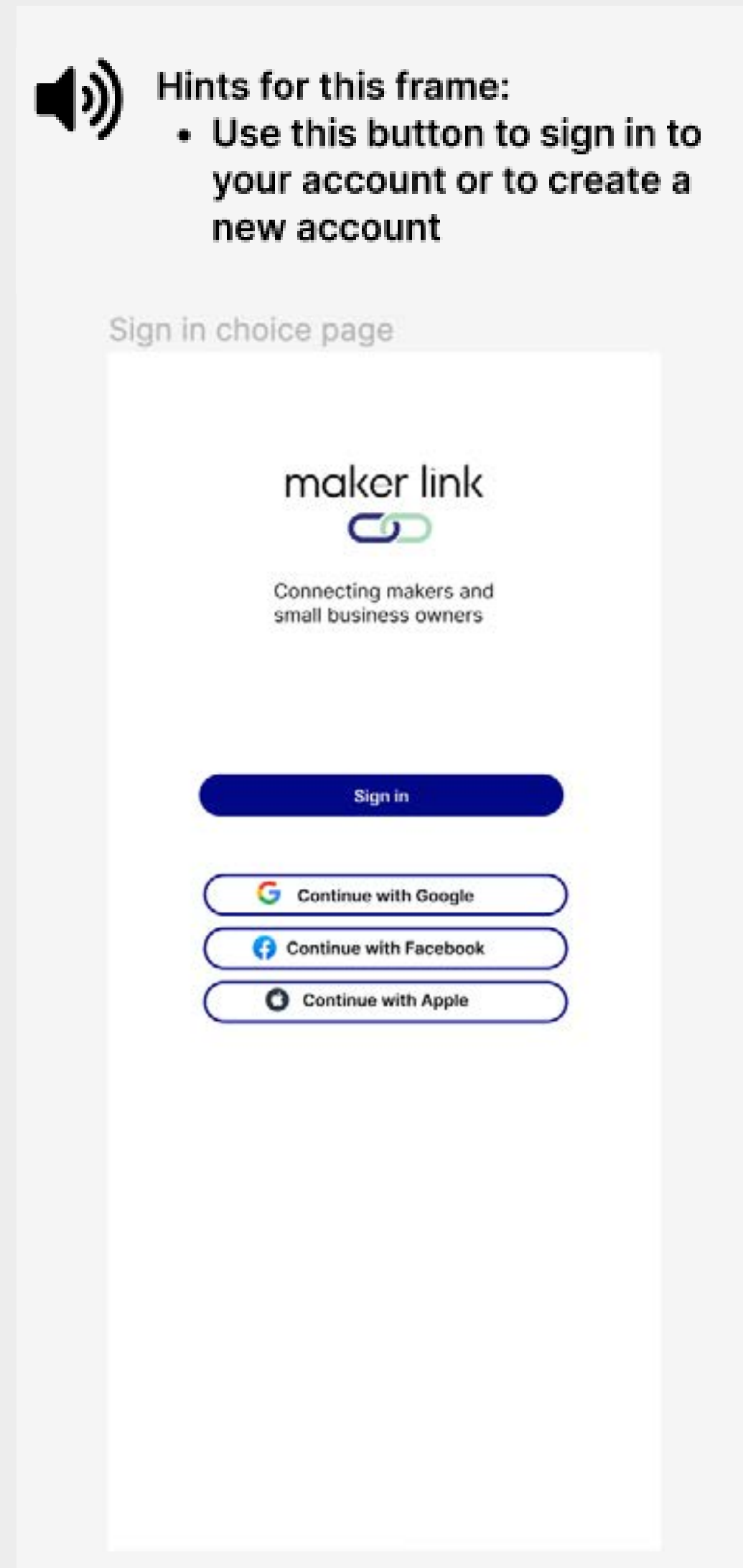


This page will feature a feedback vibration to let the user know there is a new message received

# CURRENT PROTOTYPE

## Equitable use

- alt text
- hints
- icons are labeled



## UD Principle #1

# Flexibility in use

- choice in methods/ how to access resources

## CURRENT PROTOTYPE

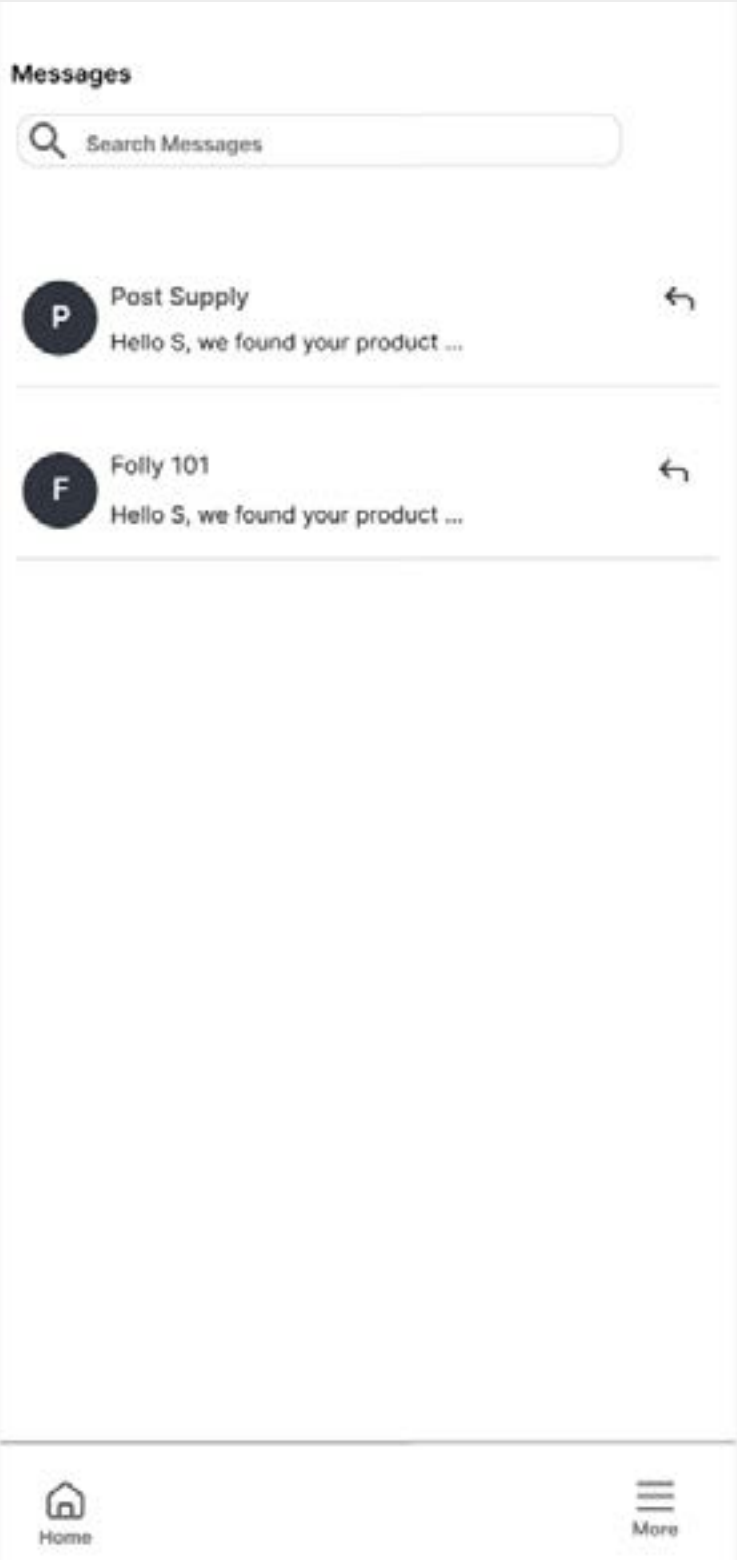
Multiple routes for sign in



Navigate using icons or through search



Sort through messages on screen or through search



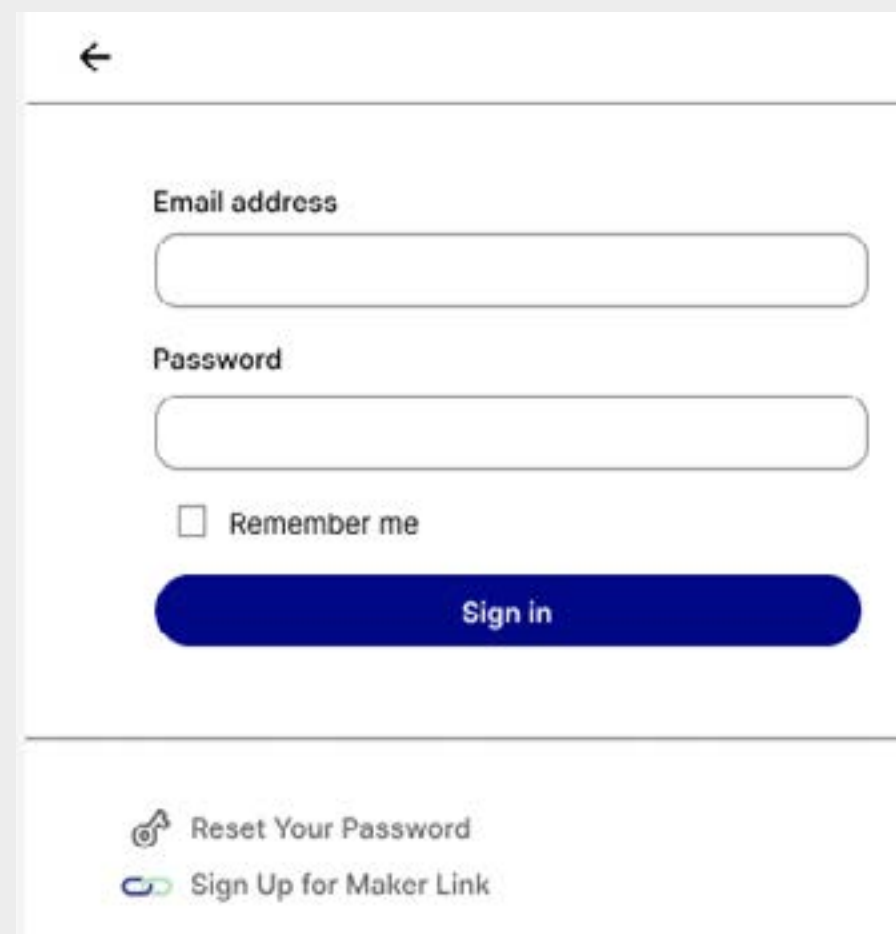
# Simple & Intuitive Use

- redundancy
- effective prompting and feedback

## UD Principle #3

### CURRENT PROTOTYPE

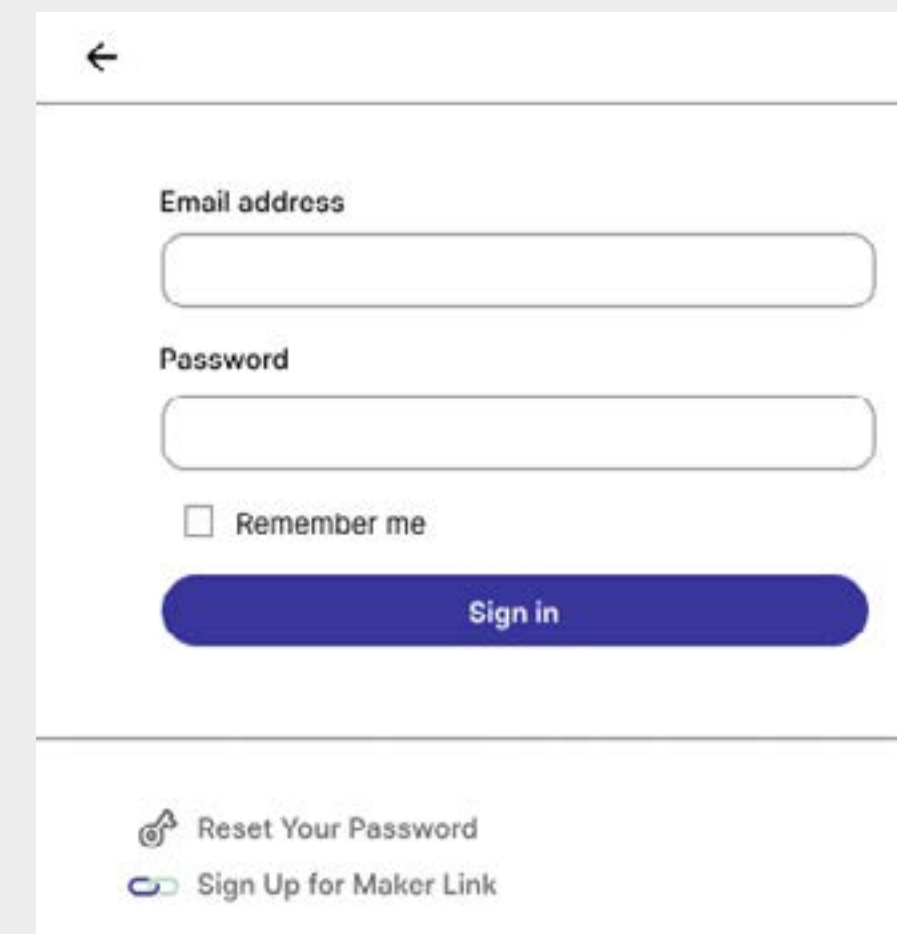
#### Regular



A login form in its regular state. It features a back arrow at the top left. Below it are two input fields: 'Email address' and 'Password'. A checkbox labeled 'Remember me' is positioned below the password field. A dark blue 'Sign in' button is centered at the bottom. At the very bottom, there are two links: 'Reset Your Password' with a key icon and 'Sign Up for Maker Link' with a chain icon.



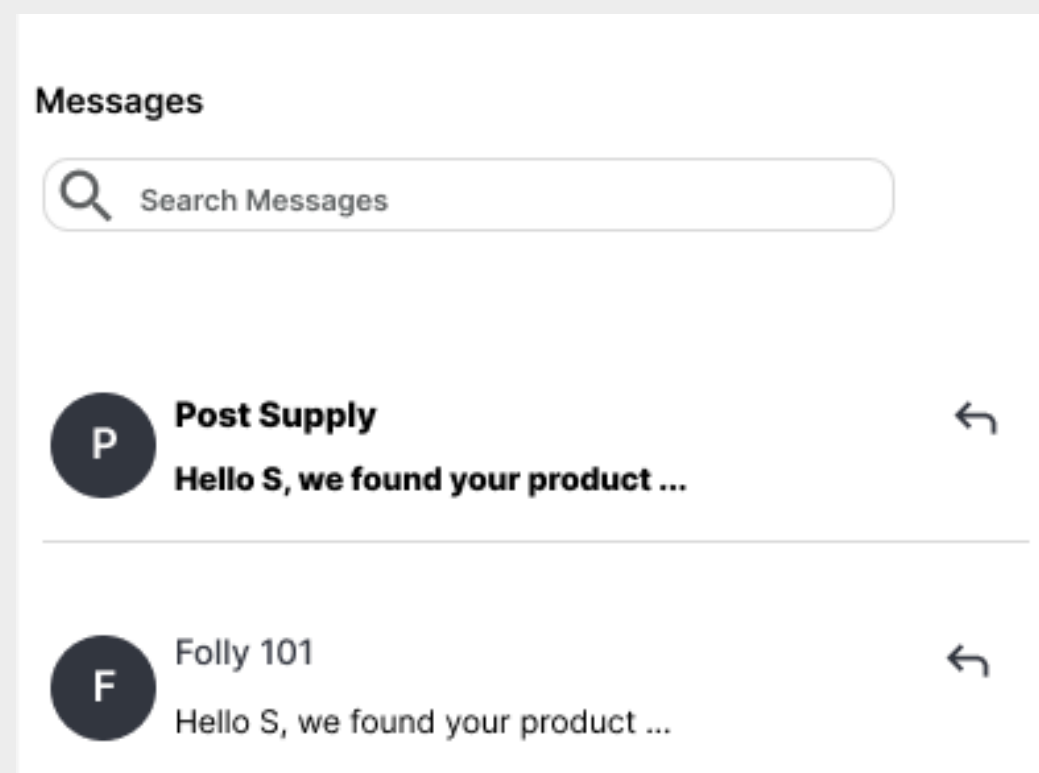
#### Pressed state



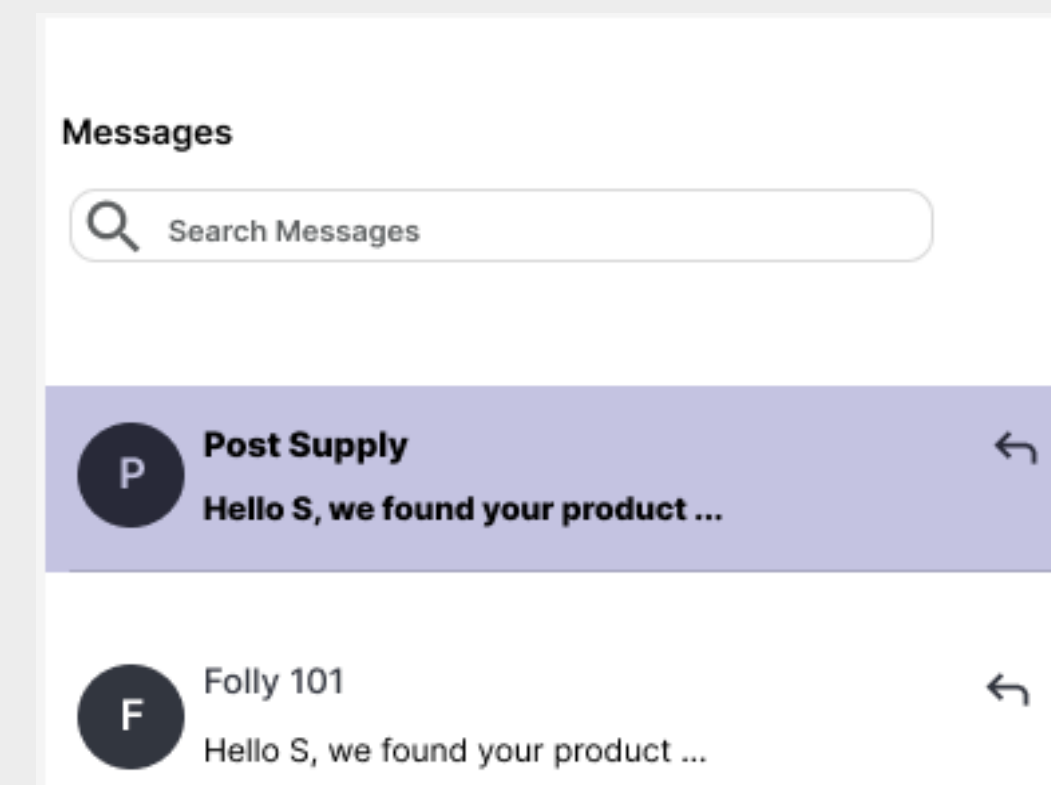
The same login form as in the regular state, but with the 'Sign in' button pressed. The button is a lighter shade of blue. All other elements remain identical.



Use of color for button in Pressed state and the redundant use of it to indicate actions



A messages list in its regular state. It has a 'Messages' header and a search bar. The first message is from 'Post Supply' with a 'P' icon and the text 'Hello S, we found your product ...'. The second message is from 'Folly 101' with an 'F' icon and the same text. Each message has a back arrow on the right.



The same messages list as in the regular state, but the first message from 'Post Supply' is highlighted with a light blue background, indicating it is the selected or active item.



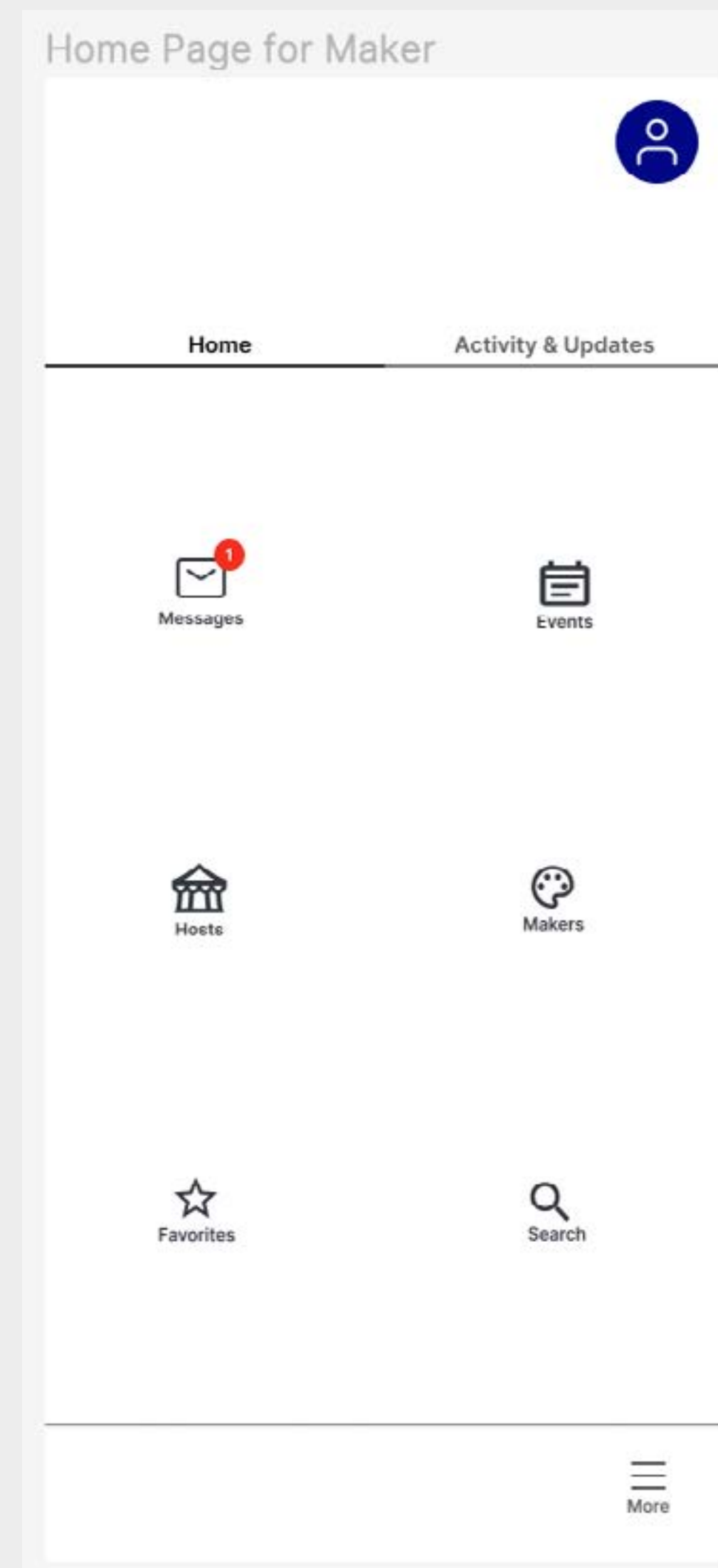
# Perceptible information

- redundancy of information
- differentiate elements

UD Principle #4

## CURRENT PROTOTYPE

Visual icons and written description for redundancy

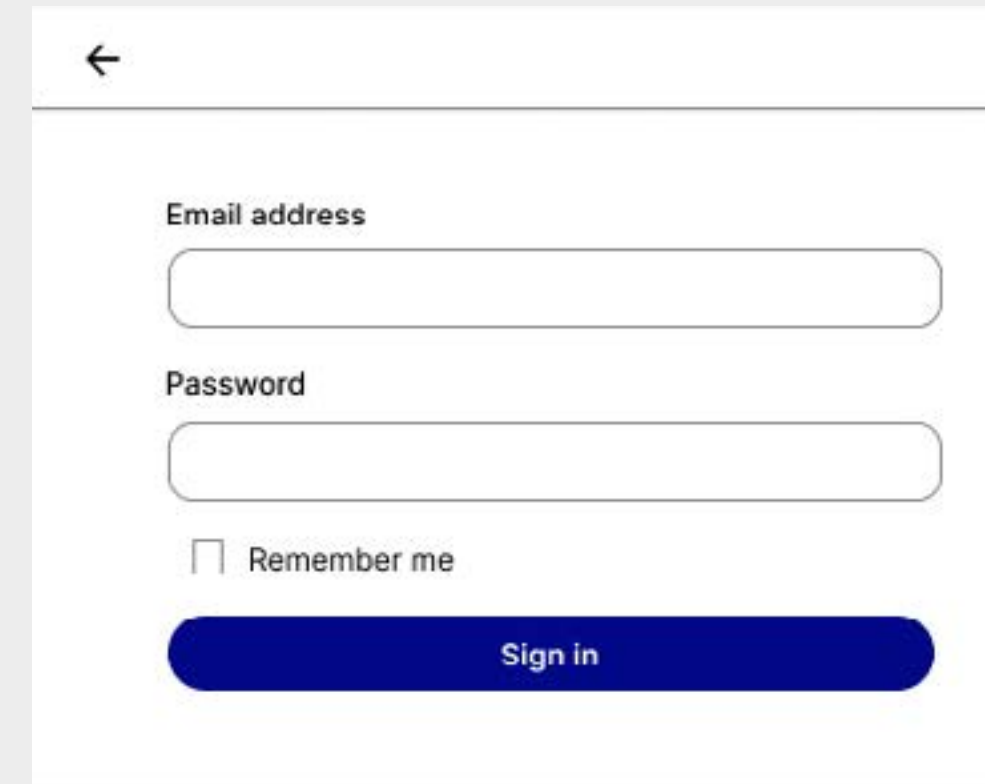


# CURRENT PROTOTYPE

## Tolerance for Error

- fail safe features
- back button

Back button →



A mobile app login screen. At the top left is a back arrow icon. Below it are two input fields: "Email address" and "Password". Below the password field is a checkbox labeled "Remember me". At the bottom is a blue button labeled "Sign in".

Rest password option →

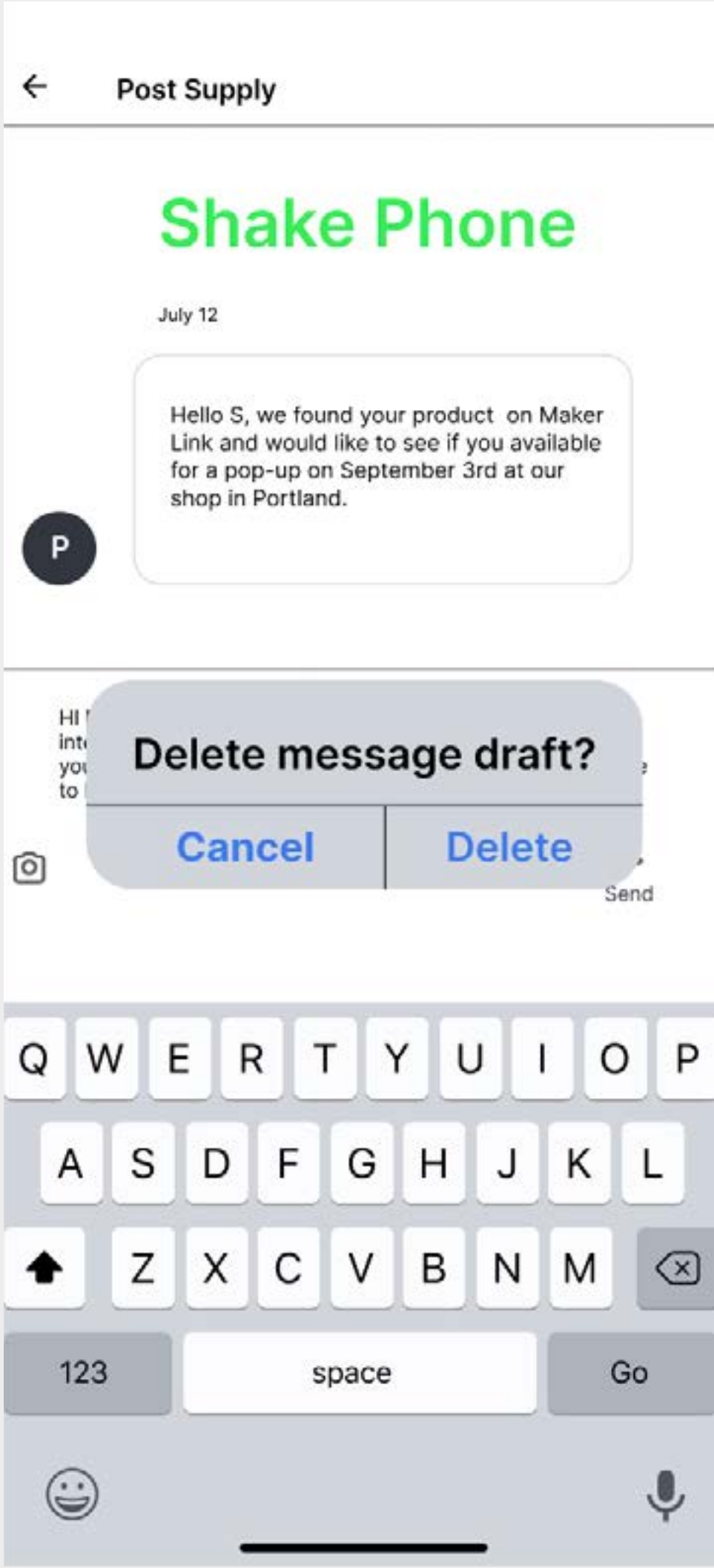
 Reset Your Password  
 Sign Up for Maker Link

# CURRENT PROTOTYPE

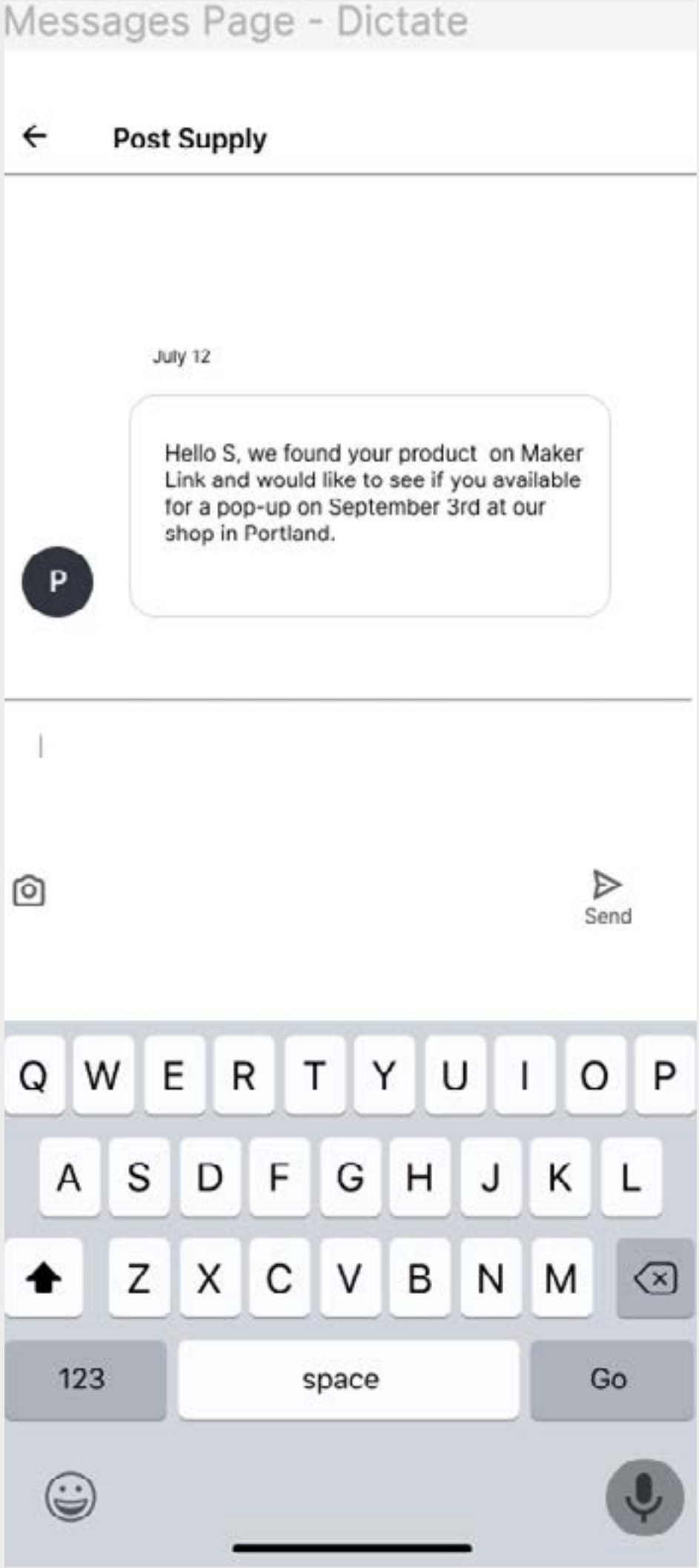
## Low Physical Effort

- minimize repetitive action

UD Principle #6



Delete message draft with less effort/ all at once



Option to dictate

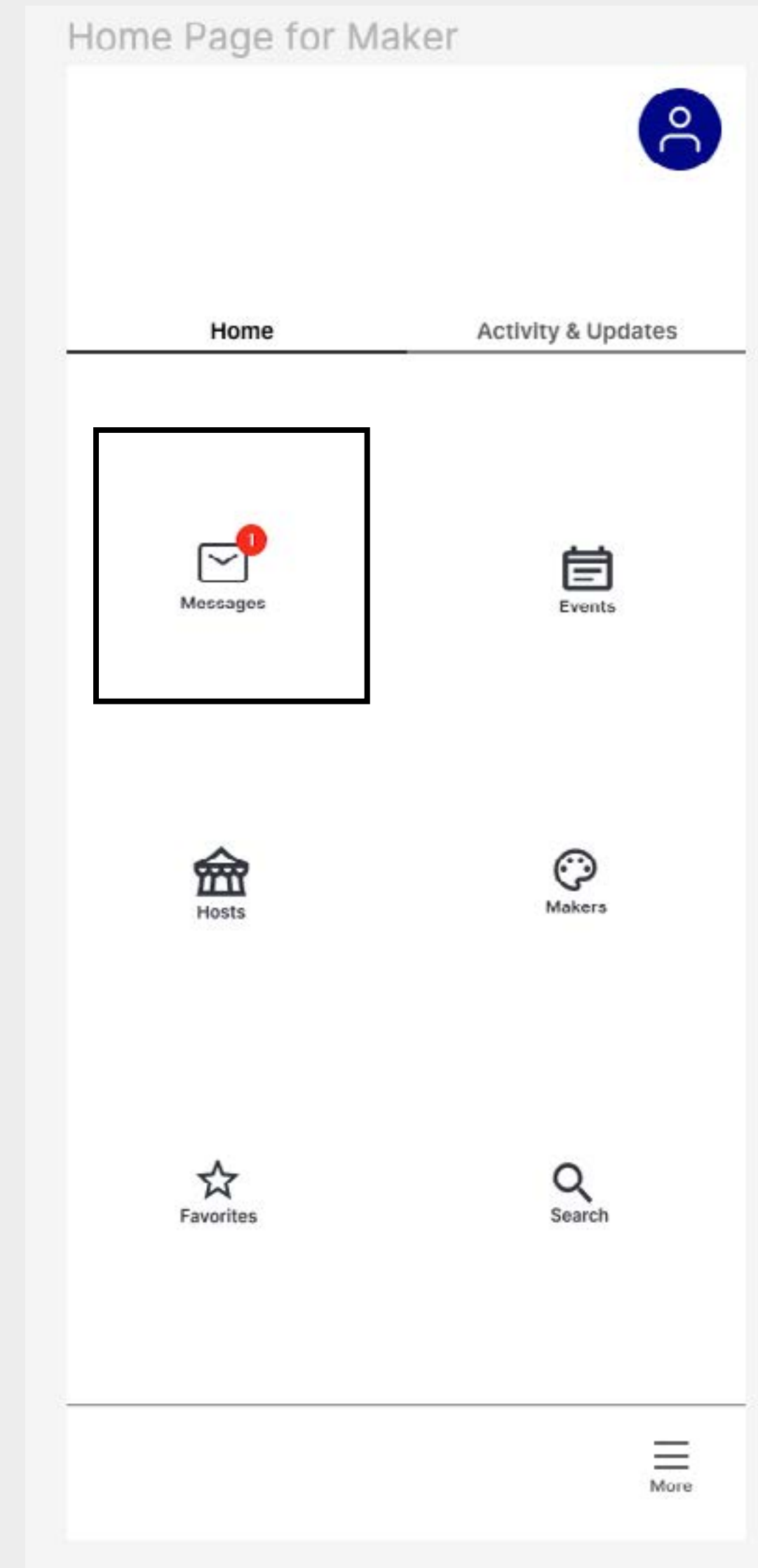
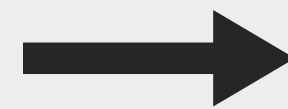
# Size & Space for Approach & Use

- accommodate  
for variation in  
finger size

UD Principle #7

## CURRENT PROTOTYPE

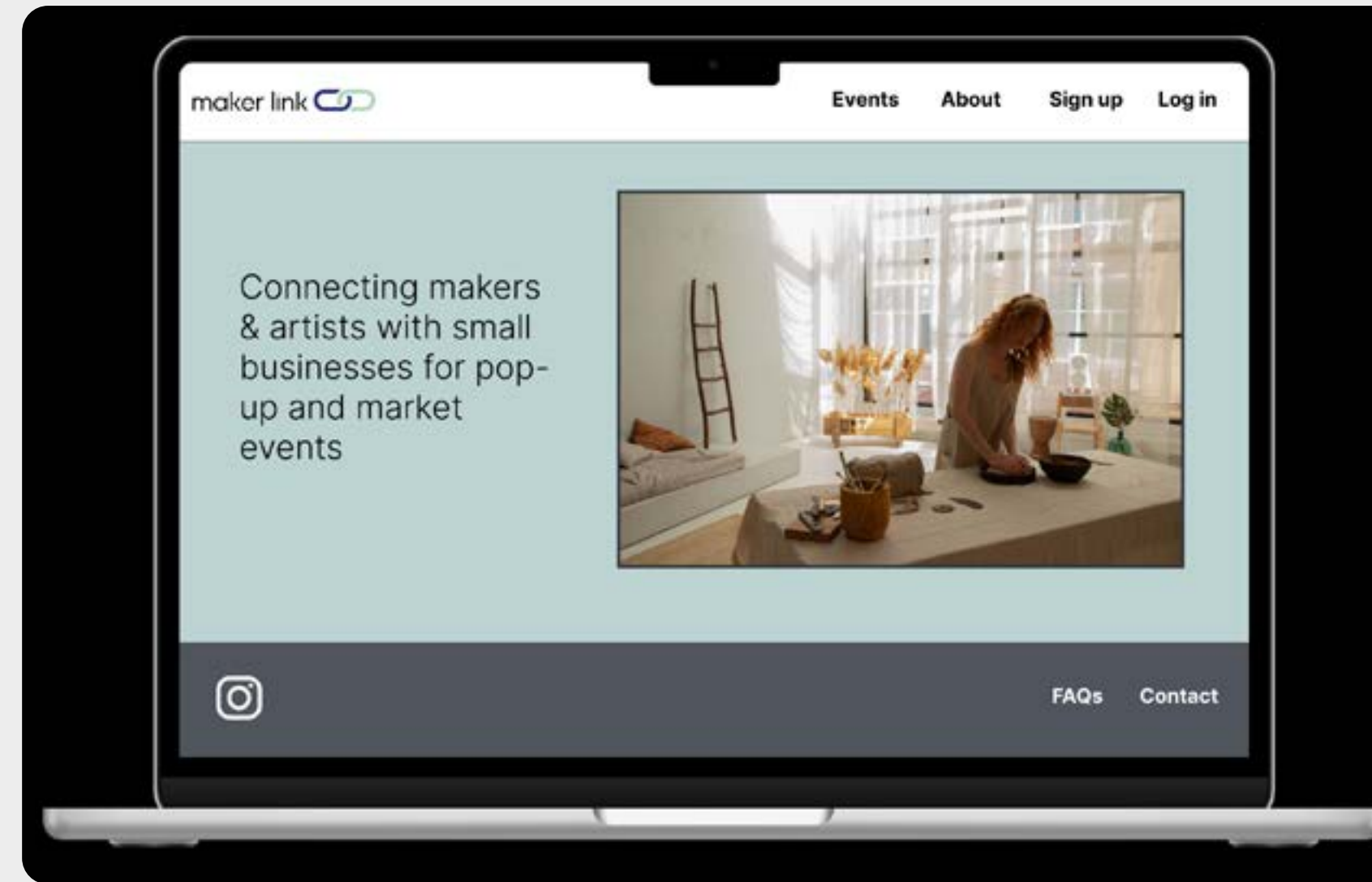
Adequate touch  
target area for  
buttons,  
145 x 145 px





# CURRENT PROTOTYPE

User 3 Profile walk through example: [click here](#)



User 1 Profile walk through example: [click here](#)