Lab Management System - Product (Interface) Design Document

Approach
User-centred approach – find out user goals & needs to use as design guide, in collaboration with user.

Design brief
(Already have prototype but some changes are needed after consulting with client at client meetings.)
Must haves: System is relevant to current / up-to-date location of the labs
 Admin login system
 Chemicals and equipment database
 Laboratories to be divided into buildings not lab type
 Mobile and tablet-friendly interface
Nice-to-have: Panoramic images or video of the labs.

Standards
W3C, WCAG
https://www.w3.org/standards/webdesign/

UX Laws & Principles
Fitts's Law
Hick's Law
Poka-yoke Principle

Prototypes
Low fidelity to evaluate function and task flow: Pen and paper
 Digital
High fidelity to evaluate system in more detail: Digital – using Figma or Proto.io

Test plans
Low-fidelity prototype tests – A/B testing (currently have two – by KG & WA)
Questions for users: What would you do if you want to book lab equipment?
 What would you do to see which lab(s) are available to use today?
 How would you search for a particular chemical?
Record and compare results
High-fidelity prototype tests – using high-fidelity prototype
Record feedback and results of tests, fix errors, make improvements and re-test.
(Perform heuristic evaluation where necessary)

Development
Ensure the application turns out as designed / visualised, assist with development issues.