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My wireframes design corresponds to the problem I've addressed on the last homework. The suggested design addresses the issue of the university library's self-checkout machines. During the process testing out the machines, I found them very non-user-friendly and it took me way more time trying to self-checkout a book compared to a student simply going to a librarian to check out a book.

My idea is to make the self-checkout process as easy as possible, with a minimal interaction between the student and the machine (very similar to the process of printing out documents using the computers around campus)

Assuming that Sara (Persona) is a student at Cal Poly Pomona, she's in a hurry to check out a book from the library because she is late for a class. She is not really a computer savvy and rather check her books out with the librarian rather than with a machine. But the line to the librarian is too long. To make life easier for Sara and other CPP students, I suggested a simple scenario to the checkout process as the following:

The front main screen of the system is to ask the student to either swipe their Bronco ID or enter their username and password manually. Next the student can immediately start scanning the ISBNs of the books they'd like to borrow one after the other, no interaction needed after each book. Finally, once the student is done they can click on the 'Done' button, the final screen is a screen of they'd like their receipt to be either printed or emailed to them, or no receipt needed at all.

1. Swipe Bronco ID or Enter manually.
2. Start scanning books.
3. Click Done once finished.
4. Print, email receipt or no receipt.

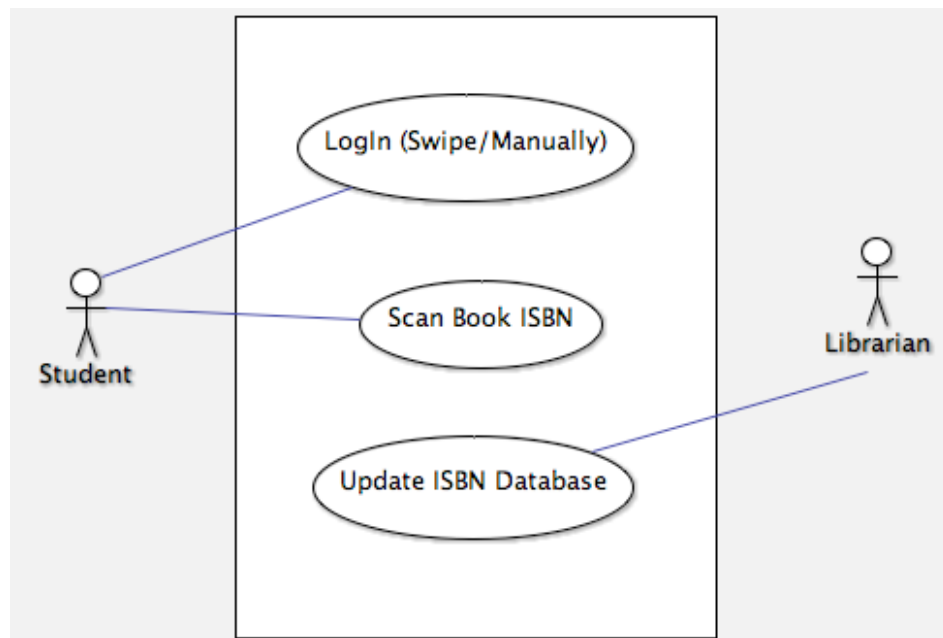


Figure 1 Use Case Diagram

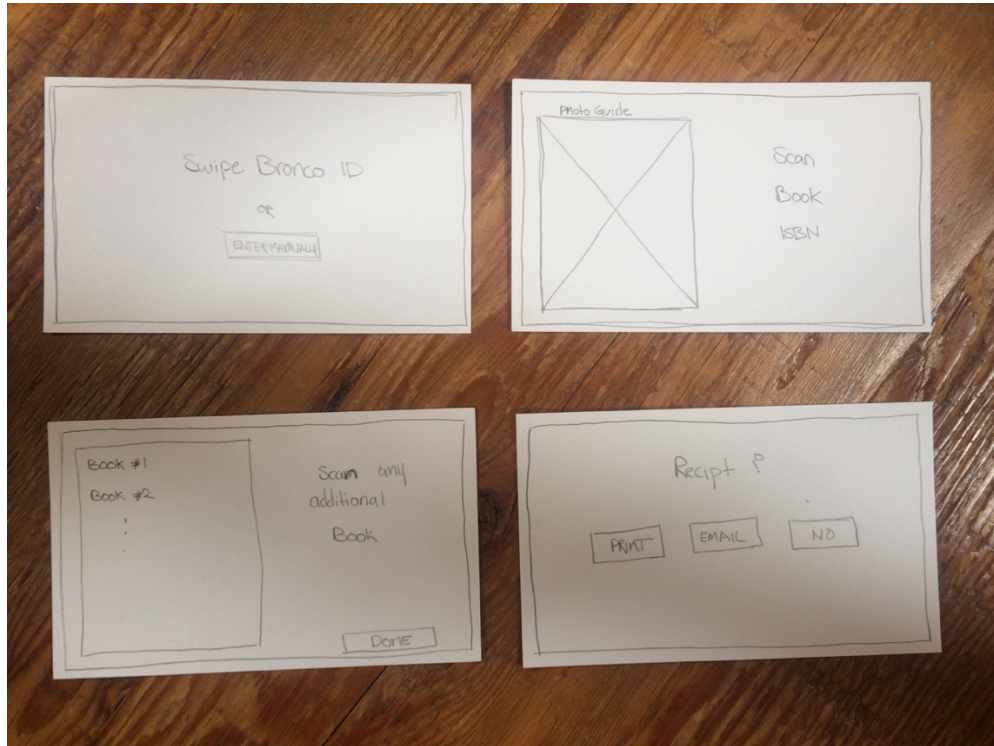


Figure 2 Suggested wireframes