



# **GADA ELECTRONICS**

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## **GADA ELECTRONICS**

# MOTIVATION

- Passionate about Gadgets
- To be different among friends.
- Affordability



# PROJECT OVERVIEW

- Platform where gadgets are available at good rates.
- Includes features like
  - a. Search
  - b. Filter
  - c. Product Comparison
  - d. Add to Cart
  - e. Cancel Order



# BEST FEATURES

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# PRODUCT COMPARISON

- Comparison between two similar products
- Features in tabular manner.
- User can navigate to the product page.
- Can press buy now to buy.

## DESIGN PRINCIPLES

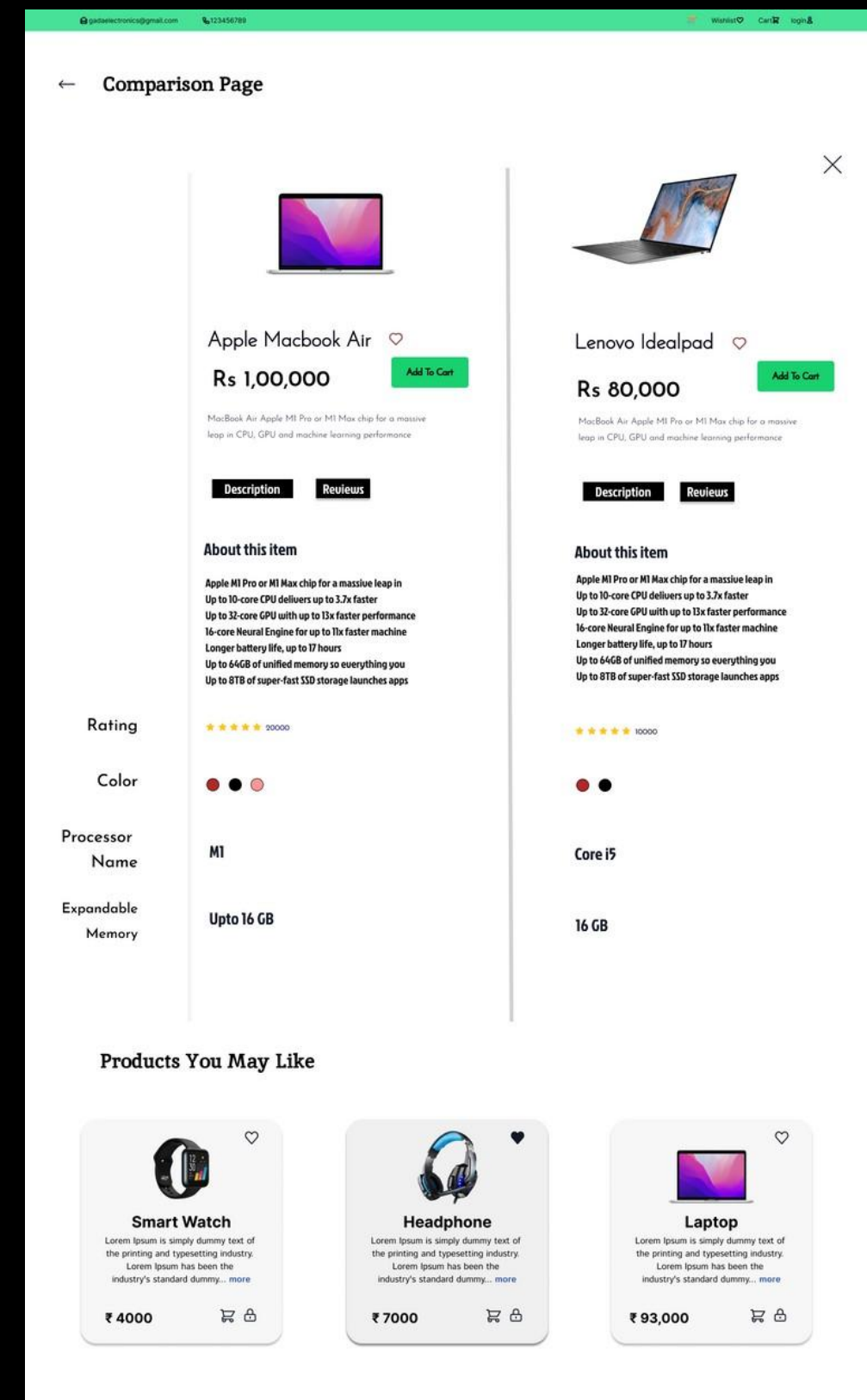
- Reduced Short Term Memory Load

## UNIVERSAL USABILITY

- Diverse Cognitive and Perceptual Abilities

## INTERACTION STYLE

- Form fill-in



# FILTER

- Improver User Experience.
- Saves Time.
- Used to narrow down
- It has apply and cancel buttons.

## DESIGN PRINCIPLES

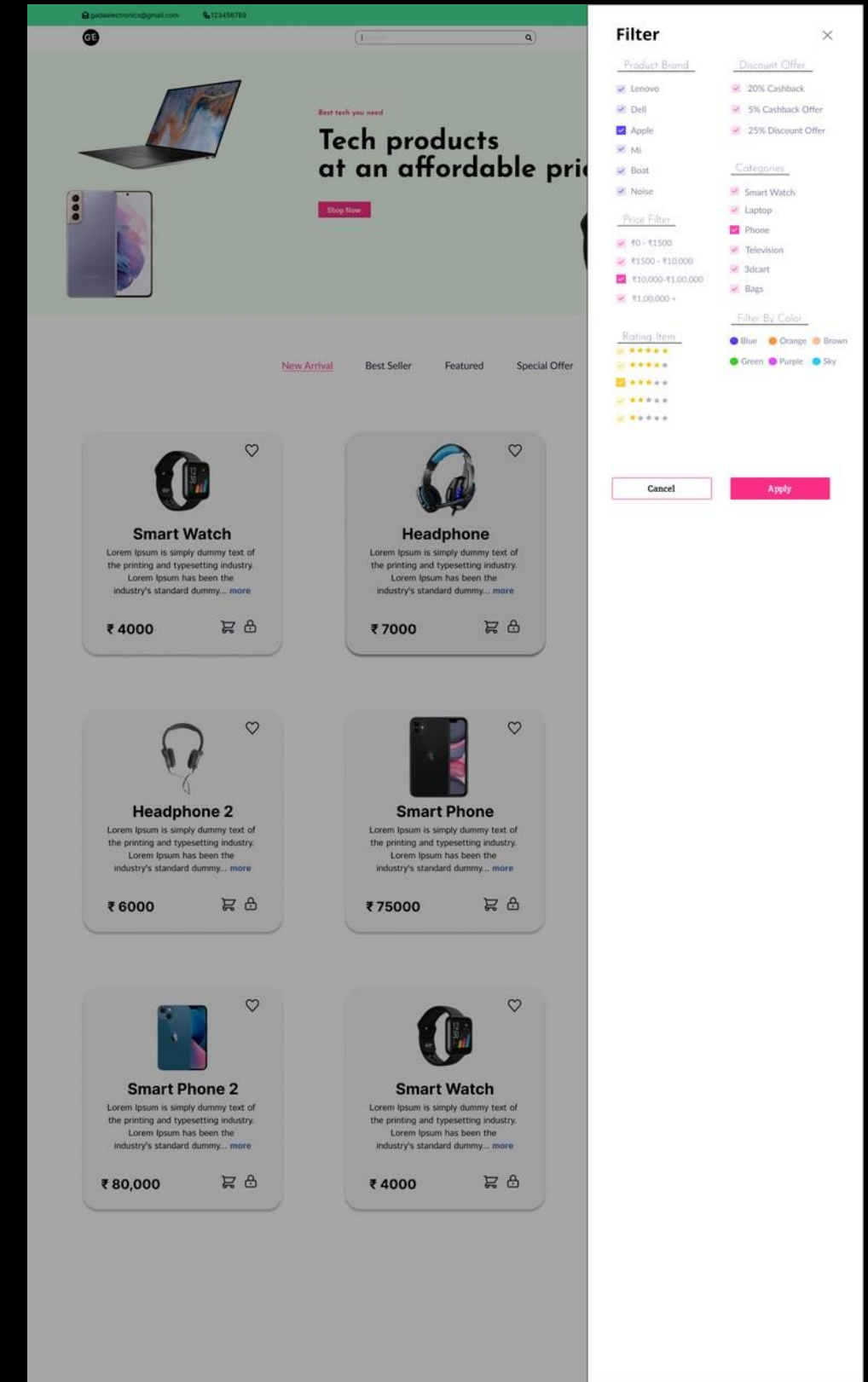
- Consistency
- Easy Reversal of Actions

## UNIVERSAL USABILITY

- Diverse Cognitive and Perceptual Abilities

## INTERACTION STYLE

- Form fill-in





# CANCEL ORDER

- To give specific reason.
- Mode in which user wants refund.
- Date by which user will receive refund.
- Can navigate to past orders

## DESIGN PRINCIPLES

- Offer Informative
- Feedback Easy Reversal
- of Actions Affordance


## UNIVERSAL USABILITY

- Fatigue and Sleep
- Deprivation Long Term Semantic Memory

## INTERACTION STYLE

- Form fill-in

**Cancel Orders**



**Laptop**  
Space Grey

★★★★☆ 4.5 / 5  
order id: 123456789  
21st January, 2021

**Order Status**

**Ordered on** 25th March, 2022 ✓

**Shipped on** 28th March, 2022 ✓

**Out for Delivery** 1st April, 2022 □

**Arriving on** 1st April, 2022 □

**Add Note**

[Confirm Cancellation](#)

## DIFFICULTIES

### Getting Used to Figma

- It was tough for all of us at the first place to use totally new kind of tool. But after spending hours and iterating same thing for multiple times we got used to it and used the tool more efficiently.





# DIFFICULTIES

## Wiring

- It was used to connect the different designs (webpages). It will be easy for the user to use such a product.
- We saw some videos and went through tutorials on how to do wiring in Figma, which helped us to do the wiring.



# DIFFICULTIES

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## Layers

It was difficult for us to get used to the layer structure that a frame has - locking, unlocking it, reordering layers, grouping them together, etc. Video tutorials on how to get started with Figma helped us solve this difficulty

# **REAL LIFE IMPLEMENTATIONS/ CHALLENGES INVOLVED**

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- People from different age range requires different types of interfaces.
- Right now it is made only for desktops. If it were to be deployed in the real world, the website would need to be made responsive.





As the websites becomes popular, there may be a lot of users using it. Hence it may cause the website to take a lot of load and it may end up being slowed down.





In the real world, along with time, more and more components /features / functionalities would be added in the website.

Those upgrades would have to be designed in such a way that the interface stays consistent and their design is similar to the components previously developed.



# LEARNING THROUGH PBL COMPONENT

- ❖ Real World websites and applications using Figma
- ❖ Function of a website
- ❖ Product Development
- ❖ Visualization of the flow
- ❖ Judging with the websites using HCI Concept.





**THANK YOU**

