

Self Checkout UX Design

TEAM #1 Fundamentals of UX

Observation & Interviews



Interview Questions:

How often do you use self-checkout?
What prompted you to choose self-checkout?
What do you like about this?
What do you dislike?
What would you change about this experience?

Take Aways:

- 1. Self-Checkout used only when shopper has a few items.
- 2. When they want to skip the regular line believing the transaction process will be faster.
- Interface isn't always intuitive.

Affinity Diagram



Diagram Categories:

1. Motivations for Use

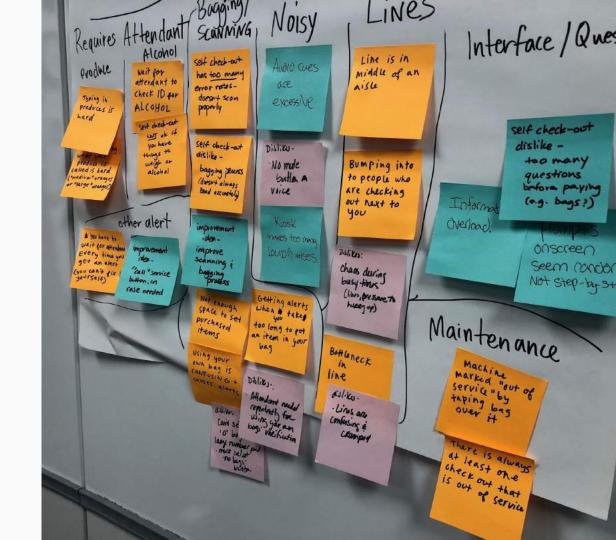
- No human interaction
- Faster for just a few items

2. Pain Points

- Produce
- Alcohol
- Bagging
- Noise
- Lines
- Touch Screen
- Maintenance

Take Aways:

- 1. Checking out produce is hard.
- Bagging produces lots of errors.
- Scanning items doesn't work well.
- 4. Kiosks are noisy.



Experience Mapping

	Autoria -		Finding	Entering	Searching for Products	Flooring	94ardhay	= 15 at 1	SO IT Check out	Self Checkout
Phase	Before Driving to	packing	cart	the store	5 ()	Hems	10.00	Self checkout	Bogg Ing	Payment sween
Thoughts and Feelings	· (claxed) · exched	· anxious · dead · amonged	· relexed · brieflyconfused	exchement telles	o confusco o naxious	·joy ·celled	· Bored · Oaxrous · Impares	· fluction	· confusion	e confushed
Customer Actions	o the visit of the control of the co	nitry from	· pulling large or Small court · Finding Court	* Otycosopy	· Seconda by sol standage nowleating different insies + areas of store		· Storoling	· Scorning itsms repertisely	· Clone · Placing Hens in coergnit aren.	· Visnal Scanling of options 4 Scients
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People and Environment	· Interior of CAL company Road + wend he company what is a production tought of the company	· persons . persons .	· Parking 187	· Constructs	· Other people · Tigrage	0 (0009) 0 (Newy	ones Shappers noises onement	· long ong	behno Gar.	. Loud notses . Store S a lots of people . 1845 . multitacking
Value to Customer		e those pocking		· governl occord	need at what	. > 11	· Nore	e spiral to	· ability to	· Ease of use
Value to Organization	• CORFUNE access • Silles	* CULADATES CETECKTON	· ability for customers to shop hor more.	· OCCUPS +0 CUSTOMES	· Helps Shappers buy		thereous	SNES	· Ø 1)	· Second Payores + +

Take Aways:

- There's a lot of room for improvement
 - What seems like a simple, everyday experience is actually pretty complicated
- 2. Remember "I am not the user"
 - It's hard to not incorporate your own feelings and experiences to the map

```
CUSTOMER ID
                        FINISH& PAY
                                           PACK UP
                                        1 · Rushed getturg
                      - Content/surprised/
                                                        · Relief
 · stress trying to
                                        stuffe in bag proper.
                      stressed when final
 find carel
                      s a mount appears
                                         what do I do
 · satisfied when
                      - Feel rushed
scan and savings popul, confused by bag
                                        with my lasket
                                         reciept want
                                                        ·walk our
                      -gelect "Finish + Pay" - Take reciepts
 -Finter alternate 10"
                                         (sometimes not)
 or pull card out -
                      · Enter # bag cused
                                         Make sure ..
                       (0-9 or NO Bags)
 scan or swipe it
                                         everything is
                                                        sometim
                      -select payment type
                      ouse pin pad for cards make sure fragile
                      -coupons to attendent
                                        stull is on top
                      · Touchscreen
                                         · your bags
 · card or key latd
                                                       erraghic
                     ·credit card
                                         · Paper bags
·To conscreen or
                                                        Doors
                      osnap card
PINPAd
                                         Re CIEPT
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 ·suipe or scan
                      tash
                                        · Coupons
                                                        backets
                      -Pin Pad
                                        · Carts/baskets
                      People waiting
                                         apen up
                                                        · More SF
· same
                                        checkout for
                      for you to Rinis
                                                         space
                                        next person
                                        -walk out door
                                        to artside
                      -Almost done
                                         ·Get organized -1'm dor
-save money
                                        for walk/
· See discounts
                                        drive home
er on screen, ful
  frugal
.Track what
                      · Get $
customers are buyin
```

· O shouldn't be

an motion

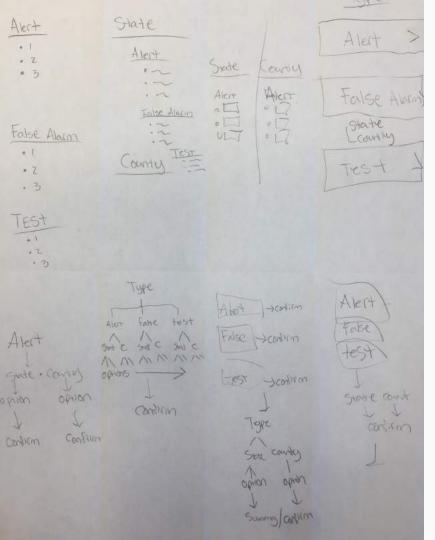
not emails

-sometimes

don't bag till'm

EX

Crazy Eights



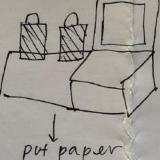
Take Aways:

- 1. Trust the process.
 - a. It's awkward to come up with bad ideas, but that's what you need to do to get to the good ideas.

Brainstorming & Sketching Solutions

phone app for customer 10 coupons + option for apple pay (so don't ned to search through wallet for amything) ERROR





bags in a standard, intentional place so I can grab one of I need it (not in middle of checkout aisle in boxes)

(sometimes you byo bag
AND you need a paper
bag.) M

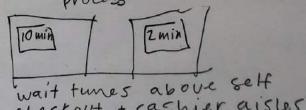
Bout your outplass down

1005

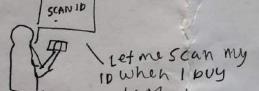
I don't want to buy

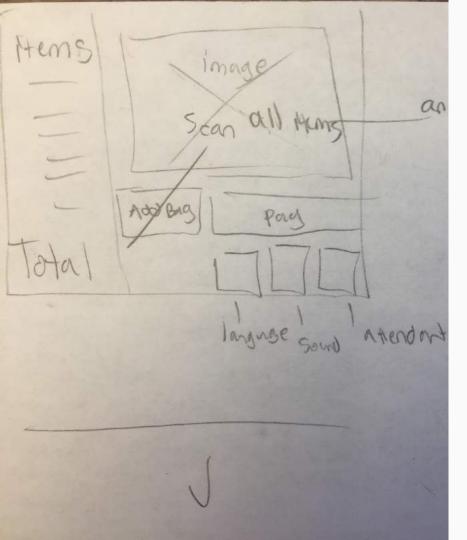


Make it more clear/
easier to put my
bags down when ever
want during checket
process



provide pexpert users ability to correct errors





Hypotheses:

People will be more likely to self checkout if:

- They get rewards sarah
- Wait times are displayed EMILY

The experience can be improved by:

- Ditching the scale
- Integrating pinpad with touch screen AMY
- Adding option to turn off audio AMY
- Making it easy to add produce DWAYNE
- Using a bag dispenser to automatically track # of bags used EMILY

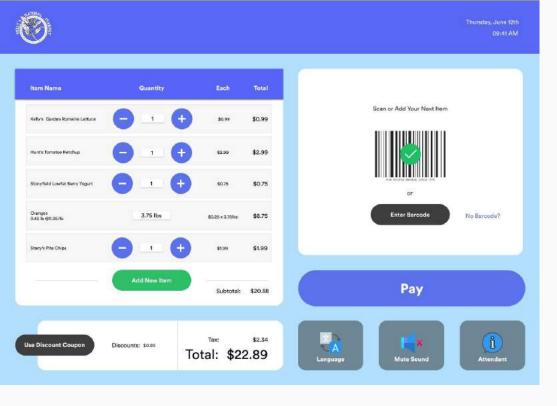
Prototypes & Testing



Start



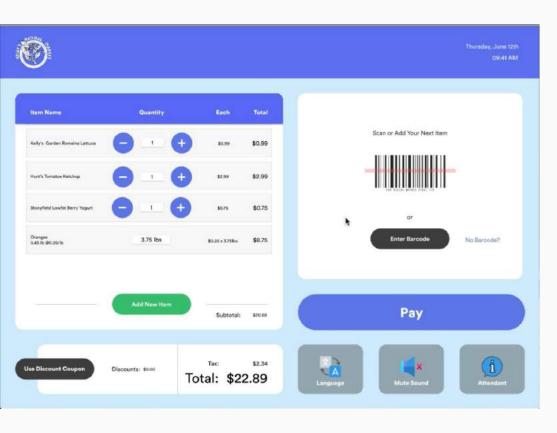




Point of Sale

The main point of sale screen was redesigned with the goal of ease of use and priority for having the ability to easily add new produce items that lacked barcodes.

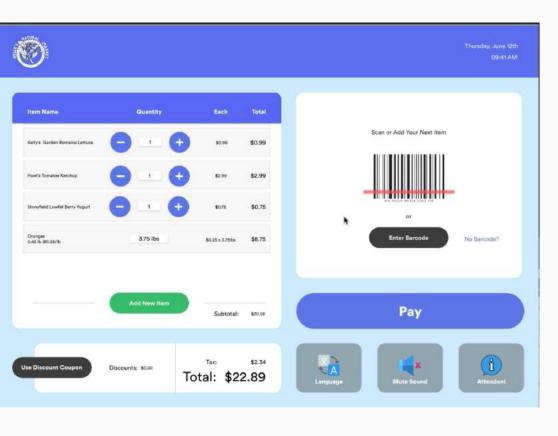
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Item Scanning (1 of 4):

When a user scans an item there is a visual cue notifying them that it has been added to their grocery list.

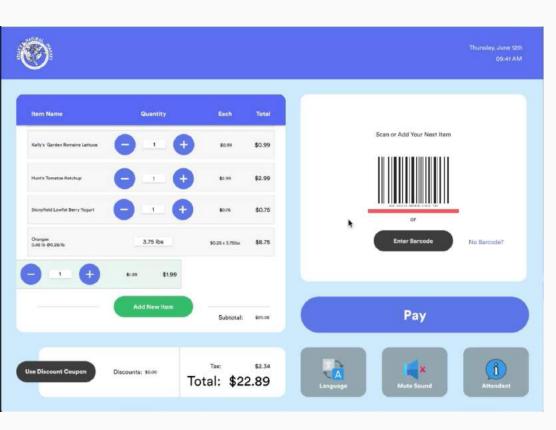
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Item Scanning (2 of 4):

Red scan laser runs down the barcode.

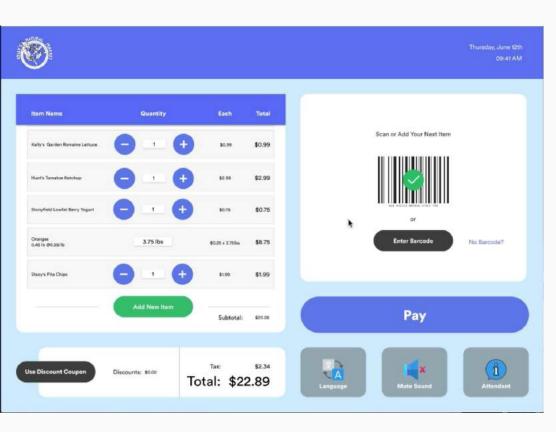
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Item Scanning (3 of 4):

Once scan animation is complete, the new item slides in from the left of the list completing the transaction.

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Item Scanning (4 of 4):

A completed transaction is identified with a checkmark and the screen resets to being blank, awaiting the next scan or for user to add a new item to their list.

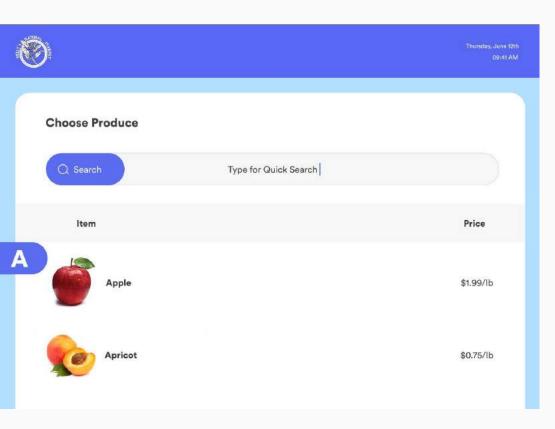
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Adding a New Item:

When clicking the green add new item button, the user would be taken to another screen full of sub categories of items.



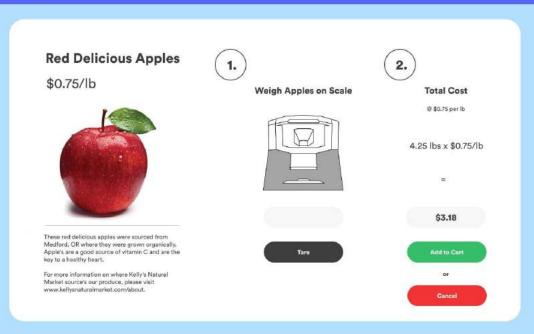
Searching Specific Items:

Searching produce would alphabetize all the available produce and also allow a text search which auto-suggests based on keywords typed.

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Thursday, June 12th 09:41 AM

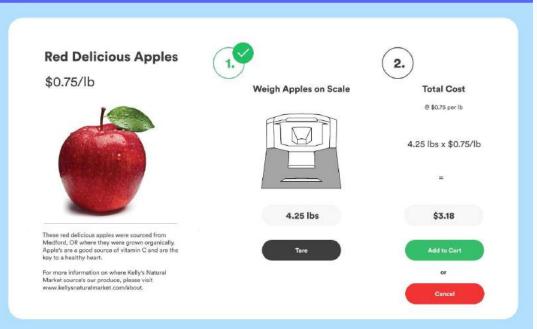


Weighing an Apple:

Users would have to weigh their apples by placing them on the physical kiosk scale and then press a button to calculate the weight.



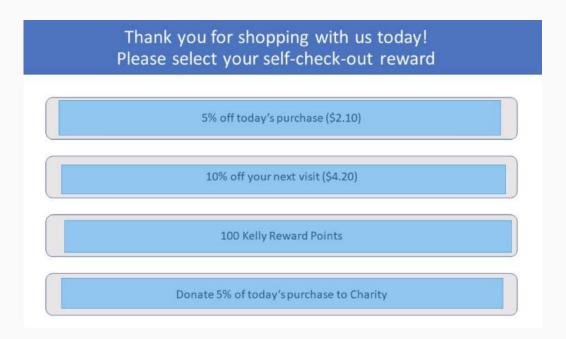




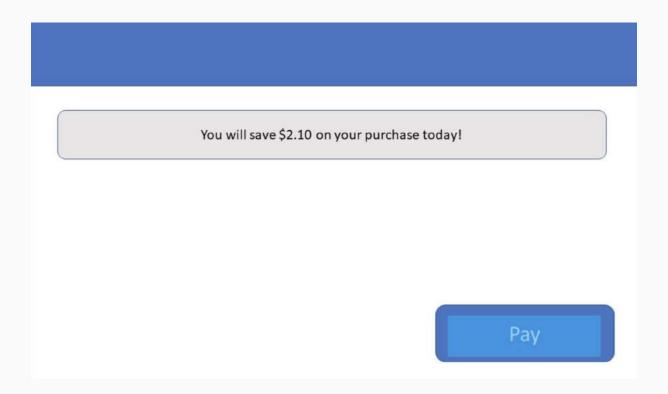
Adding an Apple to the Cart:

Upon a successful weigh, the total cost based on the weight would automatically be calculated and the user would have the option of adding to their cart or canceling their transaction.

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Thank you for donating your savings to charity today. Please select which charity you would like to benefit: UNICEF Sierra Club **Doctors without Borders** American Red Cross



Total Amount Due: \$50

Select Payment Type:









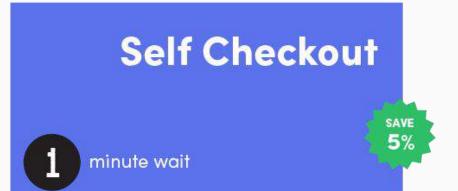
Pay







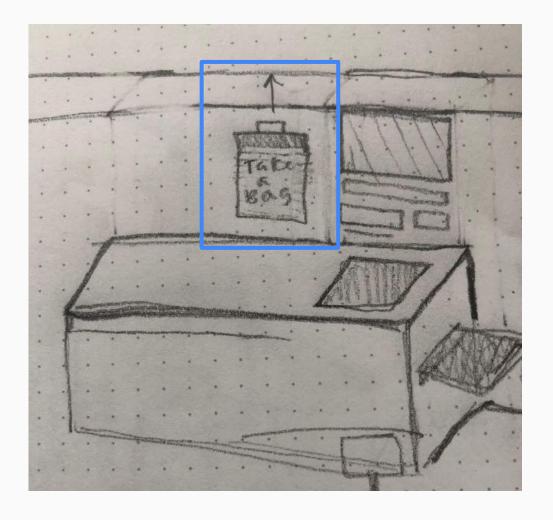






minute wait







Takeaways:

- 1. Test with lower-fidelity prototypes.
- 2. Prepare questions to get the feedback you need.
- 3. Ask "How can I test this?" while designing.
- 4. Integrate team member's designs into testable product.

QUOTES FROM INTERVIEWEES

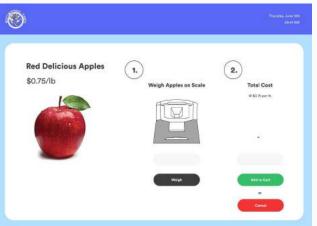
"I don't like choices"

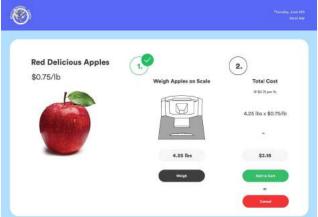
"Deals now"

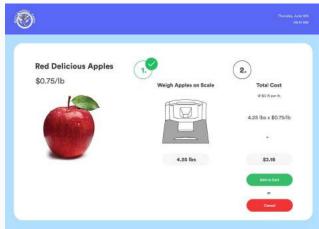
"What does 'tare' mean?"

"There is information about this apple, which I don't care about."

Final Designs





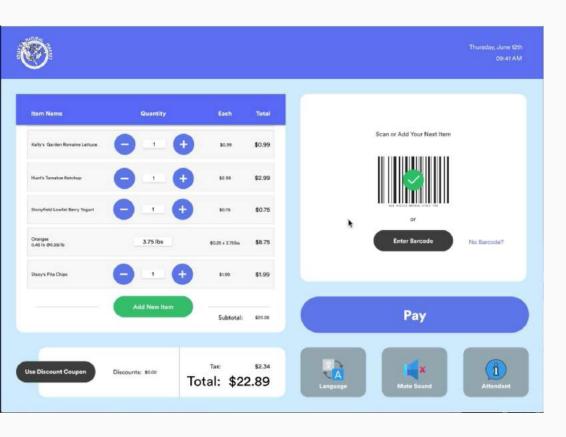


- "Tare" CTA changed to "Weigh"
- Apple Info Removed.

Total Cost adds after weigh in.

 Weigh Button Removed.

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Takeaways:

- UX copy is important.
 - "Tare" vs "Weigh" on a button confused users
- Less is more.
 - Some copy just isn't necessary
- Make everything interactive related to your goals.
 - "No Barcode?" text

Questions? Feedback?