Lo-fi Prototype

These are three of some of the concepts that I explicitly thought about and used as I designed my lo-fi prototype. These concepts are Constrains, Effectiveness vs Efficiency, and Thresholds & Ceilings.

The first concept used when designing my lo-fi prototype is the concept of constraints. Other than the profile page where you are filling out your information, in respect to the prompts given. There are never too many options available when it comes to helping accomplish your task. It is made that when you want to do something there aren't too many ways you can try to go about doing such said thing. It is designed in a way where if something is going to make it more difficult or cause adverse effects towards your goal of scheduling a hamper or updating your profile, that option is probably not there. So, unless you click on the navigation options to switch to other pages you don't have to worry that on the page to schedule a hamper, that your profile information is getting changed or that you need to be flipping back and forth. It is a matter of if you want to update or change profile information, then you change profile or update profile information. If it is a situation you want to contact us, then you are filling out a contact us form. There are only the options provided, where it's not a case of I want to do something but now don't know if I must spend the next hour going through all the possible page combinations to try and find that singular button to do what I want, due to it being ambiguous as to whether or not it is possible.

The second idea would be the balance or focus of either efficiency or effectiveness. With this idea in mind, I thought that this needed to be something that should be effective when you are first introduced to it. Which can be a little more discouraging to some first-time users but then, this would then more than pay off in the long run due to the fact of it turning into something that would be much more efficient once you get that required information in. It would then turn into a much more trivial matter that is just a matter of selecting a time that is available for scheduling for a hamper.

The third thing that I wanted which ties into the other two concepts already mentioned but also into many others is. The idea and concept of trying to have an understandable program where it has a low threshold and a low ceiling. The reason why is because this is not an application where we want to do a lot of things. We know that the main goal is to be able to schedule people in for hampers, whether that be for delivery or pickup. It is not something that can be considered a very high ceiling type of application, which also can not be considered as being something that has a high threshold either. Although it may not be something as intuitive (this being with a grain of salt) as maybe an ATM. Which I believe can be considered intuitive or at least where it can be assumed that most adults in Canada have at least had an encounter with it and can complete the goal of withdrawing money. I believed that if I made the steps clear and high level, so basically, if I want to schedule a hamper, I will click the schedule button on the navigation bar across the top of the page. Then go through the motions of doing that. We could also say that maybe I want to change my account or profile information, then I would click the profile button and so on.