WORKSHOP 04: LOW–FIDELITY

FlushFinder

Team Number

G03
Submission Date

04/04/2023

Contents

1.0 Team Details

**Team Number / Name:** Gee-Oh-Three (G03)   **Tute day / time:** Tuesday 11am
Project / Name: Where's the cleanest public loo near me? **Tutor:** Dr Shreya Ghosh

Student	Name	Student Number	Role
1	Hans Wong	20968560	Researcher
2	Harry Walters	19166700	Project Manager
3	Kuldeepsinh Talatia	20872043	User Researcher/Data Analyst
4	Navinda Jayawardhana	20537054	Usability Engineer
5	Ola Malek	19756512	Graphic Designer

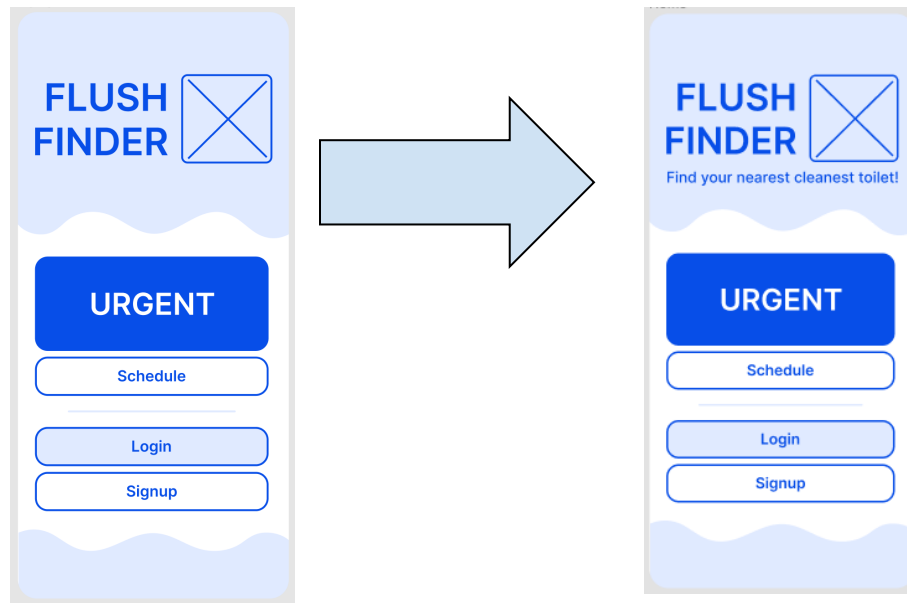# 2.0 Prototype Development

2.1 Wireframes
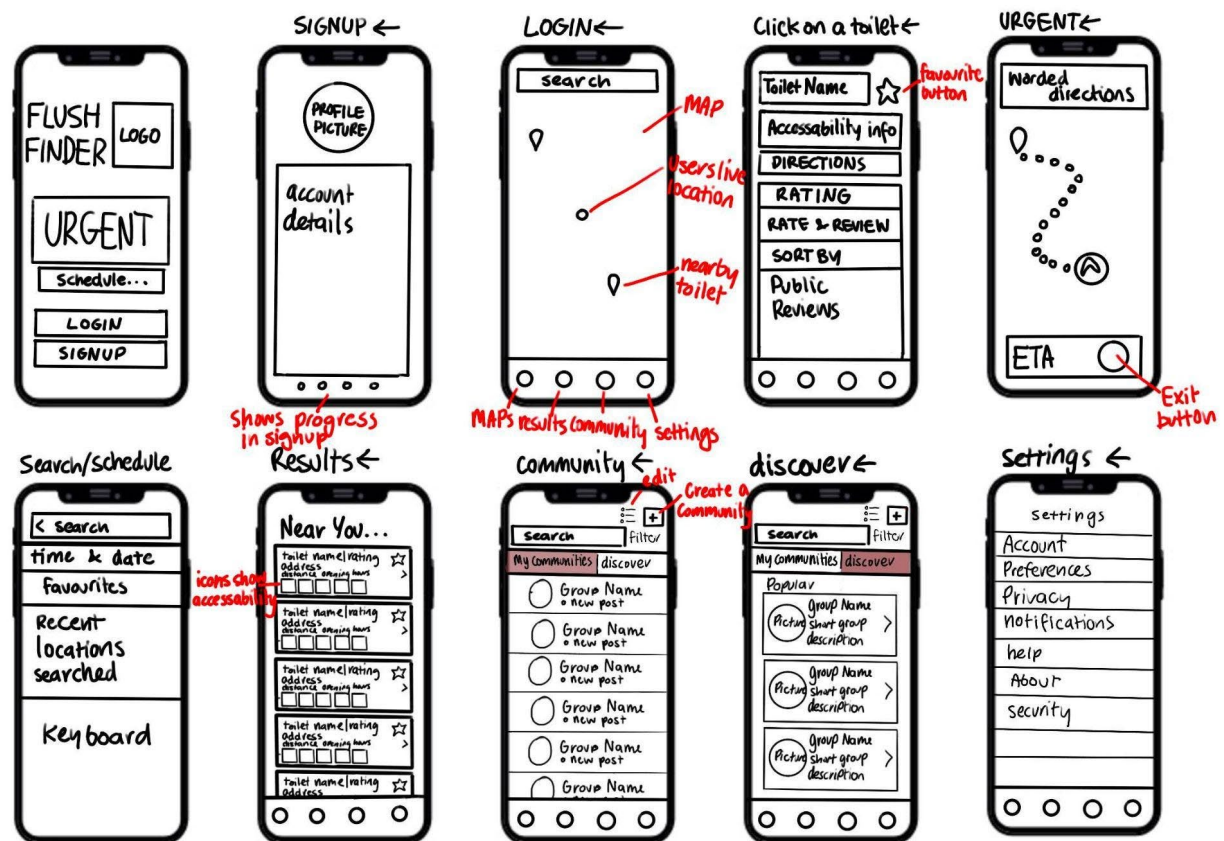
These wireframes were shown to a few people for feedback on what they like about these wireframes and what they don't like. Generally, our current layout has been well received.

- Particularly, folks have enjoyed our 'urgent' button. We designed it so that if you are in urgent need of finding a toilet ASAP (or a first-time user who hasn't signed up yet), you can instantly find your nearest toilet at the click of a button.
  - However, some users have mentioned that users might still need to input certain preferences before giving directions.
- Another aspect which folks enjoyed were a map and list views of nearby toilets. Folks liked the choice between the granularity that the list view provided and the concise visuals that the map view provided.
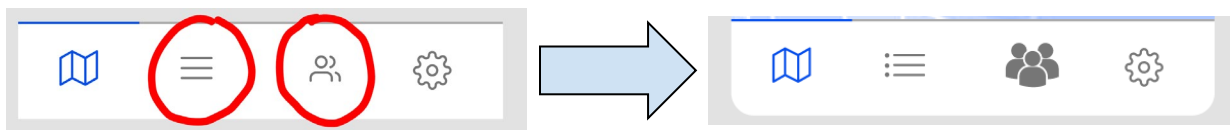
We have summarized some of the initial perceptions in the FigJam board below. Please see the references for the live link.

Likes

This is really easy to read and comprehend , as it communicates the structure , hierarchy,and basic functioning of the design in a concise manner .

Navinda

Incredibly user friendly because to the usage of icons and straightforward language

Navinda

i like that this wire frame has a "favorites" section where users may store regularly visited restrooms. This is an excellent feature for frequent users.

Navinda

I like how straightforward this wire-frame is ; it's easy to grasp how a user would look for a restroom and obtain directions to the one that's closest to them.

Navinda

The "urgent" button has positioned in a way that both visible and accessible, making it simple for users to get to the app's primary functionality in a short amount of time.

Navinda

Having ratings and reviews on each restroom is a nice touch. it's a great way to add a social element to the app and help people to make better choices .

Navinda

Urgent button helps the user navigate to their nearest toilet in as little clicks as possible

Ola

UI design uses a lot of familiar elements from best in world apps such as google maps, instagram and faceebook

Ola

List view allows users to easily see all the important information needed about the toilets in their area

Ola

Task bar allows user to easily navigate around the app

Ola

Breadcrumbs are used to show the user what stage their up to within the sign up process

Ola

Quick-access buttons such as cleanliness, accessibility, availability of baby changing room stations below the menu sections.

App allows user to see whether the bathroom requires payment or not, in terms of entry fee, toilet paper purchase etc.

Map feature in the map is useful to allow user to see the bathroom in relation to the user's current location

A large data base of bathrooms, allowing users to easily find bathrooms no matter where they are.

Dislikes

I do not think it's clear from the wire frame which toilets are public and which ones are private. it's confusing , and people who mistakenly try to use private toilets could run to trouble.

Navinda

i think it would be more precise if different types of toilets were shown with different colors and icons (e.g. accessible, family-friendly,etc.) which is very helpful for people who need to find a certain kind of toilet quickly .

Navinda

Urgent button should navigate to prompt users to input their preferences. Otherwise it may not direct the user to an appropriate toilet.

Ola

No ongoing motifs that make the app unique and show what the purpose of the app is.

Ola

Search bar providing different bathroom locations if they have similar/same name. Causing user inconvenience.

Directions button should be above accessibility information as it is more important,

Ola

App's usage drains user's phone battery quickly when used for an extended period of time.

Sometimes the information given about the availability or cleaniness is inaccurate.

Once you sign into the app there is no longer an urgent button. Maybe include it on the map.

Ola

Users are vulnerable to privacy concerns, because personal information/ current location are display on the app.

2.2 Iterations

Feedback was received where the user couldn't quite identify the purpose of the app at first glance. A call-to-action was added to help prompt the user to understand that this app finds the nearest toilet in your area.
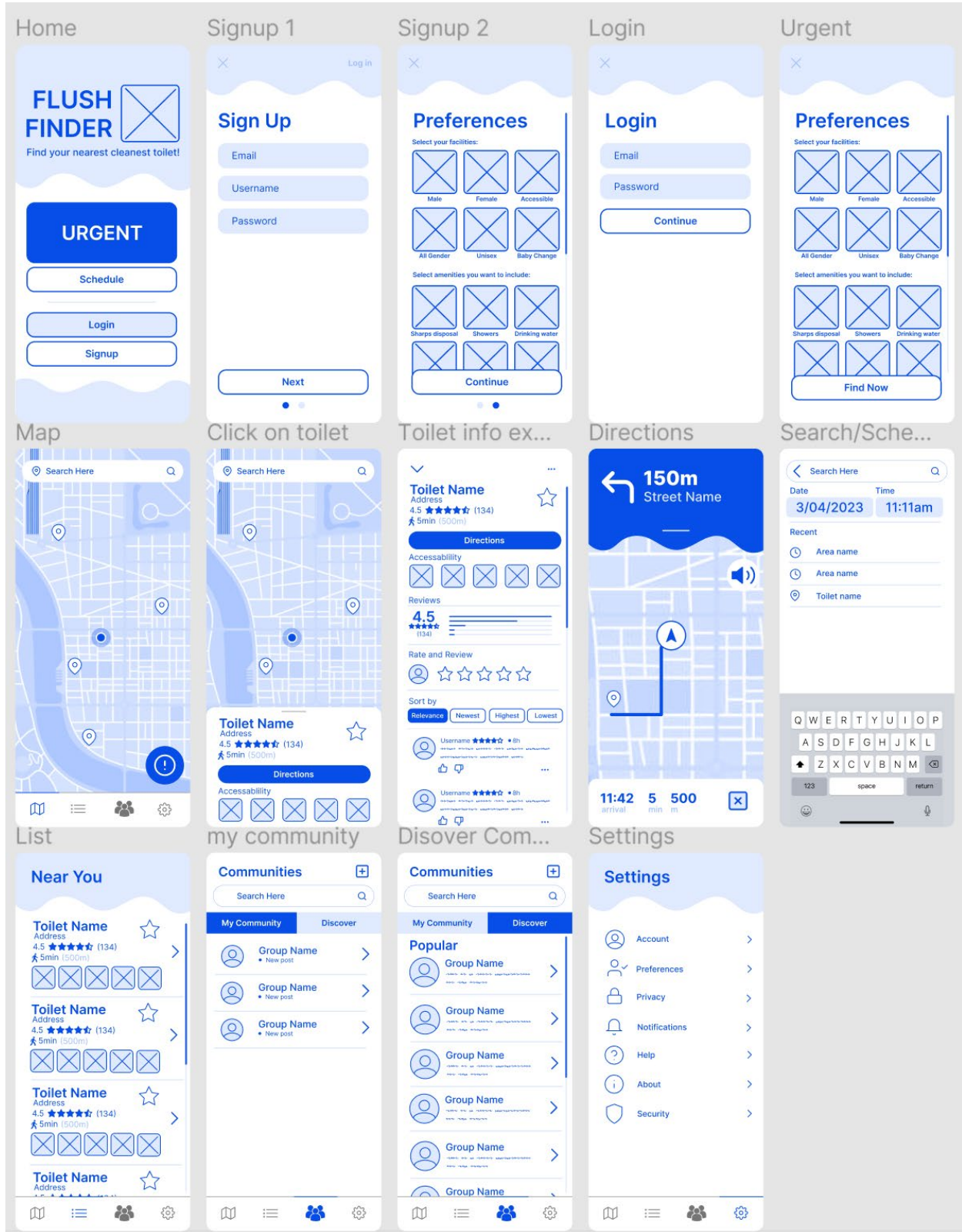

In user feedback, we learned that the circled iconography (list view and community view) was difficult to interpret. Folks thought that they were a hamburger menu and a profile menu, respectively. This feedback allowed us to modify the two icons,to be better understood. In fact, later feedback reinforced the changes, with no users questioning the iconography.
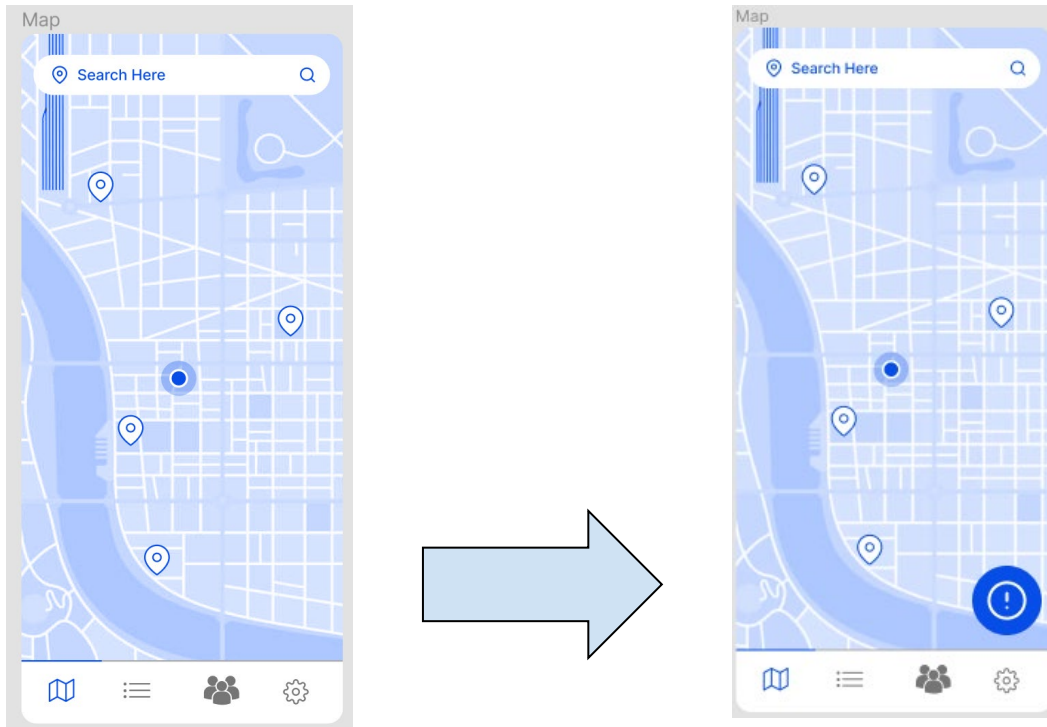
There was no urgent button once you logged into the app, therefore, an urgent button was added into the map sections of the app for people that want to find a toilet fast.

2.3 Low-fidelity Prototype

Home

FLUSH FINDER
Find your nearest cleanest toilet!

URGENT

Schedule

Login

Signup

Signup 1

Log in

Sign Up

Email

Username

Password

Next

Signup 2

Preferences

Select your facilities:

Male Female Accessible

All Gender Unisex Baby Change

Select amenities you want to include:

Sharps disposal Showers Drinking water

Continue

Login

Login

Email

Password

Continue

Urgent

Preferences

Select your facilities:

Male Female Accessible

All Gender Unisex Baby Change

Select amenities you want to include:

Sharps disposal Showers Drinking water

Find Now

Map

Search Here

Click on toilet

Search Here

Toilet Name
Address
4.5 ★★★★☆ (134)
🚶 5min (500m)

Directions

Accessability

Toilet info ex...

Toilet Name
Address
4.5 ★★★★☆ (134)
🚶 5min (500m)

Directions

Accessability

Reviews

4.5
★★★★☆
(134)

Rate and Review

☆☆☆☆☆

Sort by
Relevance Newest Highest Lowest

Username ★★★★☆ • 8h

👍 👎

Username ★★★★☆ • 8h

👍 👎

Directions

150m
Street Name

🔊

11:42 5 500
arrival min m

Search/Sche...

Search Here

Date Time
3/04/2023 11:11am

Recent

🕐 Area name

🕐 Area name

📍 Toilet name

Q W E R T Y U I O P
A S D F G H J K L
⇧ Z X C V B N M ⌫
123 space return

List

Near You

Toilet Name
Address
4.5 ★★★★☆ (134)
🚶 5min (500m)

Toilet Name
Address
4.5 ★★★★☆ (134)
🚶 5min (500m)

Toilet Name
Address
4.5 ★★★★☆ (134)
🚶 5min (500m)

Toilet Name
Address

my community

Communities

Search Here

My Community Discover

Group Name
• New post

Group Name
• New post

Group Name
• New post

Disover Com...

Communities

Search Here

My Community Discover

Popular

Group Name

Group Name

Group Name

Group Name

Group Name

Group Name

Group Name

Settings

Settings

👤 Account ›

👤 Preferences ›

🔒 Privacy ›

🔔 Notifications ›

❓ Help ›

ℹ️ About ›

🛡️ Security ›

2.3.1 Design Principles

Above is a screenshot of the low-fidelity prototype. Due to the team's prioritisation on general layout and a visual journey, design elements such as colour have not been considered as thoroughly. However, you can see our considerations into contrast, emphasis through scale and hierarchy.

- We chose the lowest of low fidelity colours: blue for water. We utilised scale to prioritise clickable items, by colouring them with a darker blue.

- Contrast has been used to emphasise and guide the user to where they should be looking.

- Emphasis through scale is shown through the home screen where the largest button allows the user to be directed to the nearest toilet as quickly as possible. Scale within text also highlights important information for the user.

- Hierarchy has been heavily implemented to provide guidance for the user when utalising the app. Hierarchy through alignment can be seen through the toilet information frame as the more relevance an element has the larger its scale.

- We took a strong iconography approach in designing to allow a user to visually understand each button and interaction's meaning. Note that the icons for preferences and accessibility have not been created yet, but they will symbolise female and male toilets and other important factors.

- There is a tab bar menu and breadcrumbs for visibility of systems status

- A fun application of our visual identity is our motif of water through waves. Being a sanitation application, we think this is a simple and quirky addition to set our application apart from other location-based software.

2.3.2 Justifications/Future development

This prototype doesn't go into too much depth as to what purpose the communities section has to this app. This section is meant for people to find other users who share bathroom preferences and values on what a 'clean toilet' is. Therefore, if you join communities, the map will highlight toilets which your communities recommend and you will easily see how your community has reviewed a toilet.
Since Apple has made a new update which allows iPhone users to add widgets to their phones, an 'urgent' widget has been considered for this application, where you can click it on your homescreen and it will automatically open up the app following the urgent prompts as shown in the low-fidelity prototype.
An apple watch version may be considered.

3.0 UI/UX Glossary and weblinks

1. **Accessibility** - refers to taking into account the needs of people with disabilities during the design phase. This includes designing for persons with a wide range of disabilities, such as those who are colorblind, blind, deaf, or have cognitive impairments.

2. **Adaptive** - refers to an interface with device-specific layouts. The layout is based on the device type. It's the same website, but optimized for mobile, desktop, or tablet.

3. **Affordance**- a component of user interfaces that assist users understand what they can and cannot do while interacting with a screen. For the purpose of triggering an action, buttons on user interfaces, for instance, can be pressed.

4. **Back and Front-End Development**- What we see is known as the front end. Consider elements such as buttons, text, and attractive colors, as well as the layer that appears on your screen when you interact with the product. Although we can't always see it, the back-end is what drives the front-end of the website. Consider the database and the server

5. **Brainstorming**- In UX, one must constantly be thinking of new ways to address user issues. UX designers often utilize brainstorming to generate ideas. It's done in a group and consists largely of coming up with ideas and sharing them with little reflection.

6. **Breadcrumb-** refers to a system that allows users to understand where they are located within a website or app they are using. They will display a list of the actions a user must take in order to reach the current location.

7. **Cognitive Load-** The amount of mental effort needed to accomplish a goal is referred to as the "cognitive load." The goal of any good UX designer should be to reduce the mental effort required by the user.

8. **Competitor analysis-** During the design project's research phase, user experience designers often analyze the work of competitors. When conducting a competition study, you examine existing products in your market or niche to learn what works and what doesn't, and to gain a sense of the needs and wants of the people who will ultimately be using your design.

9. **Consistency-** fundamental to user experience design. User-centered design requires that users should never have to relearn how to use a product after becoming comfortable with it. This ensures that users can focus on getting things done rather than worrying about how to do so.

10. **Design system-** a single point of reference for all members of the design team, consisting of a compilation of design assets, guidelines, constraints, and recommended practices that must be adhered to whenever a new design project is initiated.

11. **Design thinking -** The design thinking process comprises five phases: Empathise (with the user), Define (the problem), Ideate (potential solutions), Prototype, and Test. Design thinking is used to address particularly tricky UX problems.

12. **End user-** The end user is, in a nutshell, the person you are creating for when you create something. It's the person who will utilize your product or service, and it's also the individual whose problems you want to comprehend and find solutions for.

13. **Eye tracking-** a technique that monitors how visitors to a website move their eyes over the page. This is helpful for UX designers since it shows them what parts of the design get the most attention.

14. **Fidelity-** used to define the degree to which a wireframe or prototype represents a functional version of the final product. High-fidelity prototypes have visual and interactive properties, closely mimicking the appearance, feel, and behavior of a live website or app, while low-fidelity wireframes are just skeletons.

15. **Information Architecture-** The structuring and arranging of digital content in a way that improves the user's ability to understand it and navigate it.

16. **Interaction design-** The process of designing user interfaces for digital products and services that allow customers to engage with those things.

17. **KPIs-** Metrics that are utilized in order to evaluate the level of success achieved by a digital interface.

18. **Pain-points-** troubles, difficulties, disappointments, or hiccups that arise for a user during a specific activity. As a UX designer, it is their responsibility to identify user problems through research and create solutions through experience design.

19. **Persona -** A persona is a fictional representation of the customer, including their motivations, traits, and demands. After conducting user research, UX designers construct personas to act as guides throughout the design process.

20. **Problem statement-** A problem statement is a statement that summarizes and provides a definition of the issue that has to be resolved.

21. **Prototype-** A simulation or model of what the final product will (or could) look like is what is referred to as a prototype. Before putting their concepts into development, UX

designers construct prototypes so that they may collect feedback on their work and enhance it.

22. **Responsive Design**- The process of designing digital user interfaces that are flexible enough to adjust to various screen sizes and devices.

23. **Storyboarding-** A user experience storyboard is a visual representation of how a product will be used by a user. Like a comic strip, it helps the designer picture the entire user experience and learn more about the user's perspective and feelings as they interact with the product.

24. **Usability-** how simple it is to use a particular digital interface. Is it simple for the end user to achieve their goals? Providing a pleasant experience for the user requires a focus on usability.

25. **User-centered design**- It's grounded in a set of principles that put the user first, such as conducting user research at the outset, gathering actual user input at regular intervals, and developing iteratively to continuously enhance the user experience.

26. **User Experience (UX)-** refers to how a person feels, thinks, and acts toward a digital interface. In other words, it is how you feel when you use a website or app. Good UX makes a product useful, easy to use, appealing, easy to find, easy to get to, and trustworthy.

27. **User interface (UI)-** The visual and interactive elements of a digital interface.

28. **Wireframe-** A website or app's "wireframe" is its "bare bones" layout, which represents how each screen will be organized and where various items will be placed on the page. A wireframe may also be called a "sketch."

Weblinks

1. Dribbble - https://dribbble.com/: A community of designers sharing screenshots of their work, process, and projects.
2. UX Design - https://uxdesign.cc/: A blog and community of designers sharing insights, tips, and best practices for UX design.
3. Canva - https://www.canva.com/: A graphic design platform that provides templates, tools, and resources for designing graphics, presentations, and social media posts.
4. Figma - https://www.figma.com/: A collaborative design tool that allows designers to create and share designs in real-time.
5. Nielsen Norman Group - https://www.nngroup.com/: A research and consulting firm focused on user experience.

6. Smashing Magazine - https://www.smashingmagazine.com/: A website featuring articles, tutorials, and resources on web design, development, and UX/UI.
7. A List Apart - https://alistapart.com/: A website featuring articles and insights on web design, development, and UX/UI.
8. Material Design - https://material.io/: A design language developed by Google for designing apps and websites.
9. InVision - https://www.invisionapp.com/: A digital product design platform that provides tools for prototyping, collaboration, and design management.

4.0 Evidence

4.1 Meeting Minutes

GROUP NAME	GEE-OH-THREE
DATE	3/04/23
TIME	2:00-3:00pm
LOCATION	Curtin Library room 558

PRESENT:
Ola Malek, Hans Wong (Online), Kuldeep Talatia (Online), Harry Walters, Navinda (Online)
APOLOGIES:

ABSENT:

DISCUSSION:
When is everyone free to meet with dr ivanova?
Tasks to do:

TASK	WHO	DUE	COMPLETE
- Assignment	Harry, Hans	23/4/23	
- Low Fidelity Prototype	Ola	3/4/23	
- Make the prototype functional	Kuldeep	3/4/23	
- Figjam of likes and dislikes of wireframes	Everyone	4/3/23	
- UI/UX Glossary/webl inks	Navinda	4/3/23	

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Figjam
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Figma
https://www.figma.com/file/PSBeyZ0kkKMUauV8U9Q8Io/Lo-fi-Wireframe-Kit-(Community)?node-id=243%3A1&t=1GBnuMPjSsve8Syv-1