

<Brainstormed tasks>

- Showing laundry remaining time
- Reminding alarm
- Stealing alarm
- Reserving laundry machines
- Showing laundry machine status/availability
- Laundry start button through a phone/website
- Detergent/Fabric softener e-commerce
- Money charge
- Automatic dry
- Service tip to owner
- Showing entertainment nearby the laundromat
- Showing crowded time through prediction model
- Coupon
- Notifying user to do laundry through prediction model

<Curated list of tasks>

Tasks related to using laundry machine

- Showing laundry remaining time
- Reminding alarm
- Stealing alarm
- Reserving laundry machines
- Showing laundry machine status/availability
- Laundry start button through a phone/website
- Automatic dry

Additional service

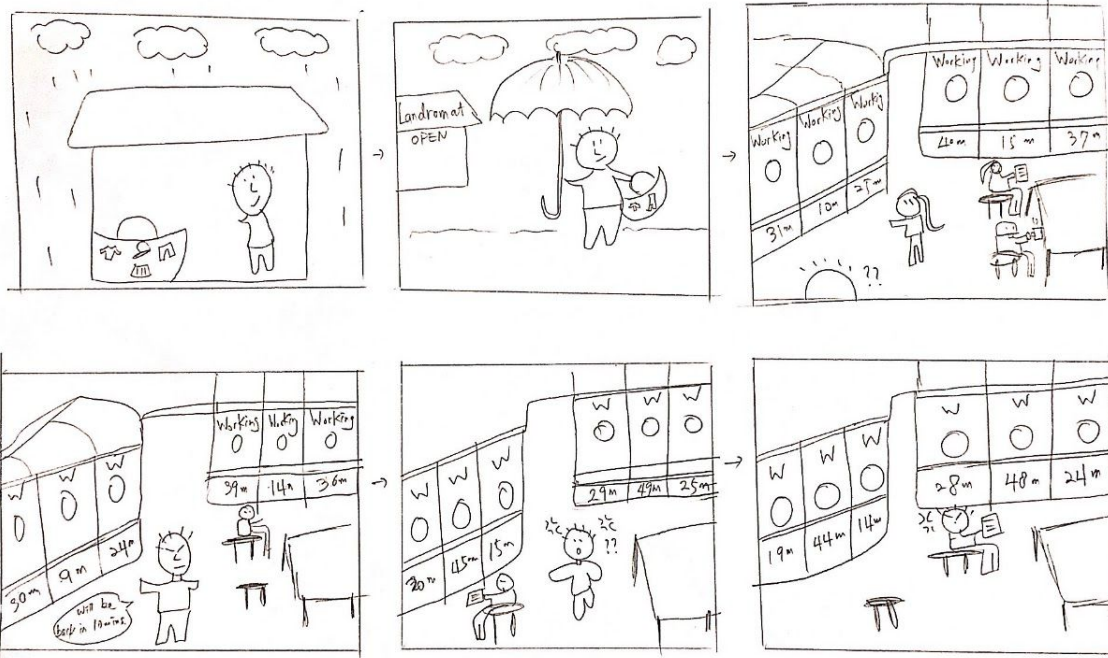
- Detergent/Fabric softener e-commerce
- Money charge
- Service tip to owner
- Showing entertainment nearby the laundromat
- Coupon

Prediction model

- Showing crowded time through prediction model
- Notifying user to do laundry through prediction model

<Storyboard 1: Never Ending Waiting>

The User is trying to do the laundry on a rainy day but the place is full every time when he visits the place. He eventually has to wait until one machine is finished which is wasting a lot of time of the user



<Primary UI: Reservation>

Users can take a look at the machines to reserve before they physically go to laundromat.

Date (xx/xx/xx) _i_ _ (PM/AM)

Reserve: Machine A ☐ Availability: (0/0)

B	<input type="checkbox"/>
C	<input type="checkbox"/>
D	<input type="checkbox"/>
E	<input type="checkbox"/>
F	<input type="checkbox"/>
G	<input type="checkbox"/>

Remaining Time: Machine A ☐

B	<input type="checkbox"/>
C	<input type="checkbox"/>
E	<input type="checkbox"/>
G	<input type="checkbox"/>

Reservation

xxxx:0
xxxx:X

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Date: xx/xx/xx
Time: xx:xx PM/AM

xx mins Remaining

To Reserve Machine (Select)

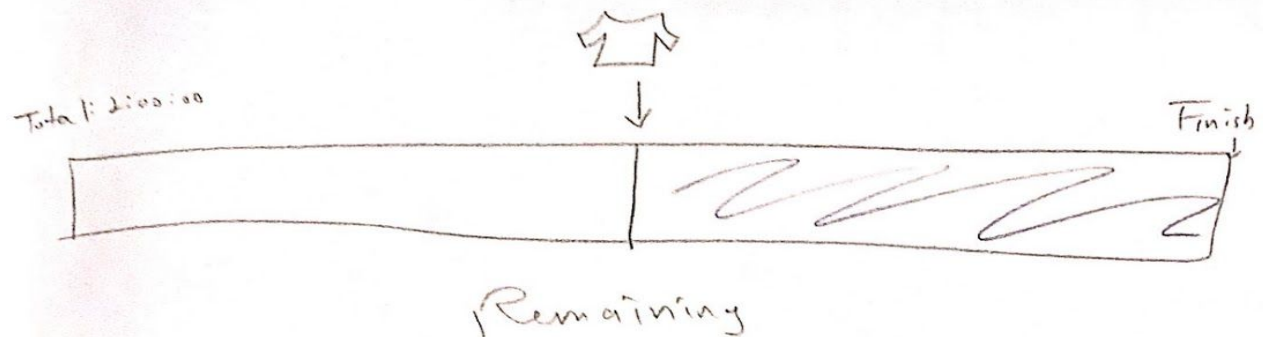
- Machine A
- " B
- " C
- " D

Not available

- Machine E (xx mins Remaining)
- Machine F (")
- Machine G (")

<Secondary UI: Remaining Time>

Users can see the remaining time at one glance so they do not have to worry about anything else.

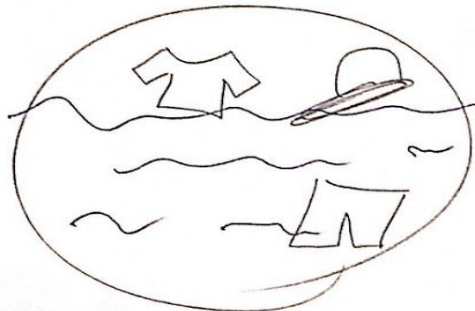


XX : XX : XX.

XX : XX : XX

Wash

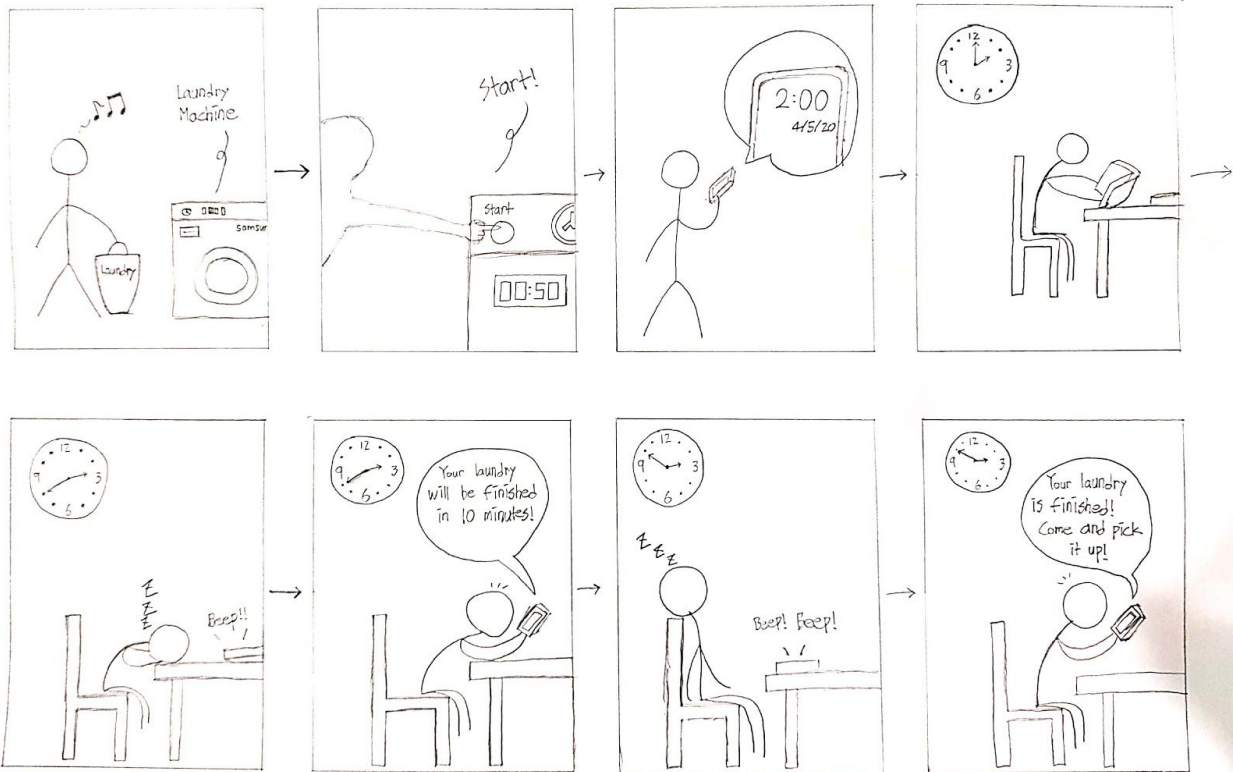
Dry



<Storyboard 2: Reminding Alarm>

The application reminds users about the laundry before it ends, when it ends, and after it ends if the user did not retrieve the laundry. Users can set the time.

<Laundry time reminding alarm>



<Primary UI: Reminding time setting page>

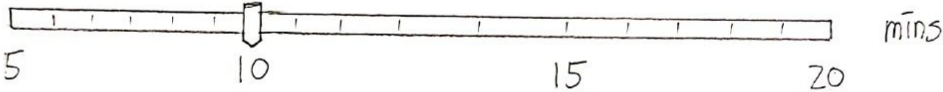
LAUNDRY KEEPER

HOME	STATUS	LAUNDRY	PAGE
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REMINDER

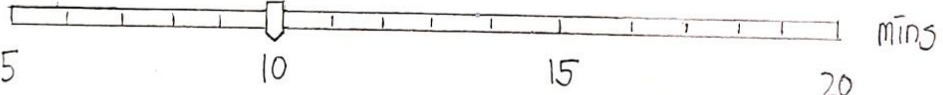
[Time Setting]

BEFORE



5 10 15 20 mins

AFTER



5 10 15 20 mins

DEFAULT: When laundry is finished

LAUNDRY KEEPER

HOME	STATUS	LAUNDRY	PAGE
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LAUNDRY

[Time Setting]

BEFORE

- ☐ 5 minutes
- ☒ 10 minutes
- ☐ 15 minutes
- ☐ 20 minutes

AFTER

- ☐ 5 minutes
- ☒ 10 minutes
- ☐ 15 minutes
- ☐ 20 minutes

DEFAULT: When laundry is finished

Home

Laundry Machine

Your Laundry

My Page

YOUR LAUNDRY

Reminder Option

☒ Remind before 10 minutes

☒ Remind when laundry is finished

☒ Remind after 10 minutes

Current method: Text Message

LAUNDRY KEEPER

HOME	STATUS	LAUNDRY	PAGE
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<REMINDER>

Your laundry will be finished at 14:50 pm.

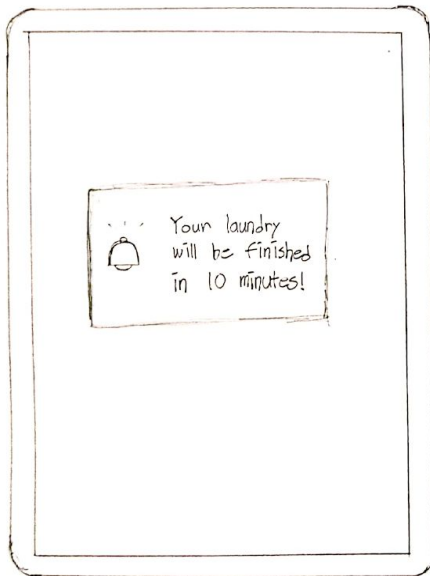
Reminder Time Setting

- Before 10 minutes
- When laundry is finished
- After 10 minutes

Type: Text message

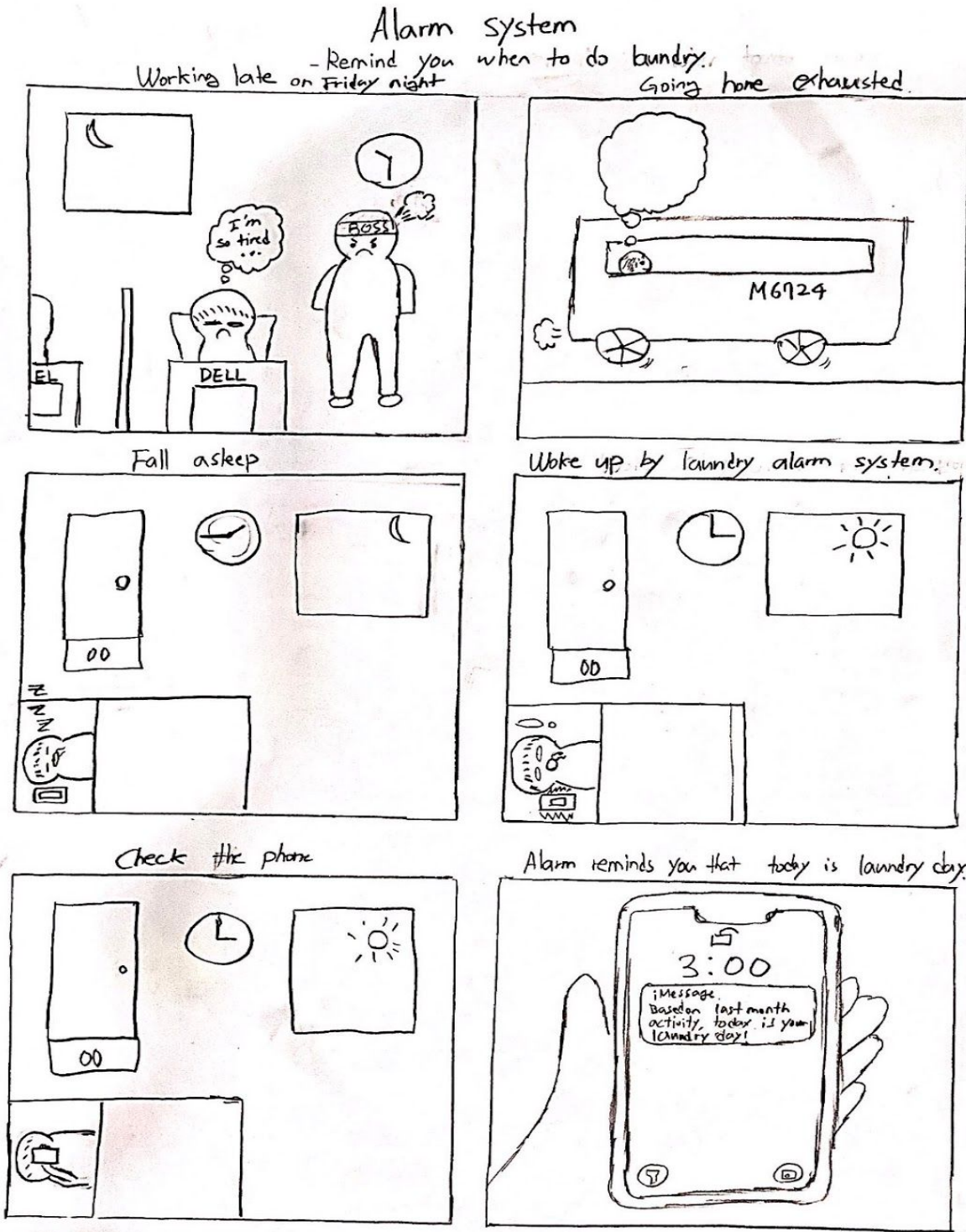
Edit

<Secondary UI: Reminder alarm notification page/screen>

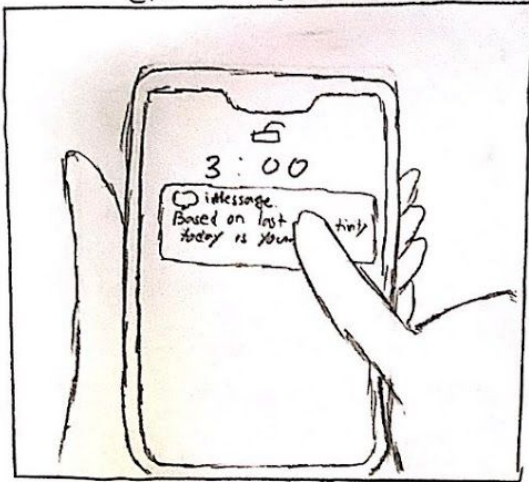


<Storyboard 3: Alarm System>

The user of the application was too tired from working late on Friday. He almost forgot to do his laundry by falling asleep on the weekend. However, the website reminds him to do his laundry based on last month's laundry activity.



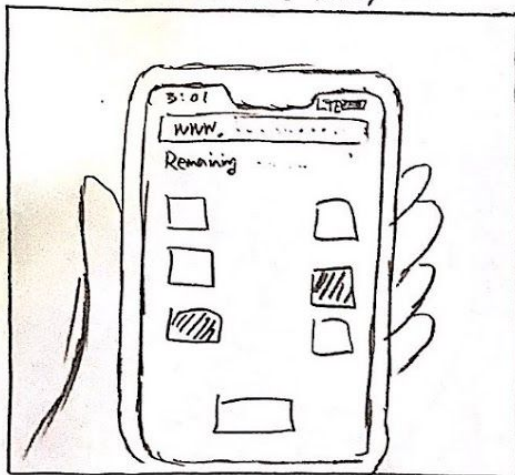
Click Message



Click webpage link in message



See the available laundry machine

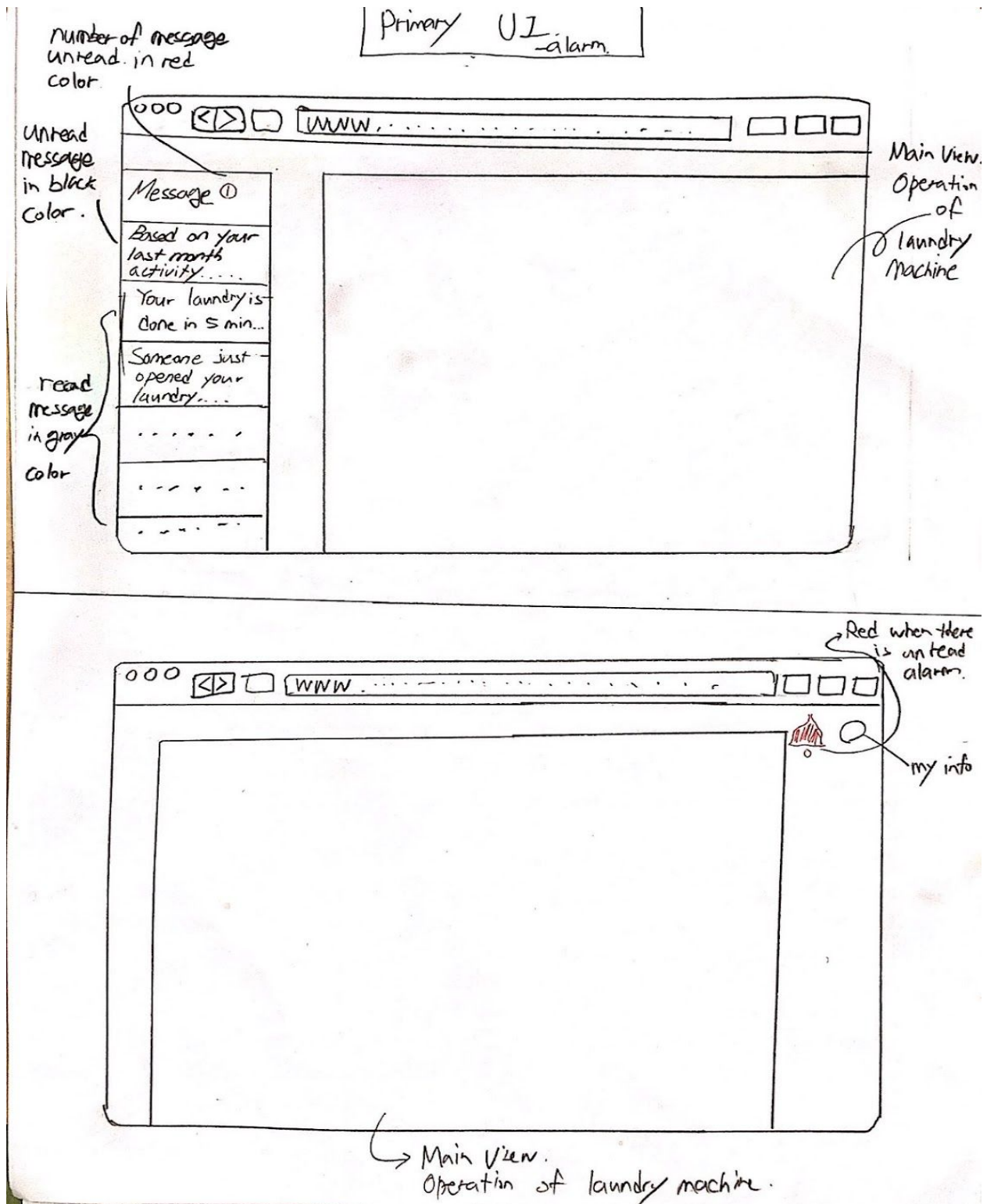


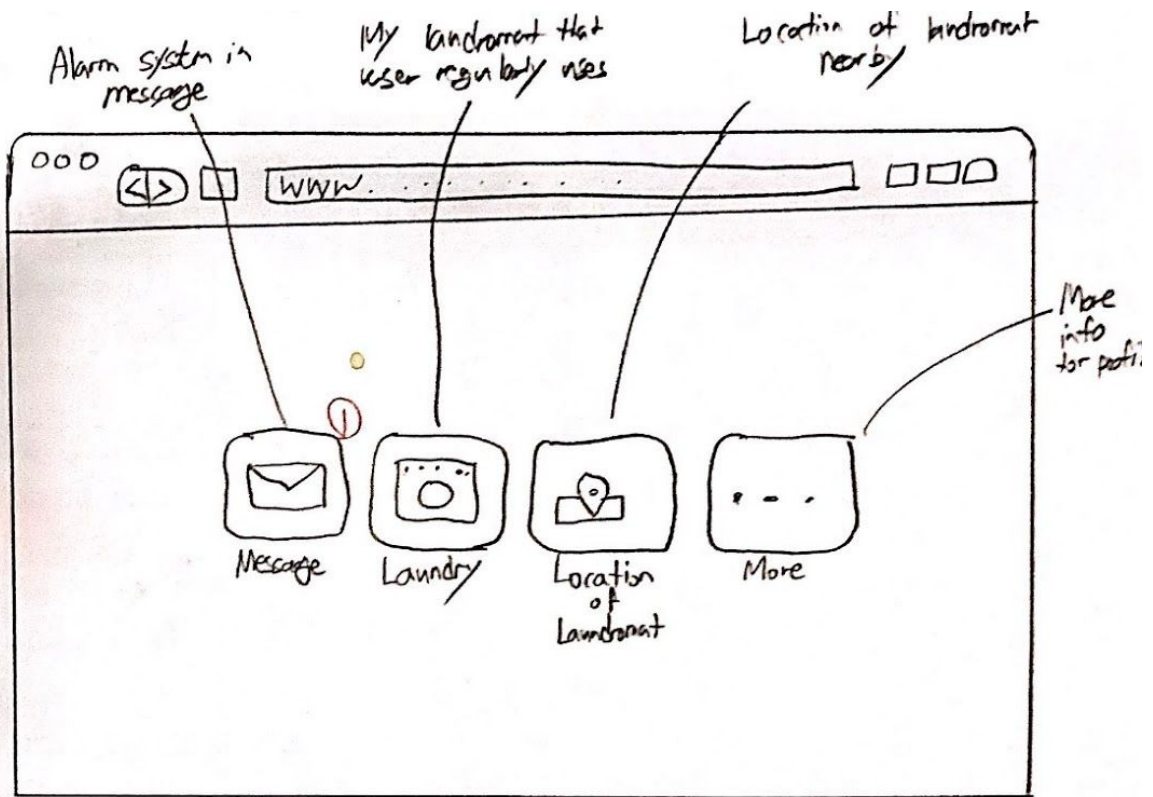
Going to laundromat



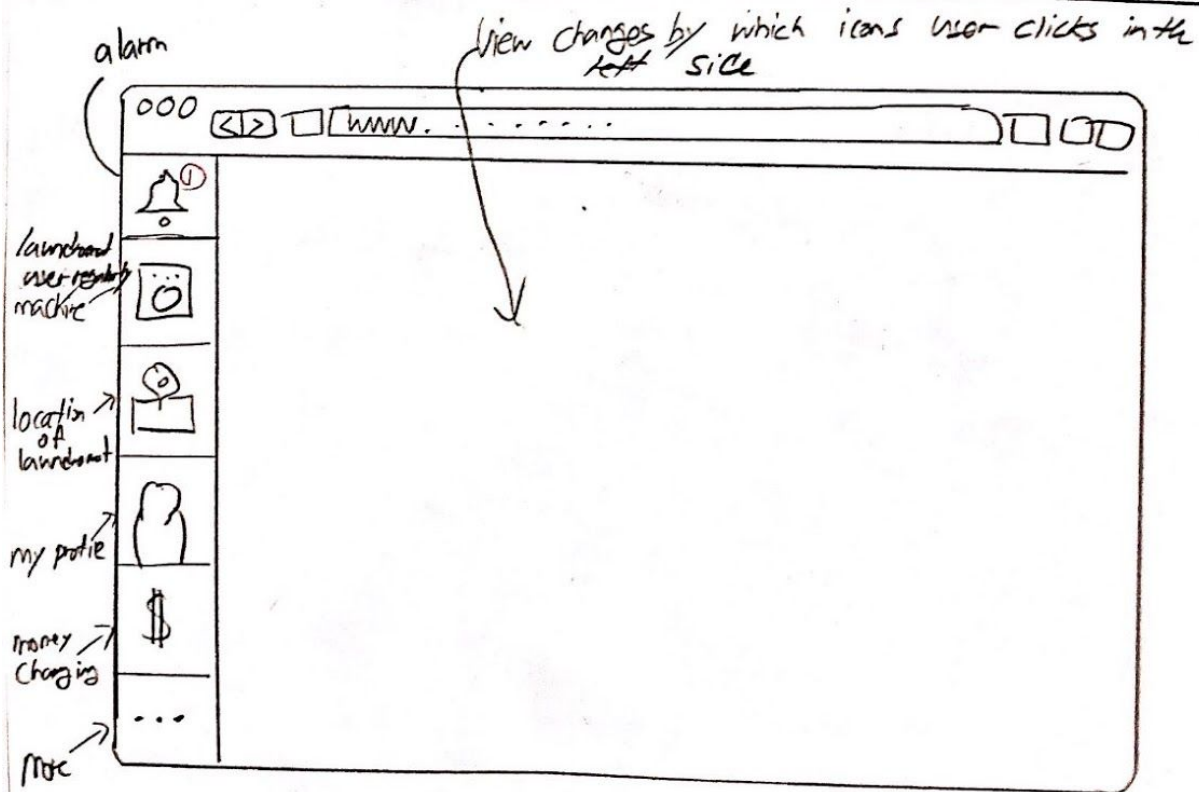
<Primary UI: Alarm System>

The interface reminds the users what alarm the user has missed. Alarm system letting users know what day the users usually do their laundry.





Big icons in main view.
User can select the icons.



<Secondary UI: Event when users click the alarm or message>

