

# I. CSE323 Sketches and Storyboards <KF90>

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## <Curated list of tasks>

Tasks related to using laundry machine

- Showing laundry remaining time
- Reminding alarm
- Stealing alarm
- Reminding laundry day 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

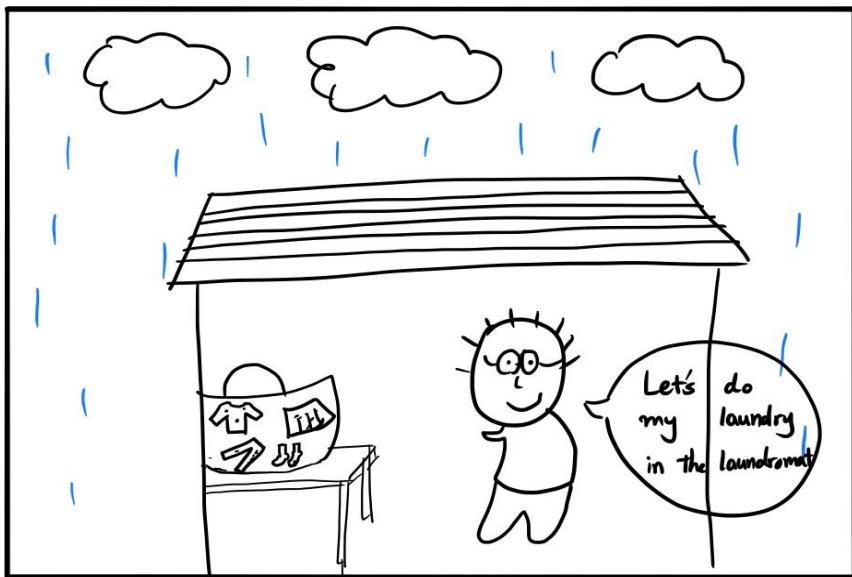
- Showing crowded time through prediction model
- Notifying user to do laundry through prediction model

<Storyboard 1: Laundry machine status/availability check>

**Subtitle: Never Ending Waiting Laundry**

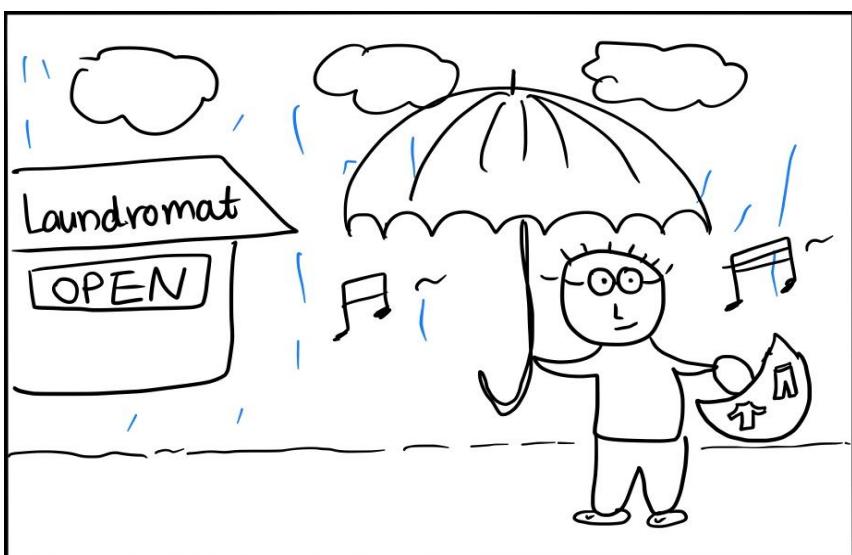
The User is trying to do the laundry on a rainy day but the place is full whenever he visits the place. He solves the problem by the laundromat application to check the availability and remaining time of the laundry machine in advance.

1.



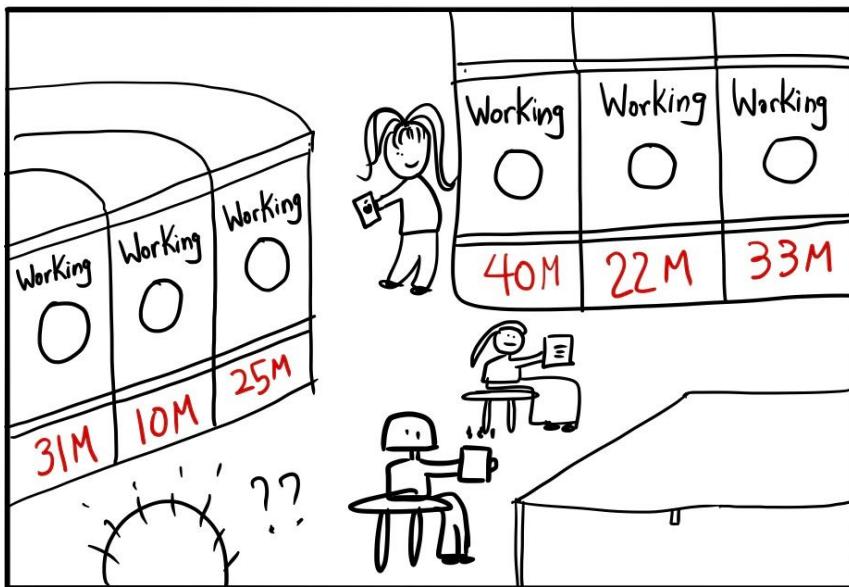
Jarits noticed that today he is supposed to do his laundry.

2.



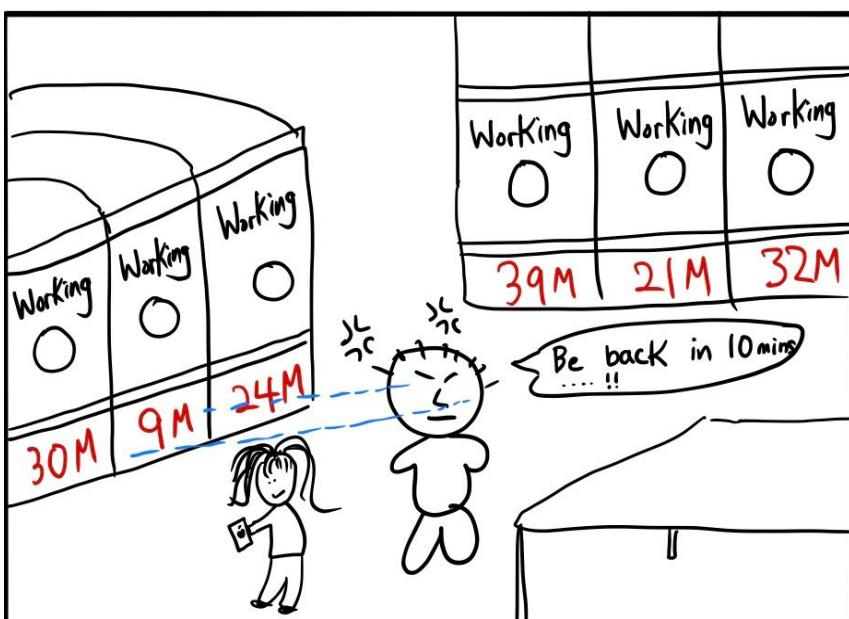
Even though it is raining outside, he is going to do his laundry.

3.



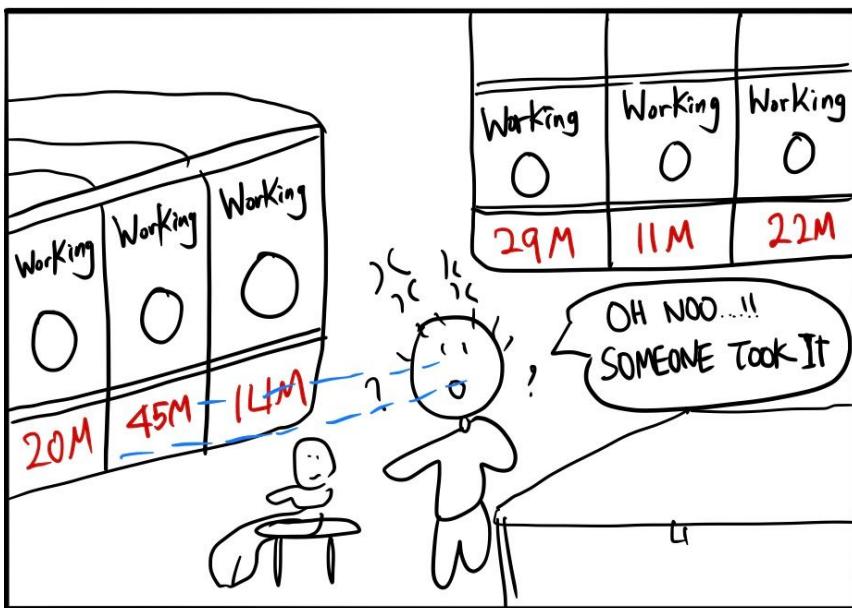
As soon as he got into the laundromat, there were full of people waiting for their laundries.

4.



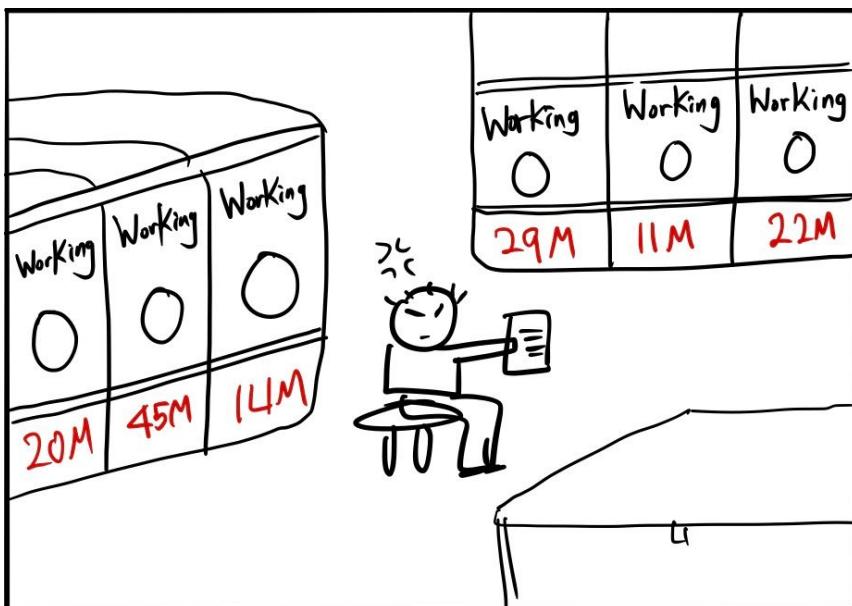
He decides to wait 10 mins outside and come back since one machine left 9 minutes.

5.



After he got back from outside, someone already took the machine that he was going to use.

6.



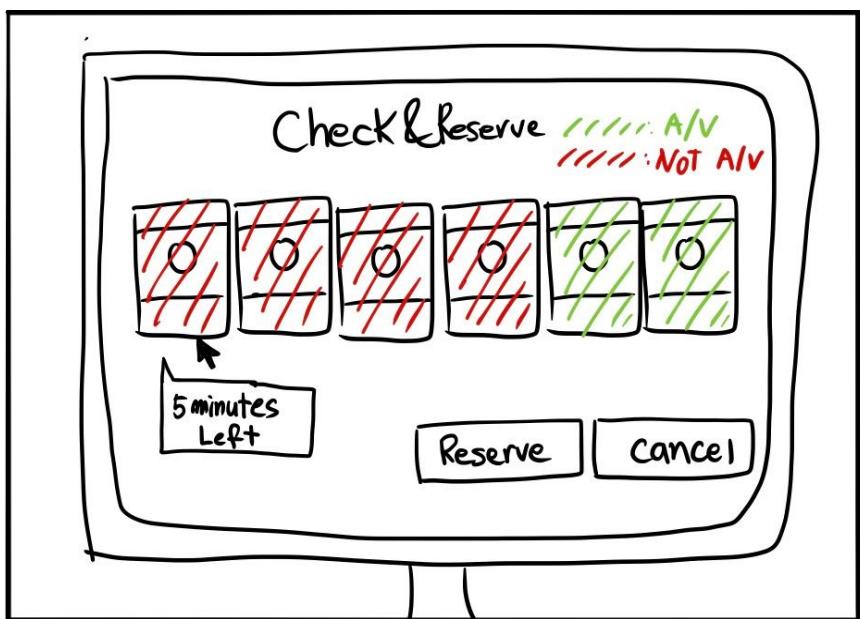
He finally decides to wait in front of the machine wasting his time.

7.



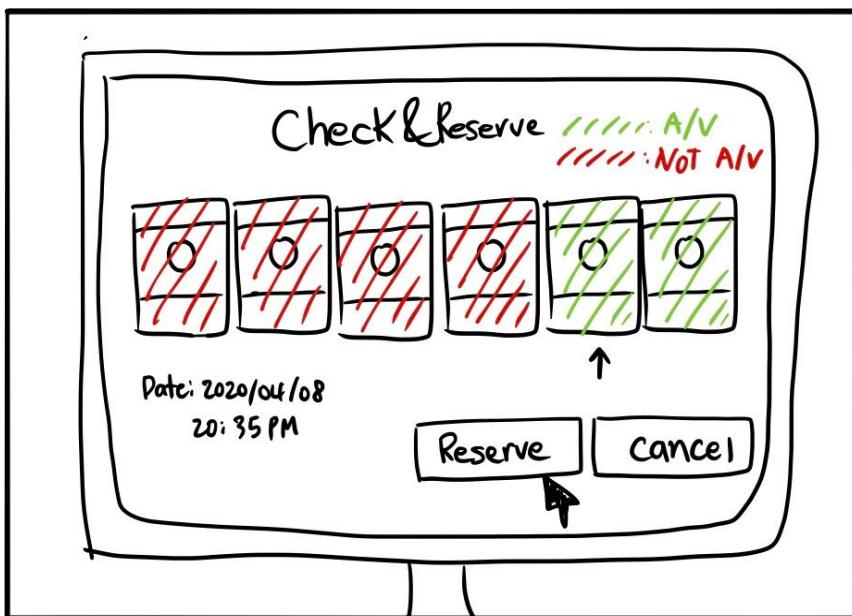
He now knows the Web application created by KF90,  
So decides to use it before he goes to do laundry.

8.



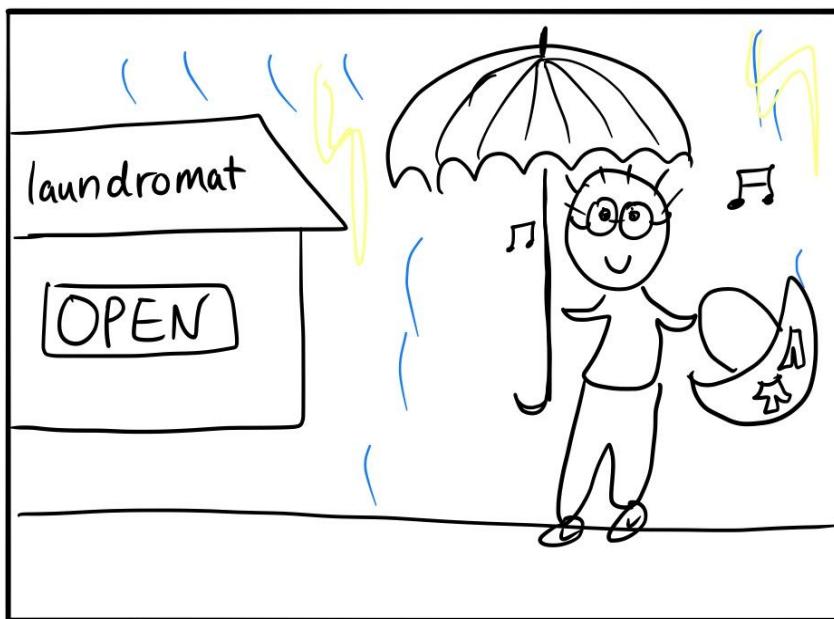
He checks how many machines are available  
and remaining time at home

9.



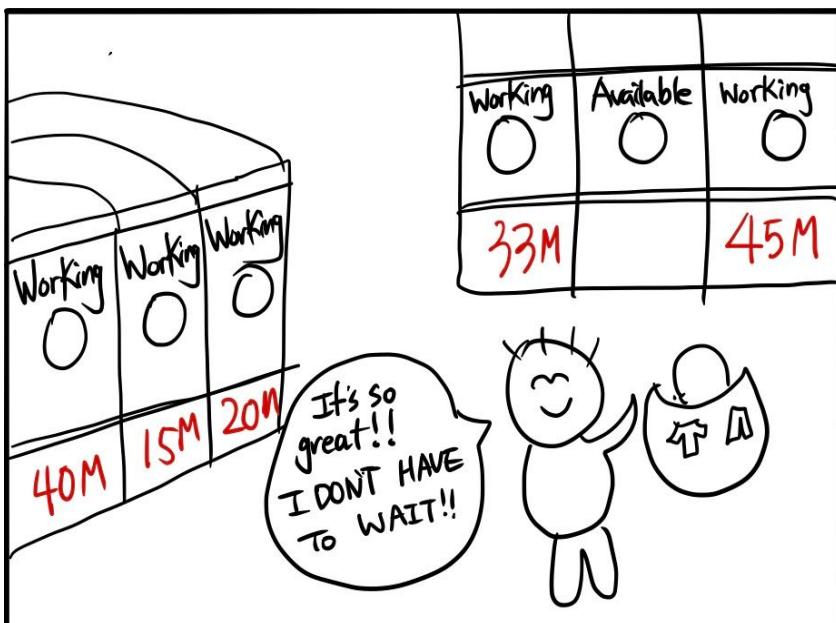
He checks the available machine and reserves before he heads to the laundromat

10.



He happily goes to the laundromat.

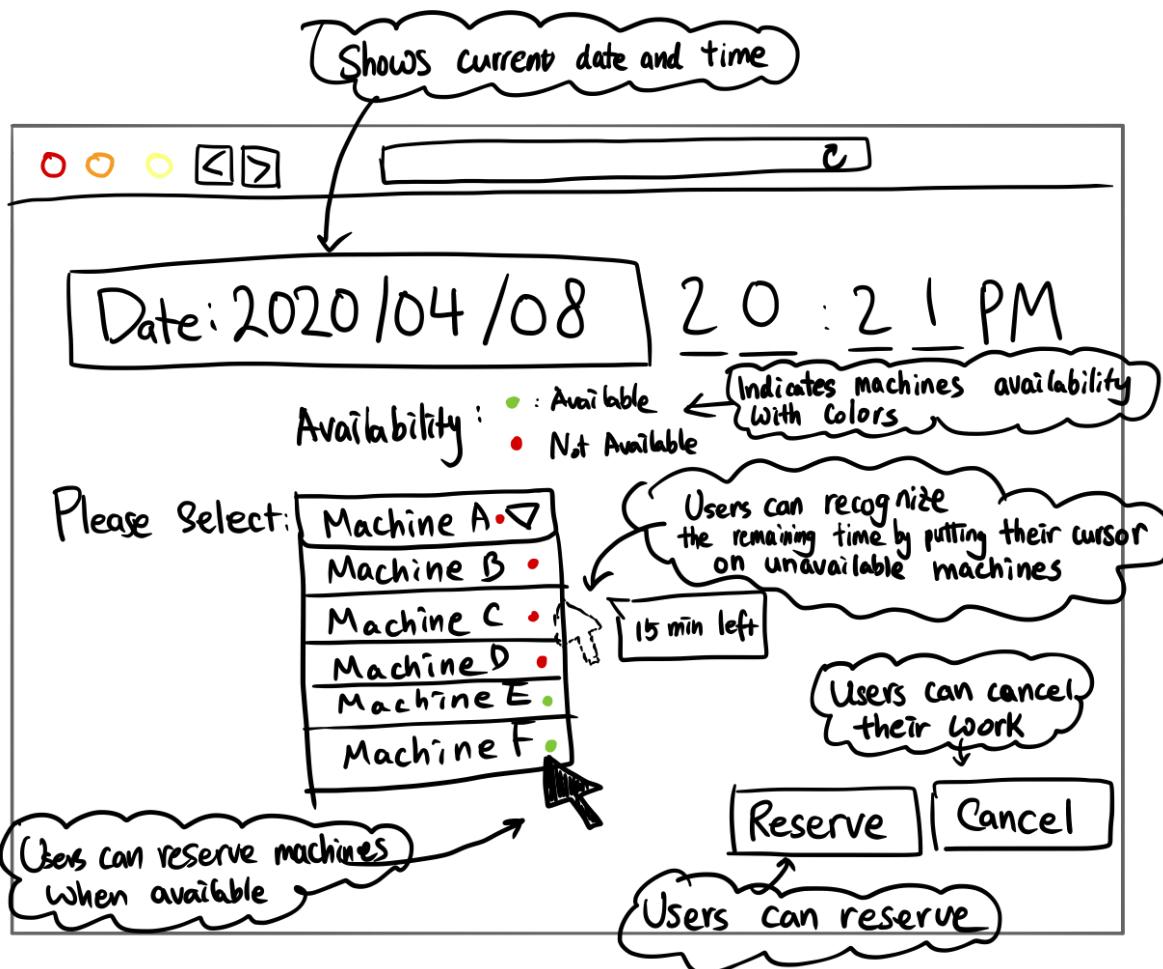
11.



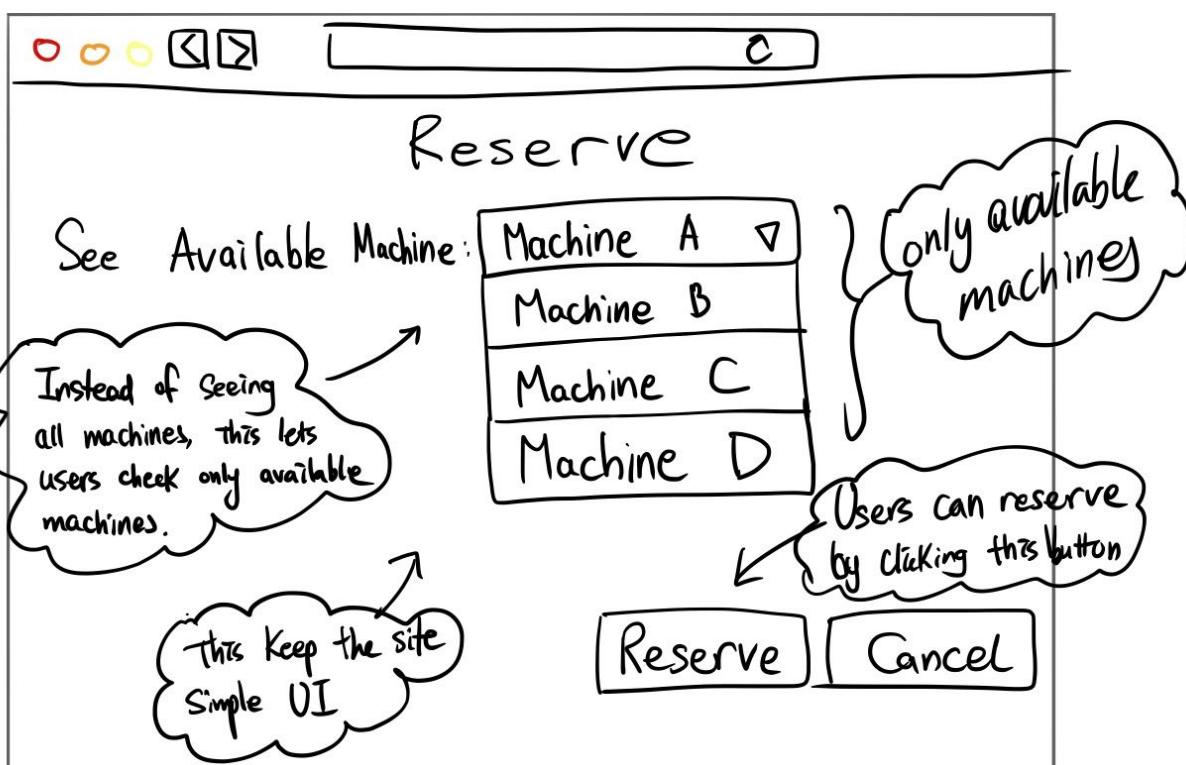
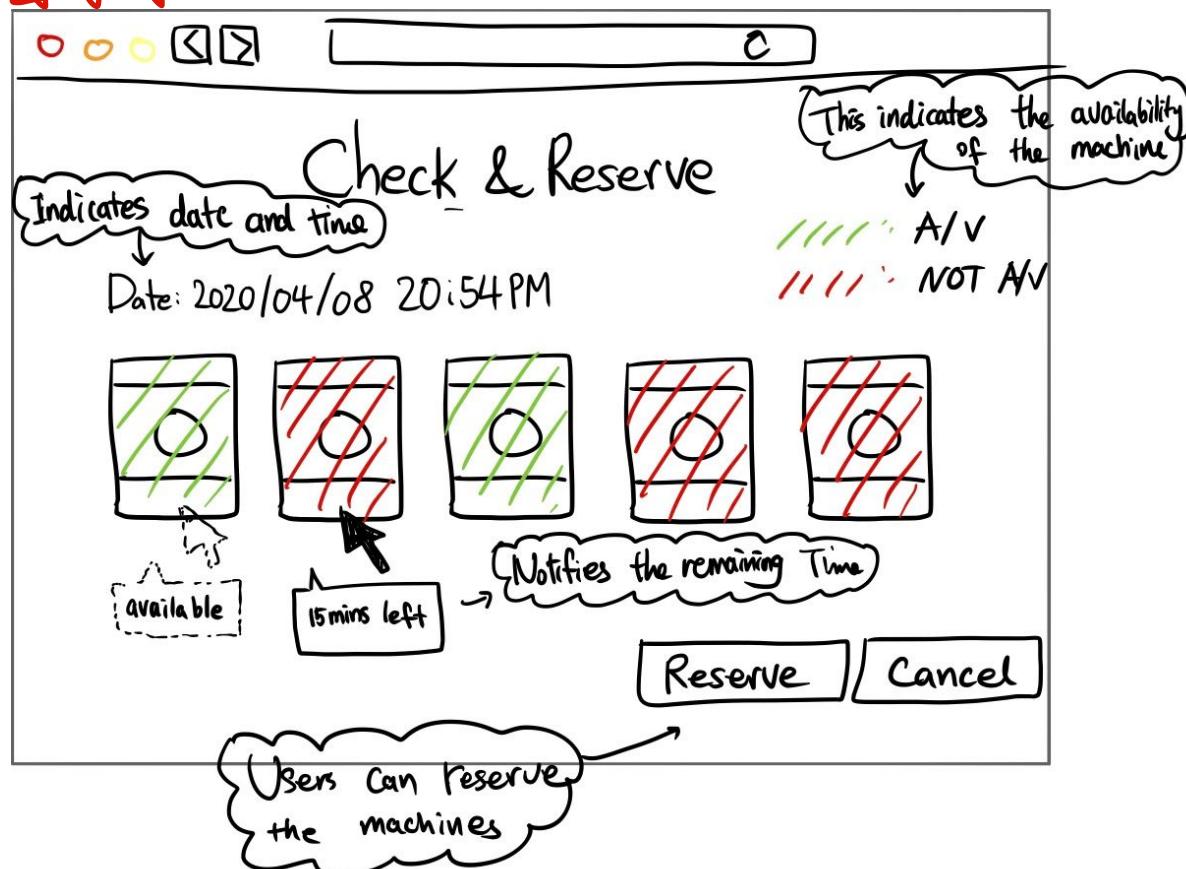
He is now available to do his laundry as soon as he gets to the laundromat without waiting.

### <Primary UI: Reservation>

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



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C

## Reserve

Date: 2020/04/08 22:11 PM

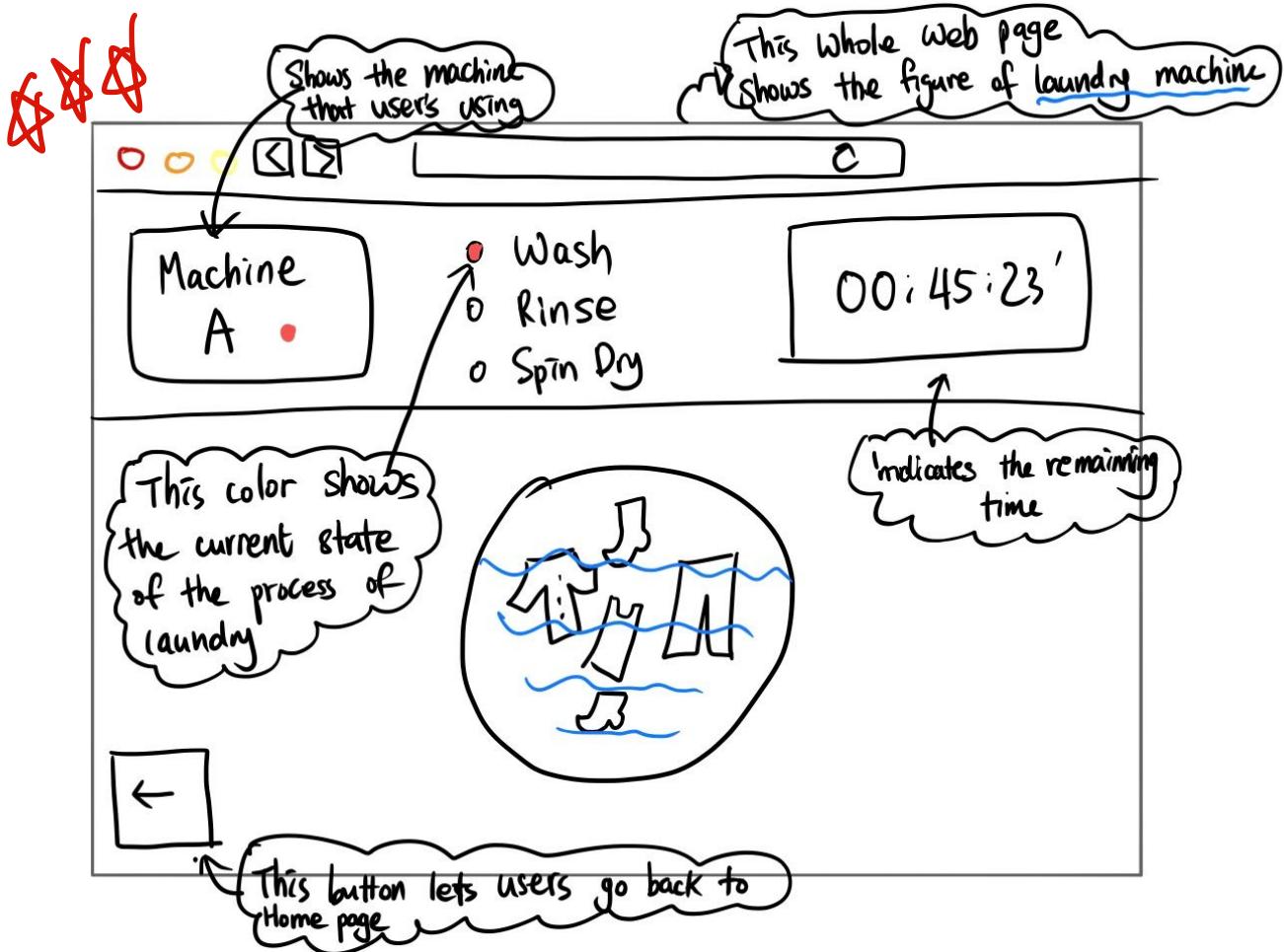
| Machine | Availability | Time Remain/Reserve/cancel |
|---------|--------------|----------------------------|
| A       | ●            | 25 minutes                 |
| B       | ●            | 10 minutes                 |
| C       | ●            | <u>Reserve / Cancel</u>    |
| D       | ●            | 43 minutes                 |
| E       | ●            | 32 minutes                 |

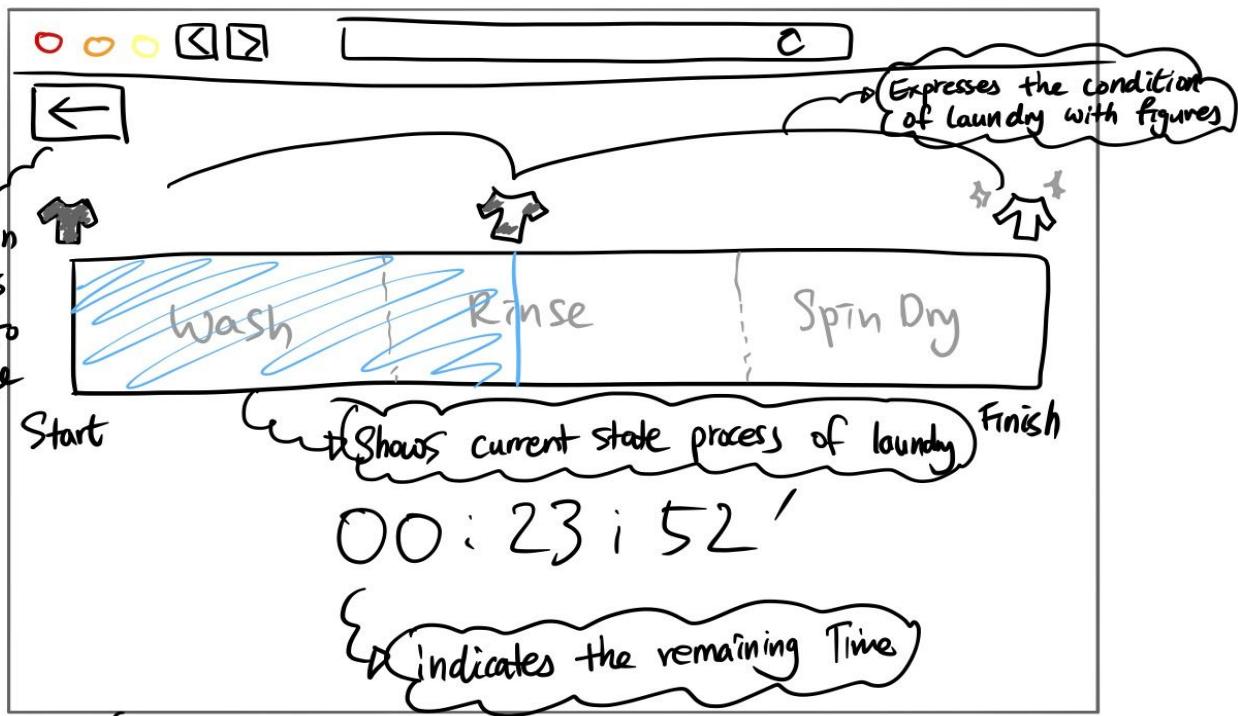
When available,  
it has options  
of either  
Reserve or  
Cancel

This table directly shows availability  
and remaining time, reservation system in one look.

### <Secondary UI: Remaining Time>

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





this button lets users go back to home page

Expresses the condition of laundry with figures

Start

Finish

00:23 i 52'

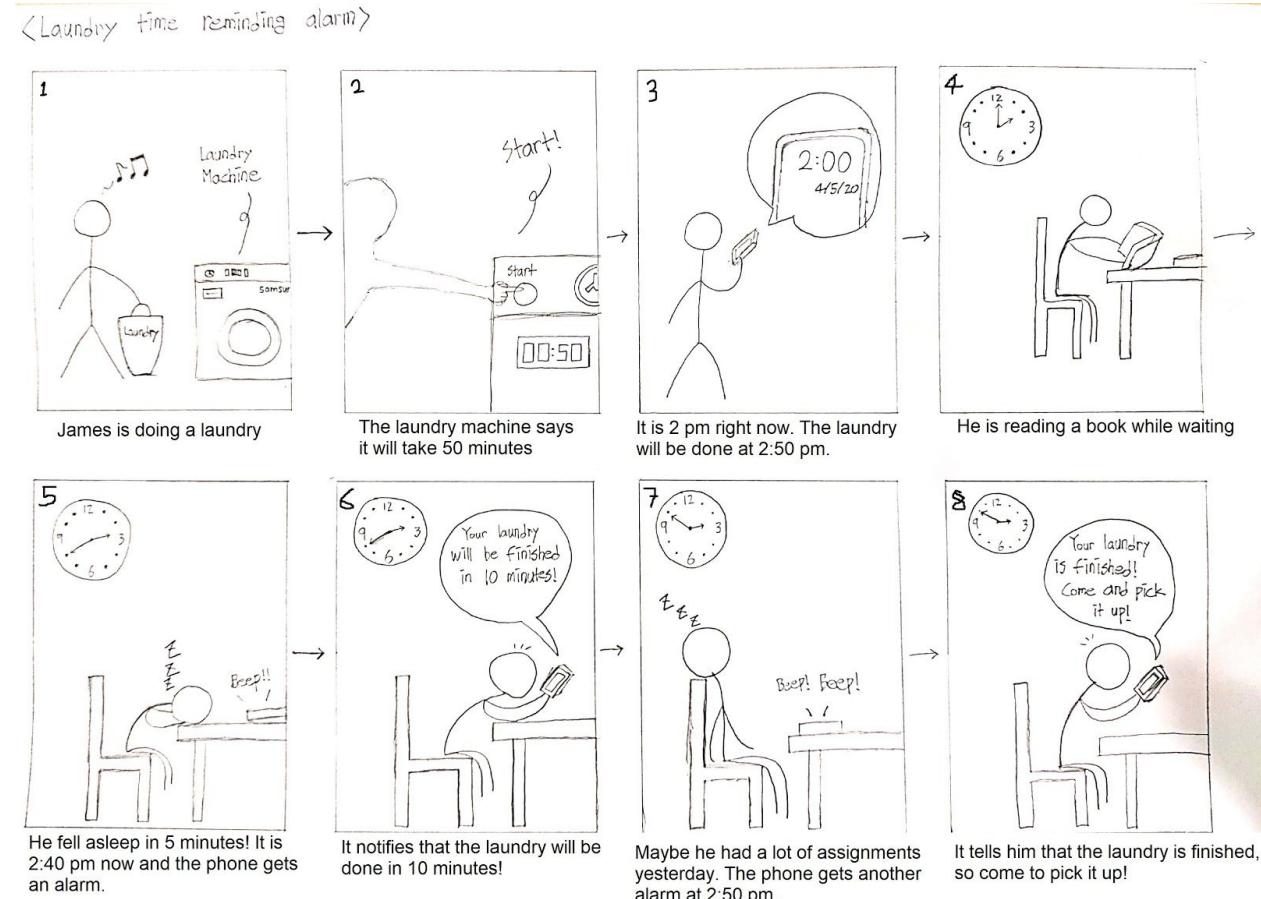
indicates the remaining Time

Shows the remaining time only for Simplicity

## <Storyboard 2: Laundry Pick-up Alarm>

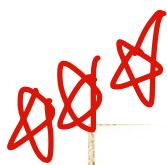
**Subtitle: Don't worry, I will be your timekeeper**

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.



**<Primary UI: Alarm time setting page>**

Users can select when the alarm will go on



# LAUNDRY KEEPER

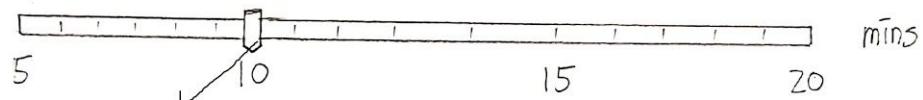
HOME | STATUS | **LAUNDRY** | PAGE

## REMINDER

### [Time Setting]

BEFORE →

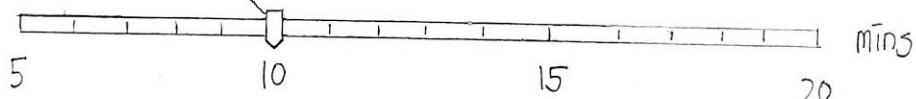
This option indicates the alarm will be sent out before X minutes the laundry ends



Drag the guage bar to select the pick-up alarm time option

AFTER →

This option indicates the alarm will be sent out after X minutes the laundry ends



DEFAULT: When laundry is finished



The alarm goes on when the laundry is finished by default

# LAUNDRY KEEPER

|      |        |         |      |
|------|--------|---------|------|
| HOME | STATUS | LAUNDRY | PAGE |
|------|--------|---------|------|

## LAUNDRY

### [Time Setting]

BEFORE

- 5 minutes
- 10 minutes
- 15 minutes
- 20 minutes

This option indicates the alarm will go on before X minutes the laundry ends

radio buttons to select the option

AFTER

- 5 minutes
- 10 minutes
- 15 minutes
- 20 minutes

This option indicates the alarm will go on after X minutes the laundry ends

DEFAULT: When laundry is finished

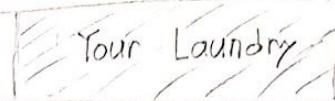
→ The alarm goes on when the laundry is finished by default

Laundry  
KEEPER

Welcome, Leel Logout

Home

Laundry Machine



My Page

## YOUR LAUNDRY

Reminder Option

The button to add the  
alarm time option

Remind before 10 minutes

Remind when laundry is finished

Remind after 10 minutes

→ The user can delete the alarm  
time by clicking this button

Current method: Text Message

The button to edit the  
method that the user  
wants to get the alarm

# LAUNDRY KEEPER

HOME

STATUS

LAUNDRY

PAGE

<REMINDER>

Your laundry will be finished at

14:50 pm.



This indicates the time that  
the laundry will be finished

Reminder Time Setting

- Before  minutes → Drop down button to select the pick-up alarm time option
- When laundry is finished
- After  minutes

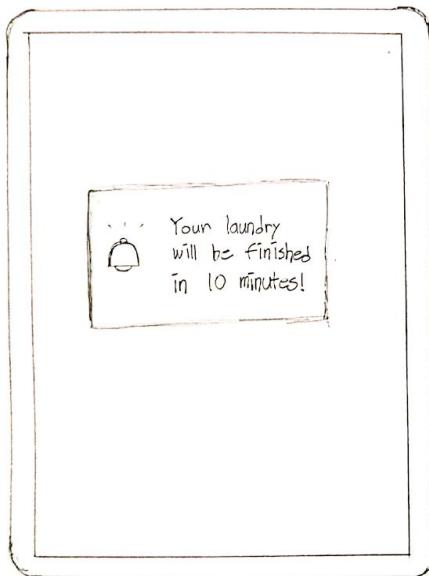
Type: Text message



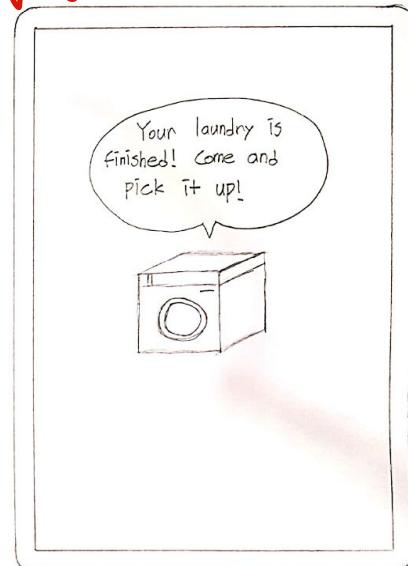
The button to select the method that  
the user wants to get a reminder

**<Secondary UI: Pick-up alarm notification phone screen>**

This is an interface that users would see when they get a pick-up notification on a webpage via smartphone.



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### <Storyboard 3: Laundry day reminder>

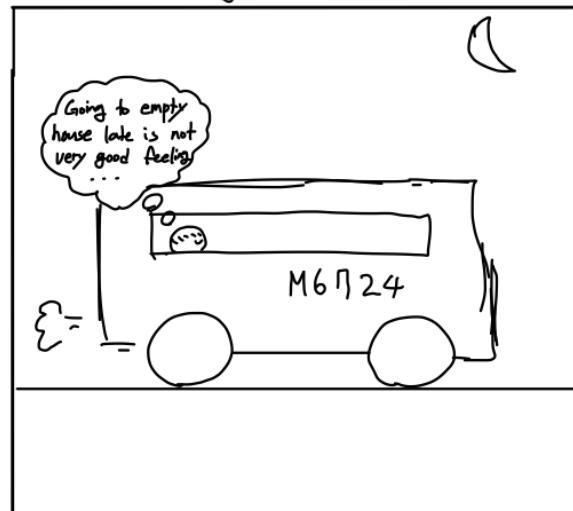
#### Subtitle: Almost go to work naked

The user is working late on Friday because his boss was angry. We passed out from tiredness and overslept on Saturday even though it was his regular laundry day, but he got up from the reminder and didn't miss your laundry day.

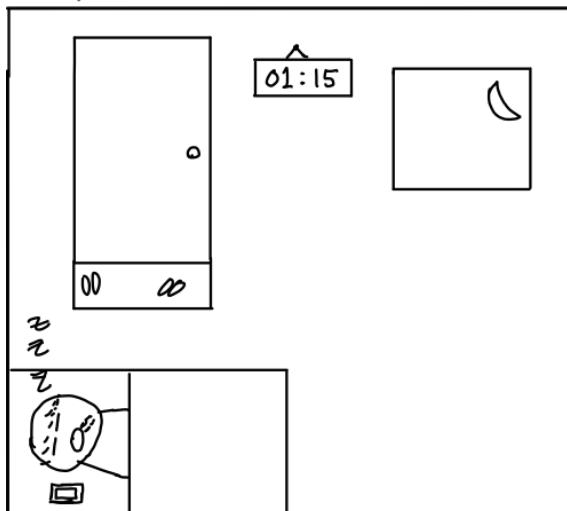
1. Working Late on Friday



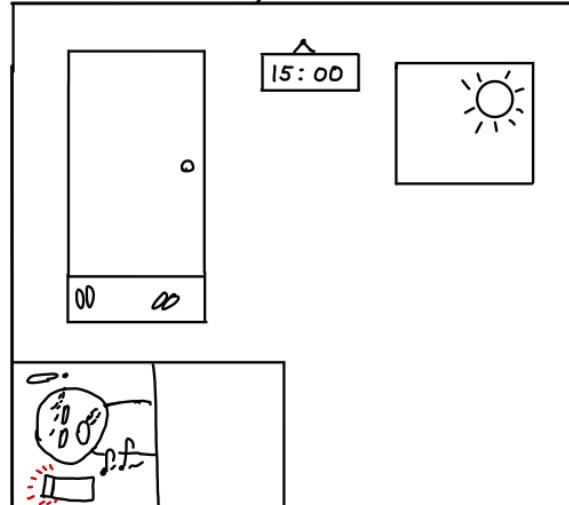
2. Going home



3. pass out from tiredness



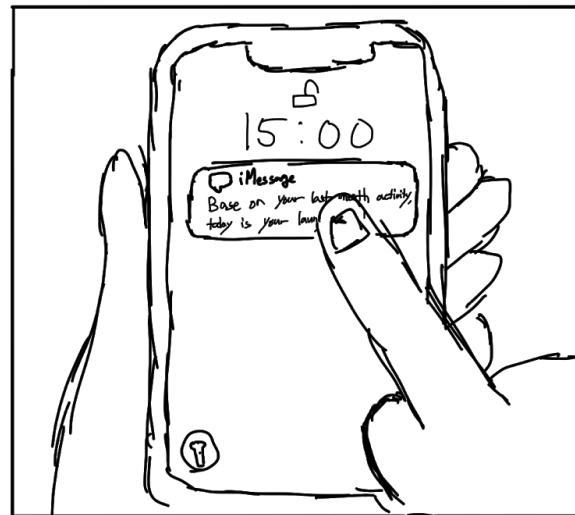
4. Woke up by reminder alarm



5. Laundry day reminder based on data



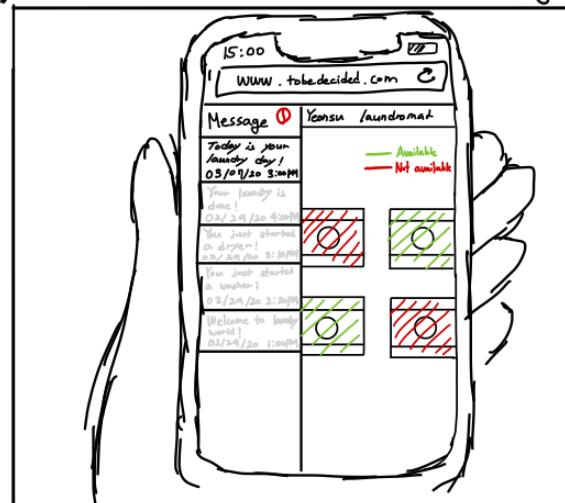
6. Click the message



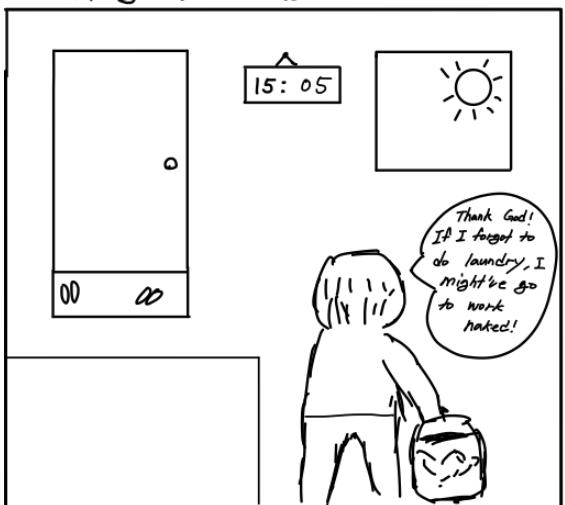
7. Click the link in the message



8. Show the website with the reminder in the message

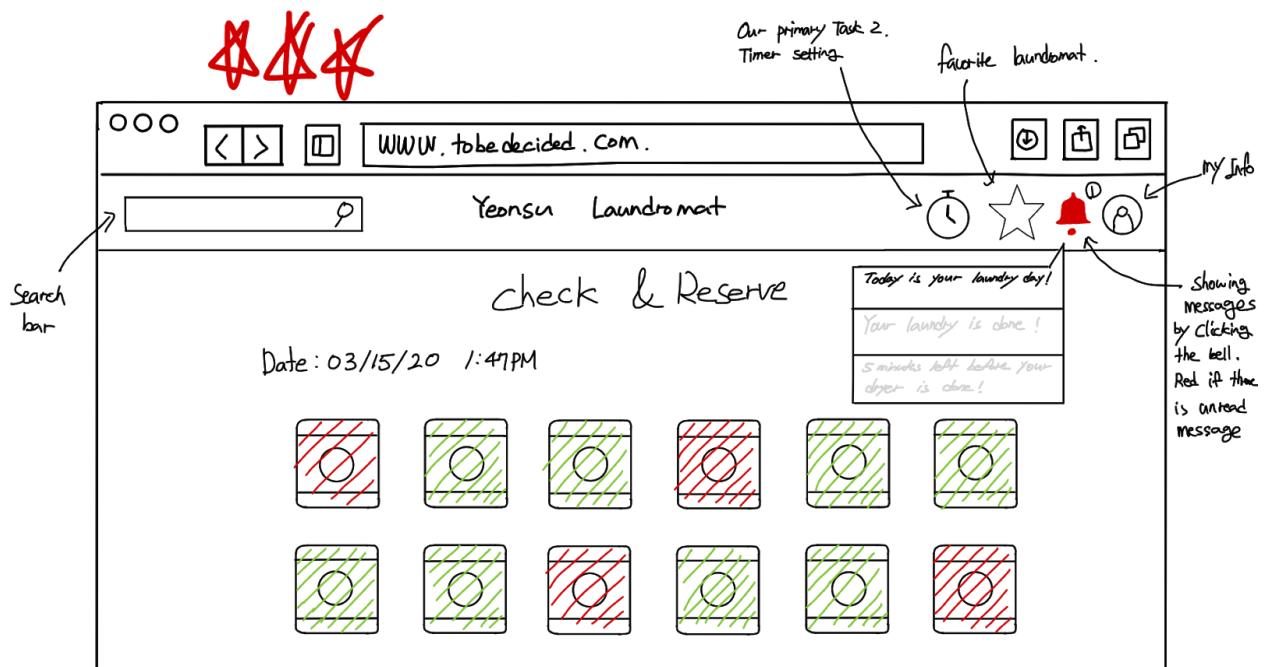
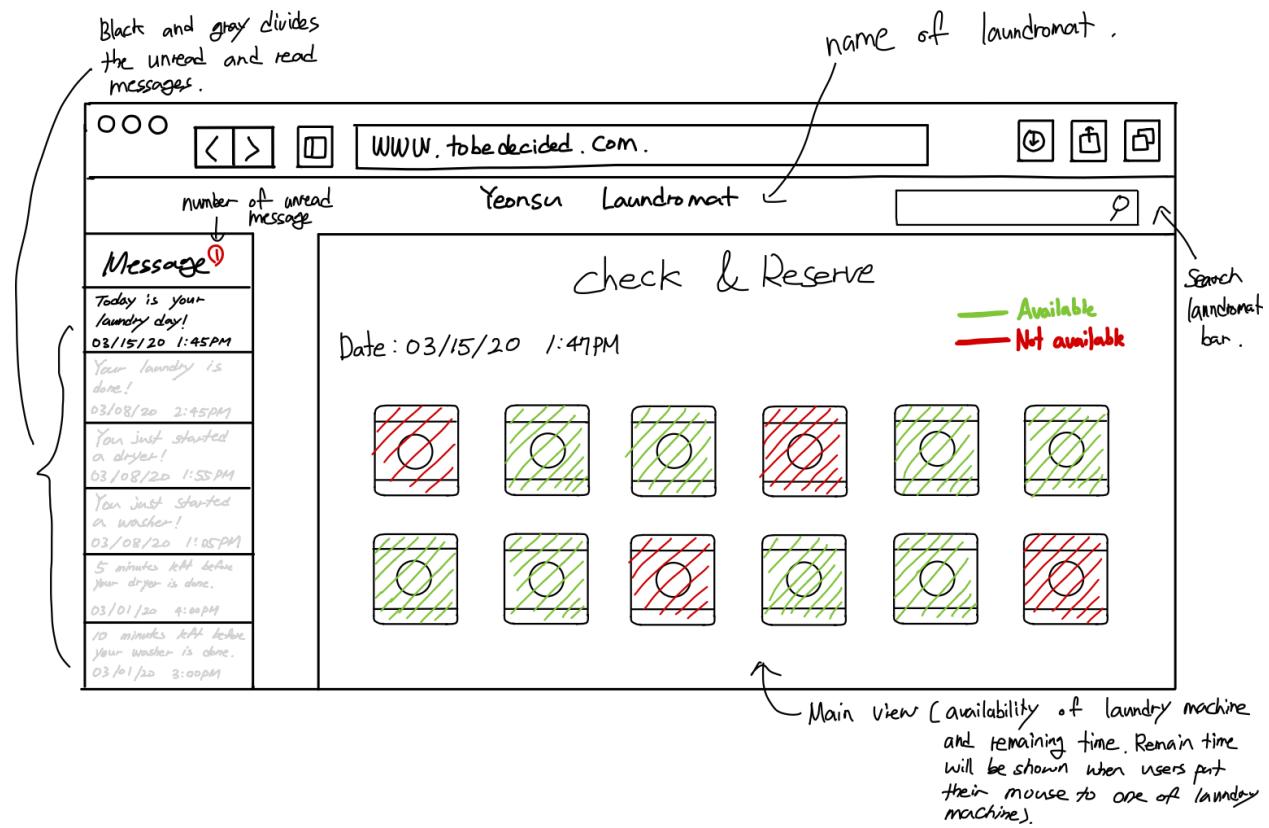


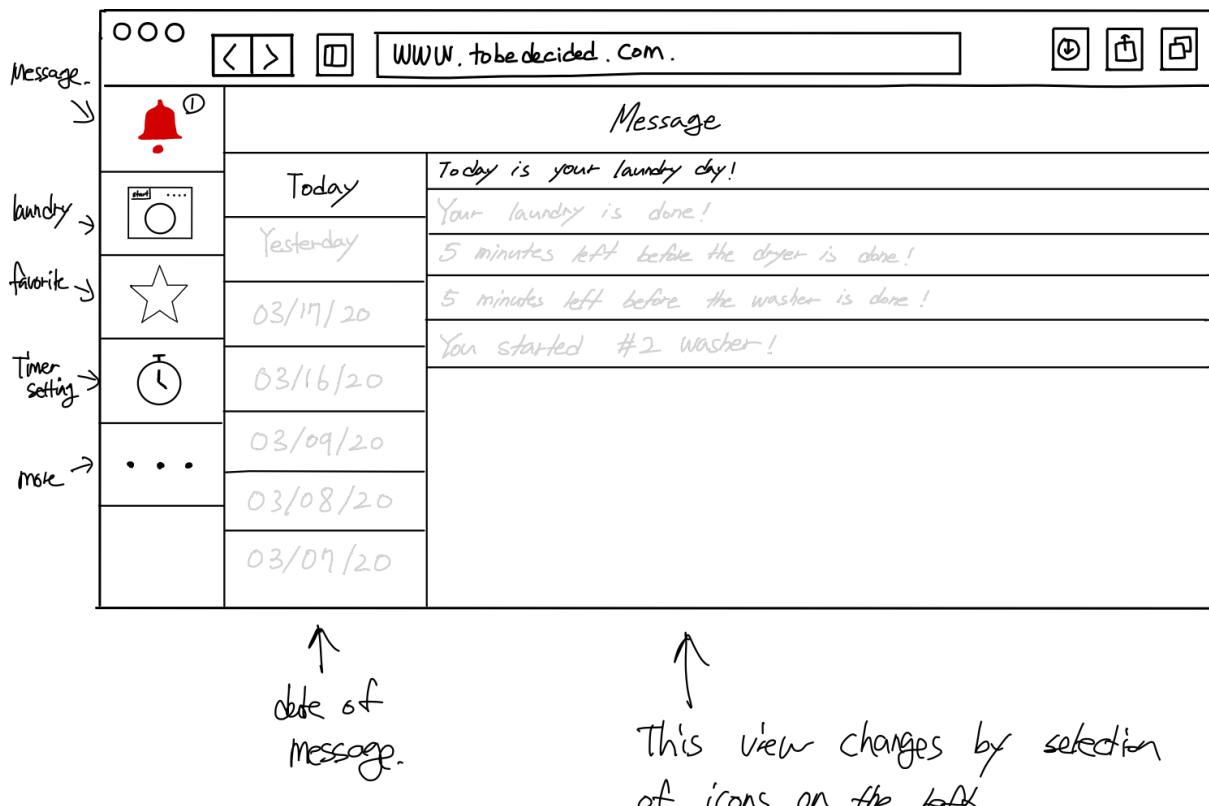
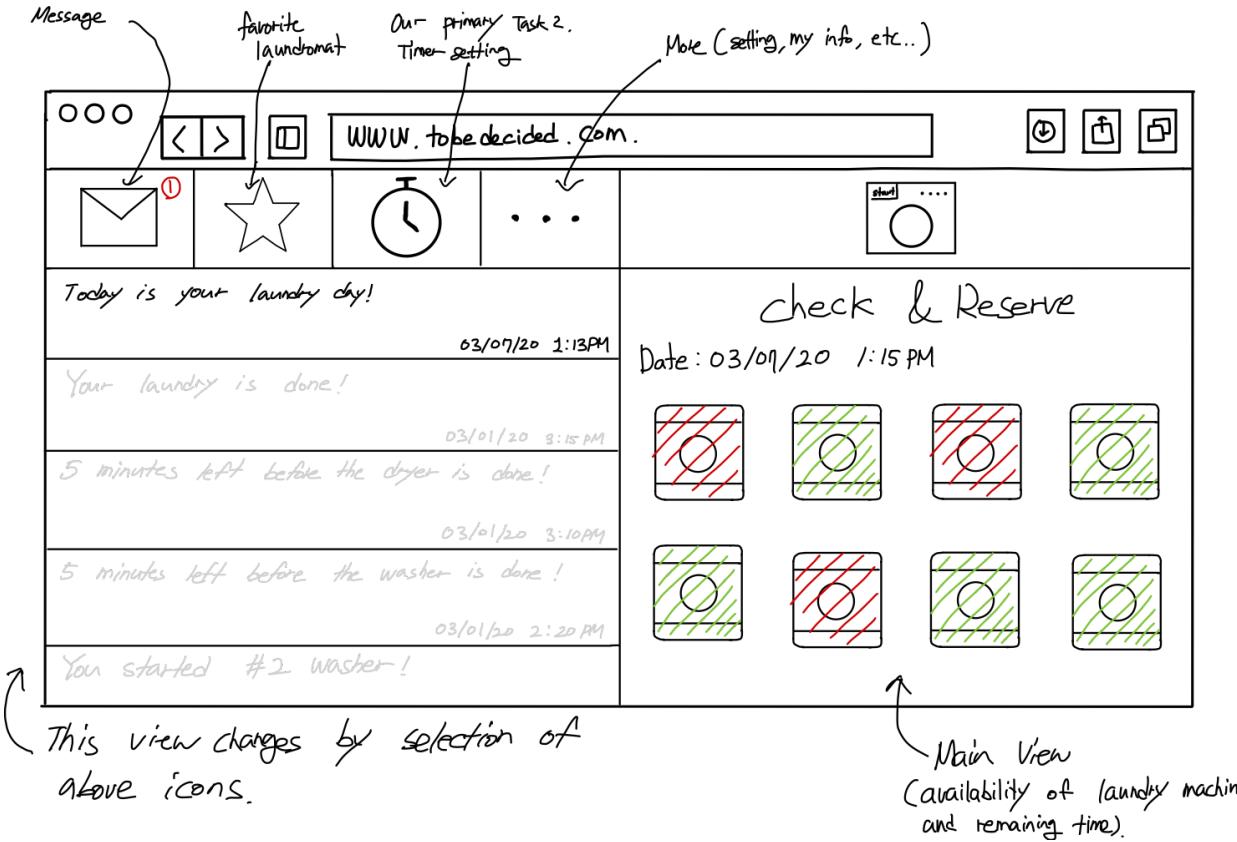
a. Going to a laundromat



### <Primary UI: Reminder in Message>

The interface reminds the users what alarm the user has missed. This is the primary UI that the users will see when they click the link in the message like storyboard 3 panel 7.





### <Secondary UI: Reminder alarm setting>

This UI is a reminder reservation system that is set by the user of which day and time and how the reminder alarm will be sent.

The diagram shows a hand-drawn wireframe of a web browser window. At the top, there's a navigation bar with three icons (back, forward, stop) and a URL bar containing "WWW.tobe decided.com.". Below the URL bar is a search bar with a magnifying glass icon and the text "Yeonsu Laundry mat". To the right of the search bar are four icons: a clock, a star, a red bell with a notification dot, and a person. The main content area has a title "Reminder Reservation". Below the title is a note: "This is a reservation system to send you a message based on the time setting you choose." A handwritten note "way of contact" with a checkmark is written next to it. The form is divided into three columns: "What day?", "What time?", and "How?". The "What day?" column contains a list of days from Monday to Sunday, each preceded by a checkbox. An arrow points from the text "Selecting days" to the start of this list. The "What time?" column features a dropdown time selector with two input fields separated by a colon and arrows for navigation. An arrow points from the text "drop down hours and minutes." to the selector. The "How?" column contains two checkboxes for "E-mail" and "Text message". At the bottom right are "Save" and "Cancel" buttons.

↑ Selecting day, time, and way of contact in a one view.

~~XXXX~~

ooo < > WWW.tobe decided . Com. ⌂ ⌃ ⌄

Yeonsu Laundry mart ⌚ ⌅ ⌆ ⌇

|                      |  |  |
|----------------------|--|--|
| Day?                 | Time?  | How?   |
| Monday Tuesday       | 09:00 AM<br>09:15 AM<br>09:30 AM<br>09:45 AM<br>10:00 AM<br>10:15 AM<br>10:30 AM<br>10:45 AM | <input type="radio"/> By e-mail<br><input type="radio"/> By text message |
| Wednesday Thursday   |  |  |
| Friday Saturday      |  |  |
| Sunday               |  |  |
| <a href="#">Next</a> | <a href="#">Prev</a> <a href="#">Next</a>  | <a href="#">Prev</a> <a href="#">Save</a>                                |

↑  
button type selection

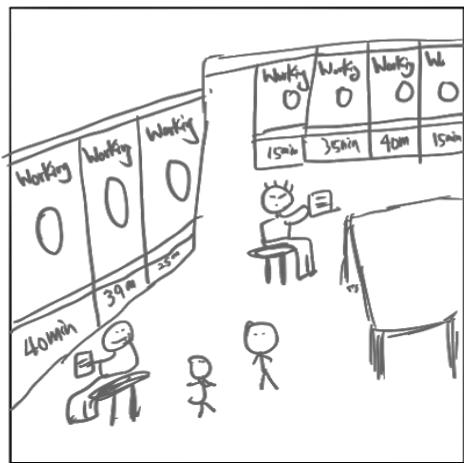
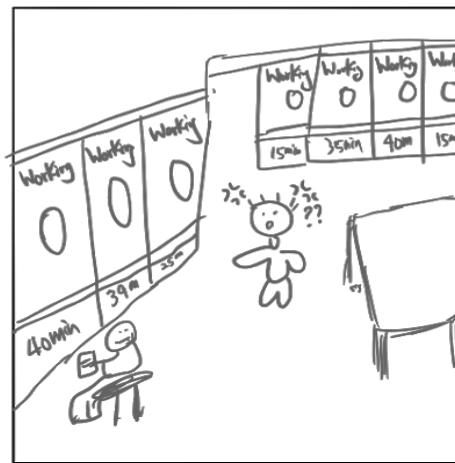
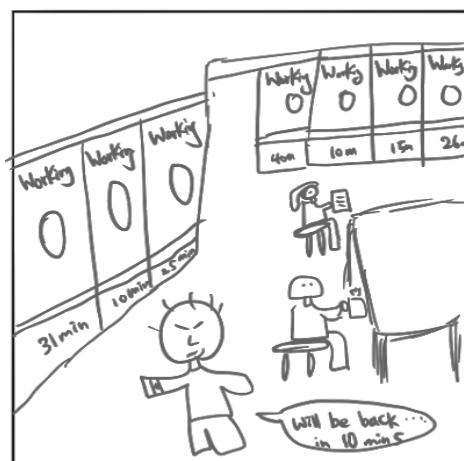
↑  
drop down time for  
each 15 minutes

↑  
way to contact.

- \* This secondary UI will have restriction. For example, when users are choosing day, the time and way to contact category will be gray so that users can't click any of them. When user clicks "Next" button, the current session will automatically become gray and next session will become available to click.

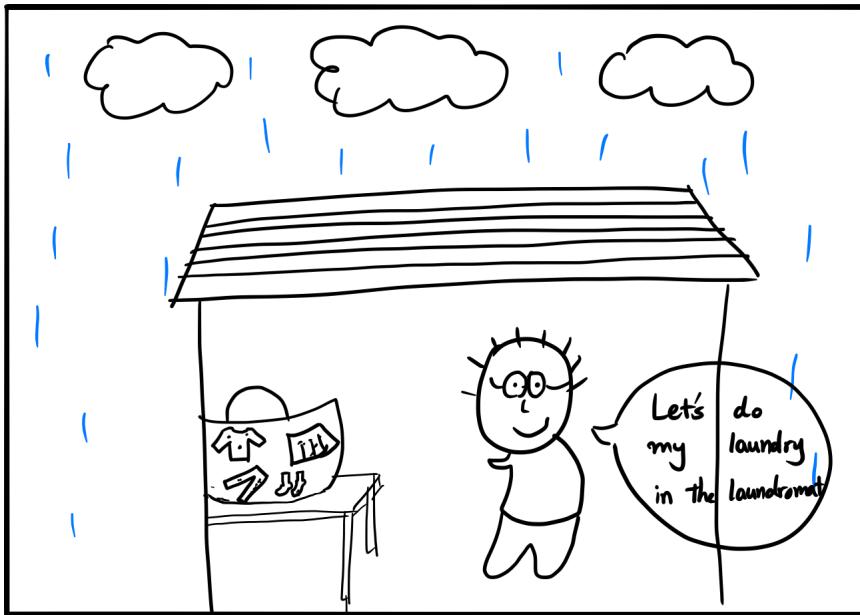
Significant improvement between the first storyboard and second storyboard.

<Original Storyboard>

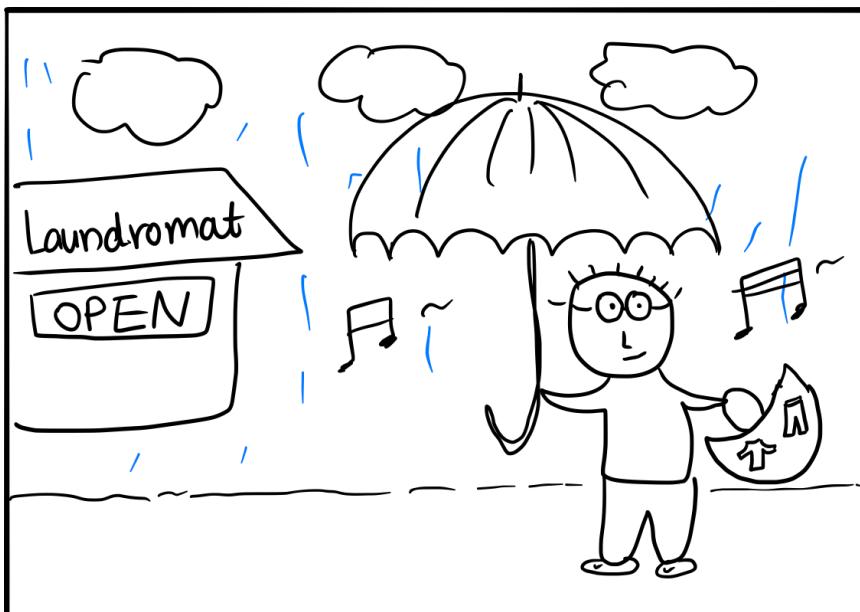


### <Iterated Storyboard>

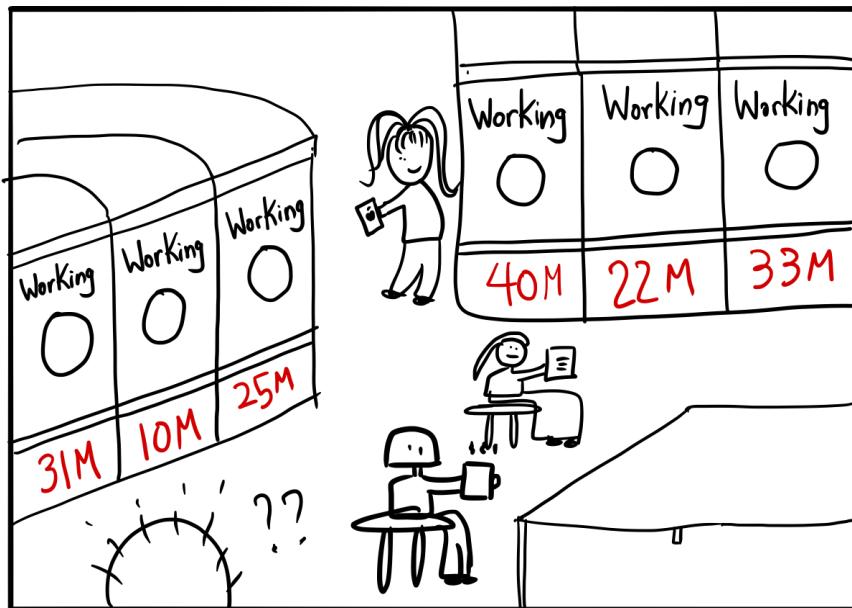
We got feedback saying that texts are not easily visible, so we made it bigger. Also, we had a comment that for the original storyboard, we did not have a situation where the user solves the problem, so we created the storyboards so that the user can solve the problem by using our website created by KF90.



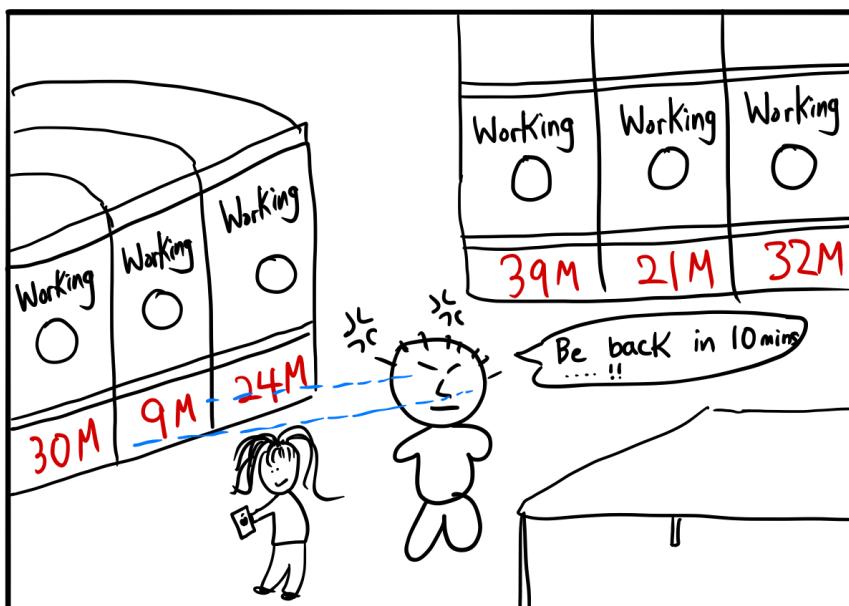
Javits noticed that today he is supposed to do his laundry.



Even though it is raining outside, he is going to do his laundry.

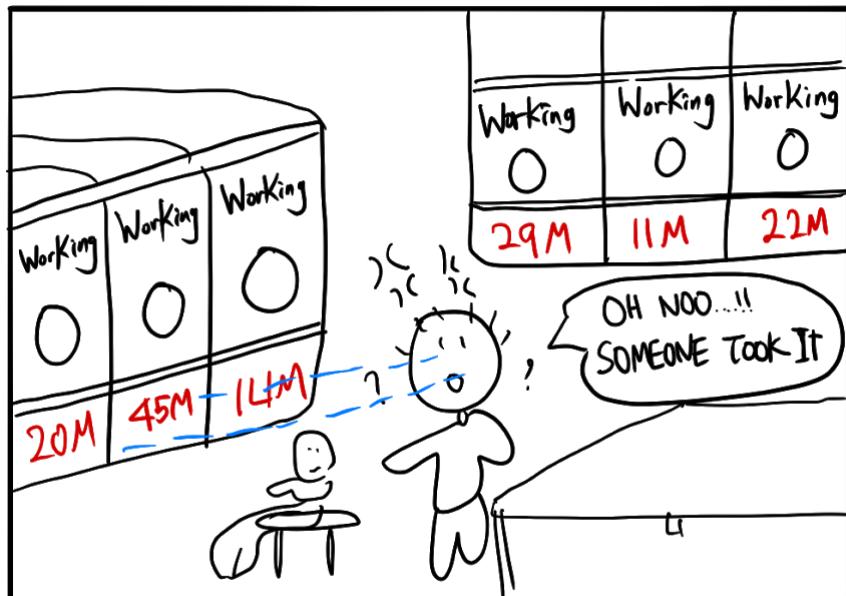


As soon as he got into the laundromat, there were full of people waiting for their laundries.

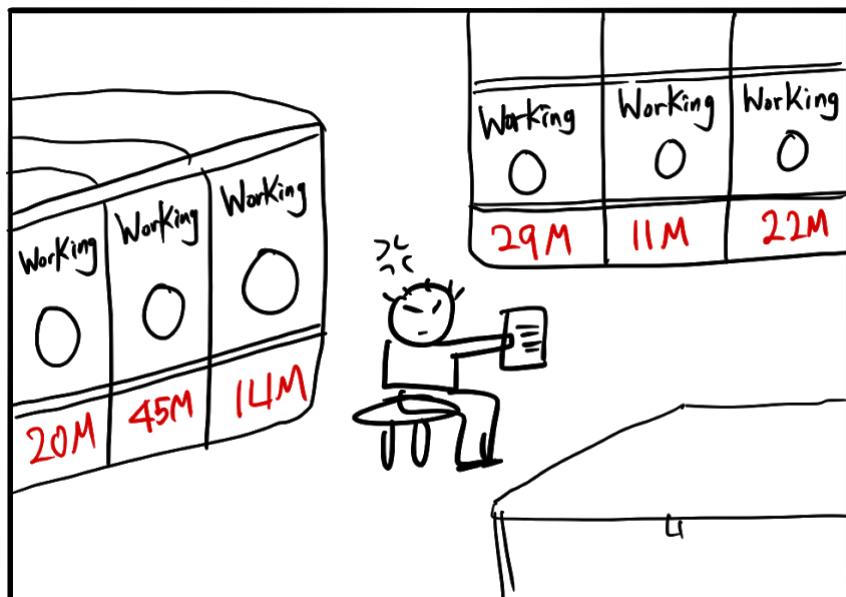


He decides to wait 10 mins outside and come back since one machine left 9 minutes.

10 minutes later...



After he got back from outside, someone already took the machine that he was going to use.

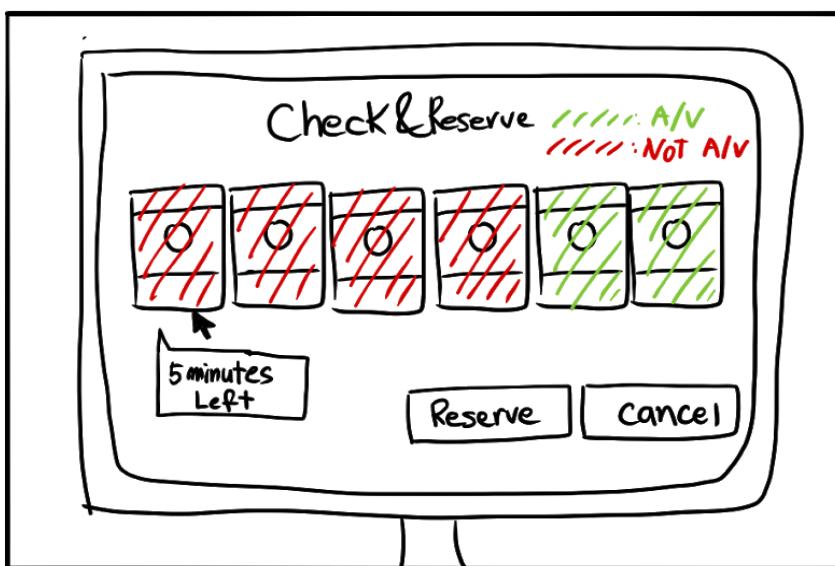


He finally decides to wait in front of the machine wasting his time.

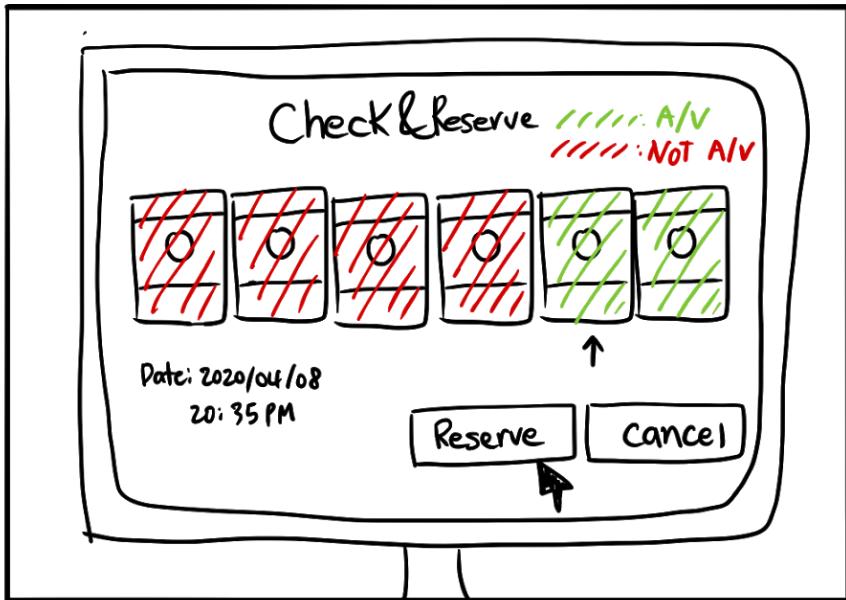
## Next Time for another laundry



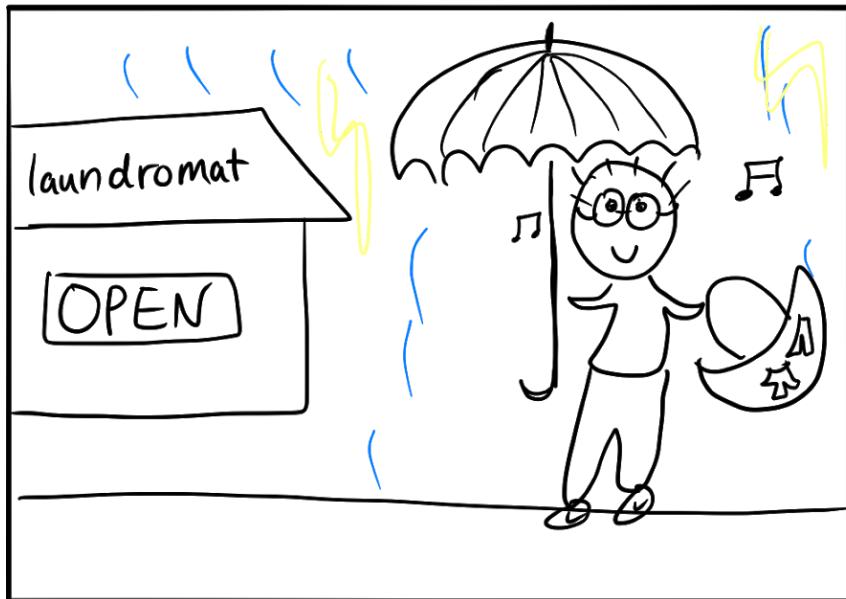
He now knows the Web application created by KF90,  
so decides to use it before he goes to do laundry.



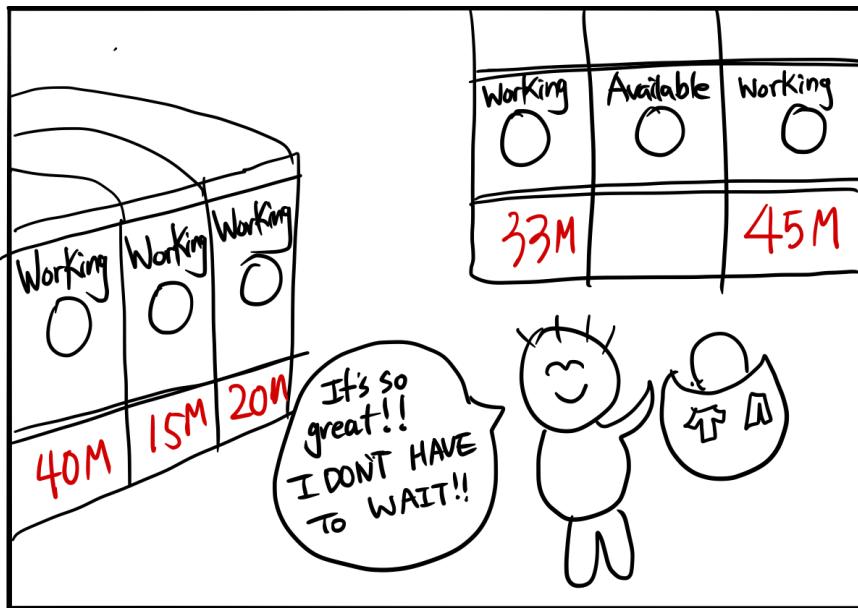
He checks how many machines are available  
and remaining time at home



He checks the available machine and reserves before he heads to the laundromat

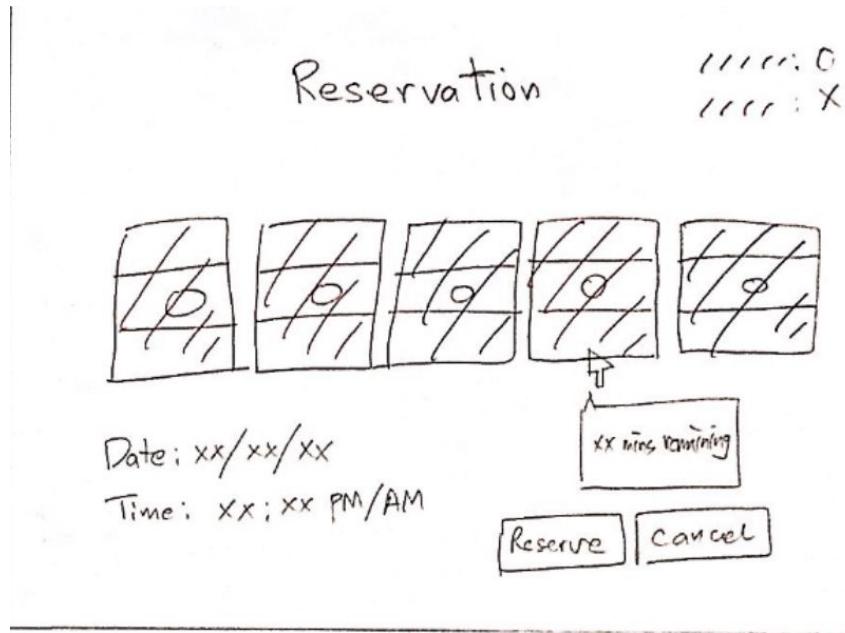


He happily goes to the laundromat.



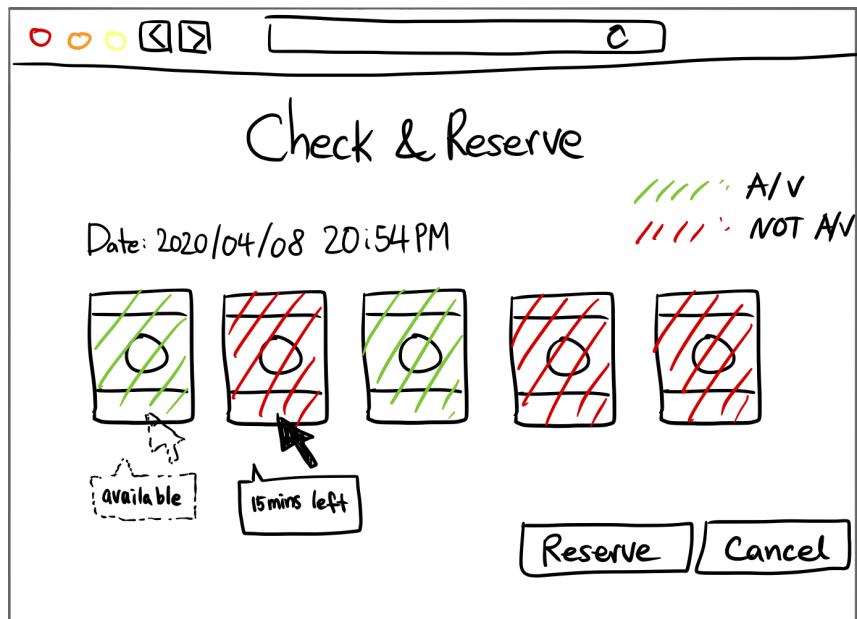
He is now available to do his laundry as soon as he gets to the laundromat without waiting.

### <Original Primary Interface>



### <Iterated Primary Interface>

- We put colors to recognize easily which machines are available and also gave more details to it in understanding.



# Appendix

## <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

## <In-class Critique>

- For storyboard 1 the reservation part, we got comments to add some features shown for the problem solving in reserving the laundry instead of just stating the problem.
- In UI 1 section, colors were not shown clearly which one indicates available machines or not
- For storyboard 2 the pick up alarm part, we needed more caption to make it more understandable
- We did not have enough time to interact with the other team, so this was the whole discussion from in-class critique.
- In storyboard 3, after the user clicked the link, there was no interface shown in the panel user's screen. However, the professor mentioned that it would be much clearer if there was an interface that the user would actually see.
- There was one primary UI for the laundry day reminder system that was off the primary task. After getting feedback, we replace that interface with a new one that fit to show the primary task.
- The secondary UIs for the laundry day reminder was showing what users would see if they click the message. After getting feedback that it was not clear, we changed it to a reminder reservation interface that what users would see when they set the day, time, and way of contact for the reminder.