Clothing Manager

Low-Fidelity Prototype

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Interactive Computational Media

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Project Description

Our group proposes to build an application aimed at clothing management. The primary function of the application will be to organize clothes and alleviate everyday problems such as choosing weather-appropriate clothing, avoiding outfit repetition, trying new combinations or reviewing past (favourite) outfits. Users can take photos of individual pieces of clothing and classify them. They will also be able to take pictures of their entire outfit and log them in their own private collection either passively (building up their collection one outfit at a time as they continue to use the app) or actively (batch logging multiple outfits at once, expanding their collection much faster). Logging an outfit can be simple or meticulous, from tagging only major articles of clothing, such as coats, tops and pants, to specifying even the smallest accessory in an ensemble. Each time an outfit is logged, the app may save additional data about local weather reports or the date the outfit is worn which can be displayed when browsing outfits in the future.

The reason why we chose this application was because we started talking about how we chose our outfits for that day. We all started talking about how we choose our outfits for events, and how long we take to plan each outfit. Then we decided that an app that did this for us could save us time.

The application is targeted towards people who want a simple way to organize their clothes and deciding what outfit to wear for the day and/or events. This could be anyone that decides on choosing outfits.

Requirements

As a clothing manager, there is a higher need for the organizational aspect of the application. The user will be able to populate their wardrobe by taking pictures of their clothes

and importing them in to the application. When adding a new article of clothing into the application, the user will be able to create and use tags to help the application organize the users clothes. In addition, these tags will aid the user in filtering articles of clothing when planning an outfit. Articles of clothing will also hold information like tags, comfort level, weather information, type and brand.

This application will organize articles of clothing first by categorizing by type (e.g. clothing, accessories, shoes) and then by subcategory (e.g. pants, shirts and outerwear as subcategories of clothing). The organizational system will also allow users to save groups of clothing articles to create an “outfit.”

When deciding an outfit for the day, the weather is an important aspect to consider. As such, more advanced features of weather prediction will be implemented in the application, such as whether predictions for events that are significantly in the future. Users will be able to choose the date of their event when planning an outfit. The predicted weather for that date will be displayed and follow that, the app may provide suggestions for weather appropriate clothing for the user.

The application will also provide a model to help users select different part of their outfit. If i user wants to pick a shirt for the day, the user will select the torso of the model and a view of all articles of clothing of that type will be displayed. As an indication that the article of clothing is selected, it will be display in the area.

Usability Criteria

The app’s usability will be centred around creating a simple, efficient and enjoyable experience for users. In order to facilitate this, the application will use mental models similar to that which we have gathered from our research in assignment 3. The application will be designed for quick use, easily operated in a couple of minutes. Because of this, when users choose to log an article of clothing or save an outfit, the log page where they will give more

information about their entry will be simple and contain only essential fields of input (e.g. comfort level and clothing subcategory for clothing or event type for outfits). These log pages will also set useful defaults for users so that the can safely leave options unedited to save time (e.g. setting the default date of a planned outfit to today.)

The application's usability is mainly dictated by its heavy reliance on images. It must be designed to be able to quickly and efficiently save and access large quantities of photos and their accompanying information as a user's virtual wardrobe grows. Compromise must be reached between quality and file size of the photos as the images must be distinguishable and detailed enough for users to appraise the article of clothing, but also small enough in size for the app to access and display it quickly so as to give the user a fluid and enjoyable experience.

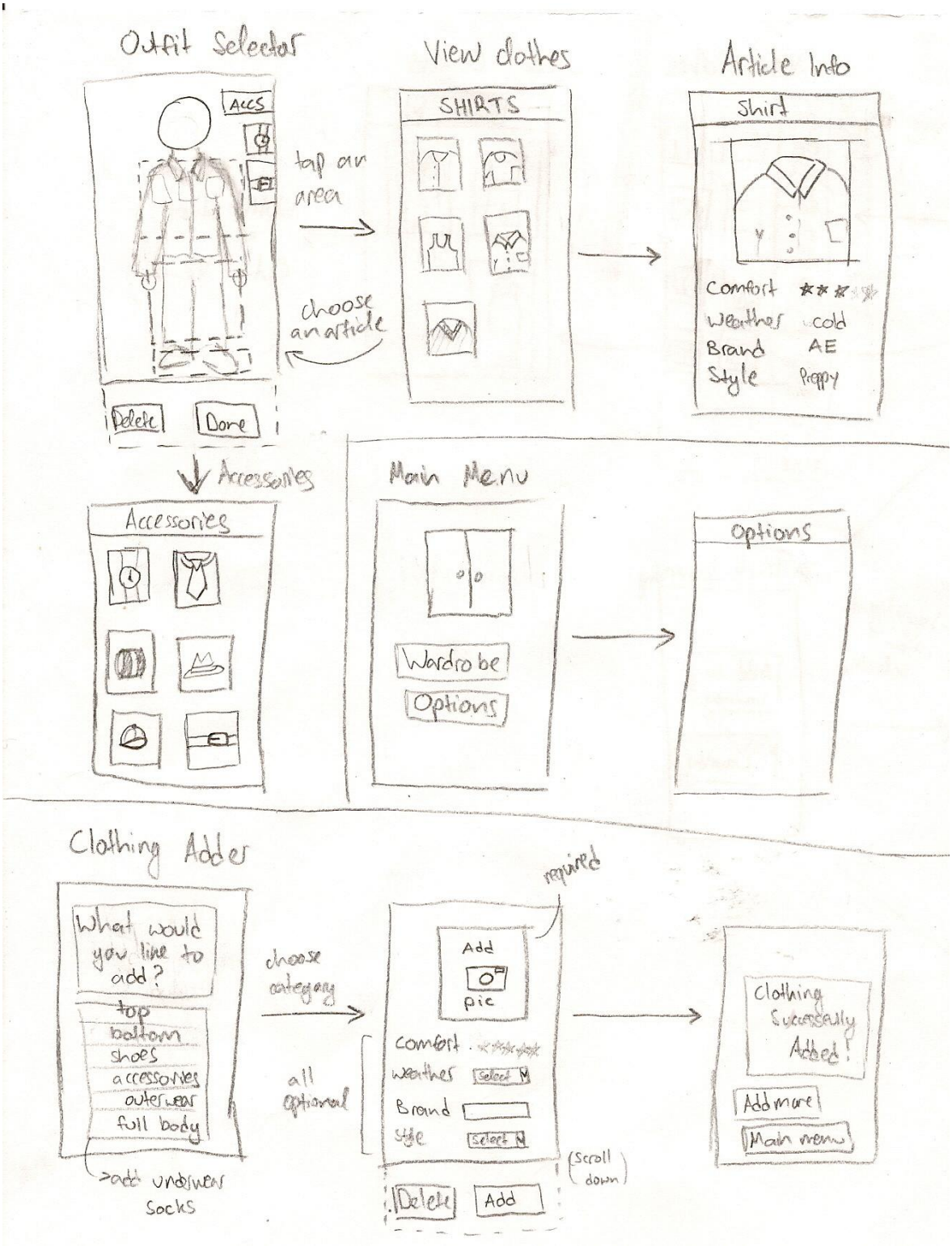
As a clothing management application, the application must be able to have a method in sorting articles of clothing. That is why the app must include a tagging system to help users sort and organize their clothes. The tagging system will also help filter their clothes when deciding for an outfit. Without the fundamental functions of being able to organize and fins articles of clothing quickly will defeat the purpose of having a clothing management application.

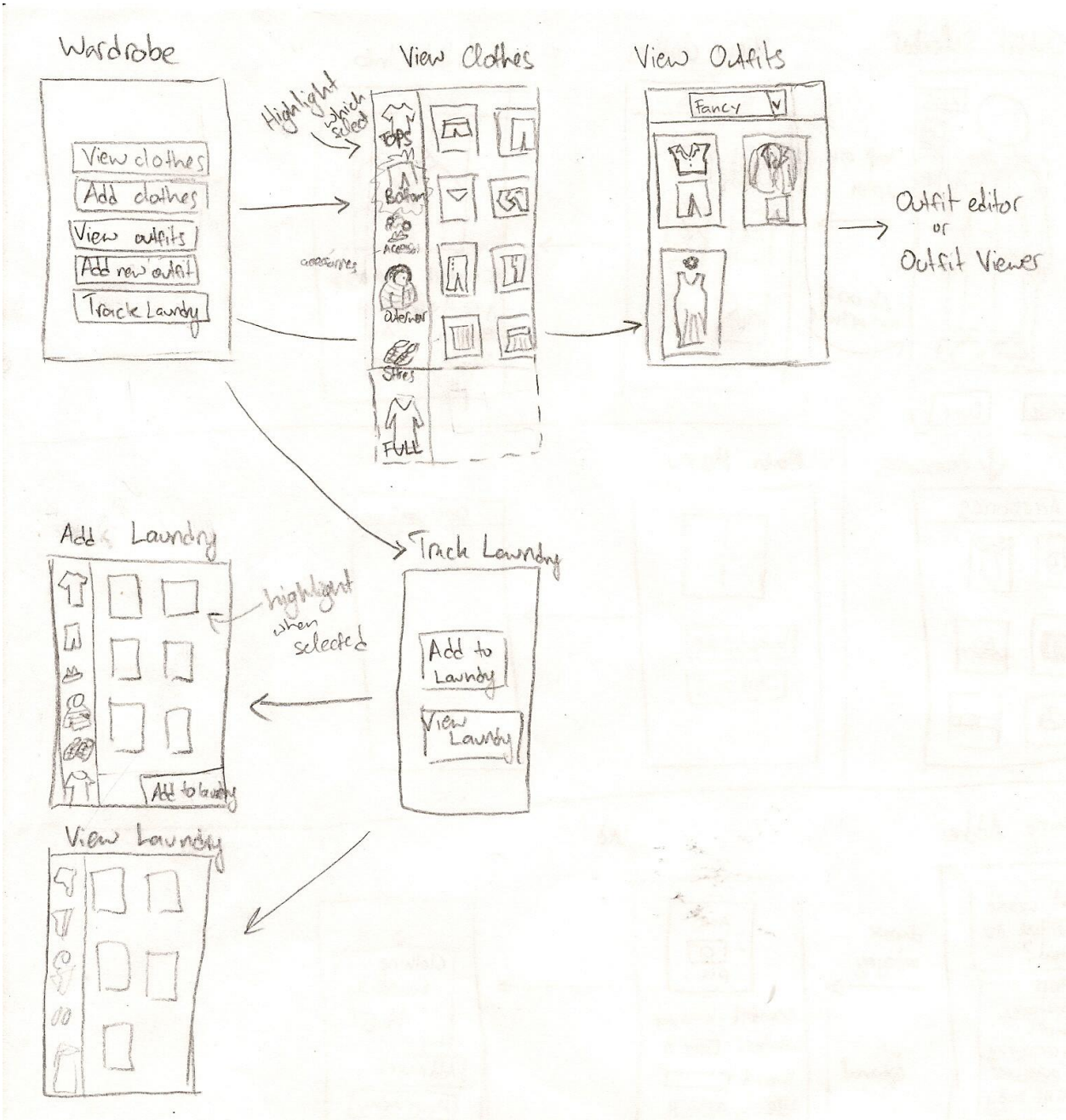
The weather impacts how people pick select an outfit for the day. When users are planning a outfit, weather information will be displayed to aid the user in selecting weather appropriate clothes. The predicted weather for that date can also provide suggestions for weather appropriate clothing for the user. Users will no longer have trouble deciding weather appropriate clothing during those awkward seasonal weather changes, or even for those odd days when the weather changes drastically from one day to the next.

The application is partly a social networking tool, users will be able to share their outfits

on site such as facebook and twitter. When a user decides to share an outfit, images of the articles of clothing included in the outfit will be made available for viewing online. However, as few respondents reported a desire to ask for opinions on what they are wearing, the app will focus less on the aspect of feedback for user shared outfits and instead focus on clothing organization.

Design Alternatives
Design 1





Description: starting from the main menu, user can choose to go into the option screen or the wardrobe screen.

Wardrobe screen: the user will have the option of view clothes, add clothes, view outfits, add new outfit, and track laundry.
View clothes allows the user to view all individual pieces of clothing.
Add clothes allows the user to add new pieces of clothing to their collection.
View outfits allows the user to view outfits that they created.
Add new outfit allows the user to create a new outfit.
Track Laundry allows the user to view and control the laundry list.

View clothes screen: This screen contains a grid view of each article of clothing with a side bar categorizing the clothes. Clicking on a piece of clothing will bring the user to the info screen.

Add clothes screen: this screen lets the user upload or take a picture of a piece of clothing to add to their collection. At this screen the user must specify which category the piece of clothing belongs in, and optionally add information regarding the piece of clothing.

View outfits screen: This screen displays a list of outfits the user previously created, clicking on each outfit brings the user to the add new outfit screen except all the clothing will be added to each slot already.

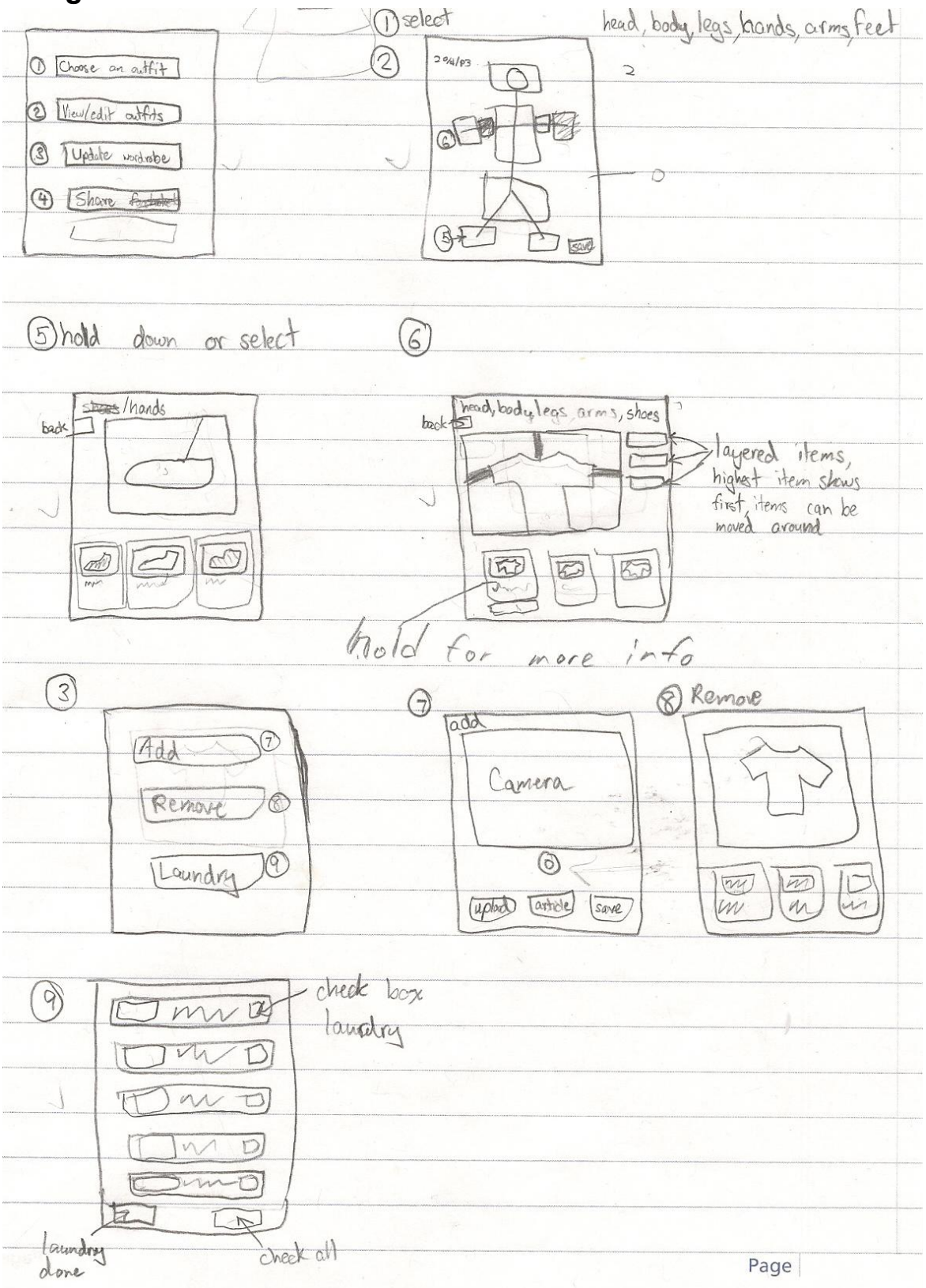
Add new outfit screen: This screen will contain a human figure with boxes on each part of its body. Clicking on each box will bring you to the list of clothing for the body part corresponding to the box. The user can then add or remove clothing from the slot. When they finish assembling their outfit they can save it to the outfits list.

Track laundry screen: The laundry menu contains an add and a remove button. Add button will bring the user to a screen with a list of their clothing not in the laundry, the user can then select the pieces of clothing to add to the laundry. The remove button displays a screen with a list of items in the laundry, the user can select the items they want to remove from the laundry list or simply press the “do all laundry” button to remove all items from the laundry list and add it back to the wardrobe.

Feedback: Takes too many screens and too much work to handle laundry. The category sidebar makes navigating easier.

Advantages/Disadvantages: No preview when choosing clothing. Outfit viewer with pre-made outfits easier to locate.

Design 2


1 select
head, body, legs, hands, arms, feet
1 Choose an outfit
2 View/edit outfits
3 Update wardrobe
4 Share
2
5
6
save
5 hold down or select
6
/hands
back
head, body, legs, arms, shoes
back
layered items, highest item shows first, items can be moved around
hold for more info
3
Add
Remove
Laundry
7
add
Camera
upload
article
save
8 Remove
9
check box laundry
laundry done
check all

Description/Explanation:
Starting at the top left, we begin the application in the main menu. This screen shows a list of 4 options, Choose an Outfit, View/Edit Outfits, Update Wardrobe, and Share. The Choose an Outfit, and View/Edit Outfits options leads to screen 2. Update Wardrobe option leads to screen 3.

Screen 2: This screen starts off empty if this screen was navigated to by the Choose an Outfit option. If this screen was navigated by the View/Edit Outfit option, then it will show the list of outfits that the user has previously saved, and can browse through the list of outfits by swiping left and right. This screen allows the user to choose an article of clothing for each body part. For example, if they select the body, it will lead to screen 6.

Screen 6: This is the wardrobe. In screen 6, the user can choose what article of clothing he/she wants. The user can browse the clothing they have by swiping left and right. Each clothing has a preview picture of it, and the name/description under it. If you hold down on the clothing, you view the clothing in a bigger image. To choose a clothing, they just have to click on it. Once they click on the clothing, the clothing appears in the top right, beside the preview icon. In the list of clothing that they have selected, they can drag the name up and down the list. This list is for layering. The clothing at the top is the one that will appear at the very front, and the very bottom of the list will appear underneath everything. For example, if you have sweater at the top of the list, and t-shirt at the bottom, the preview will show the sweater on top of the t-shirt.

Screen 3: The wardrobe option. Users can add or remove clothing from their wardrobe.

Screen 7: To add a clothing to the wardrobe, the user takes a picture or uploads a picture of the clothing. Then the user can add in additional information such as the type of clothing, name of the clothing and a description.

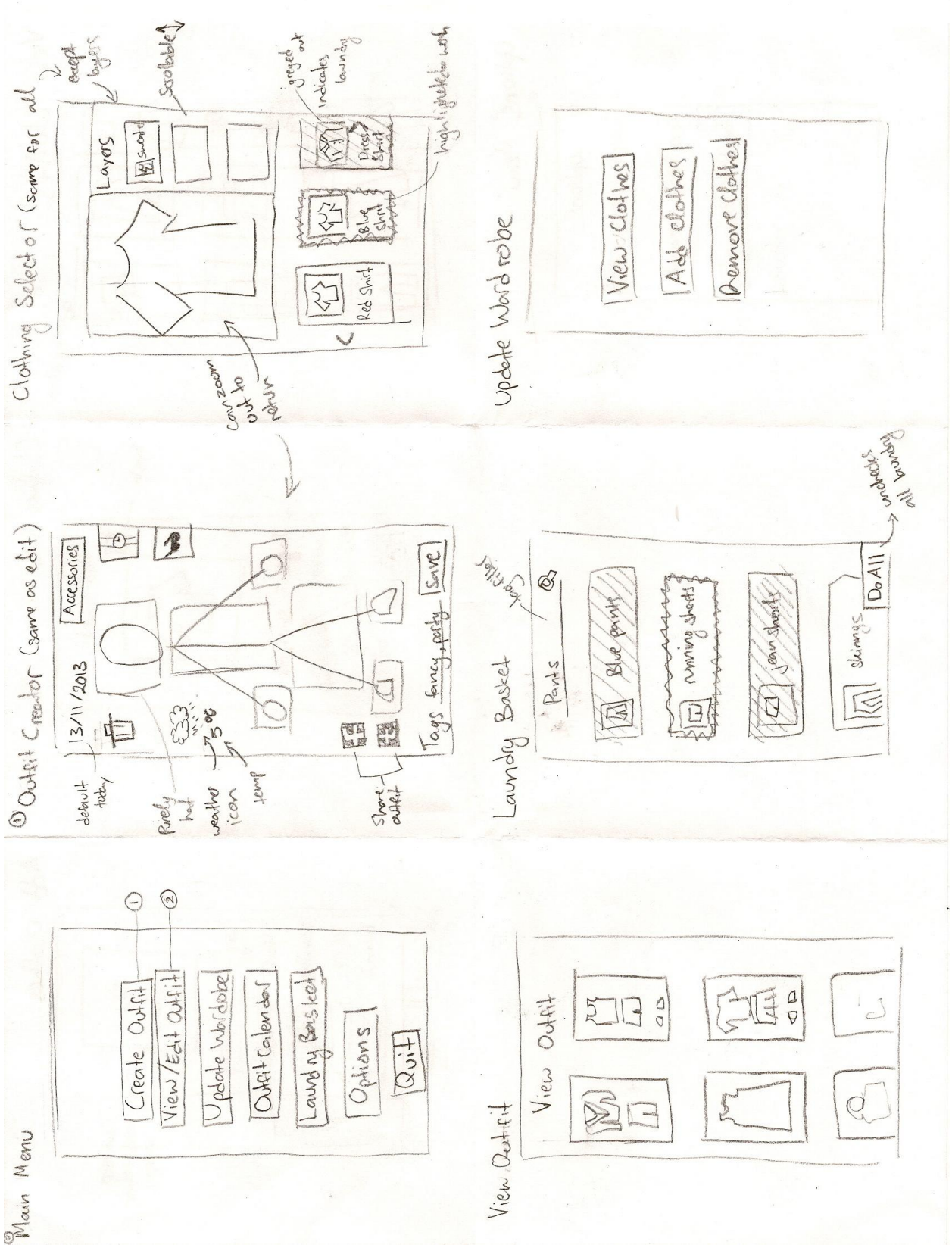
Screen 8: To remove a clothing from the wardrobe, the user can browse the current wardrobe they have by swiping left and right. Once they find the clothing they want to remove, they click on it, and remove it.

Screen 9: The laundry is a list of clothing, that are in the laundry at the moment. If the clothing is in the laundry, the clothing is not in the wardrobe. Clothing are automatically added to the laundry list after an outfit has been worn. Users can remove clothing from the laundry, by checking them and clicking Laundry Done.

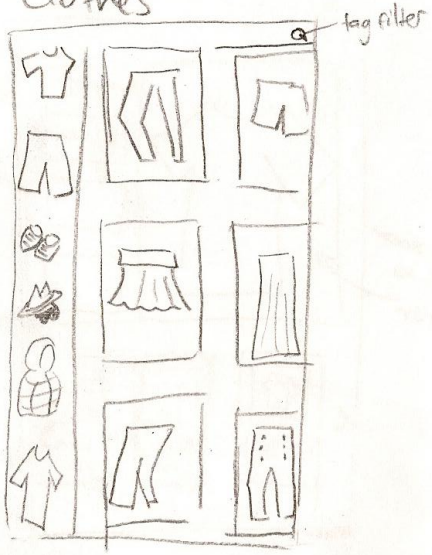
Feedback: User should be able to zoom out when picking clothing, check box only allows removal of laundry items. Make laundry list contain all items and let user toggle whether the item is in the laundry or not.

Advantages/Disadvantages: When choosing items, user can layer items on top of one another. Scrolling list can get tedious to use if the list is too long.

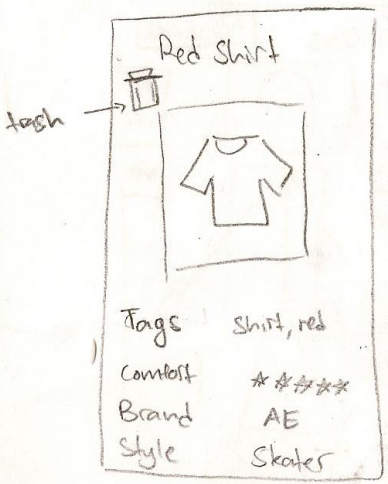
Paper Prototype



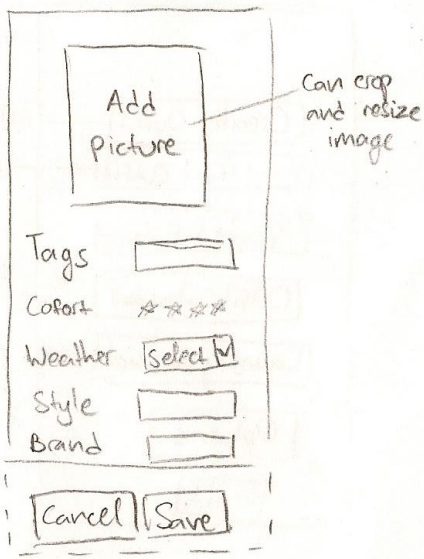
View Clothes



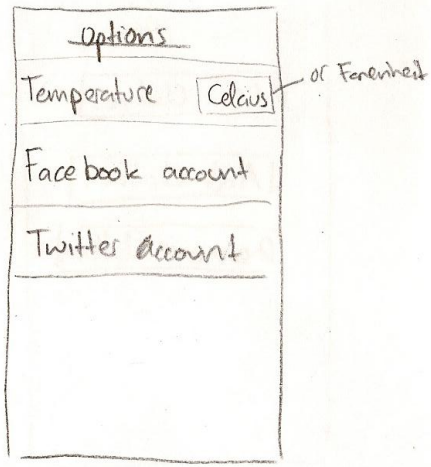
Clothes Info



Add clothes



Options Menu



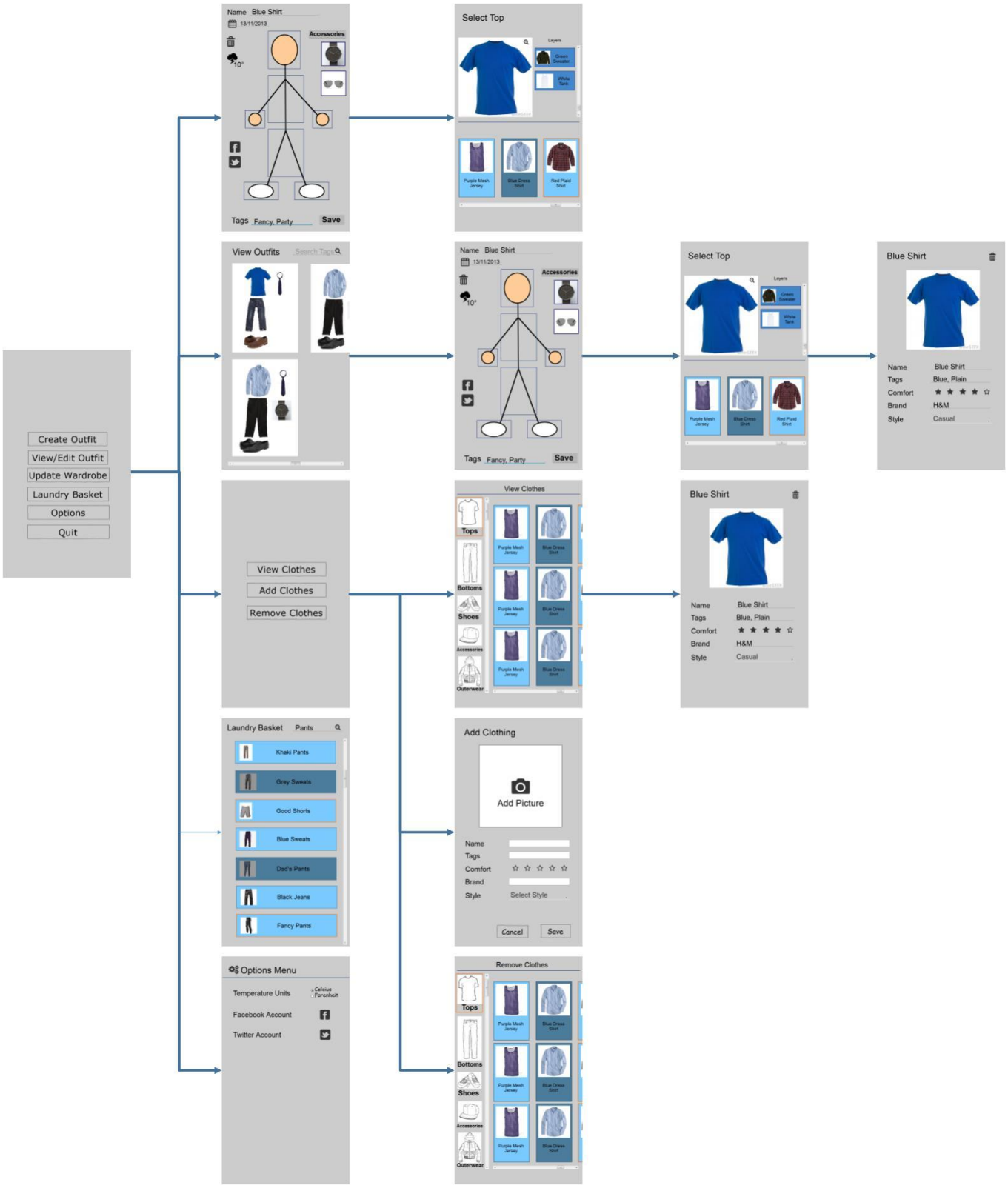
Ultimately, we went with a standard main menu with buttons, in order to keep all the features accessible in a simple, straightforward manner. For the outfit creator/editor, we decided to use a modified version of the editor in our second rough sketch. The rationale behind this was to provide on-the-fly previews of outfits, unlike in the first draft, which only displayed after all desired articles of clothing has been chosen. In this version, we added a small weather widget to the side, as well as a simple tag box, to provide the user with the most important information and features at their fingertips. Accessory pairings are also available via an easily accessible button that takes the user to the relevant screen. The clothing selector remains unchanged from our rough drafts, with the appropriate type of clothing displayed upon tapping a body part and options for layering articles. Once the user has designed an outfit to their liking, they simply tap “Save” to be returned to the main menu.

One of the main drawbacks of the current clothing selector menus is the difficulty of managing such a menu when the list of items becomes very long. However, the easiest way of overcoming this, which is to have more categories and subcategories of clothing, leads to cluttering and therefore less space to view the actual clothing. Moreover, beyond the basic types (tops, bottoms, outerwear, etc.,) clothing categories become inconsistent and somewhat arbitrary (taking into account social, cultural, environmental, personal, etc. factors). Therefore, we believe it is in everyone’s best interest to keep things simple.

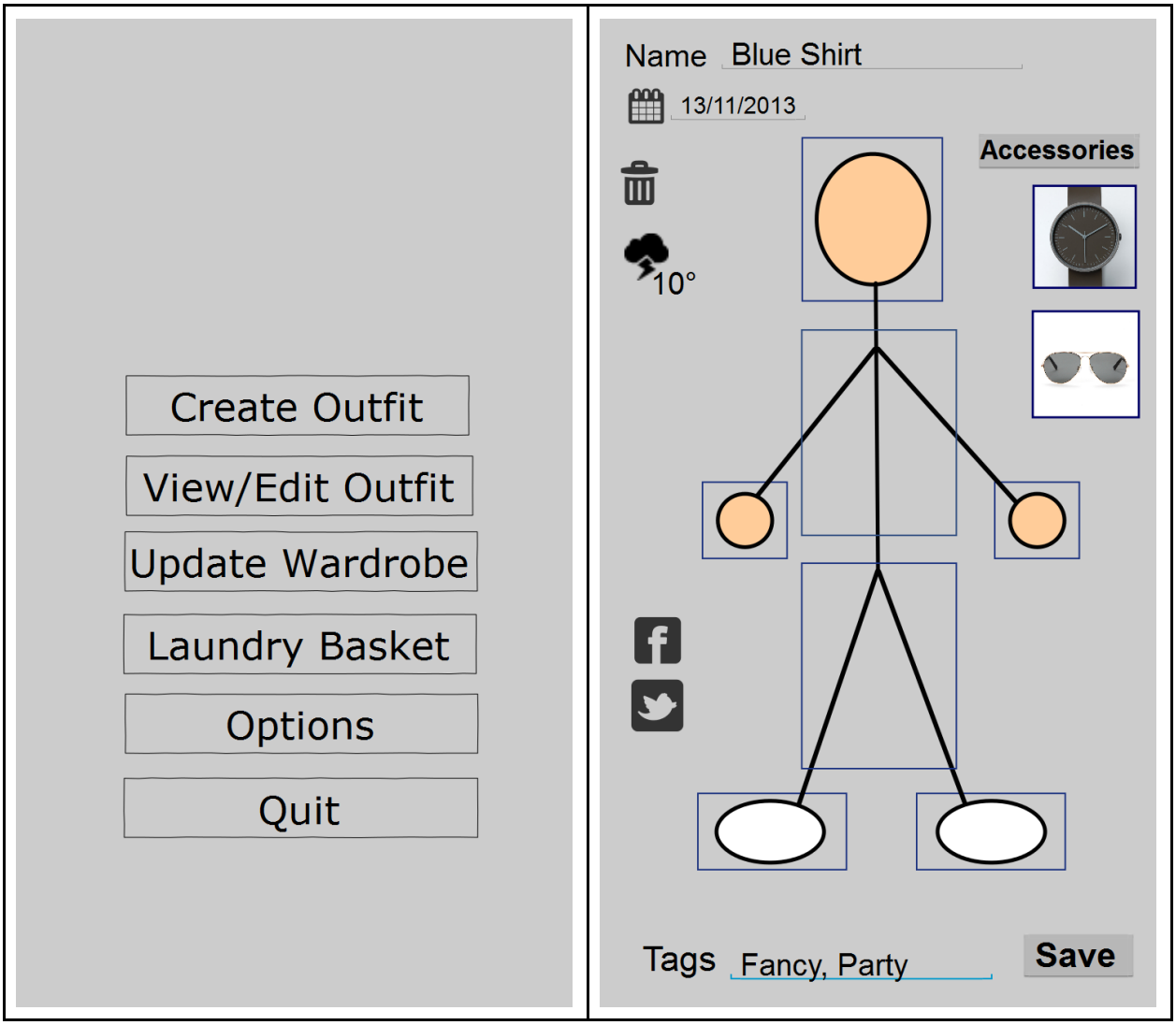
The other main menu items are also straightforward, with options to view saved outfits and add or remove clothing from the master wardrobe list. One simple feature we would like to highlight is the laundry basket. One common complaint voiced by our interview participants is that they often lose track of specific articles of clothing (usually in the laundry), potentially hindering their progress when planning outfits. Therefore, the laundry basket is a list of clothing that is not ready for wearing, and when added to the list, that specific item will be greyed out in the outfit

planner, along with a warning beside relevant outfits in the viewing screen.

Storyboards



Close ups of screens:



Select Top

Layers

Green Sweater

White Tank

Purple Mesh Jersey

Blue Dress Shirt

Red Plaid Shirt

View Outfits

Search Tags


View Clothes
Add Clothes
Remove Clothes
Add Clothing
Add Picture
Name
Tags
Comfort
Brand
Style
Select Style
Cancel
Save

View Clothes

Tops

Bottoms

Shoes

Accessories

Outerwear

Purple Mesh Jersey

Blue Dress Shirt

Purple Mesh Jersey

Blue Dress Shirt

Purple Mesh Jersey

Blue Dress Shirt

Blue Shirt

Name: Blue Shirt

Tags: Blue, Plain

Comfort: ★ ★ ★ ★ ☆

Brand: H&M

Style: Casual


Remove Clothes
Tops
Bottoms
Shoes
Accessories
Outerwear
Purple Mesh Jersey
Blue Dress Shirt
Purple Mesh Jersey
Blue Dress Shirt
Purple Mesh Jersey
Blue Dress Shirt

Laundry Basket Pants

 Khaki Pants

 Grey Sweats

 Good Shorts

 Blue Sweats

 Dad's Pants

 Black Jeans

 Fancy Pants

Options Menu

Temperature Units
- Celcius
- Farenheit

Facebook Account

Twitter Account