UX DESIGN FOR MOBILE APPLICATION - Assignment - 1
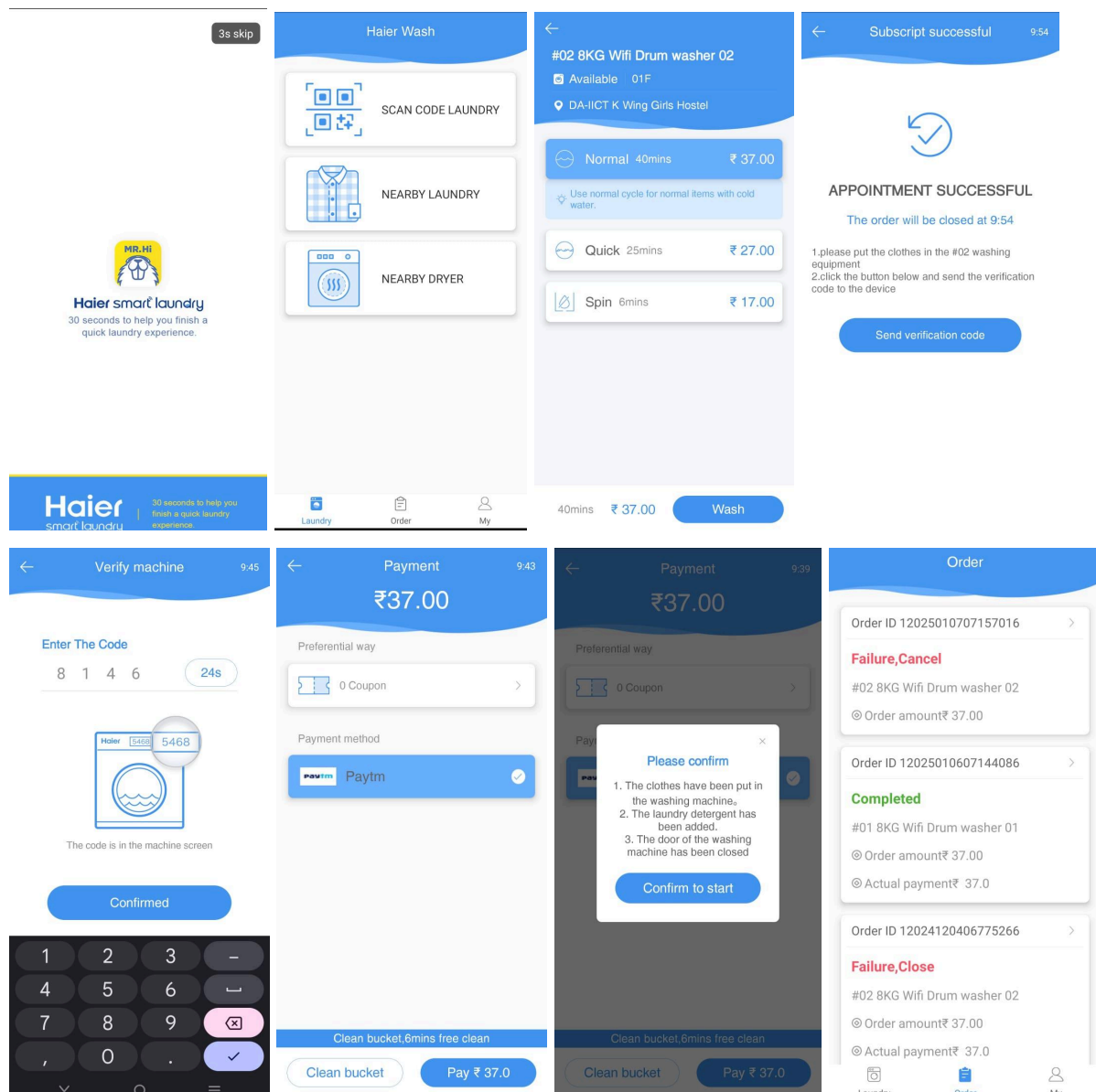Dobariya Vraj   202201106
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Haier Wash - Application

This app lets you book and use washing machines effortlessly, ensuring proper payments and good convenience.

Simplicity factors:

Time: Minimal time to open the app and navigate through it to book the washing machine. App provides a nice interface to select the cycle type and duration for it. The payment option takes the users to another 3rd party payment-app where time consumed can be taken into consideration according to that app. Notifications provide real-time updates and help users to track their laundry state.

Money: Internet is required to access the app features. And it takes payment to book the washing machine and buy the washing machine(itself). This cost is necessary but this app provides the functionality that adds value, specially in shared areas like hostels.

Physical Effort: Users need to scan the QR code from the washing machine or they can find the nearby machines as well. While the number of clicks required to book any appointment here is less than 6-8 which includes some ads clicks and clicks taken to book the appointment. Straightforward steps are good but sometimes frequent ads disrupt the experience and increase the effort(to close/skip them).

Brain Cycle: The interface is easy, with clear icons and options which match user expectations. Also new users can go through the help section, this reduces cognitive load for first-time users.

Social Deviance: App is very much usable in shared areas like hostels, it's silent, personal operation avoids attracting attention so is socially acceptable in such environments.

Non-Routine: App is designed for daily/weekly tasks. It is adaptable for changes and is dependable so it encourages users to adapt it into their routine. For example, It can change the routine for someone who washes clothes themselves.