



THEMIS

EE308 - ASSIGNMENT 5:

Prototype Design of User Interface

Group 1: THEMIS

Speaker: Zhou Wenxuan

Content

Part 1: Introduction

Part 2: Designers

Part 3: Developing Tools

Part 4: Design Details

Introduction

Part 1



Prototyping

Introduction

➤ *Prototype:*

A rapid software development to validate requirements. It can help to communicate, and improve the quality.

➤ *UI:*

User Interface. The bridge between user and product. A good UI can improve user's experience and product's usability.



Designers

Part 2

Designers

	English Name (Pinyin)	Chinese Name (中文名)	Student ID
Designer 1	Zhaoqing Lin	林兆青	832101217
Designer 2	Xinyun Li	李欣芸	832101211
Designer 3	Yuyang Hua	华雨杨	832101207

Ratio of Workload

Name	Member Division of Labor	Proportion
Jie Huang	Participate in the interface prototype design discussion	2.75%
Hongming Chen	Blog information collection and creation	7.5%
Yuxiang Su	Participate in the interface prototype design discussion	2.75%
Daming Fu	Interface prototype design specification information collection	2.75%
Minghao Gao	Blog information collection and creation	7.5%
Jiayi Lu	Interface prototype design specification information collection	2.75%
Zhipeng Wang	PPT content production and page layout	8%
Weijie Hong	Participate in the requirements document discussion	2.75%
Yuxin Peng	Participate in the interface prototype design discussion	2.75%
Lin Bao	Participate in the interface prototype design discussion	2.75%
Siqi Lin	Interface prototype design specification information collection	2.75%
Zhaoqing Lin	Interface prototype design	15%
Xinyun Li	Interface prototype design	15%
Yuyang Hua	Interface prototype design	15%
Wenxuan Zhou	PPT content production and page layout + presentation	10%

Developing Tools

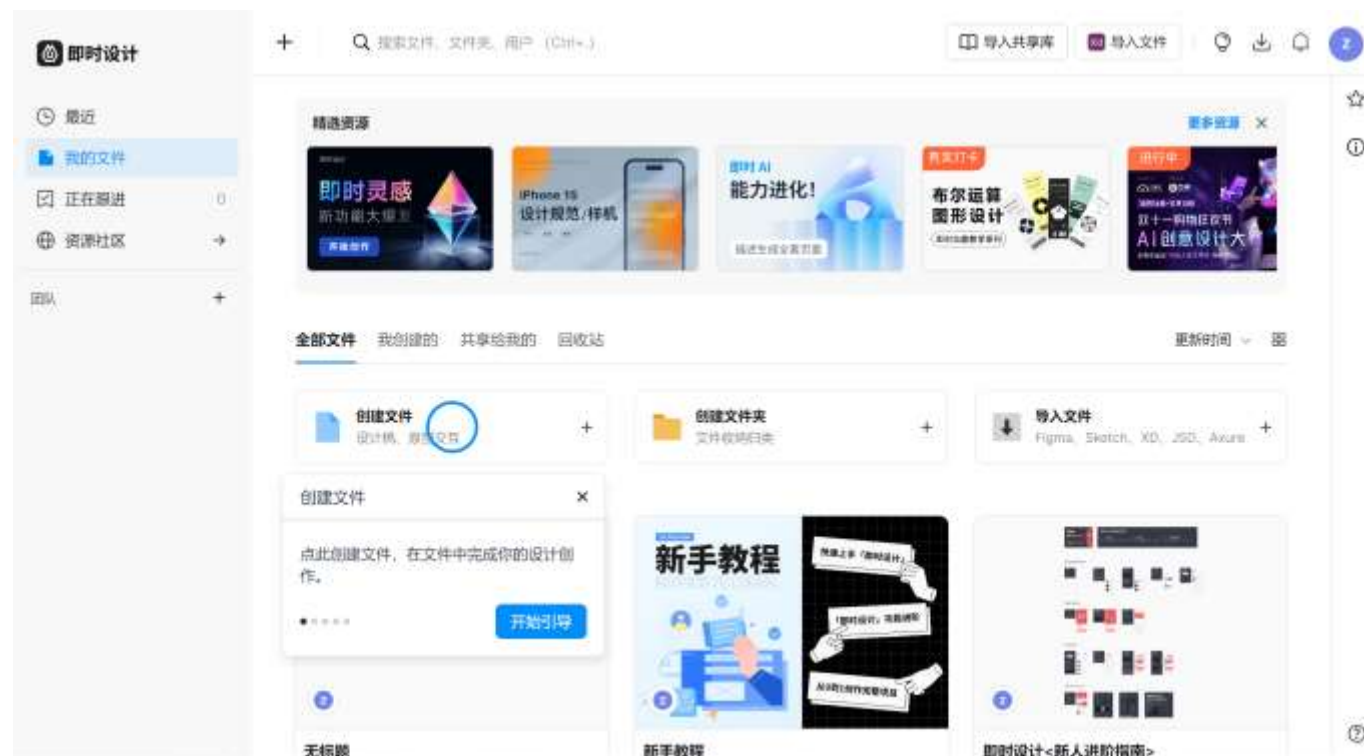
Part 3

Tool: JsDesign

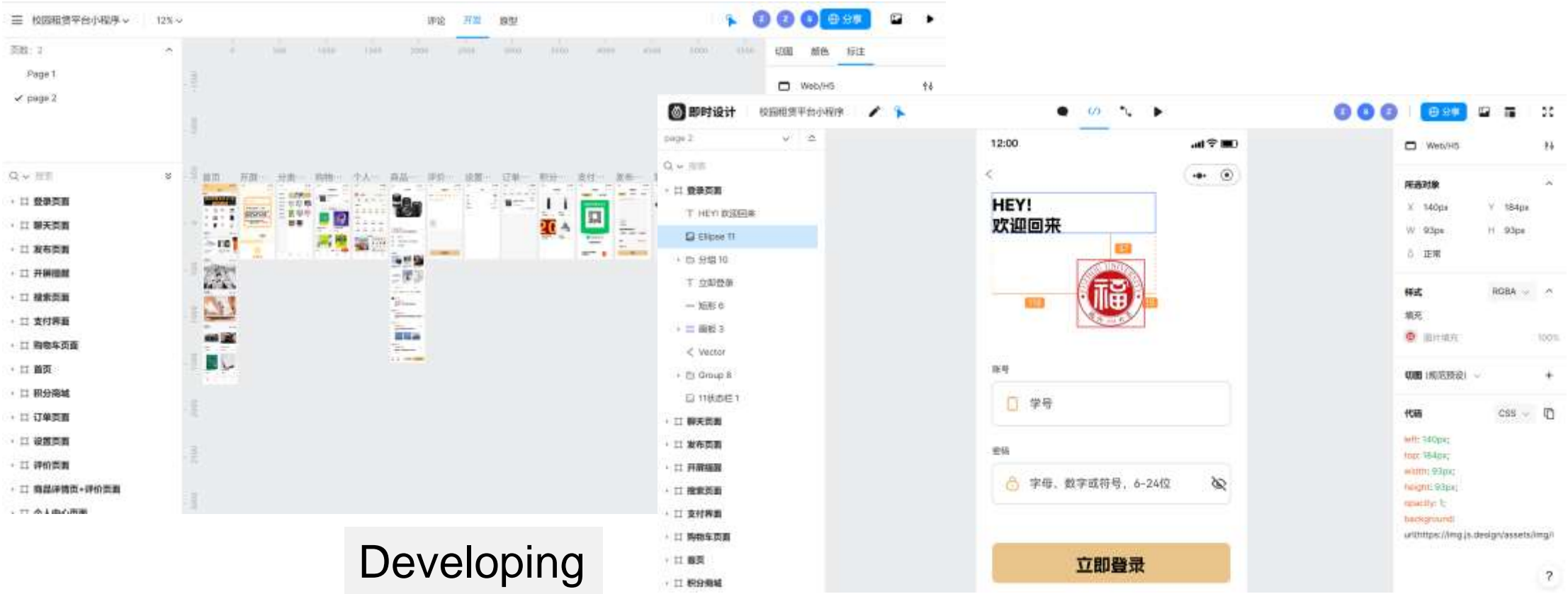


JsDesign is a designing platform that supports online collaboration.

Designers tried different ideas with its useful functions.



Tool: JsDesign



Developing

Prototype preview

Design Details

Part 4

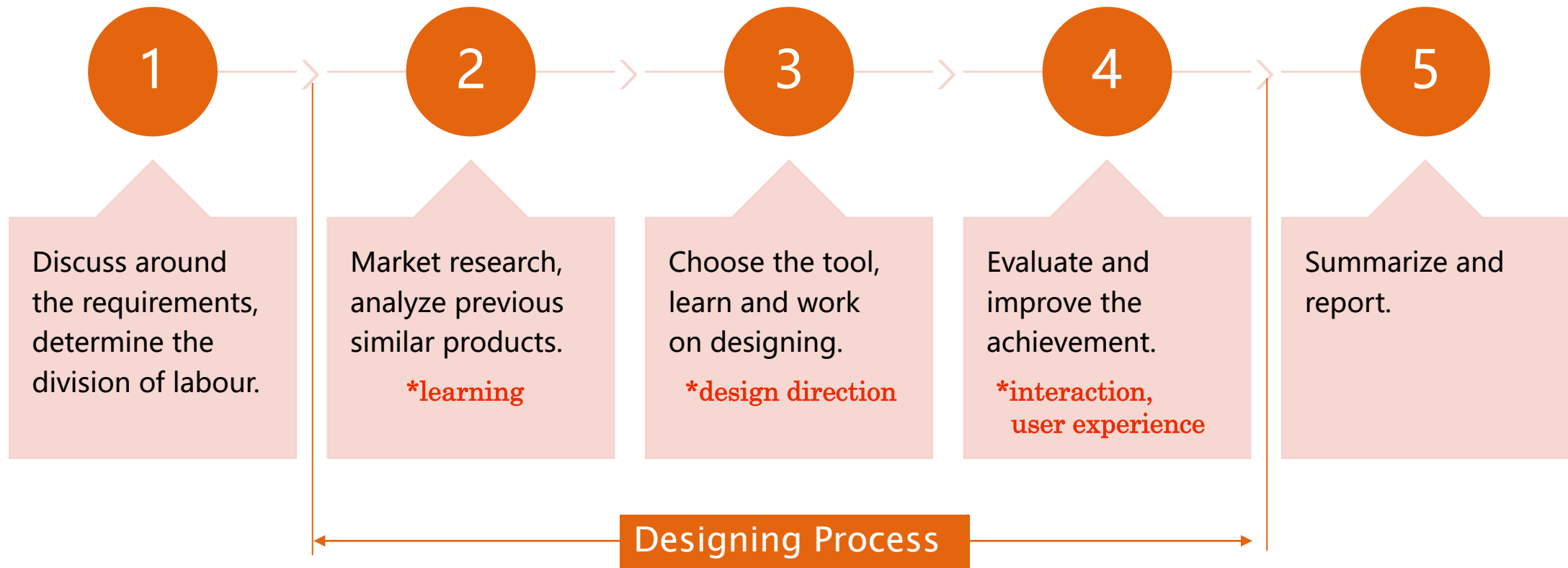
Main ideas:

Considering previous products
Basing on our own requirements
Making sense of user's experience

Key Points:

- User Experience
- Team concept
- Functionality
- Responsiveness

Developing Process



Main Parts



首页



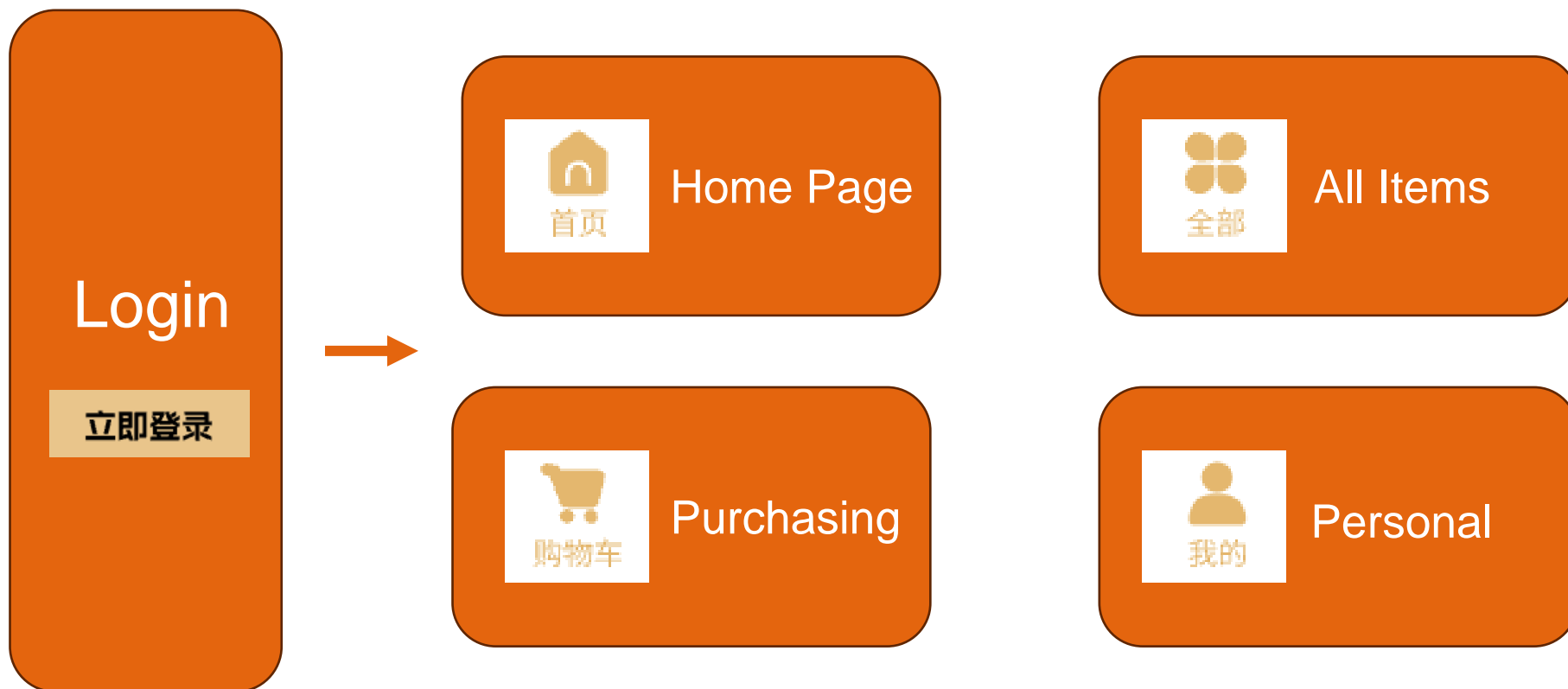
全部



购物车



我的



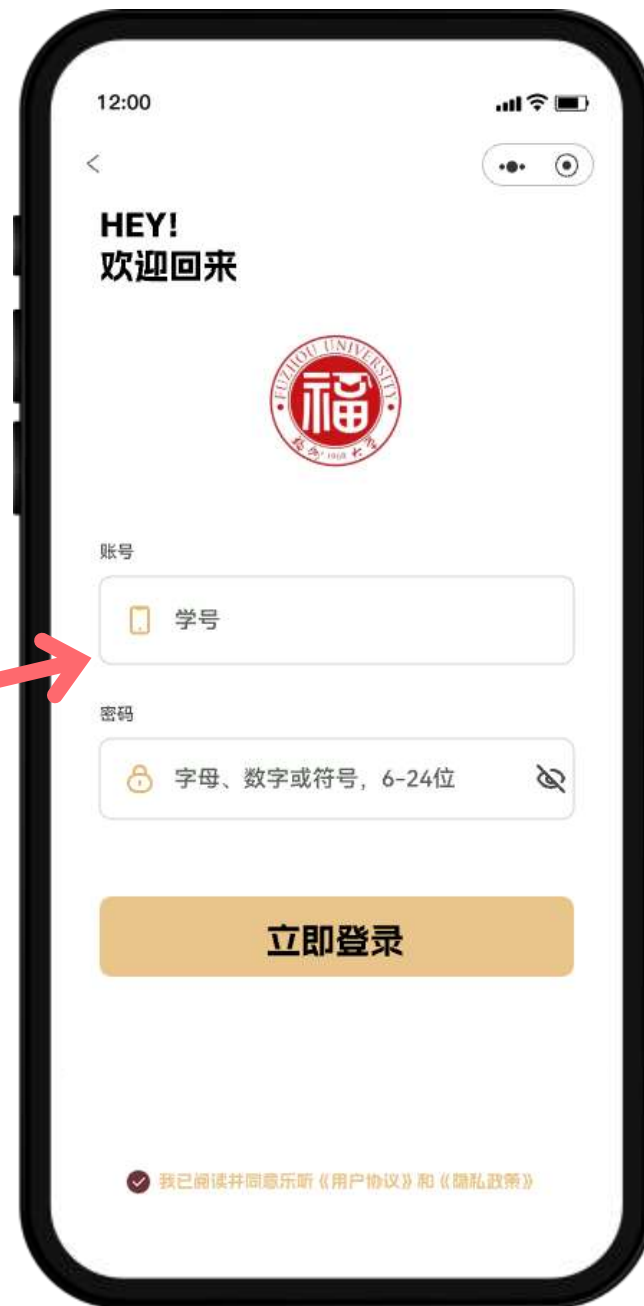
Beginning

📝 Loading page

The loading page will display important time nodes to indicate

📝 Login page

Login with student number and password



Home Page

 Search bar

 Commodity classification

 Latest release

 Special topics

Offering specialized topics (e.g. graduation topic, which includes something published by graduates)

 Navigation bar



Centers

Personal center

There are more additional features in the personal center, such as student accreditation and a currency mall.

Shopping cart



Searching

✍ Searching bar

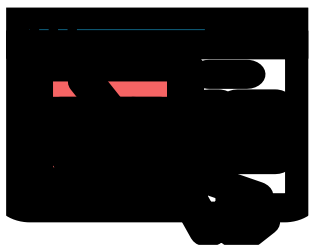
✍ Popular categories



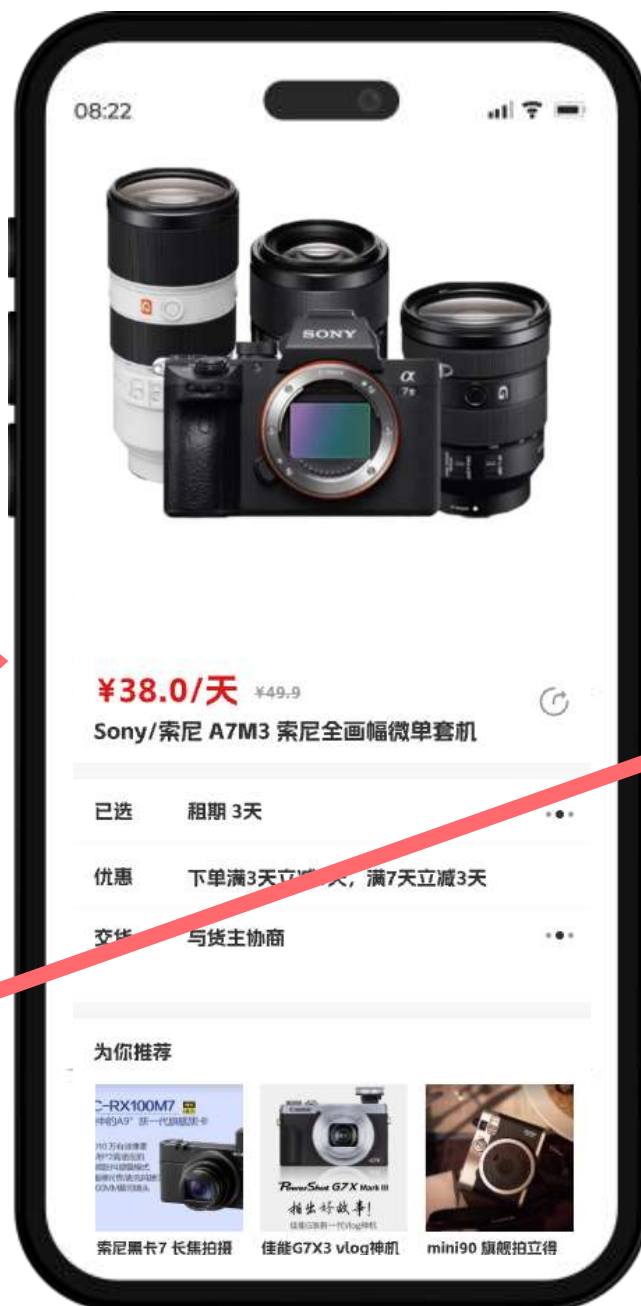
Commodity

In this interface, you can see the details of the commodity and other users' feedback.

✍️ Commodity details



✍️ Comments reviewing



Purchasing

✍ Payment page

Supporting various payment methods,
Wechat and Alipay are available

✍ Order page

Here is the list and the state
information of different orders.



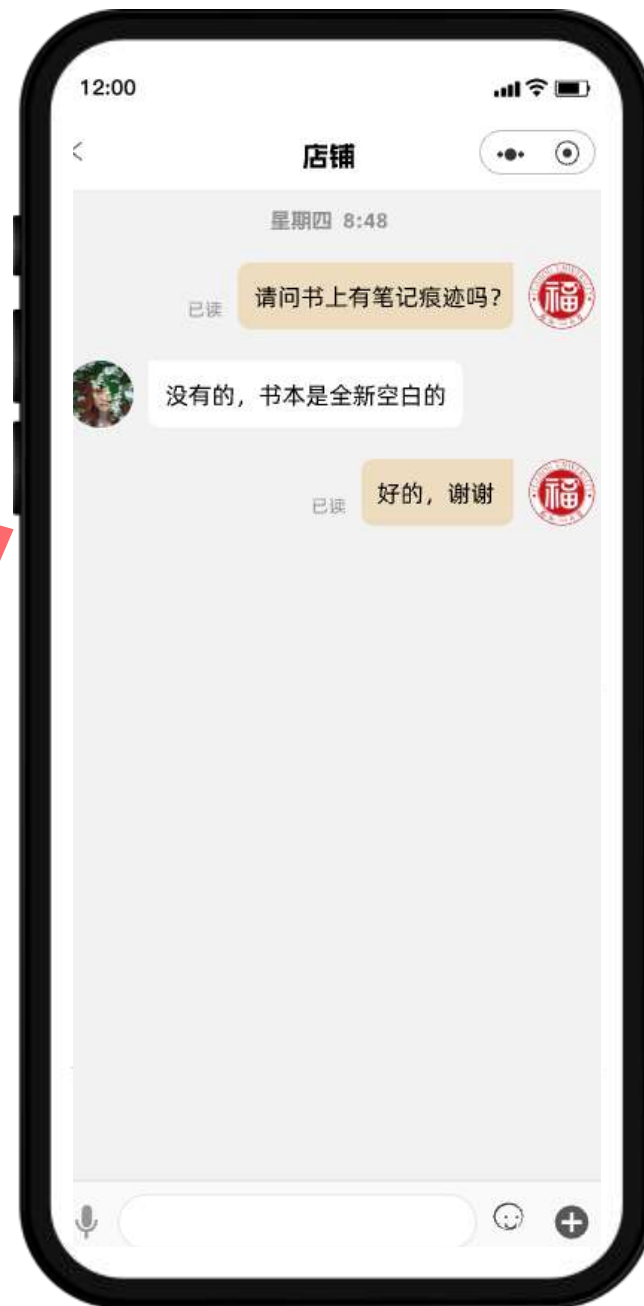
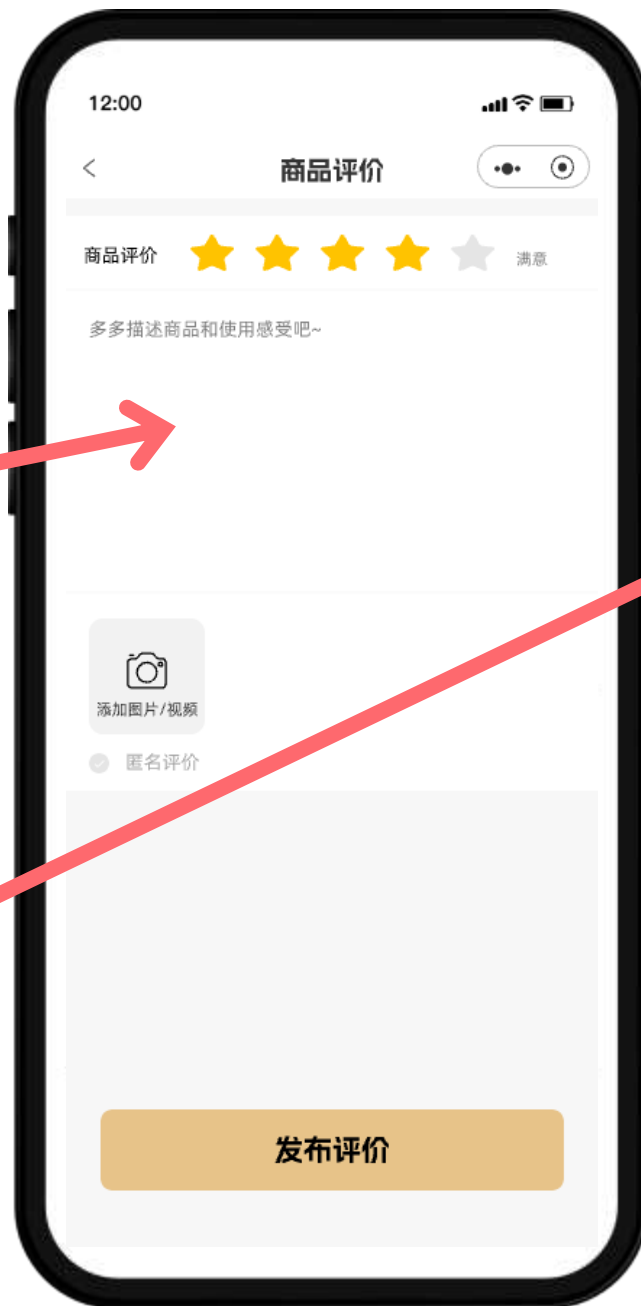
Chatting

After-sales evaluation page

After the purchase, the item can be evaluated, as other users' reference.

Pre-sales communication page

Communication before purchase to have a better experience

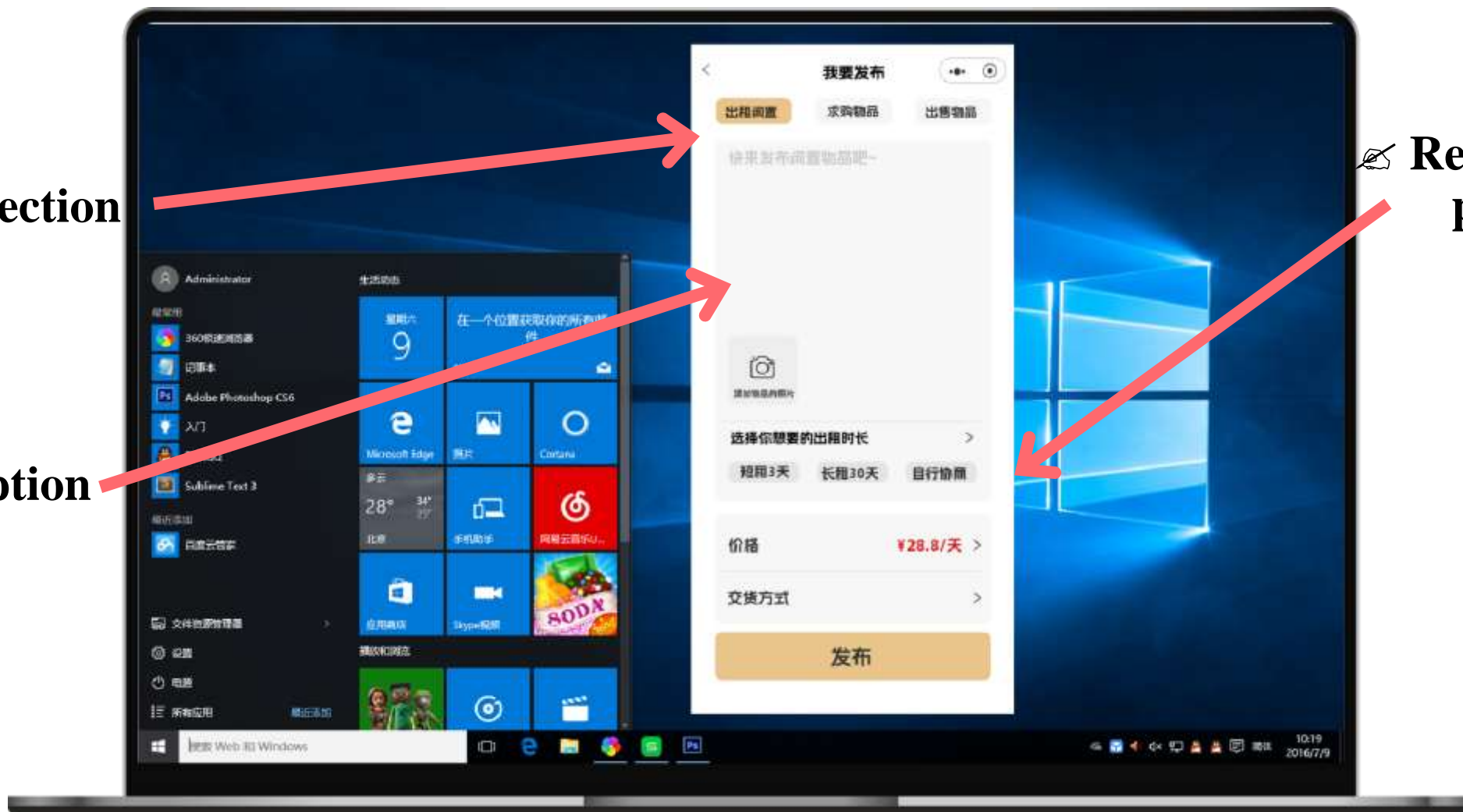


Publishing

✍ Type Selection

✍ Description

✍ Rental term and price setting

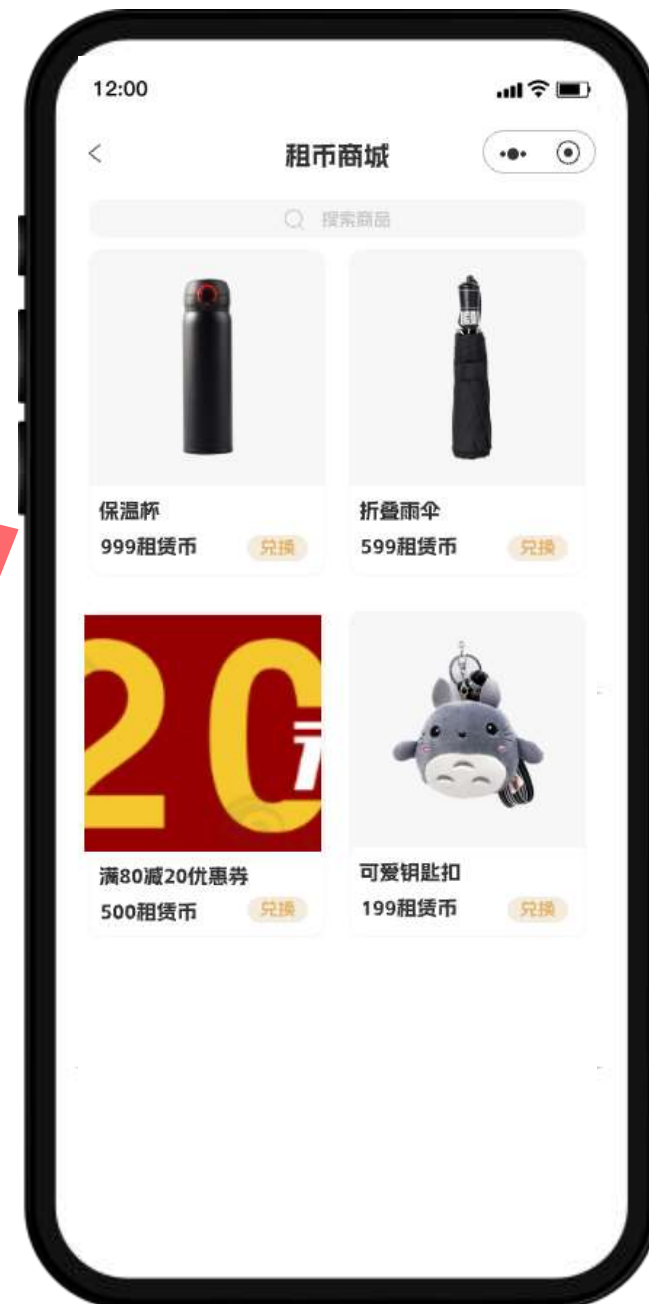


Personal Page

 **Personal information modification**

 **Leasehold exchange**

After each lease, you can get lease coins, which can be exchanged at the lease mall



Difficulties

Problems

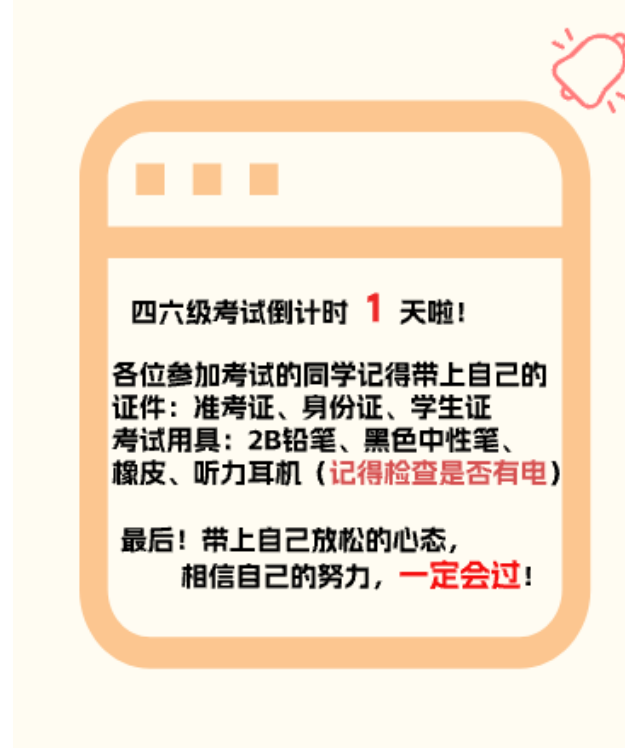
- Screen size limitations
- Complexity of interaction design
- Data display and processing
- Integration with back-end interfaces
- Mini-program specifications and limitations
- Collaboration between design and development

Solutions

- Using responsive design principles, testing
- Breaking them down into smaller, adding cues
- Using visualization, optimizing loading processes
- Explaining demands clearly, more communication
- Concerning them all the time, update
- Regular meetings, designing handoffs, feedback

Summary

After days of hard work, we successfully created a user-friendly prototype. We learnt more about what users really need, and know more about how to design, and how to cooperate well. Besides, our achievement is very useful for next steps.



账号

学号

密码

字母、数字或符号, 6-24位



Thanks!



Group: THEMIS



THEMIS



EE308FZ, MIEC