COMP2213 - Interaction Design
Deliverable 3

Design Concept One

Group 25

Alberto Tamajo, at2n19@soton.ac.uk

Alessandro Nerla, an1g19@soton.ac.uk

Davide Gamba, dg3g18@soton.ac.uk

Giovanni Arcudi, ga1g19@soton.ac.uk

Jury D'Alessio, jd3n18@soton.ac.uk

University of Southampton

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Type of Interface

To solve the problem posed by our problem statement another selected interface is similar to a floor plan of a flat. Tasks are categorised based on the room in the floor plan associated with the task (e.g. to share a meal you can click on the dining room). Once the user has selected the room they can choose the activity they want to share and can invite the people in their flat to share that activity with. The invited user can accept or refuse. If they accept, an avatar identifying the user is displayed in that room.
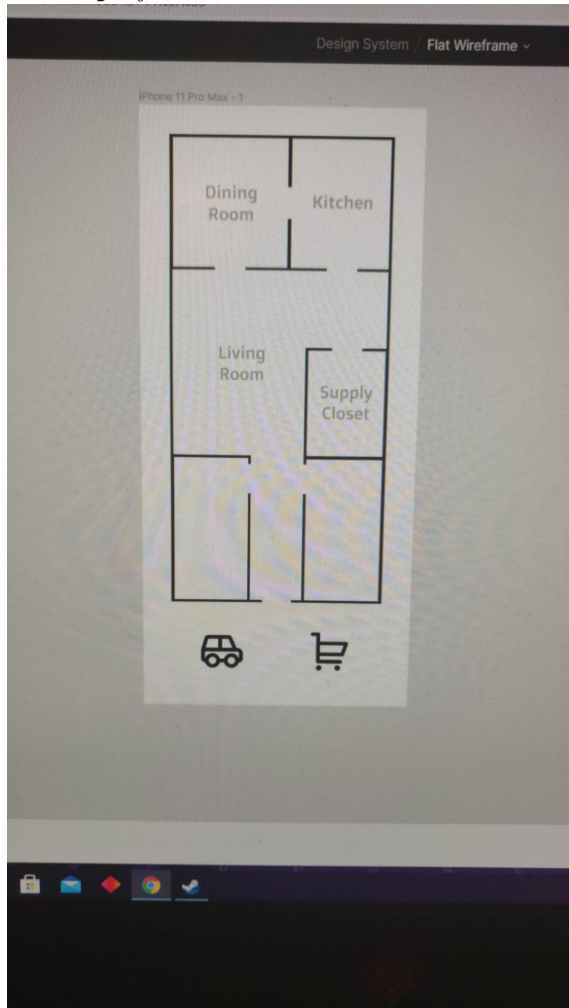
Benefits

The benefits of using this metaphor to implement the concept of sharing is that it allows for an intuitive categorisation of tasks and gives a clear idea of what activities are being shared right now or are going to be shared in the immediate future. This intuitive interface helps speed up the action of asking housemates to share an activity and thus helps make this app preferable over using a messaging app to share activities.

Sharing a Meal

To create the activity to share a meal the user will have to tap on the dining room and then either create a new type of meal to share or select one that has been already created by that user, which

speeds up the whole process, especially in the case where they usually cook a small variety of meals.

In the task creation menu he then has to write a title and an optional description of the task and press the "Create" button. Once the new meal has been created, or if the user had previously created that meal, the user can tap the corresponding icon, select a time, a day, and the people they want to invite and then the app automatically sends a notification to the housemates they selected.

If housemates that receive the notification decide to accept, on the selected day their avatar will be added to the dining room, with the title and the time of the meal.

Sharing food

To create the activity to share food the user will have to tap on the kitchen and then either create a new type of food to share or select one that has been already created by that user.

In the task creation menu he then has to write a title and an optional description of the task and press the "Create" button. Once the new task has been created, or if the user had previously created that task, the user can tap the corresponding icon, select a time, a day, and the people they want to invite and then the app automatically sends a notification to the housemates they selected.

If housemates that receive the notification decide to accept, on the selected day their avatar will be shown in the kitchen, with the title and the time of the task.

Sharing an online shop

To create the activity to share an online order the user will have to tap on the shopping cart outside the flat and then add the name of the shop, a deadline for people to add items, and the items that they want to buy, which are then added to the shopping list.

Then the user can invite housemates to share the delivery. If housemates that receive the notification decide to accept the invitation then their avatar will be shown next to the shopping cart and they can add items to the shopping list.

Sharing appliances

To create the activity to share food the user will have to tap on the kitchen and then either create a new type of food to share or select one that has been already created by that user.

In the task creation menu he then has to write a title and an optional description of the task and press the "Create" button. Once the new task has been created, or if the user had previously created that task, the user can tap the corresponding icon, select a time, a day, and the people they want to invite and then the app automatically sends a notification to the housemates they selected.

If housemates that receive the notification decide to accept, on the selected day their avatar will be shown in the kitchen, with the title and the time of the task.

Sharing travel??

To create the activity to share a trip the user will have to tap on the car icon outside the house and then either create a new type of trip to share or select one that has been already created by that user.

In the task creation menu he then has to write a title and an optional description of the task and press the "Create" button. Once the new task has been created, or if the user had previously

created that task, the user can tap the corresponding icon, select a time, a day, and the people they want to invite and then the app automatically sends a notification to the housemates they selected.

If housemates that receive the notification decide to accept, on the selected day their avatar will be shown in the kitchen, with the title and the time of the task.

Sharing near expiration date food

To create the activity to share a near expiration date food the user will have to tap on the correspondent icon in the kitchen and then either create a new type of food to share or select one that has been already created by that user.

In the task creation menu he then has to write a title and an optional description of the task and press the "Create" button. Once the new task has been created, or if the user had previously created that task, the user can tap the corresponding icon, select a time, a day, and the people they want to invite and then the app automatically sends a notification to the housemates they selected.

If housemates that receive the notification decide to accept, on the selected day their avatar will be shown in the kitchen, with the title and the time of the task.

Sharing cleaning duties

To create the activity to share cleaning duties the user will have to tap on the correspondent icon in the closet and then either create a new type of duty to share or select one that has been already created by that user.

In the task creation menu he then has to write a title and an optional description of the task and press the "Create" button. Once the new task has been created, or if the user had previously created that task, the user can tap the corresponding icon, select a time, a day, and the people they want to invite and then the app automatically sends a notification to the housemates they selected.

If housemates that receive the notification decide to accept, on the selected day their avatar will be shown in the kitchen, with the title and the time of the task.

Sharing essential house products

To create the activity to share essential house products the user will have to tap on the correspondent icon in the closet and then either create a new type of product to share or select one that has been already created by that user.

In the task creation menu he then has to write a title and an optional description of the task and press the "Create" button. Once the new task has been created, or if the user had previously created that task, the user can tap the corresponding icon, select a time, a day, and the people they want to invite and then the app automatically sends a notification to the housemates they selected.

If housemates that receive the notification decide to accept, on the selected day their avatar will be shown in the kitchen, with the title and the time of the task.

Sharing non household related products

To create the activity to share non household related products the user will have to tap on the correspondent icon in the living room and then either create a new type of product to share or select one that has been already created by that user.

In the task creation menu he then has to write a title and an optional description of the task and press the "Create" button. Once the new task has been created, or if the user had previously created that task, the user can tap the corresponding icon, select a time, a day, and the people they want to invite and then the app automatically sends a notification to the housemates they selected.

If housemates that receive the notification decide to accept, on the selected day their avatar will be shown in the kitchen, with the title and the time of the task.

Drawbacks

While this type of interface excels at sharing immediate task and activities the nature of this metaphor does not allow for effective planning and could add some unnecessary complexity to the app making it harder for users to stick to their new and more sustainable habits.

ICON
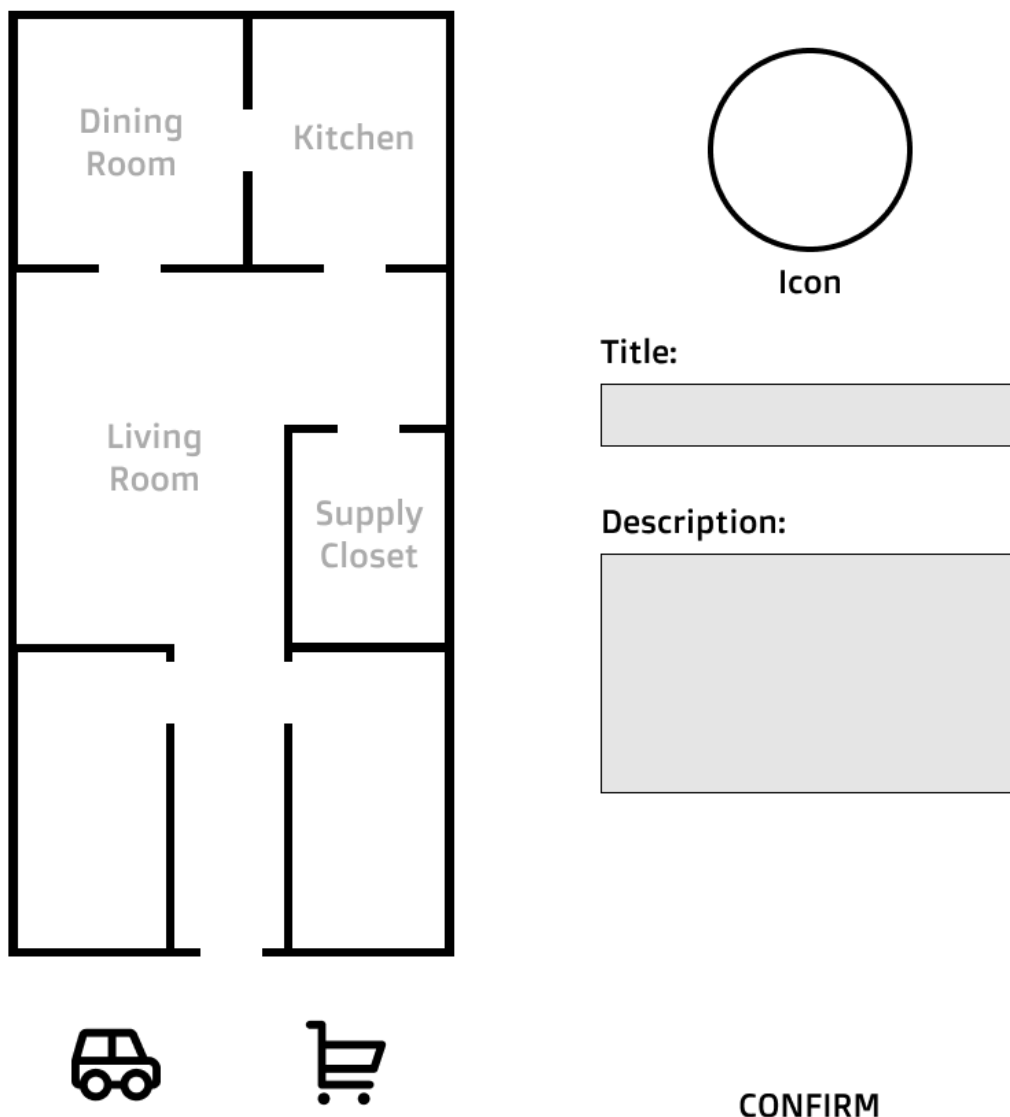
Lorem ipsum dolor

Lorem ipsum dolor sit amet, consectetur adipiscing elit.
Proin egestas tempus accumsan.
Phasellus finibus ex a lacus pretium,
a cursus enim blandit.
Duis sit amet lacus sit amet quam varius.

Date:

Time:

People Invited:

CONFIRM

MEALS

Tikka Masala
Curry

Beef & Bacon
Burger

Tuna & Dill
Onigiri

Fruit Salad

Hot Dog

Raspberry
Tea

Add New Meal

SHOP NAME

SHOPPING CART DEADLINE

List:

Lorem Ipsum	- 2 +
Dolor Sit Amet	- 1 +
	+

CONFIRM