Washing Machine

An alternative version of the washing machine interface

Development of an alternative UX and UI design for the finished product. The big difficulties were due to the ready architecture of the motherboard and software limitation. An alternative version is only a concept. Maybe, with the interest of the client, some ideas and philosophy will be used in the next version of the client product.

Overview

Tasks
Alternative UI
Adding more colors
Use of the ready-made technical solution

My role
Defining the problem of a ready solution
New concept development
UI design

Tools
Pen & paper
Whiteboard
Sketch
Photoshop
Illustrator

Platform
Display 768x128 px
One knob
Seven buttons

Problem Definition

In the client solution, the screen was divided into 6 sections. Under each section was a button. When you click on the first or sixth button, the screen moved to the left or right, respectively. The remaining 4 buttons were responsible for selecting the program that was currently above the button. For example, by pressing the fifth button, we can enter the program that was above this button. If press the sixth button, then instead of the expected entry into the program, the interface moved one position. Now our program was on the 5th position and for its choice, it was necessary to press again, but already on the 5th button. This is very confusing to users. In addition, the knob also served as the movement of the menu. To return to the previous menu, it was necessary to return to the beginning of the sheet with the help of a knob or repeatedly pressing 1 button.

Sketches

First Ideas

Unfortunately, there was no time for detailed research and I proceeded to the first prototypes.

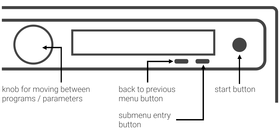
Ver. 1

Ver. 2

After mini research among employees of the company, I stopped at vesion 2. Instead of six buttons, my design only needed two. The design divided the screen into 2 parts: the left - the description of the program and the right - the parameters. I was looking for optimal separation of screens.

I spent a few more mini tests of my interface and when I was convinced of the effectiveness I switched to UI.

User Flow



UI Design

The design is dominated by blue in the composition with dark colors. There are also other colors that show the possibility of a color display.

The main menu in which you can use the knob to select the desired program for washing.

The submenu in which you can choose which parameter to change.

Three parameters for changing the wash. Each of the parameters affects the washing time. The "OK" button confirms the selection, the second button returns to the previous submenu without making changes.

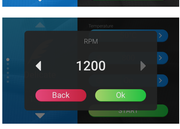
Washing mode. In the washing mode, can be accessed from any menu and submenu.

P.S.

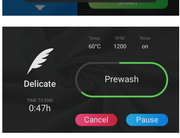
Recently I started a project to localize this project on a 7-inch touch display. So far this is only a concept that will change by the end of the project, but there is already a working version.

Main menu

Parameters



Start



Thanks for watching