Fast Food Ordering Kiosk Portfolio Introduction

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Product Description

Our team decided to create a Fast Food Ordering Kiosk that is better than the current ones in the market. By analyzing factors including users and tasks, we'd like to improve the ways kiosks interact with customers, address some of the issues experienced by customers, and make it show better performance. The user interface created in the portfolio is mainly focused on Kiosk machines that located inside or outside the fast foot restaurant. The prototype focuses on the main functionalities, but the team do have other ideas or future improvements such as making kiosk machine height adjustable.

If you would like a brief understanding of our portfolio, please check the presentation pdf file included in this repository.

Overview of the Progression

The below six folders inside the repository are our six progressions through the design and testing process. They are ranked by early to later stage, e.g. Preliminary Design is the first stage and Qualitative Usability Study is the fifth stage. Below is a brief overview of each progression.

1. Preliminary Design

This is the initial design stage of our product. The sections include brainstorm session, user and task analysis, conceptual model, and functionality and usage scenarios.

2. Full Design and Specification

In this second stage, the team made several modifications to our preliminary design by applying Design-by-Level theory including Semantic Level Design, Syntactic Diagram and Lexical Model.

3. Storyboard and Paper Prototype

In the third stage, the team created a storyboard and paper prototype to explore and add necessary functionality and UI components to our product.

4. Test Design and Pilot Test

In this fourth stage, the team created a preliminary usability test plan to test our product in the next stage. Other than a document describes our plan, it also includes supporting documents like consent form, data collection spreadsheet and testing scripts.

5. Qualitative Usability Study

In the fifth stage, the team carry out the test plan designed in fourth stage. The team find four participants to test our product based on test plan. The team also recorded videos for testing process with participant's consent.

We also design a medium-fidelity prototype by using AdobeXD. A video for introducing our prototype is also included.

6. Medium- to High-Fidelity Functional Prototype

In this final stage, the team made many improvements on the previous functional prototype using AdobeXD. We created a video showing a member of team using this functional prototype to enact 3 different scenarios, using the think-out-loud style.

Please be aware that each folder also contains a separate introduction pdf file to describe in more details about what the team did in that stage and what files are included with its purposes.