Prototype Project 3: Slideware Interactive Prototype

Introduction

Created an interactive AI-powered fashion designer for this project using Google Slides. This prototype aims to cover interactive elements such as adding photos to searching for clothes, and a try on feature to show the user what the clothes look like when worn by them, without needing to try them on in a fitting room physically.

The prototype consists of the following tasks:
- Submit Pictures: Includes the options for submitting pictures by uploading existing files or taking new ones using the webcam.
- Search for Fashion Items: The user can search for items using different options and categories.
- Try-on/Fitting Room: Allows the user to navigate through a set of pictures and a basket of items and check out how it would look on different pictures.

Task Sections

Task 1: Submit Pictures

Task Introduction: The option for users to submit pictures of themselves allows them to view how they would look in selected clothing or other fashion items without needing any physical actions, such as going into a store to try on the clothes in a fitting room. Features will include selecting photos from the user's camera roll and taking new ones using the webcam.
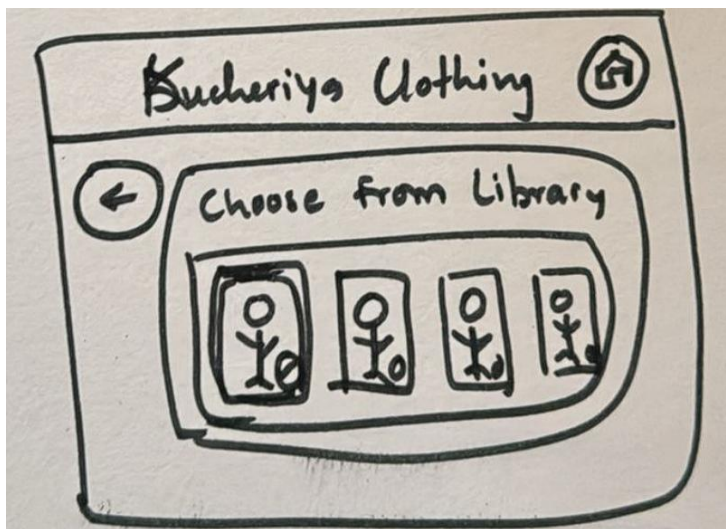
Wireframe Sketches:

Home Screen, where the user can choose if they want to upload a photo of themselves, browse items, or try on their selected items with the photo they have uploaded.
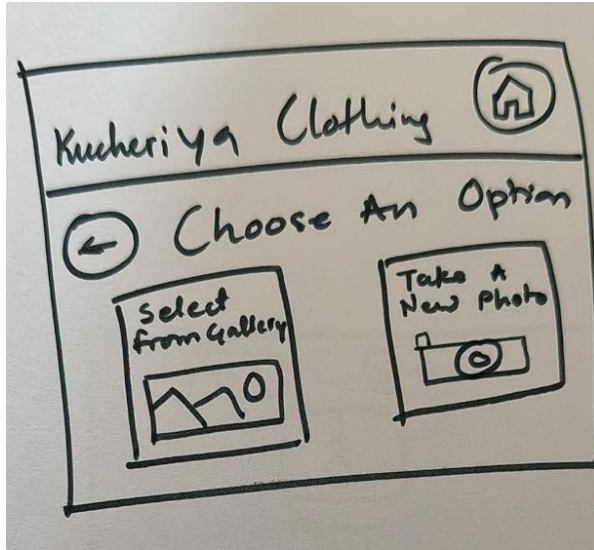
Once the user has selected the option to upload an image, they can choose whether to select an image from their library or take a new photo.


If the user selects the option to upload a photo from their library, they can choose 1 photo to upload and then proceed.
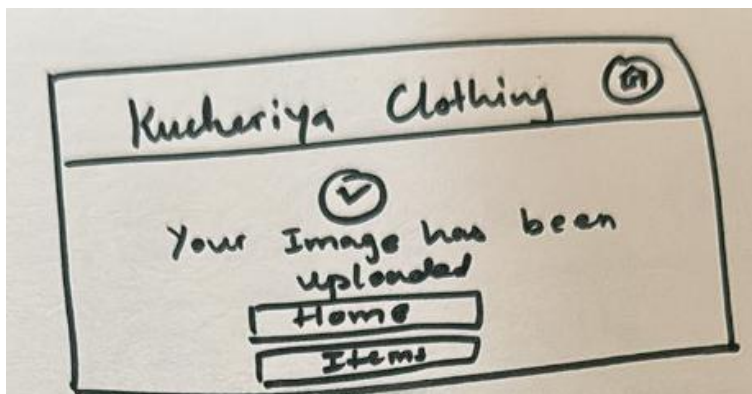
Once they have proceeded, they will then be directed to the screen with the confirmation that their photo has been uploaded, and then can choose to return home or browse more items.
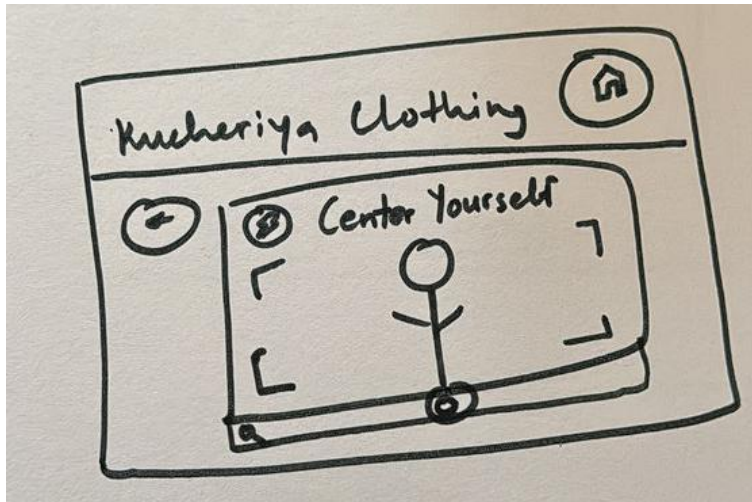
When the user selects the option to take a new photo, they are directed to a screen that allows them to take a photo of themselves.
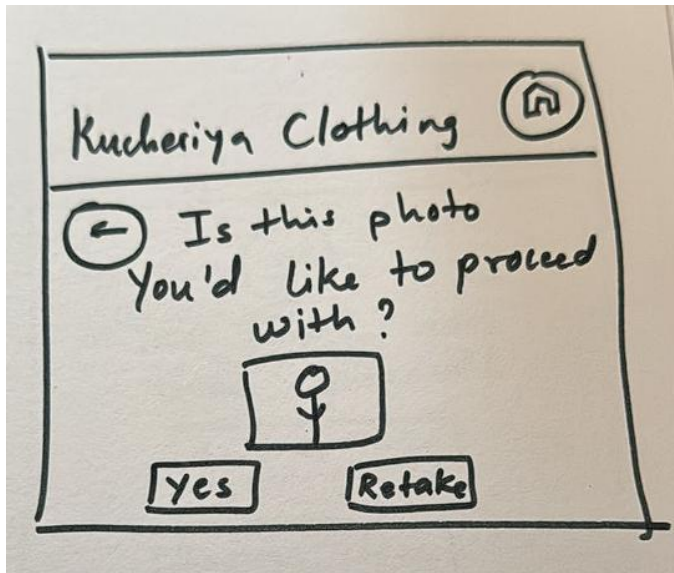
Once a photo has been taken, they can choose whether to retake the photo or proceed with the current one. If they decide to retake the photo, they are redirected back to the previous screen.
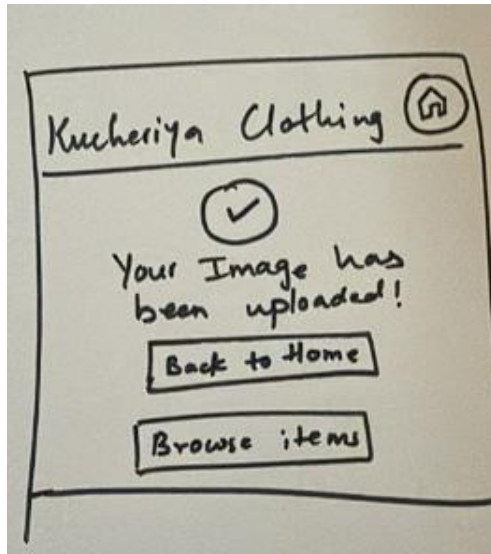
If they choose to proceed with the photo that they've taken, they are then confirmed that their photo has been uploaded, similar to the previous screen.

Slideware Prototype:
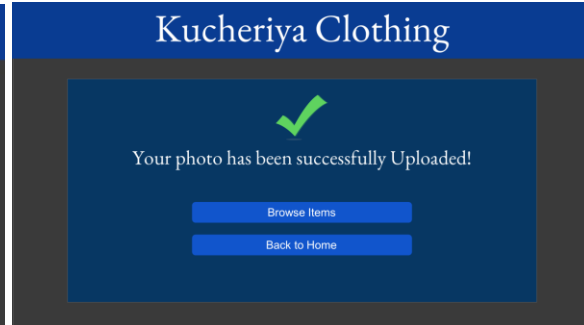

Home Screen

Choose Upload Screen

Select From Library Screen

Take Photo Screen

Confirm Photo Screen   Upload Confirmed Screen

Interactive Elements:
- Button Navigation: Buttons are used to proceed to the next steps as well as provide confirmations if the user is satisfied with their previous actions.
- Camera: An interactive camera is used when the user wants to take a new photo.
- Photo Selection: Users can select a photo from their existing library if they want to upload

Design Patterns:
- Camera Integration: Used for taking a new photo.
- User Input: User chooses from their photo library.
- Feedback: Once a photo has been uploaded, the user receives a confirmation message letting them know the action was successful

Task 2: Search For Fashion Items

Task Introduction: Users will be able to look for specific items and choose a size and color. Items will be separated by the type of garment(e.g., Tops, bottoms, shoes, accessories) . They can then add those selected items to a basket to "hold" all of the items that they want to virtually try on.
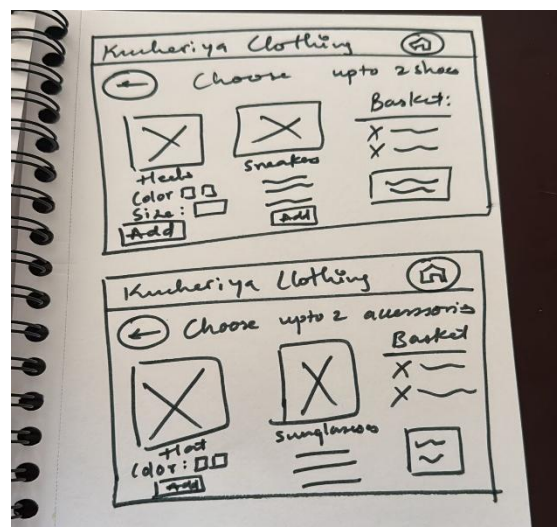**Wireframe Sketches:**

This shows the home page as well as the page for browsing different items.
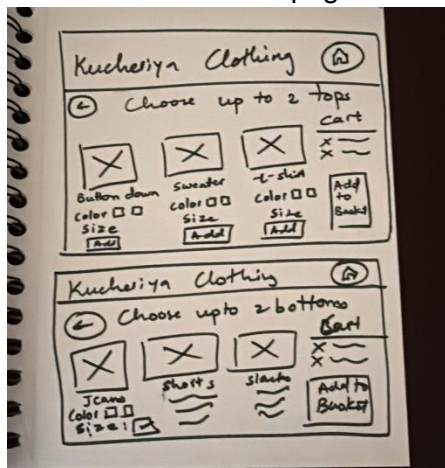
This shows the actual items that the user can choose from and the various options for each of those items.

This shows what the individual pages would look like for each of the items that you can choose from. This was narrowed down for the purposes of the slides which will be seen in the slideware prototype.
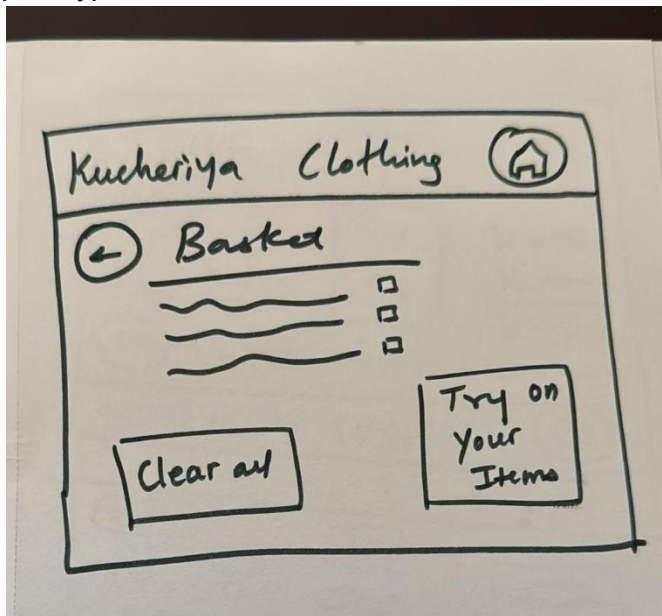
This shows what the checkout page looks like before confirming your items to try on virtually.

Slideware Prototype:

The user clicks start here to see the different tops they can choose from.

The user can clock on the radio buttons next to the color label to see what each color looks like

The user can then click on add to add the item to their basket

The item then appears in the basket with an X next to it. The user can click the X to remove the item. If they are satisfied with the item, they can click to proceed to bottoms.

Similar to the tops, the user can click the radio buttons to see what the different colors look like.

The user can then click on the add button to add the item to their basket.

Similar to the tops, the user can click the X to remove the item from the basket or click on Continue to basket to see all the items in their basket.

The can can click on the back button to go back to choosing items or they can click on the size boxes to fill in their sizes for the items.

Once the user has input their sizes, they can click on the try on your items button to proceed to the virtual fitting room.

Interactive Elements:
- Radio Buttons: Radio Buttons are used to select the color of the item that you are looking at. You can switch between black and white to see what each item looks like in that color.
- Text Input: Once you have selected which pair of items you want to try on, you can enter your size in the text box then click try on your items to see how they fit.
- Updating Center Stage: Once you have completed selecting your items, the screen changes to a checkout-like screen where it shows your items. This page looks different than the previous pages and lets the user know that there are no more browsing options.
- Buttons: Buttons are used to navigate the slides by allowing the user to select options and proceed to the next step when they are ready.

Design Patterns:

- Progressive Disclosure: The user is only shown one type of clothing at a time so that they are not overwhelmed with options. They are only allowed to select a top first. Once they have selected a top, they are then allowed to proceed to the bottoms.
- Direct Manipulation: The user can directly manipulate which items are in their cart at any given time. They can select different items and colors and the basket updates in real time. This real-team change allows the user to stay on the same page while still seeing the result of their item selection.
- Wizard: The user is given steps and queues to show what the next step is. This is given through text or visual queues like a change in center stage or a button showing up with text inside to let the user know what the button is for. This allows for ease of use and minimal confusion for the user.

Task 3: Try On / Fitting Room

Task Introduction: This task allows users to select a set of clothes or a basket of items. Later, the user can see how the items will look when they are worn. Features include selecting items, choosing items to wear, and checking the display of how the combination of items will look.

Wireframe Sketches:

When user enters the trail room page, they can see their selection of outfit with their uploaded picture, representing a try-on feature
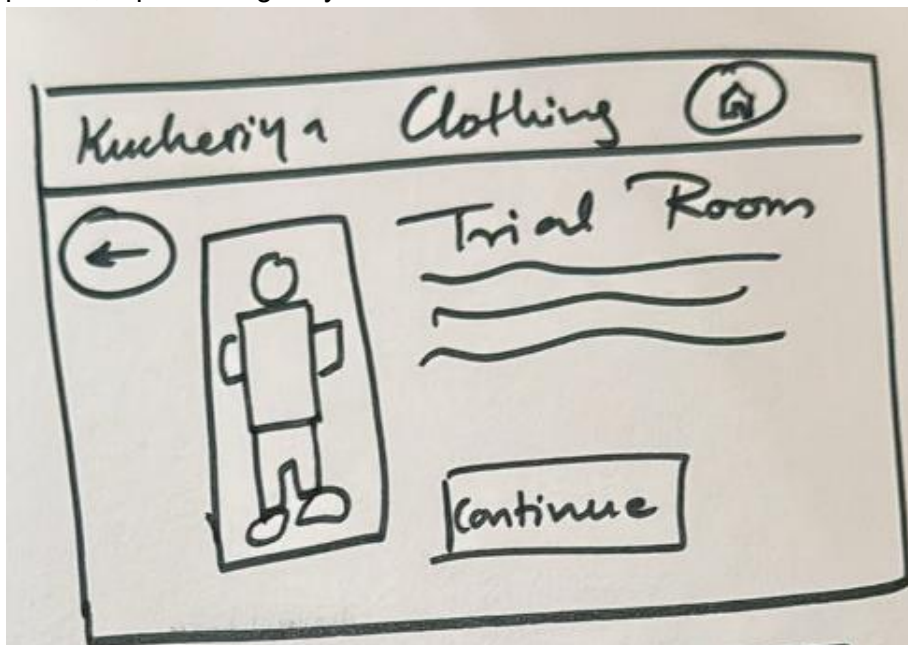
Users can either go back or continue with the existing selection. If the user decides to continue with the existing one, then they get a modal popup asking them to confirm their selection with the selection name of their choice.
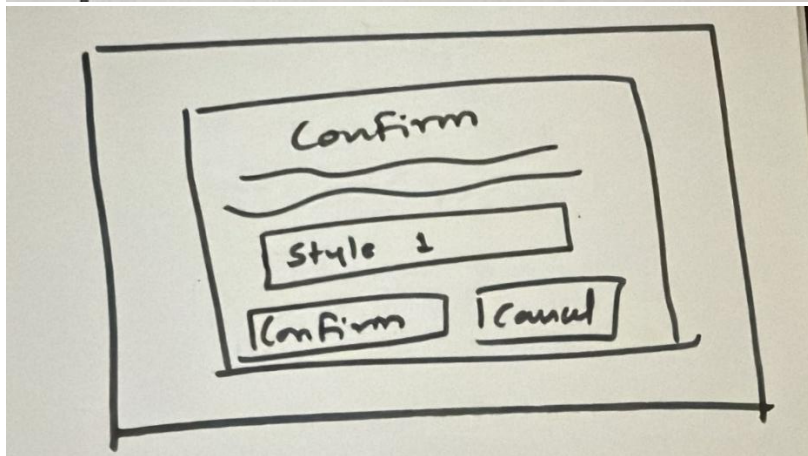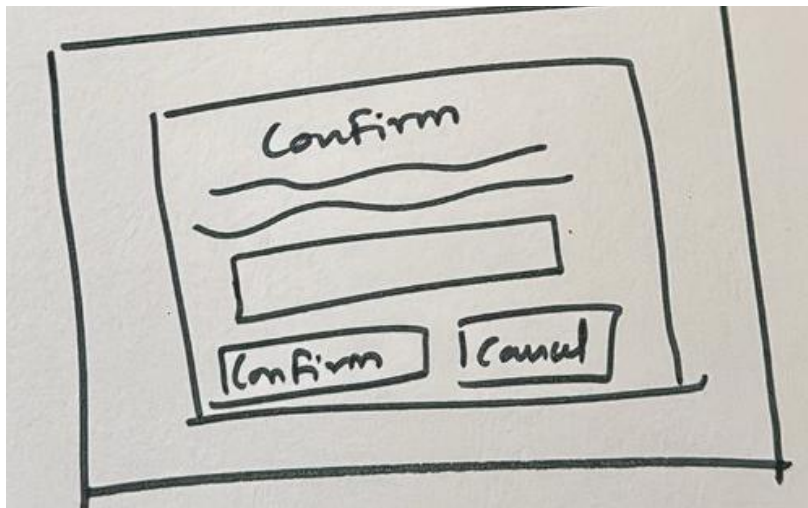
Once the user inputs their selection and clicks confirm, they get redirected to the confirmation page where a message is displayed and the user has an option to start all over again.
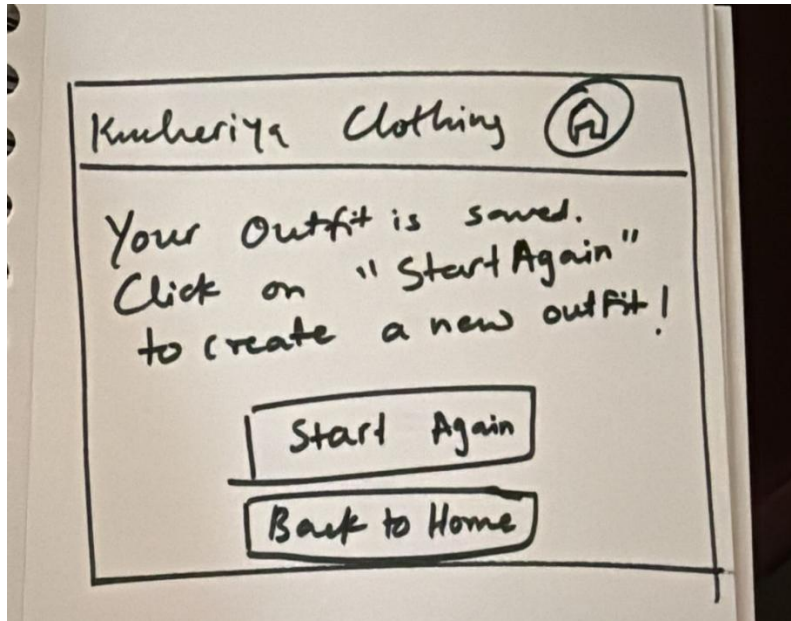
Slideware Prototype: Try out page:

Confirmation Modal:

Kucheriya Clothing

Trail Room

Confirm Selection

Confirm your items: Black T-Shirt and Black Jeans. Give a name to your style.

Enter name

Confirm   Cancel

Kucheriya Clothing

Trail Room

Confirm Selection

Confirm your items: Black T-Shirt and Black Shorts. Give a name to your style.
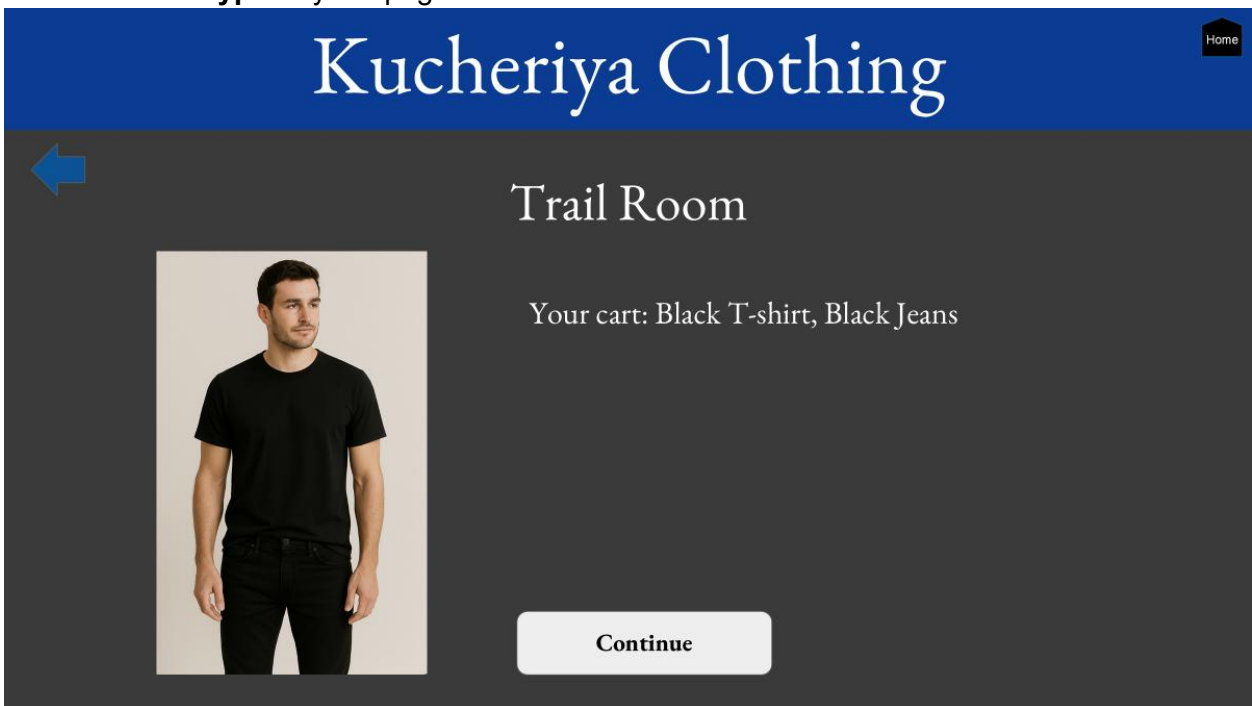
Style 1

Confirm   Cancel
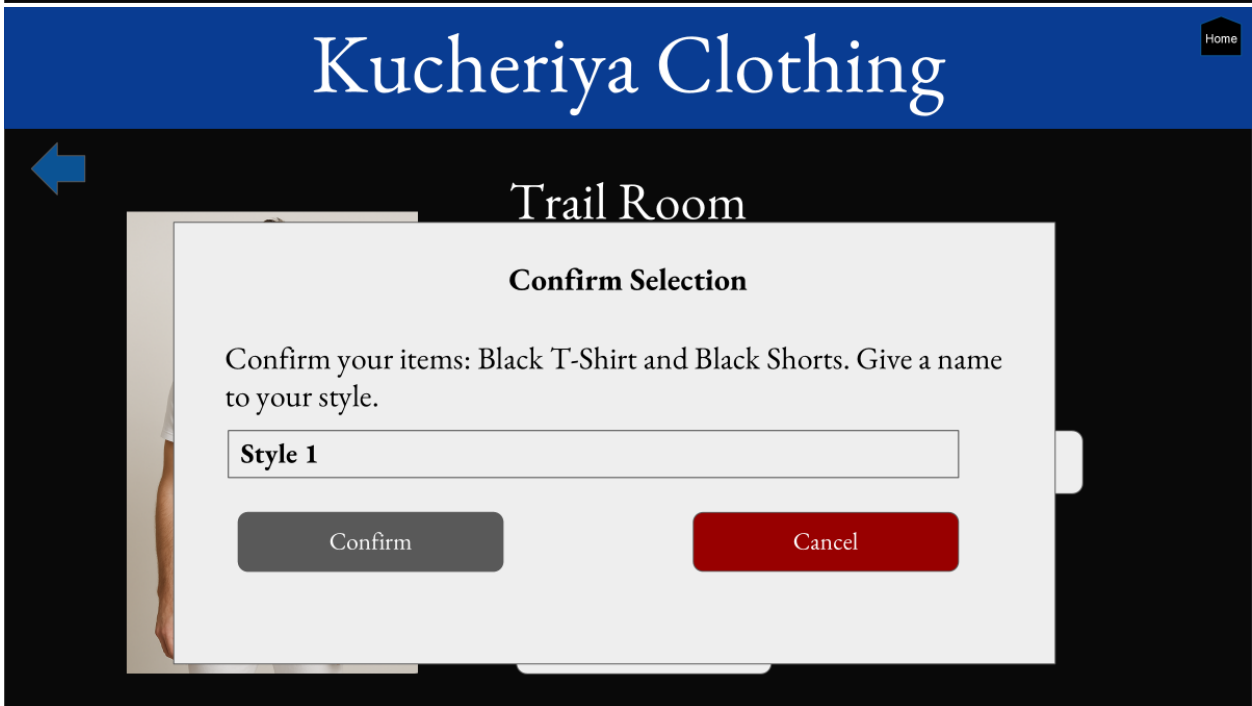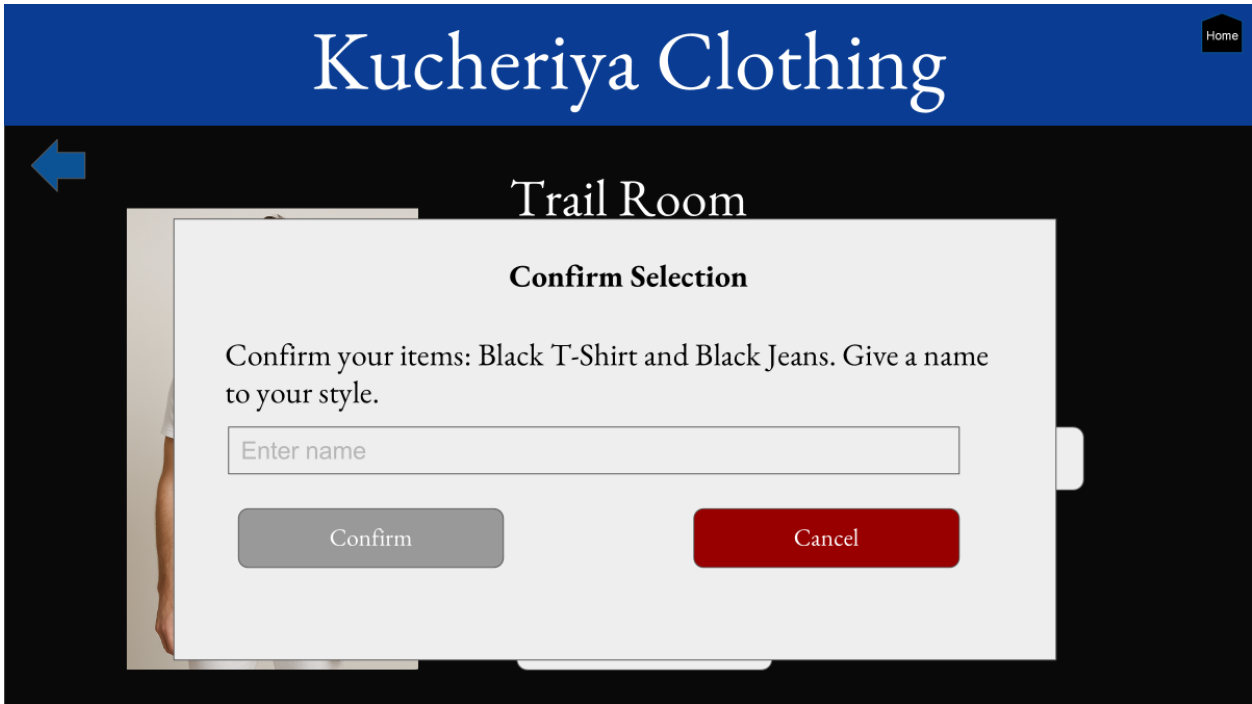
Confirmation page:
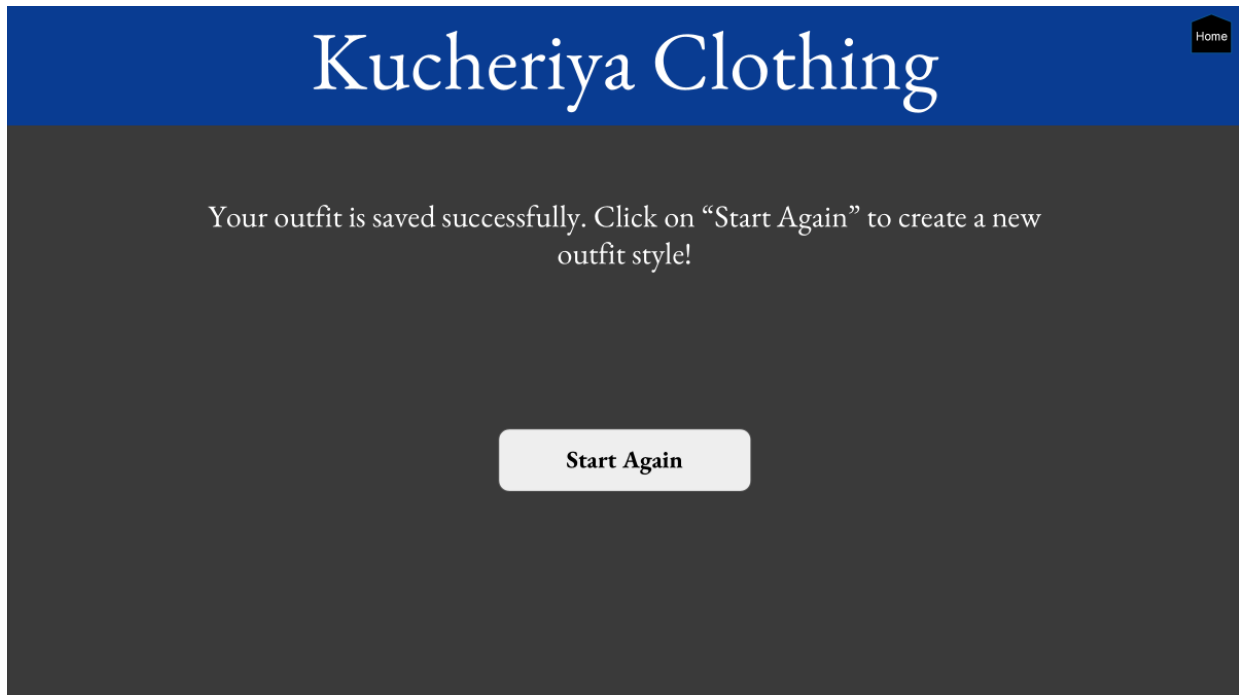
Interactive Elements:
Buttons: Interactive buttons are present across the pages. Actions include continuing to the next pages, saving the style name, and so on.
Input field: User gets an option to choose their style name. To do this, the user has to enter the name in an input field.
Modal: User gets a confirmation modal message before saving the style to ensure that the selected style is valid.

Design Patterns:
Media Browser: Grid with two columns, one for looking at the media, in this case the outfit with the uploaded profile picture, and the other for looking at the outfit name with an action button is present in this design.
Wizard: Step by step interface to go through the website in order to do a specific task, which is to select an outfit of the user's choice, save it in the cart and try it on before adding the outfit to the user's profile.
Feedback: Once the user selects their style, feedback is given to confirm the selected style before proceeding to the next step, which is to save the style into the user's account.

User Study
Task Prompts:
- Task 1: Upload a picture of yourself, browse through the items, and select a white shirt and black jeans. Enter your size and virtually try on the items. Once you have looked at your outfit, save it and go back to the home page.

- Task 2: Select the option to choose a photo from the library, select a photo, confirm the selection, browse through the items, and select a black shirt and black jeans. Enter your size and virtually try on the items. Once you have looked, save the outfit and start again.

Common Points of Feedback:
- Easy to follow the flow of the application
- The slides where the user browsed photos to upload confused the user, as they expected to be able to move on once they selected a picture. Instead, they had to look through all the pictures to move on.
- The picture that showed up on the confirmation page to select an image to upload did not match the picture they chose, which confused them
- User wanted to be able to choose bottoms first, but was unable to
- User thought the pages for choosing tops and bottoms were intuitive
- User thought that it was strange that the basket cleared whenever they changed the color of the items that they were looking at.
- User liked that they could remove items from their basket
- User wished they were able to remove tops from their basket from the bottom page
- User wished they were able to edit their basket before virtually trying on the items ● User liked the visuals from the virtual try-on and thought the process was easy to follow ● User thought it was easy to save their "look" and do the process over again.
- User enjoyed how simple the process was.
- User thought the UI was clean and not cluttered like most clothing store online shops.

Summary:
Participants generally had a positive experience with the app, appreciating the intuitive process and the visual quality of the virtual try-on feature. However, issues with image selection, basket management, and the inability to choose bottoms first were common pain points. Improvements to streamline photo uploading and item management would enhance the user experience.

Task Coordination

I coordinated regularly throughout the duration. I made a timeline for the project milestones with a decent deadline. Through this I ensured to complete them on time and update regularly. I initially made a common layout to follow, then I started working on the respective wireframes and slides. In the end I made sure to link all of them and conduct the user study.

Content Fidelity Matrix

Content Type	Very Low Fidelity	Low Fidelity	Medium Fidelity	High Fidelity	Very High Fidelity
Information Design		X			
Interaction Design				X	
Visual Design & Branding			X		
Editorial Content			X		

Inspiration Discussion
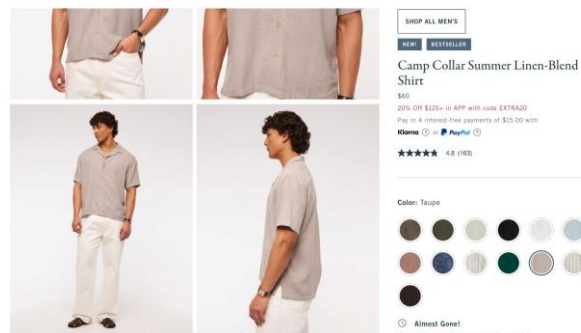
To upload a picture, I adopted a layout similar to that of a banking application. In the Bank of America app, users can upload pictures of their checks to cash them. I implemented a comparable approach for the application, allowing users to upload or take a picture of themselves directly within the app. I opted for a common layout used by many fashion websites to showcase items for sale. For instance, in this example, you see a page from Abercrombie & Fitch, which features images of the item alongside different color options to the right. When it comes to viewing and saving a look, we also selected a design reminiscent of a checkout page from a fashion site. Instead of purchasing the item, users can save the look and continue the process of uploading and browsing items.

Self-Critique/Project Reflection

Overall, I divided each task and planned on how the slides will turn out as well as work on the Google Slides presentation. Due to timely work coordination, I was able to complete the project on time and with ease.