

CS23A34

USER INTERFACE DESIGN

Experiment-4

Roll No: 240701194

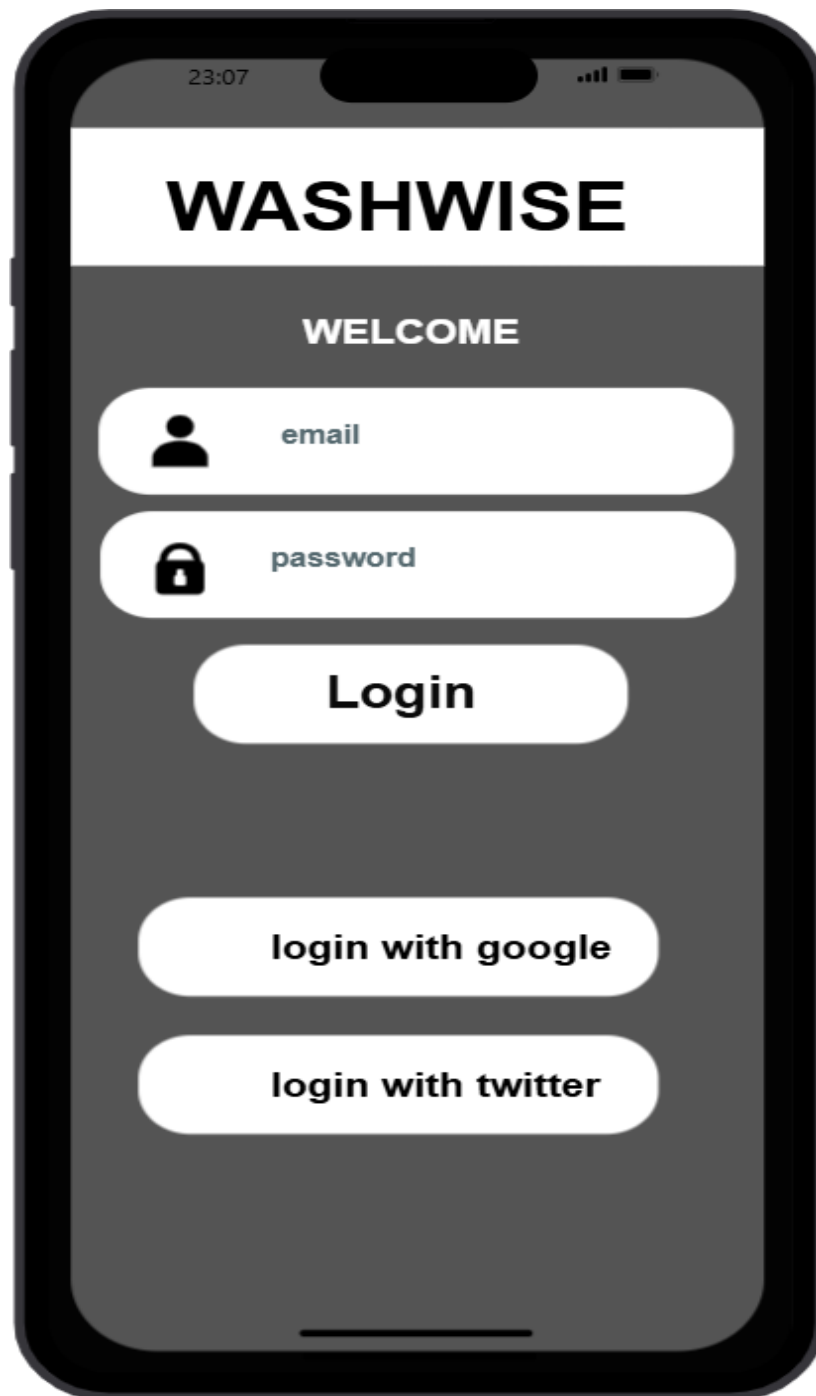
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1. Screen-1:



- This is a welcome screen that introduces the WashWise app. It does not include familiar or unfamiliar icons, as its main goal is branding and user orientation.

2. Screen-2:



Familiar Icons/ Buttons:

Email field

- Familiar because users enter email in almost all apps (shopping, banking, social media).
- No explanation needed for the user.

Password field

- Very familiar security element.
- Users expect it while logging in.

Login button

- Universally used action button.
- Users clearly know it means *sign in to the app*.

Login with Google

- Extremely familiar social login option.
- Users trust it and know it avoids typing email/password.

Login with Twitter

- Familiar concept of social login.
- Users who have Twitter accounts understand its purpose easily.

Why these are familiar:

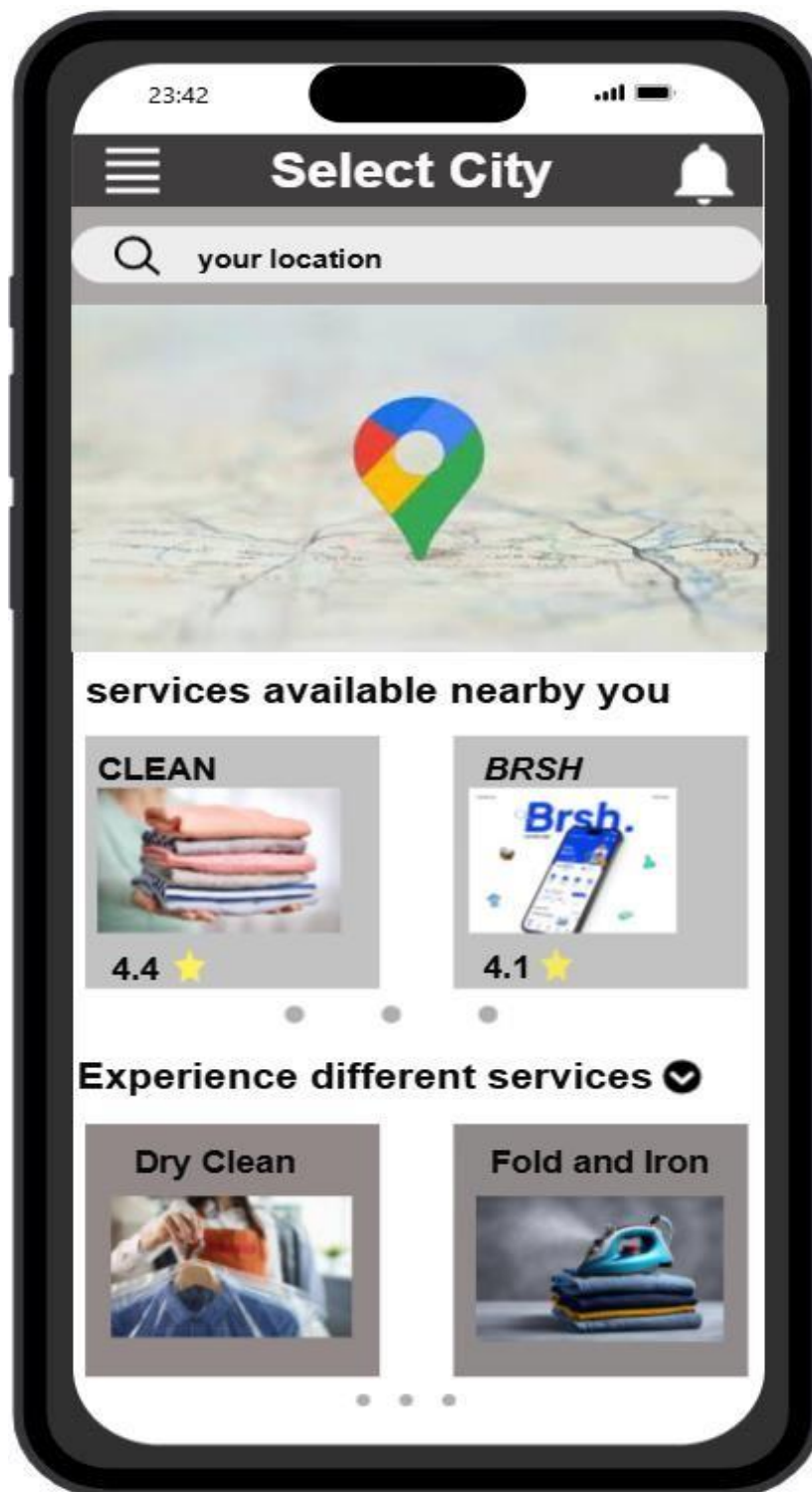
They follow standard login patterns used in most mobile applications.

UnFamiliar Icons/Buttons:

This login screen contains **only familiar buttons** such as Email, Password, Login, and Social Login options.

There are **no unfamiliar buttons**, making the interface easy to understand and user-friendly.

3. Screen-3:



Familiar Icons / Buttons:

1. **Dropdown arrow :**

- Commonly used to show expand / collapse options.
- Users immediately understand that more items or functions are hidden inside.

2. **Service cards (Dry Clean, Fold and Iron):**

- Familiar tap-based cards.
- Users expect that clicking them will show details or booking options.

3. **Search bar & location field:**

- Very familiar interaction.
- Used in almost all location-based service apps.

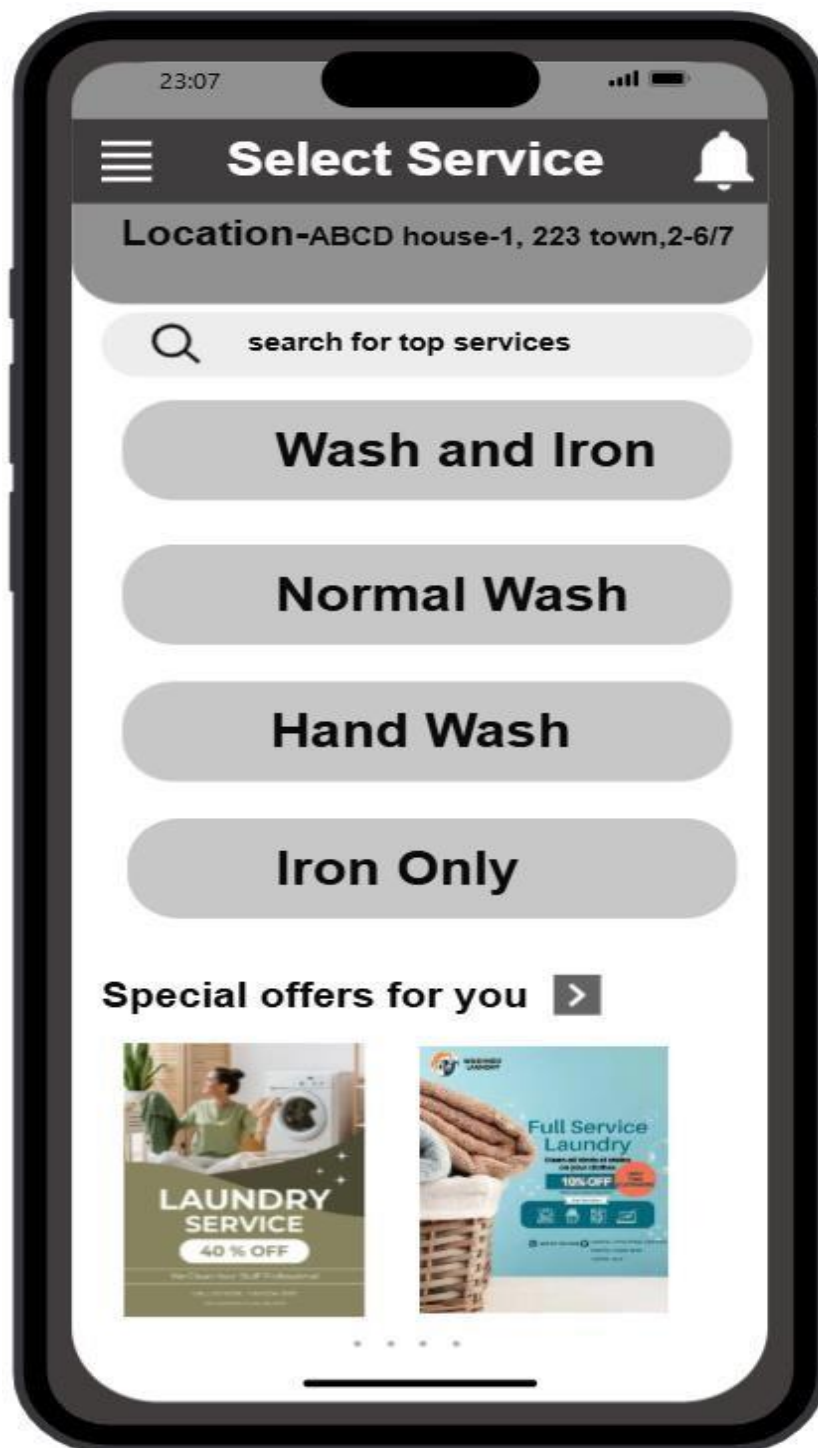
Unfamiliar Icons / Buttons:

There are NO unfamiliar icons on this screen.

Why?

- The dropdown icon is universally recognized.
- All labels are clear and descriptive.
- No custom or abstract symbols that require learning.

4. Screen-4:



Familiar Buttons / UI Elements:

These are well-known patterns that users immediately understand

1. Search bar – “search for top services”

- Very familiar interaction.
- Users know they can type to quickly find a service.
- Common in shopping, food delivery, and service apps.

2. Service selection buttons

- Wash and Iron
- Normal Wash
- Hand Wash
- Iron Only

Why familiar:

- Clear text labels.
- Users expect tapping these buttons will select a service.
- Similar to service selection in apps like laundry, salon, or repair apps.

3. Location display

- Shows the current address.
- Familiar because many apps display the selected location at the top.

4. Notification bell

- Common across almost all apps.
- Users know it shows alerts or updates.

UnFamiliar Icons/Buttons:

Special offers for you →

- The arrow (→) is familiar as a navigation indicator.
- Users understand it will open another page with offers.

5. Screen-5:

23:07

laundry details

Provide the details

Fabric Type

No of items

Fabric Care

Detergent type

Stain Treatment

Stain Removal

NEXT

Familiar Icons/Buttons:

1. Fabric Type

- Common term in laundry and clothing.
- Users understand it means cotton, silk, wool, etc.

2. No of items

- Very familiar input.
- Users know they must enter the quantity of clothes.

3. Fabric Care

- Familiar from clothing labels (gentle, normal, delicate).
- Users recognize this from washing instructions.

4. Detergent type

- Users expect to choose detergent preferences.
- Common in laundry services and household apps.

5. NEXT button

- Universal navigation button.
- Clearly indicates moving to the next step.

Why familiar overall:

All elements use clear text labels, not symbols, so users don't need to guess.

UnFamiliar Icons/Buttons:

Stain Treatment and Stain Removal

- These terms are understandable but slightly technical.

Some users may wonder:

- What is the difference between treatment and removal?
- Still not confusing, but may need a short description or tooltip.

6. Screen-6:

The image shows a mobile application interface for selecting a time slot. The screen is titled "Available slots" and features a dark header bar with a menu icon on the left and a notification bell icon on the right. The status bar at the top displays the time 23:42, signal strength, and battery level. The main content area contains four light gray rectangular input fields stacked vertically, labeled "select time slot", "Laundry Date", "Return Time", and "Return date". Below these fields is a large, dark, rounded rectangular button labeled "Submit". The entire interface is framed by a black border representing the phone's bezel.

23:42

Available slots

select time slot

Laundry Date

Return Time

Return date

Submit

Familiar Icons/Buttons:

1. Select time slot

- Common phrase in booking and appointment apps.
- Users know they must choose an available time window.

2. Laundry Date

- Clearly indicates the date when clothes will be given.
- Familiar from calendars and service booking apps.

3. Return Time

- Easy to understand.
- Users expect to know when their clothes will be returned.

4. Return Date

- Logical continuation of the laundry flow.
- Familiar from delivery-based applications.

5. Submit button

- Universal action button.
- Clearly indicates confirmation of selected details.

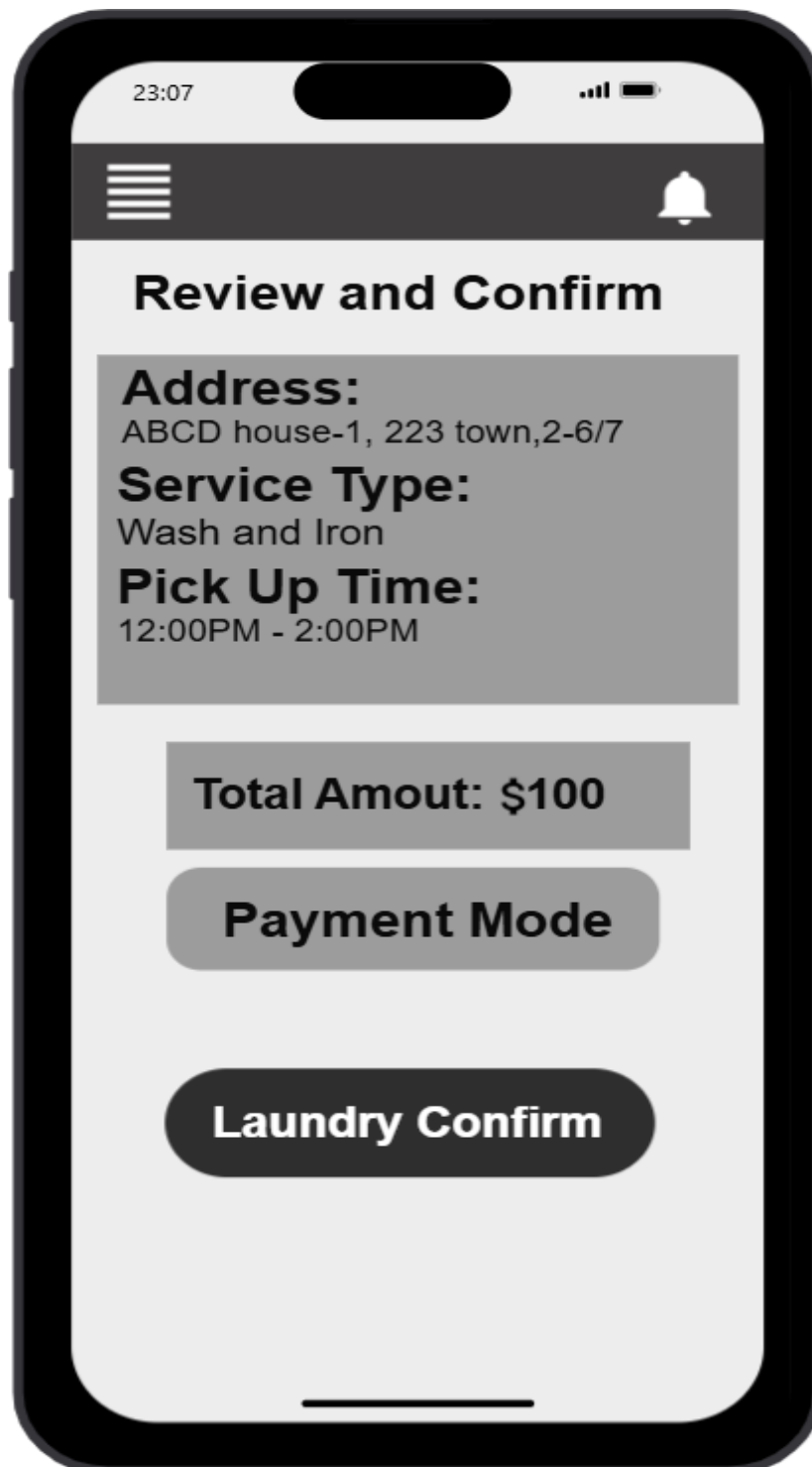
Why familiar:

All buttons use plain text, common booking terminology, and a logical order.

UnFamiliar Icons/Buttons:

There are NO unfamiliar icons or buttons on this page.

7. Screen-7:



Familiar Icons/Buttons:

1. Address

- Common in delivery and service apps.
- Users expect to re-check their location before confirming.

2. Service Type (Wash and Iron)

- Familiar service description.
- Helps users confirm they selected the correct laundry method.

3. Pick Up Time

- Standard booking information.
- Very common in logistics and service-based apps.

4. Total Amount

- One of the most familiar elements.
- Users always expect to see the final price before payment.

5. Laundry Confirm button

- Clear and action-oriented.
- Indicates final submission of the laundry booking.

Why these are familiar:

They follow patterns users have already seen in apps like food delivery, cab booking, and online shopping.

Unfamiliar Icons/Buttons:

Payment Mode

Examples of Unfamiliar Icons for Payment Mode

1. QR / Scan Icon (for Online Payment)

- Not a traditional “money” symbol.
- Users must **read the label** to understand it’s UPI/online payment.
- Encourages attention and accuracy.

2. Digital Wallet Icon (abstract wallet or chip)

- Less familiar than a card icon.
- Represents online wallets or in-app payments.
- Users stop and think before selecting.

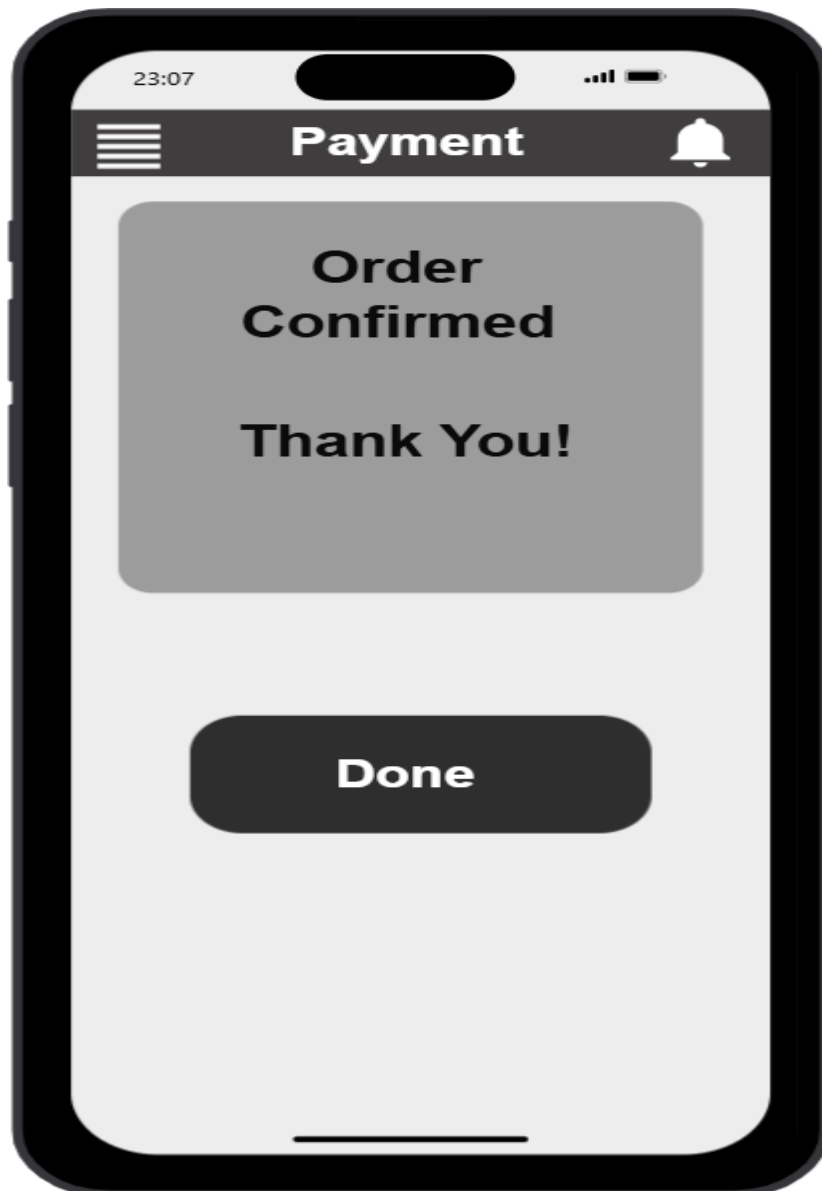
3. Hand + Cash Icon (for Cash on Delivery)

- Not commonly used in all apps.
- Slightly unfamiliar but understandable with text.
- Helps differentiate from online payments.

4. Shield / Lock with Currency

- Represents **secure online payment**.
- Symbolic and abstract → unfamiliar for some users.
- Builds trust but still needs a label.

8. Screen-8:



Familiar Buttons / Elements

1. Order Confirmed

- Very familiar confirmation message.
- Commonly used in shopping, food delivery, and service apps.
- Instantly reassures the user.

2. Thank You!

- Universally understood feedback message.
- Creates a positive emotional response after task completion.

3. Done button

- Highly familiar action button.
- Indicates completion and exit from the flow.

Why these are familiar:

They follow standard success-pattern language seen across most mobile applications.

Unfamiliar Icons / Buttons

There are NO unfamiliar icons on this page.