

CS23A34
USER INTERFACE DESIGN
Experiment-4

Roll No: 240701194

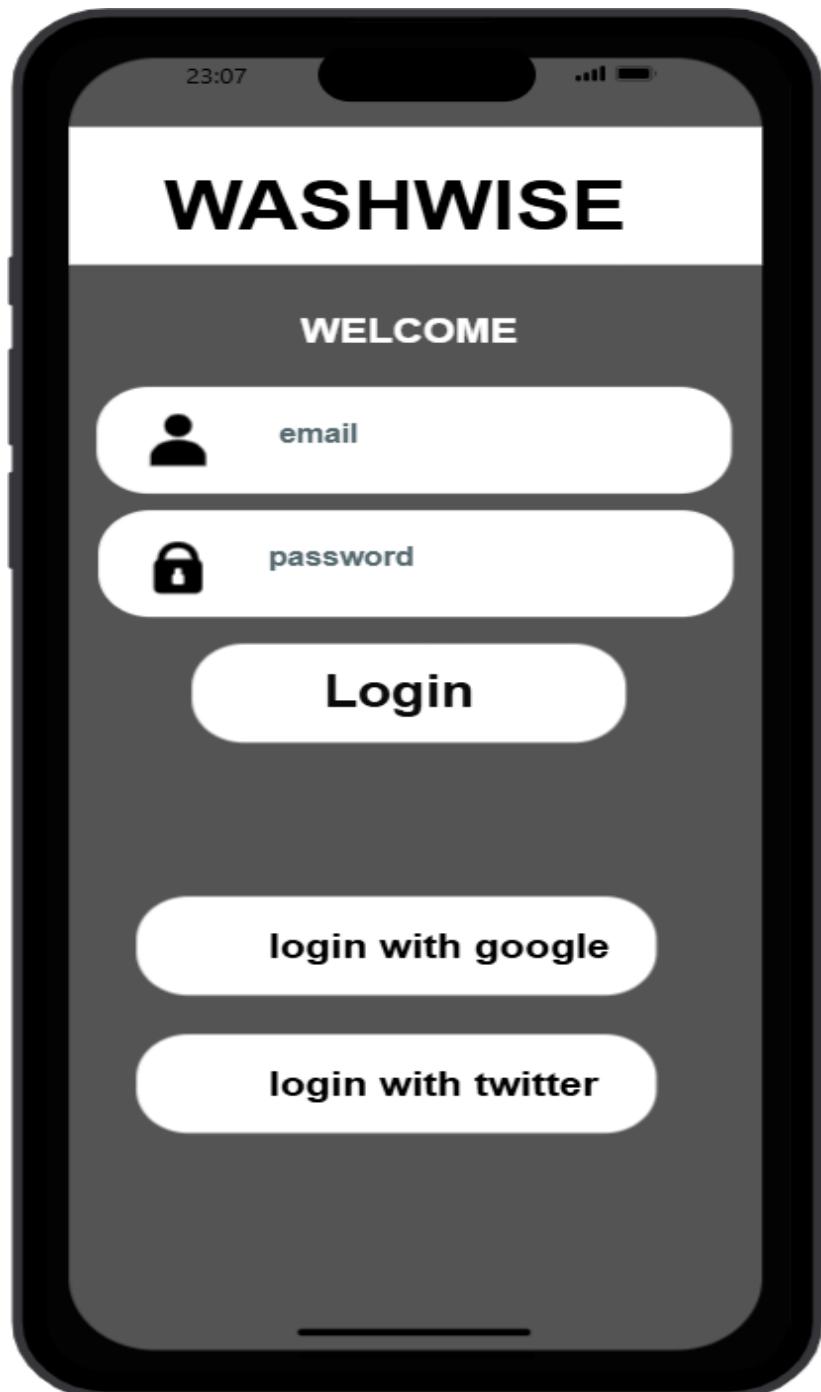
Name : ILAKKIYA P

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:

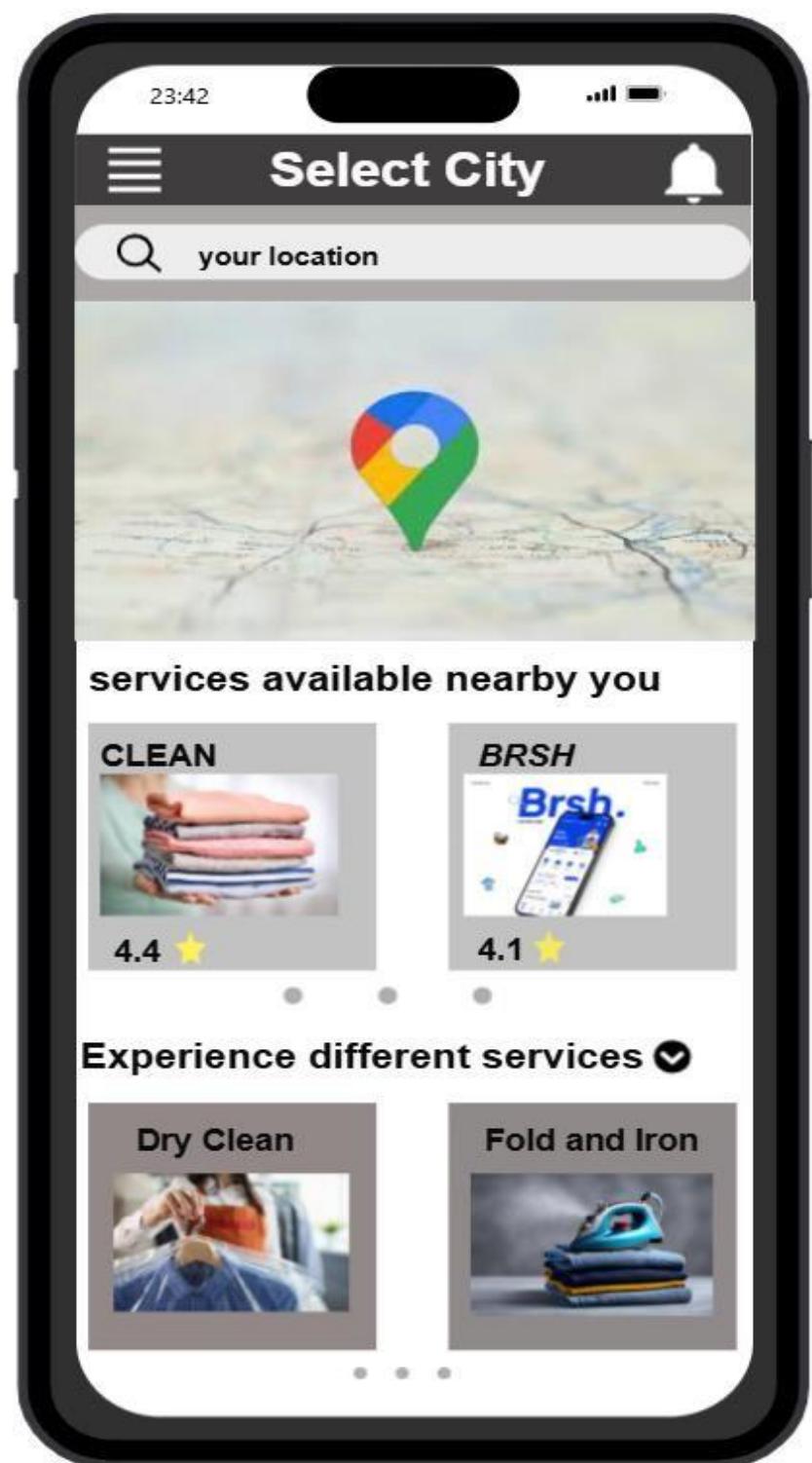
They follow standard login patterns used in most mobile applications.

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.

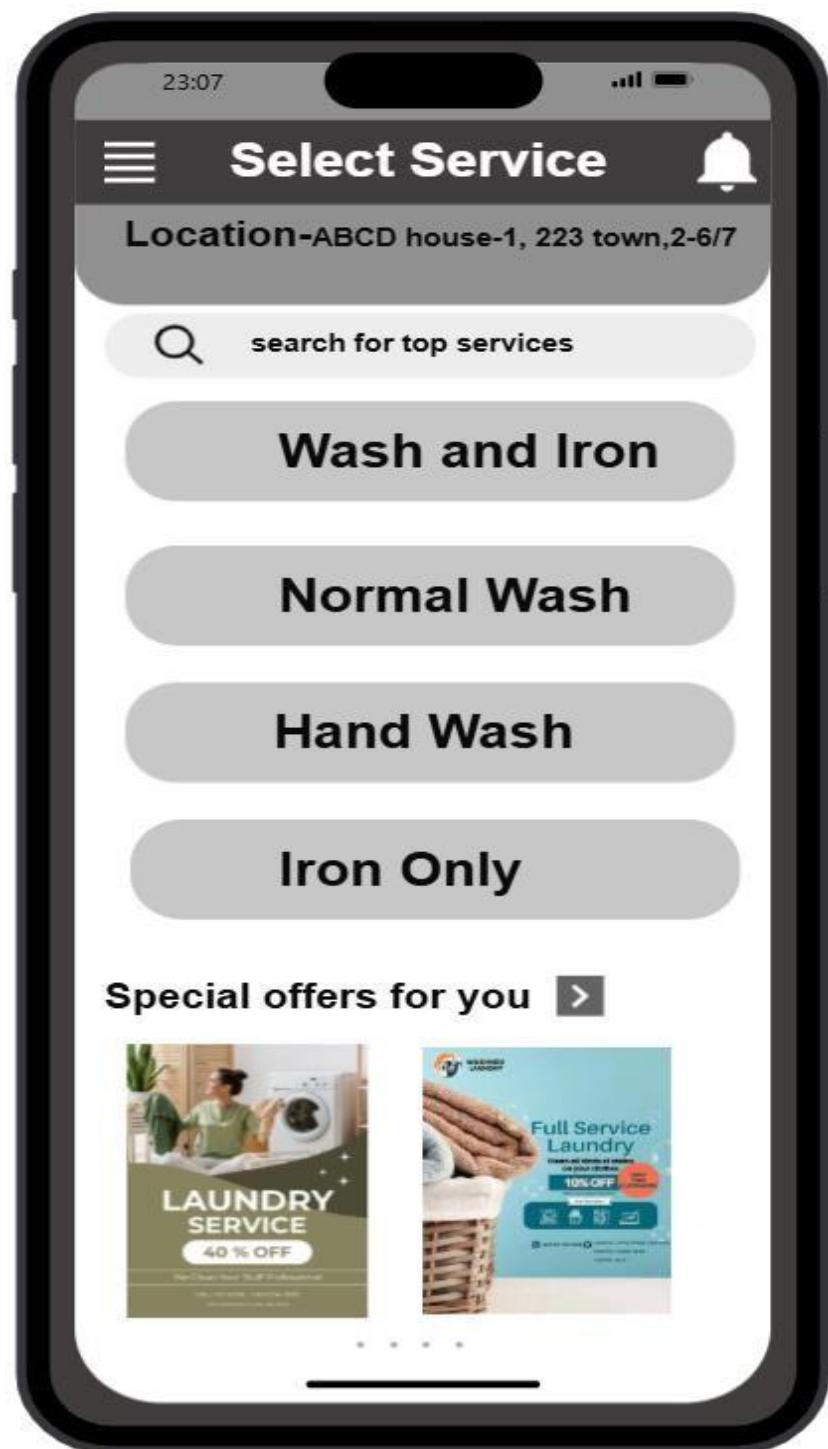
Unfamiliar Icons / Buttons:

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:



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:

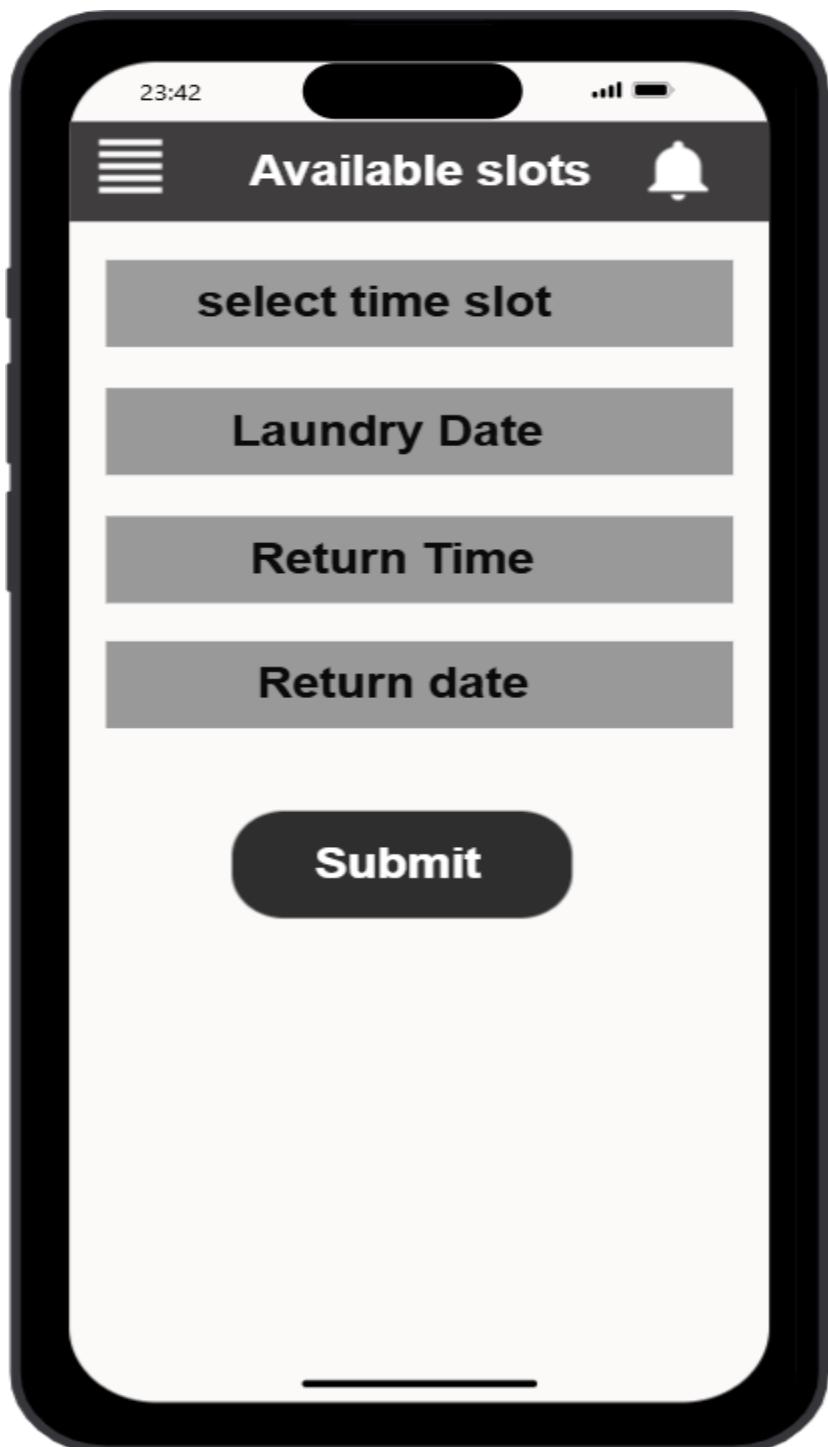
Stain Treatment and Stain Removal

- 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:



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.

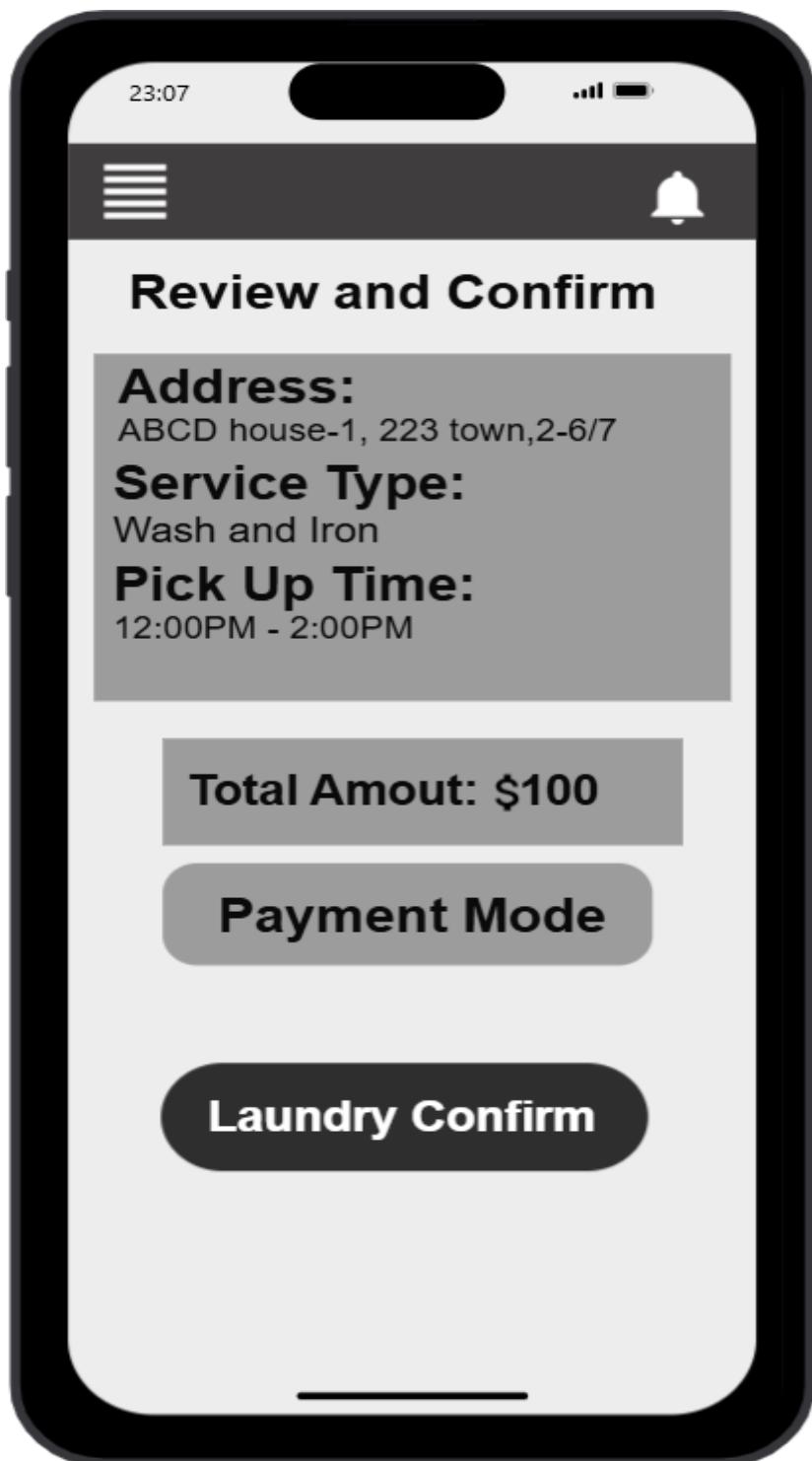
Why familiar:

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.

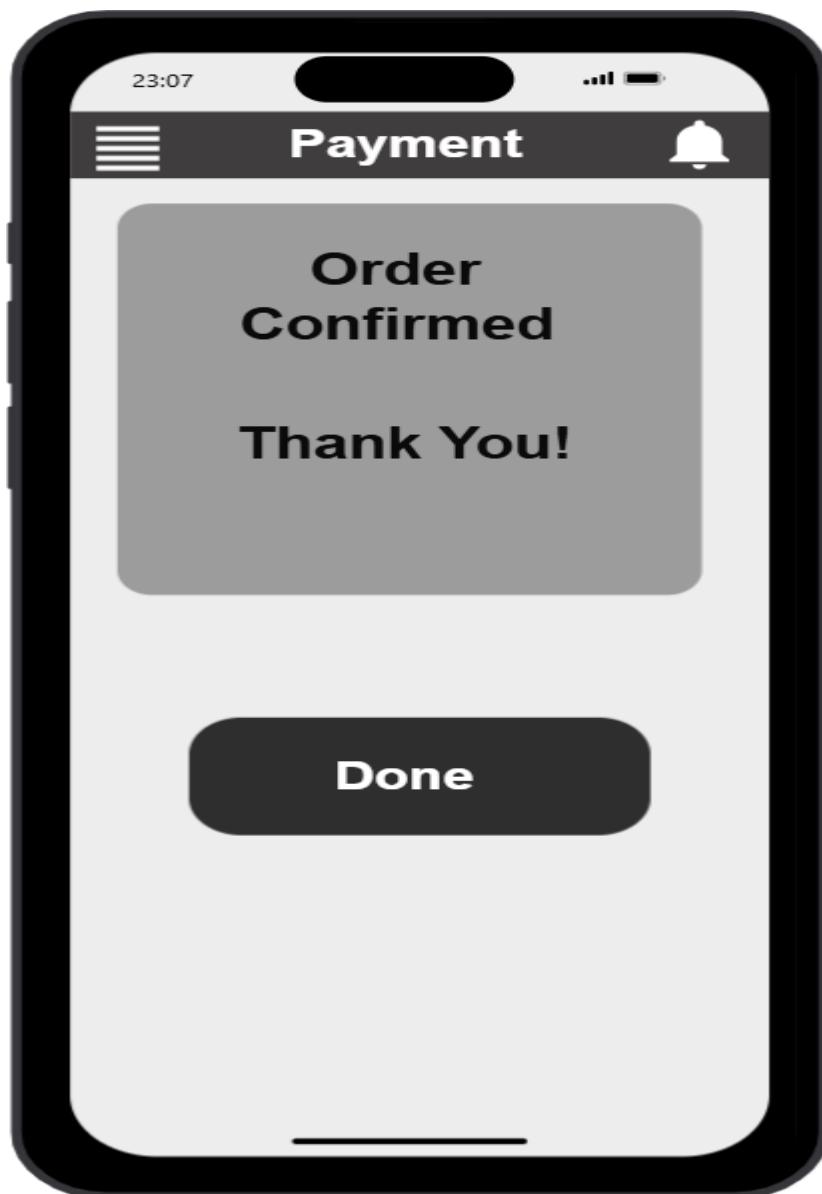
3. Hand + Cash Icon (for Cash on Delivery)

- 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.