

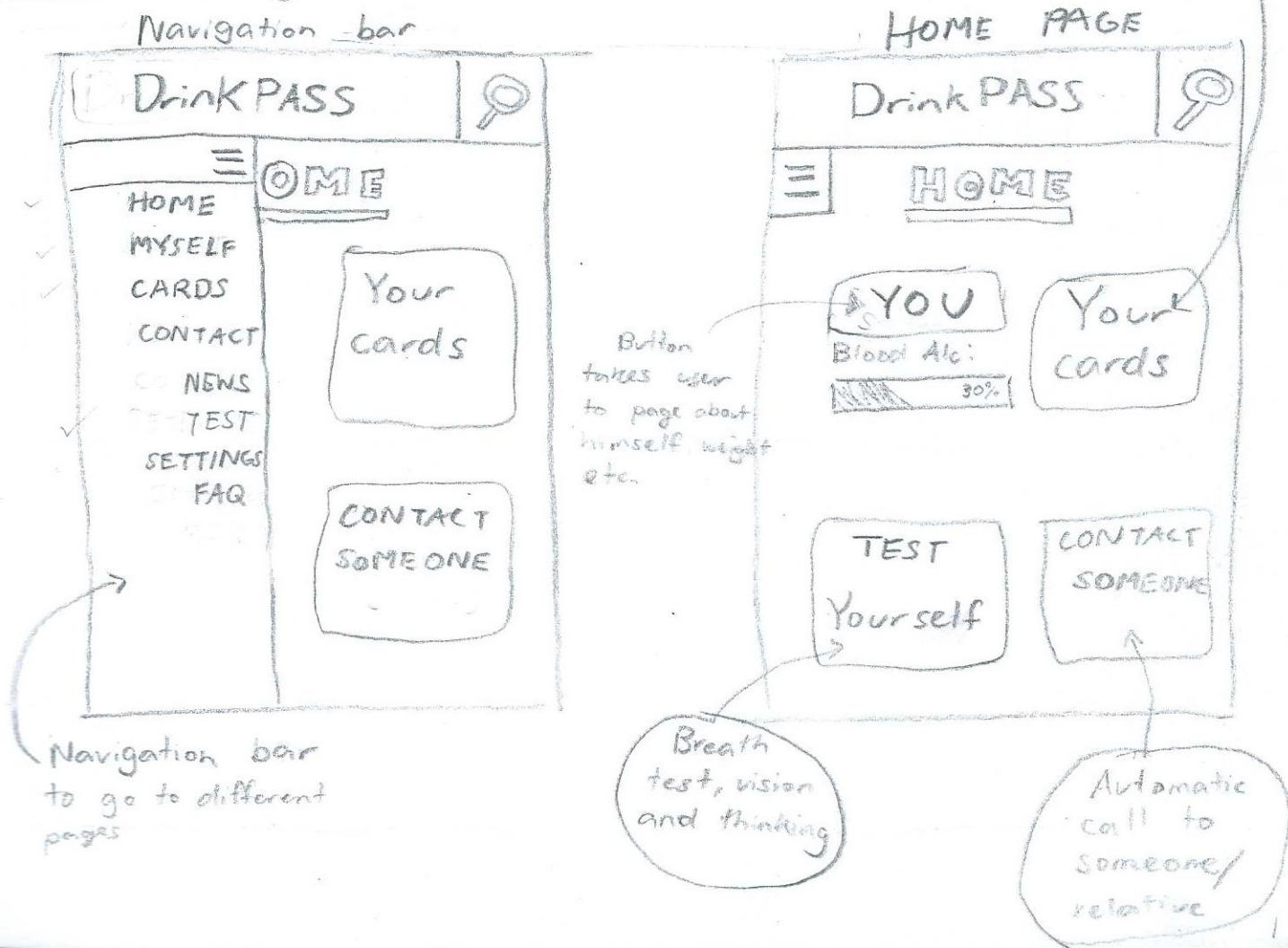
Problems of Drink Driving

- Alcohol affects drivers and their driving tasks by slowing down reaction time, dulls thinking process, reduce attention span, cause blurry vision.
- Drink drivers get penalised,
- Crash risk is doubled
- Road safety strategy is more RBT, investigate more females.
- High proportion of repeat offenders.

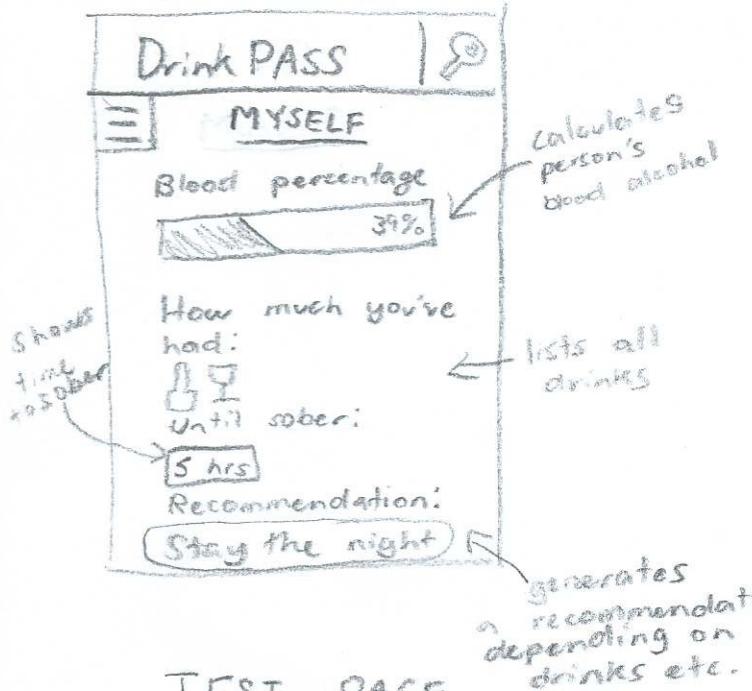
who is the user
who does it affect?

Shows drinking card's status and it's linked

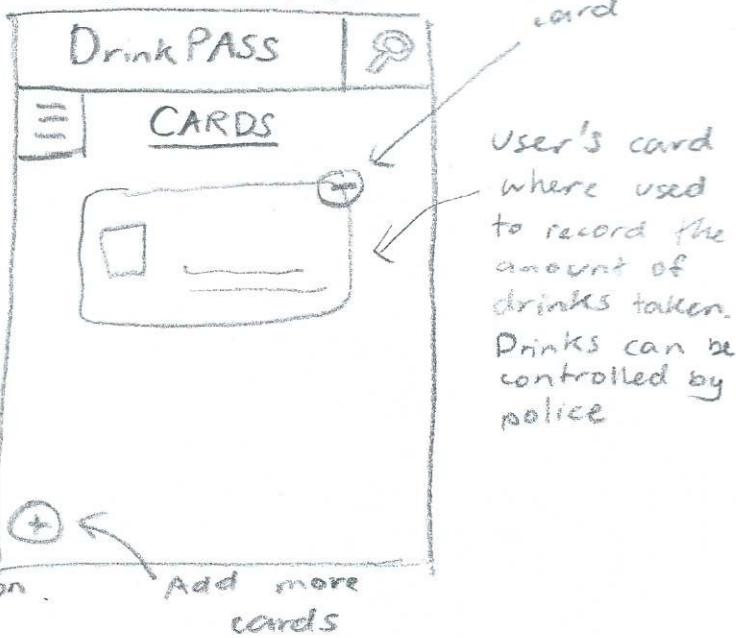
Mobile prototype



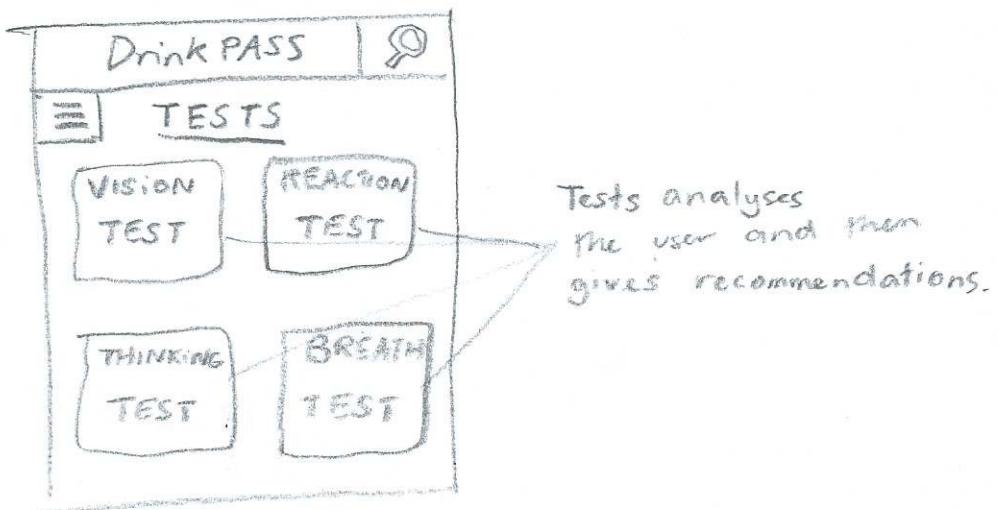
ABOUT PAGE



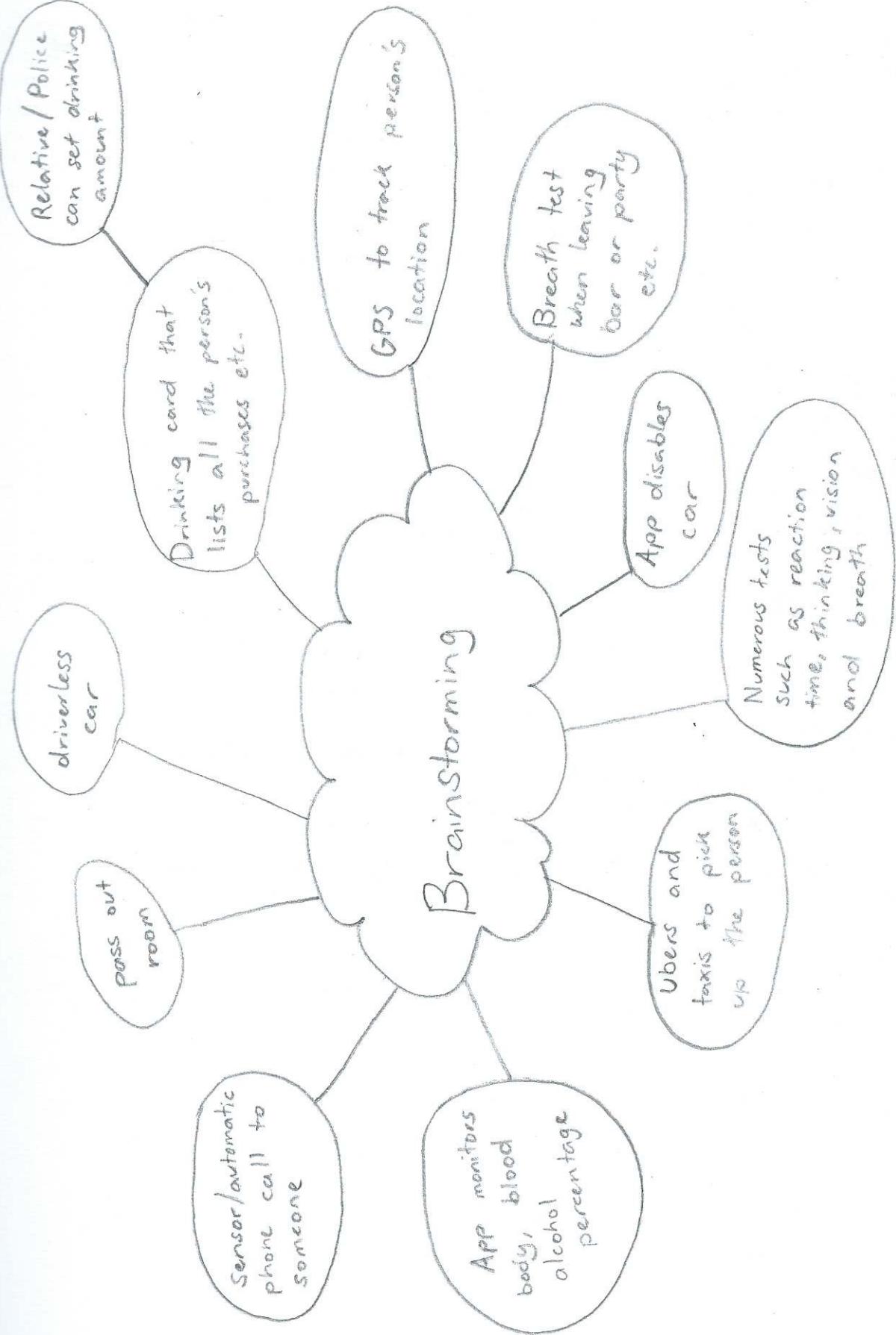
CARDS PAGE



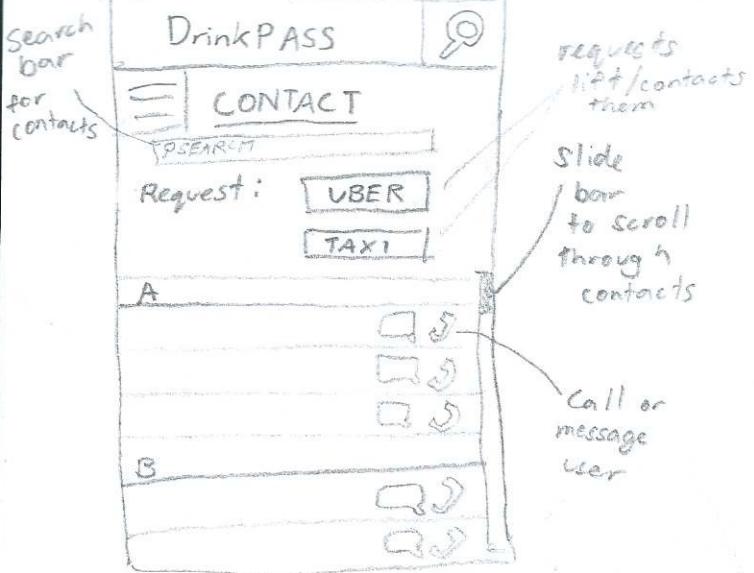
TEST PAGE



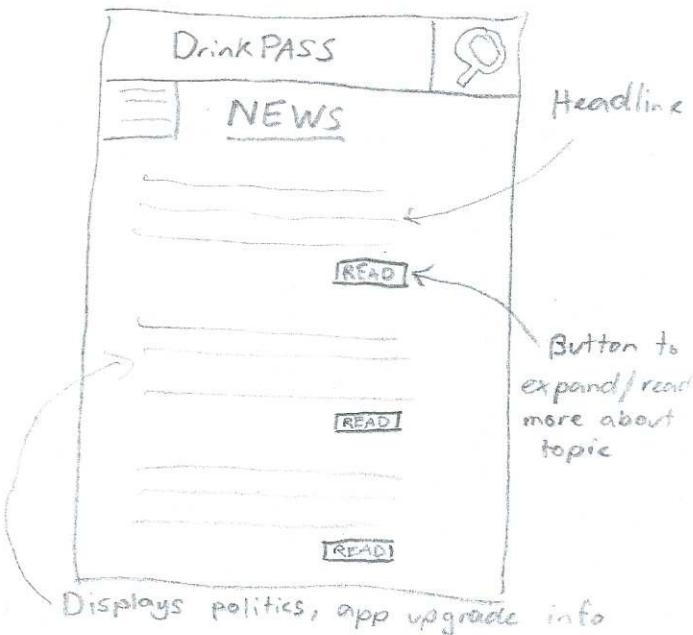
- App can help reduce drunk drivers as the cards can be monitored by the police and even relatives.
- It affects drivers and the police as the app connected to the card can control the person's drinking.
- A drinking amount can be set on the card by police, as to allowing the person to drink 10 more or less bottles.
- Drinks are recorded on the card and app.
- The users of this app doesn't just apply to drinkers, can be used by anyone above the legal age.
- This card/app can create a safer environment and reduce the amount of drunk drivers.



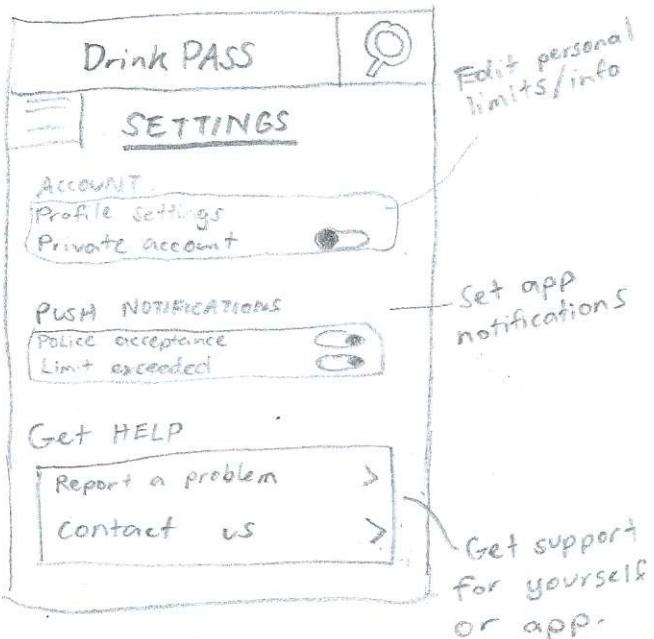
CONTACT PAGE



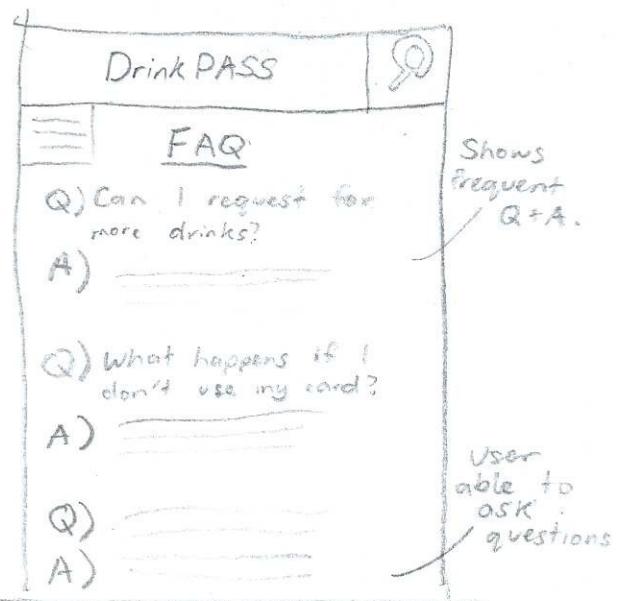
NEWS



SETTINGS



FAQ



- This app would be a great addition to the government/Police force as it will restrict or control a person's drinking habit thus will also create a safer environment.
- By rolling out the drinkPASS card to people above the legal age limit (18 in Australia) it can also reduce under age drinking and can be a requirement to get/buy alcohol.

Feed back on the designed app:

- Will the user need to attach another device to the phone to do the breath test? Dongle to phone? How will that work? Breath tester on the app may be too much unless you find a good innovative way.
- Depending on how it will look in real life, there could be to many things on a page. Make sure it's spread out if it looks very compact. Maybe add a scroller
- The navigation bar is great to navigate to other pages. However, the minimized navigation bar would be best to have with the top bar on the left side of the "DrinkPASS" app title.
- Contact page seems to have too much content. The search bar etc is great but maybe have the request section, that calls uber or taxi, on a separate page.
- This app is great and would be useful and helpful in reducing the amount of drink drivers and creating a safe environment.
- I would use this app, the layout could be the only problem about it.

Feedback (above) from:

Another student from IFB103 workshop 7 GP Q=216 10/3/2017

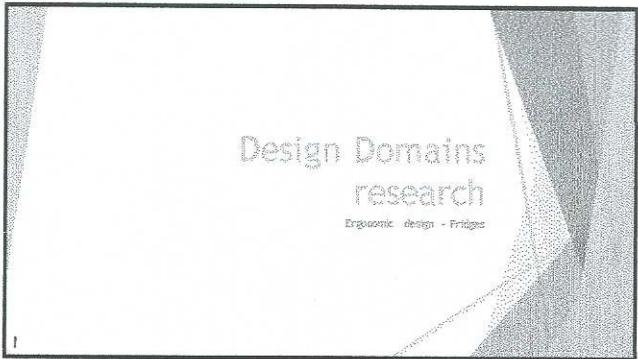
Design Domains research - Ergonomic design

Table members: Donghyeon Kim, Hoang Nguyen, Quyen Nguyen, Seo Jaewon.

↑
Researched past

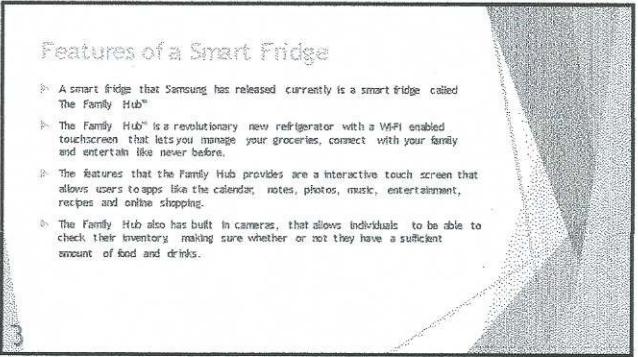
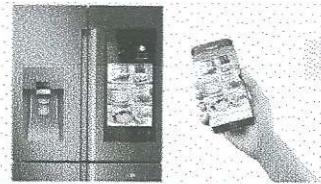
↑
Researched present

↑
Researched future with me.



Impact of IT on fridges in the Present

- With the technology we have today, it has changed the way we use kitchen appliances, specifically fridges.
- The implementation of smart fridges has changed how food and drinks are managed through a plethora of features such as sensors and the software it uses.

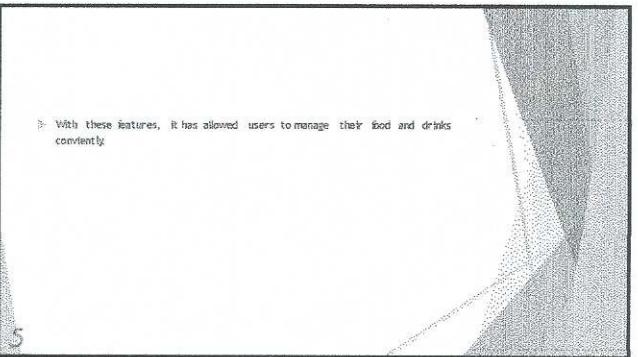


Features of a Smart Fridge

- A smart fridge that Samsung has released currently is a smart fridge called "The Family Hub".
- The Family Hub™ is a revolutionary new refrigerator with a WiFi enabled touchscreen that lets you manage your groceries, connect with your family and entertain like never before.
- The features that the Family Hub provides are a interactive touch screen that allows users to apps like the calendar, notes, photos, music, entertainment, recipes and online shopping.
- The Family Hub also has built in cameras, that allows individuals to be able to check their inventory making sure whether or not they have a sufficient amount of food and drinks.

Features continued

- The Family Hub also has its own custom cooling called the Flex Zone, which is a versatile bottom right door that can switch between a fridge or a freezer with the touch of a button, allowing you to choose between five customizable temperature set bags.
-  -6°F
-  23°F
-  30°F
-  35°F
-  41°F
- It also has a triple cooling system, which is a premium cooling system that uses three evaporators for precise temperature and humidity control. So even with a full fridge, your food stays fresher, longer.
- With these features, it has allowed users to manage their food and drinks conveniently.

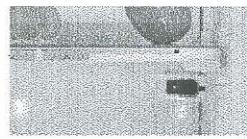


History of Fridges

- 1800's "Iced Houses". Large chambers with cool temperatures primarily used for storing food and water.
- 1920's. First electric refrigerator, cooling unit on the top. Not mass-produced as it was expensive.
- 1950's Affordable and fridges. Majority of Americans owned it in their own homes.
- 1990's First CFC Refrigerators.
- 2010's Modern refrigerators. Improved in design, features, sizes, functions and environmentally friendly.

Future fridge technology

- A future product could be a fridge camera.
- Small camera is placed inside a Fridge so it takes pictures whenever the door is open or shut.
- The images are sent to the user's smartphone, making it easier when we next hit the shops.



7

The future of the IT in the kitchen

- Our kitchen in homes has changed over the years. The space that is used for food preparation has become an important part of the house. With the use of the kitchen and its changes, the technology that is used within it has had to adapt to meet our needs. (<http://freshome.com/2012/03/01/what-is-the-future-of-kitchen-technology/>)



8

Safe future for fridges?

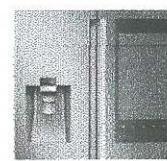
- The tech industry will not rest until you've got a touchscreen running software on everything you interact with, or something that's cool and would bring attention. For example, the Samsung's latest refrigerator. Where it has a touchscreen on the right side for the user to control temperatures etc. Companies want to further develop fridges where it will very user friendly, and very efficient for users.



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Features that could be included for the future fridge

- With the Fridge Samsung has produced (picture below). It can be further developed. In the future, there could be more features such as ordering food, more capacity, keeping the food fresh, voice recognition, automatic doors etc.



10

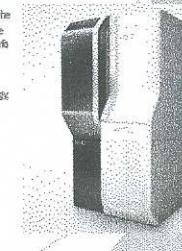
THE FRIIIIDDDDDGGGEEEEE

- Let's face it, refrigerators are not exactly the most exciting piece of tech around home but they are among the most essential.
- Each year, companies like Samsung, LG, Whirlpool reveal their latest innovations at the big yearly tech trade shows.
- Fridges aren't the only ones in the kitchen that can be further developed.
- There are other appliances such as kettles, stoves etc that can be

11

More smarter fridges of the future?

- Almost every year smarter appliances and gadgets for the kitchen are popping up all the time whether it's a device that keeps your food fresh, or cooking your food in a safe fast way.
- There is a growing focus on fridges. We take a look at some of the newest and most innovative fridge technologies which could be coming to a kitchen (<http://homebt.com/tech-gadgets/future-tech/refrigerator-samsung-lg-whirlpool-microwave-Fridge-11364932154040>)



12

Length of presentation: <5 minutes.

Feedback:

- Talk more about how it affects users.
- Good info on the fridge. Try talk more about its environment, the kitchen.
- Practice before actually presenting it. It will give you more confidence.
- Try not to just read off the screen/powerpoint. Have palm cards.

30 Question Team Allocation Survey

INSTRUCTIONS: The survey below is designed to identify some of your strengths when working in a team. Please respond to all 30 questions.

KEY: 0 = Never true

1 = Sometimes true

2 = Occasionally true

3 = True about 1/2 the time

4 = Usually true

5 = Always true

Question # When working on a small team to solve a design problem I would tend to...

YOUR RESPONSE (0-5)

- | | |
|----|---|
| 1 | 4 focus on objective facts |
| 2 | 3 have my feelings sway my decisions |
| 3 | 3 quickly see why an idea will not work |
| 4 | 3 see the positive side of things |
| 5 | 3 be creative |
| 6 | 4 lead the problem solving process |
| 7 | 3 enter into the discussion without preconceived ideas on a solution |
| 8 | 4 have good intuition |
| 9 | 4 be able to determine that an idea will not work by judging from past experience |
| 10 | 4 see the good parts of even a bad idea |
| 11 | 3 often generate new ways of thinking about a problem |
| 12 | 4 think as much about the problem solving process as the problem itself |
| 13 | 4 seek to know the statistical evidence concerning a decision |
| 14 | 3 have hunches about the best decision |
| 15 | 1 like to play the "devil's advocate" |
| 16 | 3 usually be optimistic that a new idea will work |
| 17 | 3 easily think "outside of the box" |
| 18 | 4 focus on the big picture, summarize and draw conclusions |
| 19 | 4 think totally objectively about a situation |
| 20 | 3 listen to my emotions when making decisions |
| 21 | 3 readily detect poor logic in someone's argument |
| 22 | 4 "look on the bright side" of a problem |
| 23 | 2 constantly think of alternatives |
| 24 | 4 find myself trying to keep the group focused |
| 25 | 3 differentiate between facts and opinions |
| | |
| 26 | 3 think emotions should play a significant role in decision making |
| 27 | 3 find it easy to be critical of other's ideas |
| 28 | 3 have comments which are positive and constructive |
| 29 | 3 easily generate new concepts |
| 30 | 4 help the group clearly define the problem |

Score

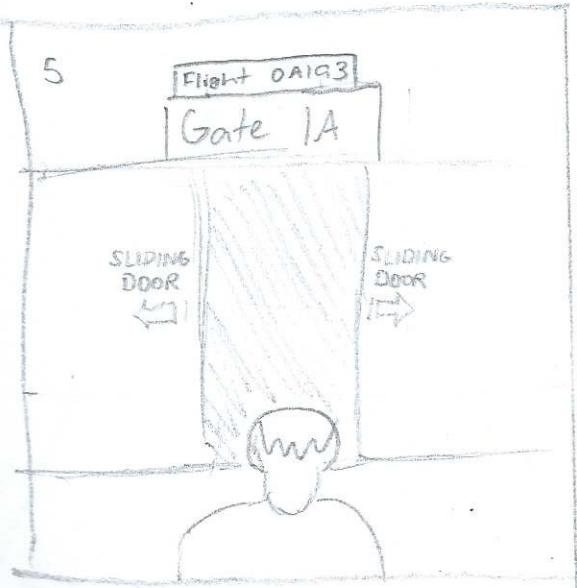
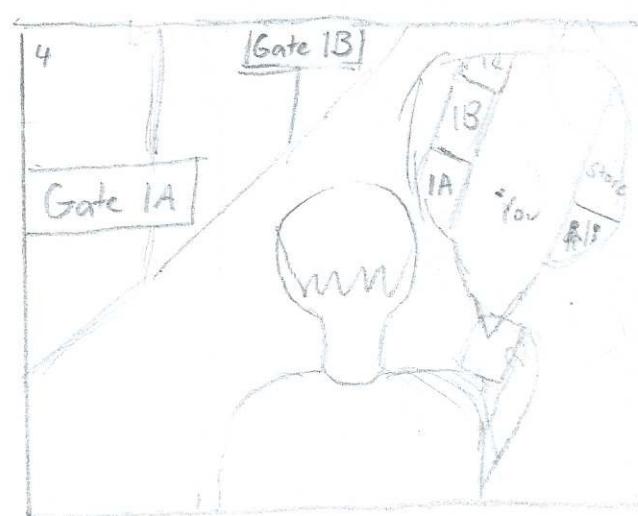
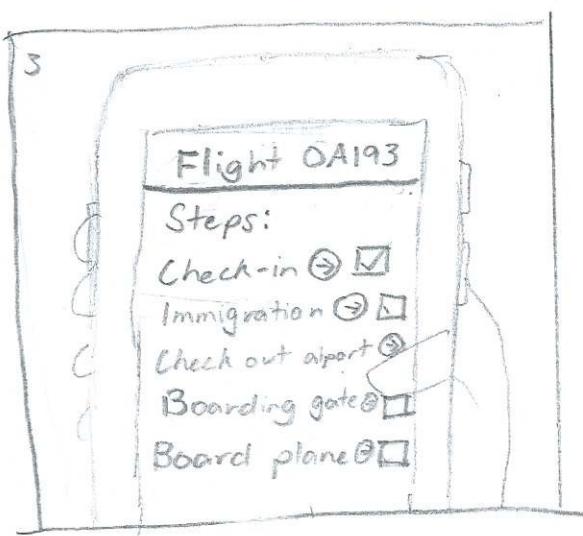
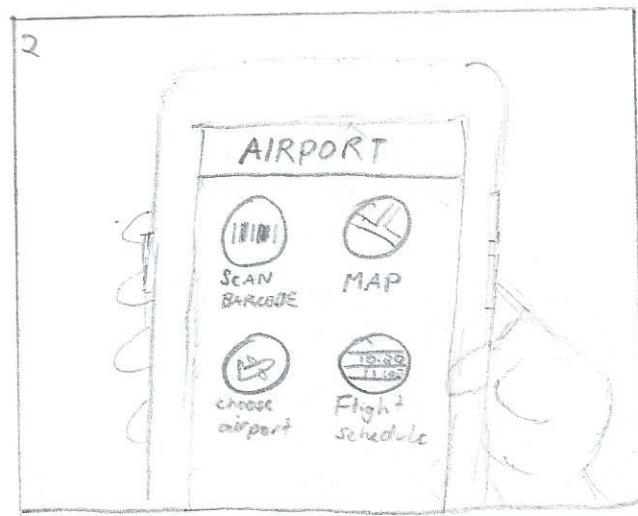
White	3.6
Red	3.2
Black	2.8
Yellow	3.4
Green	2.8
Blue	4

Group:

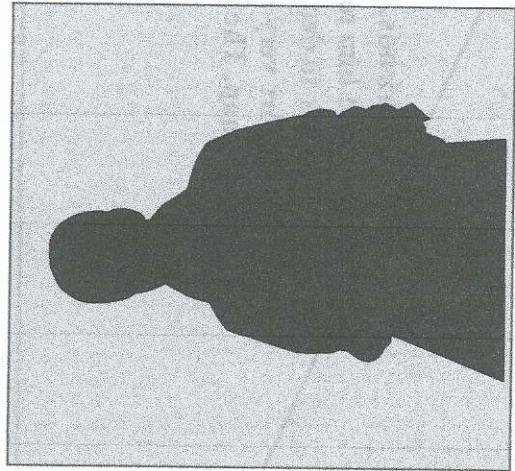
Myself (Blue)
 Jess (Black)
 Jordan (White)
 Brad (Green)
 Hoang (Yellow)

Workshop 4

Storyboard

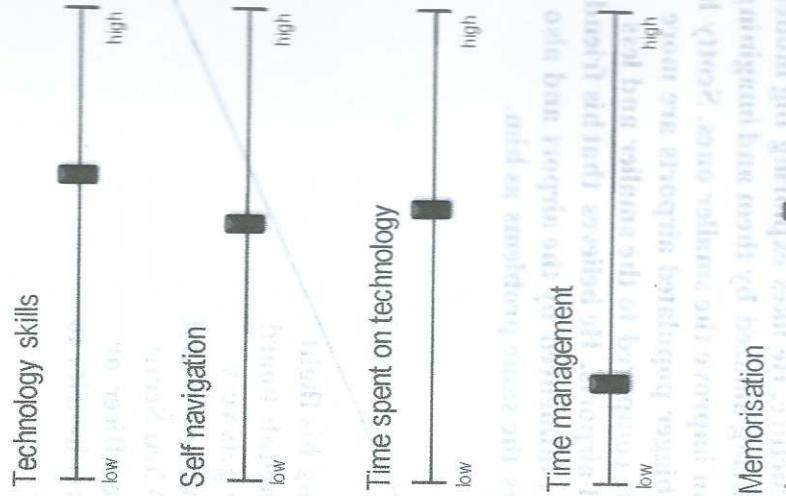


Motivated Dong



Name Scotty Dong
Age 33
Role Architect, Was on gap year

Behaviours



Motivations

- Going to an undiscovered destination.
- Makes him feel excited and keen to explore.
- Seeing the structure and modern looks of an airport. Loves designs.
- Likes to explore airports, and see what it has to offer.

"I've often gotten myself lost at airports and almost missed a flight"

After saving enough money, Dong has travelled around the world after quitting his job which he worked for 10 years. He has recently finished doing a gap year and now going back to the working industry.

With his travel experience of going around the world, he has had trouble navigating himself around airports, and finding amenities. He would have to find a brochure or a map in the airport to guide him. Even so he had almost missed his flights making him have to check the flight status etc. every few minutes.

He hopes, in future travelling, to go around airports less stressfully without having to check on the flight schedules and maps. He prefers to use technology to help him around. He has adopted to technology,

Goals

- The technology that is available today. Looks fun to play with and using many different apps with attractive icons.
- Get around the airport easily without having to look at a stand with a map on it.
- Can find personal needs such as microwaves, toilets, water etc. Amenities.
- Save more time with an app that makes his airport experience less stressful.

Pain points

- Tend to get lost in big airports, going around trying to find the check in area, gates, stores etc. takes a while.
- Doesn't know where all the bubbler, toilets, microwaves, amenities etc.

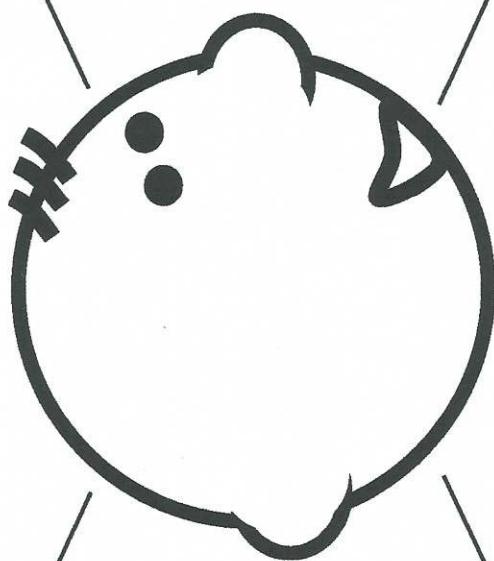
User type: Traveller
Name: Scotty Dong

Thinking

He is worried that after exploring and spending time going around an airport, he tends to get lost and has to find a nearby map. He once almost missed a flight, and since then, has stressed about his next flight. He is annoyed that he has to go to the flight schedule every time to check his flight status.

Seeing

As an architect, he loves seeing many buildings and its structure. He likes exploring big modern airports, being amazed by them and imagining how he can improve the smaller ones. Scotty has seen that bigger populated airports are more convenient compared to the smaller and less populated airports. He believes that his friends tend to get influenced by the airport and also encounters the same problems as him.



Hearing

All his friends, family and other influences has told him to calm himself more when it comes to departures. Even getting to the airport very early and getting an airport map. The map should help direct him around.

Doing & Saying

As he is paranoid about missing his flight, he has to keep going to the schedule board to check his flight's status. He gets very tempered when he gets lost and has to find a map for the amenities etc. When Scotty approaches a customer service officer or another traveller for assistance, he tries to stay calm and friendly.

Pains

Having to keep going to the schedule board and map to keep him informed about his flight, and finding amenities etc. Always fears about missing a flight.

Gains

Hopes that the app will help direct him around airports and save him more time for exploration. Hopes to be less stressed when being at airports.

Black
text

① (Home page)

Green
top bar

AIRPORT

Scan flight
barcode
given at
check-in.
Produces
digital ticket



Scan ticket
barcode



Goes to
airport map.



Flight Schedule



Choose airport

DUPPLICATE

Black circle

Black text

Goes to
the 'Choose
airport' page.

White
background

Displays
the airport's
flight
schedule



LOADING...

Once
barcode is scan
& is then
processed, and
goes to screen

3

③ Passenger ticket page

Jetstar airlines OA193

PASSENGER: SCOTTY DONG



Ticket
barcode

DEPARTURE: 09:20 1 JAN 2017

DEPARTURING: BRISBANE

DESTINATION: SINGAPORE

BOARDING GATE: A22 SEAT: 27B

CLASS: 1ST CLASS

Ticket
info.
Digital

Your journey to the plane ➡

Goes to
screen 4

Explore the airport ➡

Dark green
box with
black arrow

Green
rectangle

Goes to
Screen 5

② Airport page

AIRPORT

YOUR JOURNEY TO THE PLANE

STEP:

-CHECK-IN

-IMMIGRATION

-EXPLORE THE AIRPORT

-CHECK FLIGHT STATUS

-GO TO BOARDING AREA

-BOARD PLANE

HAVE A SAFE FLIGHT!



Shows
map



Shows
map



Shows
flight
schedule
&
status

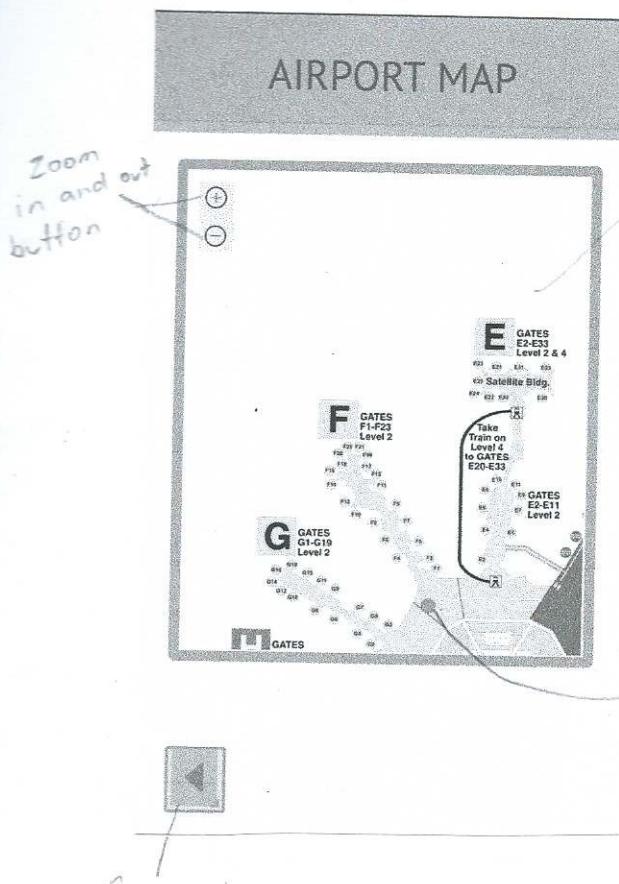
Explore the airport ➡

BACK

Goes back
to screen
4

Check box,
for user to tick
off airport stages.

⑤ Map page



⑥ Schedule page:

FLIGHT SCHEDULE			
BRISBANE AIRPORT			
DEPARTURES	ARRIVALS	SEARCH FLIGHT	
OA 193 SINGAPORE	09:20 A22 01.01.17	ON TIME	
HB 983 HONG KONG	10:00 B08 01.01.17	ON TIME	
KJ 175 JAPAN	10:15 A12 01.01.17	CANCELLED	

To type a specific flight for information

Scroller

Status

Goes back to previous page

⑦ Choosing airport page

CHOOSE AIRPORT	
<input type="text"/> SEARCH AIRPORT	
AACHEN Airport	MST
Aalborg Airport AMBA	AAL
Aarhus Airport	AAR
Abbotsford International Airport	YXX
Aberdeen Airport	JED
Abha Airport	JBZ
Abidjan International Airport	AHZ

To search for specific airport.

App icon



Blue background

Selecting an airport will reset the whole app and set maps, flight schedule of the airport.

Goes back to previous page

Interview

Interviewee: Markus Daniswara

Occupation: Business Student

Age: 18

Potential user: Yes, travels a lot.

Phase 1 - Introduction

This interview will take about 20 minutes or less, depending on how we get through this. Thank you for your participation in this interview about our app design. The aim of this interview is to see how you react and experience our app which is based on airports around the world. This app's purpose is to help the user have a better, less stressful experience at the airport by guiding them around etc. I will be observing; analyzing and maybe asking questions during your experience with the application. Your app experience will be valuable information for us. If you have any trouble, feel free to ask for my assistance. Before we begin, do you have any questions you would like to ask?

Phase 2 - Exploring the problem

1) Here's the app icon, what do you think the application is about?

It would be something about airports, a flight tracker, looks like some kind of navigation thing. The app is based at an airport.

2) Why do you think this application is needed?

It's needed to help customers go around airports without getting lost. It would be really useful. The English language is a common language, most airports don't use english. It's hard to ask someone for help. Would see myself using the app.

3) This is the home page of the app, as you can see there are four circles with different images and text, each having a different purpose, why do you think these options are available and what do you think is the purpose of it?

Flight schedule is good to have on your phone. The map is the main thing of the app, I think it's very useful. I don't know what the scan ticket barcode is for. Can change airports, set your departing/arriving airport. Should change 'Scan ticket barcode' to 'Scan boarding pass'.

Phase 3 - Exploring the application prototype

Take your time going through the app.

- Stars immediately tells him that it's the user's flight (flight schedule page)
- Buttons help him navigate.
- Checklist is nice.
- Design wise maybe needs a little change.

Phase 4 - Suggestions

Are there any suggestions for the application or things that you feel are missing?

- More pages
- When opening the app, user should first select an airport.
- Search bar added to the maps.
- Settings option
- Offline mode (user able to download the map before getting to the airport)
- Biased against green. Most airports around the world use black and yellow scheme. Some use blue and yellow.
- Background can be greyish.

Phase 5 - Post Questionnaire

1) What comes to your mind when the first screen is present?

It's sleek, looks easy to use. Not intimidating. Layout is not a list or dropdown menu. Circles are nice and it's a welcoming thing. Rounded shapes aren't good. Not a lot of people like sharp corners.

2) Does the application icon best suit/summarise the entire app? Explain why?

It does. However, the blue background of the app icon is used but the app pages are green.

3) How informative and useful is the app?

Very useful, the most useful feature is the map. There are huge airports which the map can be used for. With this app, it can help you around.

4) How attractive/unattractive was the application?

The design was attractive. However, the use of green colour wasn't attractive.

5) What personal risks do you see in the use of the application?

People could track you down. If the app crashes, could lose your ticket data. Relying on this app could cause you to miss your flight.

6) Do you think people will actually use this application? Why?
Yes, I believe that this app is useful and could help everyone in the airport, especially help run air traffic smoother.

7) Do you prefer to have a flight schedule, tickets, map present on your phone or continue with today's process at the airport (no app/techno)?

?

I prefer to have the app. It is something I would definitely use.

8) Overall, what do you think of the application?

I think it is a really good idea and concept. Something I would use in every travel experience.

Phase 6 - End of interview

We have come to the end of the interview. Thank you for your time to check out the app and answering a few of our questions.

Phase 7 - Post interview notes

- The user went through the application with no difficulty.
- Interviewee was amazed at seeing the design but colour green put him off, had a disgusted look.
- Was amazed to see an app that *no one has thought of.
- Rounded shapes were a pleasing thing. The square buttons were good, did not put him off.
- The 'scan barcode' made him think what its purpose was. He was confused, was squinting his eyes.
- Frustrated that the back buttons did not go back to the previous page, it would go to the home page.

Changes to make

- Change colours
- Separate 'choosing airport' into a single page
- Add options to the map, and search bar
- Change some names.
- Add pages
- Fix back buttons
- 16 - Add Settings, offline mode.

Updated
app



Black background

Yellow airport

1) Welcome page



Proceeds
to screen
2 when
tapped

Dark
grey
background

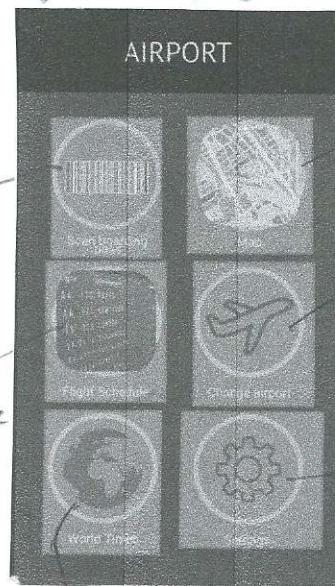
Black box,
yellow text

Yellow circle

Scans
boarding
pass

Flight
schedule

3) Home page



2) Choosing airport page



CHOOSE AIRPORT

Airport
name

AACHEN Airport

MST

Aalborg Airport AMBA

AAL

Aarhus Airport

AAR

Abbotsford International Airport

YXX

Aberdeen Airport

JED

Abha Airport

JBZ

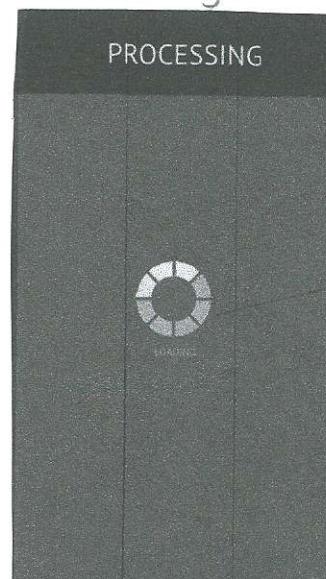
Abidjan International Airport

AHZ

CONTINUE

Search
for airport
Scroller
3 letter
code

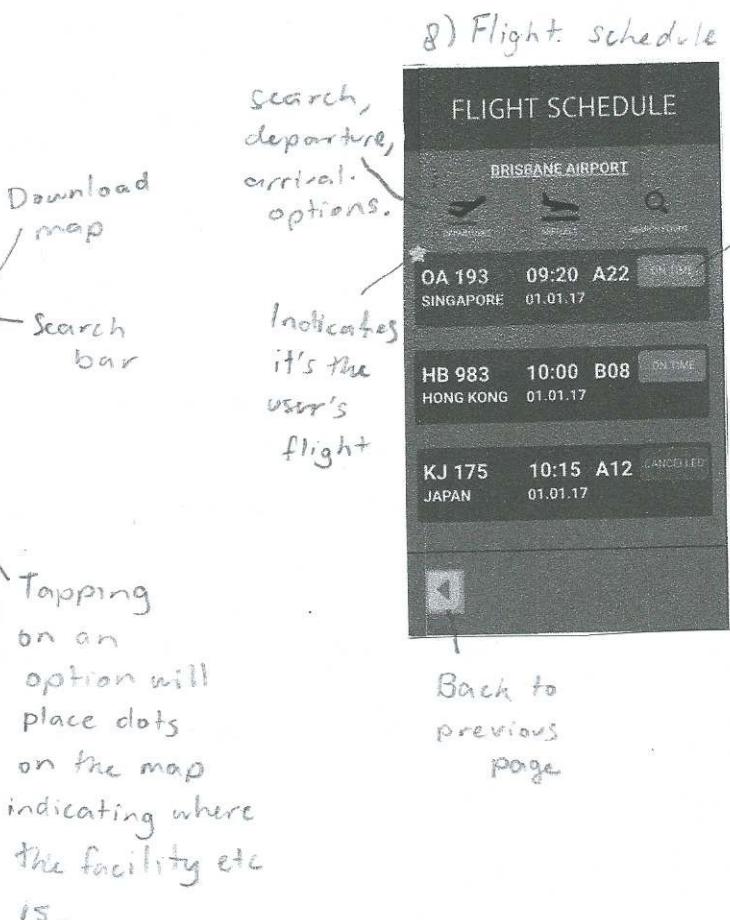
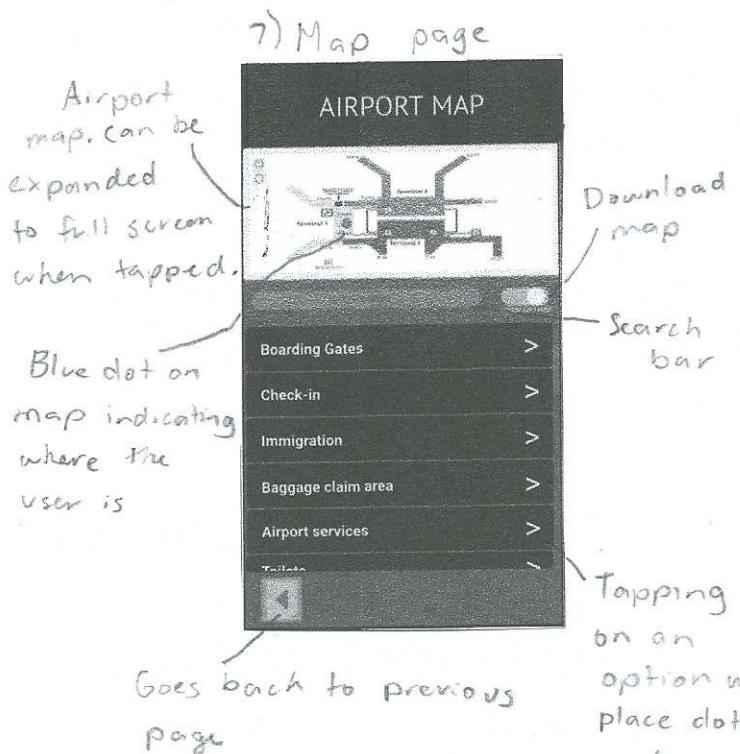
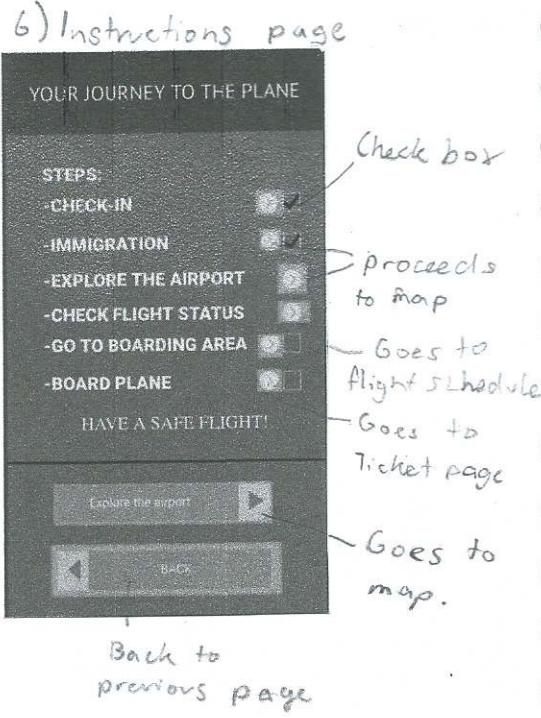
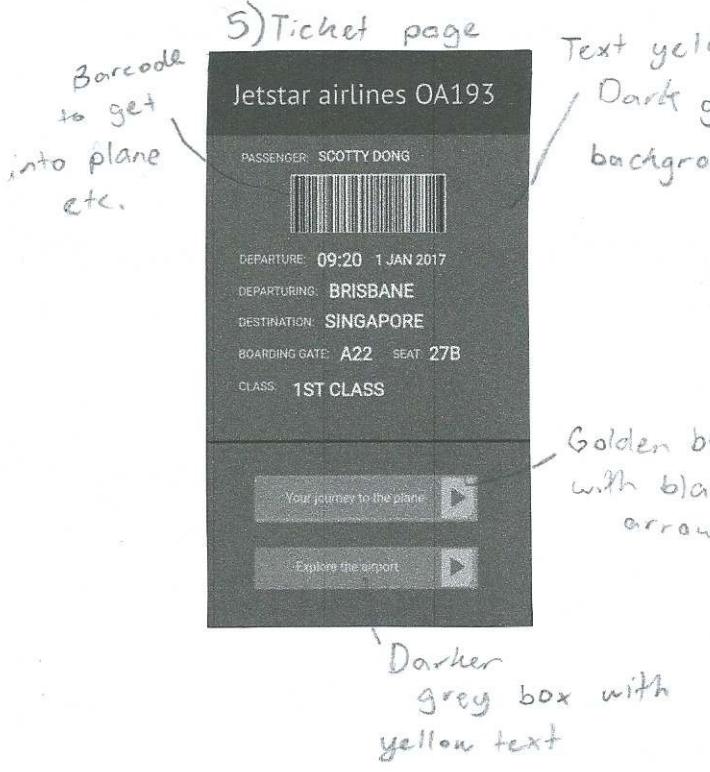
4) Processing ticket.



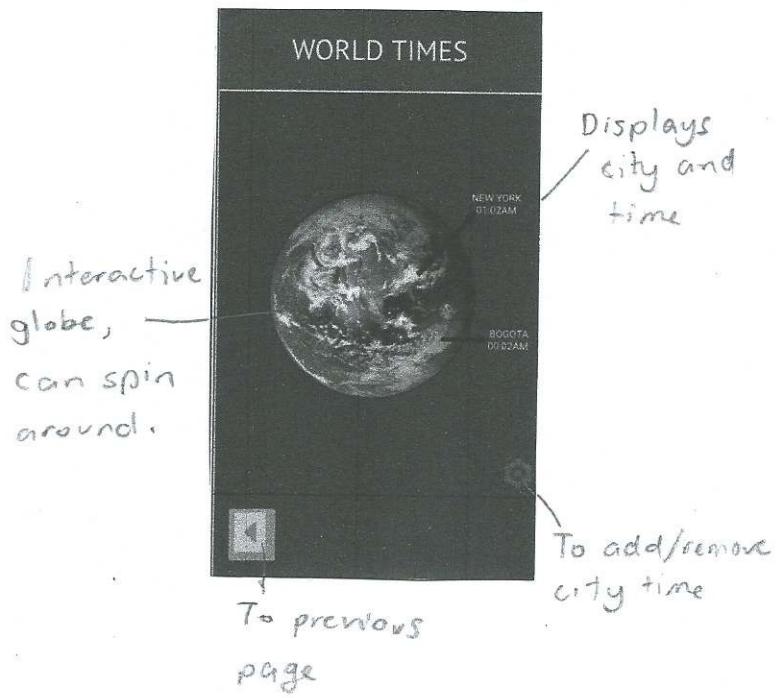
PROCESSING

loading/
processing

Continue to
set airport
once one is
selected. Can't
go to next
page without
selecting airport

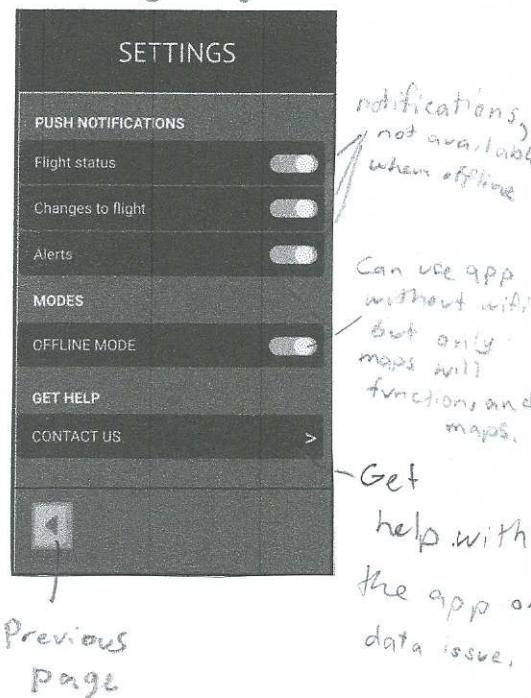


a) World times page



Interactive globe, — can spin around.

b) Settings page.



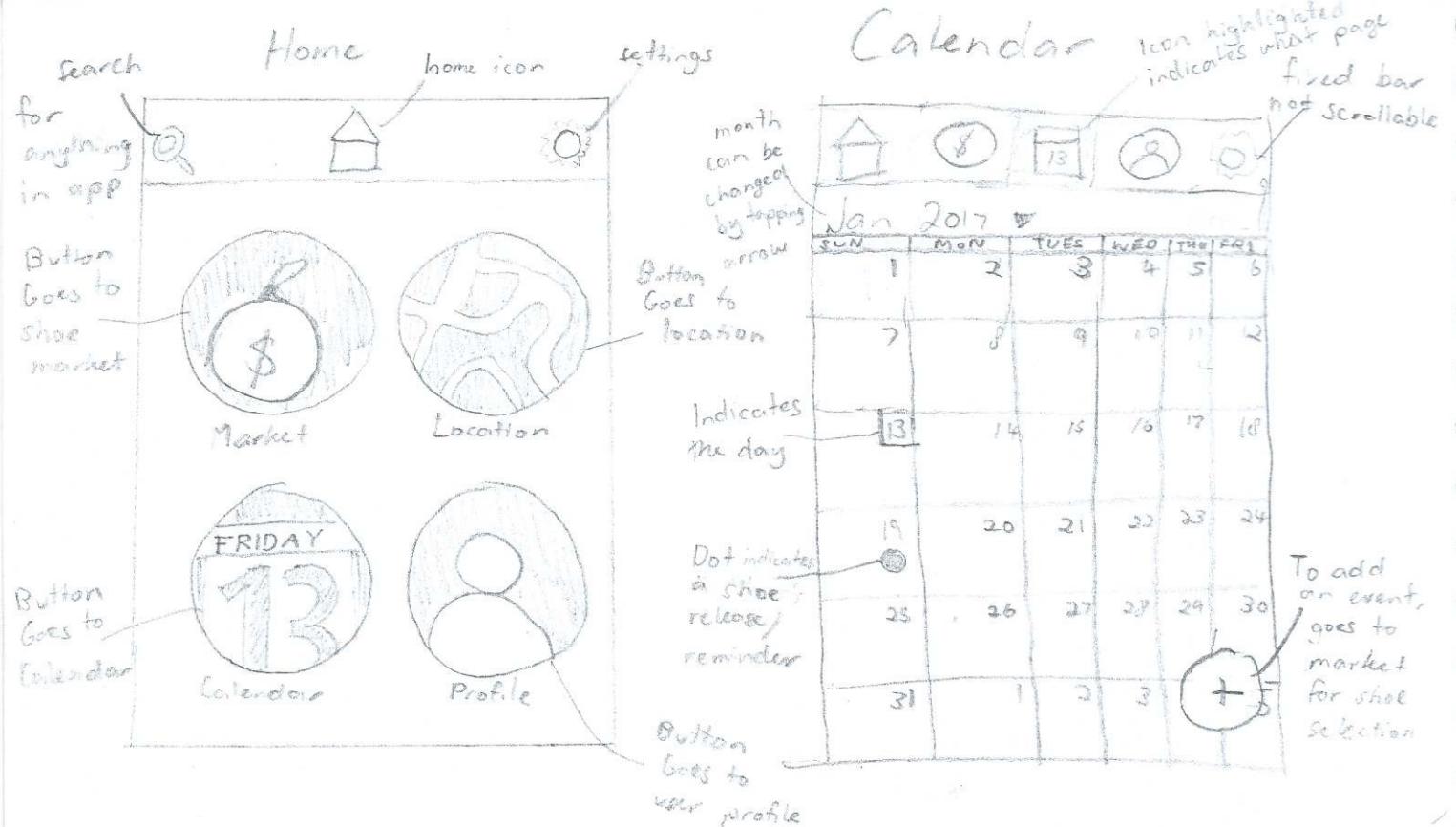
— Get help with the app data issue.

Changes:

- Added World times page from own idea.
- Colours / theme.
- Added settings, offline mode.
- Change few names
- Added 3 new pages
- Changed layout and added more options in the maps page

App can be seen on:

<https://marvelapp.com/20a883e/screen/126488625>



Week 5 workshop

- Each team member demonstrated their prototype.

John (Airport Navigation)

Pros:

- Buttons are nice
- App is enjoyable
- Able to change language
- Everything is easy to understand

Cons:

- Airport has maps, monitors, service desk
- More convenience than necessity
- Airplane icon looks weird.

Hoang (Shoes)

Pros:

- Notify user when stock is in.
- Account
- Wishlist
- Shopping cart
- Store contacts user about stock

Cons:

- Doesn't have a certain store
- Locator doesn't seem necessary
- Can't compare shoes
- Ebay does the same

Brad (Password/Data manager)

Pros:

- Helps elderly
- Manages passwords
- Websites are listed
- Easier to identify websites
- Stores data

Cons:

- Google chrome can save and manage your password

Jordan (Help disabled people)

Pros:

- Help the disabled to be self dependent.
- Control the bath

Cons:

- More of designing the product instead of a service/app

Jess (Tracking patients)

Pros:

- For aftercare,
- Patients monitored with their meds
- Smartphones can be helpful in measuring the blood etc.

Cons:

- There's technology for in-care (Google glass, airstrip)

The group had decided to work on Hoang's app about shoes.

Team meeting 1 - 5/4/17

Jobs assigned to the team:

- creating a low fidelity prototype. Task/pages split:

John: Home and Calendar pages (Prototype on top of page 20)

Jess: Info and profile pages

Brad: Location/map page

Jordan: Settings and filter page

Hoang: Market and search page

- Once prototypes are done test two users.

Multi-criteria decision analysis

A	B	C	D	E	F	G	H	I	J
1 Multi-criteria decision analysis (or making) is a method used extensively in business and is a sub-discipline of operations research.									
2 It is most useful when there are multiple, often conflicting points of view on a set of decisions that need evaluation.									
3 Using weighted criteria the method enables you to measure the impact of different options on the relevant stakeholders.									
4									
5 For more information please head over to Wikipedia or take a look on Google.									
6									
7 We have varied the terminology used to maintain continuity with what we have taught you thus far.									
8 The usual headings are: action, objective, function, weight									
9									
10 Objective = user need									
11 Function = competitor application									
12									
13 Please employ a 0-5 scale									
14									
15 Step 1: based on the type of application you are thinking of designing, please identify relevant user needs									
16 Step 2: now define a weighting for each of the user needs you have developed (most important to least important)									
17 Step 3: find different competitors by searching the app store or other sources and rank them using your matrix									
18									
19	Stack/availability	Trend	Search	Reliability	Variety	Quality	Communication	Total	Weighted total
20 Gumtree	3	3	2	2	2	2	2	16	260
21 Facebook	3	4	3	3	3	3	3	22	354
22 eBay AU only	5	4	3	4	3	3	2	24	389
23 Retail Stores	3	3	2	5	2	5	4	24	389
24 your application weighting	4	4	4	3	3	4	4	26	418
25									
26	18	18	14	14	16	14	17	15	
27									

Jordan's Prototype of the settings and filter page



Settings

Language

▾

All will
be drop
down menus

Location

▾

Currency

▾

Black list

▾

← should
add/
be remove
not ok

App theme

▾

TBC

Jess' prototype of the info and profile page

Myself - Info + Profile

Sketch 1 of Info + Profile:

"Profile"

"Information"

the "task bar" at the top will always be an option for easy transition between different locations on the app. Icons will easily represent worker, home, map, settings.

"Person icon" can be person sized to an image of the user or with as "profile" of name.

Personal details will only be visible by the user and owner.

"Info" screen

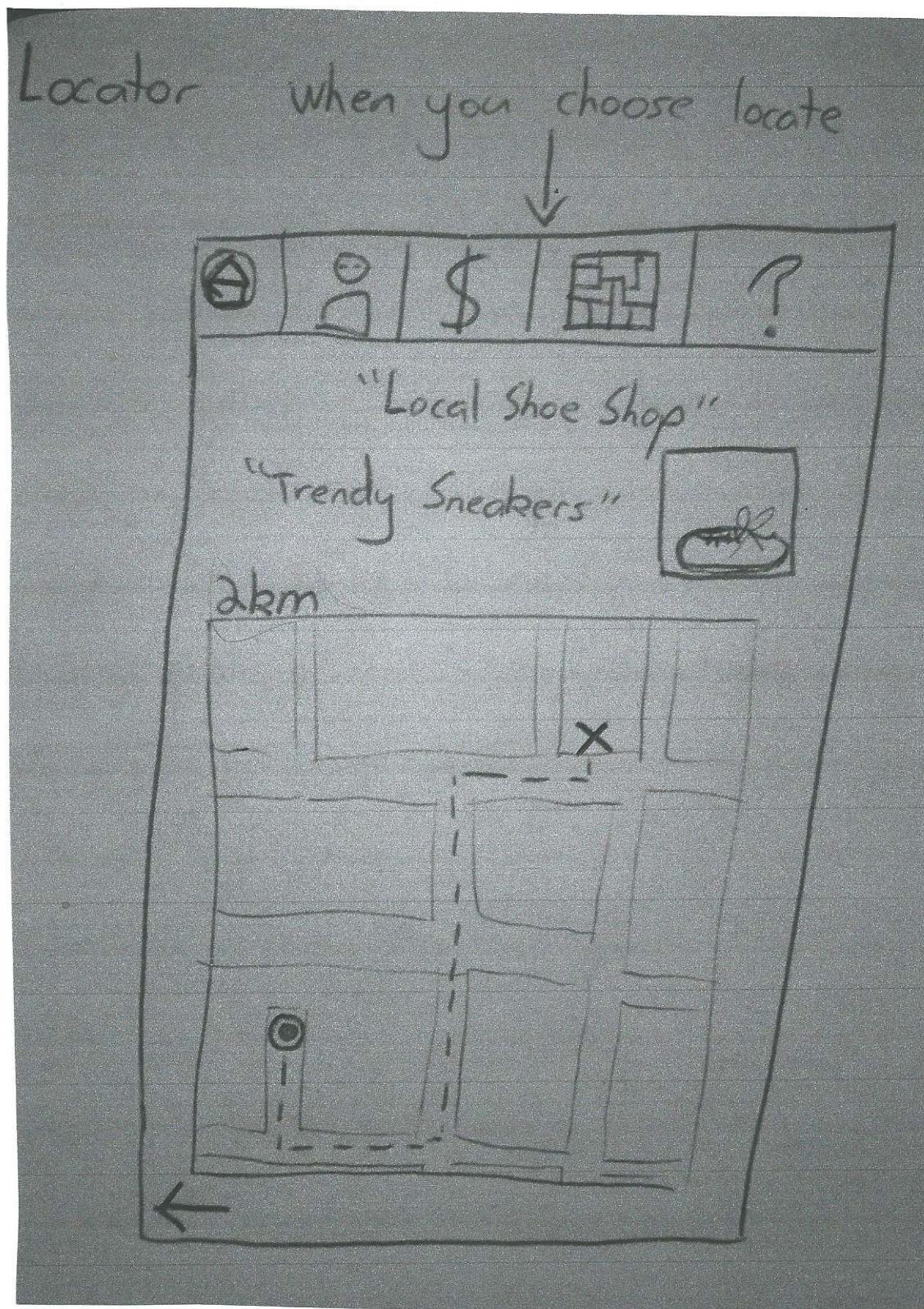
"Map" screen

scroll

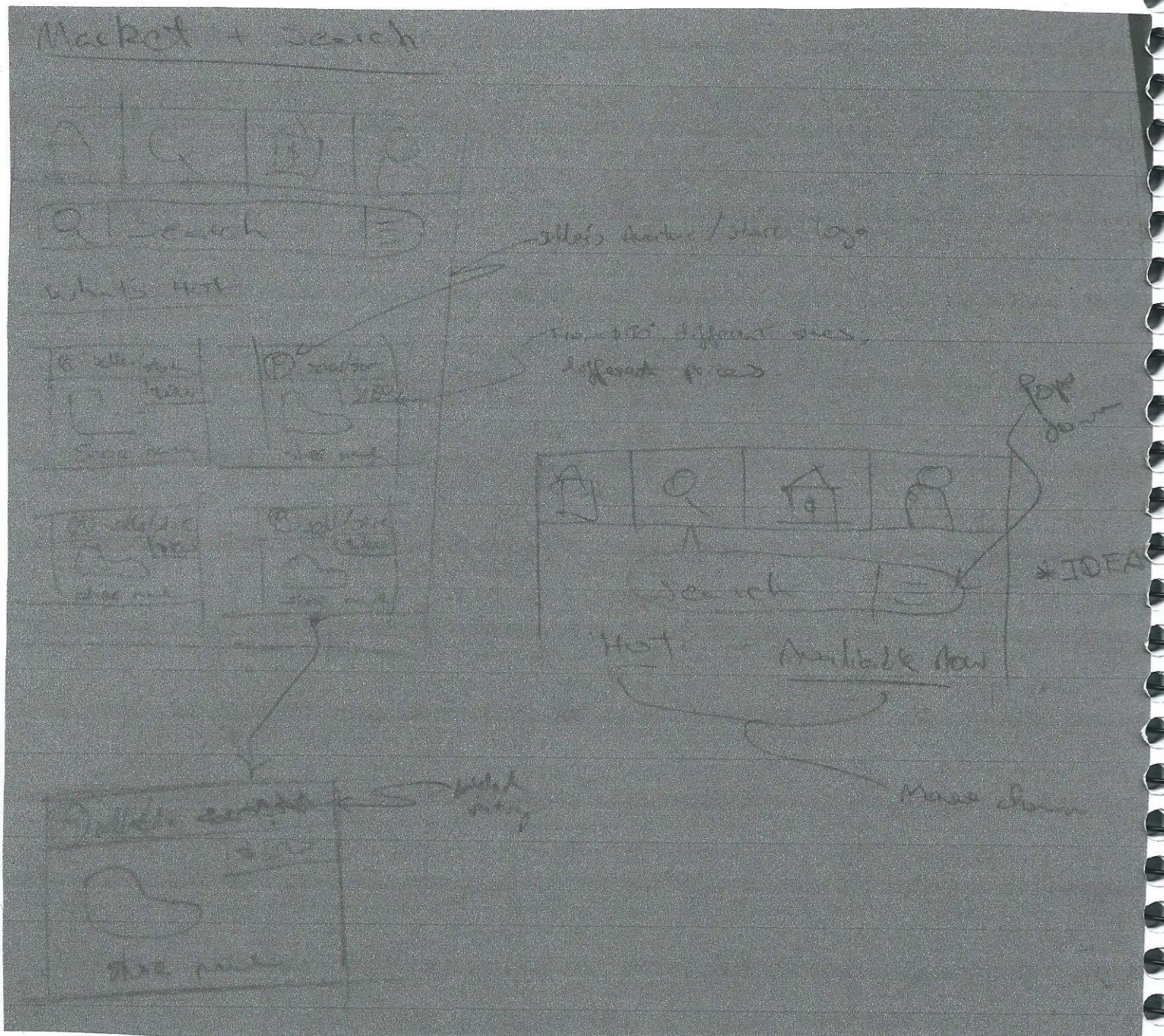
scroll

24

Bradley's prototype of the location/map page



Hoang's prototype of the market and search page



App User Testing

User 1. Profile

Female, 17 years old, high school student, into makeup and fashion.

Thoughts & Questions:

- Is it an app where people buy & sell shoes?
- Does it combine all the shoes and their brand into an app?
- Guessing it's all online?
- Can see whether the shoes are in stock, and in the shop.
- This would be helpful for someone who is obsessed with fashion and shopping.
- Can you contact/message other people?
- Wasn't sure if app was based on shoe shops, people selling or both.
- Wasn't sure what the calendar was for.
- Calender is helpful once explained it's purpose.
- On the locator page, wasn't sure what the question mark was for.
- Locator page, did not know how to get to the calender.
- On the settings page, did not know what the black list was for.
- Sees settings as more of a filter page.

Suggestions:

- Separate the language from the settings page and have own page.
- Change settings to filter.

Comments:

- Would use the app
- Reckon would be helpful especially for those who love fashion.

User 2 Profile

Male, 20 years old, University student, not really into fashion.

Thoughts & Questions

- Design is straight forward, like how there's four circles.
- Looks easy to use, straight forward
- Circles not an intimidating shape (home)
- Wasn't sure what the calendar was for.
- Likes the profile, especially when tapping the person icon, it brings up more info about the user
- Tab/bar on the top is nice.
- Rectangles in the profile/info page are good, have the edges be more round, don't like sharp edges.
- Could have the rectangles smaller, rearranged or underneath the user's name.
- Rectangles still looks good being big, with the big icons.
- Wasn't sure what hot and available is, was confused, hot and new releases would make more sense. Available now is confusing.
- Likes the lists.
- Wasn't sure what the blacklist was
- Add the user's location dot on the map
- Instead of the 'x' for the location of the shoe, change it to like a pin as seen on google maps.
- Transactions on app?
- User to user or user to retail type of market?

Suggestions

- State what the purpose of the calendar is.
- Maybe change rectangles
- Change hot and available.
- Edit the blacklist.
- Edit the map.

Comments

- Design is good.
- Like gumtree and Ebay.

Week 6 workshop

7/4/17

first scrum:

What's been accomplished since last workshop:

- Organised and went to group meeting
- Assigned tasks
- Made a low fidelity prototype
- Tested 2 users
- Team finalised empathy map and persona
- Be more organised

What will I do this week to help the team?

- Start contributing to the powerpoint presentation. Work on it.
- Organise tasks
- Help members if needed
- Finalise prototype.
- Spend more time on assignment.

What obstacles impending my progress or team meeting our goals?

- Other assignments
- Availability times to meet up.

Team meeting 2 7/4/17

Everyone's feedback of the group's prototypes:

- Map should be in shoe info
- Change the dot on the calendar
- User notification
- Different buttons on settings
- Location tab unnecessary
- User trust, rating system
- Wish list add to app
- Home page doesn't grab the user's attention
- Link location to market items
- 1 item per row
- Blacklist on settings was confusing
- Hot and new releases was confusing
- Transactions on app?
- User to user or user to market?

Group decisions:

- Get rid of profile
- Focus on user to retail
- Use rating system for retail

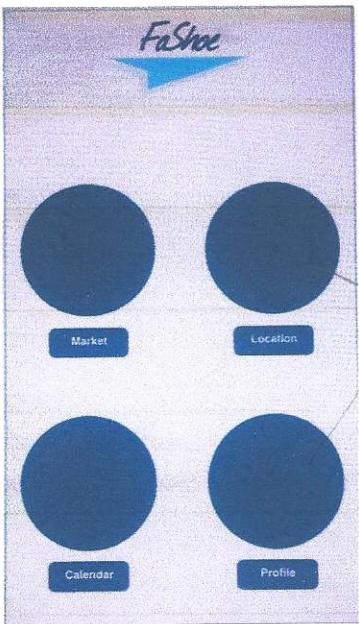
Tasks:

- Work on 3rd iteration

Welcome by Jess



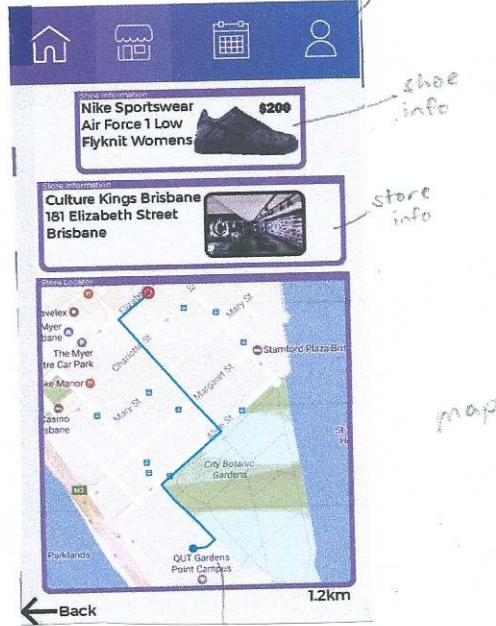
Home(1) by Jess



Home(2) by John



(1) Location by Brad

Back button to
prev pageMap showing
where the shoe
can be found

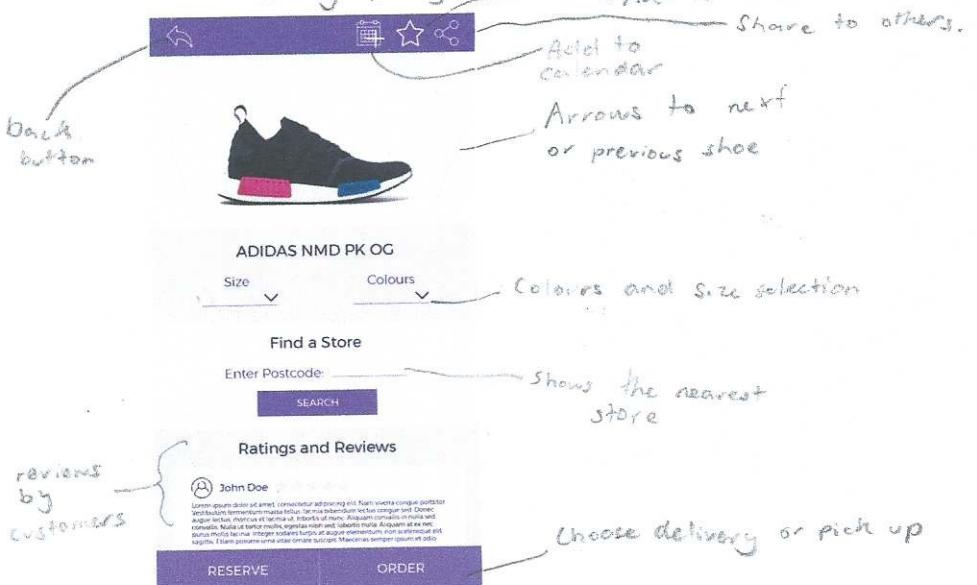
Location(2) by Jess



map

back to
prev. pagedistance
to store from
user location

Shoe info by Hoang



For the 3rd iteration, user feedback and group decisions were applied. Each team member tried many different colours. Duplicated screens (done by two people) were to see which layout looked better.

Team finalised Persona and empathy map in group meeting 2 on 1/4/17.

Sam Smith



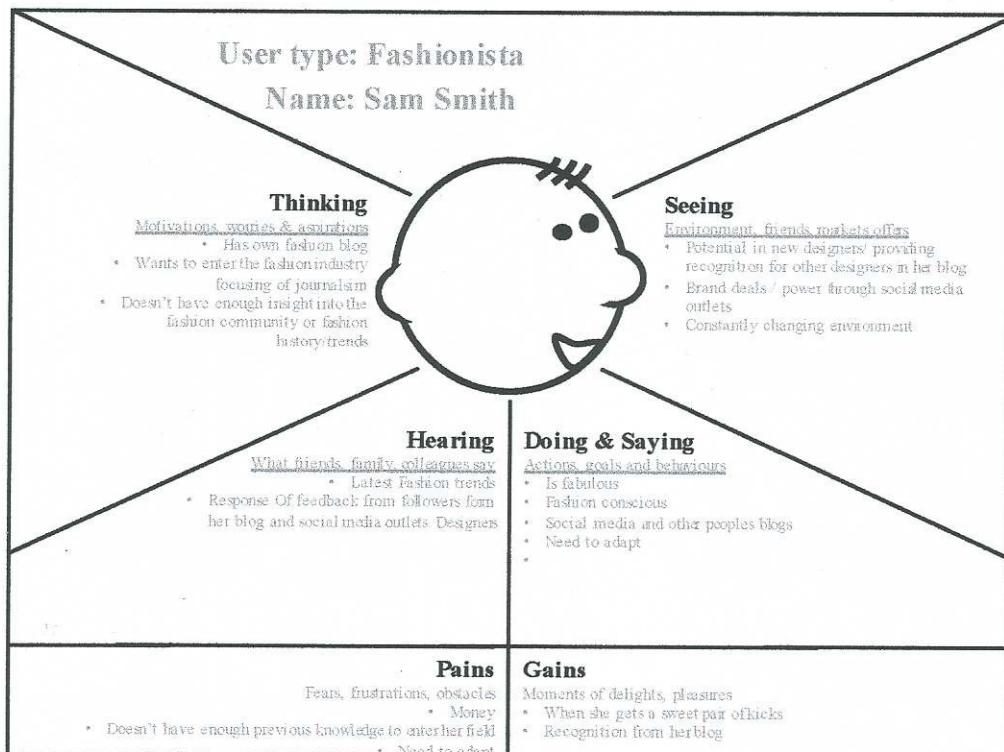
"I want to enter the fashion industry but I am limited on where to begin as a rookie"

Sam is a first year university student studying fashion and communications, focusing on getting into the fashion industry. She has a part-time job at Sephora. She lives with her roommates at the Woolongabba. She wastes her money on fashion things instead of saving it for personal needs such as rent/food/debt.

Sam has a big passion for fashion and when she goes shopping, she would almost take a whole day. More so, she takes a while deciding on clothes and would like to go through shopping more quickly.

Name Sam	Behaviours
Age 20	Fashion sense
Role Student	Income
Motivations	Social Skills
<ul style="list-style-type: none"> Wants to enter the fashion industry. She wants her blog to be successful and be a representation of what she can be. Getting to know similar people in the industry. 	Time Management
Goals	Skills with Technology
<ul style="list-style-type: none"> Gain connections Get a career in fashion Get fame 	Time Spent on Technology
Pain points	
<ul style="list-style-type: none"> She is not financially stable Does not know enough in the field Is worried about adaptation to the public She spends too much time browsing online. Taking too long deciding what she wants 	

— Persona



Team meeting 3 - 11/4/17

Changes to make on the 3rd iteration:

- Home page, change colour scheme
- Market, Have the filter show up on the screen when market is tapped on (filtered), search keywords. (part of the app, e.g. Nike, Adidas), icons for different brands? Suggestions: Shoe info, add "find a store" button.
- Location, change colour scheme.
- Settings and filter, change colour scheme.

Tasks for each team member:

- 4th iteration / final prototype.
- Scripts and powerpoints.

4th / Final prototype (pages assigned to me):



Home page
changes: colour scheme



calendar
changes: -colour scheme
- Event dot.



Pages quickly edited by Jess and Hoang.

3 Design theories employed in designing the application:

- The four buttons on the home page gives the user choices on what they want to do. Evenly spaced out for each button to stand out and the logo on top to show what the logo of the app is.
- The top bar is shown at the top of each screen so the user does not have to keep going back to the home page. The icon has a lighter background which indicates what page the user is on.
- The calendar displays the release dates of a or many shoes. Each shoe isn't displayed on the calendar. The user will have to select an upcoming shoe on the market and can set a reminder and add to page. User can slide side to side on the calendar to go to different months. Also tap the bar above the calendar to change date.

UI Style Sheet

font **MONTSERRAT**

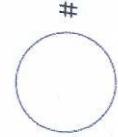
Colour Palette



#4776e6



#8e54e9



#9c69ec

H1 28pt

Market, Calendar,
User details

#f0f0f0

H2 24pt

Nike Free MX124,
username, password

#ffffff



#202020

BODY TEXT

The shoe that I was looking for was on sale. The nearest store I could find it was just 1 km away. They had stock just like it said on the app. The store had many different sizes. Next time I will try delivering my next order.

Buttons:



Market



More Info

Drop downs:



Size
_____ ▾

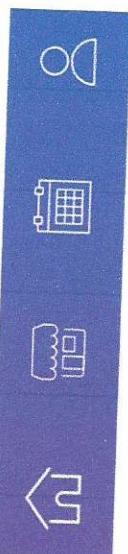
H3 14pt
Footlocker, Nike, Adidas, find a store, enter postcode

H3 14pt

Footlocker, Nike, Adidas, find a store, enter postcode

H4-5 10pt

User review: five star rating, delivered on time.



The Top bar:

Filter and Search Bar:

E-mail:



My experience:

I worked most on the introductory part of the powerpoint which focuses on naming the app, describing the problem space, app types used and the originality of the app. I contributed to the presentation with 4 slides, talking about why the mobile app was needed for those who love fashion, and about the other apps that is similar to our shoe app and the originality of the app. Also including the statistics / feedback of the survey which was undertaken by potential users.

Top three things that went well during this challenge:

- Each member completed their assigned task on time. No delays on the assignment.
- Every member showed up to each group meeting. Spoke up and explained their own opinions and contributed to the completion of the design challenge.
- Each member took the initiative of another person's assigned task if there was a problem with it rather than asking the person to fix it up. Each member looked after each other and kept each person on task.

Top three things that went bad during this challenge:

- Meeting times weren't consistent because of members being busy or not available. Meeting times had to vary but there was at least one meeting each week.
- Due to the busyness of each member, each meeting was only 1 hour long. The group almost had 2 meetings a week. Having two face to face meeting or a skype call.
- A bit of confusion within the group, sometimes a member would be confused and not know what is going on. The group had to make sure every member knew what they were doing.

Hoang Nguyen

- Gets tasks done quickly
- Photoshop master
- Gets creative
- Experiments with other tools and features for the app.
- Good imagination

Bradley Hasking

- A quiet member, but is really good at listening.
- Gets the tasks done on time.
- Creative mind



John
Santos
(me)

Jessica Moor

- Able to come up with many great suggestions and ideas.
- Can come up with a big range of delighters for the app
- Very creative.

Jordan Pearson

- Can explore further in depth of the app and its use by the customers
- Thinks of users first
- Good leader that keeps the group together and on task.
- Good at commanding and giving suggestions.

Action Minutes

Meeting Date:	Meeting Time:	Meeting Place:
26/04/2017	8:30pm – 9:30pm	Skype

Members Present:

Member Name	Present
Bradley Hosking	Yes
Hoang Nguyen	Yes
Jess Moor	Yes
John Santias	Yes
Jordan Pearson	Yes

Decisions:

Decisions made:	Why:
Change/fix up parts of the final prototype.	To get a finalised working prototype on invisionapp.
Add the sign in and sign up page	Having a profile by itself without linking or creating an account makes it pointless.
Add the user to user market	Add more screens. See if it's good.

Assigned tasks:

Team Member	Tasks Assigned on Meeting Date	Expected Completion Date
Bradley Hosking	<ul style="list-style-type: none">• Question 4 of the presentation• Touch up on the prototype	27/04/2017
Hoang Nguyen	<ul style="list-style-type: none">• Question 2 of the presentation• Touch up on the prototype• User to market pages	27/04/2017
Jess Moor	<ul style="list-style-type: none">• Question 5 of the presentation• Touch up on the prototype• User to market pages	27/04/2017
John Santias	<ul style="list-style-type: none">• Question 1 of the presentation• Touch up on the prototype	27/04/2017
Jordan Pearson	<ul style="list-style-type: none">• Question 1 of the presentation• Touch up on the prototype	27/04/2017

Project Progress:

Project Component	Status of Component	Delivery Date
Final working prototype	Finalizing	21/04/2017
Powerpoint presentation	In progress	25/04/2017

There were no reported issues during this meeting.

Action Minutes

Meeting Date:	Meeting Time:	Meeting Place:
20/04/2017	8:30pm – 9:30pm	Skype

Members Present:

Member Name	Present
Bradley Hosking	Yes
Hoang Nguyen	Yes
Jess Moor	Yes
John Santias	Yes
Jordan Pearson	Yes

Decisions:

Decisions made:	Why:
Colour scheme of the application the same for each page.	The pages look well presented and connected to each other.
Change/fix up parts of the final prototype.	To get a finalised working prototype on invisionapp. Help Jess start on her powerpoint presentation task.
Assigned tasks to each team member of the powerpoint presentation	Each member has a different task/topic for the presentation
Have a filter show up on the screen when market page is brought on.	
Have search keywords (part of the app, e.g. Nike, adidas) on the market page. Maybe have icons for different brands and suggestions.	
Add “find a store button” on the market page.	

Assigned tasks:

Team Member	Tasks Assigned on Meeting Date	Expected Completion Date
Bradley Hosking	<ul style="list-style-type: none">• Change colour scheme of the location page.• Question 4 of the presentation	25/04/2017
Hoang Nguyen	<ul style="list-style-type: none">• Decision to fix and add parts to the market page.• Question 2 of the presentation	25/04/2017
Jess Moor	<ul style="list-style-type: none">• Change colour scheme of the profile page.• Question 5 of the presentation	25/04/2017

John Santias	<ul style="list-style-type: none"> • Change colour scheme of the calendar and home page. • Question 1 of the presentation 	25/04/2017
Jordan Pearson	<ul style="list-style-type: none"> • Change colour scheme of the settings and filter page. • Question 1 of the presentatio3 	25/04/2017

Project Progress:

Project Component	Status of Component	Delivery Date
Final working prototype	Finalizing	21/04/2017
Powerpoint presentation	In progress	25/04/2017

There were no reported issues during this meeting.

Action Minutes

Meeting Date:	Meeting Time:	Meeting Place:
11/04/2017	1:00PM - 2:00PM	P Block

Members Present:

Member Name	Present
Bradley Hosking	Yes
Hoang Nguyen	Yes
Jess Moor	Yes
John Santias	Yes
Jordan Pearson	Yes

Decisions:

Decisions made:	Why:
How the styling sheet for the high-fidelity prototype should look.	The styling sheet needs to be made so that everyone knows how each screen should look.
Deciding on the features that should be removed or added to the prototype.	The app needs to be changed based on feedback given on the low-fidelity prototype.
Early decisions on how the presentation should be formatted.	The presentation needs to be planned out.

Assigned tasks:

Team Member	Tasks Assigned on Meeting Date	Expected Completion Date
Bradley Hosking	Design high fidelity prototype of the location screen.	13/04/2017
Hoang Nguyen	Design high fidelity prototype of the market/search screen.	13/04/2017
Jess Moor	Design high fidelity prototype of the info/profile screen.	13/04/2017
John Santias	Design high fidelity prototype of the home and calendar screens.	13/04/2017
Jordan Pearson	Design high fidelity prototype of the settings screen.	13/04/2017

Project Progress:

Project Component	Status of Component	Delivery Date
High fidelity prototype	Development in progress	13/04/2017
Presentation components	In progress	13/04/2017

There were no reported issues other than there being a tight time schedule.

Action Minutes

Meeting Date:	Meeting Time:	Meeting Place:
05/04/2017	10:00AM - 11:00AM	363 Adelaide Street

Members Present:

Member Name	Present
Bradley Hosking	Yes
Hoang Nguyen	Yes
Jess Moor	Yes
John Santias	Yes
Jordan Pearson	Yes

Decisions:

Decisions made:	Why:
What features (screens) are in low fidelity prototype.	Need to decide on what features are present before creating prototype.
Who would design each screen of the prototype?	Each member designs a function/screen.

Assigned tasks:

Team Member	Tasks Assigned on Meeting Date	Expected Completion Date
Bradley Hosking	Design location/map screen and test low fidelity prototype on two potential users.	06/04/2017
Hoang Nguyen	Design market/search screen and test low fidelity prototype on two potential users.	06/04/2017
Jess Moor	Design info/profile screen and test low fidelity prototype on two potential users.	06/04/2017
John Santias	Design home and calendar screens and test low fidelity prototype on two potential users.	06/04/2017
Jordan Pearson	Design settings screen and test low fidelity prototype on two potential users.	06/04/2017

Project Progress:

Project Component	Status of Component	Delivery Date
Low fidelity prototype	Development in progress	07/04/2017
User testing and gathering of feedback + analysis	In progress	07/04/2017

There were no reported issues during this meeting.

Your efforts in this assessment are assessed using this criteria. Criteria are split by week and difficulty. Each item falls under one of the following three criteria types:

1. Done or not done [1 mark] – straight forward items that are evidenced in their inclusion.
2. Simple criteria [2 marks] – these items are completed well (2 marks), satisfactory attempt (1 mark) or incomplete (0 marks).
3. Full criteria [3 marks] – where these items are asked for we believe the significant effort you undertake to complete them, demands an expanded criteria.

When submitting this assessment please print and complete the checklist column information for weeks 2-8 below

Design Activities Logbook Checklist		Final Mark
Week 2 incomplete	/1 item	1 /1
Week 3 incomplete	/2 items	3 /4
Week 4 incomplete	/5 items	8 /8
Week 5 incomplete	/4 items	7 /8
Week 6 incomplete	/4 items	6 /7
Week 7 incomplete	/3 items	4 /6
Week 8 incomplete	/3 items	1 /4
Overall		20 /38
Total		15.79 /20%

22.66

Week 2 deliverables

Criterion Item

Evidence of a completed design crash course including your observations, developed point-of-view (brainstorming output), low-fidelity prototype, and feedback

Done [1 marks]

Not Done [0 marks]

X

Week 3 deliverables

Criterion Item

Individual contribution to design in society research work and outputs

Completed well [3 marks]

Well summarised research relating back to design process and methods. Demonstrates a depth of understanding and includes references.

Satisfactory attempt [2 marks]

Sound research relating back to design process and methods. Demonstrates a good understanding and includes references.

Limited attempt [1 mark]

Very little evidence of research relating back to design process and methods. Demonstrates little to no understanding and lacks references.

Incomplete [0 marks]

No evidence of research. No demonstration of knowledge.

X

Criterion Item

Inclusion of the presentation prepared for your classmates highlighting your individual contributions

Done [1 marks]

Not Done [0 marks]

X

Week 4 deliverables

Criterion Item

30 question team allocation survey and results

Done [1 marks]

Not Done [0 marks]

X

Criterion Item

Persona developed for your interviewee using the supplied template

Completed well [3 marks]

Well thought-out persona with insightful and meaningful entries. Defines a clearly articulated individual and their traits.

X

Satisfactory attempt [2 marks]

An understandable persona with satisfactory entries. Defines an individual and their traits.

Limited attempt [1 mark]

A general persona with mixed or limited entries of low-quality. Attempts to define an individual and their traits.

Incomplete [0 marks]

No evidence of effort in defining a persona, or a stereotype is conveyed.

Criterion Item

Storyboard created for your solution using the supplied template

Completed well [3 marks]

Storyboard is well-presented, comprehensive, logical in flow and easy to understand.

X

Satisfactory attempt [2 marks]

Storyboard is acceptably-presented, logical in flow and understandable.

Limited attempt [1 mark]

Storyboard is roughly-presented, somewhat illogical in flow or challenging to understand.

Incomplete [0 marks]

Storyboard is rudimentary or fails to evidence a logical progression.

Criterion Item

First iteration of your popapp.in prototype screenshots with annotations

Done [1 marks]

Not Done [0 marks]

X

Week 5 deliverables

Criterion Item

A written summary of initial interview feedback to scope problem space with potential user. Includes annotated full-page diagram of findings

Completed well [3 marks]

Well summarised research findings relating design prototype. Diagram demonstrates a concerted effort to convey relevant information.

Satisfactory attempt [2 marks]

Summarised research findings relating design prototype. Diagram demonstrates relevant information.

X

Limited attempt [1 mark]

Research findings are notes or off-topic. Diagram conveys relevant information to a limited extent.

Incomplete [0 marks]

Research findings and diagram are piecemeal or research/diagram is missing.

Criterion Item

Empathy Map for initial prototype

Completed well [2 marks]

X

Satisfactory attempt [1 mark]
Incomplete [0 marks]
Criterion Item

Next iteration of your popapp.in prototype screenshots with annotations of changes

Done [1 marks]

Not Done [0 marks]

X

Criterion Item

Detailed list of 6 things that worked well and 6 things that did not work well when prototyping and interviewing

Done [1 marks]

Not Done [0 marks]

X

Criterion Item

Completed Multi-Criterial Decision Making template

Done [1 marks]

Not Done [0 marks]

X

Workshop:

Fri 3-5

Tutor name:

Brett Camilleri

Week 6 deliverables

Criterion Item	Completed well [2 marks]	Satisfactory attempt [1 mark]	Incomplete [0 marks]
Collate group results from testing low fidelity prototype with users (2 people each). Data found is thematically grouped and statements about users included.		X	
Criterion Item First iteration of your marvelapp or visionapp prototype screenshots with annotations. Changes and rejected features from previous popapp.in iteration explained	Completed well [3 marks] Excellent demonstration of iterative prototyping, with strong design justifications.	Satisfactory attempt [2 marks] Good demonstration of iterative prototyping, with some design justifications. ?	Limited attempt [1 mark] Very little demonstration of iterative prototyping, with few if any design justifications.
Criterion Item Finalised team persona and empathy map	Completed well [2 marks]	Satisfactory attempt [1 mark]	Incomplete [0 marks]

Week 7 deliverables

Criterion Item	Completed well [2 marks]	Satisfactory attempt [1 mark]	Incomplete [0 marks]
Individual contribution in developing high-fidelity screens for your marvelapp or visionapp prototype			
Criterion Item Explanation of 3 relevant design theories you have employed in designing your application	Completed well [2 marks]	Satisfactory attempt [1 mark]	Incomplete [0 marks] x (what theories were used?).
Criterion Item Styling sheet for high fidelity prototype provided	Completed well [2 marks]	Satisfactory attempt [1 mark]	Incomplete [0 marks]

Week 8 deliverables

Criterion Item	Done [1 marks] Not Done [0 marks]		
Criterion Item Include the slide you worked most upon for the design challenge pitch and how you contributed to it	X		
Criterion Item List the top three things that went well during this design challenge, as well as top three things that went badly. Include a team picture with annotations about each team member, highlighting their strengths	Completed well [3 marks] Well-written areas of meaningful success and disappointment. Demonstrates a concerted effort to convey relevant information.	Satisfactory attempt [2 marks] Areas of meaningful success and disappointment. Demonstrates relevant information.	Limited attempt [1 mark] Writing is formulaic, or explanation fails to explain significance.
			Incomplete [0 marks] Success and disappointment selection is piecemeal or sections are missing.

Comments: