Topic: Cars and Auto Parts
Link to Video Prototype:
https://drive.google.com/file/d/1viXsS0LCMKJvYVXODWazwdlWd5bAIVIu/view?usp=sharing

**Functionality 1:**
Brief Description: My functionality for this first application is for the user to be able to go to Ebay and be able to place a bid on a product that they like and also search for certain items that they are looking for. They are also able to see live bids on cool items that may interest them.
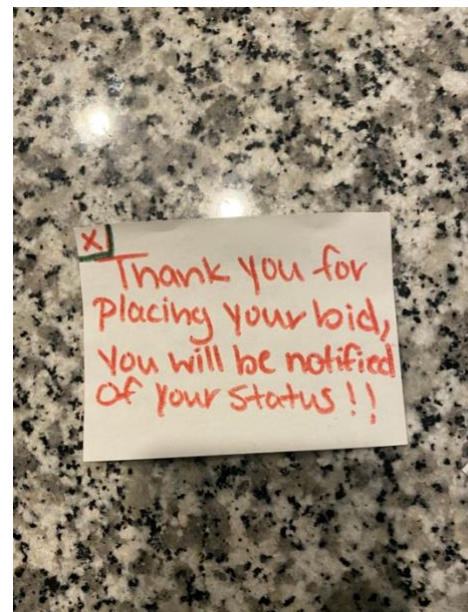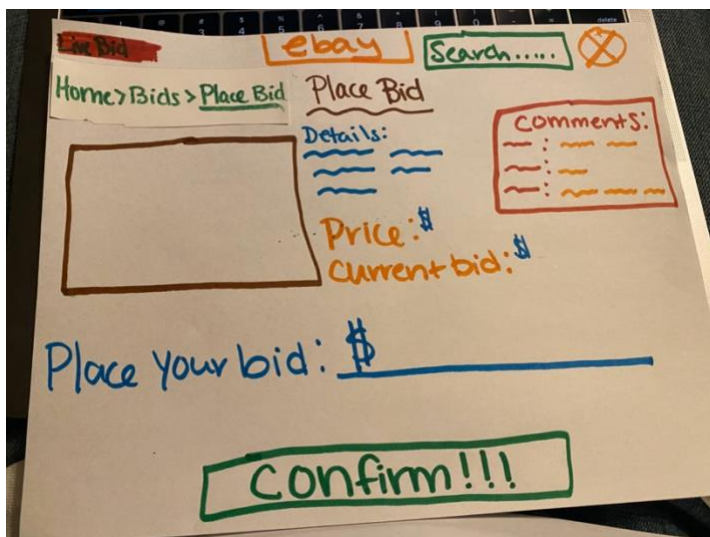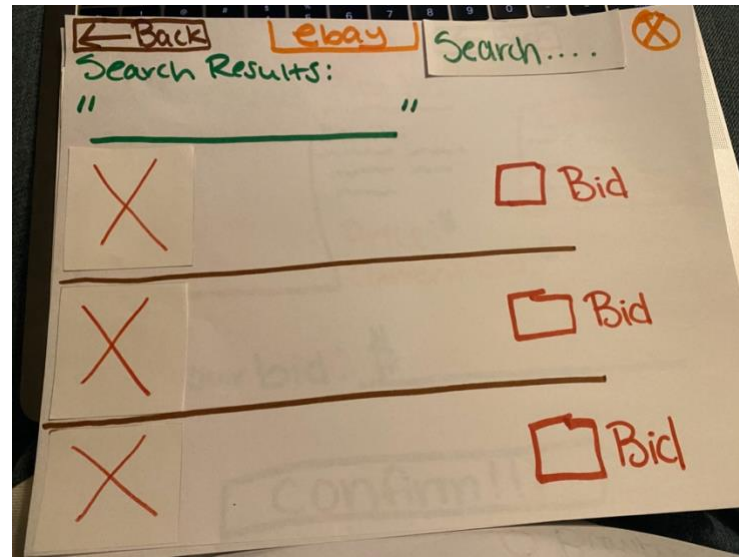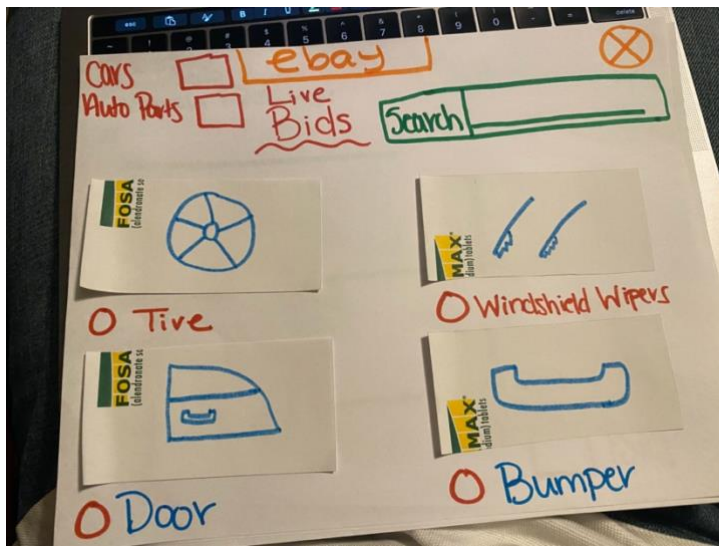**Storyboard:** The user has a flat tire and wants to get a used tire, instead of going to the dealership and spending a ton of money. They go to ebay and place a bid on a item that they win, so they are satisfied because their tire is fixed and they can continue driving wherever.
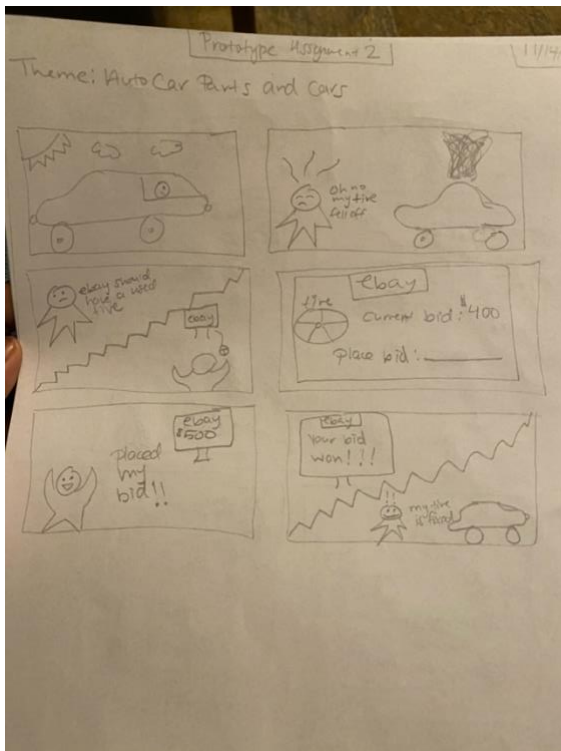
Wireframe:
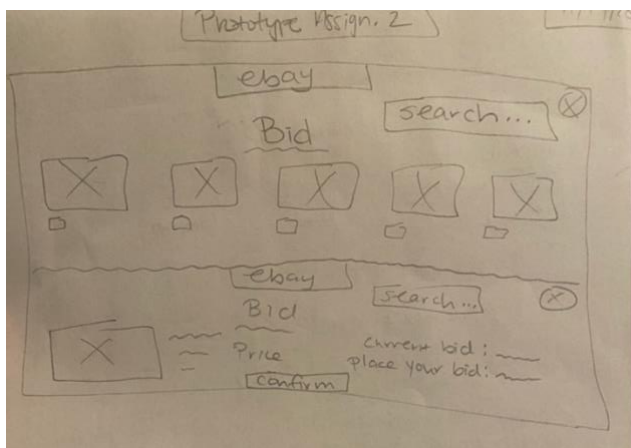
Prototype:

Application description: The user clicks on the bid button from the main screen and they are taken to a screen of live bids. They have the option to filter the type of items shown whether it be on cars or auto parts, through the use of checkboxes. If they find something they like then they can use the radio buttons to select whatever item they want to bid. If they don't find anything they like then they can search for specific items, which they are then taken to a search page of the results and are able to places bids on the items they see with checkboxes. On the actual item page that the user is searching for, they have the option to see the price and current bid, but have an option to go back if they didn't want to search anything. If they want to they have the option to view other people's comments about the bid. They can type in their

very own bid and then confirm that price if they want. On the home screen an alert dialog pops up letting them know that they would be notified about their bid status shortly.

Inspirations: I was inspired from my last prototype on the pet adoption to make a thumbnail grid because it makes sense for the site to have featured items that they think users might want (it catches their attention). I was also inspired by the search page on most websites that allows users to view the results from what they searched.

Design Patterns: I used breadcrumbs on the 3rd screen, so the user could keep track of their navigation path on the website. I also used thumbnail grid view on the main screen for the users to take a quick look at. I also had a popup box that would come up on the main screen whenever the user completed their bid, so that they could get feedback their auction was a success and they could explore other things back on the main page. I used a prominent "done" button when users were creating their own bid. They could "Confirm!!" and that signified that they would concluding with the bid page, once they clicked that button.

Fidelity Matrix:

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

Self Critique: I think I modeled this exactly to how my wireframe sketch was set up and meets the goals that I had set up. The place bid screen with selected screen seems to work the best for me because the user seems the image of their item and get a description, but they are also able to see comments from other people and that can affect their decision on if they want to bid or not. I maybe could have made the car/auto part checkbox filtering more noticeable instead of being in the corner I think that this is my 2nd most successful function because it is pretty simple and straightforward, while also allowing the users to make bids freely and search for what they want.

Functionality 2 (Start Page):

Brief Description: This is the main dashboard page where the user has the option to slide through a list of recommended items, along with being able to press buttons that would take them to the bidding or auctioning screens.
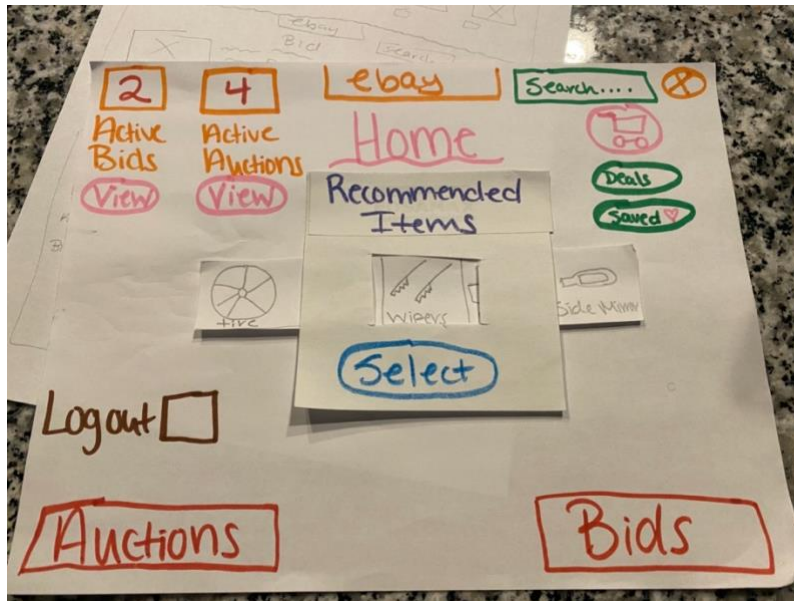
Storyboard: A daughter is talking to her dad that she wants a new car, but the dad tells her that she can get one if it is used. The daughter starts looking and comes across eBay for used cars and she eventually finds the one that is decently priced. She tells her dad about the car and he approves of it, which they get from eBay and she is happy about it.
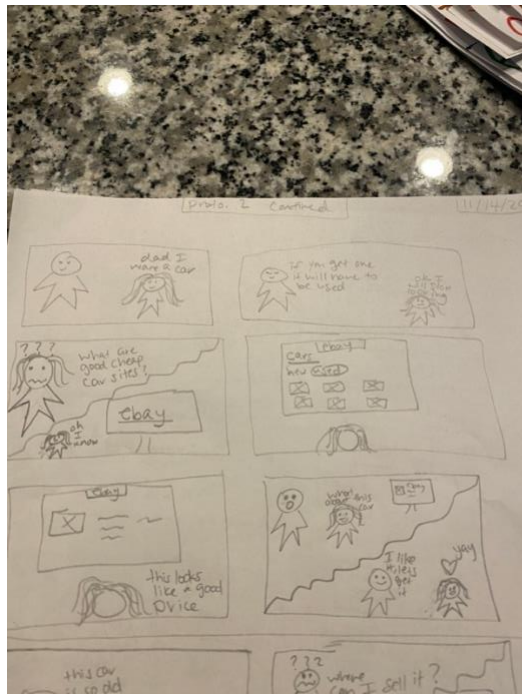
Wireframe:
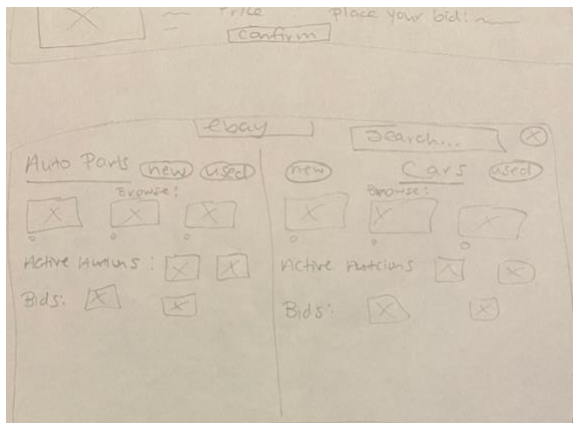
Prototype:

Application Description: I gave users the option to view their active bids or active auctions, where they also could see how many they had active. Clicking on the view buttons takes them to those particular screens. I wanted users to be able to choose to go to live bids or live auctions by the click of a button near the bottom of the screen, along with seeing their saved items. When they were done surfing the website, I felt they should have the option to sign out of their account if they wanted. I chose to use the slider for recommended items because it would made the items neat and organized, encouraging the user to see what the next item is. That way they wouldn't feel overwhelmed with a list of items and had the option to select whatever recommended option they wanted, individually.

Inspiration: I got my inspiration for the slider from seeing how different carousel items worked like on the Apple Music site. I also took some actual information from the eBay page like giving users a saved and details tab.

Design Pattern: I used a carousel to arrange a list of visually interesting items horizontally, that the user could swipe between to view recommended items. This was in hopes that the user would anticipate the next item that was going to come. I used a prominent "done" button when users were creating done look on the main page. They could "Bid" or "Auction" and that signified that they would concluding with the on the main page, once they clicked either button.

Fidelity Matrix:

| Content	Very Low Fidelity	Low Fidelity	Medium Fidelity	High Fidelity	Very High Fidelity
Information Design				X	
Interaction Design				X	
Visual/ Branding Design			X		
Editorial Content			X		

Self Critique: This prototype was drastically different from my wireframe sketch because I figured a dashboard shouldn't be cluttered with that much information. I think everything works fine, but I could have placed the hover button closer to the right top corner under the users logged in icon. I think this is my least successful page because it is most simple of the other ones in terms of functions.

Functionality 3:

Brief Description: This is the auction page where users can enter into live auctions or view their old auctions, while also being able to create their own auction. Creating their own auction allows them to upload an image of an item and then set requirements for the auction and like starting bid and time frame.

**Storyboard:** There is a person that has an old car that has been giving them trouble. They want to get rid of it and get a new car but can't think of a place to sell it quick enough. They come across the eBay website and discover that they can auction of their car. They upload the image of their car and wait for around 36 days until it is auctioned off, then they are able to get their new car.

Wireframe:

Prototype:

Screen 1:
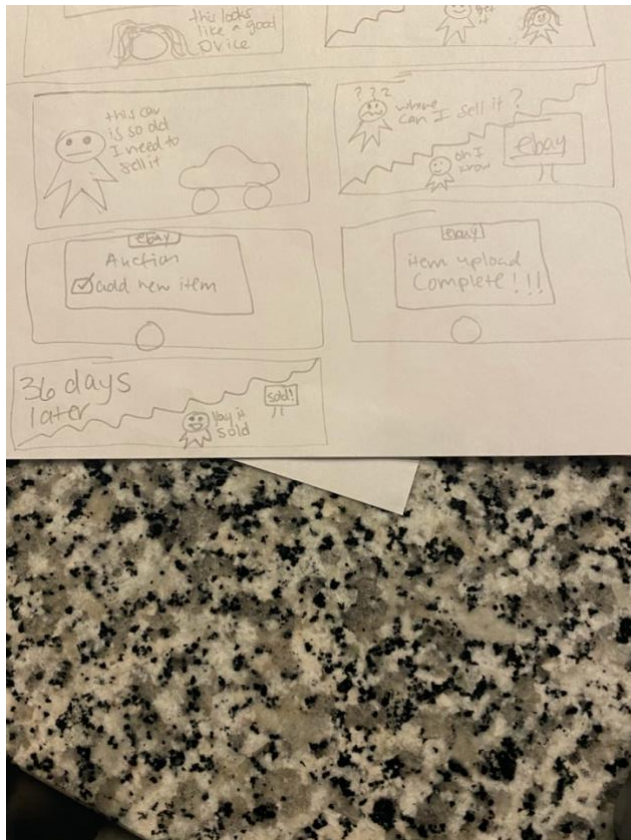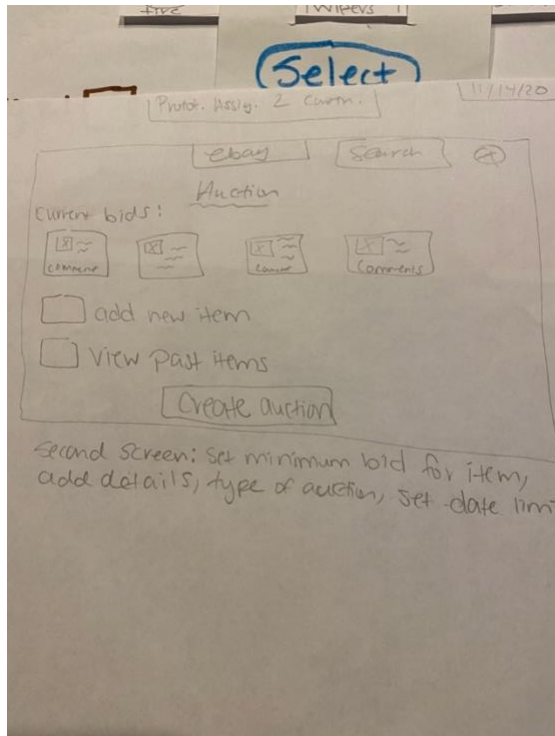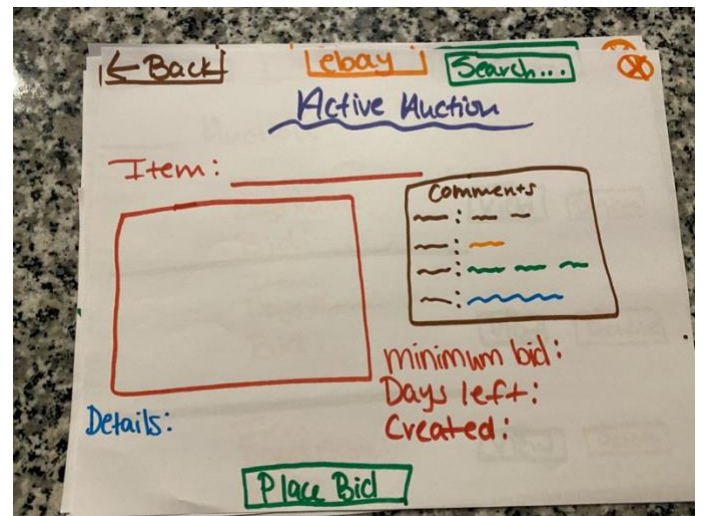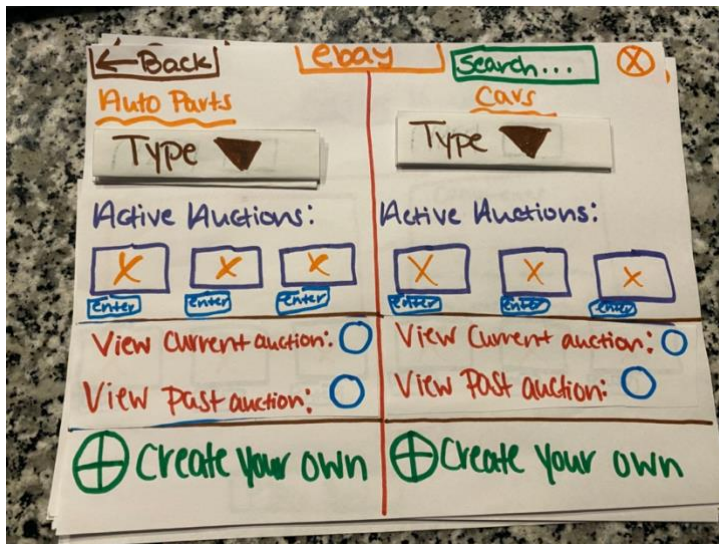
← Back | ebay | Search... | ⊗

___ Auction

Item:
Days Active:
Bid: _____ VIEW Delete

Item:
Days Active:
Bid: VIEW Delete

Item:
Days Active: VIEW Delete
Bid:

Screen 2:

← Back | ebay | Search... | ⊗

Create Auction

Starting Bid:
Days Active:
Type of Auction:
(upload item)
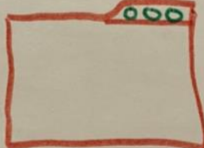
Description:
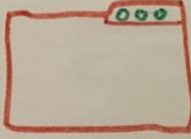
[ ]

[Start Your Auction!!]

Screen 3:

Cancel   Computer Files   Cancel

[window]   [window]
Select   Drop

Screen 4:

Congratulations
on Starting an
auction!!

You will be notified
when bids start
coming in

Application Description: The user has the option to view auction results for auto parts and cars, where, where they are able to choose if they want the items to be new or used from the drop down list. That way there was space saved and the information was more organized. The user then had the option to view live auctions that were taking place, where they could press the enter button and join in on the fun. They would be taken to a different screen for that particular auction and would be able to read comments from other people. If they didn't want to do that then they had the option to view their old and current auctions, where they would be taken to a different screen as well. A list of current/active auctions would be on the screen and they would have the option to view or delete each individual one. If they didn't want to do that then they could create their own auction and enter the necessary information for their item. It made sense to give users the option to be able to upload an image from their computer and they would be able to simply drag and drop it to save time. After entering all the proper information, then they could press complete and be taken by to the main page. A dialog box would appear letting them know that their auction creation was successful.

Inspiration: I was inspired to do this from my sketch wireframe that I had originally done for my main screen function. I got that idea of doing this from eBay's app, how they have a categories button that users can click. I figured users should be able to see two categories dealing with cars, split on single page.

Fidelity Matrix:

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

Design Patterns: . I had a popup box that would come up on the main screen whenever the user completed their auction, so that they could get feedback their auction was a success and they could explore other things back on the main page. I used a prominent "done" button when users were creating their own auction. They could "Start your auction" and that signified that they would concluding with the auction page, once they clicked that button.

Self Critique: I think that this is my most successful because the user can perform many functions and have subsections of being able to look at live auctions going on, along with viewing their own current and past auctions. I could have changed it to where it didn't look to be so cluttered with information . I didn't stick to my wireframe design because I felt that the sketch I did was minimal for something that would be on an actual auction site. Although, I think that it completed my design goal because I wanted my auction screen to have a list of options presented to them and feel like an actual auction site. It allowed the user to have many choices to go to many other different screens that they wanted, in order to fulfill their needs.

Wizard of Oz

I used two users to interact with my paper prototype and they were able to navigate it pretty well and provide me the proper feedback.

Person 1: I let them roam freely and do whatever they wanted, but I did notice that the first thing that they did was start messing with the recommended item slider. After they were done, they hesitated on whether to pick auction or bids, but eventually picked the bidding button. Once on that screen they immediately click on the tire radio button and skipped over the checkboxes for tires and , which took to the page for them to bid on it. I asked them if they noticed those two boxes, but they said they didn't understand what it meant, so they didn't bother to mess with. I can see how they would have missed the two checkboxes because I wouldn't have understood why they were there either if I was a first time user. I didn't make it clear enough that they filter what type of bid items would be shown. Once on the live bid page of the tire they read over the price and current bid, and made their own bid. They pressed confirm and were sent back to the main scree. They once again skipped over the auction button and decided to search for engines. They looked over the engine results and settled on bidding on once choice. They didn't want to go through the whole bidding process again, so they pressed the back button and were taken back to the main page. I finished letting them roaming and gave them a task to start an auction. They finally clicked the auction button and looked over the screen. They immediately messed with the drop down list and selected for the items to be new on the auto parts side. They clicked the create auction button and went to upload an image of the item first, skipping over entering a starting bid and active time frame. I asked them why did they choose that button first and they told me because it stood out first and they didn't understand if they could enter information in other slots. They had pretty good ease with using the drag and drop function, eventually entering the description of the item and confirming. I asked why they didn't write down what the actual item was and they said because they saw no placeholder for them to enter what the name of the item was. At the end, they gave me positive feedback and I thought about the difficulty they had.

Revisions: I would make the placeholders for starting bid and time frame more noticeable by adding text boxes, where the user would enter information in. I also thought about adding a text box placeholder for the user to enter a name for the item they are creating. I would also make the car and auto part buttons on the first bid screen more noticeable and have a hint that says "filter live bids" above them.

Person 2: Same as person 1, I let them roam freely and they were instantly drawn to the item slider. They took in the page, but noticed the logout button and asked me why I didn't place it under the profile page. I told them that I thought it should be clear for the user to see, but they gave me advice on making it noticeable but not too noticeable that it ruins the flow of the rest of the page. They then went to the bidding page and clicked on the car door bid, skipping over the car and auto parts filter. They looked over the bidding page and adding their own bid, but then realized that they wanted to bid higher. I told them that they could re-click on the bid placeholder and just use the backspace. They did that and entered a higher bid and pressed the confirm button. They were taken back to the main screen and read over the dialog box. They clicked the auction button and looked over the screen, but decided to look at auctions on the car side. They used the drop down list and clicked on new cars. I gave them a task to click on

one of the live auctions that were displayed below. They randomly chose the middle one and pressed the enter button. They read over the placed bidding and read what the item, but saw that they would have to place another bid. They decided that they didn't want to do that again and clicked the backspace twice, taking back to main screen. They clicked the auction button again and looked over the screen, but immediately went to start own auction in the car section. They went to upload an image of the item first, skipping over entering a starting bid and active time frame. . They had pretty good ease with using the drag and drop function after looking over it, eventually entering the description of the item and confirming the auction. They didn't use the search function at all on any page and I asked why. They said that they didn't feel the need to search for any item because they couldn't think of anything to search. They gave me good feedback, but didn't really say too much on what I could fix.

Revisions: I would definitely move the logout button to a different location and make it a little smaller in size. I would also make an edit button for users to be able to edit the bid price that they entered, in case they wanted to go higher or lower. I would also make the car and auto part buttons on the first bid screen more noticeable and have a hint that says "filter live bids" above them.