
Paramount Plastics

Concept Presentation

Lindsay Walker

The Current Situation

Production machines are outdated

Touch interface is clumsy and requires stylus for precision

Buttons are not distinguished

Hard to read

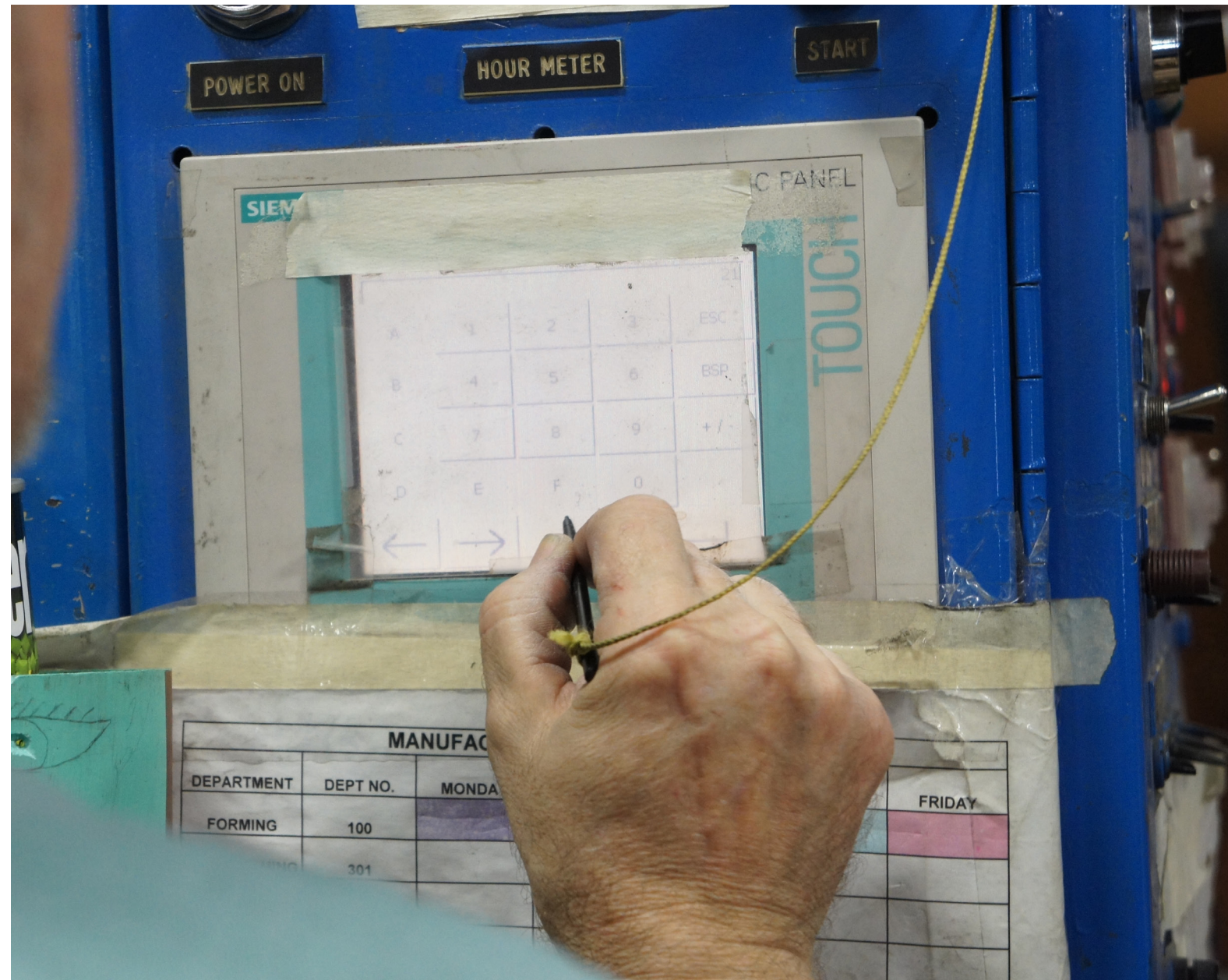
Useless menu steps during the process

Text is hard on the eyes

Typing in numbers requires a new screen

Loud uncomfortable environment

No indication of mold progress



Project Goals

Streamline the Process

Eliminate extra trips to the main menu

Allow access to inputs/outputs and diagnostics during the entire process

Provide current weather and humidity levels

Require a checklist before and after molding

Integrate a small number keypad for selecting values

Allow access to digital reference material

Improve Viewing Experience

Establish a standard for touchable buttons

Clearly differentiate headings and action items

Use a color palette easy on the eyes

Indicate mold progress using a meter

Show an image of the desired product for comparison

Considering the user

The Process

Authenticate

1 Log in

Prepare

2 Part Manager
Tech Select
Forming

Produce

3 Start Mold
Monitor Inputs/Outputs

Adjust

4 Inspect parts for Quality
Adjust Settings (if needed)



User Profile: Bill

Some understanding of the advanced settings

20+ years of experience - maybe set in old ways

Keep mostly to conventional naming

Wireframes

Preprocess

1 Part Manager

2 Tech Select

3 Forming

Cycle

Heat Duration

Form Duration

Vacuum Delay

Vac Bleed Dur

Fan Delay

Fan Duration

Eject Duration

Top Close Dly

Btm Open Dly

Platen

Open

Mid

Sheet

Top

Bottom

Cycle Count

Reset

Core Pull

Delay

Dur

Spray Mist

Delay

Dur

Reference Sheet

501

7

8

9

4

5

6

1

2

3

0

.

←

CLR

OK

Back

Preprocess

1 Part Manager

2 Tech Select

3 Forming

Record Name

Record No.

Entry Name

7

8

9

4

5

6

1

2

3

0

.

←

CLR

OK

A picture of the selected part

+

✖

↑

↓

↑

OK

Back

Preprocess

1 Part Manager

2 Tech Select

3 Forming

Graphic or visualization of technique that is selected

1

Snap Back From Bottom

2

Snap Back From Bottom

3

Snap Back From Bottom

4

Snap Back From Bottom

5

Snap Back From Bottom

6

Snap Back From Bottom

7

Snap Back From Bottom

8

Snap Back From Top

9

Billow Male Mold Bottom

10

Billow Male Mold Top

11

Billow Form Bottom

12

Billow Form Top

13

Snap Back From Bottom

OK

Back

The New Look: Type

Aller: A legible sans serif

Bold for major headings

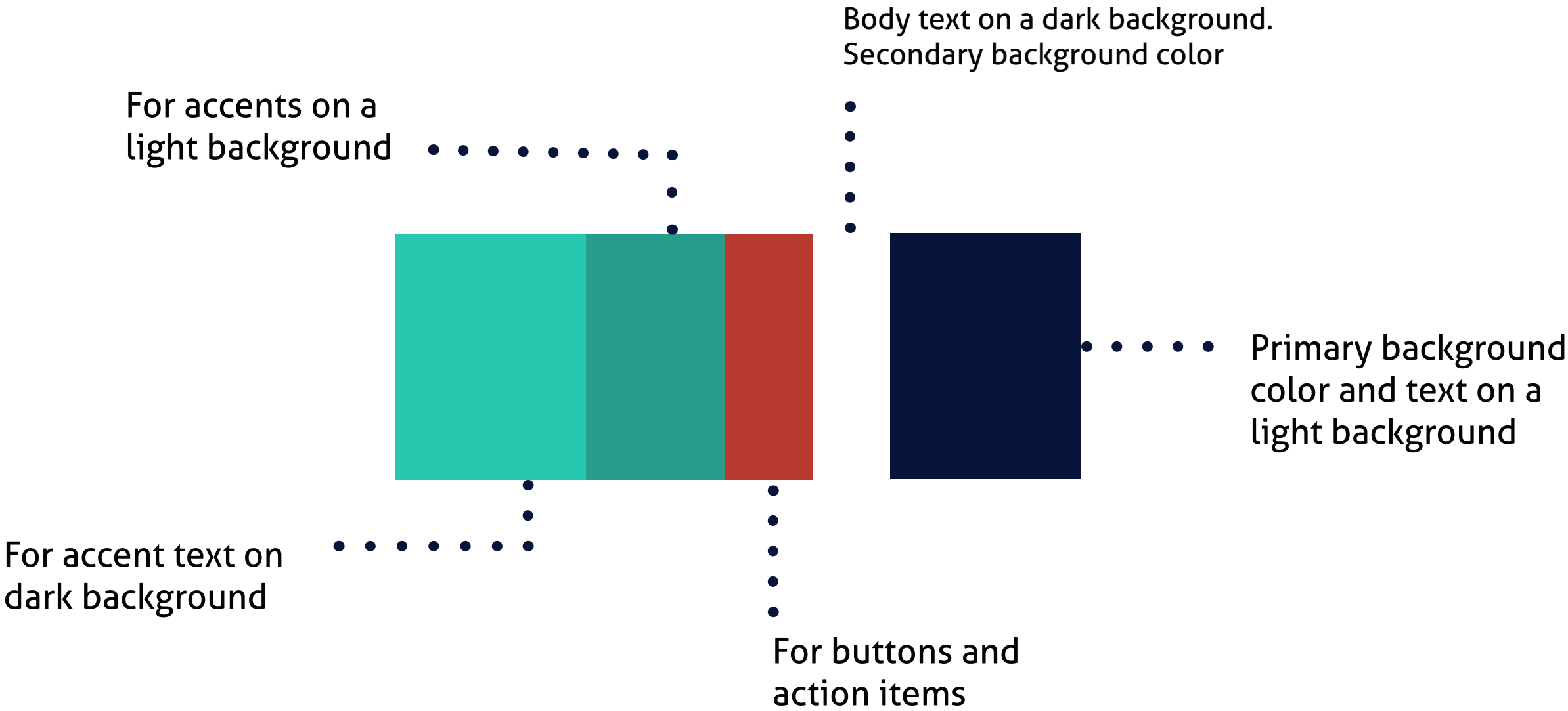
Regular width for other text

Light for details

Still readable at small sizes

123456789

The New Look: Color



The New Look: Style and Imagery

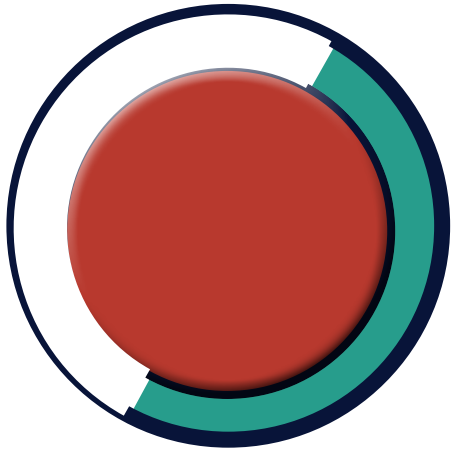
Pop up interface for
inputing numeric values

456

7	8	9
4	5	6
1	2	3
0	.	←
CLR		OK

Light text on a navy
background with
some **accent** colors

Red for all buttons
Relief texture for major
ones



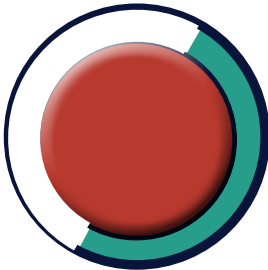
Concept: The Main Menu

Preprocess Checklist

Summary

Dashboard

Part No: 420



Weather



Inputs



Outputs



Zone Diag.

0 Ovendoor Down

1 Frame Extended LS

2 Frame Ret'd LS

3 Btm Extended LS

4 Top Extended

5 Burn Rtn LS

6 Top Rtn LS

7 Power On

8 Top Mid LS

9 Btm Mid LS

10 Spare

11 Manual On

12 Auto On

13 Clamp Open SSW

14 Clamp Close SSW

15 Sag Index Eye

16 Clamp Extend SS

17 Top Jog Down SS

18 Btm Job Up SSW

19 Start 1 PB

20 Start 2 PB

21 Early Index PB

22 Emer Sag Eye

23 Hold Index PB

Concept: Forming Options

Preprocess 1 Part Manager 2 Tech Select **3 Forming**

Cycle

Heat Duration

123

456

Form Duration

789

7

8

9

4

5

6

1

2

3

0

.

←

CLR

OK

Vacuum Delay

Vac Bleed Dur

Fan Delay

Fan Duration

Eject Duration

Top Close Dly

Btm Open Dly

Technique: The Technique

Platen

Open

Top

Bottom

Mid

Sheet

Core Pull

Delay

Dur

☰

Reference Sheet

Back

Cycle Count

5

Reset

Spray Mist

Delay

Dur

The Benefits

Less stress for the operator

Makes it easier for newcomers to learn how to use the software

Fewer mistakes and wasted material

Confident and happy workers

Faster diagnosis of problems

Eliminate the need for external buttons



Questions or Comments?
