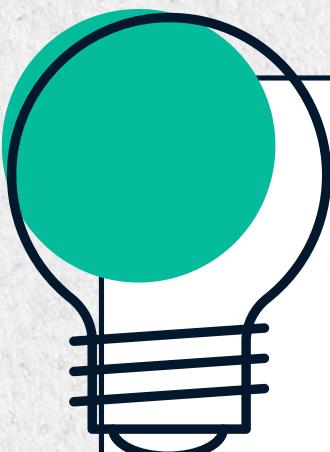




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LOST AND FOUND



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Presented by: B_G16_P1





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OVERVIEW

- Problem Understanding
- Solution statement
- Requirement gathering
- Personas and Empathy/Scenario Mappings
- Lo-Fi Design
- Hi-Fi Design
- User Testing and Evaluation
- Learnings and Reflections



PROBLEM UNDERSTANDING

Misplacing belongings is common, often resulting from absent-mindedness. This not only wastes time but also increases stress levels, sometimes leading to serious health issues. Current management systems for lost and found items could be more efficient and organized. Existing solutions like mass emails and designated wardrobes need more capabilities, making it difficult for owners to recover their belongings. The constant flow of incoming mail can lead to a bulk of correspondence, burying the important ones, and sometimes they are even marked as spam. A specified wardrobe used to store all the lost items could be more disorderly, making it challenging to return the belongings to the owner. Therefore, there is a need for a more efficient system to manage lost and found items.



SOLUTION STATEMENT

The proposed app addresses the common issue of lost belongings in organizations and institutes. It mainly targets students and company employees. The app has unique features, such as image recognition, a reward system, and a user-friendly interface, making finding lost items more efficient and less stressful. The need for such an app arises from the frequent occurrence of people misplacing their valuable belongings for various reasons like absent-mindedness or carelessness. This app provides a convenient and easy-to-implement solution for this day-to-day problem.



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REQUIREMENT GATHERING

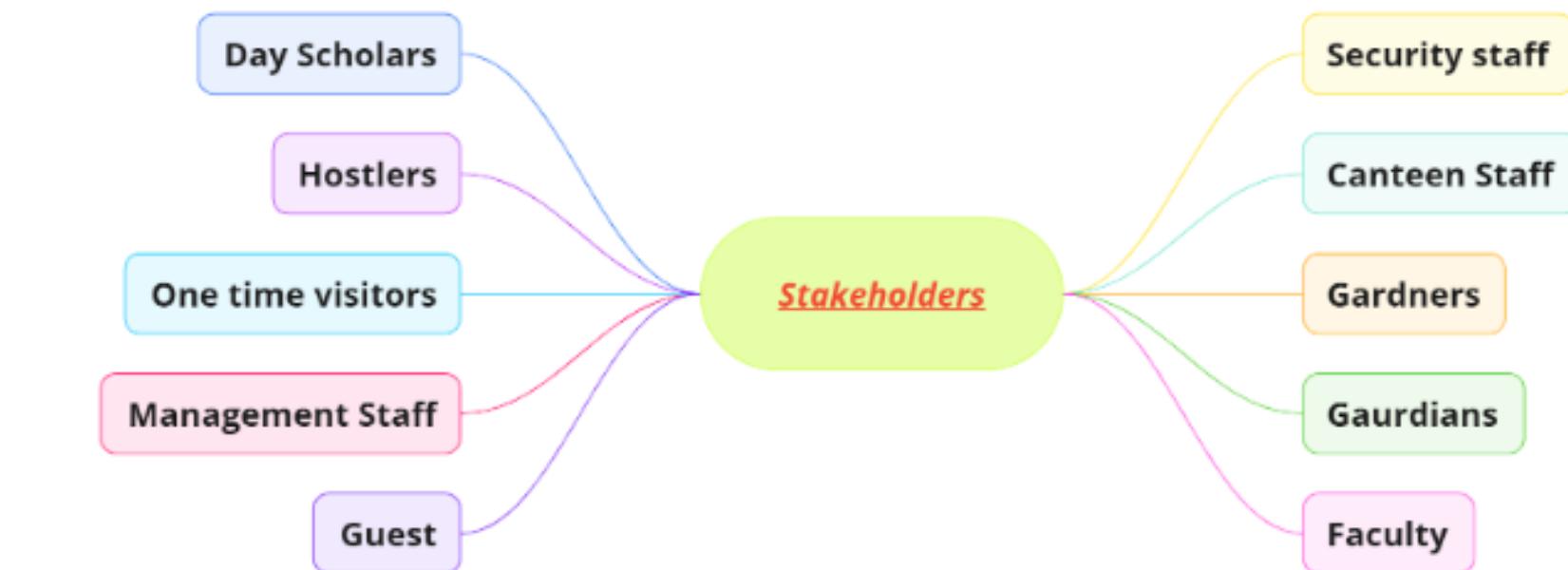
- Stakeholders
- Survey outcomes
- Summary of the interview



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STAKEHOLDERS

- Day Scholars
- Hostlers
- Visitors
- Management staff
- Guests
- Security staff
- Canteen staff





SURVEY OUTCOMES

Existing solution

- Notice Board: Applications are written to the head, and a notice is used to inform about lost items.
- Mailing System: Messages are mailed about lost items.
- WhatsApp Groups: Common groups are used to share information about lost items.
- However, there's no proper, fixed solution in place.

Wants/Needs:

- Users want their lost items back as soon as possible and suggest uploading lost things.
- Genuineness should be maintained to ensure the lost item is delivered to the correct person.
- Privacy and security are essential.
- Users would like a dark theme in the app.
- A feedback system is desired.
- Users want the procedure to be simplified.
- Essential items should be prioritized.

Suggestions:

- Use data analytics to understand user behavior, track successful recoveries, and make informed decisions for app improvement.
- Users should upload a picture of the lost item when found, and another image should be uploaded when the thing is given to its owner.

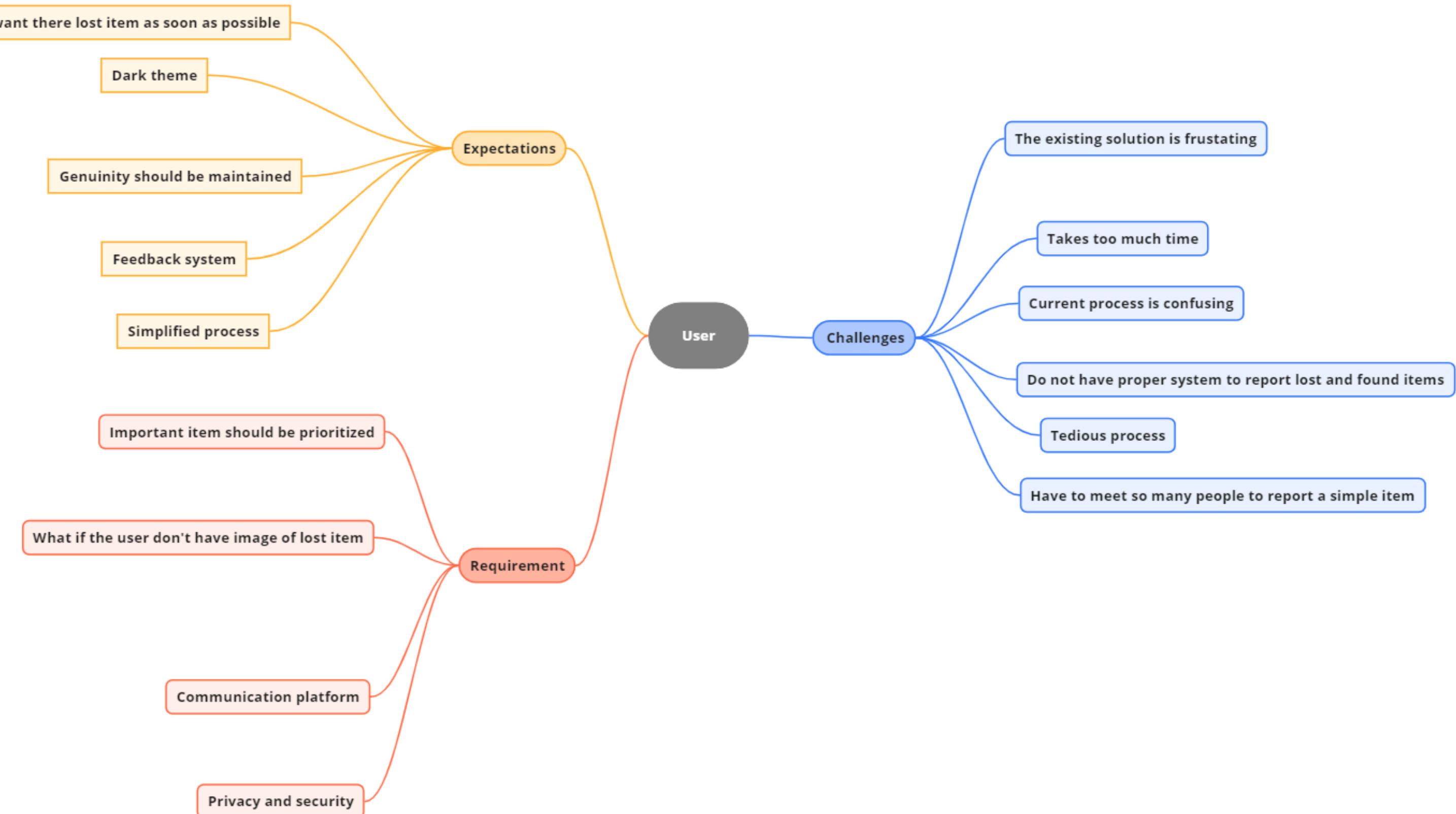


SUMMARY OF THE INTERVIEW

- The team brainstormed and created an app to help people find lost items quickly. This idea was born out of the common problem of losing things in the hustle and bustle of daily life.
- The team conducted interviews and found that people are frustrated with the current system for finding lost items, which they find time-consuming and inefficient. The proposed app aims to address these concerns.
- The interviewees supported the app idea and appreciated features like AI-generated images, private messaging, and accessible communication. They also suggested using data analytics to track frequently visited locations and potential loss sites, uploading images of lost items for verification, and prioritizing items based on their importance to the owner.
- This mind map summarises the data gathered from interviews and surveys, highlighting the problems with existing solutions and the expectations for the new app.



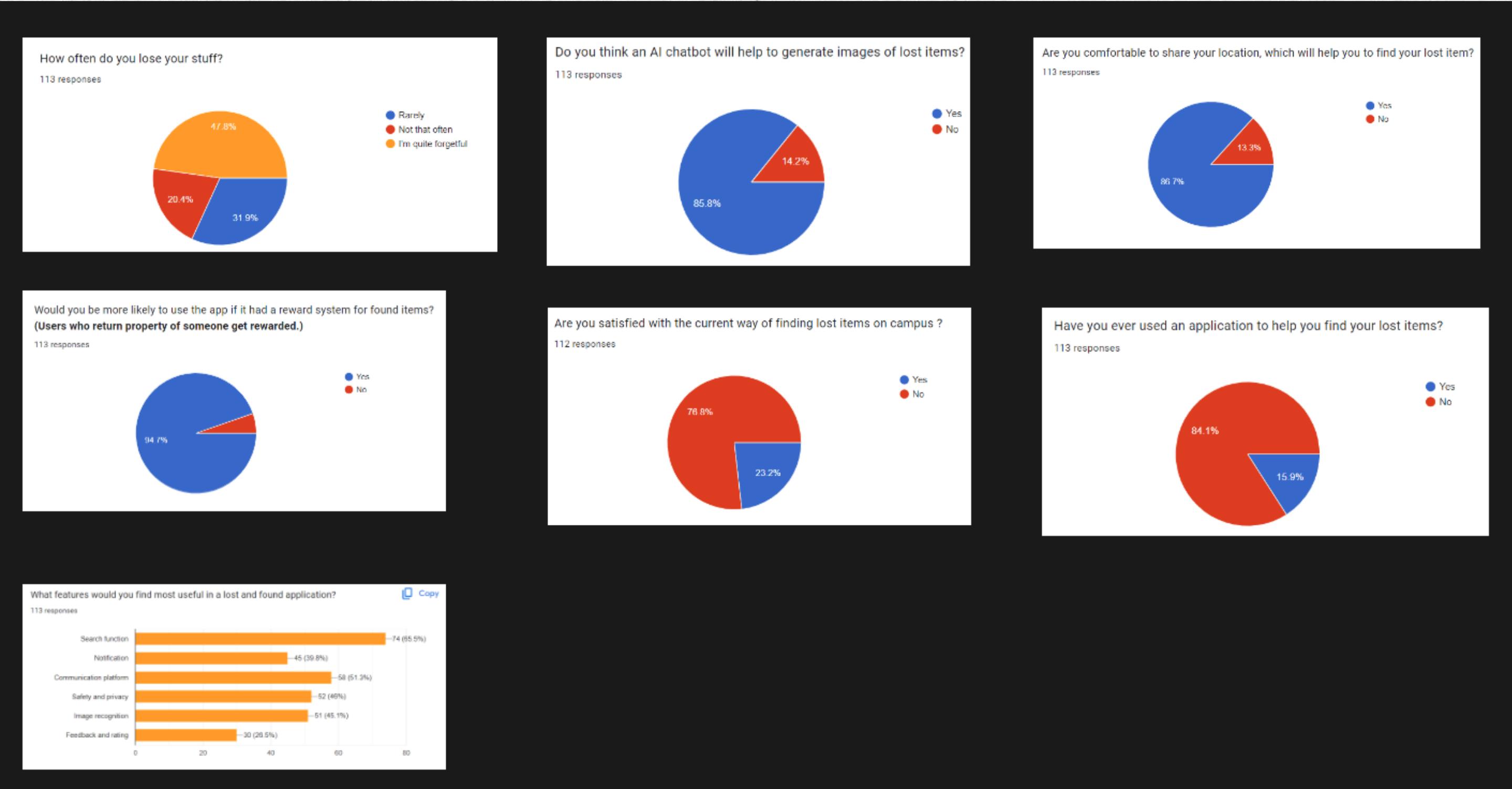
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REQUIREMENT GATHERING EVALUATION





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BRAINSTORMING





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PERSONAS



"A ship is safe in harbor, but that's not what ships are for."

Parsh Jain

Dedicated Optimistic Fun

Bio

Parsh is a BTech 1st year student at IIITD. He stays in the Hostel. He is a bit all over the place and tends to lose his items frequently, whether it be hostel or the lecture hall. He cannot precisely remember where he was when a particular item was lost.

Frustrations

- Stress caused due to loss of belongings.
- Hustle involved in the process to retrieve the lost item.
- Doesn't remember where or when did he lose a particular item.

Needs

- Retrieve the lost item.
- Get rid of this tedious process of lost and found.
- Location based tracking which helps him to remember where did he lost that particular item.

Personality

Attribute	Score
Confidence	Medium
Responsible	Low
Focus	Medium
Lazy	High



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PERSONAS



Generated Photos

Determined Creative Diligent

Bio

Abhijeet is a BTech 2nd year student at IIITD. He is a day scholar. He experienced a very difficult situation one day. He left the campus as soon as his classes got over. Travelling over half an hour, just to realise that he had forgotten his mobile phone charger back in the lecture hall. It was very difficult for him to go back. On the next day he couldn't find his charger anywhere and when he reported it to the authorities, it took almost 2 weeks to finally get it back.

"The trouble is, you think you have time."

Abhijeet Koli

Frustrations

- Quite difficult to find thing once out of campus.
- Can't report authorities directly, hence a time taking process.
- Takes too much time to travel back.

Needs

- Find a time efficient alternative for the process of lost and found.
- A platform where they can upload their query and receive a confirmation that their belonging is safe.

Personality

Confidence	Responsible	Focus	Lazy
<div style="width: 50%; background-color: #007bff; height: 10px;"></div>	<div style="width: 70%; background-color: #007bff; height: 10px;"></div>	<div style="width: 85%; background-color: #007bff; height: 10px;"></div>	<div style="width: 60%; background-color: #007bff; height: 10px;"></div>



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PERSONAS



"Don't count the days, make the days count."

Rautash Bhardwaaj

Hardworking Sincere Generous

Bio

Mr. Rautash Bhardwaaj is an employee at IIITD. He works as a fire supervisor. He is a very hardworking and dedicated employee. He has experienced cases of lost items being collected by students even after 1-2 years and even more!. It is almost practically impossible for a person or even an organization to keep track of lost items for such a long time.

Frustrations

- People can't find the things in time and get hopeless due to which some items are never claimed.
- Keeping unclaimed items and handling them with care too is a tedious task.

Needs

- Return a lost item.
- Communication and Networking to retrieve the lost item.
- Have a systematic application for lost and found items with a timeline.

Personality

Confidence	<div style="width: 70%;"></div>
Responsible	<div style="width: 85%;"></div>
Focus	<div style="width: 90%;"></div>
Lazy	<div style="width: 10%;"></div>

Gender: Male
Age: 30
Occupation: Fire supervisor
College: IIITD



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PERSONAS



"Working together, building a stronger school community."

Shweta Kumari

Gender: Female
Age: 22
Occupation: Student Council
College: IIITD

Frustrations

- It is difficult to find the owner of a lost commodity.
- Hectic to handle so many complaints daily.
- Too many items to keep track of.

Personality

Confidence	<div style="width: 75%;"></div>
Responsible	<div style="width: 80%;"></div>
Focus	<div style="width: 90%;"></div>
Lazy	<div style="width: 10%;"></div>

Needs

- Proper communication with the owner of lost item.
- Communication and Networking to retrieve the lost item.
- To tactfully organise the misplaced items, their owners and receivers.

Patient Sincere Kind

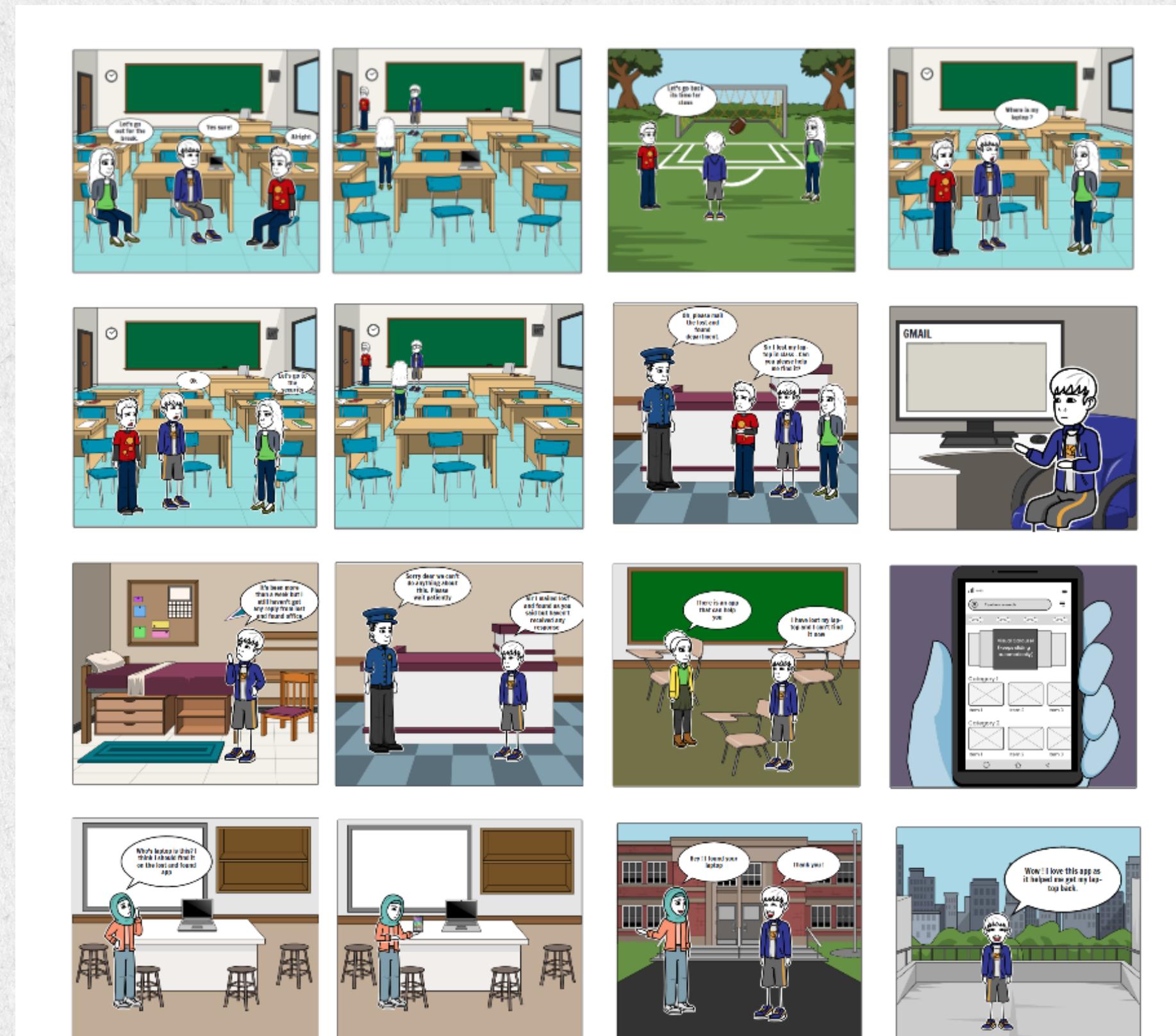
Bio

Ms. Shweta Kumari is a B.Tech student at IIITD. She is part of the lost and found team in the Student Council who deals with various cases of misplacement of items on regular basis. She shares various incidents, issues and solutions for different types of cases.



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SCENARIO MAPPING





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EMPATHY MAPPING

Empathy mapping





PROBLEM UNDERSTANDING

- Problem
- Need for a Solution
- App Development
- Database Management
- Community Impact
- Expansion Opportunities
- Societal Contribution
- Target Users



PROBLEM

- Misplacement of belongings is a common issue due to occasional forgetfulness.
- This results in substantial time spent searching for items.



NEED FOR A SOLUTION

- There is a need for a convenient and easy-to-use solution.
- A specialized app can help people notify their organization about lost items and communicate with a wide range of people who can help.



APP DEVELOPMENT

- The goal is to develop a comprehensive and user-friendly mobile application.
- The app should provide an efficient solution for students, faculty, and staff to report and locate lost items.
- It should promote community and security while reducing the time and effort required to recover lost belongings.



DATABASE MANAGEMENT

- The app maintains a centralized and easily accessible database.
- This enhances security and transparency in the tracking of lost items.



COMMUNITY IMPACT

- The app simplifies reuniting people with lost belongings.
- It fosters a sense of trust and cooperation within the community.



EXPANSION OPPORTUNITIES

- Expanding the app to a broader public audience enhances its impact.
- A broader user base creates a robust network that transcends college campuses and extends to communities, cities, and beyond.
- The app can become a vital resource for local authorities, public transportation systems, and businesses, helping them manage lost items efficiently.

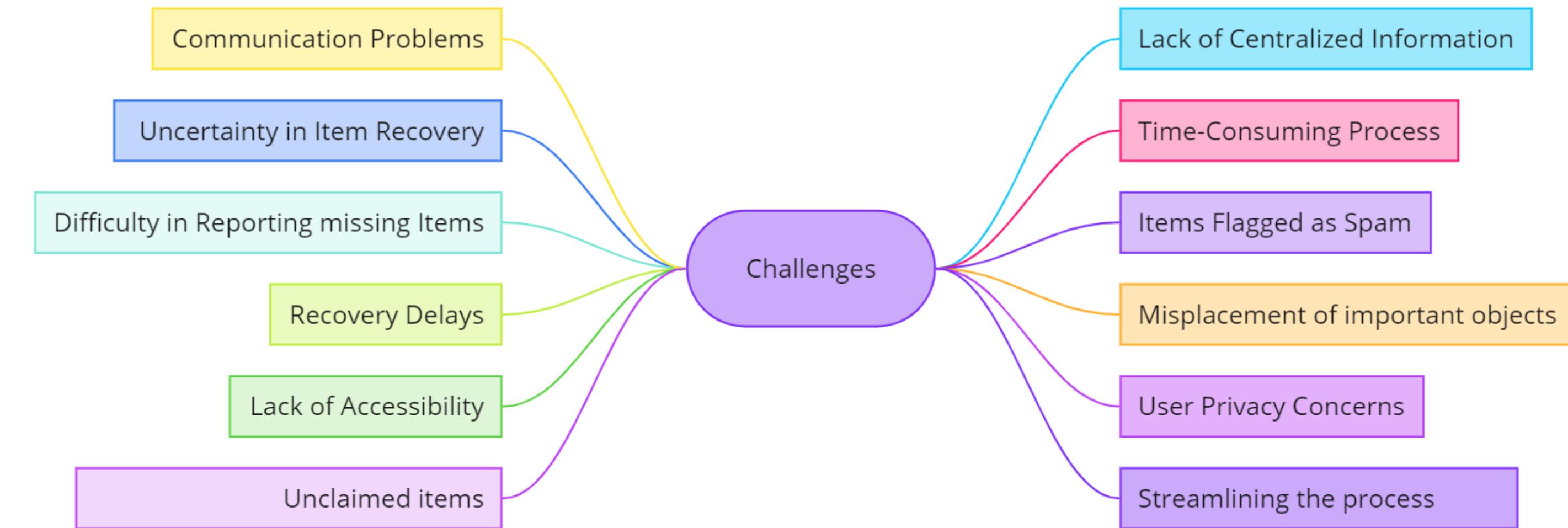


SOCIETAL CONTRIBUTION

- The app fosters a sense of responsibility, trust, and cooperation within society.
- It provides a valuable service to the broader public.



CHALLENGES





TARGET USERS

1) Individual Users

- Anyone who may misplace or discover an item can use the app.
- This includes visitors, staff members, students, and the general public.

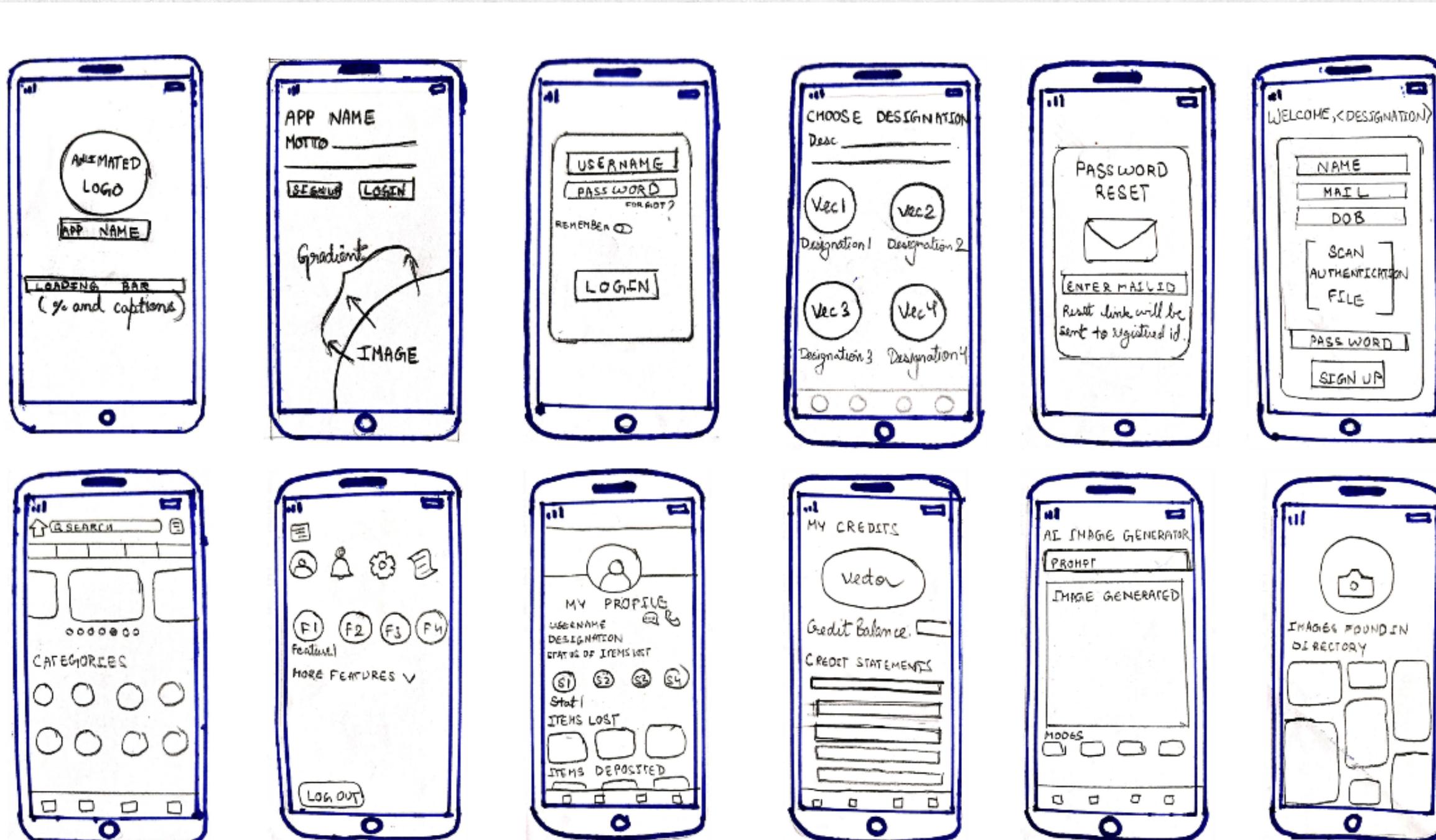
2) Educational Institutions

- The app is primarily focused on educational institutions.
- Students or teachers at schools, colleges, and universities can use the app.



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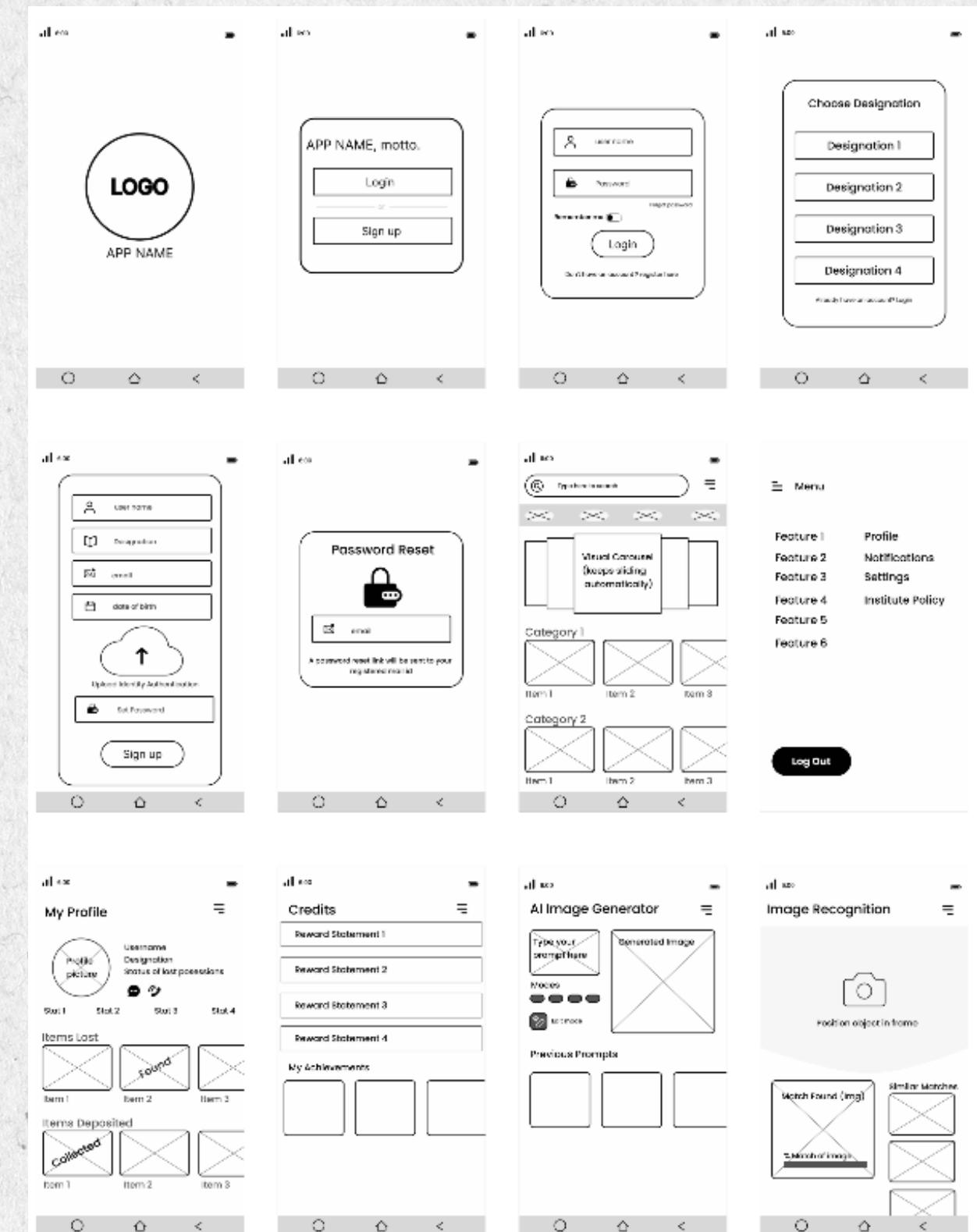
LO-FI DESIGN





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LO-FI DESIGN



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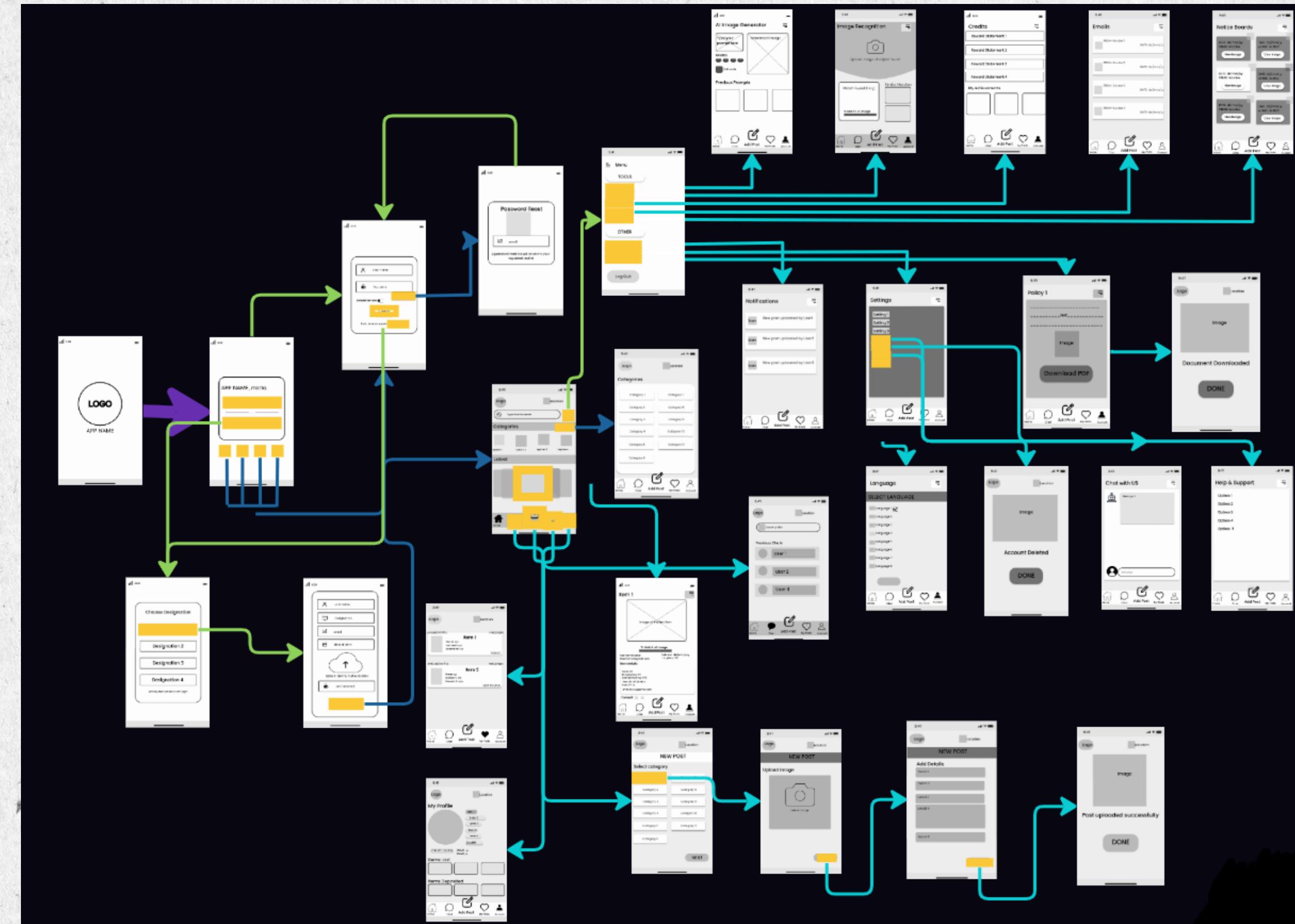
LO-FI EVALUATION





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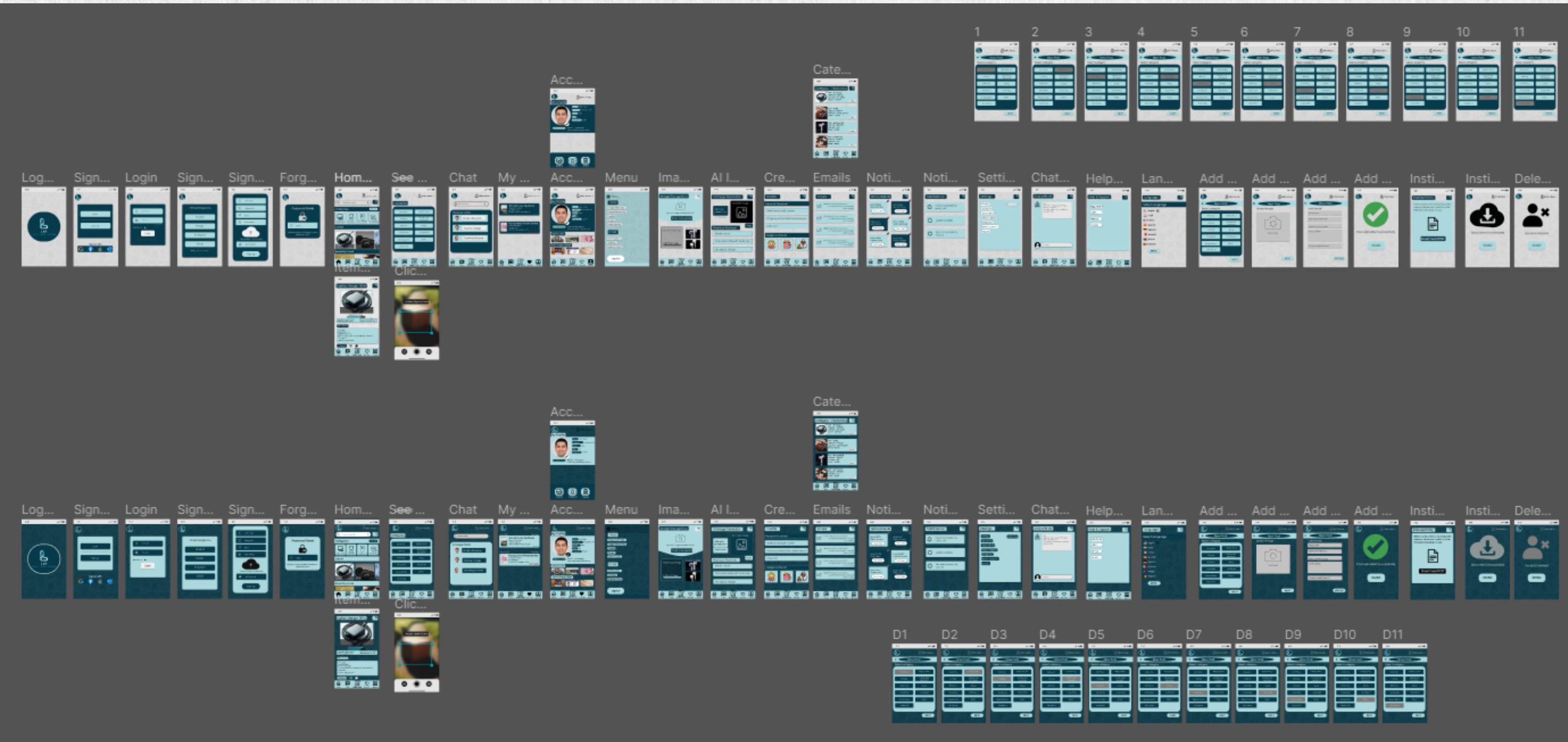
LO-FI DESIGN





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HIGH FI DESIGN





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HIGH FI DESIGN

Figma

Flows

Flow 1

Flow 6

Flow 5

No description

Editing HiFi

Options

9:41

Improve performance by enabling hardware acceleration

Learn more

Editing HiFi Edited 1 hour ago

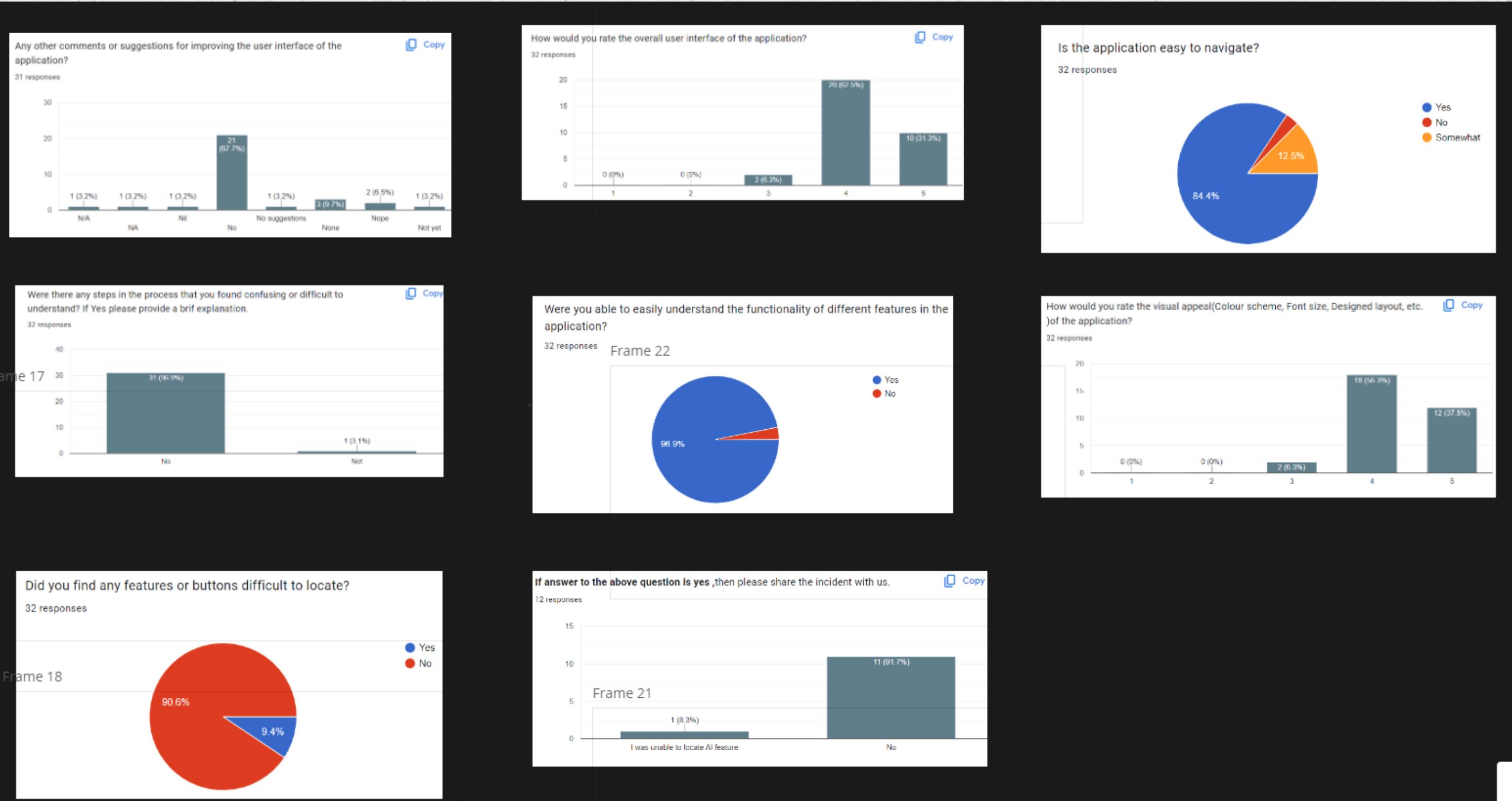
The image shows a screenshot of the Figma application interface. On the left, there's a sidebar titled 'Flows' containing three entries: 'Flow 1', 'Flow 6', and 'Flow 5'. Below the sidebar, it says 'No description'. The main workspace is titled 'Editing HiFi'. In the center, there's a placeholder for a mobile phone screen, which is currently empty. At the bottom of the Figma window, there's a message that says 'Improve performance by enabling hardware acceleration' with a 'Learn more' link and a close button ('X'). At the very bottom left, it says 'Editing HiFi Edited 1 hour ago'.

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HIGH-FI EVALUATION





LEARNINGS AND REFLECTIONS

- At the beginning of our project, we had just started with a small idea of moving the lost and found system to an app interface. Slowly, we built up our user base, in-depth thinking, and brainstorming to realize the pain points beyond what is obvious. We came across many voices from the student body and the employees, echoing the same pain of a near-redundant system. We tried to build simple, novel, and efficient features for our app. The design underwent various iterations, including aesthetics, cognition, and accessibility. We tried our level best to incorporate the user feedback where we could.
- The user feedback on our HiFi design was primarily positive. People loved the idea of having features like incorporating the mail and notice boards into the app itself, The credits system gamifying the whole experience, and the novel functionalities of image recognition and AI Image Generator. They also liked the overall color scheme and feel of the app. However, we learned that many users requested a dark mode feature, which we intend to work on if we can carry this vision forward.
- We learned how to make an easy and straightforward interface during this project. We learned how to utilize software designing tools like Figma and Miro. We were also introduced to designing websites like Canva to get ideas and websites like Realtime Colours and Coolers for design elements.



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TEAM MEMBERS

Palak Yadav (2023363)

Pranav Prakash Kadam (2023382)

Rahul Kumar (2023421)

Mohd Aarish Mohsin (2023326)

Navya Sharma (2023344)

Priyanksu Mandal (2023402)





CANVA LINK

[https://www.canva.com/design/DAF1Lj68UUA/ja7AVRyE4iebwkS3qUBbMA/edit?
utm_content=DAF1Lj68UUA&utm_campaign=designshare
&utm_medium=link2&utm_source=sharebutton](https://www.canva.com/design/DAF1Lj68UUA/ja7AVRyE4iebwkS3qUBbMA/edit?utm_content=DAF1Lj68UUA&utm_campaign=designshare&utm_medium=link2&utm_source=sharebutton)





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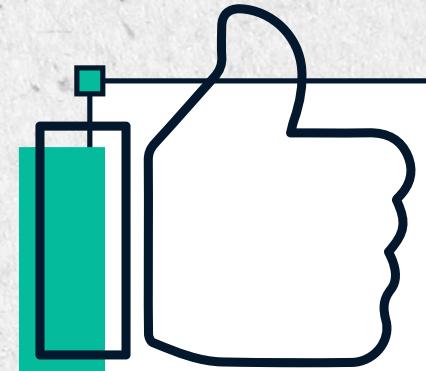
PPT LINK

[https://1drv.ms/p/s!AuojmQdY4-fEgQZmgeuecsRv0KON?
e=VR5cAG](https://1drv.ms/p/s!AuojmQdY4-fEgQZmgeuecsRv0KON?e=VR5cAG)

MIRO BOARD LINK

[https://miro.com/app/board/uXjVNPiFBTA=/?
moveToWidget=3458764569662598219&cot=14](https://miro.com/app/board/uXjVNPiFBTA=/?moveToWidget=3458764569662598219&cot=14)





LOW-FI

[https://www.figma.com/file/eWsF8ICFX2QY2GLtcMFO3K
/Refined-Lo-Fi?type=design&node-
id=0%3A1&mode=design&t=P8IdHKfxWK13i282-1](https://www.figma.com/file/eWsF8ICFX2QY2GLtcMFO3K/Refined-Lo-Fi?type=design&node-id=0%3A1&mode=design&t=P8IdHKfxWK13i282-1)

HIGH-FI

[https://www.figma.com/file/I9Y988IsL2DKCg2vELAmUI/Editing-HiFi?
&type=design&node-
id=0%3A1&mode=design&t=VvS4OOQ5fxBqKzwx-1](https://www.figma.com/file/I9Y988IsL2DKCg2vELAmUI/Editing-HiFi?&type=design&node-id=0%3A1&mode=design&t=VvS4OOQ5fxBqKzwx-1)

