



Terp Parking

Client: UMD Transportation Services

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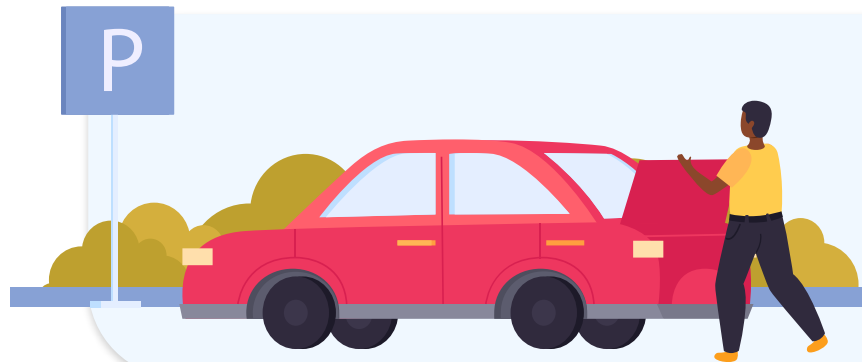




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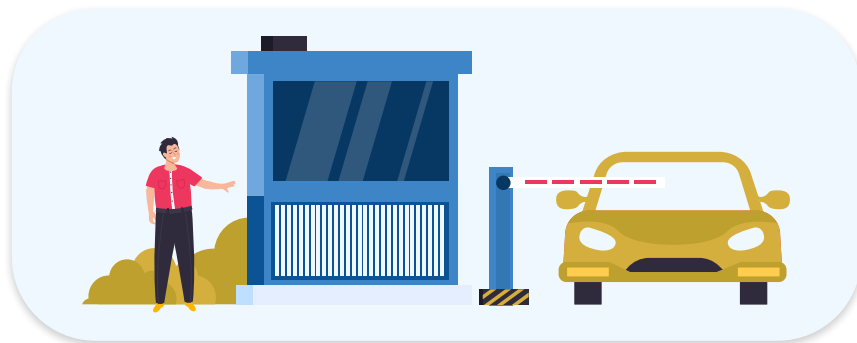
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**Lessons
Learned**



1

Problem





Problem

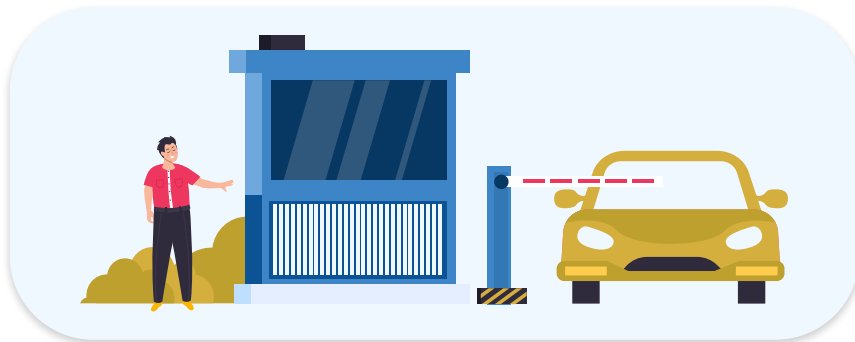
- Finding an empty parking space
- Times of operation
- Relocation due to special events

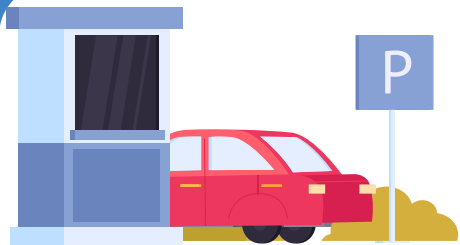




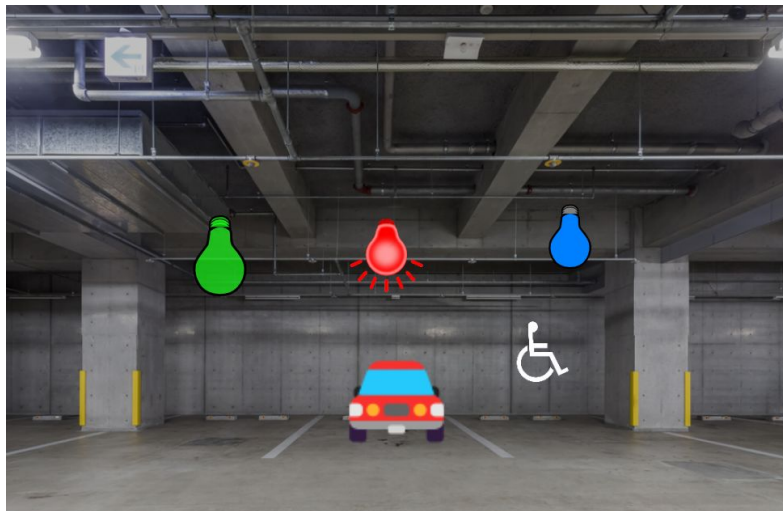
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The Design





Solution Part 1

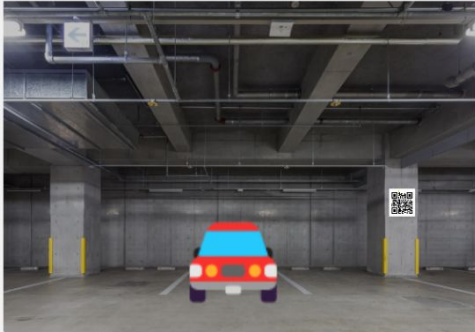




Solution Part 2



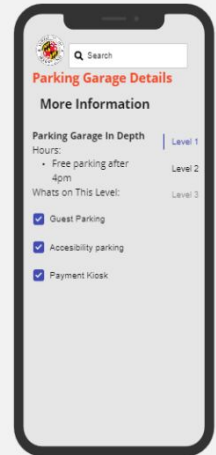
Parking Garage



Web Page



More Information P...

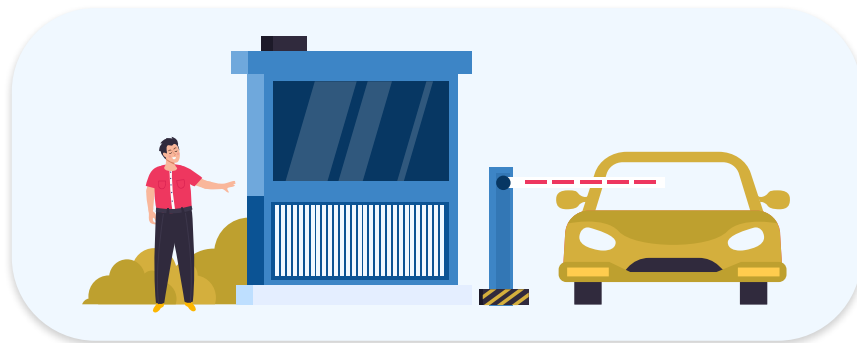


Figma Prototype



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The Process & Lessons Learned





Timeline

Interviewing

We received feedback and ideas from our targeted user group

Observation

Identified common issues users experienced while parking on campus

Designs

Created designs that could assist users in their experience in parking

Feedback

Received feedback on our designs from a different class and fellow classmates

Revision

Our final designs consist of a light bar and QR code both found in parking garages



Lessons Learned & Conclusion

- To be inclusive of everyone and anyone on campus; colors and shapes of design
- Parking can be stressful so it's important to create a design that doesn't make it more stressful
- Create an understandable design that can be used by many – aligning with user experience and usability

