Room Booking System

Individual project in the course Graphical Interfaces

What I did

- Ideation
- Low fedility prototype
- High fedility prototype in Sketch
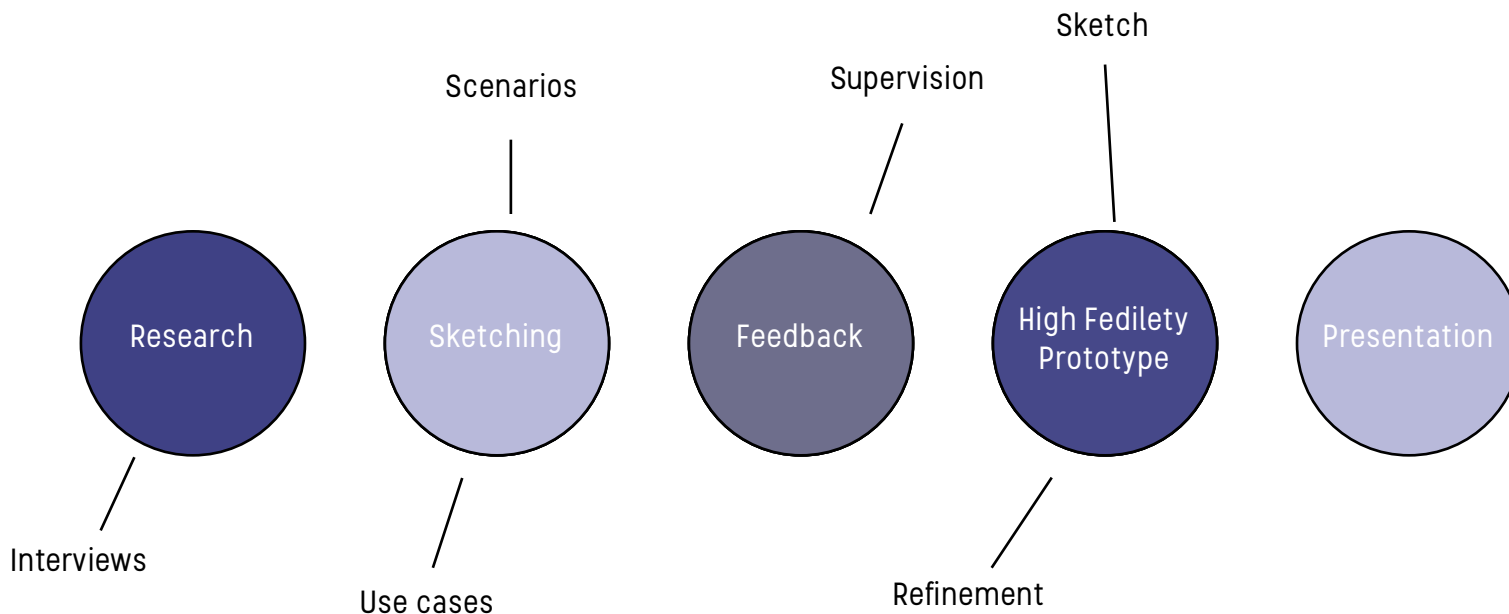- Present design

Task

This is a school project where the task was to designed a room booking system for a university. There is two versions, one for the teachers and one for the students. These two versions have different functionalities.

For this project there are a few requirements that the system need to contain. A few of these requirements are the following:
– Smart filtering
– Book a group of rooms at the same time
– Find the user's own bookings

Process

Scenarios

Sketch

Supervision

| Research | Sketching | Feedback | High Fedilety Prototype | Presentation |

Interviews

Use cases

Refinement

Key insights

– Read the requirements carefully to make sure everything is in the system
– Sketch mote on paper and specify the flow better before going digital

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Result

Too book a room the user has to fill out the settings to choose a date, time and minimum amount of seats. There are some difference between the teacher and a student, for example, a student cannot do a recurrent booking or book several rooms at the same time.

To book a room the user can click the book button for the wanted room and a banner will show for a few seconds as confirmation that the room is booked.

Result

The user can see its bookings both in a calander view and in a grid view. In these views the user can edit and delete bookings.