

Fast-Food Kiosk

No waiting in the line anymore

Overall Introduction

This portfolio includes our design of a fast food kiosk. The fast food kiosk is aiming to provide people who go to fast food restaurants with a more efficient way to order. This product enables users to order, customize food and make payment just by clicking several buttons on the machine. Using our product, customers will spend half as the regular waiting time in a line. This product will also help the restaurants making more profits because the kiosk could potentially replace the cashiers.

Outline

We designed this product from scratch, designed and tested the product and in the end carried out a medium-to-high-fidelity functional prototype. Below is an outline of our design process.

Preliminary Design

In this stage, we did user analysis, task analysis and created conceptual model. We have also came up with some user scenarios to specify the functionality of our product.

Full Design and Specification

After the preliminary design, we completed a full design by following the design-by-level theory. In this stage, we have also created the guideline for our design for us to follow.

Storyboard and Paper Prototype

In this stage, we have created storyboard to represent the real scenario of users using our kiosk and the paper prototype that simulate the real user interface of our product. We have also initiated a testing plan to test our paper prototype.

Test Design and Pilot Test

In this stage we have a full design of our testing strategies and invited subjects to test our paper prototype.

Qualitative Usability Study

We have recorded and analyzed the testing data. We have summarized some improvements.

Medium-to-High-Fidelity Functional Prototype

In this stage we have completed the medium-to-high-fidelity functional prototype.