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Activity 3c

What are the problems?

* The card readers are somewhat sketchy
* You can accidently select the wrong thing.
* Items can get jammed/not vend.
* Soda get bounced around
* Sometimes difficult to pay (dollars are not recognized, etc.)
* Requires you to be able to see.

What are the usability/UX goals?

* Efficient to use:
  + You can quickly select the item you want.
* Effective to use:
* Safe to use:
  + Pros:
    - Stationary location, no distractions.
    - Offers refunds.
  + Cons:
    - Criminals can replace card readers with skimmers.
    - May glitch out and not refund product on failed delivery.
    - Sodas can get bounced and explode.
* Good utility:
* Easy to learn:
  + Intuitive, just select number and letter.
* Easy to remember how to use:
  + You don’t need to remember anything.

Describe the new design?

* Replace the entire interface with a large touch screen. Simple select your food and enjoy.
  + Easy to update, and can programmatically check stock and change selections.
* Add a smartphone pay integration (like apple pay/samsung pay).
* Add a narrator to increase accessibility.
  + potentionally add voice control as well.