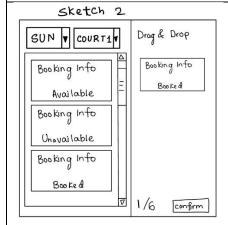
Sketch 1 SUN MON TUES WED THUR FRI SAT COOPE! CONTES CONTES CONTES 9 AM - 10 AM: Booking Info BOOKFD Unbook 10 AM - 11 AM: Booking Info BOOK BOOK INFO 11 AM - 12 PM: Booking Info Not available 12 AM - 1P M: Booking Info BOOK 12 AM - 1P M: Booking Info BOOK

Court Booking-sketch1



Court Booking-sketch2

Walkthrough Results:

- User felt the overall design to be intuitive as she knew what to do from the start
- User had to do a lot of clicks to book courts at different date and different court.
- It was easier to book when user had a favorite court to book from
- User frequently had scroll down to book courts in a later time of the day

Strength:

- Design felt intuitive
- Quick booking and unbooking

Weakness:

- No view of what the user already booked
- A lot of clicks to be made

Walkthrough Results:

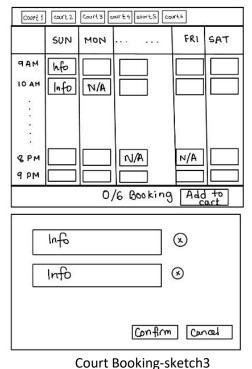
- The UI felt like a shopping experience where user takes an item from the shelf and drops it in her basket.
- User had to do a lot of clicks to book courts at different date and different court. Also, the other dates and courts information were not at a glance
- As the user is using a laptop, she had to use two hands on her trackpad to drag and drop the bookings.
- The user was clueless when she wanted to unbook the booking. She tried dragging the booked court back to the left side to unbook.
- The dragging boundary was not clear for the user.

Strength:

- Feels intuitive like a physical shopping experience.
- Gets a view of what the user already booked

Weakness:

- No view of what the user already booked
- A lot of clicks to be made
- Drag and drop required two hand in a laptop for comfortable use



Walkthrough Results:

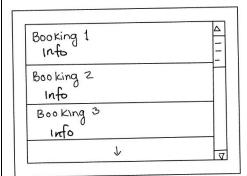
- This UI also felt intuitive to the user as it shared similar experience to using a calendar.
- User got all the booking options for a particular court at a glance
- The user chose her preferable court and selected her timings easily.
- The user saw her total booking and used "Add to cart" intuitively like online shopping experience

Strength:

- Intuitive to use by the user
- Gets all the information for a particular court at a glance and it saves time, extra clicks and scrolling

Weakness:

- Maybe too much information clusters in a single window.
- User has to pass two scene to finalize bookings



View Bookings-sketch2

Walkthrough Results:

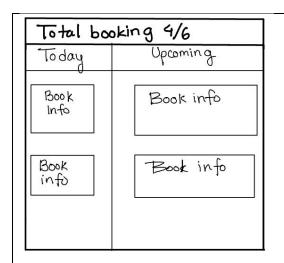
- Users get a similar experience to a list.
- The user had to scroll and read off individual information of each booking to get what her schedules are. Her today's booking wasn't apparent to her.

Strength:

Easy to use.

Weakness:

- User have to read all the booking information to get what bookings she has today.
- Extra working scrolling



• Easy to understand by the user. The user knows which bookings she has for today and what bookings are coming in the future

Strength:

Easy to use.

Walkthrough Results:

- Simplified information. User knows what today's schedule is.
- No extra action needed to be done by the user.

Weakness:

- User have to read all the booking information to get what bookings she has today.
- Extra working scrolling

TIME	SAT	SUN	MON	TUES	WED	THURS	FRI
9 AM	Book Info			Book Info			
10 AM					Book		
:							
8 PM							
9 PM							

View Bookings-sketch3

Walkthrough Results:

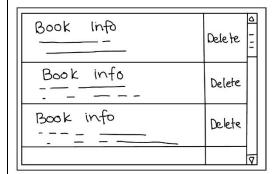
- The user figures out what day is today and then finds her booking schedule for today in this UI.
- The UI has similar experience to old style calendar booking marking.

Strength:

- Easy to find out booking time and date and booking information
- No extra action needed to be done by the user.

Weakness:

The user has to figure what day is today and find the particular column.



Cancel Booking-sketch2

Walkthrough Results:

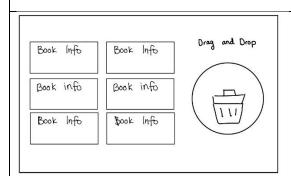
- The user had to read of the booking information first to delete her intended booking
- The design felt intuitive like a list to the user.

Strength:

- Easy to use
- All her booking is presented and user can delete a particular booking with a single click

Weakness:

The user can delete another booking my mistake.



Cancel Booking-sketch1

Time	MON	TUES	MED	SUN
9 AM	×			
10 AM		×		
1990				
9 PN				

Cancel Booking-sketch3

 The user has to read off the booking information to delete the correct booking

Walkthrough Results:

- The user found the design similar to the experience of throwing items to trash.
- The user had difficult to drag and drop as the user is using a trackpad on her laptop. She had to use 2 hands to comfortably delete the booking.

Strength:

• Design is intuitive to understand

Weakness:

- Users has to read off booking details in order to delete the correct booking.
- Multiple drag and drop to delete bookings.

Walkthrough Results:

- The user found the design similar to the experience of calendar booking.
- The user easily found the correct court booking for deleting by reading of the information on the column and row.

Strength:

- Design is intuitive to understand
- Easy to find the correct booking
- Very few clicks to be done by the user.

Weakness:

No weakness found