Cruise Ship Report

The type of interface I had in mind for the prototype was an app and you would get notifications like you would do for a smartphone; after getting the notification, you're able to swipe down to read in more detail.

I designed my storyboard in a non-linear style so you can clearly see what's going inside each screen you tap into; it also allowed me to see which screens linked to which via arrows.

The "Welcome" screen is there as a security purpose – passengers will be issued with cards and they will have to scan their card on the box to gain access. The card will be scanned, and their name will show as a personal greeting with other options and then homepage will become the default screen. As said above, the notifications can be dragged down and when clicked into, will lead you to a screen showing the current weather and temperature, schedule changes, any upcoming reservations and emergency signals which will be greyed out until there's one.

The "Room" option will show the passenger's reserved room and they're able to click on "Map" to see how to get to their room from their current location, and "Room environment control" allows control of their room with the luxury of a few taps. Light intensity, TV and music volume, room blinds and room heating can be adjusted very slightly because a slider is available for all the separate rooms or all at once; while TV channels can also be changed and or recorded, and for music, the option is there to plug in your own device or select from your favourite genre from the list and see the songs available. Mentioned in the "Safety" screen, doors will automatically lock behind you but in the "Room security" option, the auto-door-lock function can be disabled or enabled for a few select doors in the room.

In the "Safety" screen, the emergency button is explained with more safety information. The emergency exits and lifeboats are icons which you're able to tap into, and doing so will show you where they are on the cruise ship and will direct you to the nearest one via current location. In the "Trip details" screen, all the information said in the storyboard will be said, and attraction spots outside the ship will be shown – like if dolphins appear at a spot often, it will be shown in the trip details and if you want to be notified when nearing them, you can click on it and it will be bookmarked for later. The "Map" screen will show what is stated on the storyboard and you can click on the places of interest and doing so will pop-up information about the place and if reservation is required, then a separate screen will come up.

What I have said here appears in the prototype and I have also included extra bits I would have liked to have add, but were simply limited by my software tool of choice or was too difficult to do. While making my prototype, I had no other problems making it and I was mainly referring to Week 3 for help while also using some of Week 5 and 8.

How I made it was so everything would be very clear and self-explanatory and because it has a simple layout, it can be viewed easily on different devices and operating systems – unless the screen is quite small – but other than that, there should be no complications. If there is however, a separate device owned by the cruise ship company can be given out and if that's stolen, the device is only useful for one thing – navigating through the cruise ship and providing details related to the ticket's barcode – so it's essentially useless after the trip, however the person will be charged for stealing.