

Laundry Savior

Team #2

Outline

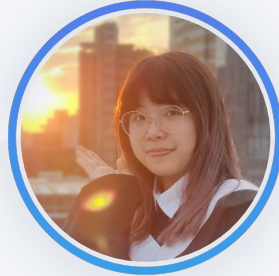
- Introduction
- Value Proposition
- About Sketches
- Low-Fi Prototype
- 3 Tasks & Task Flows
- Experimental Method & Results
- Summary

Team Members



Jia Wen Foo

R10944057



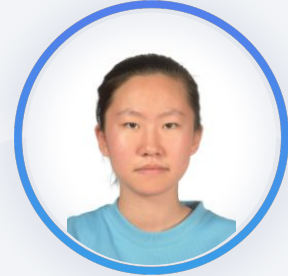
Silver Lui

R11944056



Jia Yin Foo

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Yen Yu Tung

B09902031

Value Proposition

Laundry Savior

Chores made easy!

Problems/Solution

Problems

Washing machines are always occupied in the dormitory. Some users may be late to collect their laundry.

Solutions

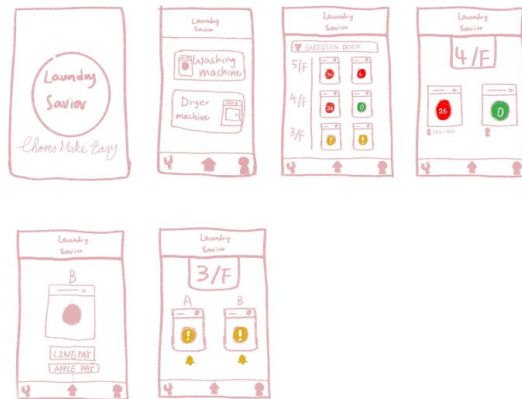
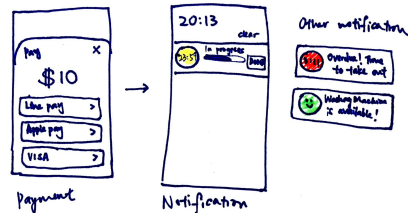
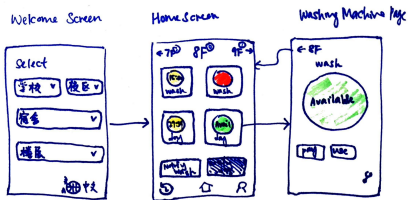
Laundry Savior provide a dashboard to **check availability of the washing machine**, and **remind users** to collect laundry immediately as well as allow **e-payment** during the laundry.



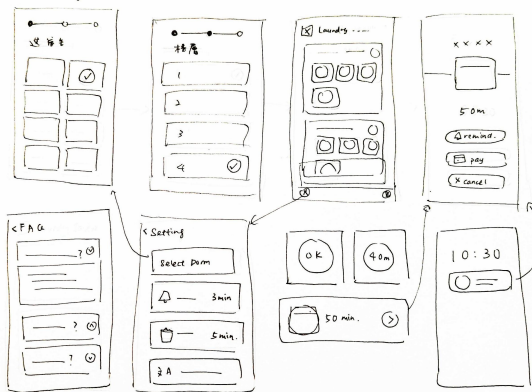
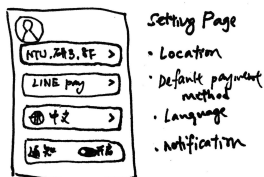
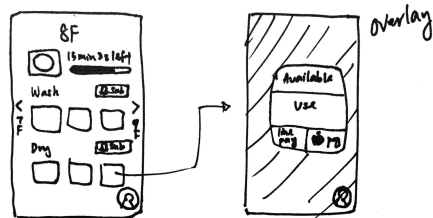
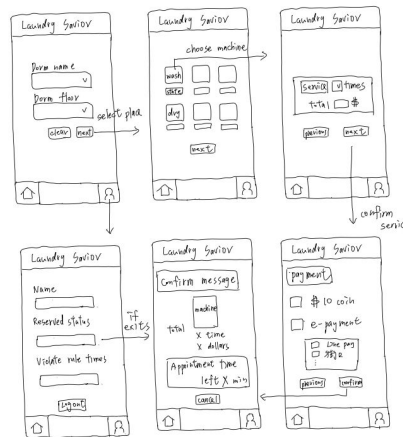
**Overview of Sketches
&
Selected Wireframe**



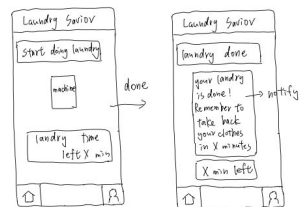
5 initial Wireframes



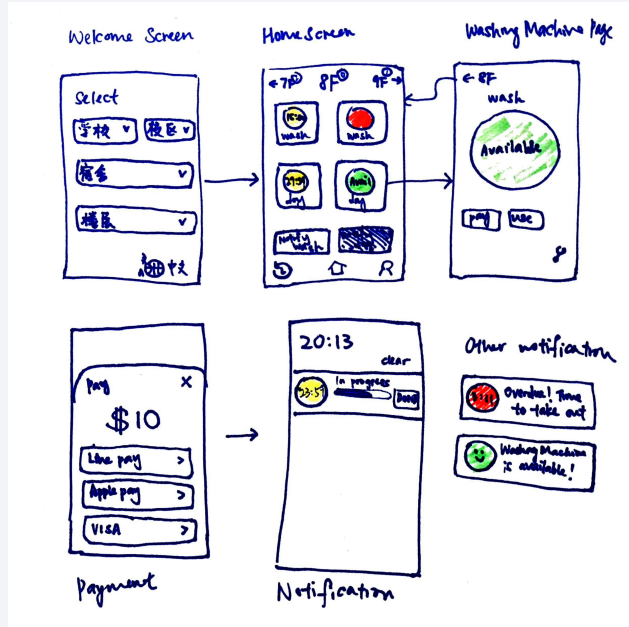
Low-fi prototype



payment done
start doing laundry



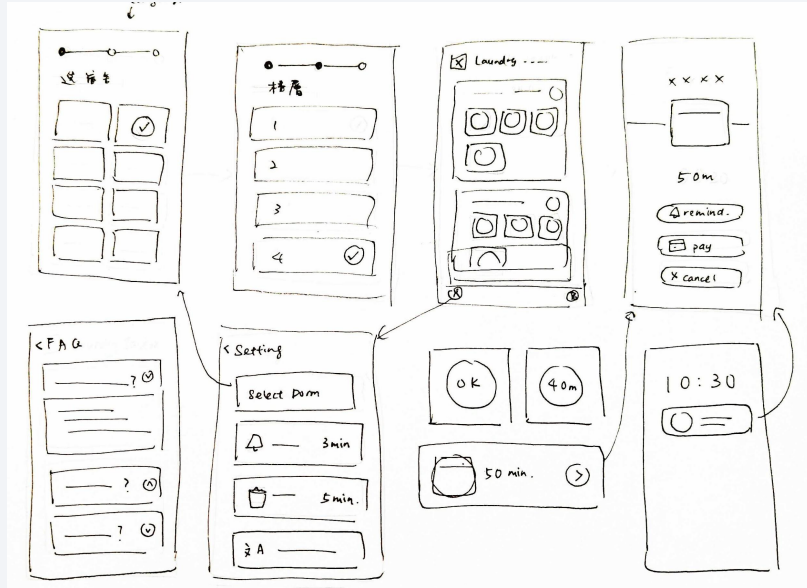
Selected Interface 1



Reasons

- Select languages at initial setup
- View other floors on left/right pages
- Shows counts of available machines of each floor
- Button to get notified for available machines on the floor

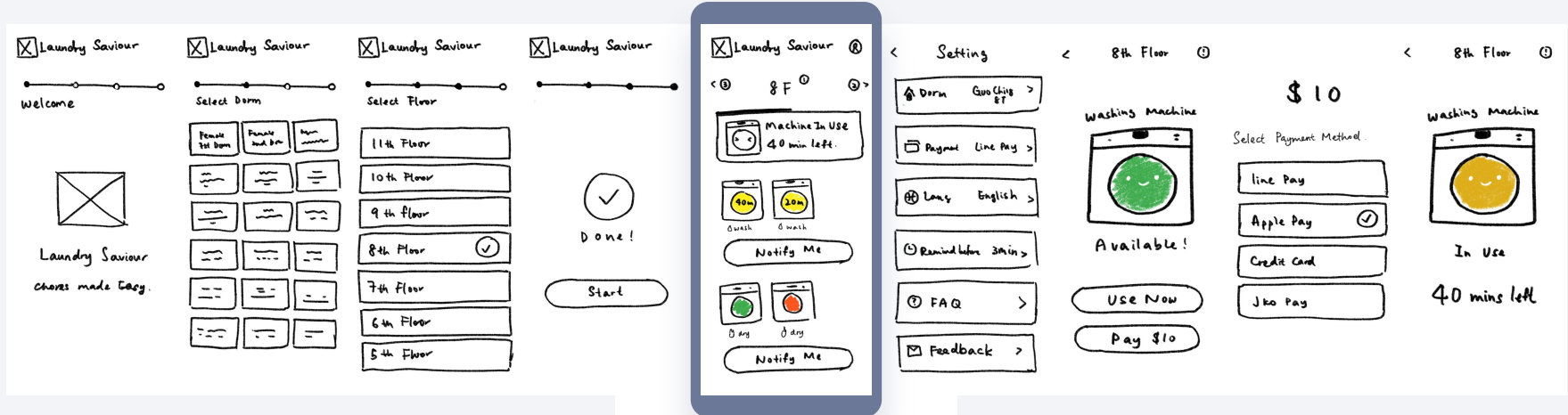
Selected Interface 2



Reasons

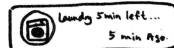
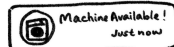
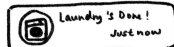
- Shows picture of each dorm during selection
- Shows status of current washing task at home page
- FAQ page

Low-Fi Prototype



14:00

14:00





**3 Tasks
&
Task Flows**



3 Tasks

Simple

Setup and change
setting

Moderate

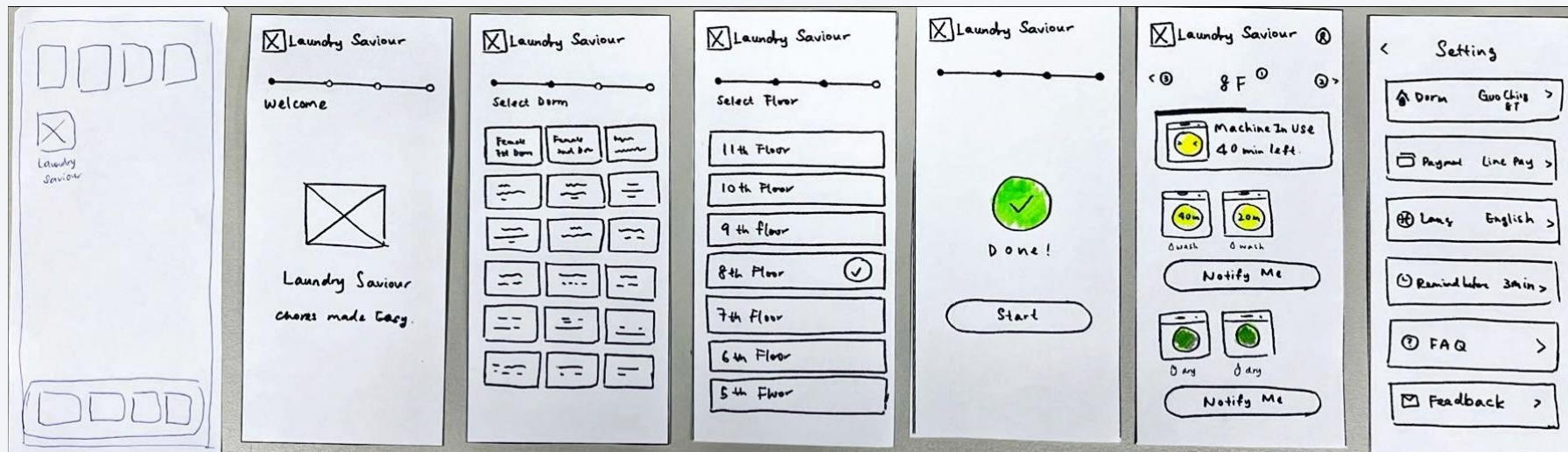
Check status and Get
Notified

Hard

Use E payment for the
machine

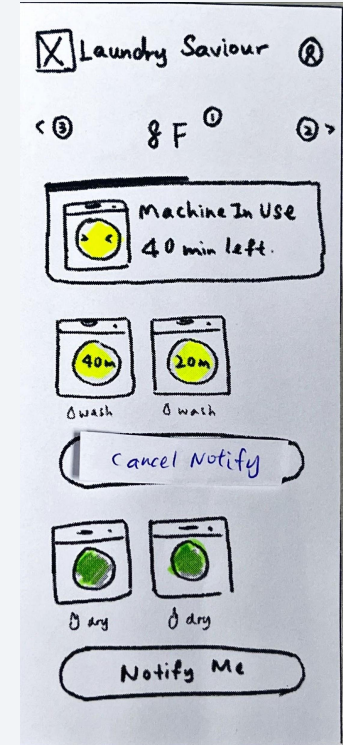
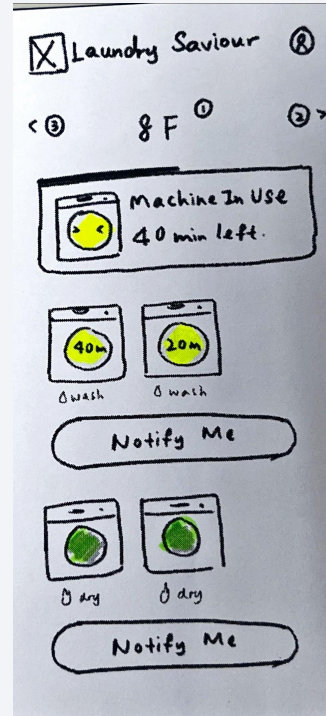
TASK 1:

Setup the app, then change language setting



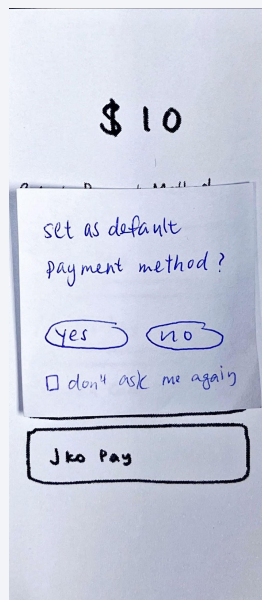
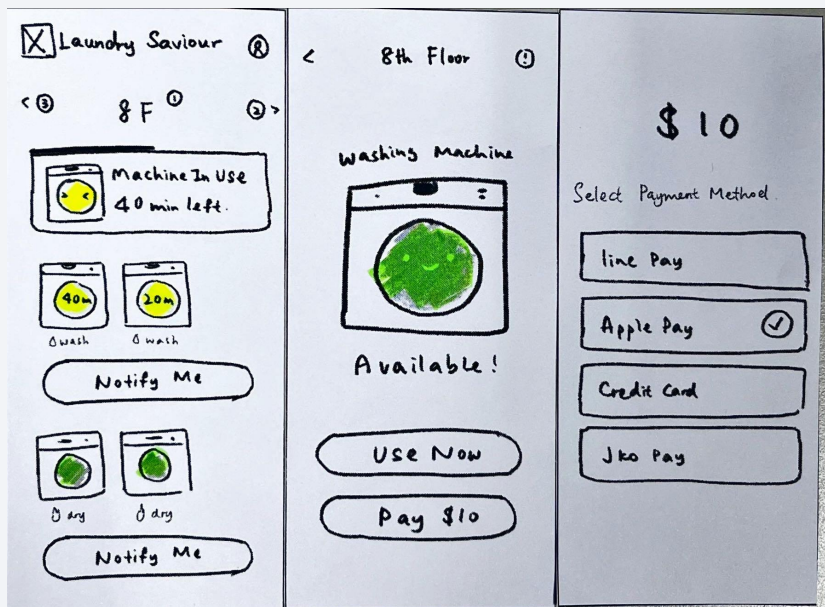
TASK 2:

Check the status of washing machines and get notified if washing machine available.



TASK 3:

Pay for the washing machine using E-payment





**Experimental Method
&
Results**



Participants



Participant 1

Female
NTU Y4 student



Participant 2

Male
NTU Y4 student



Participant 3

Female
NTU Y3 student

All of the participants currently live in the dormitory.

Experimental Methods

Environment: Silence

Compensation: NTD 100

Our Roles: Facilitator + Computer +

Practicer + Observe & Note Taker



Experimental Methods

Workflow

Explain our motive and how prototype works → Give direction for the first task → Observe the participant's behavior & take notes → Repeat for second and third task → Ask about the difficulties of carried out each task with our prototype → Compensation

Experimental results

All tasks are successfully completed.

Participants thought the tasks easy and did not hesitate in the middle of steps.

Participants found the app useful to them and are looking forward to using the app



Experimental results

“I did not know what do those numbers mean.”

“I thought this is an exit button.”

“I wondered where the machine is located since there are several zones on my floor.”



Experimental results

“I will not press the use now button if I have paid by coin.”

“I did not notice that I could use e-payment.”

“I did not expect that there will be a reminder.”



Suggested UI changes

- Introduce our features before first-time usage.
- Revise the display text to deliver clearer messages.
- Add an overview of available machines on each floor.
- Show floor number on the left/right page button.
- Use alarm for reminder while keeping notification as an option.
- Provide more customization such as ringtones.

Summary

- We include First-time setup, Main Page, Settings, Washing machine pages and Payment pages in this testing.
- Our participants feel the majority of UI are intuitive but still have some confusions.
- Based on the results, we will discuss the further adjustments of each pages for the next prototype