Designing Interactive Systems I WS 2013/14 Shoeinator 5000

Hendrik Wolf



Christian Paul



Jan Murmann



Sven Jung



Christian Henn

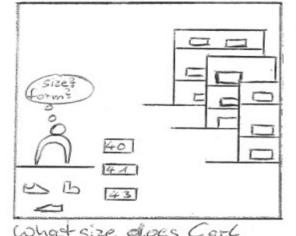


Claude Mangen



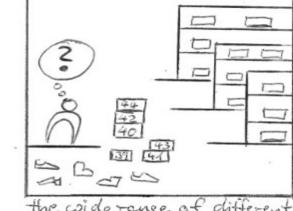
Storyboard



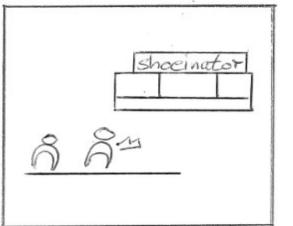


What size clocs Carl need? Which shoe is the best fitting?

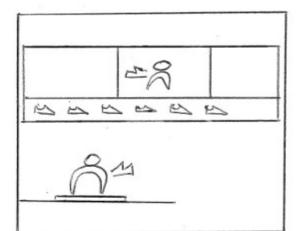
=> if Carl used the shoeinator ...



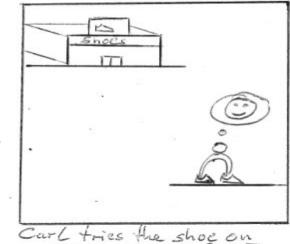
the coide range of different shoes and spees makes it difficult to find the right shoe



an shop assistant shows the shoeinator to Carl

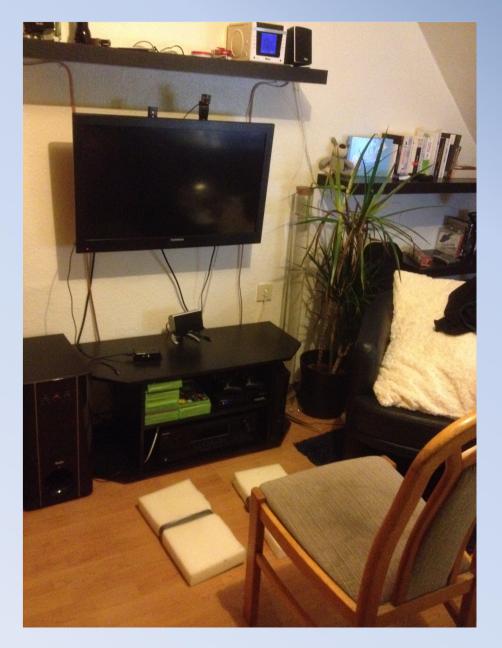


Carl can easily use the shoeinator to pick the right shoe



Carl tries the shoe on and is most satisfied ?

Setting



 Users: physically disabled elderly everyone

• Use case:

buying new shoes trying shoes on for an easier decision making

Context:
shoe store

DIA - Cycle

- Device for homeshopping
- Everyone
- Style detection

- Shoe advisor in stores
- Especially disabled, elderly
- anatomic detection













Senses

• Feeling:

shoe form no annoying try on better fitting

• vision:

look direct manipulation perfect angle

Product video

Evaluation

Heuristic Evaluation Help / Explanation Display the pr

Display the price Arrows for a clear usage

