

Smart Cart

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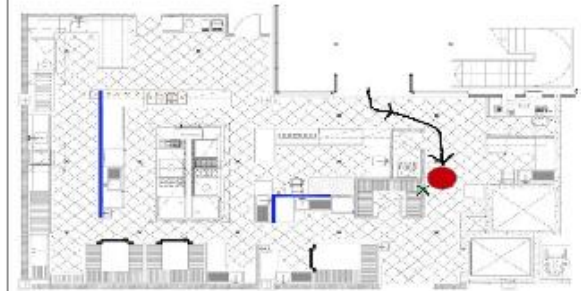
the Storyboard of the Bad Experience

I need to go to the supermarket



Enter the supermarket at 9:00

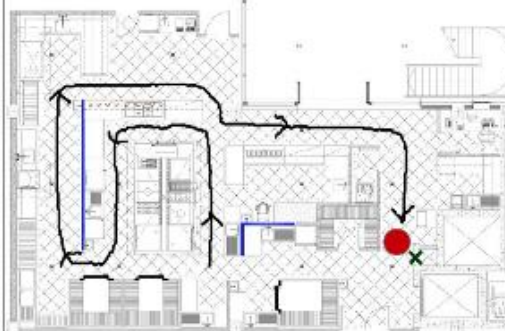
I want to buy bread, milk, meat, vegetables, fruits, etc...
I have an idea of what I need!



Damn! I forgot some items again.
Look at the clock! It's 10:30!



Leaving the supermarket at 10:30



the Storyboard of the Good Experience

I need to go to the supermarket



I will mold my shopping list now



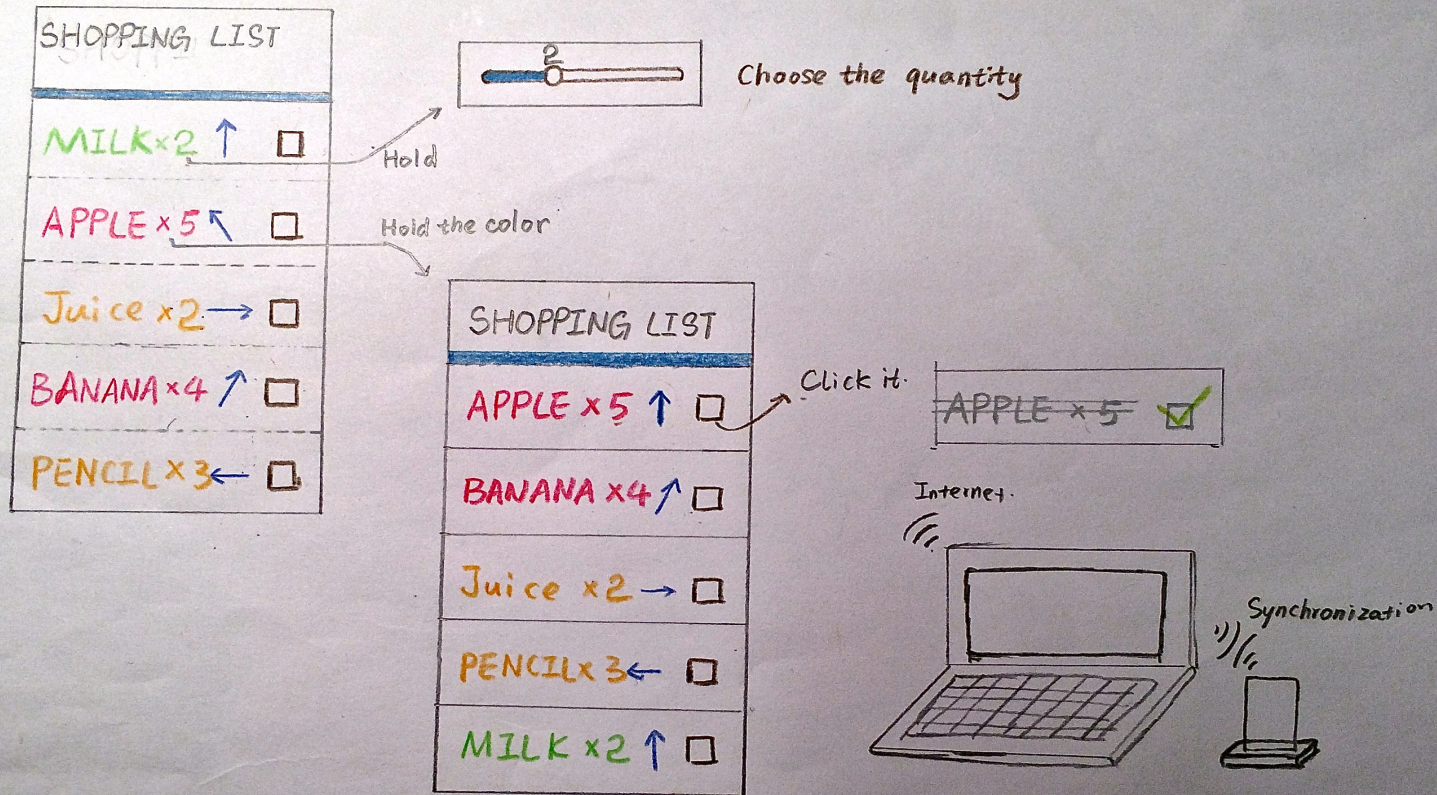
Enter the supermarket at 9:00



I completed the shopping list in 30min. That's great



Shopping List Original Design with paper prototype



SHOPPING LIST DESIGN

Navigation using Heat

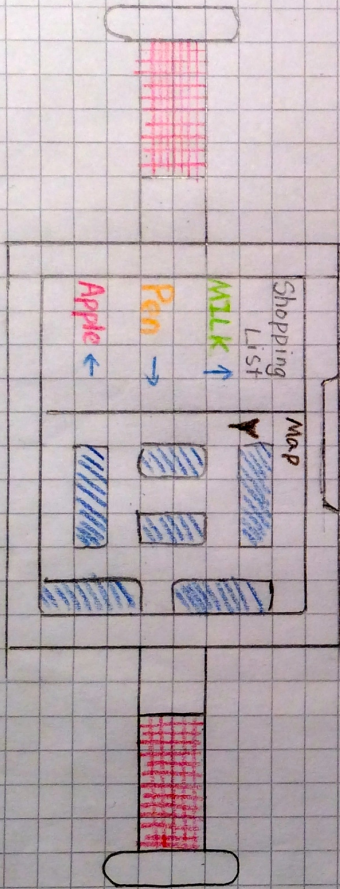


Shopping Cart Original Design With Paper Prototype

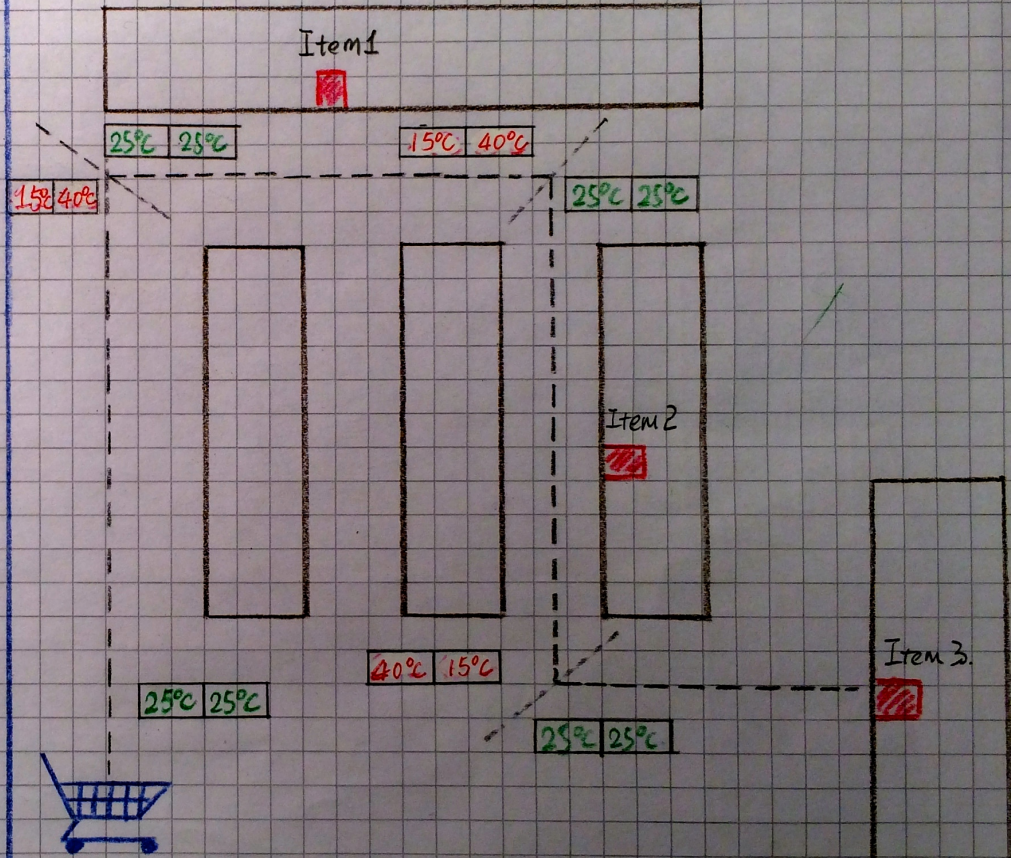


Shopping Cart Design

Shopping Cart Handle Design



Simple Supermarket Plan



Improvement of the Project after Interview

Original Design	Improvement	Reason
No Temperature Guide Switch	Add a temperature guide switch	Users might not know what to buy at first, they want to browse the supermarket.
Quantity of Product	Remove quantity of product from the shopping list.	Users only want to know what to buy and don't care much about how many they want to buy.
No deletion and addition of product option on the UI of the Shopping cart.	Add deletion and addition option on the UI of the shopping cart	Users may want to add or delete items during shopping.
Sound	Vibration	If sound is used to remind the users, it might be confused by the sound from other users' shopping cart.
No Instructions	Short video instructions on screen as user enters the store	Exploit the free time while taking the cart out for users who might not find the concept intuitive