SmartCart

Group 02 - Project WS13/14
Mostafa Ashraf, Tieli Chen, Ali Demiralp,
Sevinc Eroglu, Ioanna Karydi, Ashish Mudaliar

Designing Interactive Systems I   **Bonn, 2014**

Introduction

- Who are the users?

- What they want to do with the system?

- What is the context?

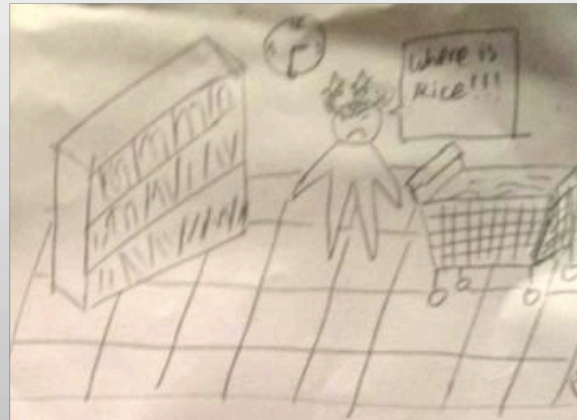# DIA Cycle - Brainstorming

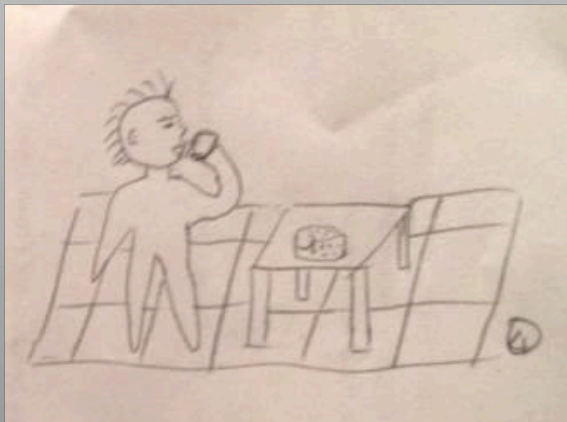# DIA Cycle – Storyboard (1/2)

User in a hurry

He is lost

Try something new

Tastes it

#$@%%^$!

DIA Cycle – Storyboard (2/2)
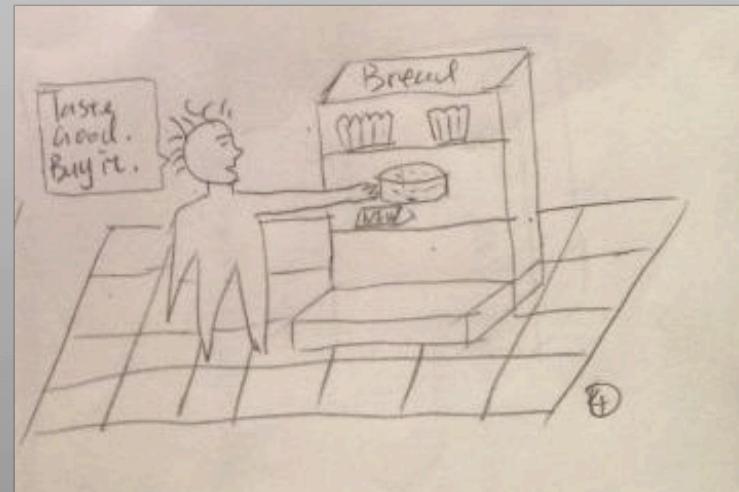
User is in a hurry

The shopping becomes faster

Taste before buying

Always satisfied

After User Interviews

- Not Welcomed!
    - Taste printer
    - Sound Notification
    - Online Payment

- Introduced!
    - Budget control (Became Scope)
    - Boring Shopping (More game like)
    - Navigation is JUST an option
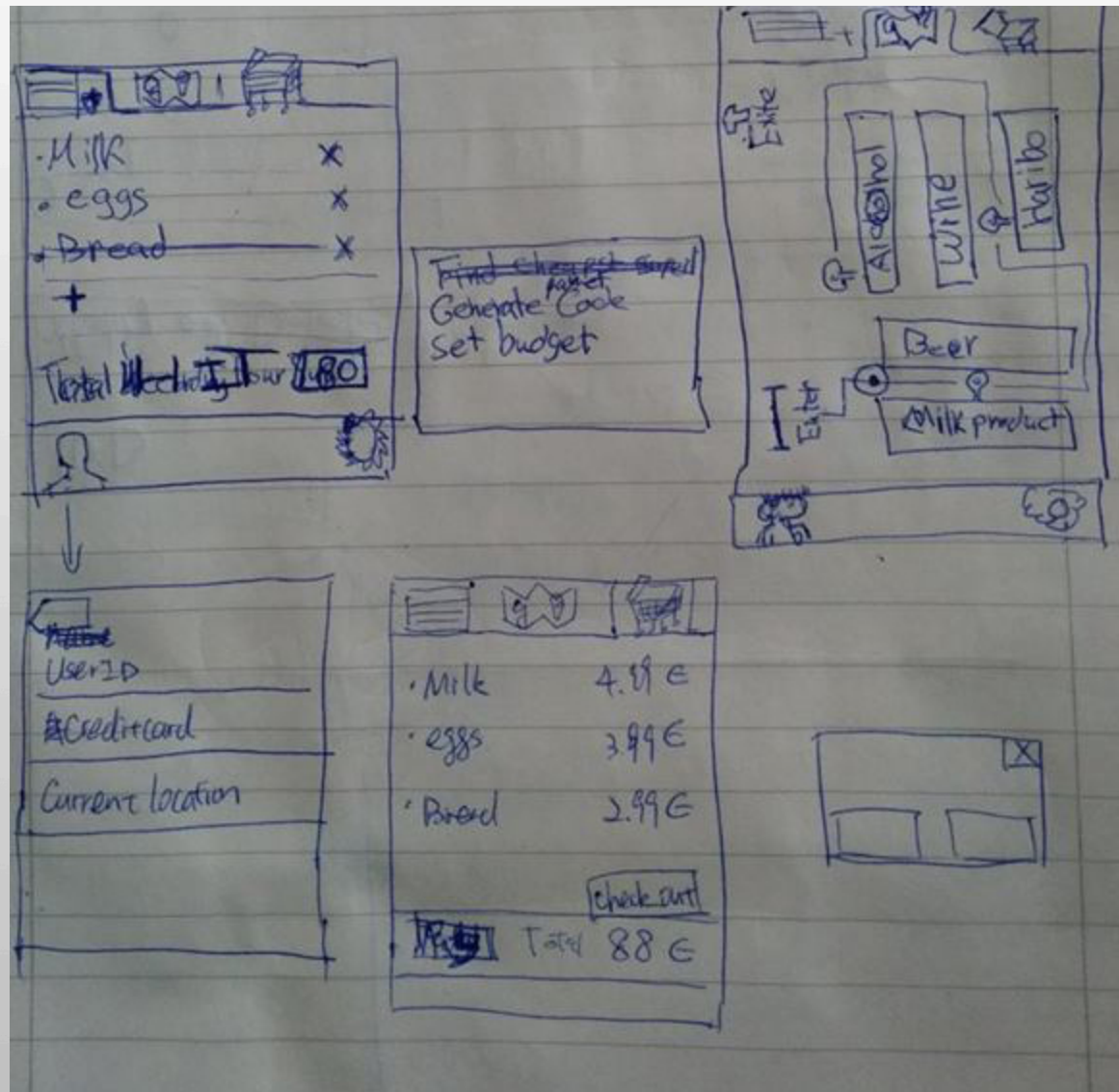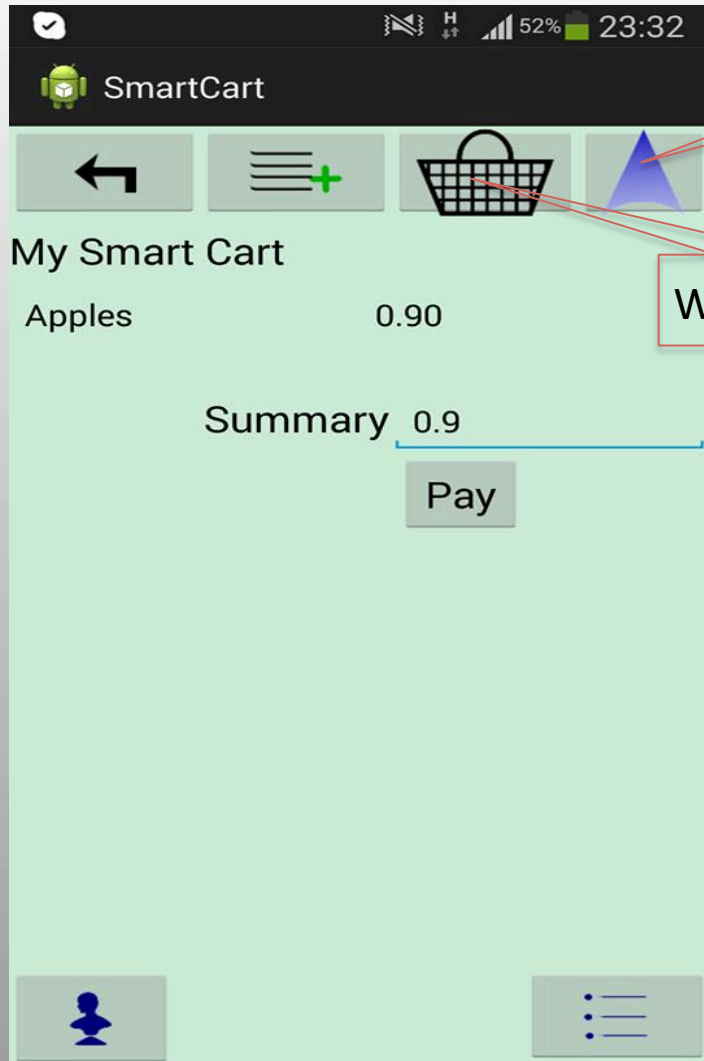   - Credit-card

Change of Scope

New Scope:

- Virtual Cart
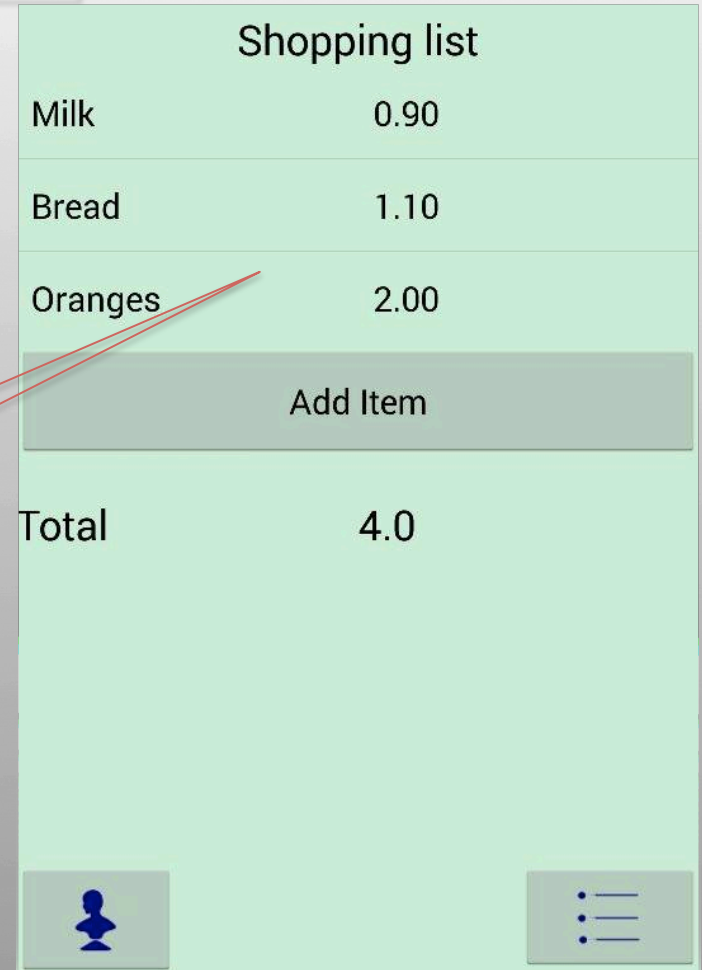 (Budget & payment).

- Shopping more fun.

Rough Interface

Feedback from Evaluation

Medium Fidelity prototype