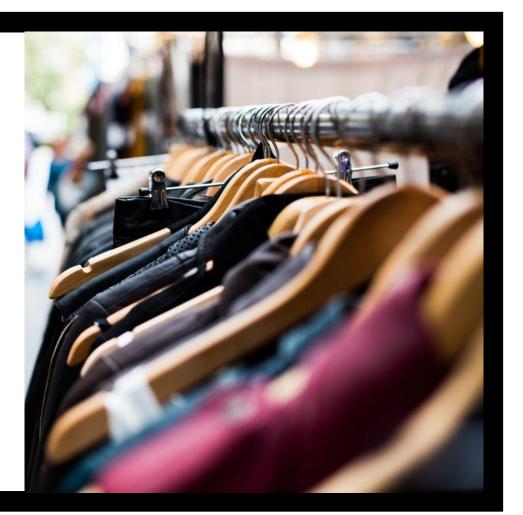




Alex Weitzman || Cisco Vlahakis || Rachel Hyon || Rhea Karuturi

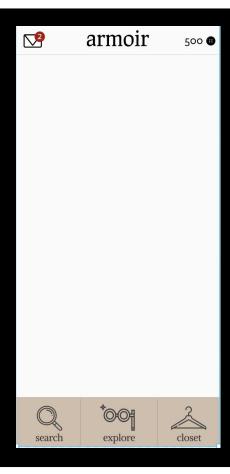
<u>armoir</u>

find that missing piece





General + Highlights



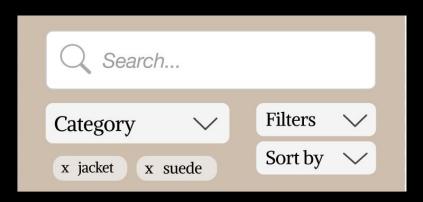
- 1. First read:
 - a. Action items: pending requests
 - o. Name of the app
 - c. Tab buttons
 - d. Amount of points you have (buttons)
- 2. Bottom navigation and Tasks:
 - a. Search tab for BORROW
 - b. Explore tab for RECOMMENDATIONS
 - c. Closet tab for LEND





Detail: Item box

- 1. Item is first focus
- 2. The "cost" in buttons
- 3. Ability to interact right away through "heart"
- 4. Can also click photo for more info

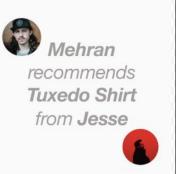




Detail: Search box

- 1. Search bar first focus
- 2. Colored to draw eye (was easily missed in testing)
- 3. Big arrows to show that they are drop down
- 4. Selected tags shown so you know what's selected







- 1. Item is first focus
- 2. Text that is clickable (profiles & items) is in bold
- Visual of icons on left / right distinguishes the two users (from recommendation or transaction) and associates name to icon



Tasks + Screens

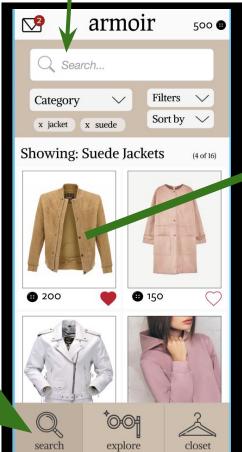


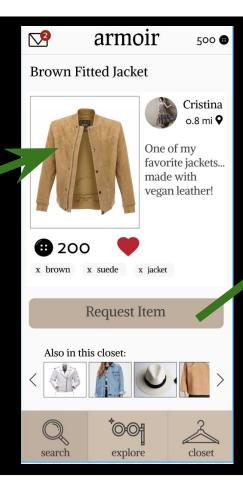
Task 1:

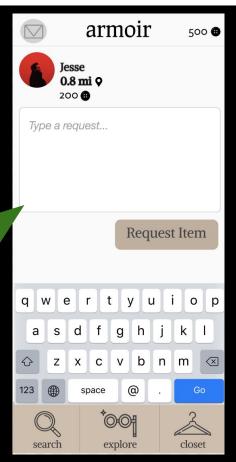
Borrow others' clothes

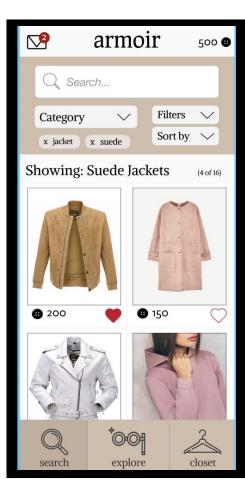
(simple)

"Suede jacket"

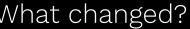






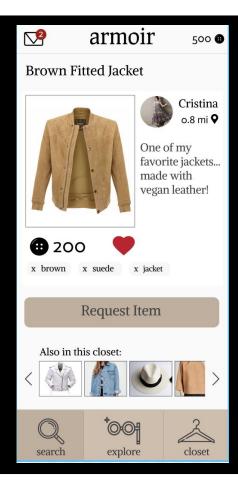


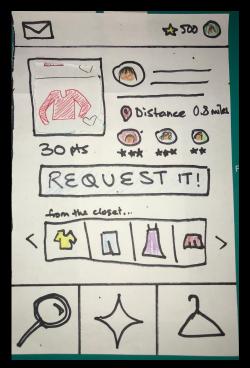






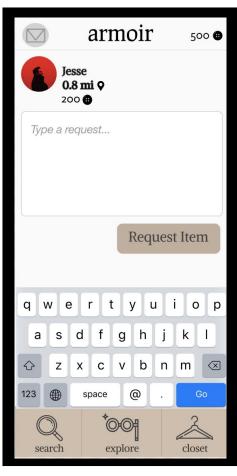
- Clothes became BIGGER
- 2. The top bar was emphasised so it wouldn't get lost
- Scrolling made more obvious

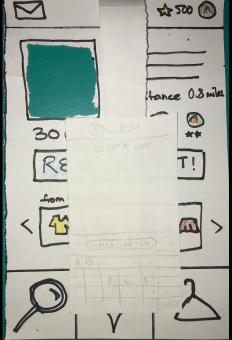




- Fewer details so it's easier to see important things
- 2. Other clothes in closet deemphasised

3. Item made bigger







1. Made it easier to see

2. Person details made salient



Task 2:

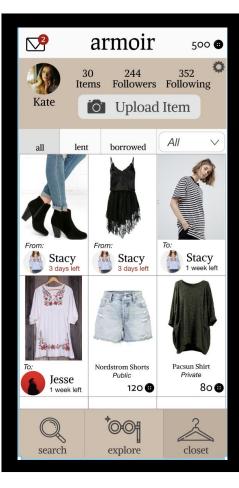
Lend your Clothes

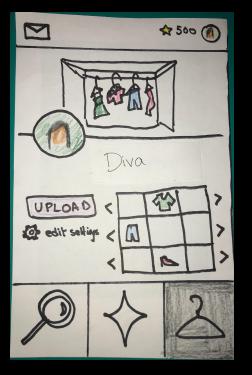
(medium)



Take a picture



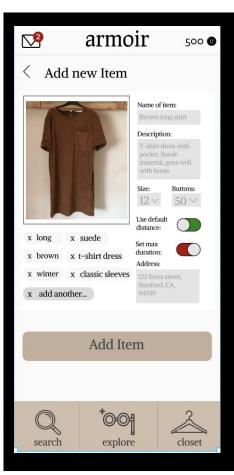


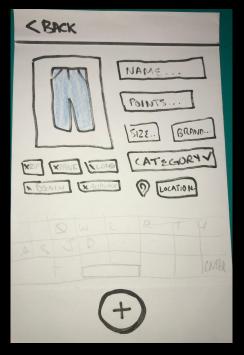


- No closet "cover photo"!
 Too confusing
- 2. Added followers etc.

- 3. Added tabs and categories to easily sift through closet
- 4. Can see clothes you borrowed

5. Clothes bigger, status clear





1. Made tags more obvious to remove/add

Made fields more descriptive/toggle option

3. Auto-filled some fields as hint (points / name)



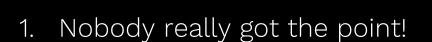
Task 3:

Get recommendations for clothes

(complex)

What didn't work?

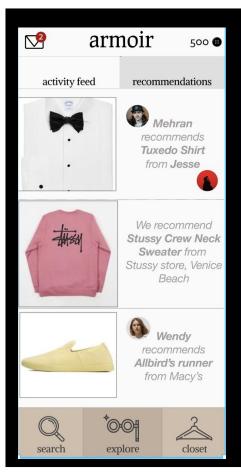


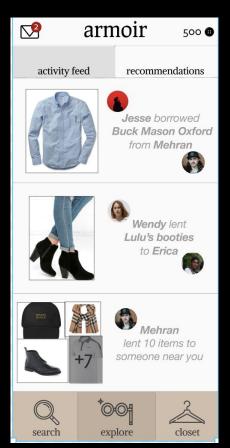




People were confused by the mix of information (friend activity & personal recommendations)

3. Didn't know what they could click, what was for them









Images and text both act as hints





Strategy for redesign:

Use icons WITH text in bottom tab bar

Use color sparingly to highlight, with consistency

Make items BIG to avoid visual clutter

Give users hints: e.g: auto-filling, default settings

Use toggles/tabs to differentiate in sub categories

Consider hierarchy of information: what do they need to see about the item right now?



Prototype making



We used Figma

- + all of us were able to work on it simultaneously
- + Import ios buttons etc
- + Drawing easier
- + Could create groups for common motifs
- takes long to make it look good
- lots of details have to be added to complete it
- rigid in some aspects
- doesn't auto-generate pages (e.g: for all items/all users from a template)





- Auto generation of item pages, user pages for all actors shown
- Some dropdown menus
- Mechanism for generating recommendations from your preferences
- Logistical process of borrowing item/ensuring return
- Mechanism to ensure users actually return items by return date
- Ratings by other users
- All info is hard coded because we don't have users



Bonus:

Other fun screens

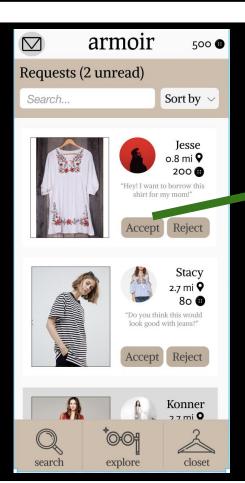


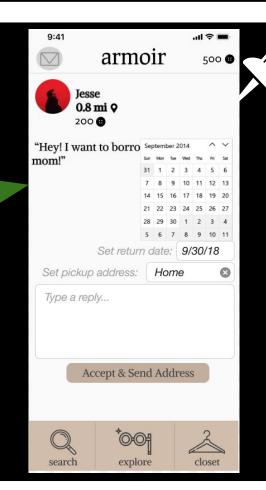
armoir

500 🕀

How to accept requests?

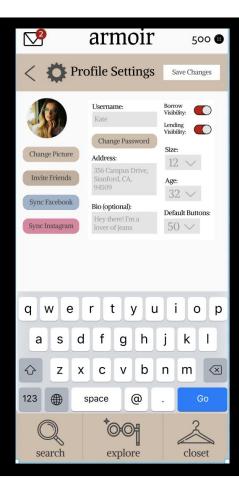
- 1. Go to mailbox
- 2. Click on Accept
- Send address, return date, reply

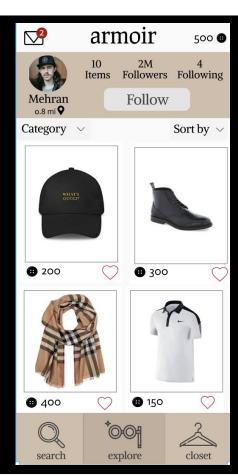




User pages:

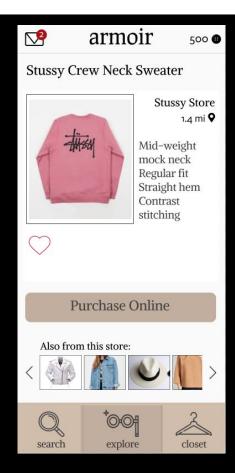
- 1. Homepage (went over in task)
- 2. Settings page
 - a. Can set defaults
 - b. Change information
- Other users' profiles

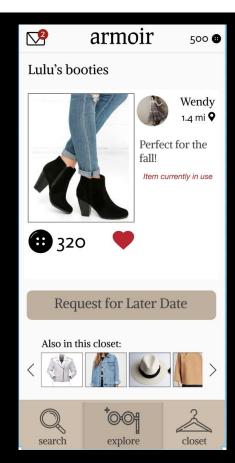




Item pages:

- 1. Item detail (went over in task 1)
- Item detail for BUYING items
- 3. Item detail for BORROWED by others





Thanks!

Any questions?

