

# Design Artifacts and Insights

This presentation will showcase our key design artifacts and insights, covering the human, economic, and technical aspects of our work. We'll dive into the thought-provoking elements that make this design truly impactful.

# Project Overview

We are developing a cutting-edge system to manage and optimize open parking spots. Users can easily find, reserve, and pay for parking using our intuitive app.



## Design Artifacts

#### **User Personas**

Detailed profiles of our target users to guide the design.

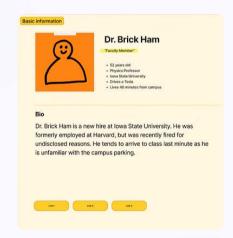
#### User Journeys

Visualizations of the step-bystep user experience.

#### Wireframes

Low-fidelity sketches of the interface layouts and interactions.

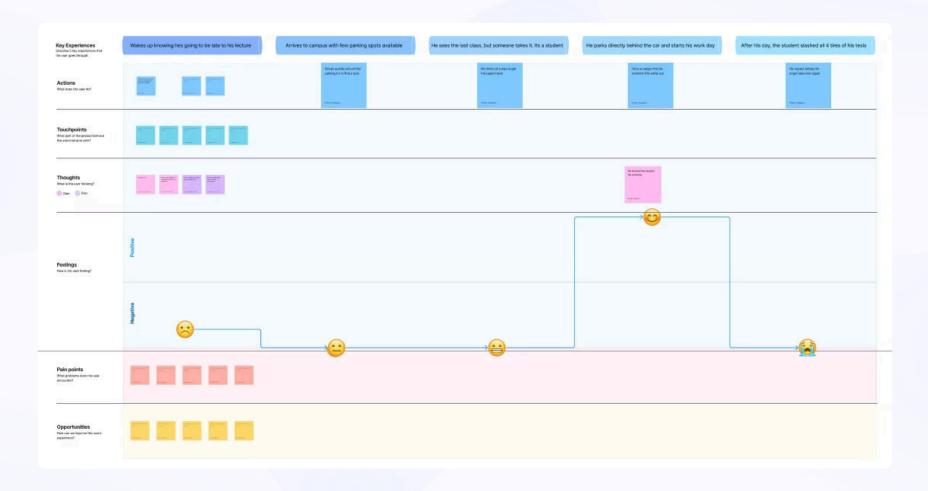
#### User Personas







## User Journeys



# Wireframe



#### Pros and Cons



## Human Aspects

- 1 Stress-Relief

  By creating a reservation system, our users will no longer stress over getting a spot
- Accessibility

  Even without the app, parkers can still easily pay through our system

- 2 Conveniency
  Our app user interface directs our users
  to the spot from their home with a simple
  design
- 4 Overall Experience
  Our process will transform the parking experience

#### **Economic Considerations**



# Improves existing solutions

- Check the availability of a parking lot
- Reserve a parking space from their home.
- Guides the user to reserved spot



#### Drawbacks

- Encourages users to use their phone while driving
- Requires users to have mobile device
- Doesn't prevent invalid parking



# Improving on our drawbacks

- Our app directs the user directly to the spot to minimize phone time
- We will stress the penalties of invalid parking on site and on the application



### Technical Justifications

Hardware

Arduino based detection system that will utilize ultrasonic sensors and speaks with the server and app

Server

3

Leveraging the latest tools and frameworks for efficiency.

Application

An easy to use UI with convenient processes to direct the users to spots and allow them to pay