

AI PARKING PASS KIOSK



OVERVIEW

While in the Advance Interface Design class, I was assigned the task of developing an interface design prototype. This interface prototype consists of choosing a parking pass type, purchasing the pass, and printing the pass. As an extra incentive I decided to also design the exterior of the kiosk.

PROBLEM

While working in the Art Institute of Atlanta supply store, I noticed an ongoing inconvenience of student's process of buying daily parking passes. Students have to find a parking space, enter into the supply store, stand in long lines, try to remember the license plate number, then go back to their car and place the pass in the car, and finally go to class. This process seems very tedious and may make a difference in sells of the passes and the amount of boots that are placed on student's cars.

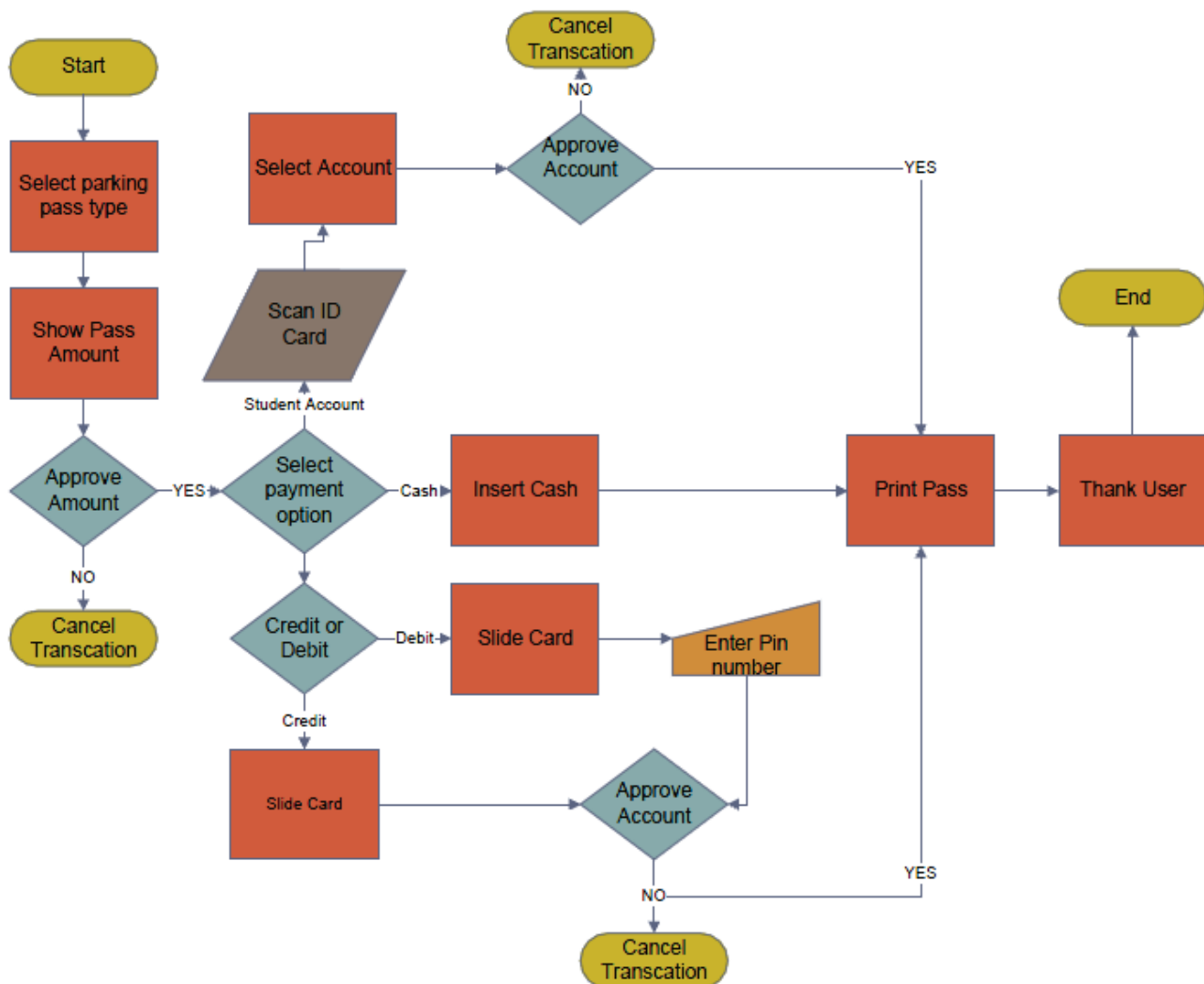
OBJECTIVE & SOLUTION

My solution is to develop a parking pass kiosk interface, giving students the option of buying passes in the parking lot instead of dealing with lines in the AIA supply store. The location of the "phase one kiosk" will be off the walkway that leads to the school entrance on both sides of the school. This site was chosen because it is a central location that can be easily seen from any angle of the parking lot.

INTERFACE FUNCTIONS

The overall functionality of the interface will consist of: buying and printing of pass. The paying options are the same as in the supply store, keeping it consist with the options of credit, cash, and student ID card. Unfortunately, the option of accepting checks will not be allowed because there is no way to verify information at the kiosk, but the student will have the option of going to the AIA supply store to purchase a pass by check.

PROCESS FLOW CHART



DESIGN PROCESS

This design process consist of three different variations of the first three steps of the pass buying process of the original daily parking pass kiosk. Each step's design was evaluated and taken into consideration for the final design.

KIOSK DESIGN



DESIGN CONCEPT # 1

STEP ONE

PROS

Clean and simple

Buttons are easy and legible.

Good color association.

CONS

The red "purchase pass" button presents the feel of cancel rather than purchase.

Daily Parking Pass



STEP TWO

PROS

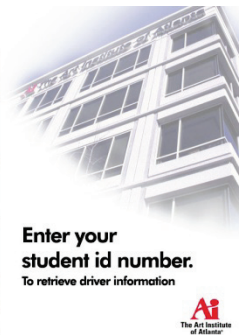
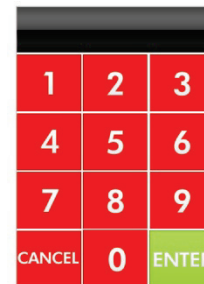
Great use of school branding.

User instructions are clear and straight forward.

CONS

The green "enter" button may be too light for outdoor readability.

The red "number" keys are the same color as the "cancel" button may be confusing to some users.



STEP THREE

PROS

Great use of school branding.

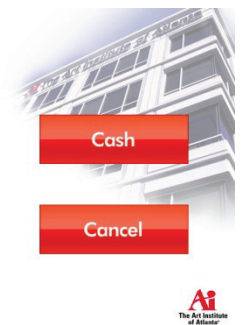
Great use of personalization with the welcome at the top.

CONS

There's no color association between the different payment options.

Cancel is the size and color as the other option. Could be mistaken as a payment option.

Welcome, Jon Doe



DESIGN CONCEPT # 2

STEP ONE

PROS

Buttons are easy to read.

Good color association.

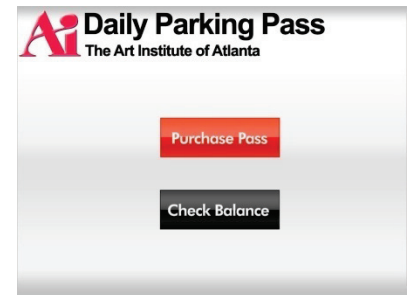
Aesthetically pleasing.

CONS

Buttons are close together.

Leave a lot of negative space.

Use of red button for purchase maybe misleading. User could mistake it for cancel at first glance.



STEP TWO

PROS

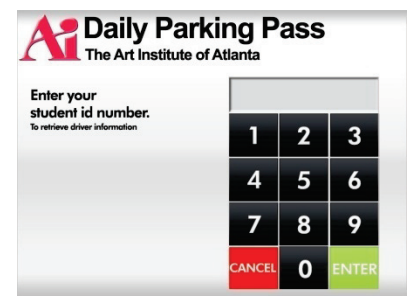
User instructions are clear and straight forward.

Buttons are differentiated.

Number display window lighter background is clean and easy to read.

CONS

Enter button is still too light for outdoor use.



STEP THREE

PROS

Incorporated color association with each payment option.

Isolated cancel button.

CONS

Cancel button is too big.



DESIGN CONCEPT # 3

STEP ONE

PROS

Great use of school branding.

No color associations.

CONS

Opacity makes buttons hard to read.

Unsure if the buttons are clickable.



STEP TWO

PROS

Great use of school branding.

User instructions are clear and straight forward.

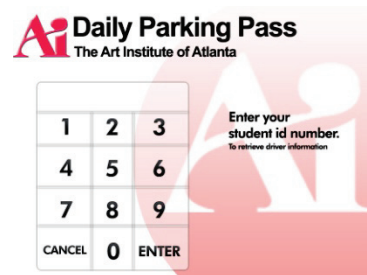
CONS

No color associations.

Opacity makes buttons hard to read.

Buttons are uneven.

No separation between keypad and display screen.



STEP THREE

PROS

Incorporated color association with each payment option.

Great use of school branding.

CONS

Cancel button is no longer isolated from the payment options.

The opacity of the buttons may be hard to read outdoors.

There are no user directions.



FINAL DESIGN CONCEPT



- Easy to read user directions on every screen.
- Great use of school branding.
- Change purchase pass color to a more purchase friendly color scheme.
- Keypad buttons are differentiated.
- Number display window lighter background is clean and easy to read.
- Enter button is easier to read in outdoor lighting.
- Kept color association with payment options but raised opacity.
- Isolated the canceled button from payment option. Also reduced sized.

ENHANCEMENT

To further enhance the purchasing parking pass experience I changed the parking pass selection types to one day, seven day, and thirty day passes. This offers reassurance to the user of knowing when their pass expires. This methodology may increase the schools parking pass revenue by allow a variety selection with less strict limitations of when the passes expire. I also change the kiosk to a general parking pass kiosk instead of just strictly focusing on daily passes.

TECHNOLOGY USED

ActionScript 2.0 Flash, XHTML, CSS, Illustrator, and Photoshop

TYPOGRAPHY

Futura Md BT

Arial

INTERFACE DESIGN: WELCOME SCREEN



WELCOME!
Touch anywhere on the screen.

Parking Pass Kiosk

The Art Institute of Atlanta



**Scan student ID card
into the slot below.**

Account information recieved

See Accounts