Laundr

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Overall Problem

- Linda lives in an apartment complex.....
 - Laundry schedule depends on other people
 - Constant checking
 - Timing
 - Forgetfulness



Solution

- Laundr!
 - Smart laundry system
- Task 1: Knowing when to do your laundry
- Task 2: Knowing when your laundry is done

Initial Paper Prototype

- Smart laundry ball
 - Notification and tracking device
- Basket sensor
- Mobile app



Task 1: Knowing when to do laundry

1) Basket sensor senses volume of dirty laundry



2) When limit exceeds, sensor3) Ball lights up to notifysends a signal to the balluser





Task 2: Knowing when your laundry is done

1) User throws laundry ball into the washer or



2) User receives status update via the app



Testing Process

- 3 participants living in dorms and apartment complexes
- Pretend they are doing laundry
- Asked to complete tasks with minimal instructions
 - Check laundry status
 - Check machine availability
 - Create a schedule

Testing Results

- Navigation inconsistency
- Unnecessary extra features (e.g. camera button)
- Basket sensor not as important

Dashboard	
Current Basket Status	
Next wash in Ø Ø Ø Ø Days	
Last wash on	
JAN/01/1999	
	<u>-</u>
Available Wow	
10 Washery	
5 Dryen	
(P	

Refinements: App UI

- Navigation bar
- Remove extra features and only focused on our primary task
- Notification scheduler



Refinements: Sensor

- Basket sensor → machine sensor
- Tracks machine availability to determine when you should do your laundry





Before

After

Final Paper Prototype

- Task 1: Knowing when to do laundry
 - Machine availability
 - Scheduler
- Task 2: Knowing when your laundry is done
 - App notifications



Digital Mockup



App (notifies and display statuses)

Task 1: Knowing when to do laundry

Option 1: Right now!





Option 2: Schedule a notification





Task 2: Knowing when your laundry is done

Option 1: Check status in the app

ul ĉ	9:41 AM	≵ 100% 💼
Home		
Laundry S Red Ball: W	itatus asher 1	
23 minutes rema	ining e when complete	
Available	Now	
3 washers 1 dryer		





Lessons Learned

- Importance of an Iterative Design Process.
- User Research, selecting the right participants and right approach.
- Revising the scope of the project.
- How Usability Tests help us design user-centered products.