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THE PROBLEM

- Consumes Time
- Costs Money
- Cannot Predict
- Creates Traffic



DESIGN RESEARCH | INTERVIEWS

- General Strategy for Finding Parking
- Factors Prioritized During Search
- Worst Parking Experience



SIMPARK

SIX TASKS



DESIGN SKETCHES

Displays Related Preferences to People based on Location



Displays Relevant Parking Prices based on Selected Neighborhood



Shows Reviews



Shows Photos to Gain Familiarity and to Increase Safety



Lays Out the Best Time to Spot a Parking



VOICE INTERACTION

Interacts Verbally with Car to Find Parking



There is a lit parking 500ft away with \$ 50/hr.

VOICE INTERACTION

Personalizes based on Parking Preferences



I want cheaper parking

VOICE INTERACTION

Personalizes based on Parking Preferences

There is a cheaper parking 2 miles away with \$5/hr That's too far. That's all the options available here at 5 p.m.

Interacts with Parking Device



Alerts Parking Lot Manager Instantaneously



Finds Parked Car



Pays on Exit



STORYBOARD

Storyboard 1

Task 1: Finds Parking Filtered by Price, Distance, Safety



Storyboard 2

Task 5: Manages Parking with Report and Shared Data



Storyboard 2

Task 5: Manages Parking with Report and Shared Data



SUMMARY

- Drivers Want an Efficient Method to Parking
- Availability of a Location should be Clear
- Design should be General for All Drivers and Parking Spots

THANK YOU SIMPARK

