

UI Design for Touch Screen Equipment Booking Software

Step 1: Basic Task Analysis

Booking equipment

1. Receive phone call or visitor to concierge desk asking to book a piece of equipment.
2. Open booking application.
3. Open a new booking.
4. Select type of equipment from list.
5. Select a date and time slot for booking.
6. Allow system to check availability of equipment on calendar and schedule.
7. System returns feedback of equipment availability providing alternative timeslots if not available during nominated timeslot.
8. If equipment available, continue with booking process.
9. Select equipment from list of available items.
10. Enter person's name.
11. Enter person's phone number.
12. Enter person's ID. (?)
13. Save entry.
14. Close application.
15. If equipment not available, cancel booking process and close application or go back to step 4.

Reviewing bookings

1. Receive phone call or visitor to concierge desk asking to check a booking.
2. Open booking application.
3. Open search function.
4. Enter customer's name in search box.
5. Review search results.
6. Change booking if required. Or

7. Close application.

OR

1. Receive phone call or visitor to concierge desk asking to check a booking or availability of equipment.
2. Open booking application.
3. Select piece/type of equipment from list.
4. Select a date and time slot for booking.
5. Allow system to check availability/bookings of equipment on calendar and schedule.
6. Change booking if required. And/Or
7. Close Application.

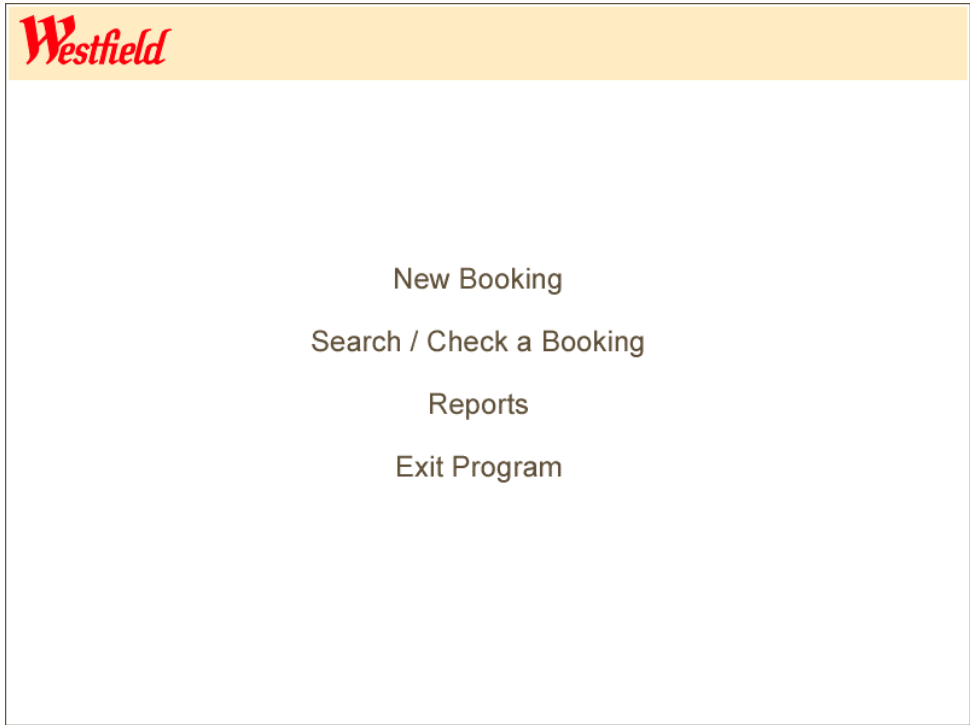
System should also be enabled to produce reporting which would chart usage rates of equipment for monitoring purposes. This reporting could also help to determine whether equipment numbers are enough for customer demand levels.

Step 2: Basic Elements of the Booking System Screen(s)

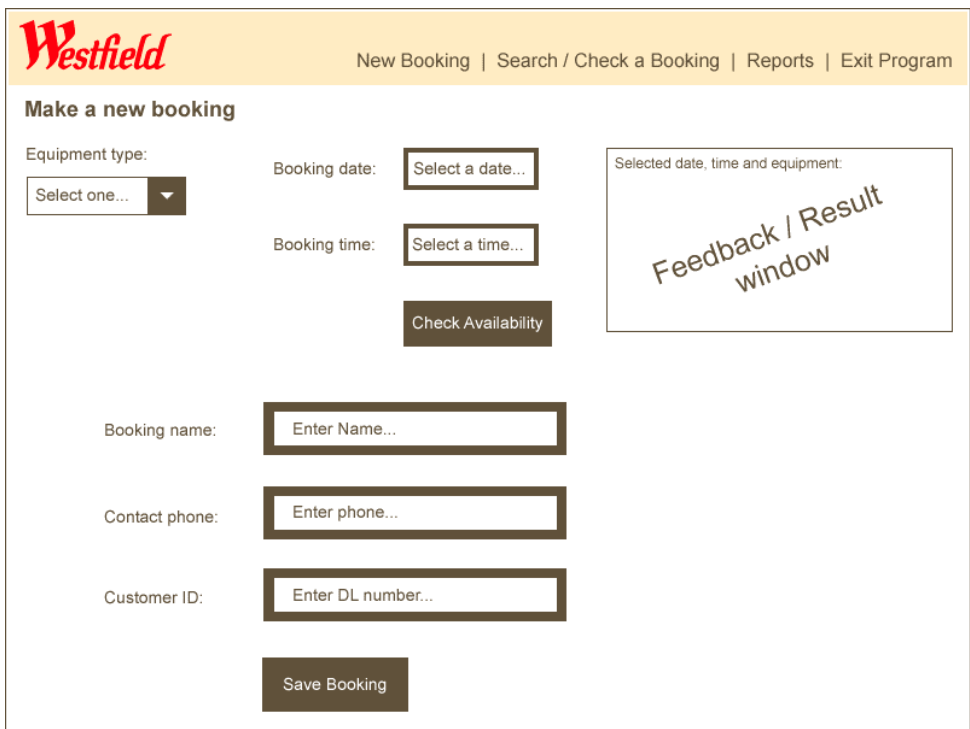
1. New Booking button.
2. Equipment type selection list, dropdown.
3. Calendar and hourly schedule selection functions.
4. Onscreen keyboard for entering in specific data like names and phone numbers.
5. Search function.
6. Feedback windows/boxes.
7. Save button.
8. Exit program button.

Step 3: Wireframe Design and Rationale

Using the task analysis and basic list of content elements I began to put together a wireframe of the UI for this system. Following are a few preliminary wireframes of some of the screens that would be used in this system.



Screen 1: When the user enters the program they get to choose a direction to take.



Screen 2: The heavily lined boxes signify text boxes that activate functionality when touched such as a popup calendar and schedule in the top two boxes and onscreen qwerty and number keypads for the bottom 3 boxes.

Screen 3: Use the dropdown menu to choose a type of equipment to book.

Screen 4: Then touch the “Select a date...” and “Select a time...” boxes to call up the calendar and schedule functions. Touching “Check Availability” sends the query to the database. Results appear in the “Feedback / Result window”. Alternative results are offered if time is not available, ie. other time slots available on the same day. Selection of a time slot and ok activates the next 3 boxes.

Screen 5: Use the popup qwerty keypad to enter the customer's name.

Screen 6: Use the popup number pad to enter in the contact phone number and ID number. Then click "Save Booking".

Booking Saved!

New Booking

Search / Check a Booking

Reports

Exit Program

Screen 7: Booking has been saved and the system is available for other tasks. This feedback and availability of function is important for user's understanding of the software.