

Name(s)

Activity 5: Design Sketches

The purpose of this activity is to practice creating UI sketches based on the results of user and task analysis. Last week, we analyzed how people use the STAMP and identified “too far” as the biggest usability problem for people who need to go to do chores. Suppose our solution is a **website** to outsource chores to others. For example, some people may be going to the STAMP to deliver letters anyway and maybe won’t mind delivering my letters as well for some small compensation. Also, suppose user and task analysis tells us the following:



Users:

- **Providers:** People who go to the STAMP and do chores for others for a profit.
- **Requesters:** People want to pay others to go to the STAMP to do their chores.

Tasks:

- **Requester:** Get a chores done (send letters, buy books, withdrawal money)
 - [] Create a chore (type, destination, compensation ... etc)
 - [] Schedule a pickup/delivery (location, time ...etc)
- **Provider:** Do a chore for others
 - [] Browse all chores
 - [] View and accept a chore

1. Explore the Design Space

Select one task from the four tasks above. Write down your choice of UI widget and location.

Instructions given by the website to the users:
Data presented by the website to the users:
Data provided by the users to the website:
Instructions issued by the users to the website:
Feedback given by the website to the users:

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2. Create Design Sketches

Create a design sketch for each task for both user groups. Choose one task for each user class.

Requester: [] Create a chore, or [] Schedule a pickup or delivery

Provider: [] Browse all chores, or [] View and accept a chore