# Sub Shop Interface

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# Brief Description of Interface

-Touchscreen interface for ordering at a sub shop

-Placed on multiple kiosks

-Select and remove ingredients from sandwich



IBM AnyPlace Kicek 19\*

### Goals of the Interface

-Reduce errors in ordering

-Benefit deaf individuals and people with accents

-Improve throughput of orders

### **HCI Considerations**

-Memorability: Relies on recognition over recall

-Learnability: Simple design allows for easy learning curve

-Effectiveness: Users get a better visual impression of order

-Error handling: Easy to recover from mistakes

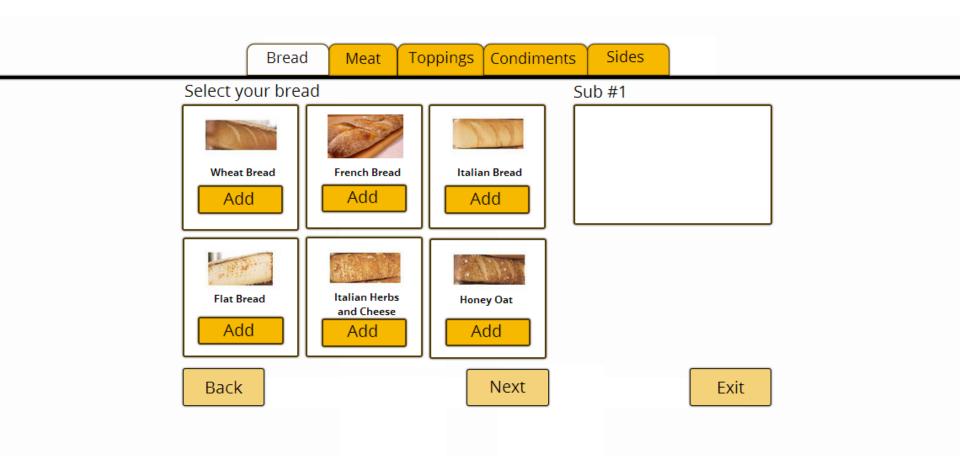
### WELCOME TO SIGNATURE SUBS

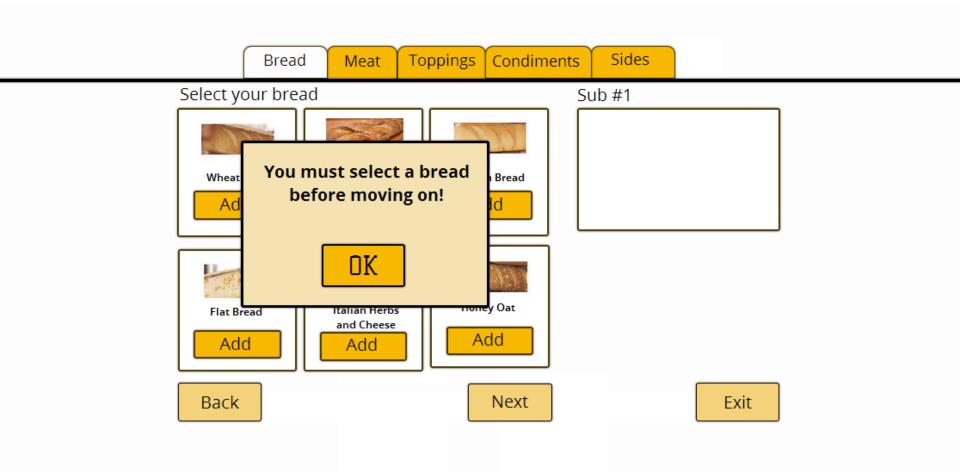


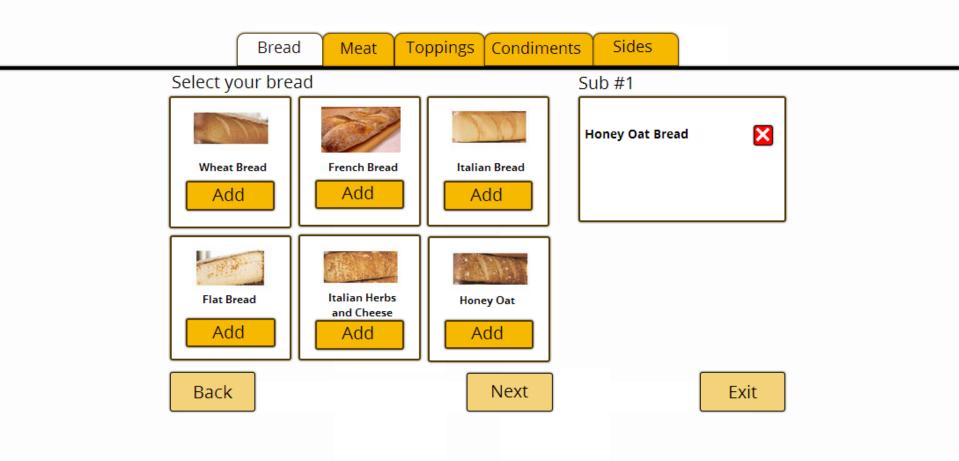
Create-A-Sub

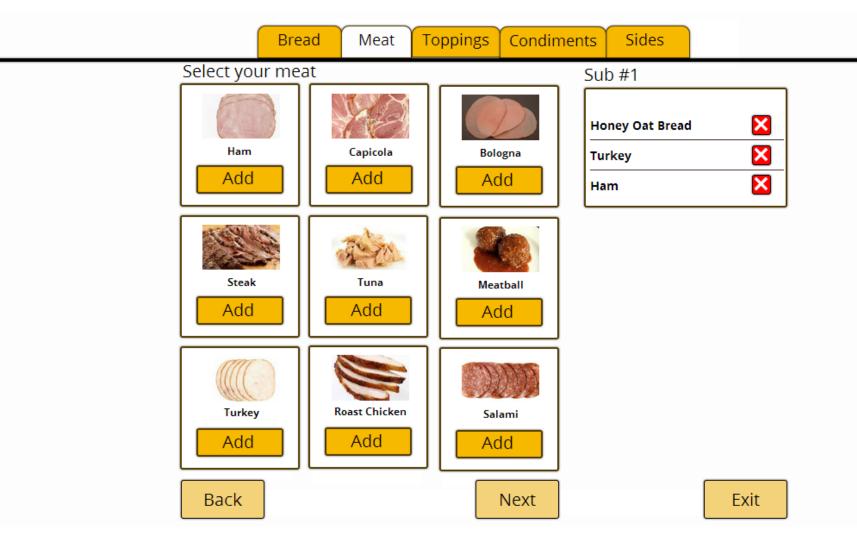
select your bread, toppings and condiments Popular Subs

choose from popular subs with pre-selected ingredients









Toppings Condiments Sides Bread Meat

#### Select your toppings



Add















Sub #1

Honey Oat Bread	×
Turkey	×
Ham	×
Lettuce	×
Tomatoes	×
Onions	×











Back



Cucumbers Add





Next

Toppings Bread Condiments Sides Meat

#### Select your toppings



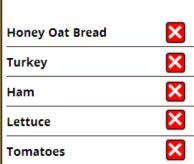
Add

















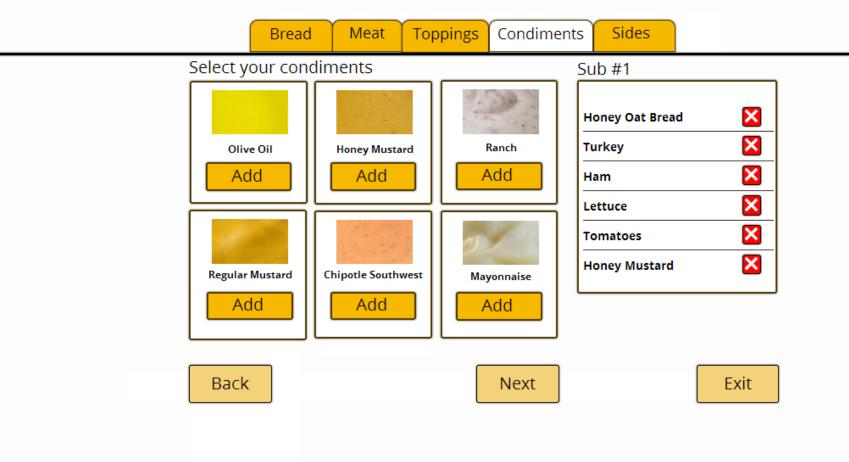


Back





Next



Toppings Condiments Sides Bread Meat

#### Select your sides

















Sub #1

Honey Oat Bread	×
Turkey	×
Ham	×
Lettuce	×
Tomatoes	×
Honey Mustard	×
Lays Classic	×



Back

Add



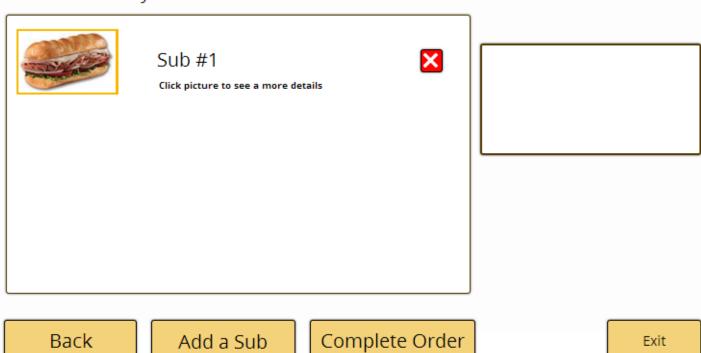
Add



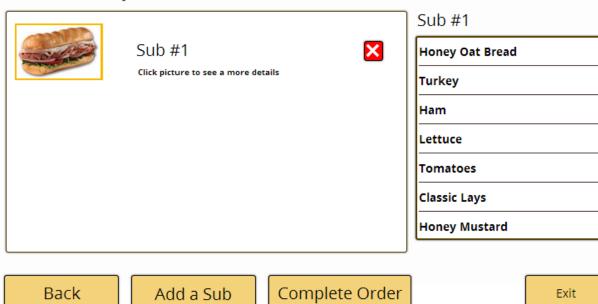
Next



#### Order Summary



#### Order Summary



### WELCOME TO SIGNATURE SUBS



How would you like to create your next sub?

Create-A-Sub

select your bread, toppings and condiments Popular Subs

choose from popular subs with pre-selected Ingredients









Back

Next

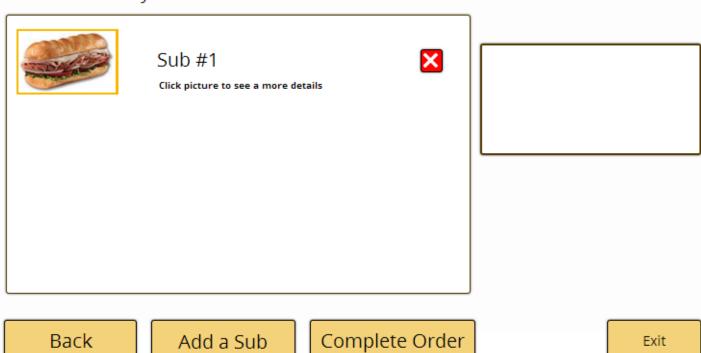
#### Order Summary



Back Add a Sub

Complete Order

#### Order Summary



#### SIGNATURE SUBS

Your order number is 12345. Please take your ticket below.

Please come pick up your order when your number is called. Enjoy!

### **Pre-Test**

-Use of Likert scale, differential semantics, etc.

-Gathered demographic information, comfortability with touchscreens, etc.

-Helped to interpret the results obtained from testing

### **Pre-Test**

-How old are you?

-What is your gender?

-Do you prefer touchscreen interfaces to physical buttons?

-Rate your people skills

### **Post-Test**

-Gain information about the user's experience

-Check whether their pre-test opinions changed

### **Post-Test**

-Rate your experience with the system from 1-10

-Were you ever confused during the process?

-Did it take too long?

-Suggest any improvements

## **Suggested Improvements**

-'Back' button added

-Sub details added at order summary page

-Bread option error recovery

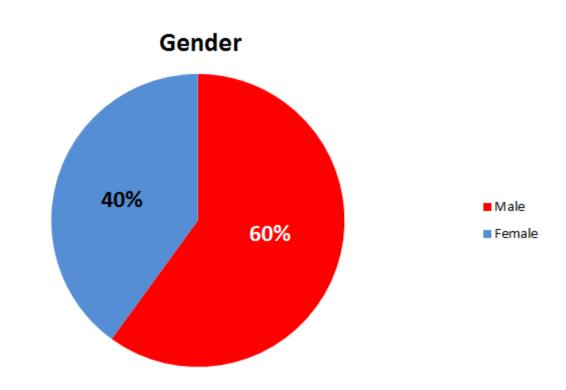
# **Population**

-5 participants

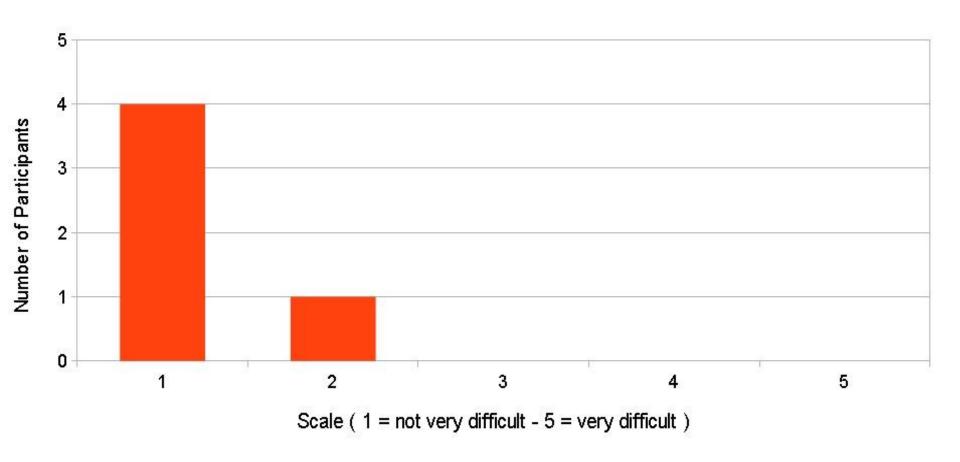
-Randomly selected

-4 between ages 18-24, 1 in 40+ range

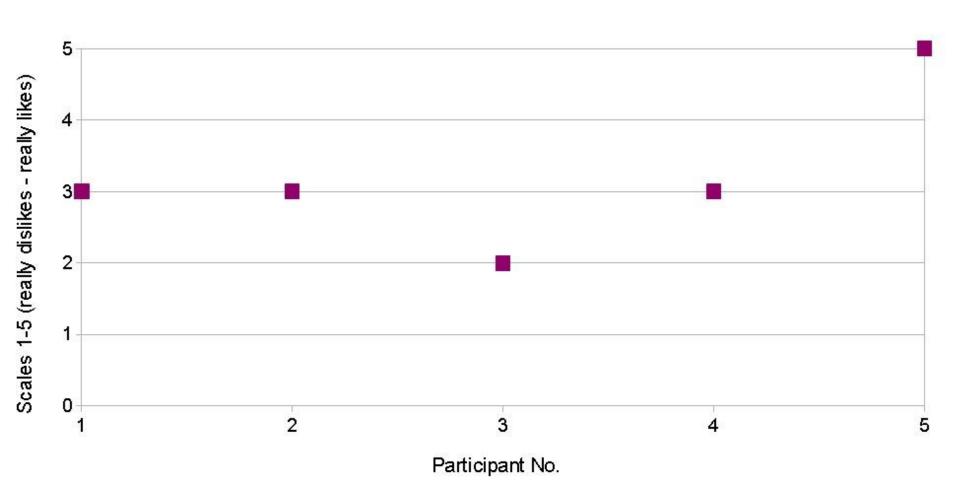
# Population

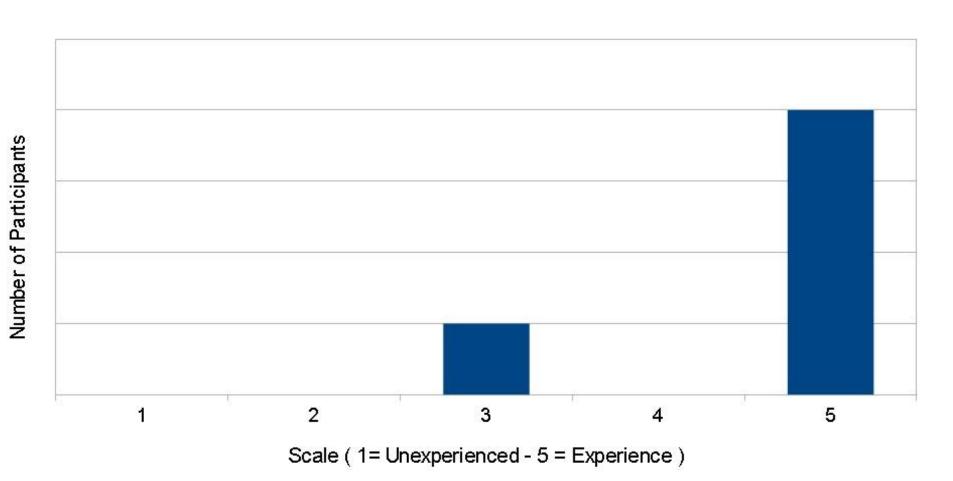


#### Were the Pictures Difficult to Understand

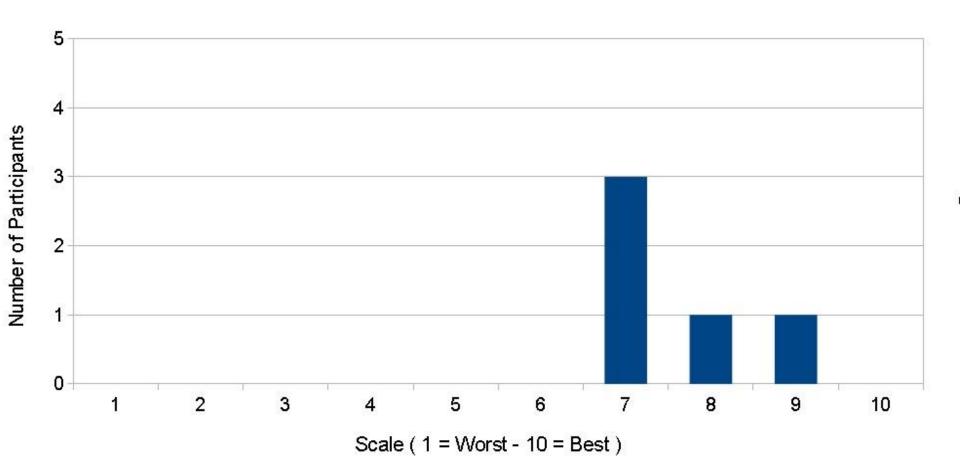


### **Ordering from Fast food Places**

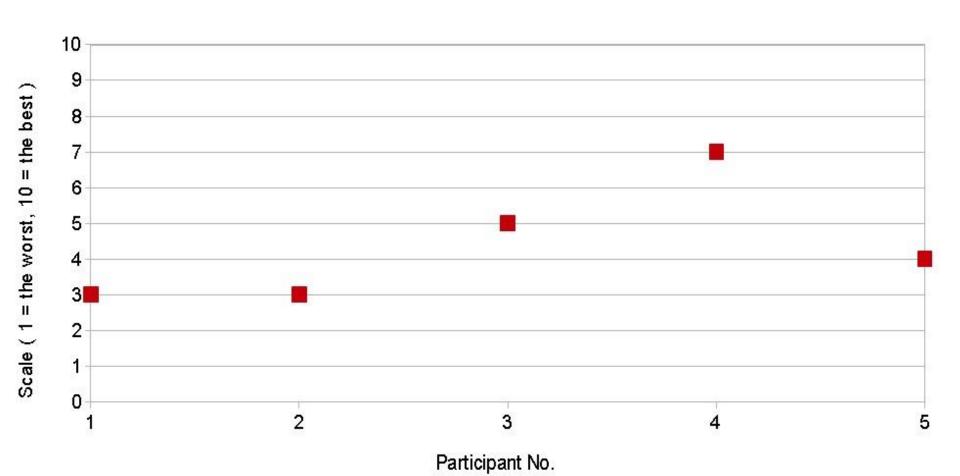




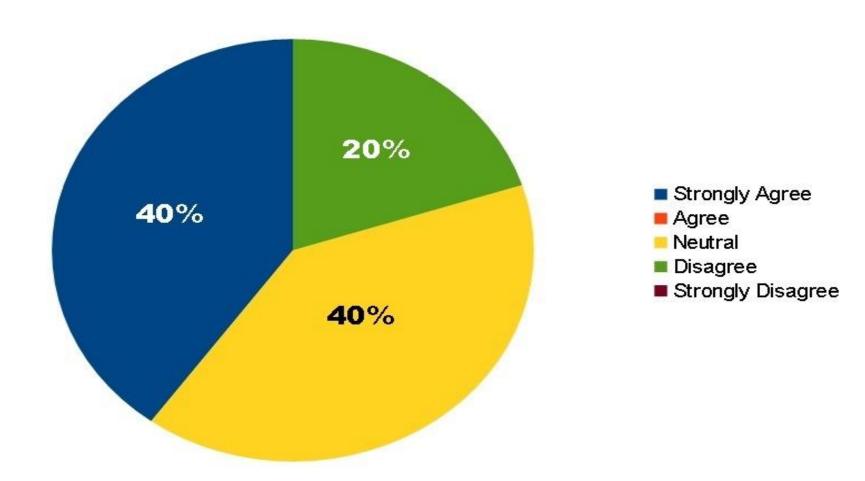
### Rate Experience with Sub Interface



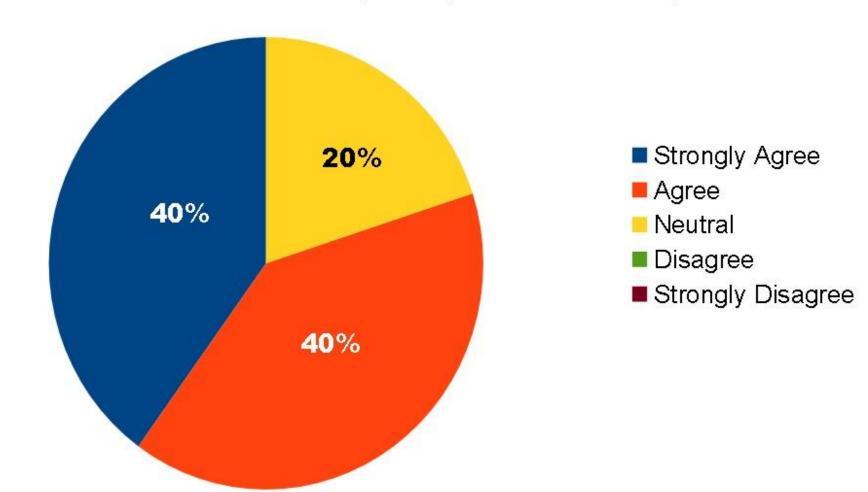
### Rate your People Skills



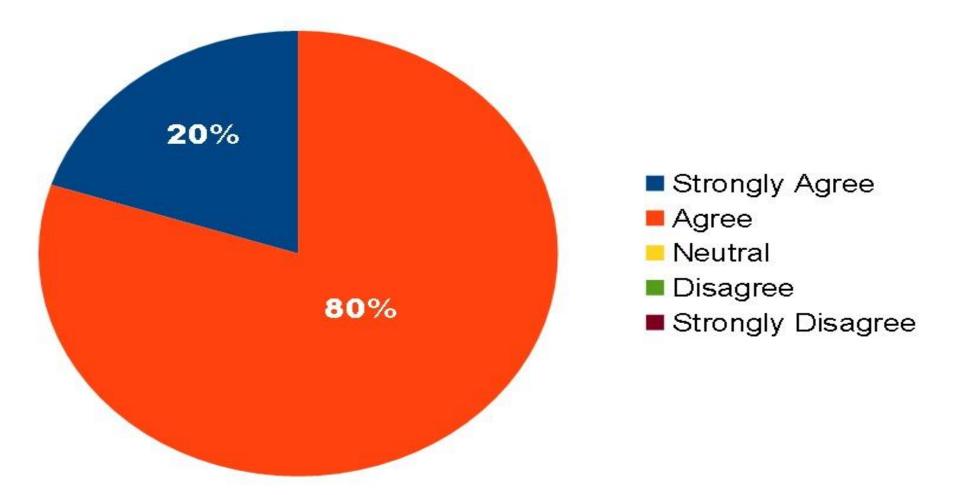
#### Prefer TouchScreen



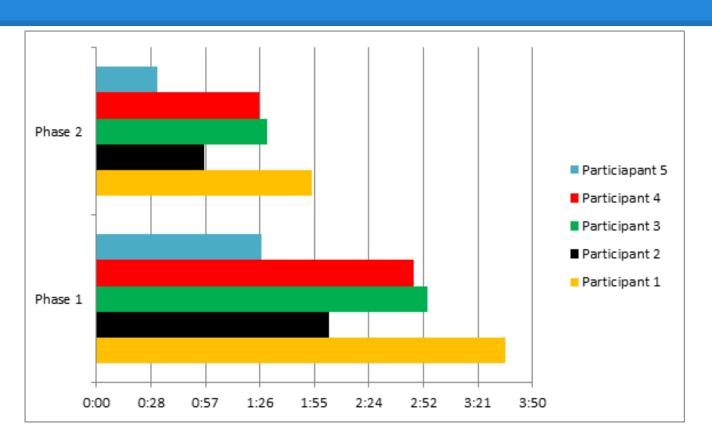
#### Would TouchScreen Speed Up Process Ordering



#### TouchScreen Interface Speed Up the Process of Ordering



### Results



### Conclusion

-Makes the ordering process more productive

-Users generally satisfied with interface

-Minimal, functional design follows principles taught throughout course