

Exploratory Design Project

Gas Services Wayfinding

Problem Statement

Deciding when & where to get gasoline without sacrificing unnecessary time driving off-route is difficult for individuals driving long distances, particularly in unfamiliar places. This friction is exacerbated by poor road signage that does not cater to individual needs such as seeking restroom services, cost-efficiency or brand familiarity.

Research & Ideation Overview

PERSONAS REPRESENTED

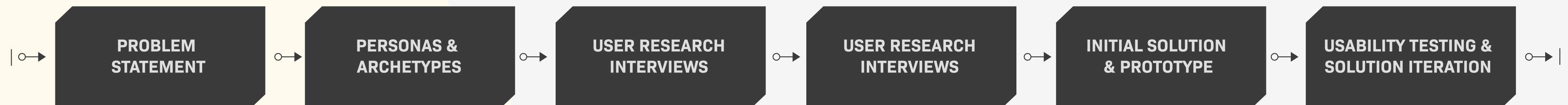
1. Individuals using rental cars
2. Individuals driving to a destination at least 200 miles from their origin location

USER RESEARCH INTERVIEWS

- 8-20 minute recorded interviews with exploratory research protocol tailored to the project
- 6 individuals who semi-regularly use rental cars or drive over 200 miles to a single destination

USABILITY TESTING & SOLUTION ITERATION

- In-person interviews of 10-20 minutes with 3 individuals who semi-regularly drive over 200 miles to a single destination
- Task-focused, guided usability protocol tailored to assessing the usability of the project's major appendages
- User Goal: "I want to add a car and change my preferences for route planning."
- Major Beats: 1. Add a new vehicle, 2. Set a priority, 3. Add a Food & Drink preference, and 4. Add a payment method



Solution Overview

GAS SERVICES WAYFINDING PROTOTYPE

- Route planning that accounts for a specific vehicle's driving range and automatically provides turn-by-turn directions routed through efficiently-located gas stations / rest stops.
- Preferences cover: User priorities, operating hours, available amenities, brand preferences, and payment methods.
- Targets users seeking time efficiency, cost efficiency, familiarity, and/or decision-making aid
- Mobile-based appendage to pre-existing Google Maps wayfinding services

KEY WORDS TARGETED

Easy

Efficient

Cost

Close (Distance)

Quick

Familiarity

Wing It

VALUE PROPOSITION

- Decrease frustration with "winging it" when deciding where & when to stop for gas services
- Eliminate decision-making stress surrounding brand recognition, cost, distance, etc.
- Increase overall user satisfaction and engagement with the product by providing a more comprehensive experience
- Increase accuracy of ETA by accounting for periodic breaks during extended drives
- "Set and Forget" user experience that requires minimal time investment with unlimited ROI

MOST COMMON APPS USED

- Google Maps
- Apple Maps
- Waze

DECIDING FACTORS: WHEN

- Less Than 1/2 Tank
- Less Than 1/4 Tank

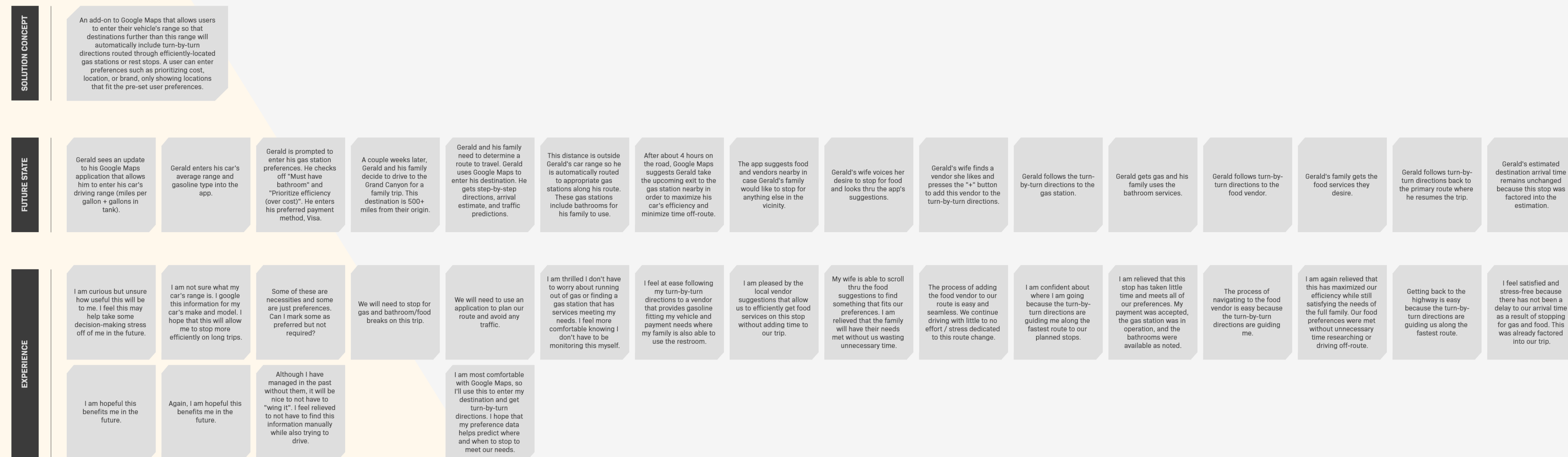
DECIDING FACTORS: WHERE

- Familiarity With Brand
- Efficiency (Least Time Off-Route)
- Nearby Food and Bathrooms
- Relative Cost
- Visibility (ex. Exit Signage)
- Payment Methods Accepted

Future-State User Journey

Solution Concept: Gas Services Wayfinding

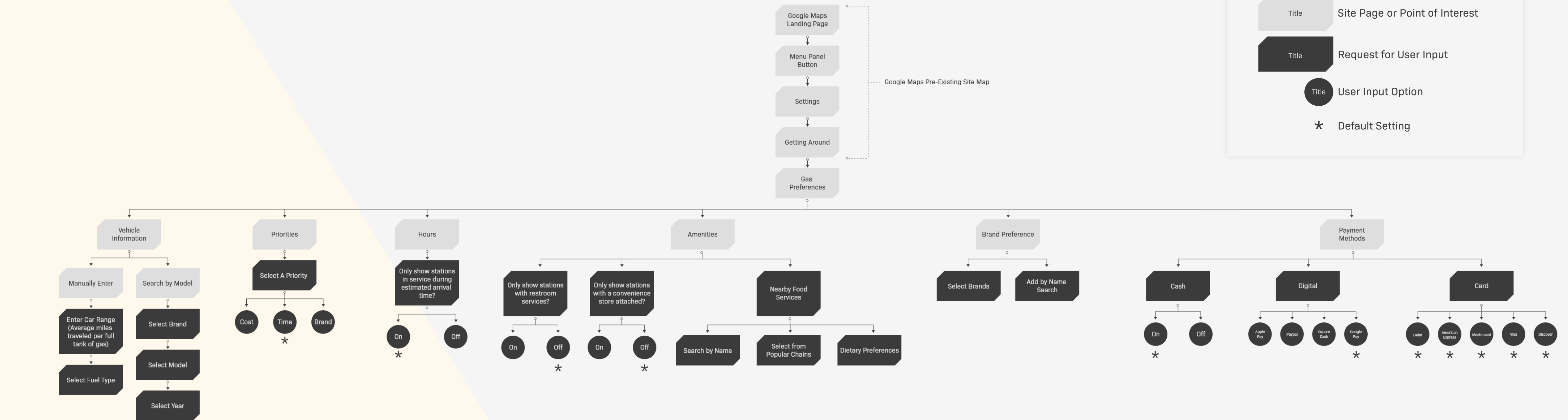
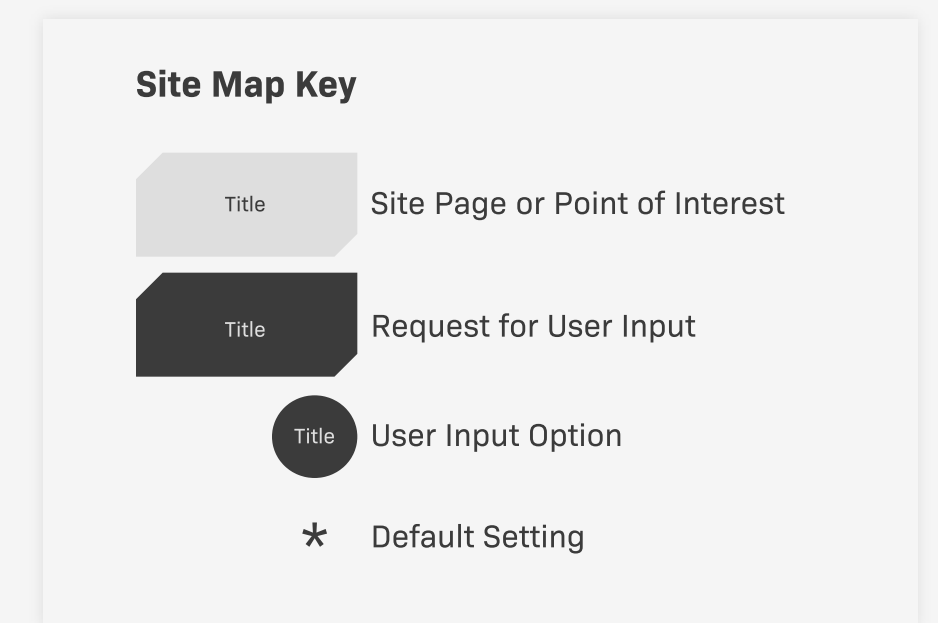
Google Maps add-on that provides route planning which accounts for a vehicle's driving range and automatically provides turn-by-turn directions routed through efficiently-located gas stations or rest stops. A user can enter preferences related to cost, location, or brand such that only locations fitting the pre-set user preferences are suggested.



Solution Sitemap

Solution Concept: Gas Services Wayfinding

Google Maps add-on that provides route planning which accounts for a vehicle's driving range and automatically provides turn-by-turn directions routed through efficiently-located gas stations or rest stops. A user can enter preferences related to cost, location, or brand such that only locations fitting the pre-set user preferences are suggested.

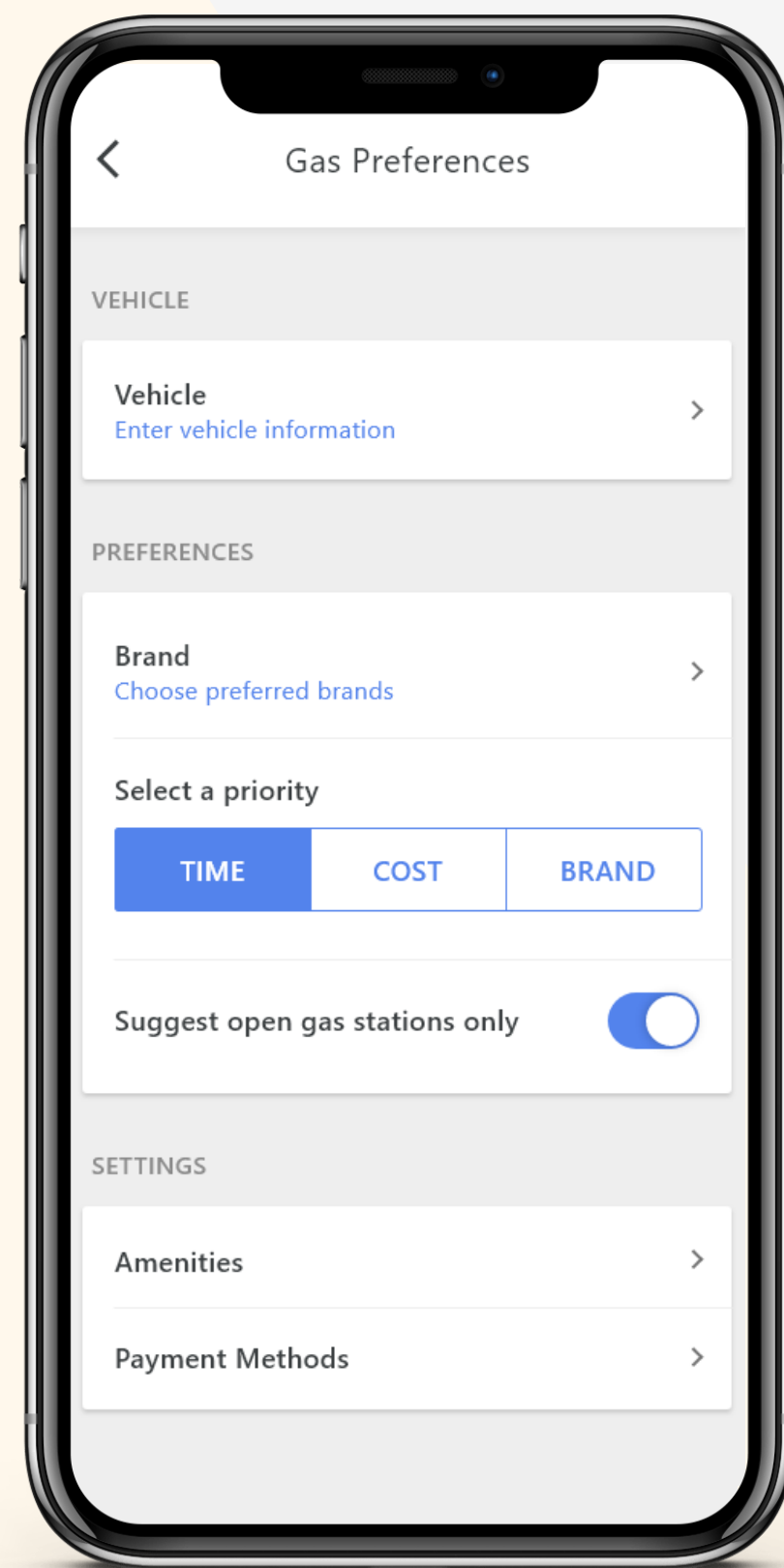


Key Prototype Screens

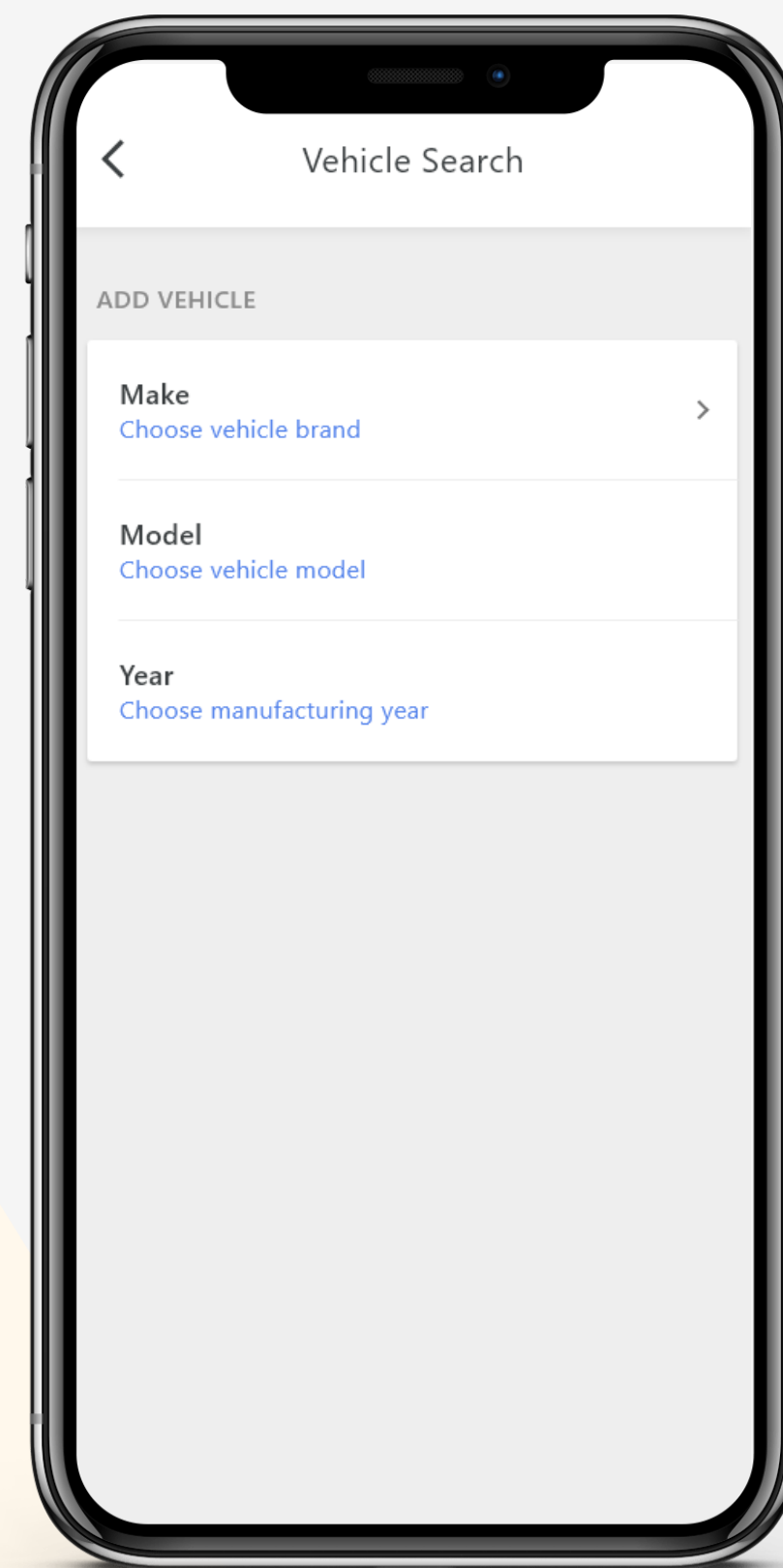
Solution Concept: Gas Services Wayfinding

* - Feature Changed Due to User Testing

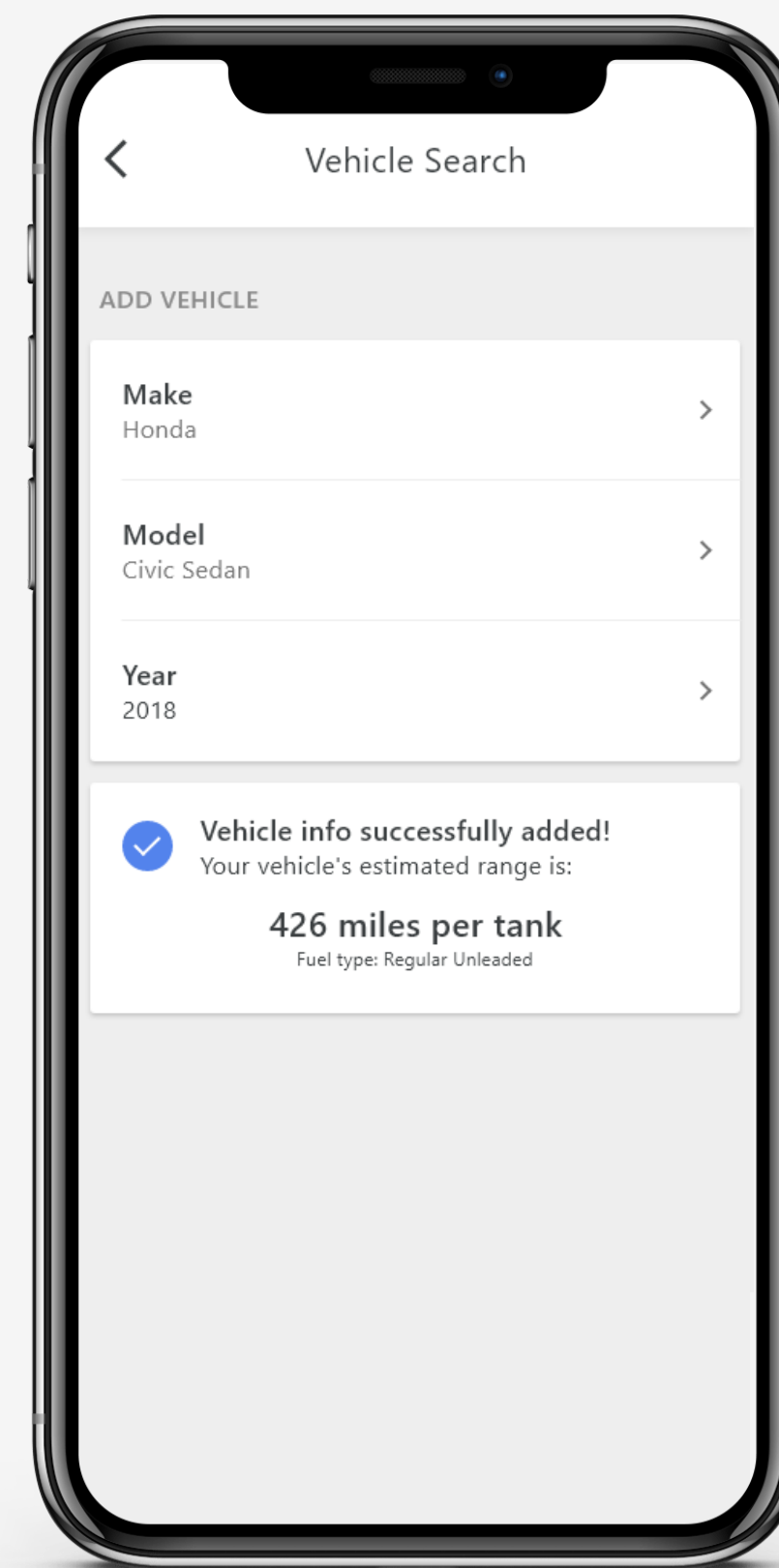
One primary component of these screens changed due to user testing. Originally, the application featured a "Save" button with successful save feedback. This breaks general iOS interaction standards wherein any input is expected to be automatically saved, rather than requiring an additional button press. Therefore, the "Save" button has been eliminated to limit confusion and regain parity with the rest of the Google Maps iOS app.



I. LANDING

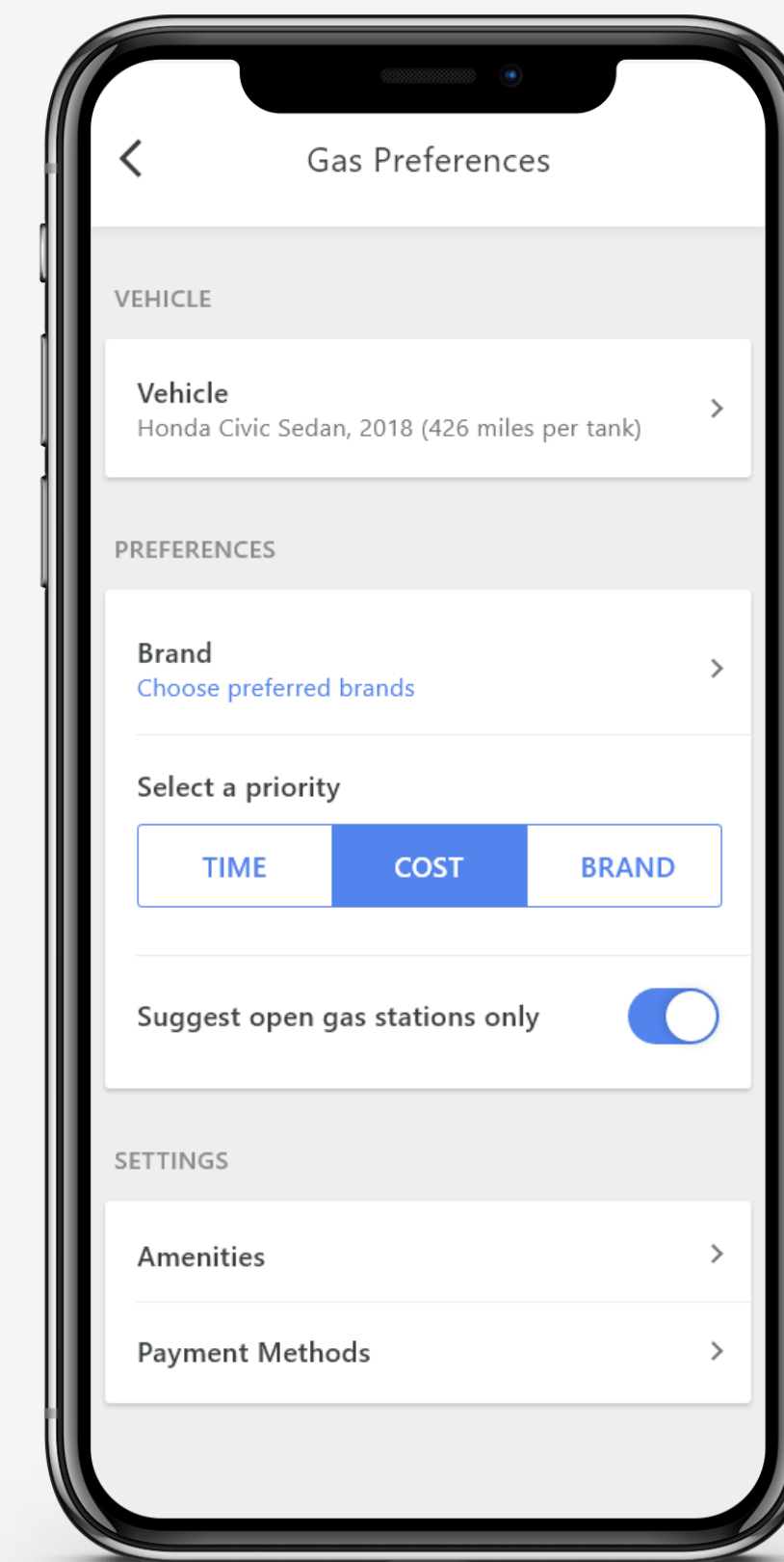


II. ADD A VEHICLE



III. VEHICLE ADDED

*



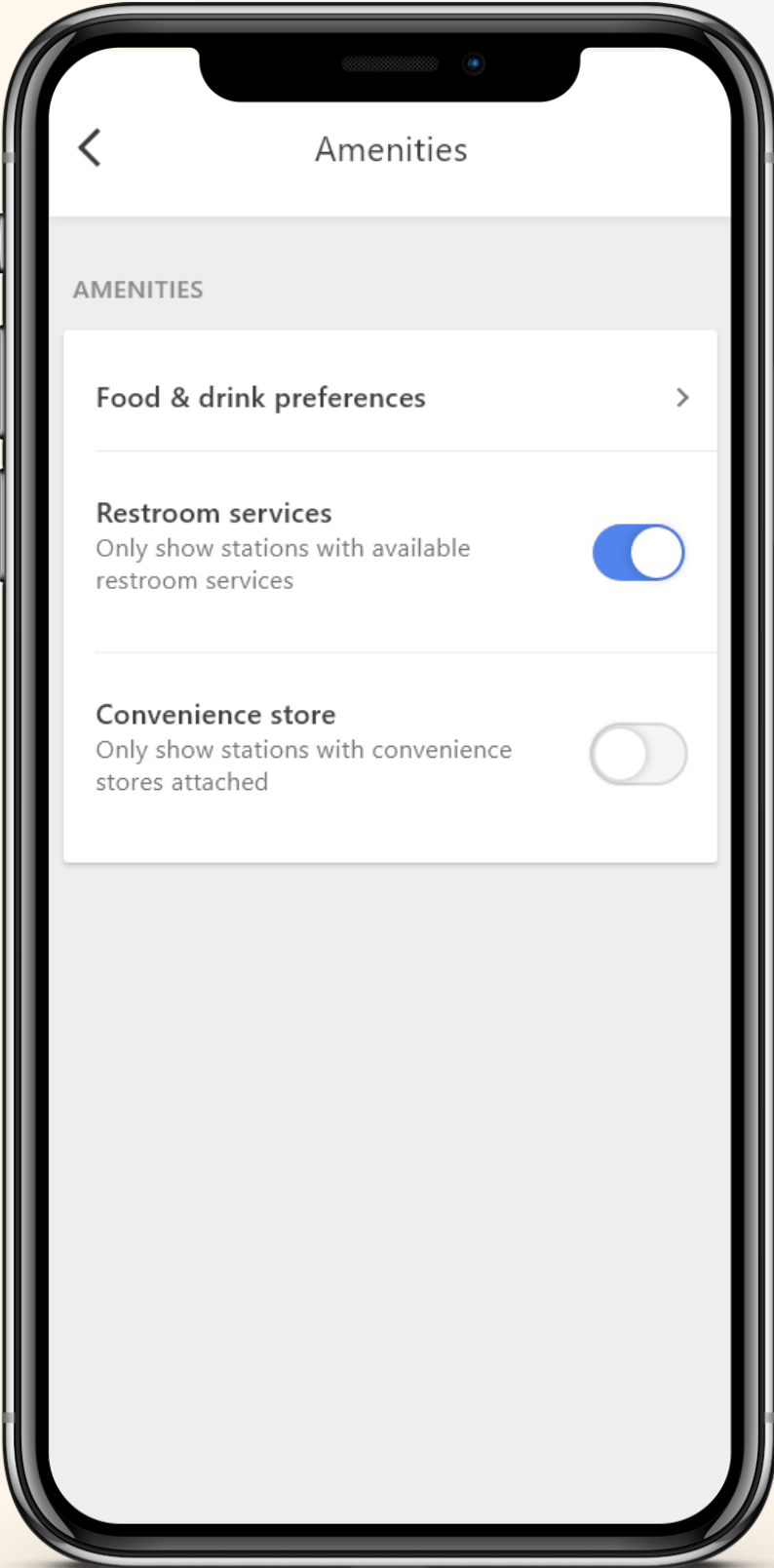
IV. CHANGE PRIORITY

Key Prototype Screens

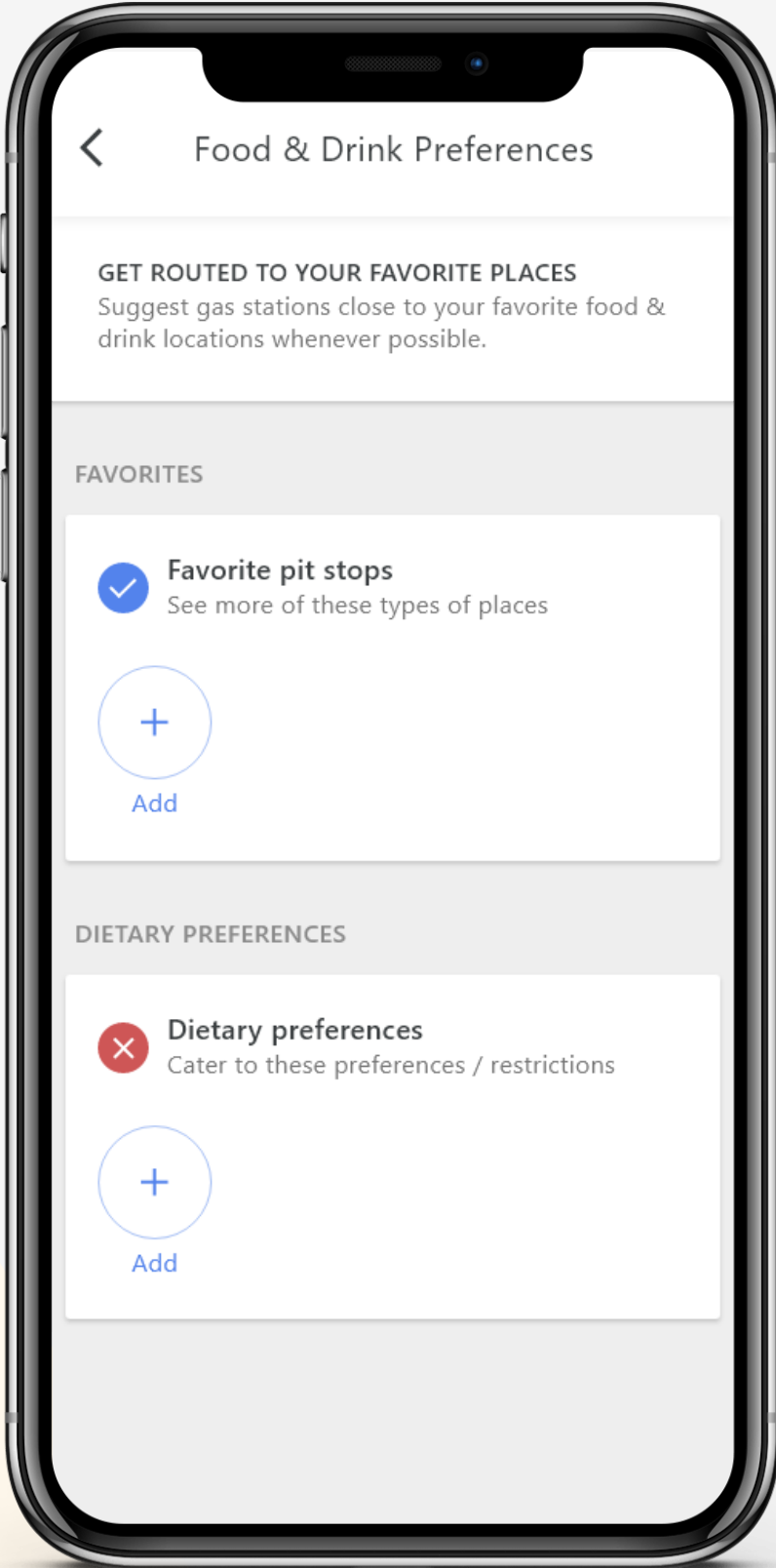
Solution Concept: Gas Services Wayfinding

* - Feature Changed Due to User Testing

Two components of these screens changed due to user testing. First, The Food & Drink Preferences is re-homed under the general Food & Drink Preferences. By combining these, rather than having separate preferences, the need for users to perform duplicate work and the potential for confusion are both eliminated. Second, the food options buttons originally looked deselected. By adding temporary icons and saturated treatments, these clickable buttons have been given a more vibrant look that implies intractability.

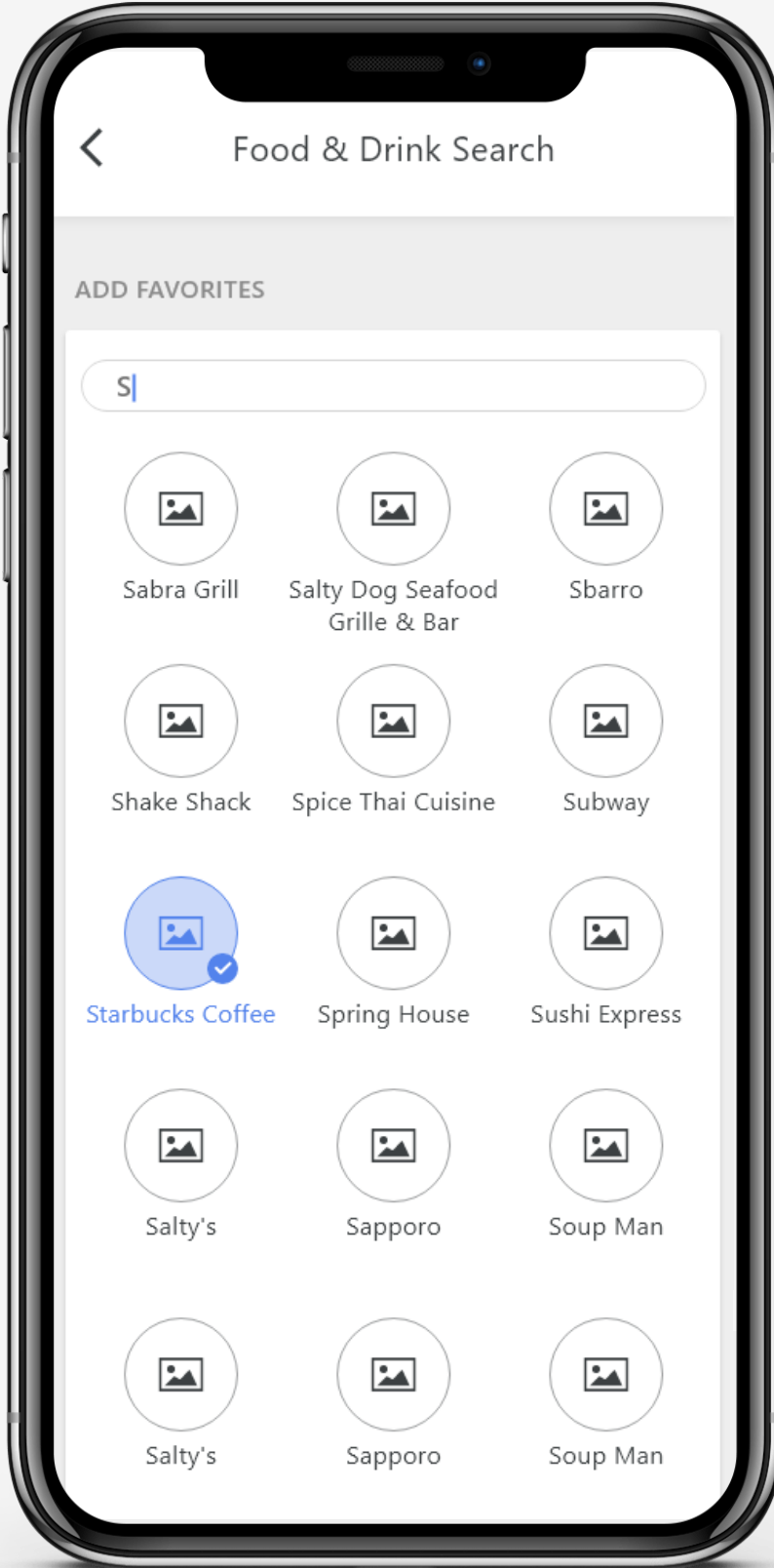


V. AMENITIES LANDING



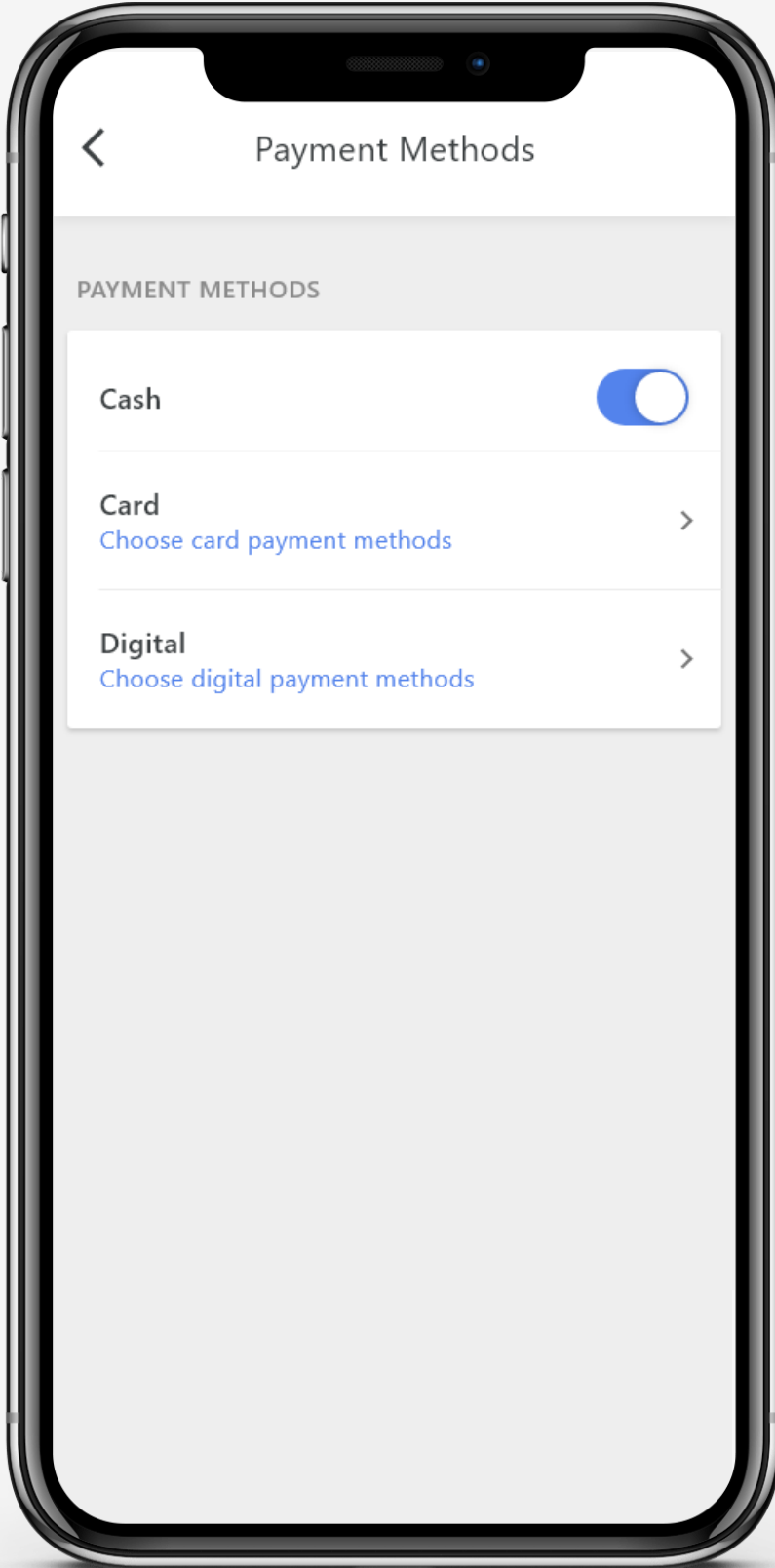
VI. FOOD & DRINK PREFERENCES

*



VII. ADD FOOD & DRINK PREFERENCE

*



VIII. PAYMENT METHOD

THANK YOU!

Sydney Terris

sydney-terris.com • sterris@mica.edu