USC Sprinkles ATM Machine



1 Introductions

Interface Design



Figure 1: Welcome Screen



Figure 2: Flavors Screen



Figure 4: Flavors Selection



Figure 3: Pop Up



Figure 5: Flavors Quantity

Interface Design

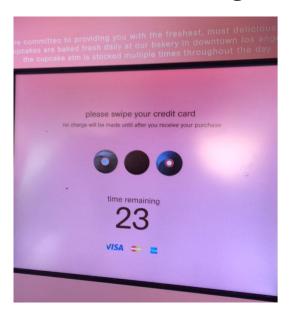


Figure 6: Transaction

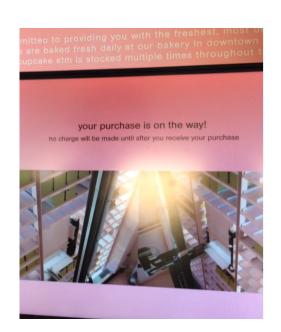


Figure 7: Purchase Handling

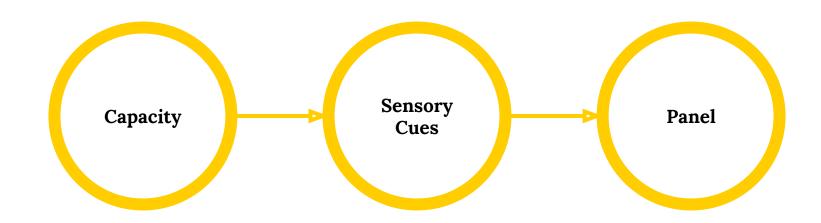


Figure 8: Purchase Handling

Design Improvements



Design Improvements



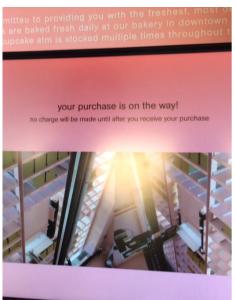


Capacity and Speed

Capacity Increase, Capacity Transparency, and Decreased Cycle Time

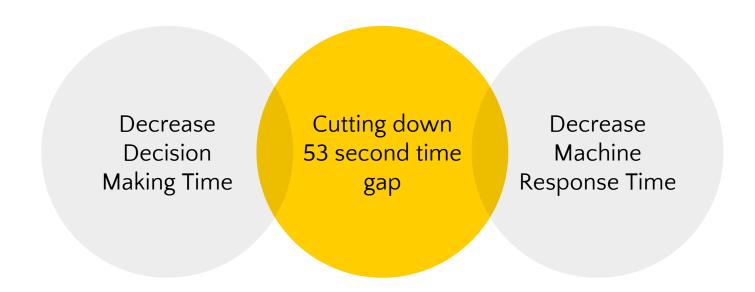
Capacity







Speed Factors





Decision Making Speed

Choosing the Cupcake

The problem with the USC Sprinkles ATM is that it is too small and difficult to read which wastes time in deciphering what cupcakes are which

Solution:

Scroll Through

Magnified Screen

Choosing the Quantity

The plus and minus system of ordering quantity is inefficient

Solution:

Click to Increase

Sliding Scale Button



Choosing the Cupcake







Choosing the Quantity







Machine Response Time

Retrieving the Cupcake

The vacuum / claw way of doing it is too slow for multiple orders.

Solution:

Vending Machine Mechanics







Sensory Cues and Langauge

Auditory Cues, Physical Cues and Increased Language Options



Sensory Cues



- Visual impairment: audio
 - Synchronization of screen text + audio output



- Eyesight loss: physical
 - Synchronization of screen text + audio output + braille

Language

- LA most diverse city ⅓
 Hispanic
- USC- greatest international student population







Layout Changes

Cash Utilization & Panel Design

Cash Utilization

- Increases ATM versatility
 - Better user experience



Panel Design

- Front Facing touchscreen
 - Not tilted inwards
- Improves usability for:
 - Physically disabled
- Sleek Design

