

Ghazi

Yazan Sharawi

Project overview



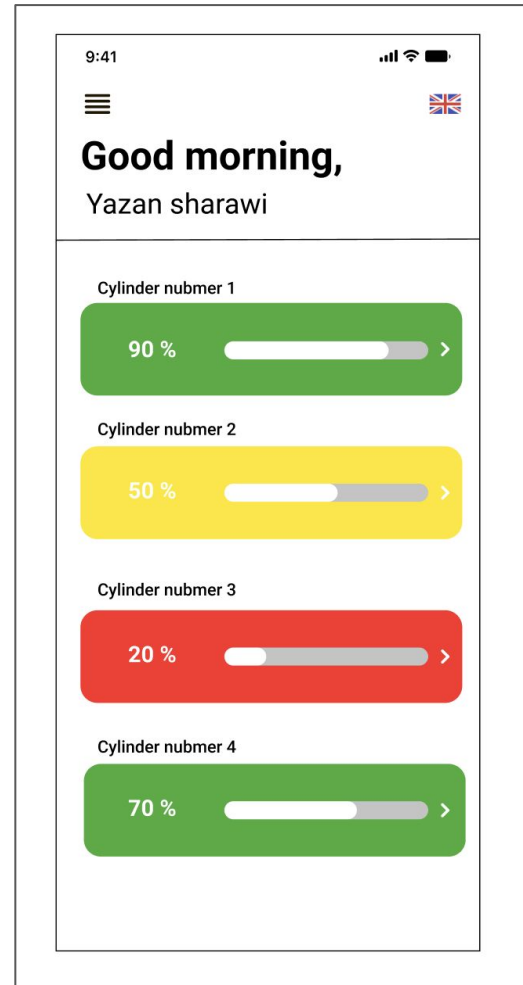
Project Vision:

In my county, gas cylinders are a major issue and the government is trying its best to solve it, and with the app, I think we can help them out.



Project duration:

2020 (Jul - Oct)



Project overview



The problem:

Many people suffer from the event when the gas cylinder is empty and they need to replace it as fast as possible, and that takes a lot of time and effort to replace the cylinder.



The goal:

The goal is to save money and time for the people and make replacing the cylinder an easy task.

Project overview



My role:

UX designer, visuals, researcher.



Responsibilities:

Designing the App.

Understanding the user

- User research
- Personas
- Problem statements
- User journey maps

User research: summary



In the design phase, I wanted to make an app that is really simple that a 90 years old man can use and by doing that I needed to have many usability test with different people of all ages and did one survey to just get the right data.

Persona: Farah

Problem statement:

Farah is a housewife from Amman, Jordan, Farah doesn't like it when the gas cylinder becomes empty because she has to carry it to the shop and replace it and that takes time, she needs an app that can order a cylinder online.



Farah Omar

Age: 29

Education: Bachelor's Degree

Home town: Amman, Jordan

Family: Married, with one kid

Occupation: Housewife

"Maybe the most subject I argue with my husband is when I tell him to change the gas cylinder"

Goals

- Save her marriage.

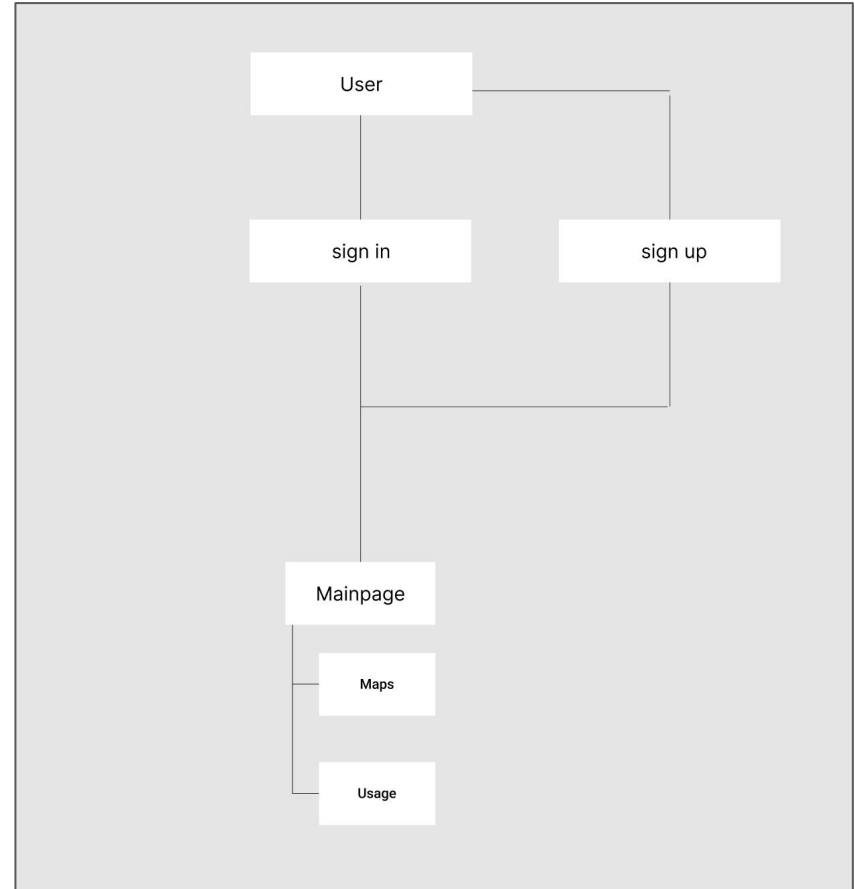
Frustrated

- Sometimes she can't cook meals, because there is no gas.

Farah is a woman from Amman, Jordan. She is married with one kid, Farah always struggles with the gas cylinders, her husband takes too much time to change it and most of the time he is traveling, so Farah hopes this app will make her life easier.

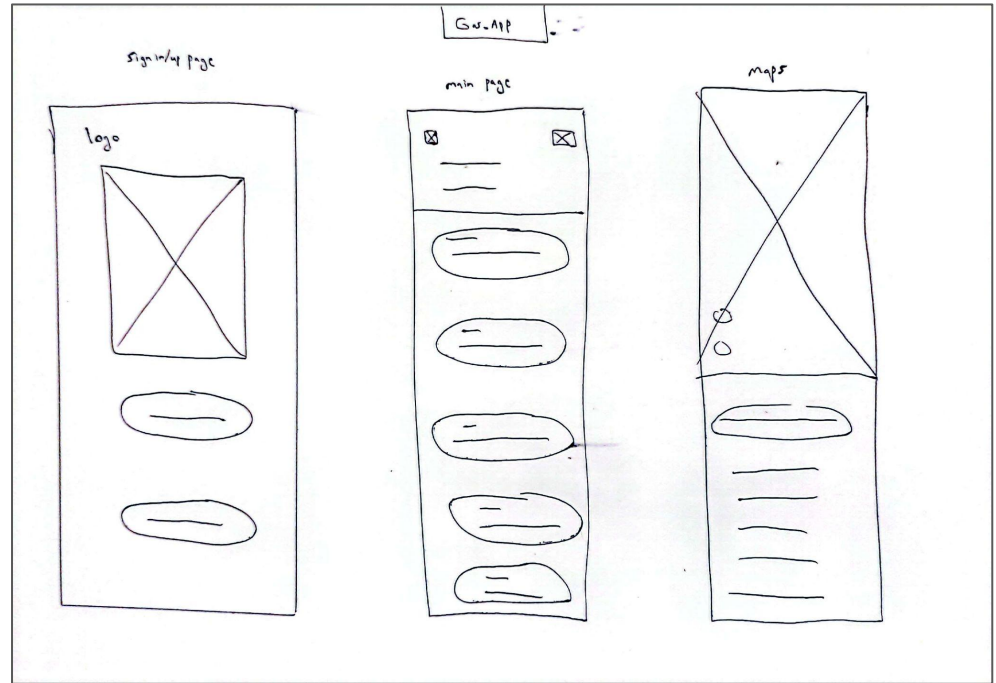
Sitemap

Here you can see the Sitemap for My Portfolio.



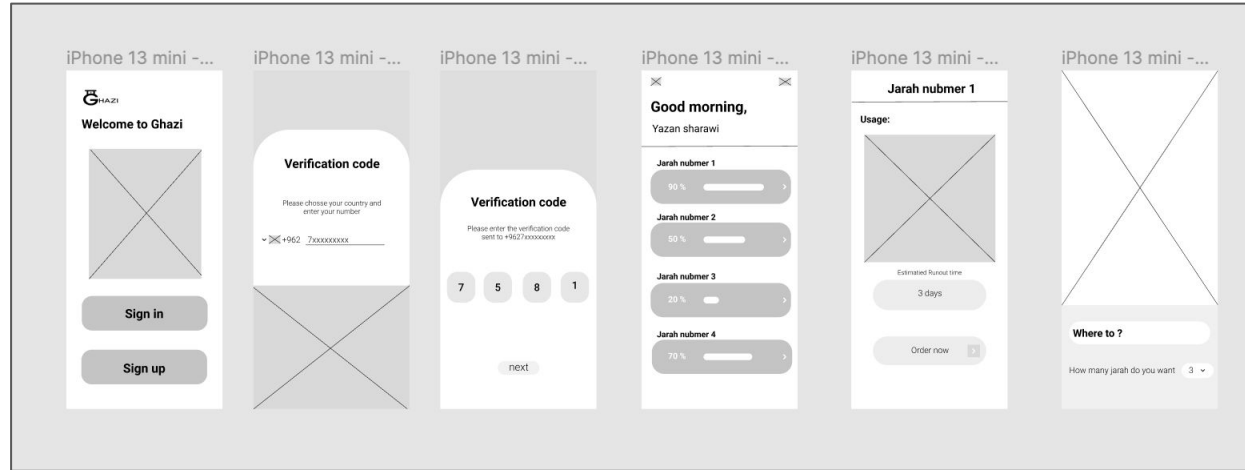
Paper wireframes

Here you can see the paper wireframes, it's always good to start with them as they can really show how the design would look like.



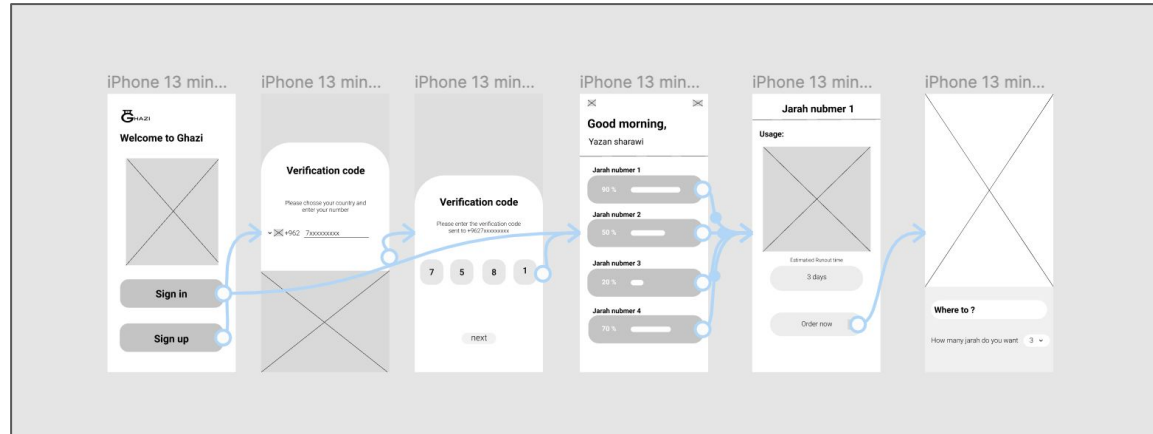
Digital wireframes

Here you can see the digital wireframe, in this phase, the first glimpse of the project starts to appear.



Low-fidelity prototype

The prototype phase is, my favorite, as it shows how the final product would look like and that's really existing.



Usability study: parameters



Study type:

Unmoderated usability study



Location:

Jordan, face to face



Participants:

7 participants



Length:

20 - 30 minutes

Usability study: findings

Here is what I found:

1

Easy to use

2

Great design

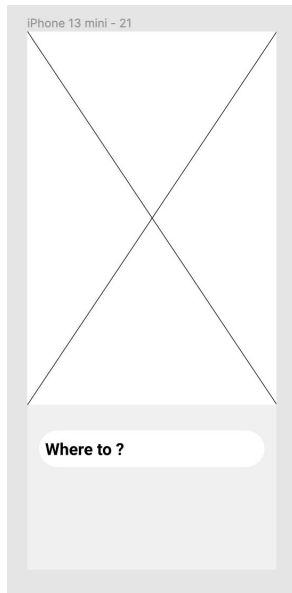
Refining the design

- Mockups
- High-fidelity prototype
- Accessibility

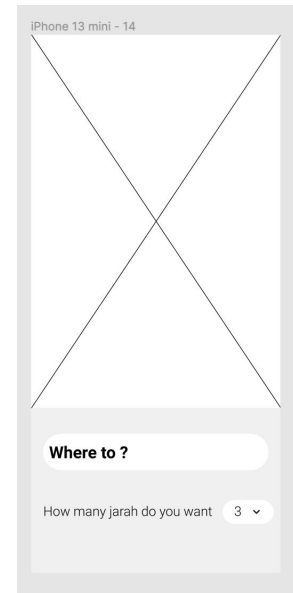
Mockups

One of the testers suggested that if he wanted to order more than one cylinder at the same time.

Before usability study

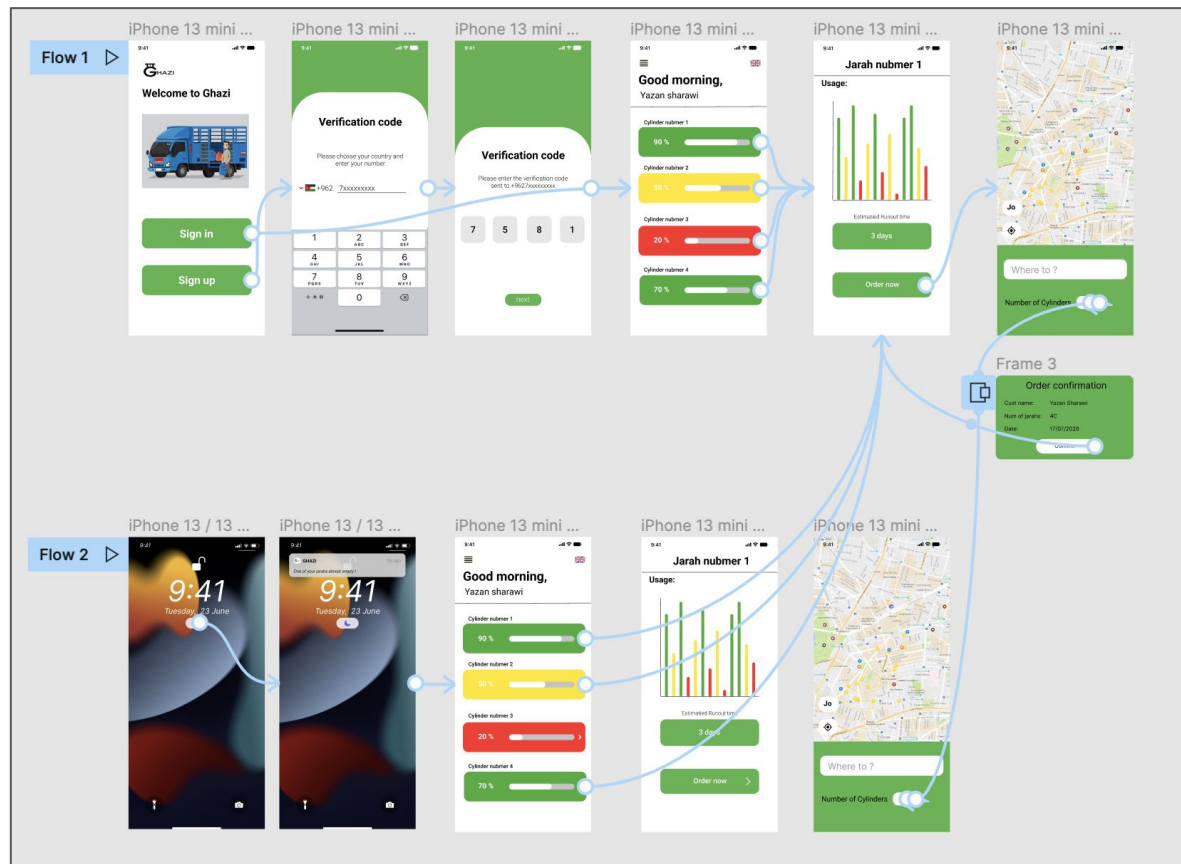


After usability study



High-fidelity prototype

This the final design I decided to take with the help of my peers.



Going forward

- Takeaways
- Next steps

Takeaways



Impact:

The impact will be huge as it will help many people.



What I learned:

I learned that these kinds of services in my country are still under developing and we need to hurry up!

Next steps

1

Include assemble and
reassemble service

2

Include some accessibility
functions to make sure all
people can see my work.

Let's connect!



Thank you for your time reviewing my work If you'd like to see more or get in touch, my contact information is provided below.

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