# TechUp

designing for tech equity through flexible rental options



Team Beijing: Emily, Senait, Joyce, Wilson, Kashaf

# CONTEXT

The world generates around **40 million tons** of electronic waste every year - equivalent to throwing away **800 laptops** every second. E-waste comprises **70%** of our overall toxic waste and this number is only increasing.

After conducting user research, we identified the following sentiment: people **don't know** what to do with their old tech devices or how to **properly dispose** of them.



# **THE TEAM**



#### **Members**

- Senait
- Joyce
- Wilson
- Kashaf
- Emily



#### **Timeline**

14 weeks



- Figma
- Google Drive





Click Here to Access Prototype

## **PROBLEM SPACE**



**Design Statement** 

With the growth of new technology and products being continuously released in cycles to match the growing demands of the market, this leads to a decrease in equitable access and an increase in e-waste. Our solution helps users seamlessly donate and rent products in an attempt to balance the amount of e-waste produced and the amount that is properly re-used. Users of our platform, such as working professionals and the elderly, can rent our devices for a desired length of time with our cost - effective options.

# **SOLUTION OVERVIEW:** User Characteristics & Settings

#### **Donors**

Target donors are individuals who are tech savvy and like to update their devices frequently. They typically have expendable income, and/or have an interest in environmentalism.

#### Renters

The renter group we identified are working professionals on a budget who do not necessarily need to use technological devices such as laptops or tablets extensively, but rather for light to moderate use.

# **SOLUTION OVERVIEW:** Functionality

- Users can browse devices by category, or search for a specific device they have in mind.
- 2. Users are able to rent devices by adding products to their bag from our single-product pages, then completing the checkout process.
- 3. Interested donors are able to access the donor form from our navigation bar and homepage.
- 4. At any point, users can create an account or log in from the navigation bar as well.
- 5. We created a contact page, where users can reach us with any concerns or questions.

# **DESIGN EVOLUTION**

**Early Sketches** 

Our first instance of bringing our designs to life were our early pencil on paper sketches. These began with a rough layout of our workflows, with each destination being drawn out into an early form of wireframes.

Wireframes

After getting an initial vision of our product with the sketches, we used Figma to clarify and define our websites features (Hannah, 2022) as a grey-toned wireframe representation of each page, which would act as a digital outline for our next step.

**Lo-Fidelity** 

With our scaffolding in place, we created a low-fidelity static prototype to take the wireframes place. Designers won't generate much attachment to this version, which makes it quick and easy to implement change based on user feedback (Pernice, 2016)

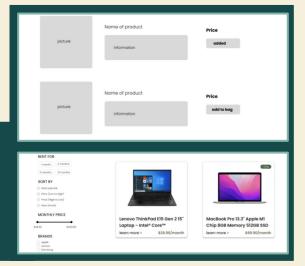
**Hi-Fidelity** 

Finally, we implemented changes to create flows for an interactive prototype. We used our feedback from user tests to make necessary changes and added all updated aesthetics (Pernice, 2016).

# **MAJOR CHANGES**

**Filter Feature** 

During user-testing, we were made aware that our product details page was lacking a filter function important to ease of use. Thanks to the feedback, we were able to add a comprehensive filter to the final product.





**Negative Space** 

product categories page was a bit of an eyesore due to clutter and lack of negative space. This revelation led us to our final iteration, which is much more appealing

User-testing also made us aware that our and functionally easier to operate.

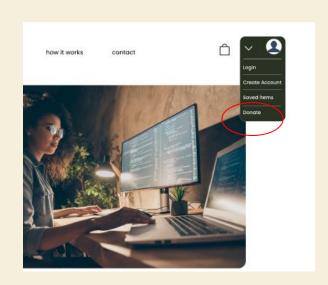
1

#### **Donations**

The first main part of our design flow is the ability for users to donate their tech devices to us through our website. The donated devices become our inventory to rent out to users who are looking for products to rent. The user can **access** the donation form in 2 main ways:

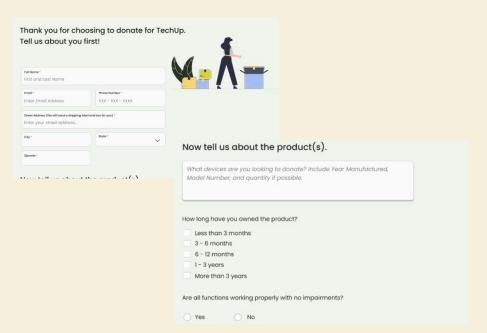


Clicking on the banner button on the landing page

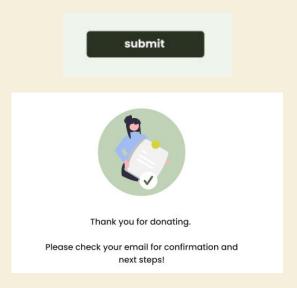


Clicking the drop-down menu on the navigation bar

After accessing the donation form, the user will be prompted to fill out personal information regarding themselves and the item(s) they are looking to donate.



After filling out the necessary information for the donation, we will send a confirmation email with a tracking number of the box they can use to send in their devices.



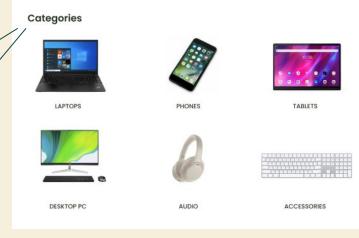
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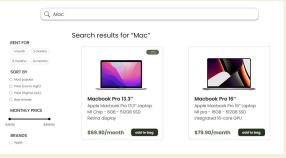
#### **Renting a Product**

The second main part of our design flow is allowing users to find / browse through our product offerings to find the device they want to rent. On the landing page, there is a "categories" or "top products" section of the navigation bar, and the first large banner the users see is an option to search for a specific product.



Clicking the drop-down menu on the navigation bar

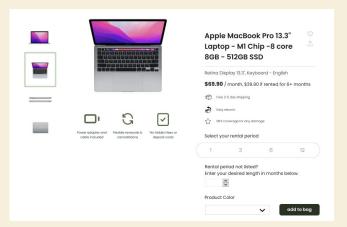


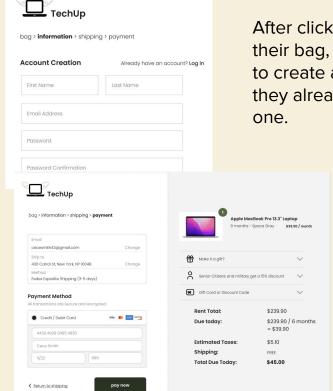


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#### **Renting a Product**

After finding a specific product, the user can see information / specs related to the item, as well as choose their rental duration, color of the product, and add it to their bag. (Seen below)





After clicking check out from their bag, the user is prompted to create an account, or log in if they already have an existing one.

After entering their personal information and shipping details, the user can do a final confirmation on the right after entering their payment. It says the rental duration, total amount, and the amount due today at the time of purchase.

# **EXCITING ASPECTS**

#### 1. User Assurance

We designed features to assure users that our used devices function **reliably.** Our user interviews allowed us to understand that users with reservations about using pre-owned devices won't be excited to rent with us. One major goal in our design is to gain user trust.









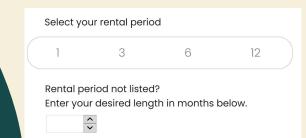
costs. Rules and specifications may

apply.

Our repair guarantee is placed on our landing page intentionally. We aim to gain users' trust through transparent and salient placement of our policies

#### 2. Variable Rental Length

We give our users the choice to determine their rental period, and allow them flexibility with renewals.



Our aim was make this policy as salient as possible, which is evident by its inclusion our landing page.



#### Flexible Options

After your rental period ends, you can return for free, renew your current lease or extend for longer.

On the product pages, users can choose from one of the pre-populated rental lengths, otherwise, they are prompted to choose their own rental length before adding the product to their shopping bag.

# **NOT IMPLEMENTED**

**Guest Checkout** 

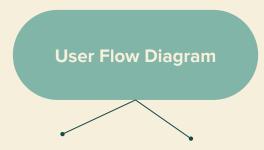
The decision of not implementing a guest checkout was made due to privacy and ethical concerns.

Guest checkout was not implemented in this version as we would need to store data from users renting and donating to scan for product validity and assurance. However, guest checkout can be a quick way users are able to check out in the future.

2 Instant Donation

Users, when donating, are to fill a form with personal and device information. Technical devices are to be scanned for a quality check, which is why users may have to wait for the donation process. This allows the process of renting out devices out smoother and reliable for the users.

# **TOOLS / APPROACHES**



#### Pros:

- Helpful tool for brainstorming and visualizing design flow
- Easy to iterate on throughout the design process

#### Cons:

- Can look messy and confusing when initially built because flows are often not linear
- Actual user flow design might look very different from the initial diagram version, difficult to outline flow without designing

# Usability Inspection Report

#### Pros:

- Provides basic framework for evaluating usability of design
- Easy and simple to use, provides clarity on where's the issue and what category of issue

#### Cons:

- Overly simplified and generic, does not encompass many possible issues
- Need to manually add notes to the provided framework and do not allow for out of box thinking

# **IMPACT**



- 1. **Raise awareness** about e-waste and its negative effects on the environment. By **balancing** the amount of e-waste produced and the amount that is properly re-used, we hope to promote the goal of Sustainable Cities and Communities.
- 2. Recycling tech products will **reduce emission** of hazardous reagents.
- 3. People on a budget and temporary tech users will **gain access** to **affordable** quality products.

#### **Ethical consideration**

From our user interviews, we found that **privacy & information security** is crucial for the success of our website. We will ensure that no personal information will be used or recorded during the rental period and all personal **information from users will be wiped** before renting to new users.

## **WORKS CITED**

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Pernice, K. (2016, December 18). *UX Prototypes: Low Fidelity vs. High Fidelity.* Nielsen Norman Group. <a href="https://www.nngroup.com/articles/ux-prototype-hi-lo-fidelity">https://www.nngroup.com/articles/ux-prototype-hi-lo-fidelity</a>

# **Contribution Report**

- Joyce Final digital prototype video + Final Design, Context and Team Slides
- Senait Problem Space, User Characteristics, Functionality, Exciting Aspects slides
- Wilson Design Evolution, Major Changes, and Works Cited Slides
- Kashaf Not Implemented Slide
- Emily Tools/Approaches + Impact slides