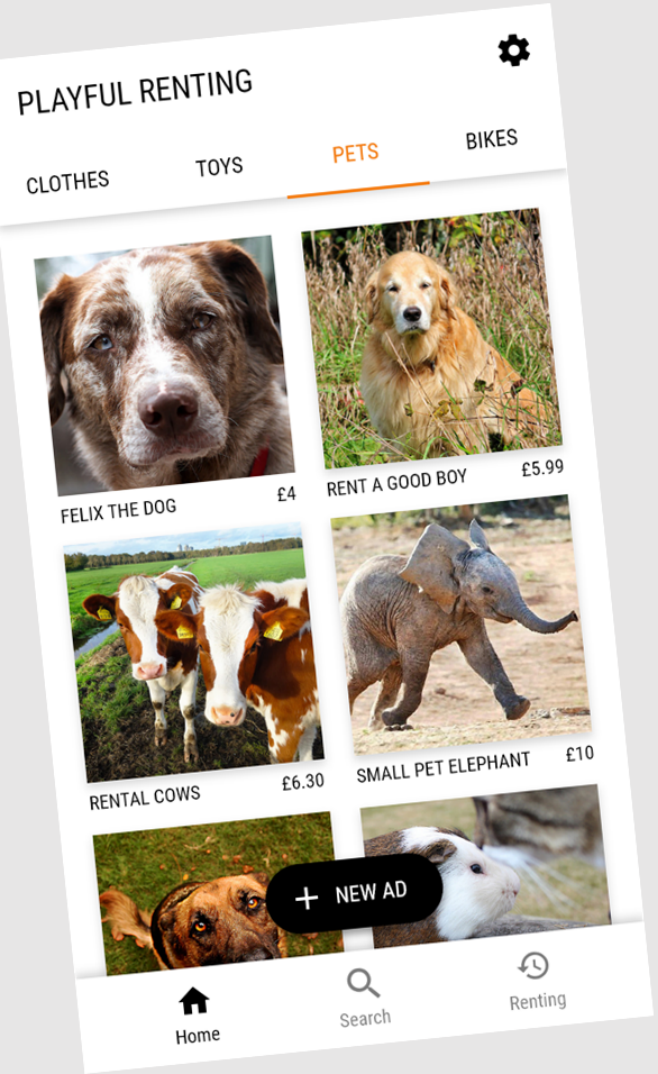
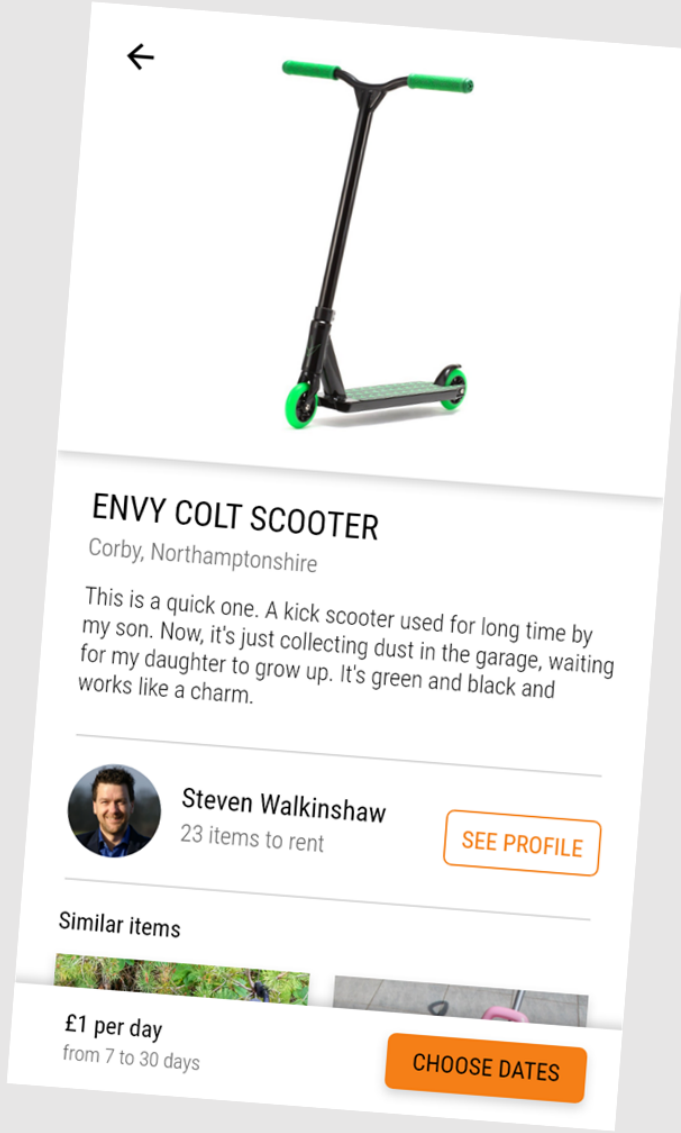


PLAYFUL RENTING

An application designed for CIU196 AB



Daniel Ahlqvist – Home exam in CIU196

ALL SCREENS

Descriptions and arguments for all screens

HOME / BROWSE SCREEN

PLAYFUL RENTING

CLOTHES TOYS PETS BIKES

FELIX THE DOG £4

RENT A GOOD BOY £5.99

RENTAL COWS £6.30

SMALL PET ELEPHANT £10

+ NEW AD

Home Search Renting

PLAYFUL RENTING

CLOTHES TOYS PETS BIKES

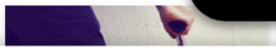
All bikes and scooters

GOOD SKATEBOARD £0.80

SMALL BIKE £1.99

PINK PUKY RACER

BY CAR £0.30



+ NEW AD

Home Search Renting

PLAYFUL RENTING

CLOTHES TOYS PETS BIKES

Scooters

GREAT SMALL SCOOTER £0.80

GREEN KICK BIKE £1.99

THREE-WHEELER

LT SCOOTER £1

+ NEW AD

Home Search Renting

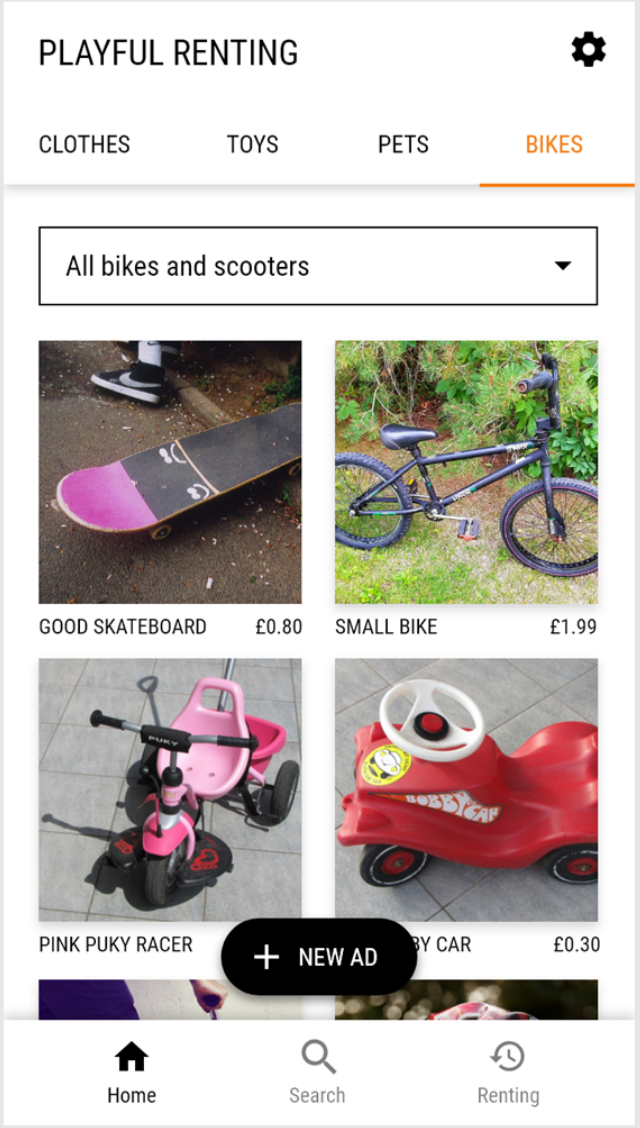
When you start the application, you probably want to start looking for items immediately. The home/start view is therefore a browse section.

The view is divided into four tabs, one for each category. This was done because of the small amount of categories. According to the Material Design guidelines section about tabs, tabs should be used to switch between groups of content that are related – and all tabs must be at the same level of hierarchy. It is also said that tabs can be paired with components like top app bars, which is done here.

Another application using tabs in this way is Google Play, to switch between different categories of downloadable media.

Since the user probably wants to see what the items look like, the browse section is structured as an image list. According to the image list section of the Material Design guidelines, they are good for allowing users to scan content based on images. I chose a *Standard image list*, which means that all list items look the same, which according to the guidelines is best for items of equal importance. All products should be as important in this app. Only one line of text should be used for each image in an image list, according to the Anatomy part of the image list section in the guidelines.

Another application using image lists in a similar way is Google Drive.

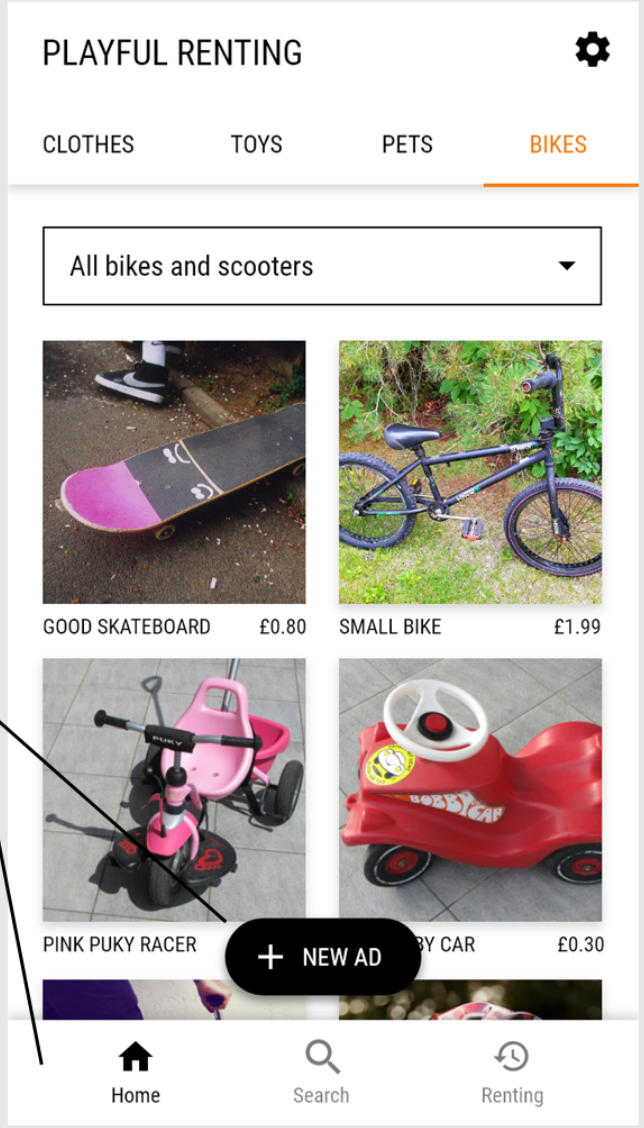


To switch between different modes in the app, I use a *Bottom navigation bar*, since that is very common in Android apps and easy to use. According to the Material Design guidelines for bottom navigation bars, they should have three to five destinations. Not less or more. The destinations should be "top-level destinations that need to be accessible from anywhere in the app", which they are in my application. They should also not lead to single task screens or settings/preferences. When you have three destinations, you should have both icons and text labels visible for all destinations always, according to the Anatomy section of the guidelines for bottom navigation.

Another application using bottom navigation like this is Spotify.

To create a new ad, I use an *extended FAB*. According to the guidelines for extended FAB's (subheading to Buttons: floating action button), extended FAB's should have text labels, in comparison to standard FAB's that only have icons. This makes them easier to understand and I really want it to be easy to find how to create a new ad since it is such a primary feature of the application. According to the guidelines, extended FAB's could be placed either in the bottom right corner or bottom center.

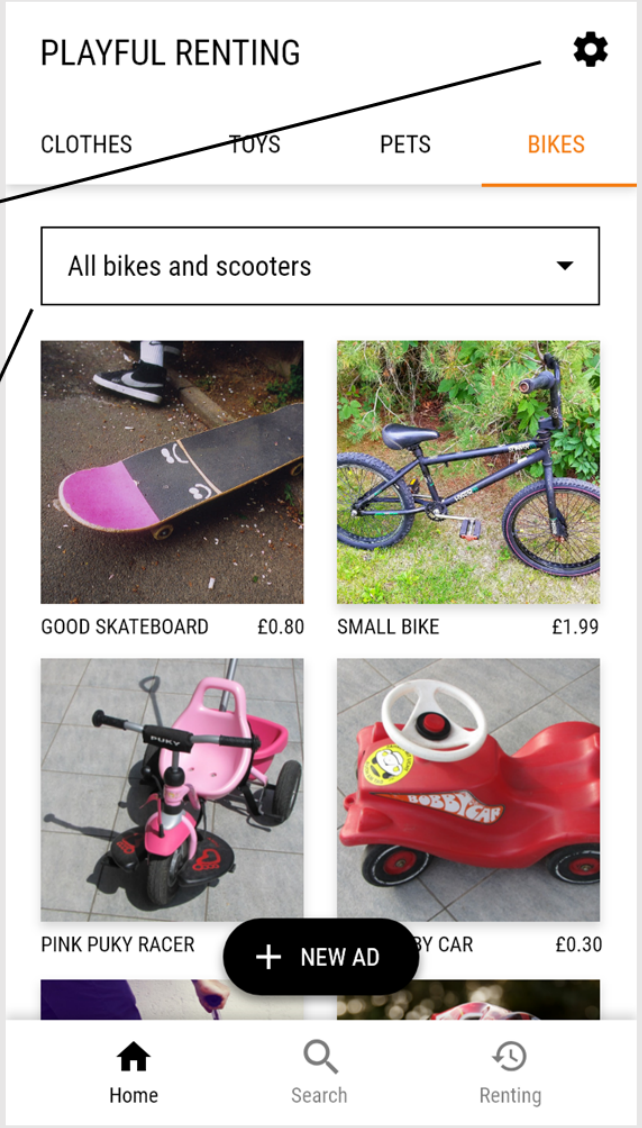
Another application using extended FAB in the exact same way is Tradera.



At the top of the home page, there is a top app bar, or more specifically a *regular top app bar,* as described by the Material Design guidelines. It has an action button leading to setting for the application, which is placed to the far right, in line with the guidelines. The reason why I placed it there is that setting buttons should not be placed in the bottom navigation, and the top app bar is quite a normal place for it in Android apps, if the app doesn't have any other action buttons.

Other applications having settings buttons in the same place are Spotify and Blocket.

To switch between sub-categories, I use an *Exposed dropdown menu*, as described in the Menu section of the Material Design guidelines. It is used when only one option can be choosen. The selected item is always displayed. I thought this was an intuitive way to select sub-category and it is easy to make it minimalistic in the design without making it take up too much space on the screen, since not all options are displayed all the time.



Search...

- berner senner
- nice scooter
- skirt
- Lego

Home | Search | Renting

Search...

- berner senner
- nice scooter
- skirt
- Lego

Thanks

1 2 3 4 5 6 7 8 9 0

Q W E R T Y U I O P

A S D F G H J K L

Z X C V B N M

123 SwiftKey

berner sennen

7 results found

BORROW MY DOG £5.90

CUTE BERNER SENNEN £3.30

BERNER SENNEN £2.95

RENT HARALD THE DOG £7

Home | Search | Renting

SEARCH SCREEN

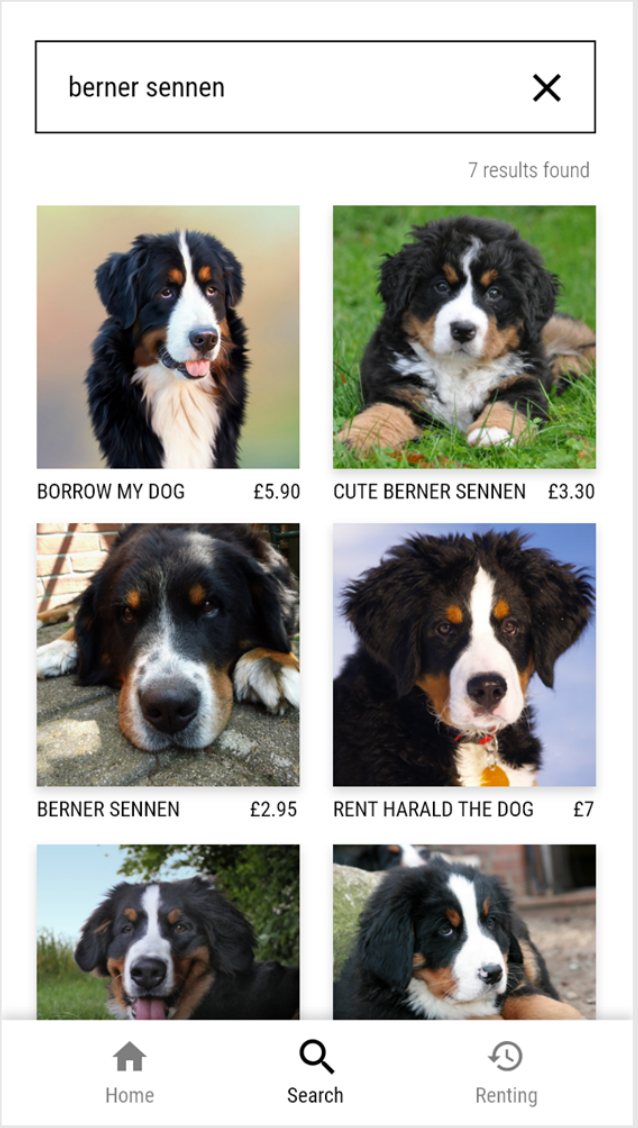
The search screen is another destination that is reached from the bottom navigation bar. The layout is the same as the home screen, with the image list (please see that page for more information about it), since I wanted to be consistent.

The reason why I decided to have search in a separate screen and not include it in the home screen is that I thought it would be too cluttered to have both the top app bar, the tabs for selecting category and a search box.

It is a persistent search, as described in the Material Design foundation section about search. It should be used when search is the primary focus on the screen, which it here is. When writing text in the text field, the search icon turns into an X button, which removes the input made if tapped. This is displayed in the demo of persistent search on the same page in the foundation.

Before executing the search, history of previous searches are displayed below the search text field as shortcuts, which is common with persistent search screens. I included this since I guess users often searches for the same things many times. At least I do that in similar applications.

Another application having a separate search screen with persistent search like this is Spotify.



RENTING / HISTORY SCREEN

RENTING | RENTED TO OTHERS

Currently renting

CLEAN BABY SHOES £0.30

RENT A GOOD BOY £5.99

BRIO TRAIN £0.20

Previously rented

Home | Search | Renting

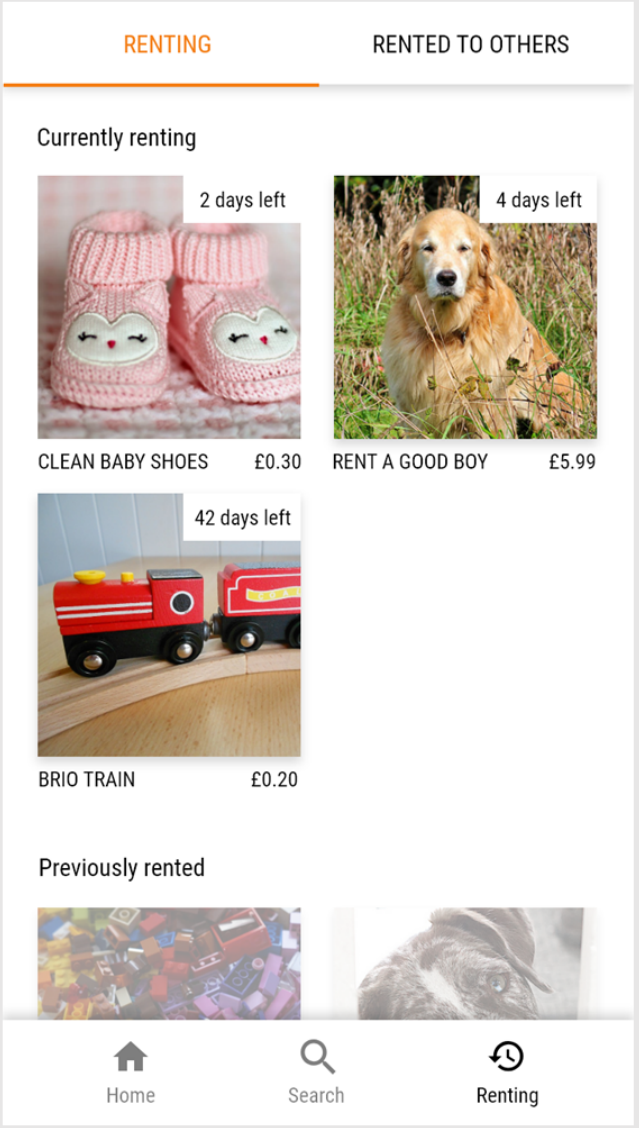
This functionality was not in the assignment description. On this screen, the user can see the items he or she is currently renting, and using the tabs, it is possible to switch to items he or she is renting out to other people. Tabs are chosen for the same reasons as on the home screen. It is also possible to see previously rented items.

The layout is the same as the home and search screens to keep it consistent. Added is a countdown to the day when the item has to be handed back.

No new components are used in this screen, that have not been used in previous screens. Therefore I make no references to guidelines here.

The reason why I included this feature is because I think it is important to keep track of the items you are renting and the ones you are renting out. Otherwise it is easy to miss deadlines.

Another application that has a similar feature is Airbnb, which like this divides current and previous rentings in two different sections in the screen.



ENVY COLT SCOOTER

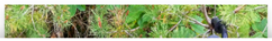
Corby, Northamptonshire

This is a quick one. A kick scooter used for long time by my son. Now, it's just collecting dust in the garage, waiting for my daughter to grow up. It's green and black and works like a charm.

Steven Walkinshaw
23 items to rent

SEE PROFILE

Similar items



£1 per day
from 7 to 30 days

CHOOSE DATES

RENT A GOOD BOY

Rockingham, Northamptonshire

This good boy is named Good Boy and he is a golden retreiver. He likes food and cuddling. Good Boy is available for renting as long as you promise to take him out on long walks.

Louise Stevenson
2 items to rent

SEE PROFILE

Similar items

£5.99 per day
from 3 to 50 days

CHOOSE DATES

ITEM SCREEN

The detailed view of items, that is reached from the home, search and renting screens. Here, the user can read more about the item. In the top, there is an image of the item and underneath is the description. I chose not to have any bars on this view, to get as much focus on the item, and the view even gets cleaner in my opinion without them.

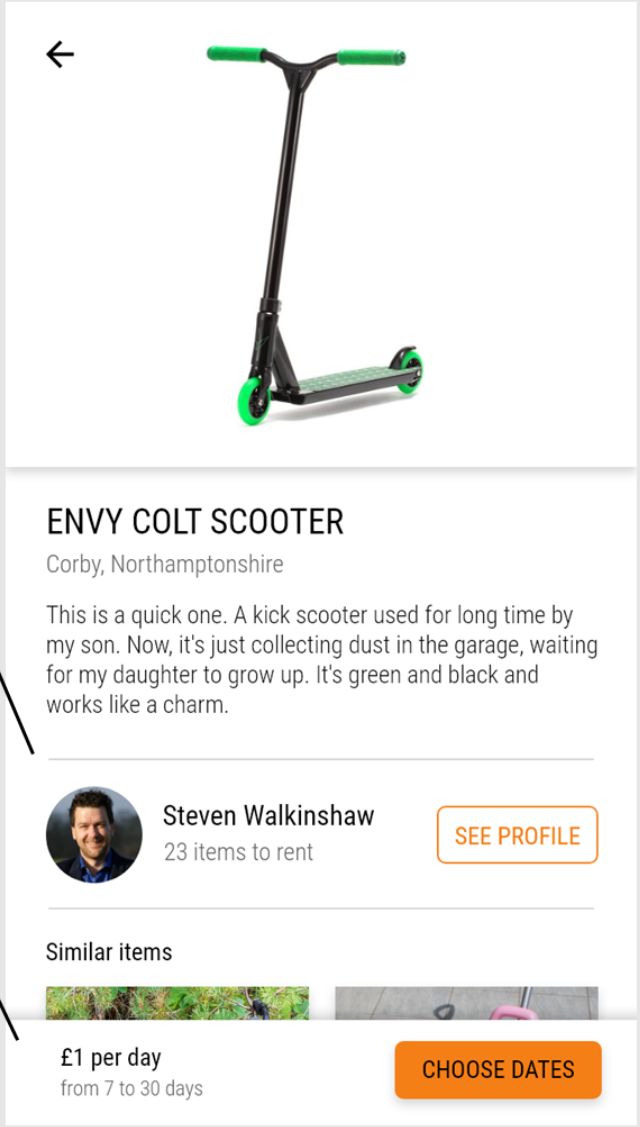
Other applications that are using similar item screens without the bars from other screens are Tradera, Blocket and Airbnb.

I use *middle dividers* to divide the different sections of the screen: between the description, information on the user renting out the item and the section about similar items. According to the Material Design guidelines section about dividers, they should be noticeable but not jarring, which is why I made them thin and with lower opacity. Middle dividers are best for separating related content, according to the *middle dividers* heading in the section about dividers.

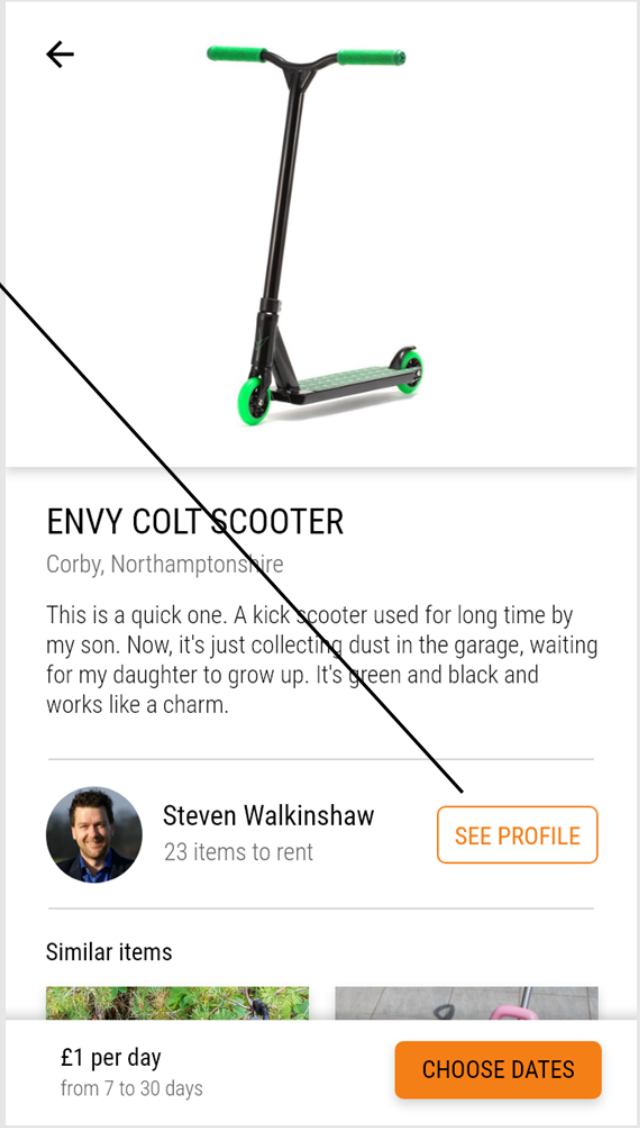
Another application that uses middle dividers in this way is Airbnb.

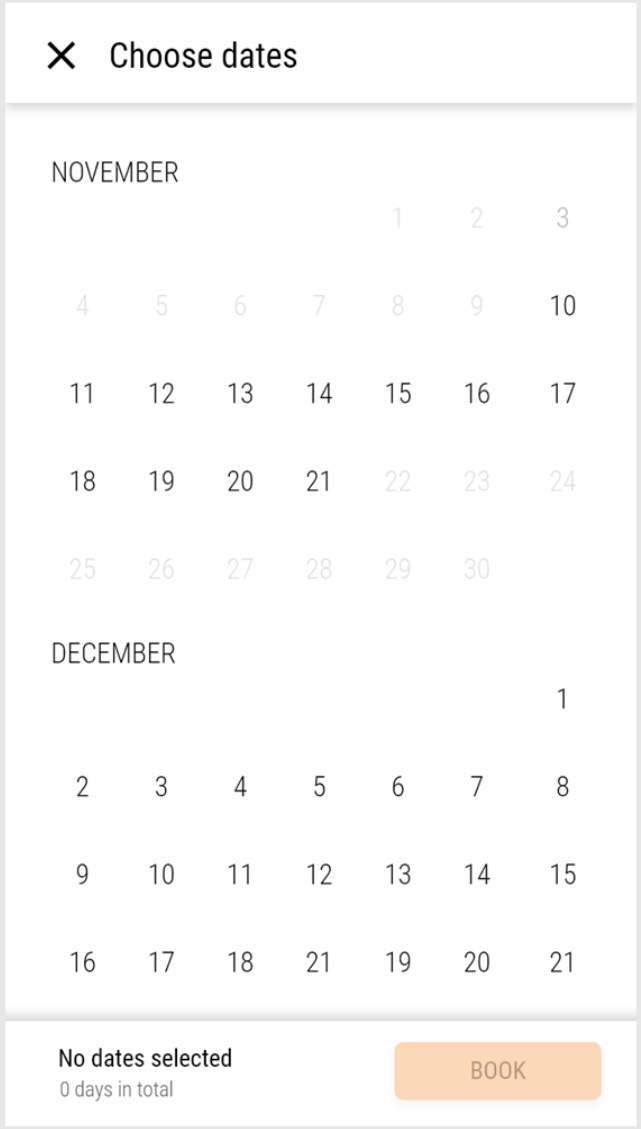
I use a bottom sheet to view the price and also to move forward to rent the item. It is designed according to the Placement heading in the Material Design guidelines section about buttons. It is said that you should use a *contained button* in a bottom sheet next to other important details. A contained button stands out more than any other button and should be the primary action on the screen. There should only be one contained button in a screen, according to the guidelines about buttons. I used a bottom sheet because it has a fixed position on scrolling, which makes the content always visible. This content should be prominent.

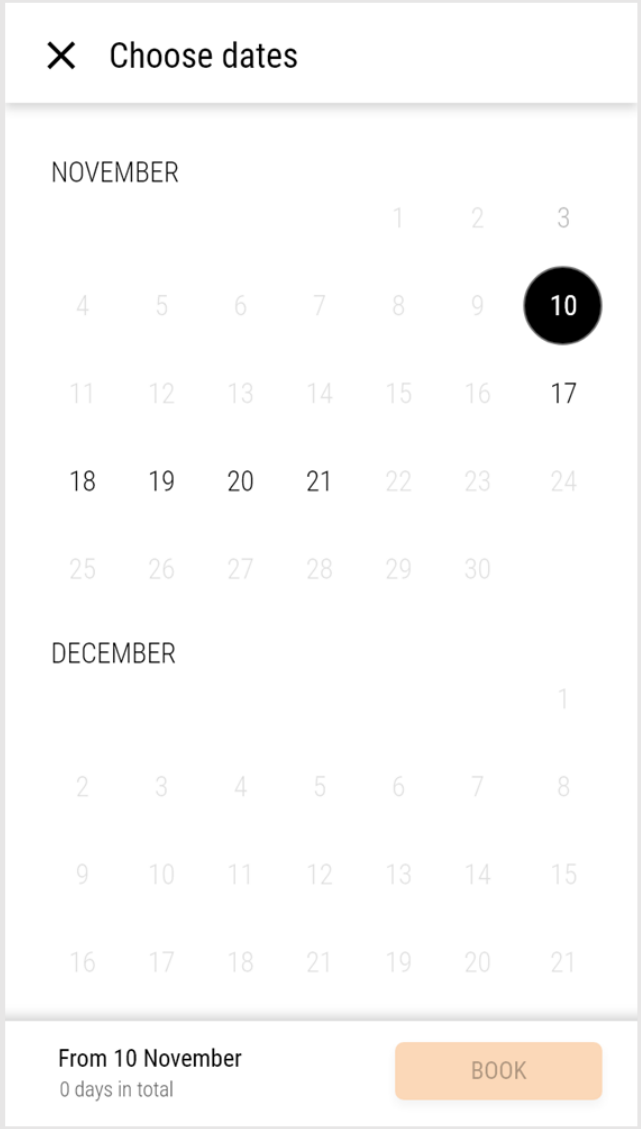
Another application using a bottom sheet with a booking button is Airbnb.

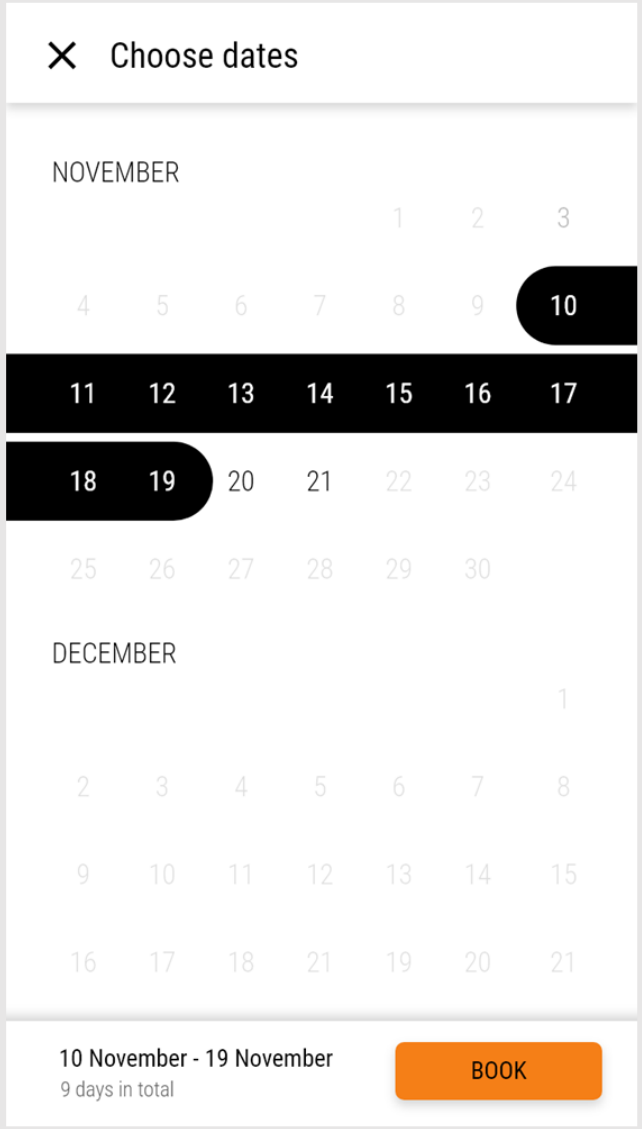


For the profile button (note: profile screen not included in this presentation, but it should exist if the application was developed further), I use an outlined button, since it is not the primary button of the view. It doesn't have as much emphasis as a contained button.







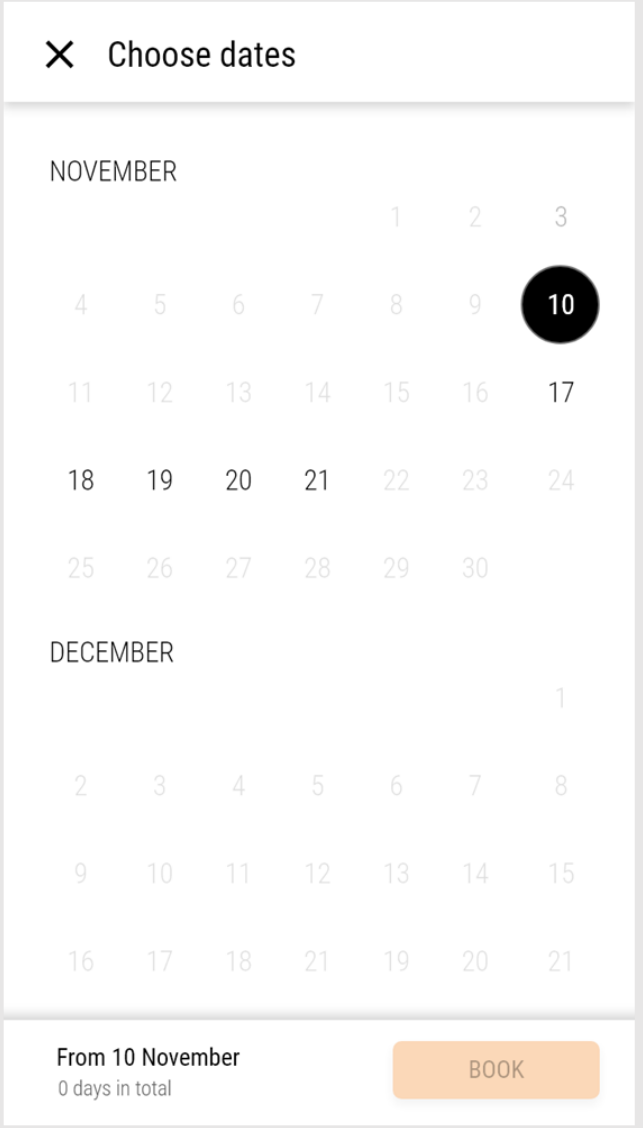


DATES SELECTION SCREEN

I was not able to find any guidelines for selecting dates in Material Design, but this is heavily based on Airbnb's solution, which is very intuitive and doesn't seem to break any Material Design guidelines.

First, you select the start date. The start date is marked. All options that are not available are greyed out. In this case, you can book this item for 7 to 30 days, which means that the next 7 days from the start date are greyed out. You then select the date when you wish to hand it back. The button in the bottom sheet is then enabled, from first being disabled when not both dates had been picked. According to the Material Design guidelines about buttons, a contained button that is disabled is recommended to have a grey background. That is, though, just a recommendation and I decided to use orange with lower opacity instead, since it suited the colour scheme better. I also thought it was easier to understand that it was disabled, since the contained button on the previous page was orange with a higher opacity on both text and background.

The bottom sheet is used here for the same reason as on the previous screen.



CONFIRMATION SCREEN

Confirm payment

Confirm payment of £9 by entering
CVV number of card
**** **** **** 5921

CONFIRM PAYMENT

RENTED!

Envy Colt Scooter

10 November - 19 November

£1 x 9 days

TOTAL: £9

The payment was made successfully.

CONTACT THE OWNER

Steven Walkinshaw

16 Rowlett Rd
Corby, Northamptonshire
NN17 2BW

SEND MESSAGE

CONTINUE

NEW AD SCREEN

New ad

ADD PHOTO

Category

Title

Description

Price per day £

Available from...

...to

Min and max days of rental

1 to 720 days

PUBLISH ITEM

New ad

Category

Bikes and scooters - Scooters

Title

Envy Colt Scooter

Description

This is a quick one. A kick scooter used for long time by my son. Now, it's just collecting dust in the garage, waiting for my daughter to grow up. It's green and black and works like a charm.

Price per day

1 £

Available from

2018-11-10

...to

2019-12-31

Min and max days of rental

7 to 30 days

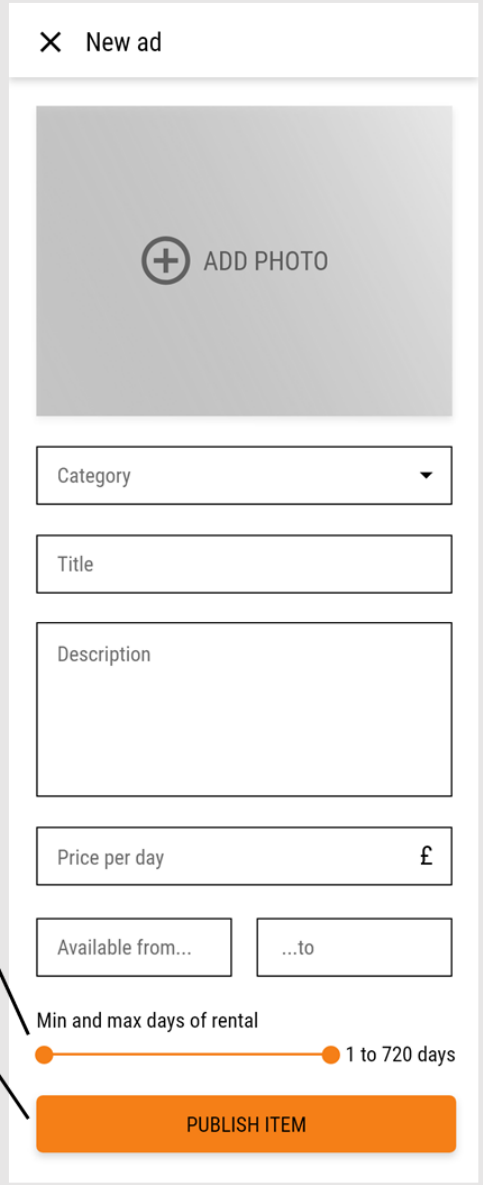
PUBLISH ITEM

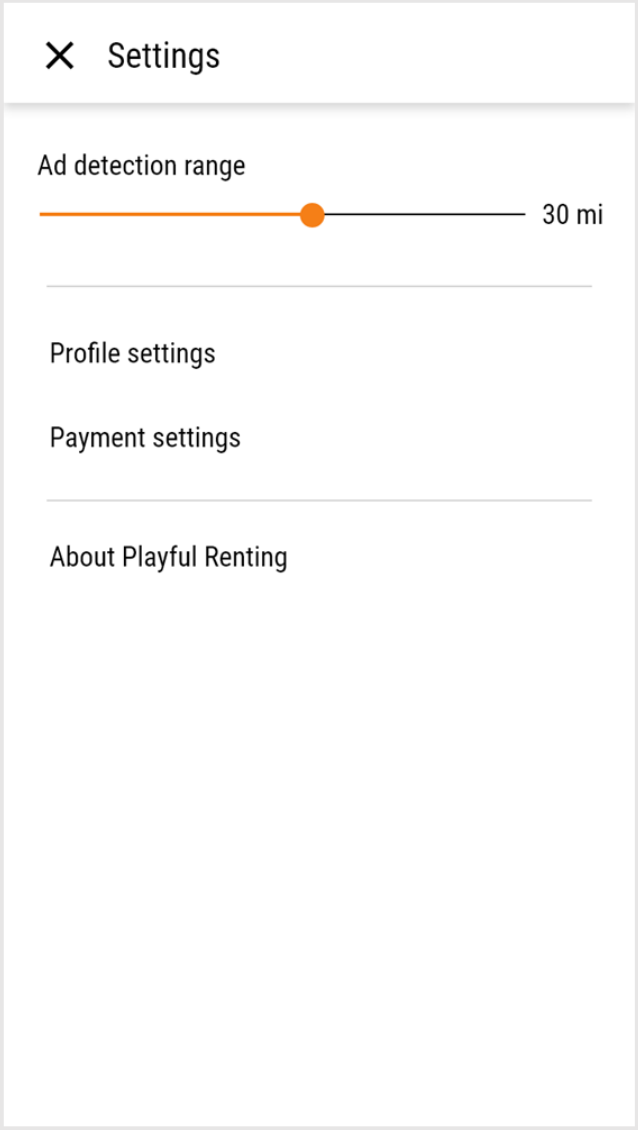
The screen for adding a new ad, which is reached from the extended FAB on the home screen. The screen mainly consists of *outlined text fields*, as described in the Material Design guidelines about text fields. It suited my application best in terms of visual style. The text labels move to the top of the text fields on select and when text is inputed (please see previous page), which is according to the guidelines.

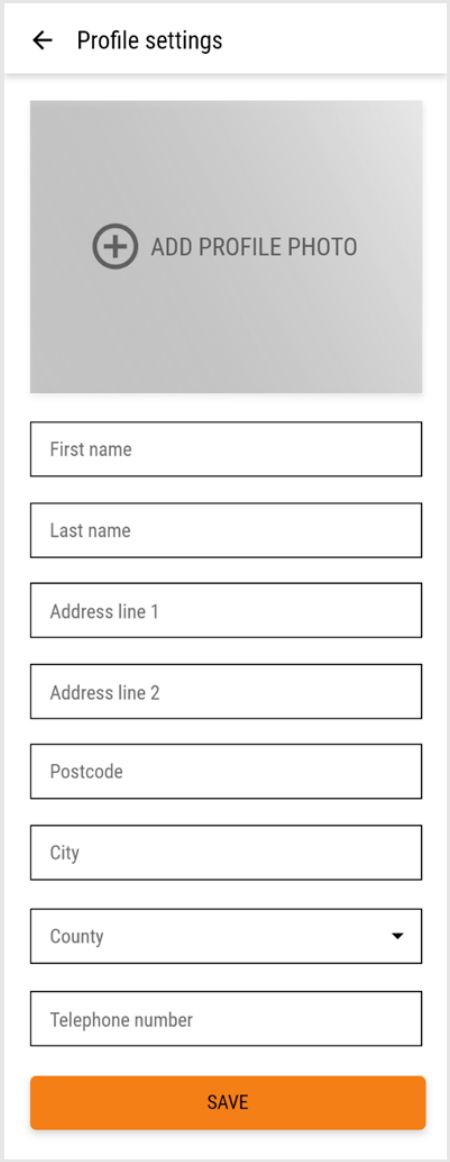
The screen has both *single line text fields*, an *exposed dropdown menu*, and a *text area*. Text areas are better for longer texts, which a description in this case is. Arguments for using the *exposed dropdown menu* can be seen on the home screen page.

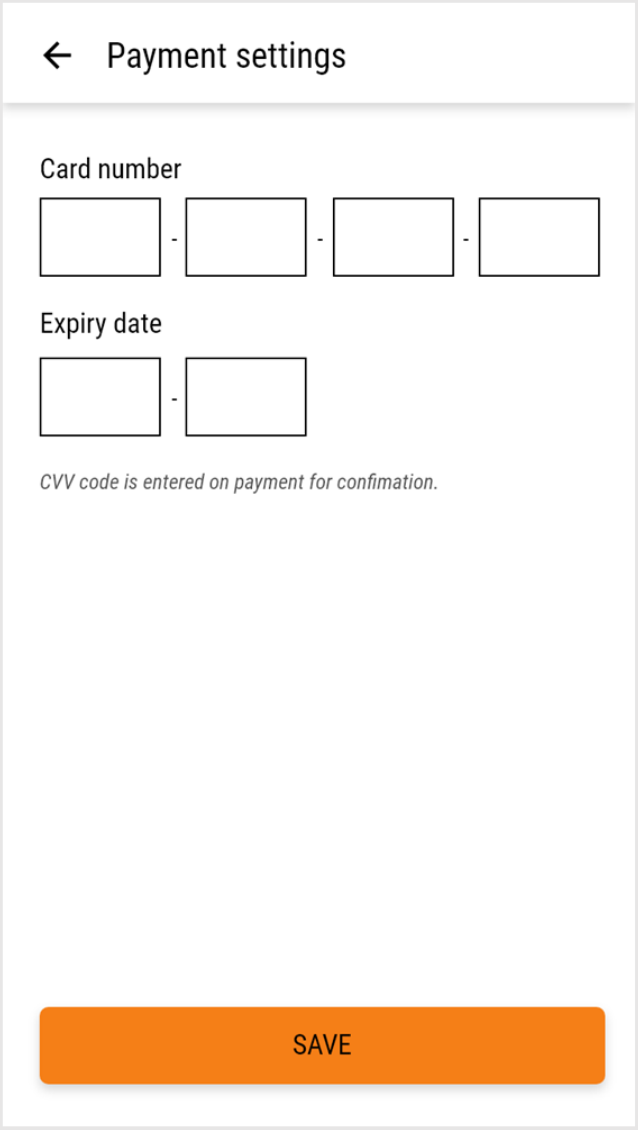
For entering minimum and maximum days of rental, I use a *slider*. The Material Design guidelines does not mention sliders with two thumbs, but there is an example image of such in the guidelines, which makes usage of that implicit. It is said that sliders are to be used for selecting values from a range of values. I chose it because it is an easy way of entering values, that is very intuitive for most people.

I use a contained button for the ”publish item” button, since it is a primary button for the view. I follow the Material Design guidelines for the container, which says that contained buttons may have a container that has a position relative to the responsive layout grid.









SETTINGS SCREENS

This is the settings screen. There is a range slider for selecting how far from the user's position the app should scan for ads. Arguments for using a slider can be read on the "New ad screen" page of this presentation.

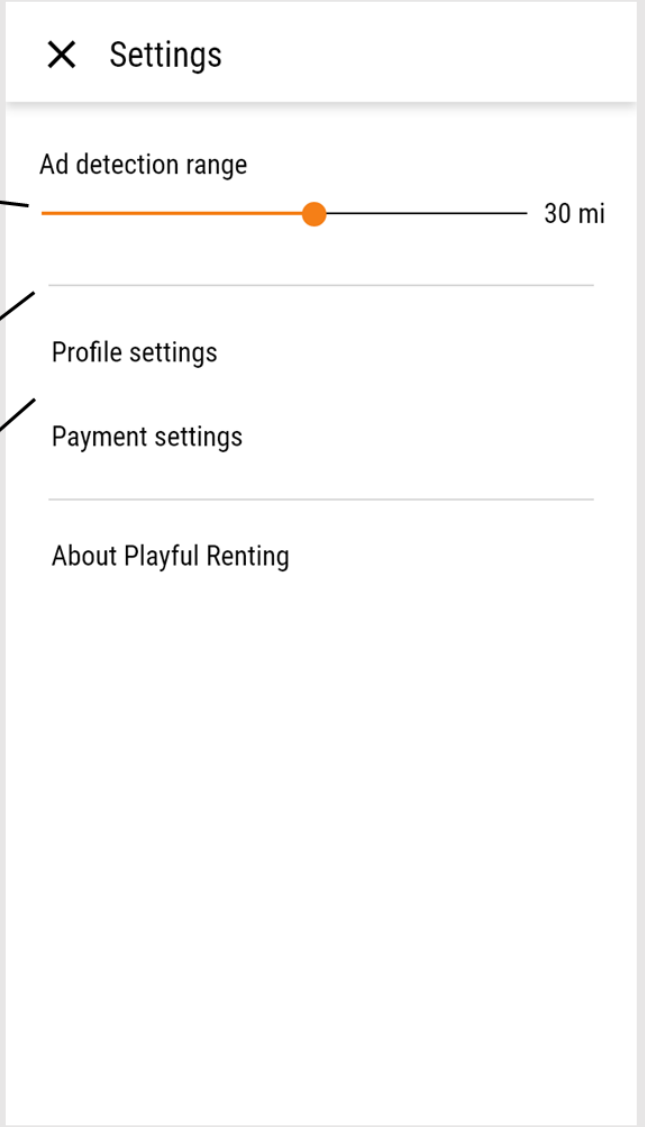
Another application that uses a slider in this way is Facebook, for picking range to search for ads in the Marketplace.

Middle dividers are used to divide different groups of content on the screen. Please see arguments on the "Item screen" page for using middle dividers.

I decided to split profile settings from payment settings. The reason is that I thought they are two completely different things and I think people might be afraid that payment details are public if they are changed in the same part as the profile.

For the payment settings screen, I decided to leave CVV code out. I didn't want to store the full card information in the application, because it can be risky if the phone ends up in wrong hands. Instead, CVV is entered on actual payment as some kind of password for security.

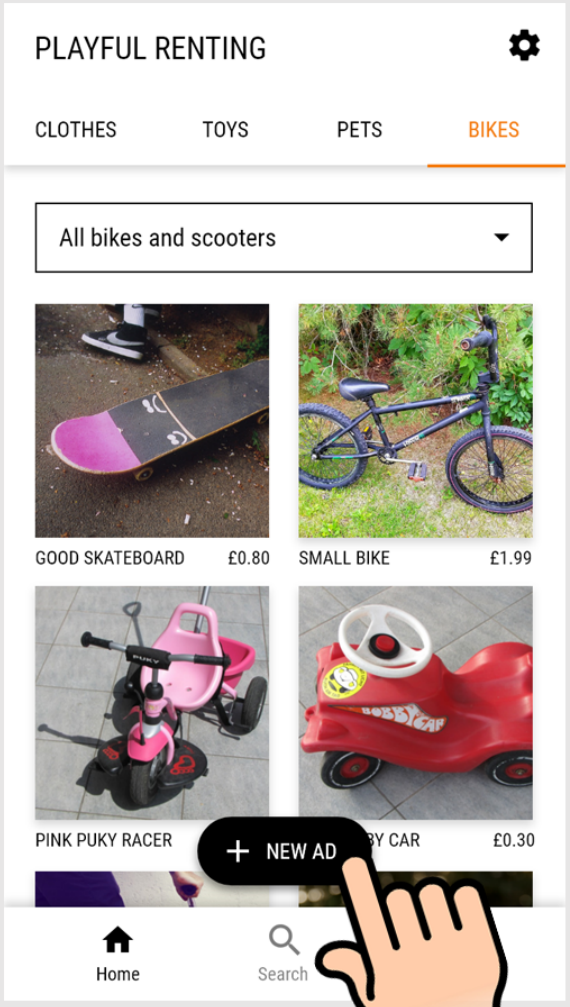
The profile settings screen is built on the same foundation as the the "New ad" screen, which is why I don't motivate it again here.



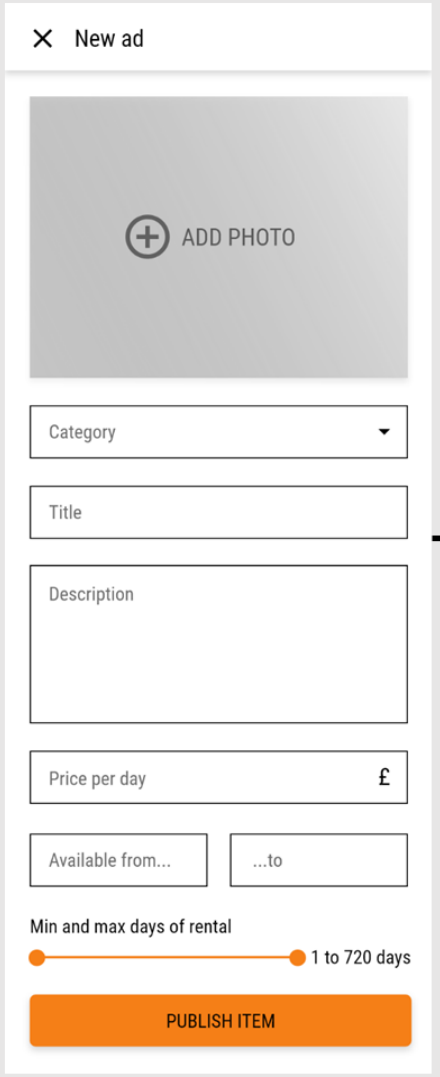
SCENARIO

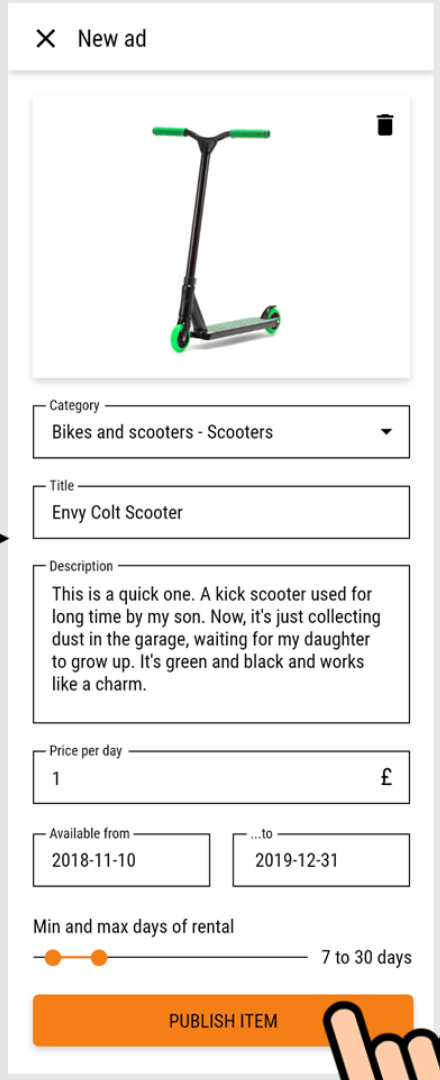
Renting an Envy Colt Scooter

First, the owner decides to put the item up in the app…

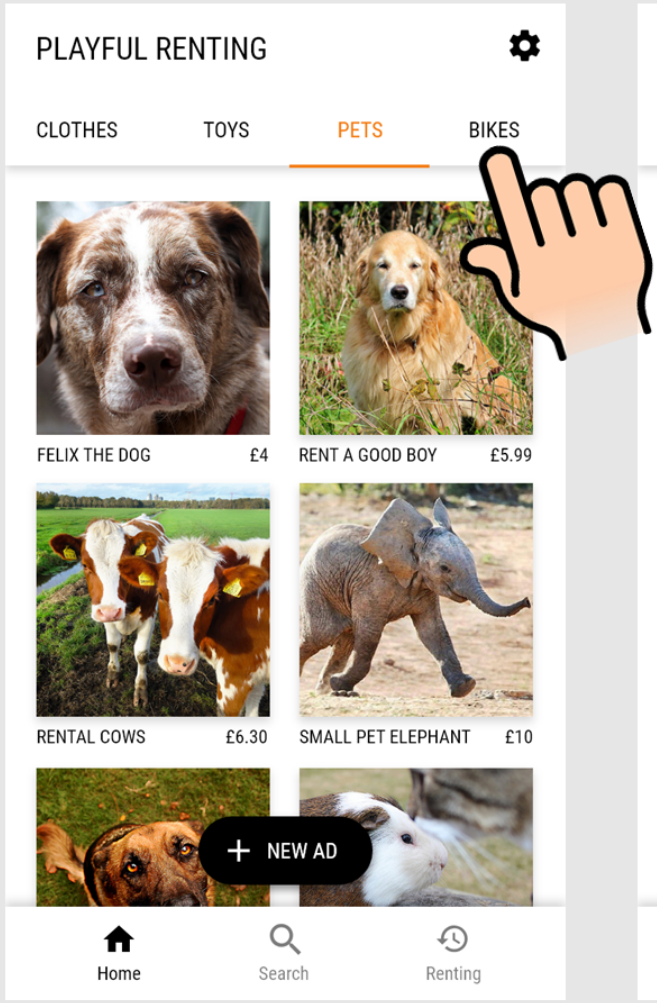


He presses "New ad".

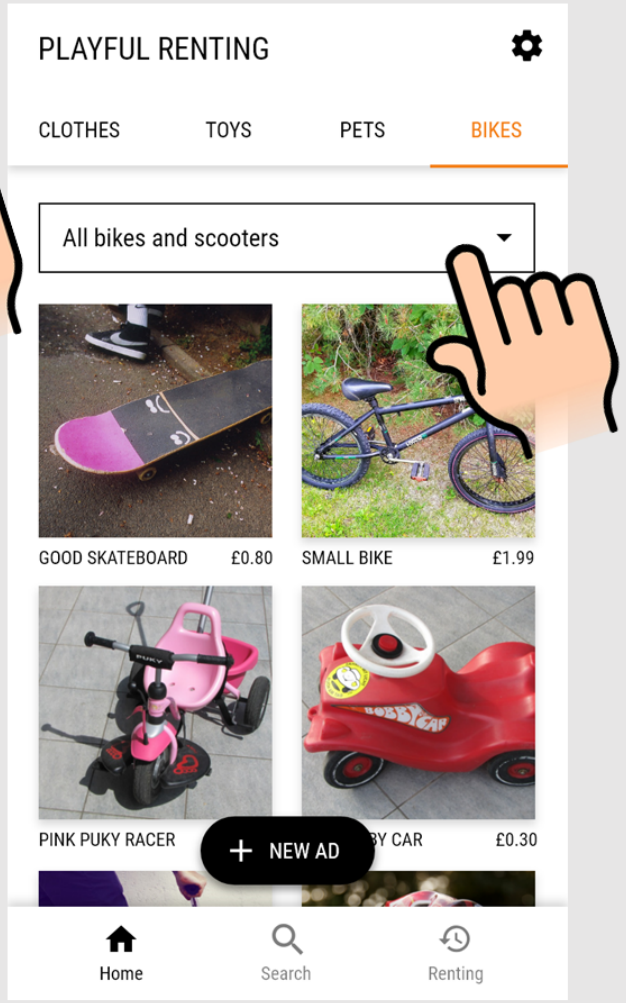




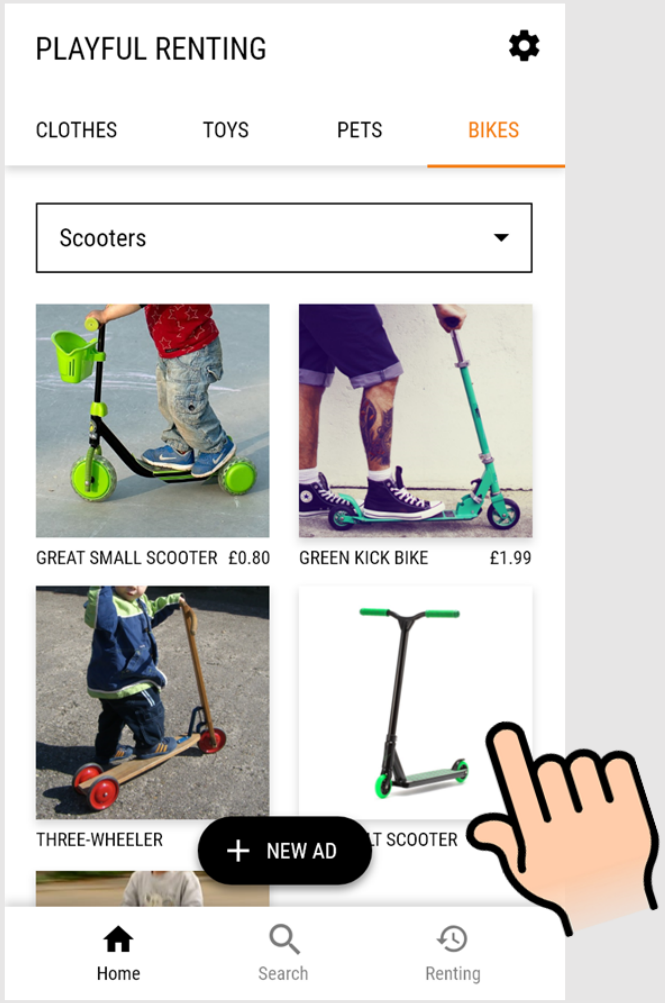
The person who wants to rent looks for a scooter…



Goes to the "Bikes" tab on the "Home" page.

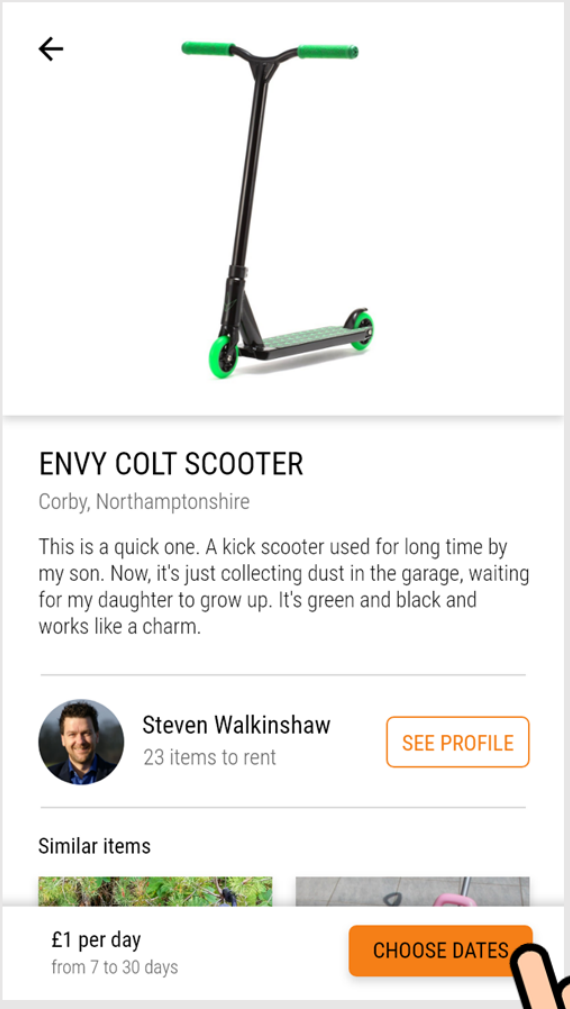


Selects "Scooters".



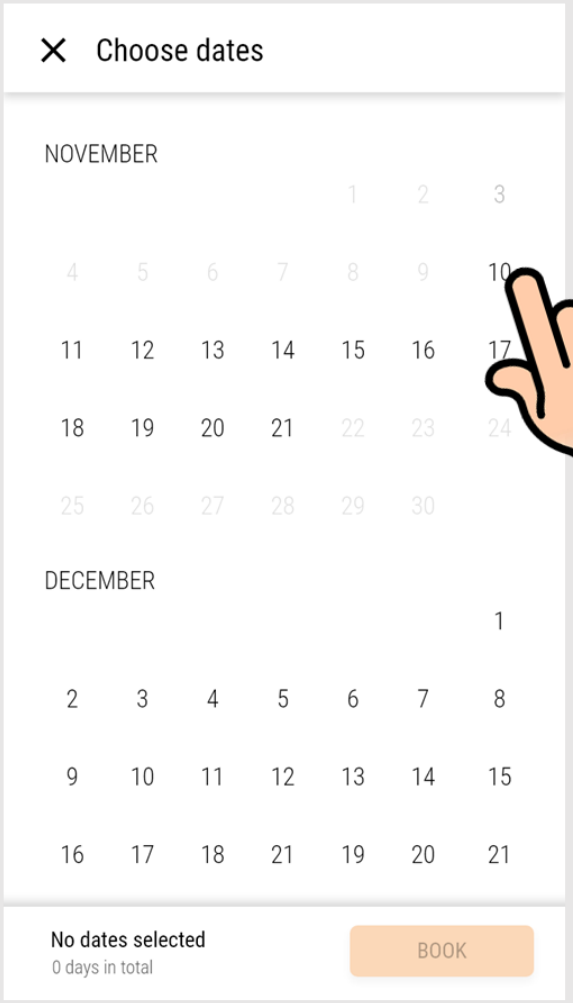
Presses "Envy Colt Scooter"

Checking out the scooter and decides to rent it…



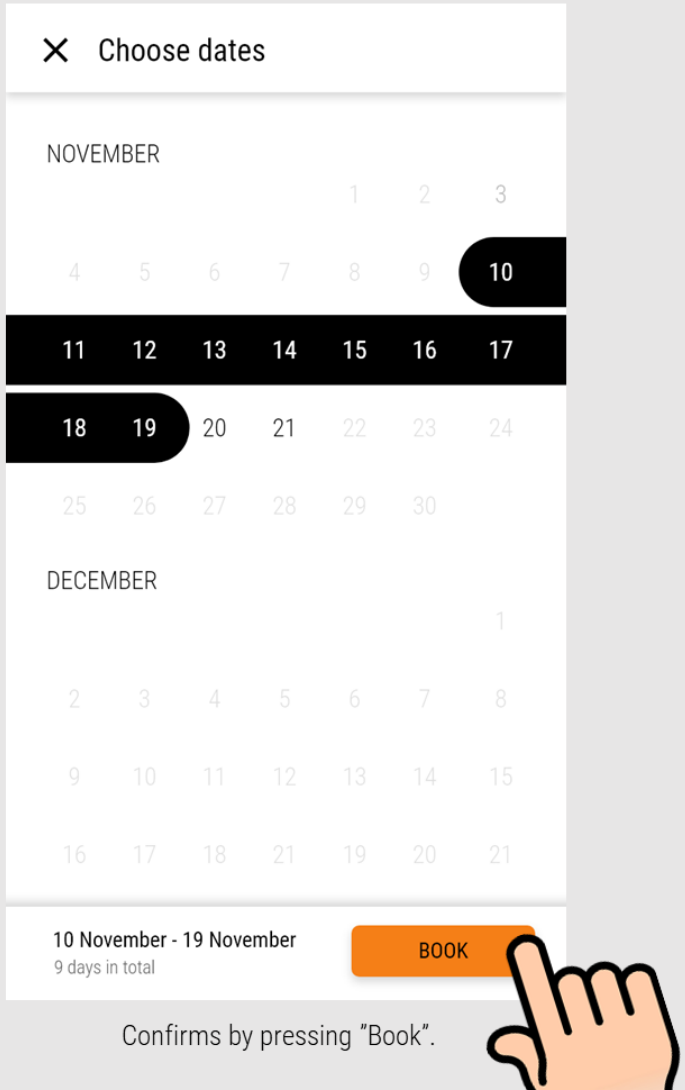
Clicks on "Choose dates".

Picking dates for renting...



Selects pick up date.

Selects return date.



Confirms by pressing "Book".

If the user hasn't added profile information or payment details, those two steps are done here – one by one.

If that has already been done, this step is skipped.

Confirming payment...

← Confirm payment

Confirm payment of £9 by entering
CVV number of card
**** **** **** 5921

CONFIRM PAYMENT

RENTED!

Envy Colt Scooter

10 November - 19 November

£1 x 9 days

TOTAL: £9

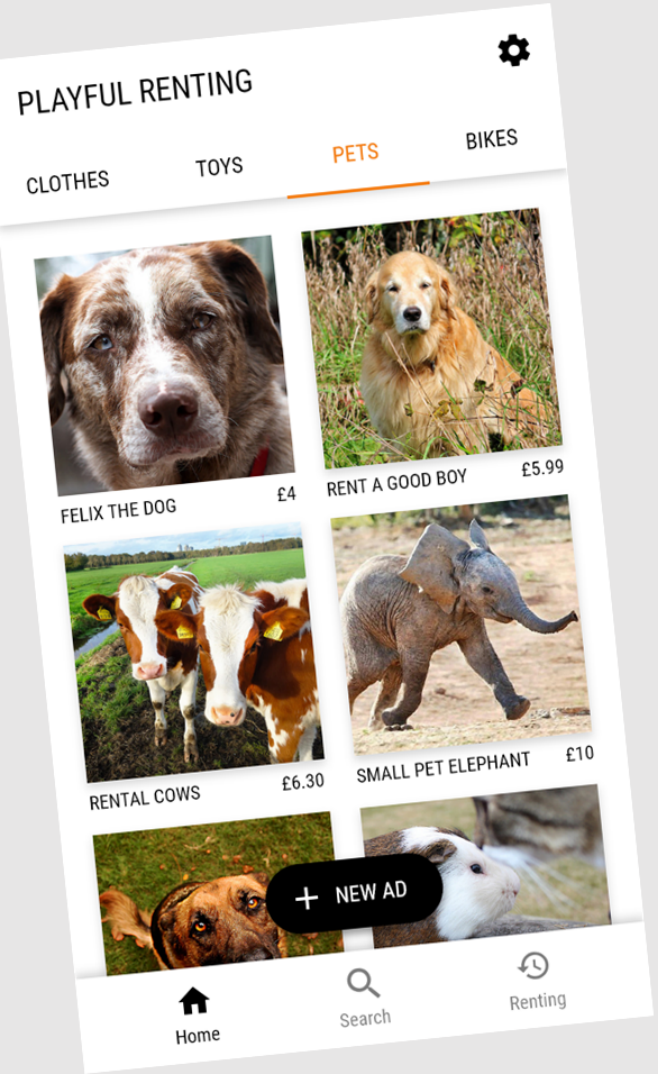
The payment was made successfully.

CONTACT THE OWNER

Steven Walkinshaw
16 Rowlett Rd
Corby, Northamptonshire
NN17 2BW

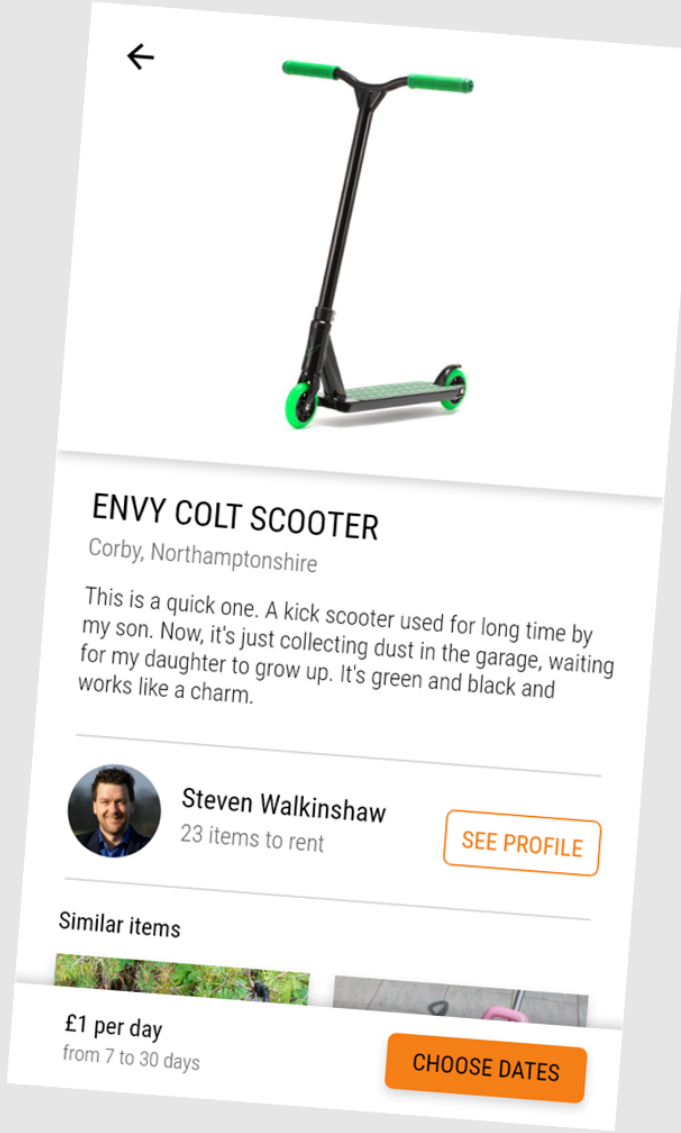
SEND MESSAGE

CONTINUE



THE END

Thanks for checking it out!



All images used for the project are released into the Public Domain, except 'Envy Colt Scooter'.