Interaction Design

Project 9

Hotel Website Desktop Case Study

By Richard Styring

Objective & Tasks

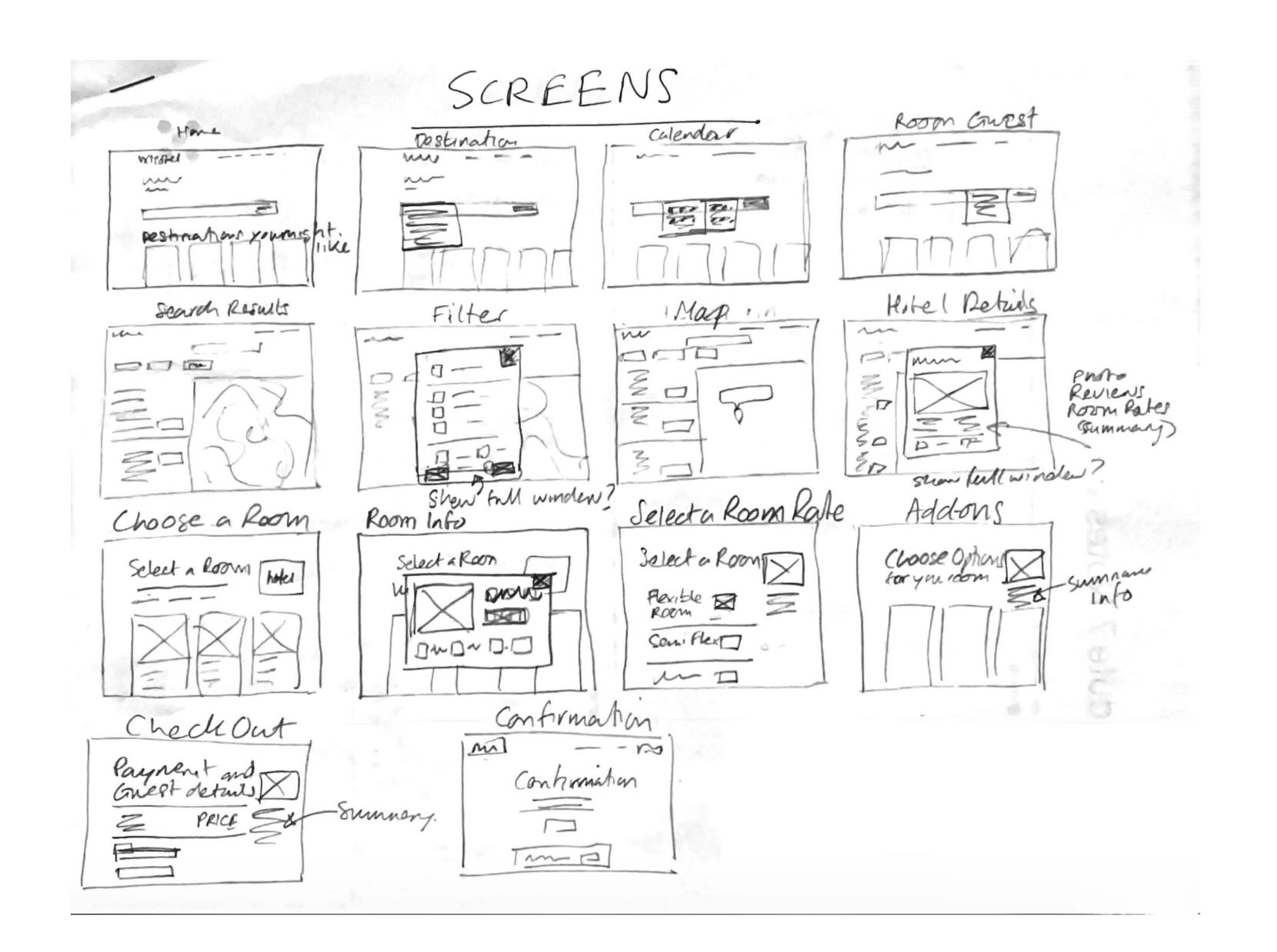
- Sketch the screens for a desktop hotel booking process from homepage to payment screen
- Build on the flow diagram created in the previous project and consider the design and layout of screen states when combined with user interactions
- Address all the issues and user goals identified in the research and analysis

Using the user scenario created in the flow diagram as a guide, thumbnail drawings were first created to plan the screens required.

Typical user interactions were addressed such as searching for a hotel, filtering search results, using a map and selecting add-ons.

Sketches of the screens were produced with some elements cutout and overlaid to illustrate menus and modal windows.

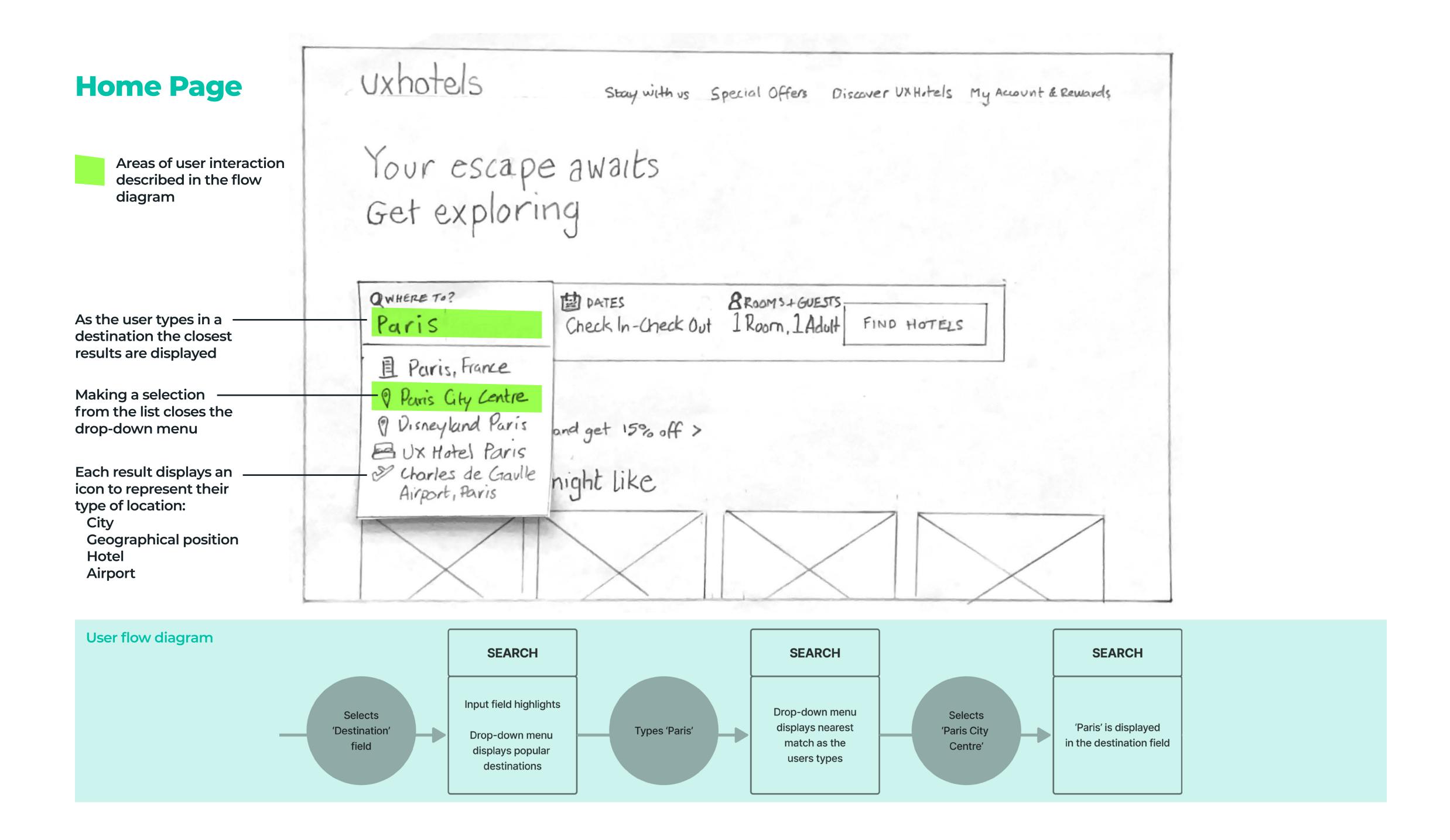
Thumbnail Sketches

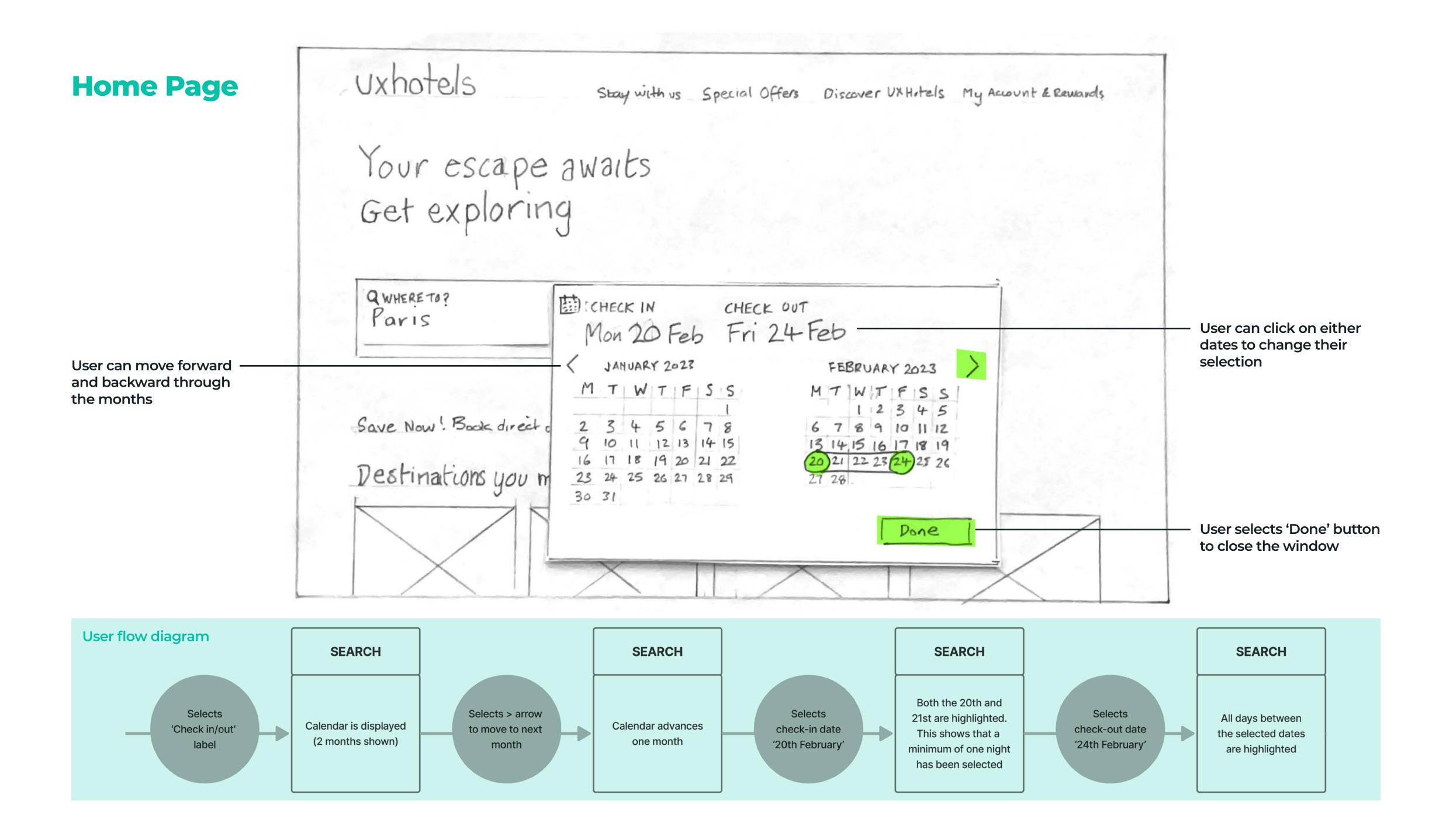


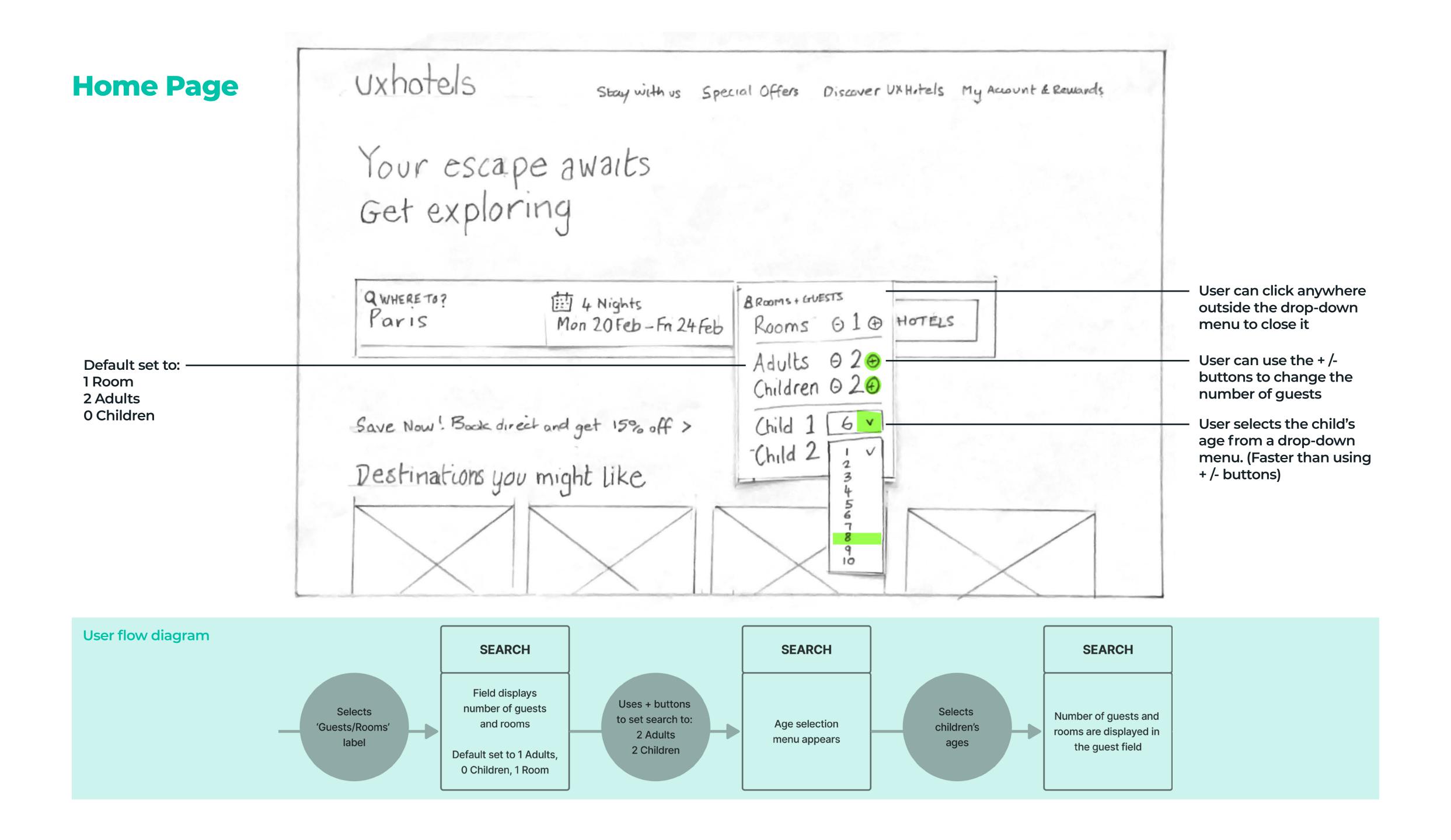


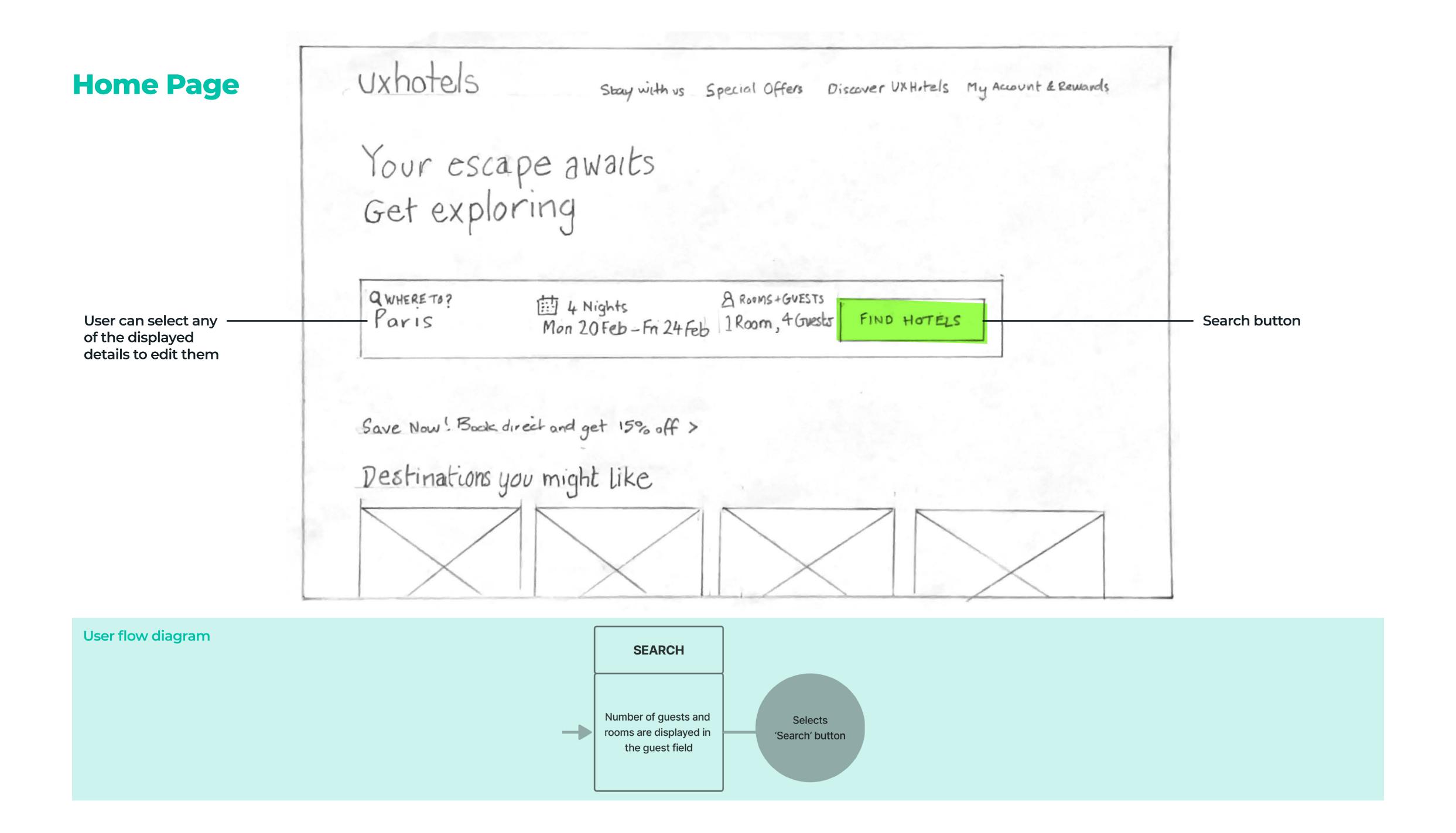
Destination
Check in/out

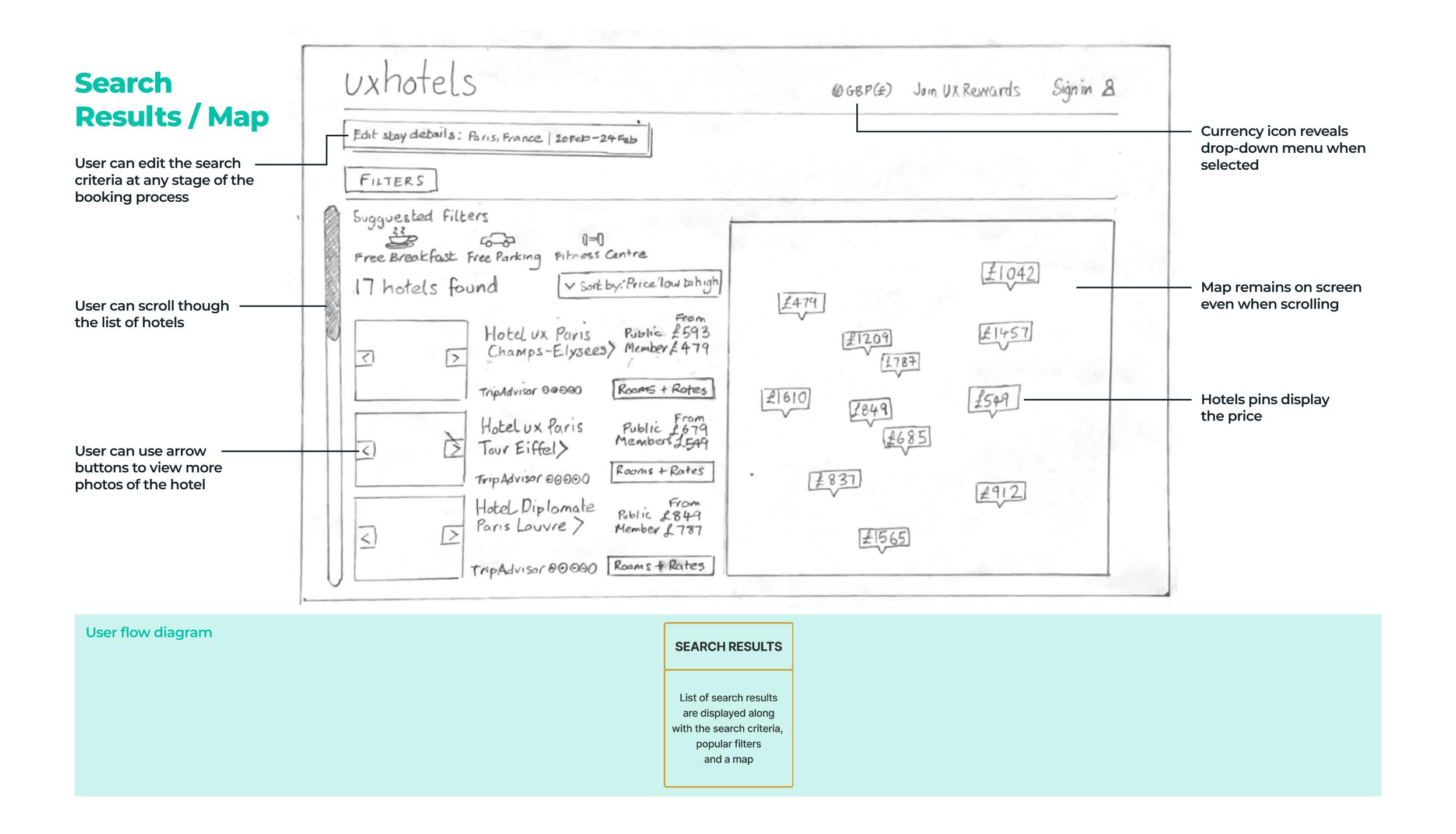
Number of guests

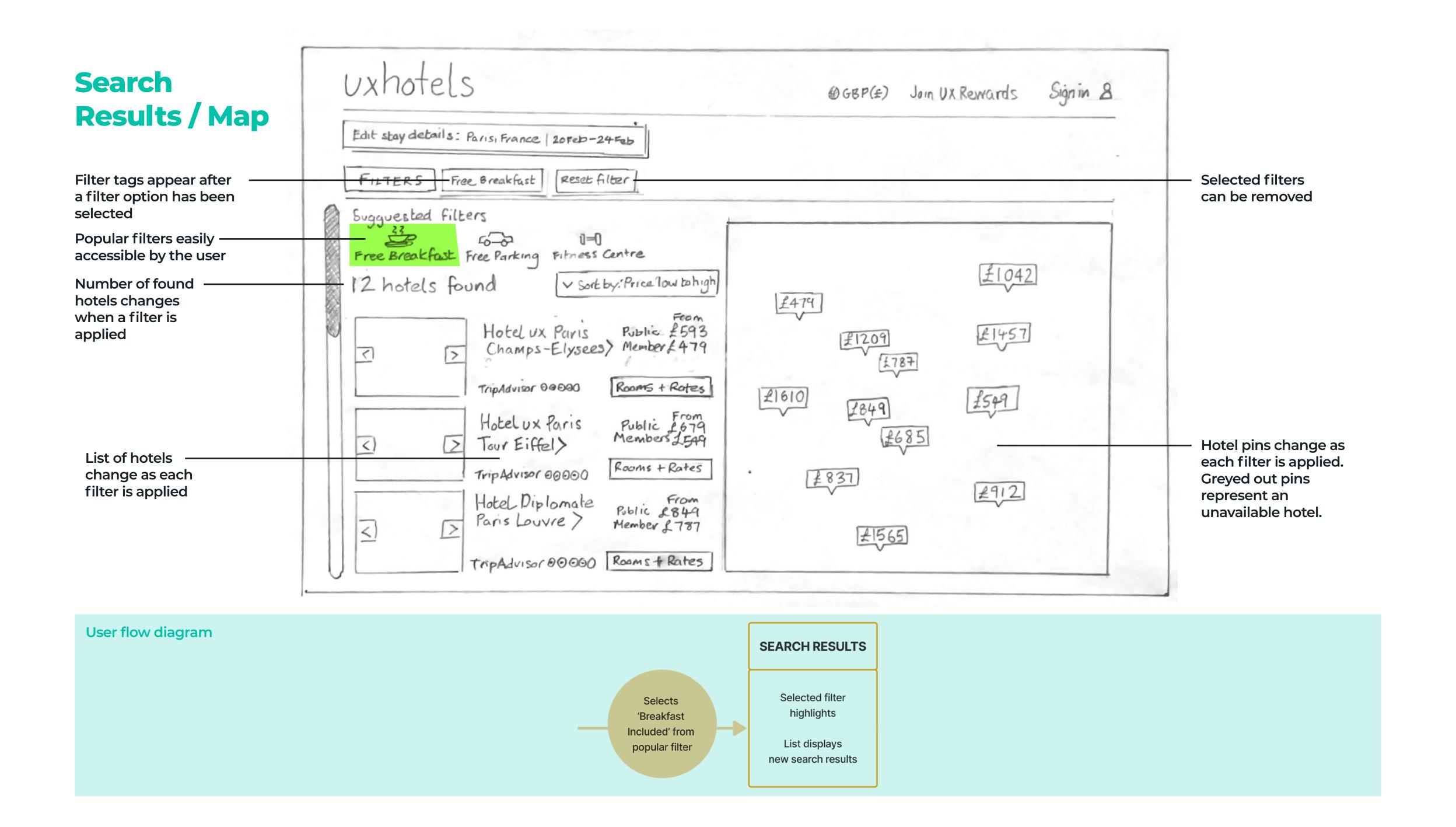


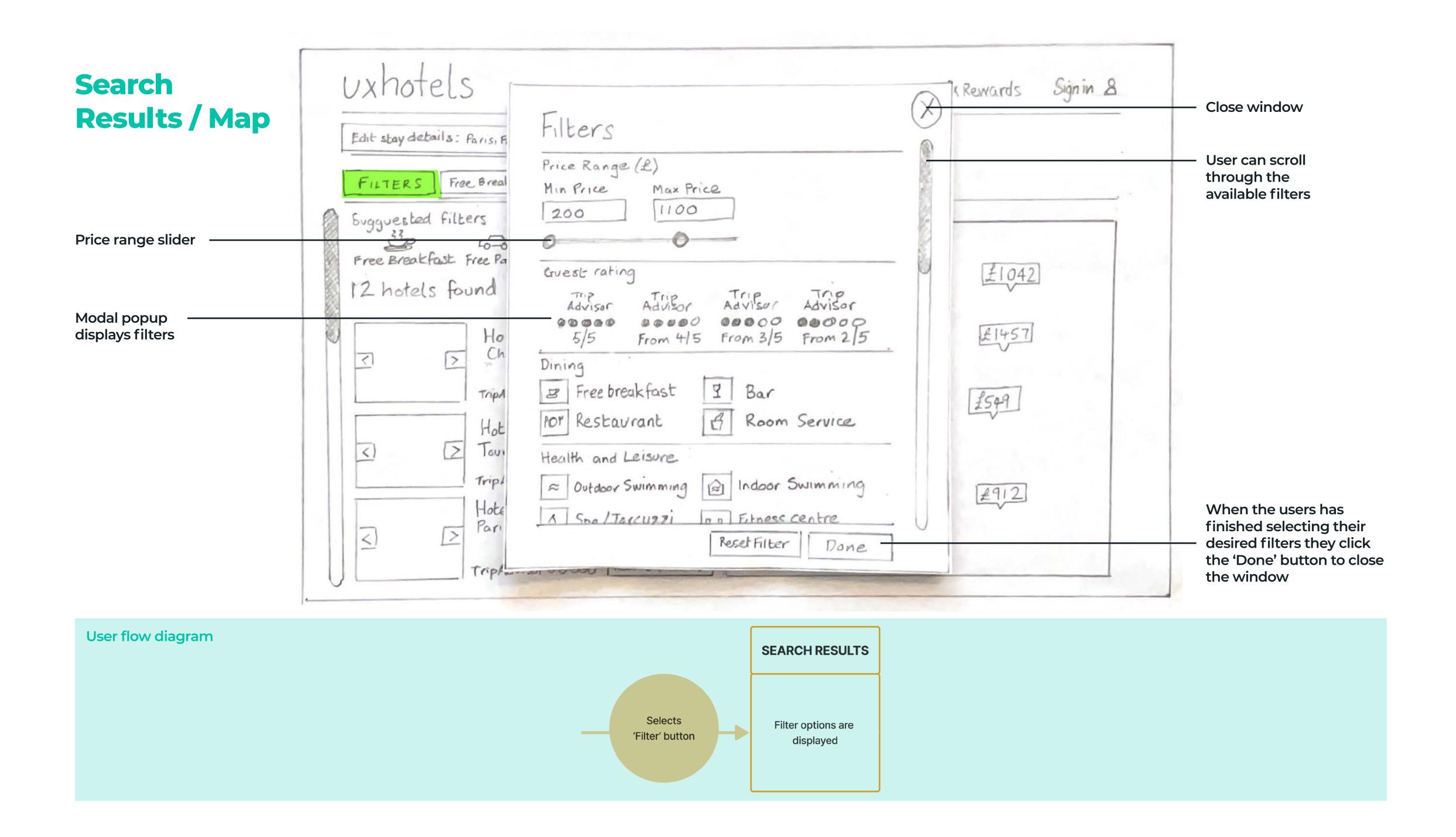


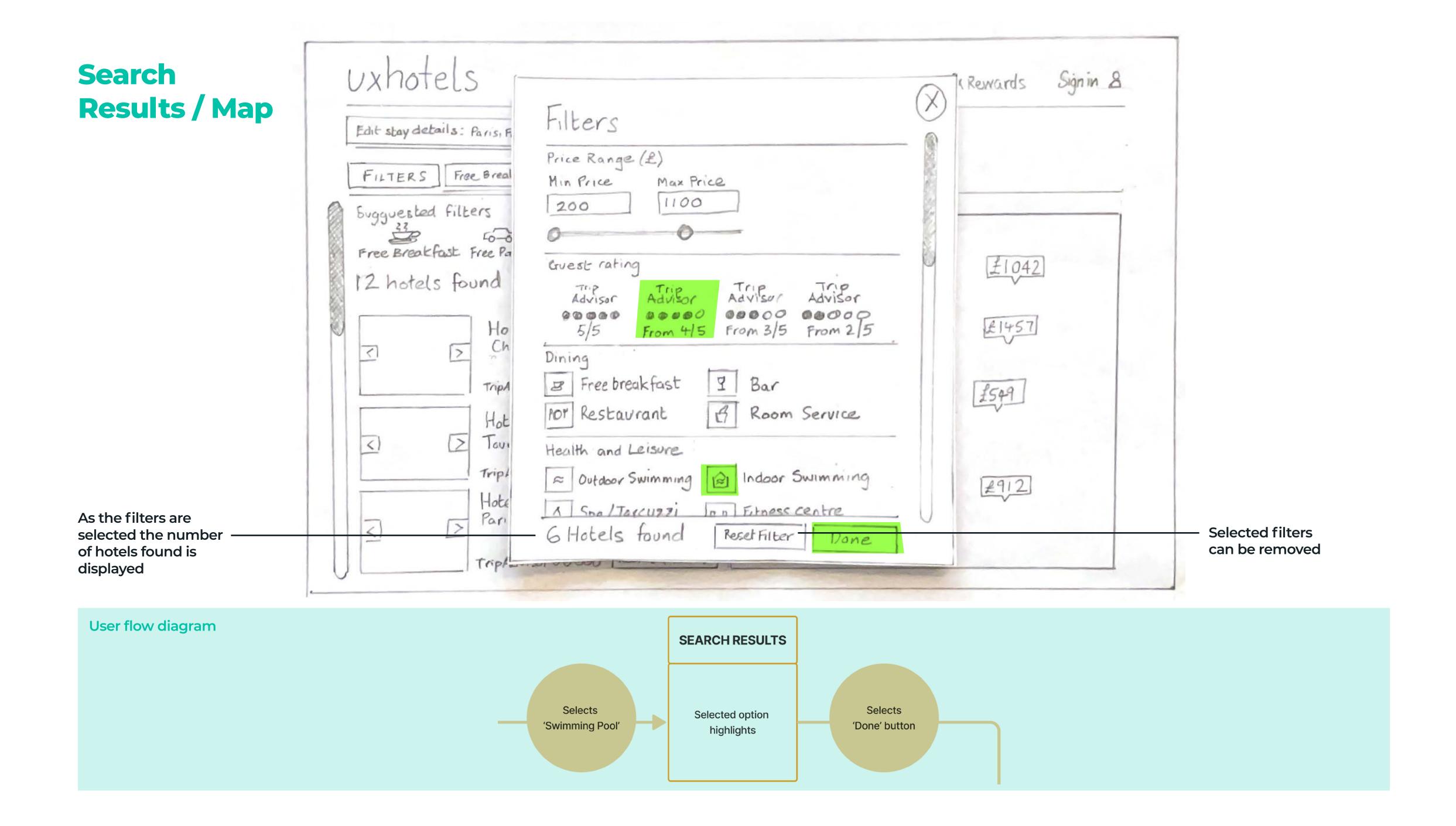


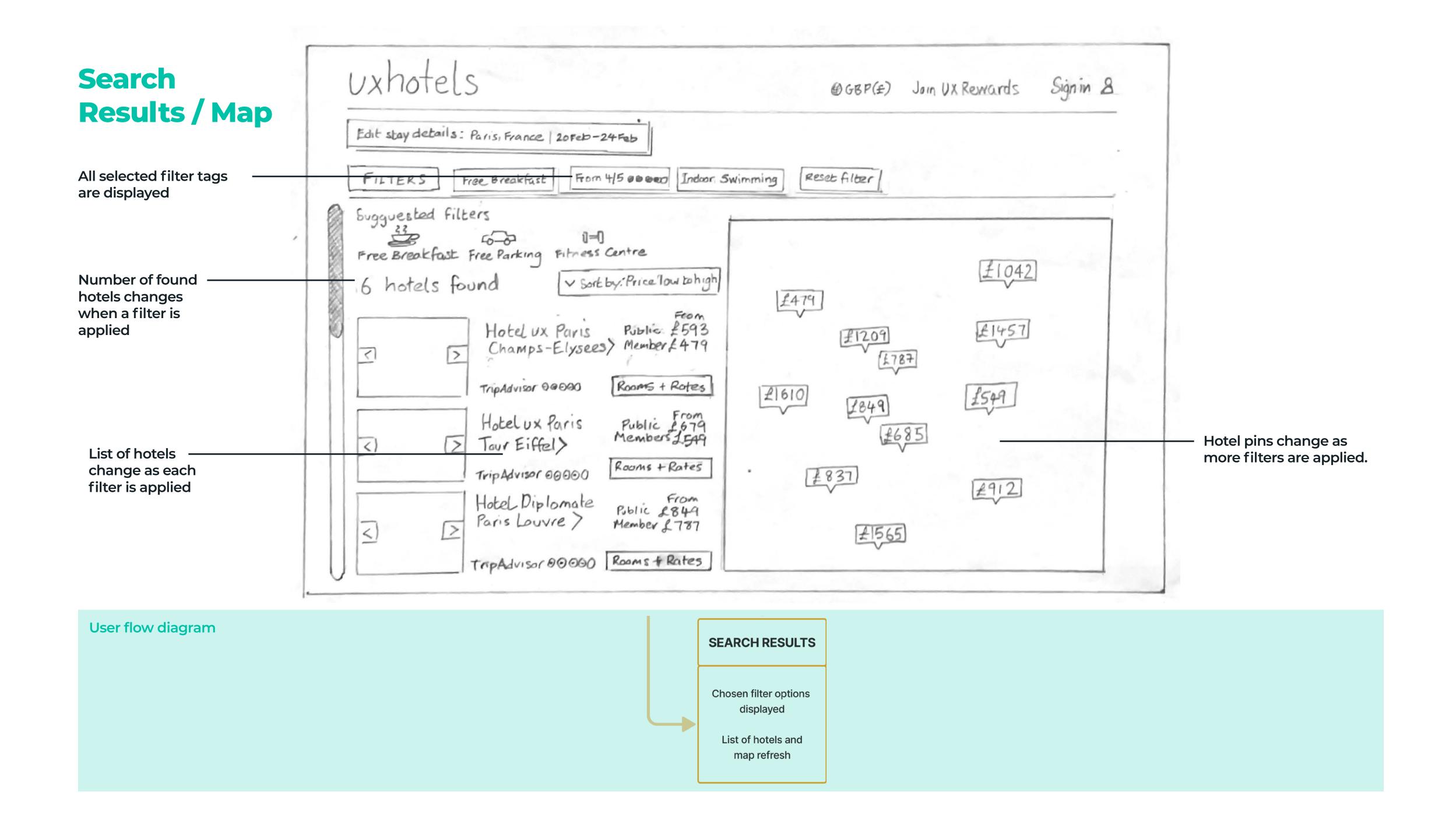




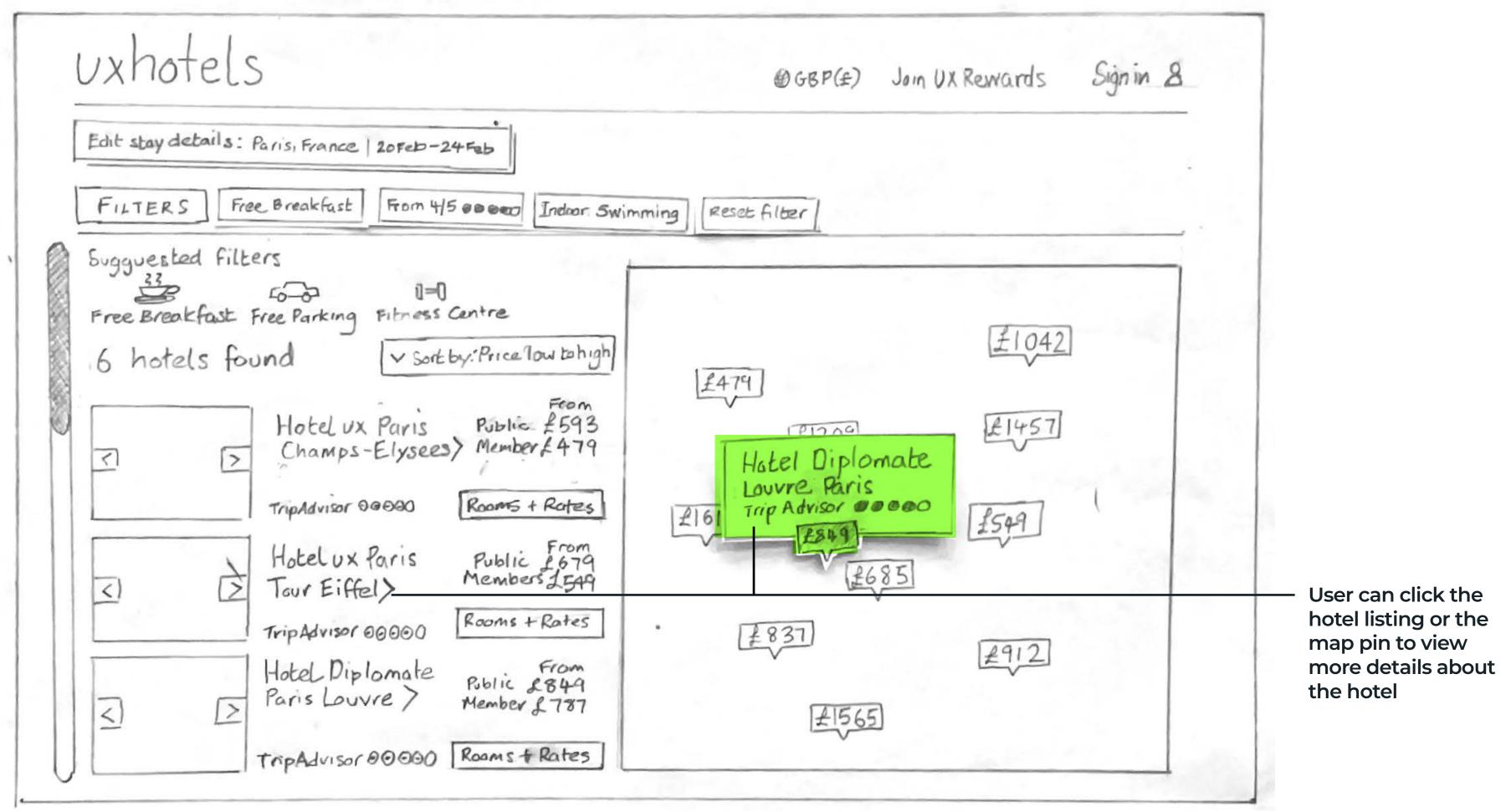


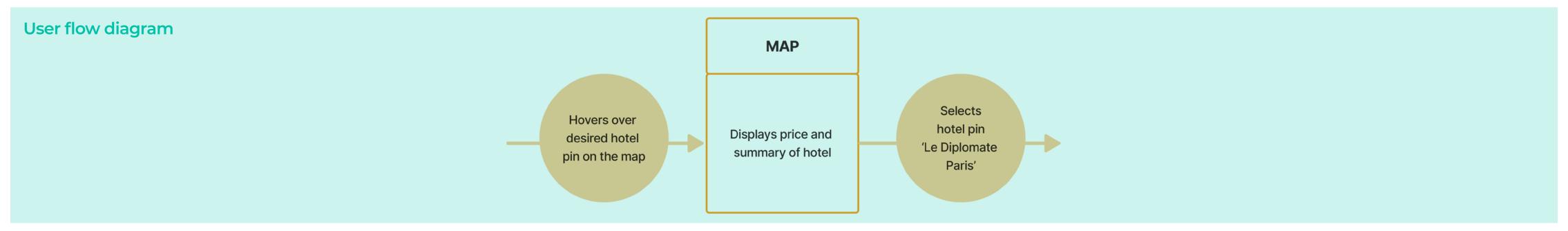




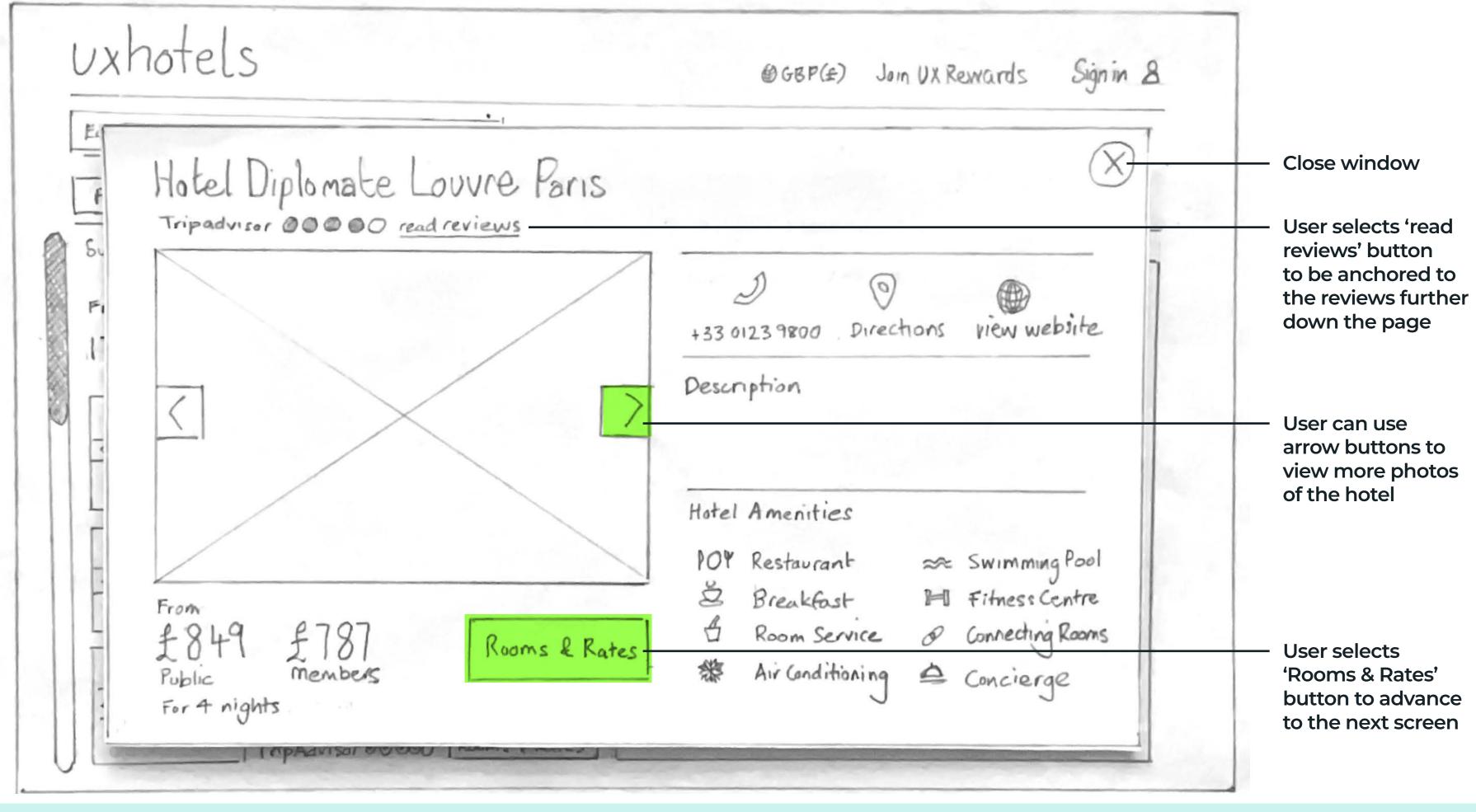


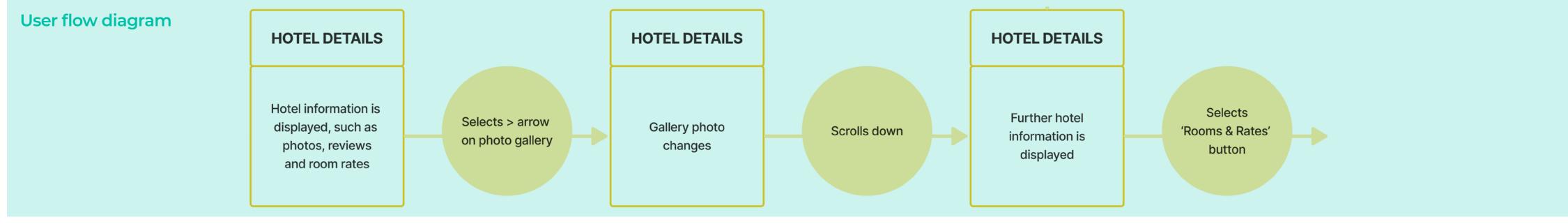
Search Results / Map

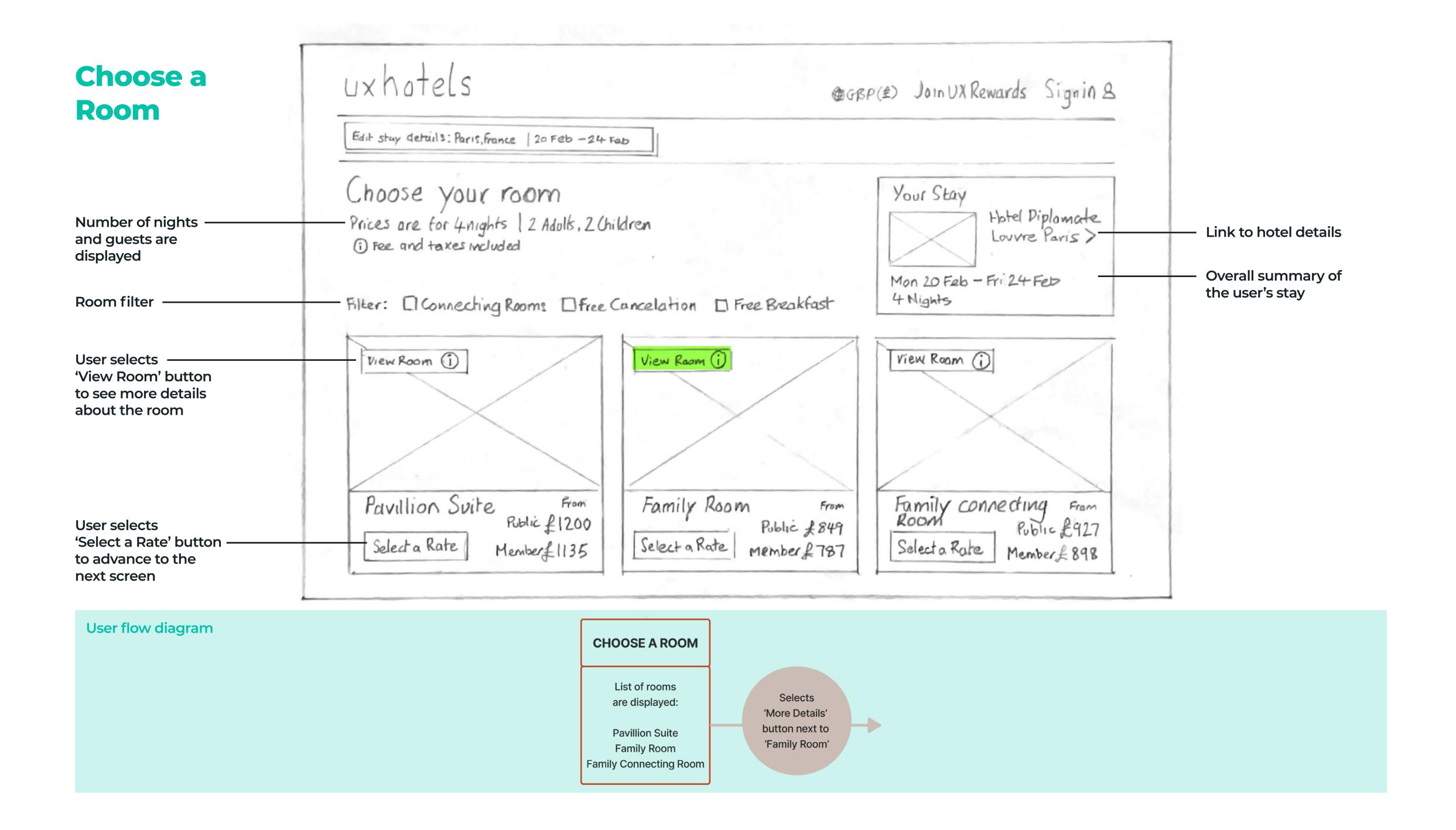




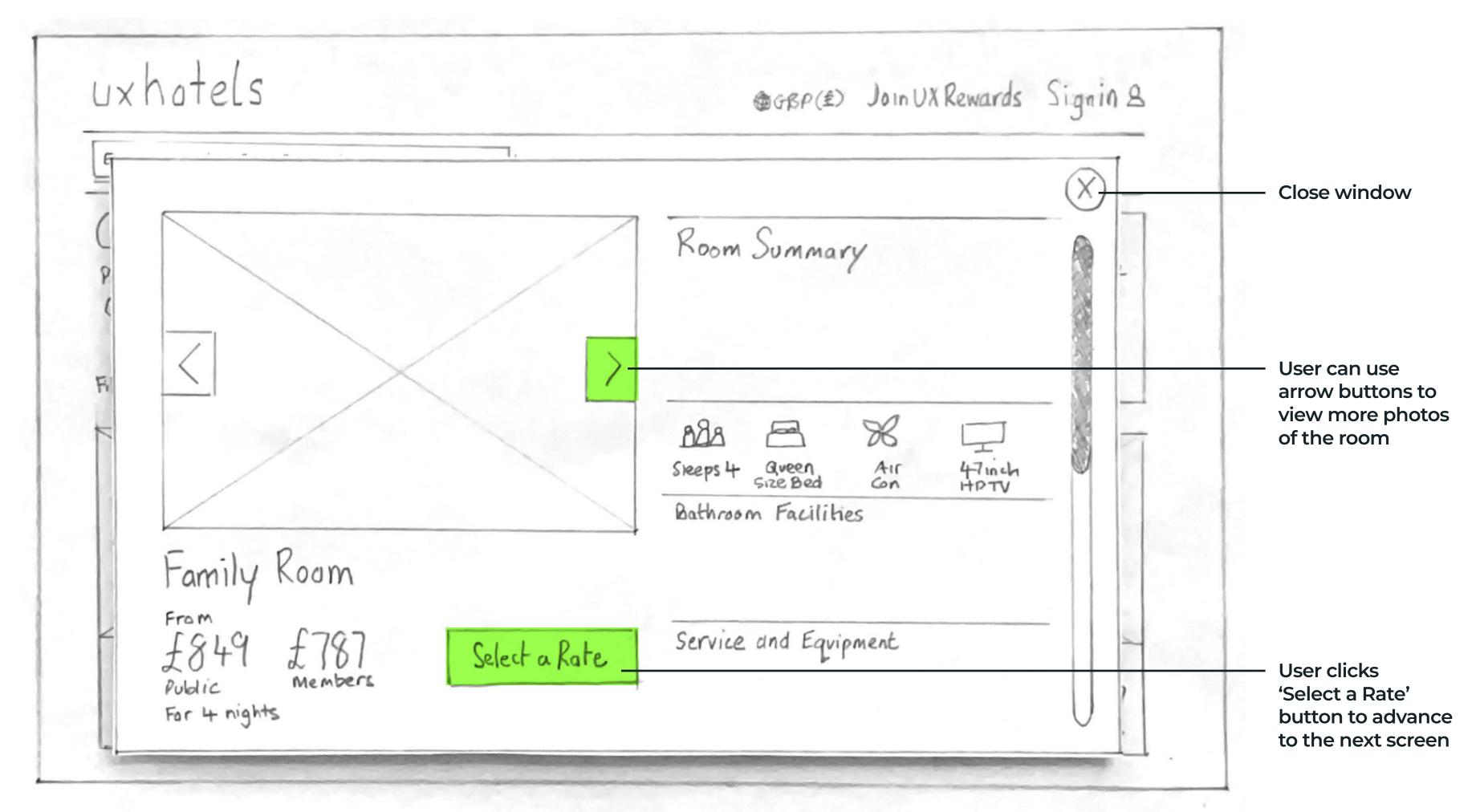
Search Results / Map

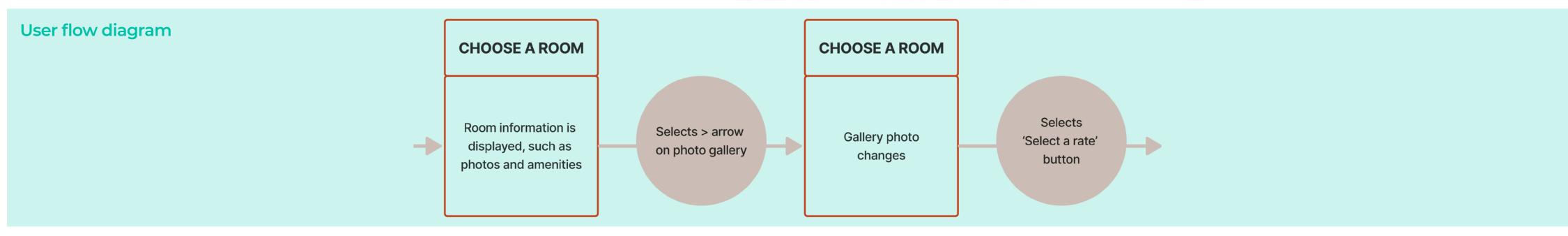


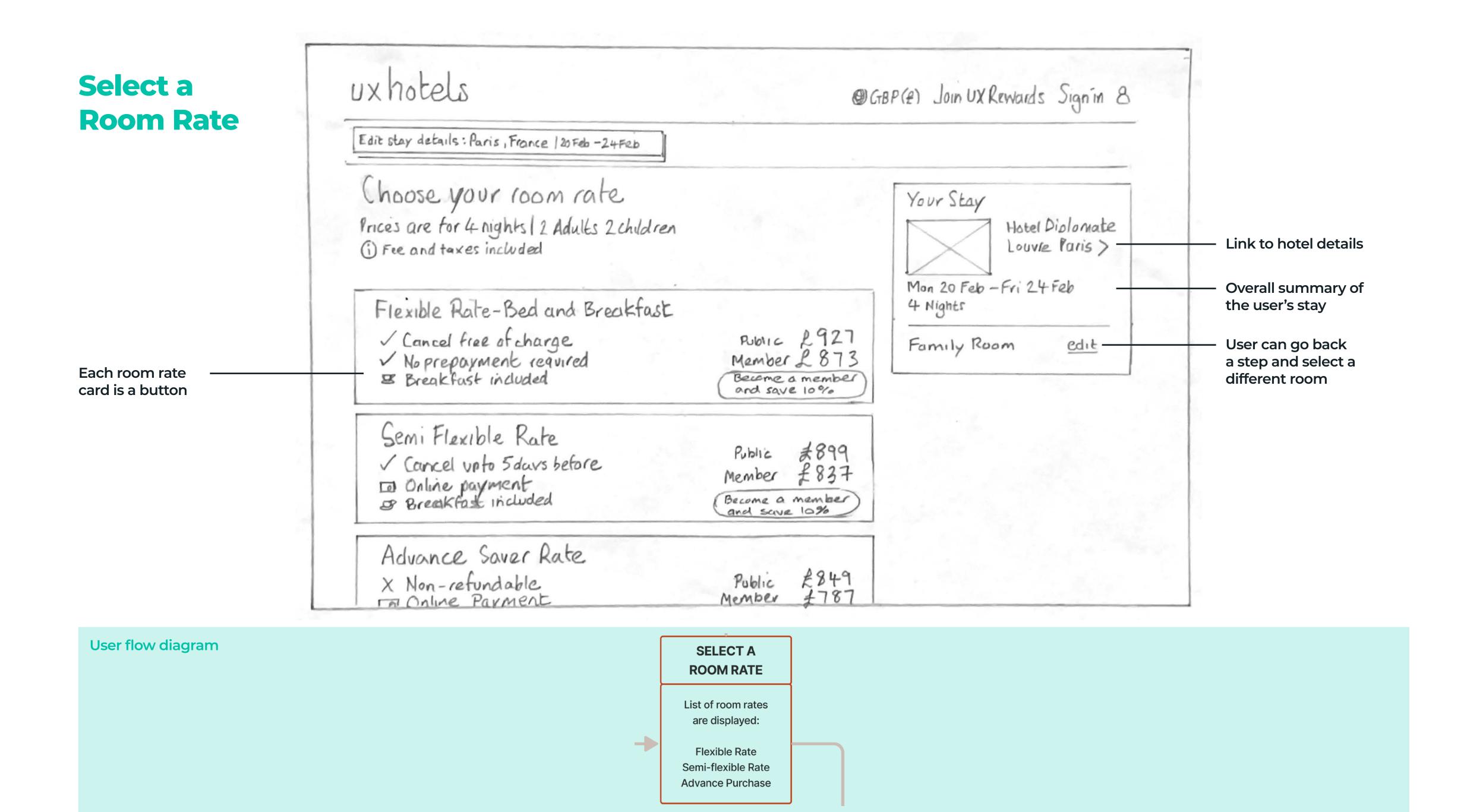


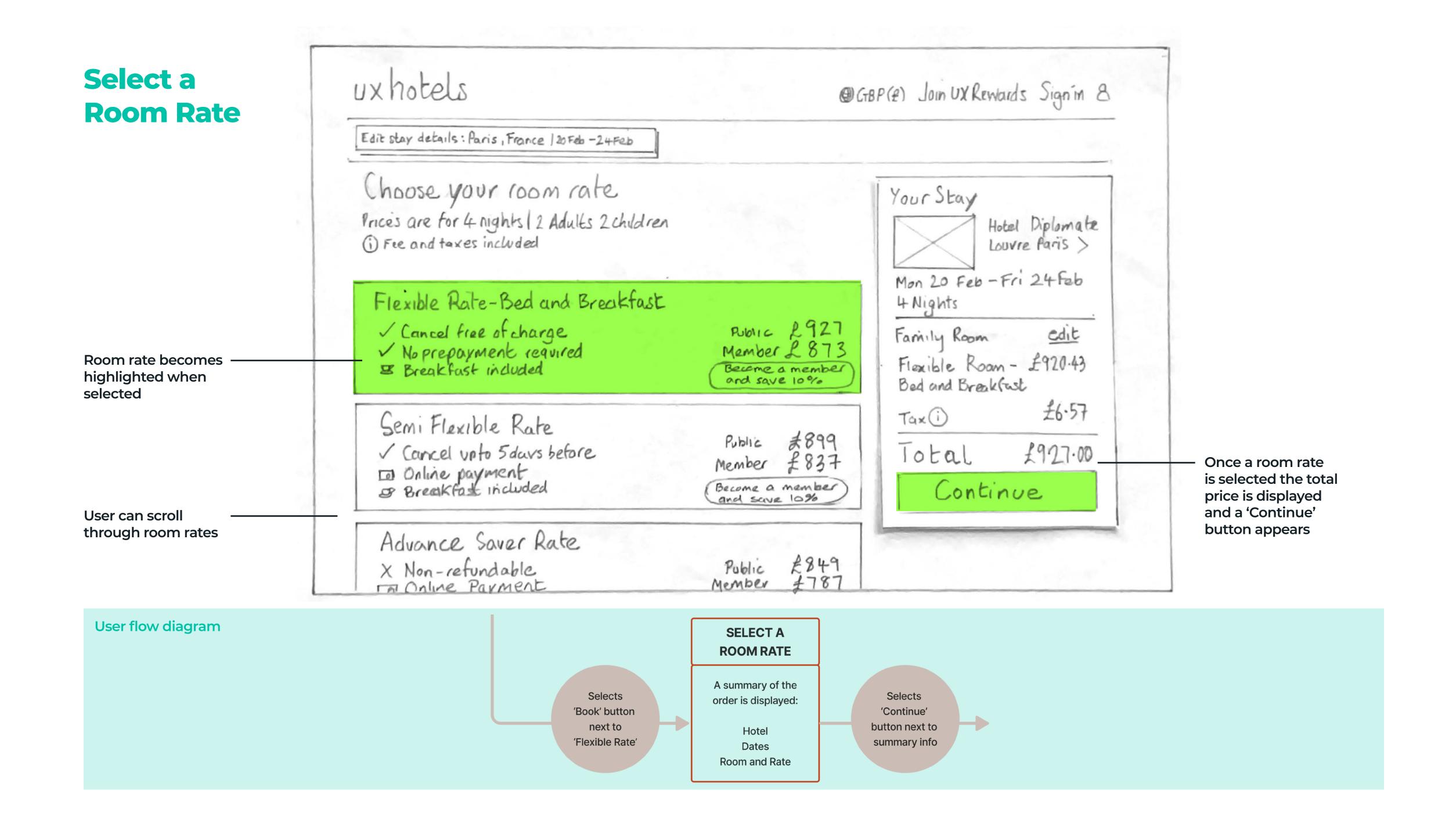


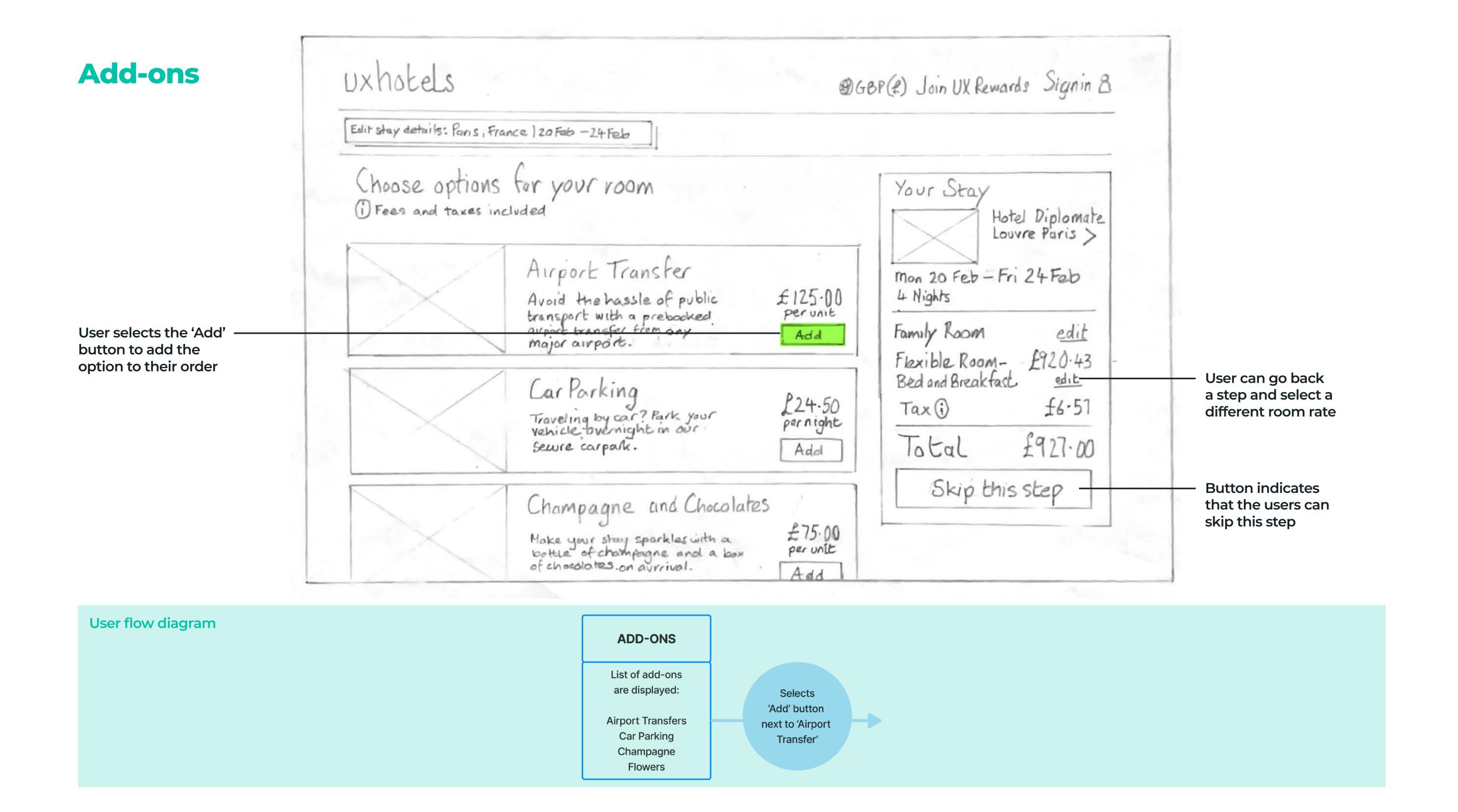
Choose a Room



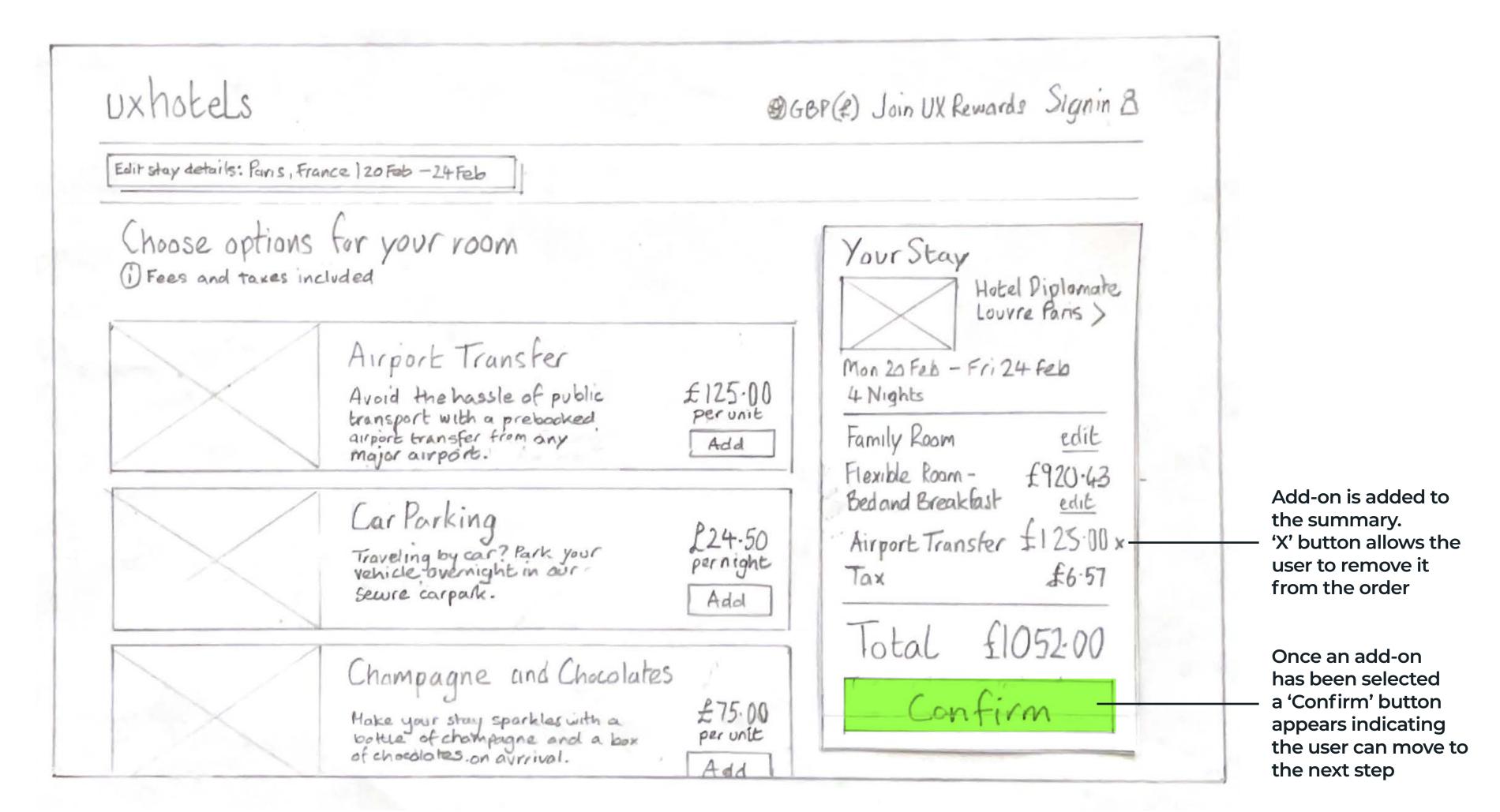


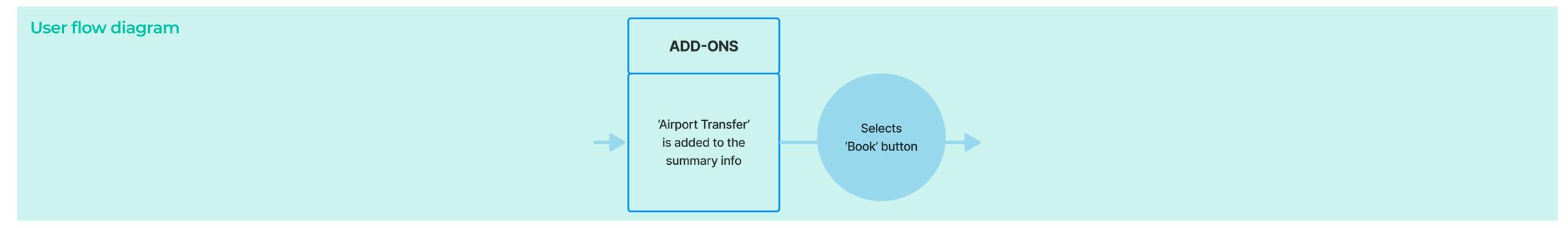






Add-ons









Payment confirmation message is displayed