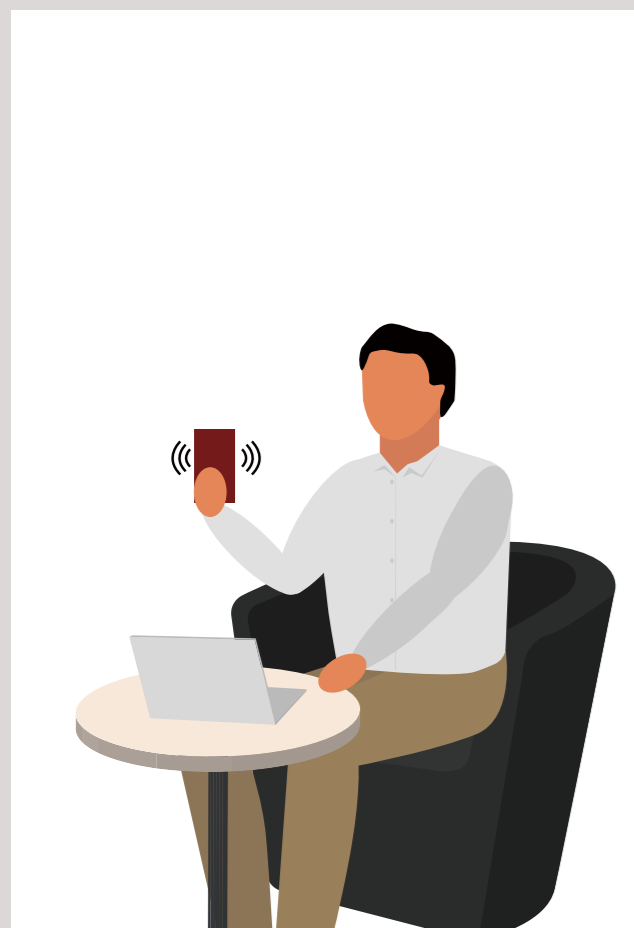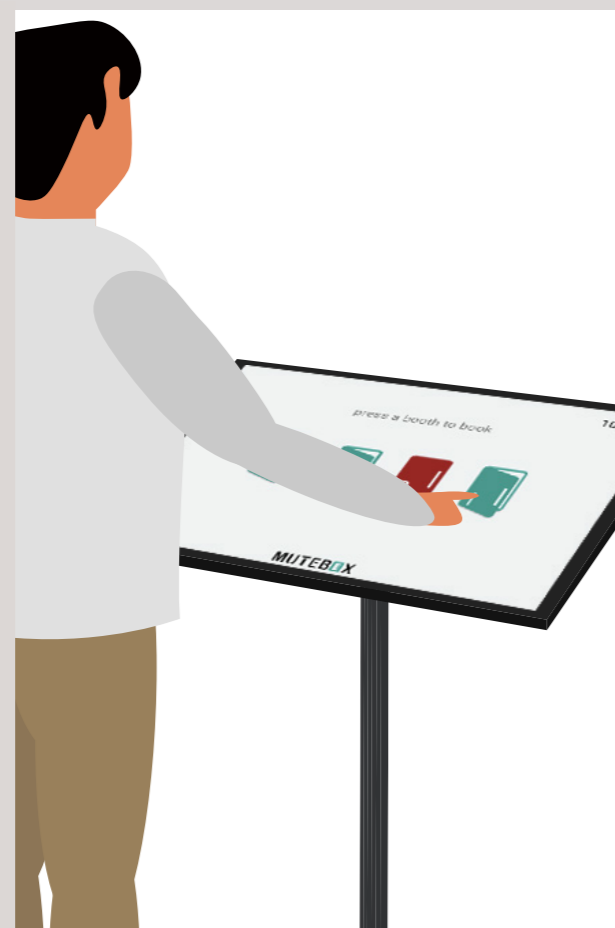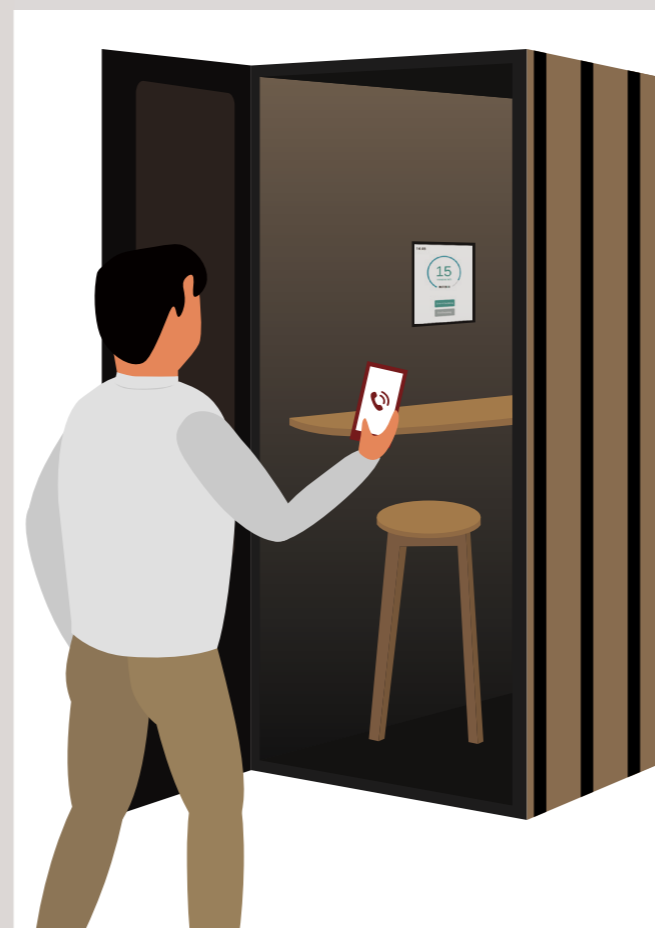# BoxBooking



## Storyboard



**1** Kevin is sitting and working in the **airport lounge** using his computer. Suddenly, he **gets a call** from a client.
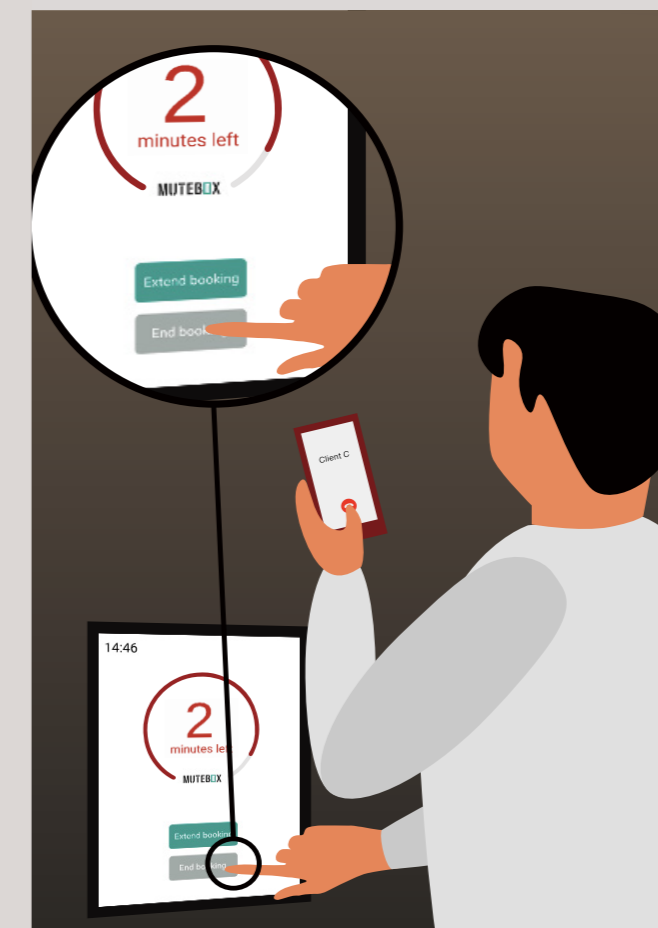
**2** He goes up to the **'overview panel'** and chooses an available booth and booking time.
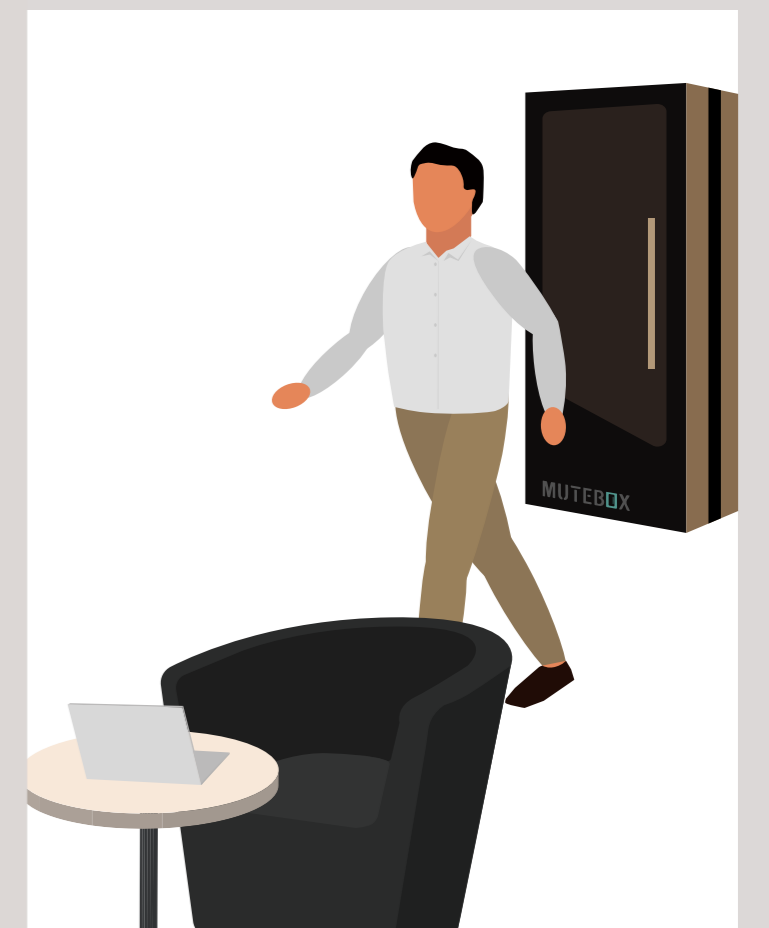
**3** He **enters** the chosen booth.

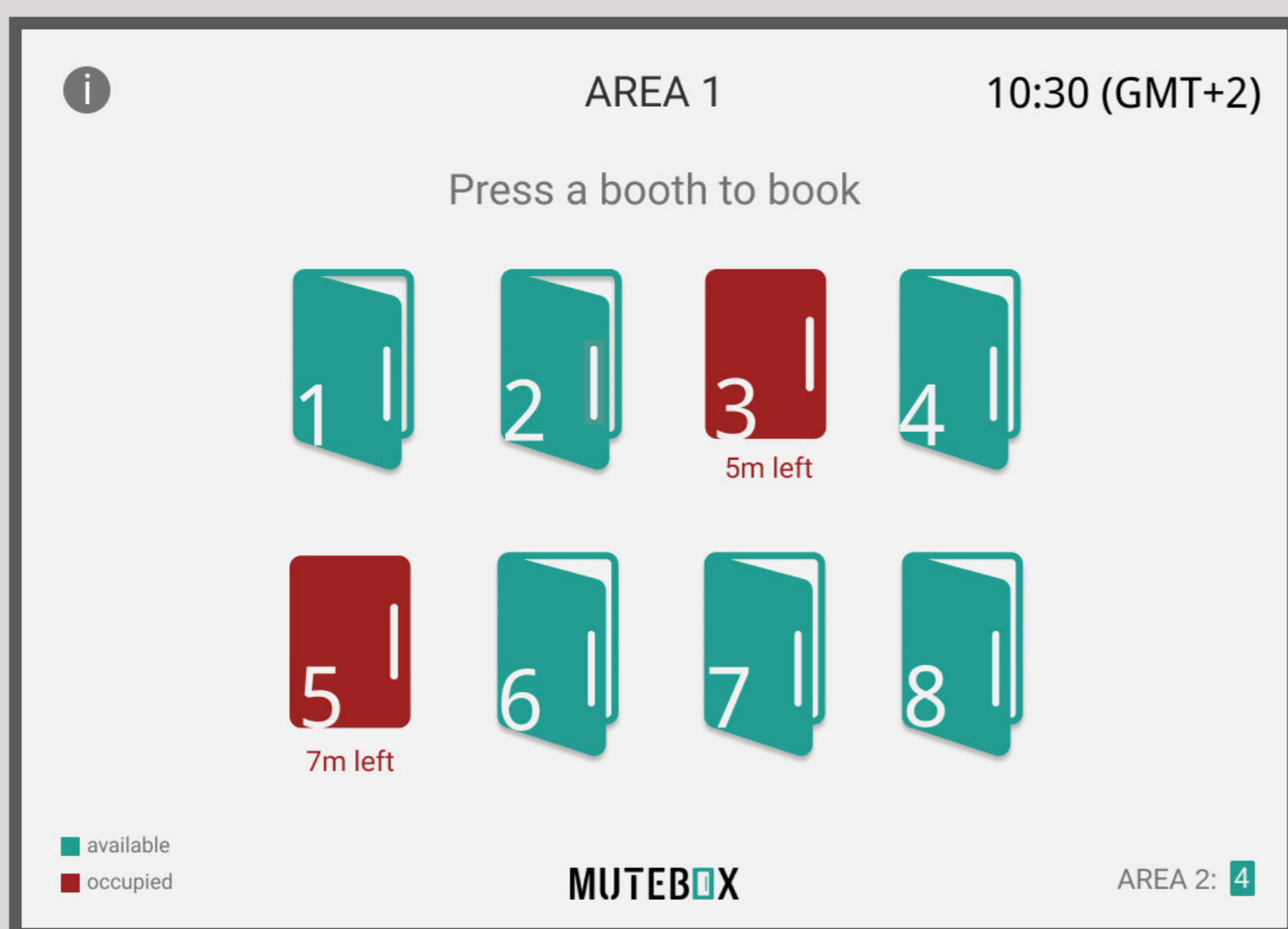**4** Kevin starts his **meeting** in the booth.

**5** His meeting is **finished** earlier than expected, therefore, he chooses to **end** his booking.

**6** Kevin is finished using the booth and **goes back** to his seat.

## User Interfaces



### Overview Panel

The overview panel is designed to clearly show which booths are available. The main object in the design is the booth icon, which resembles a door of a booth. This enables us to also use the icon as a metaphor for the status of the individual booths. With this panel, the users can book, or reserve, a booth to have phone calls in a private setting.
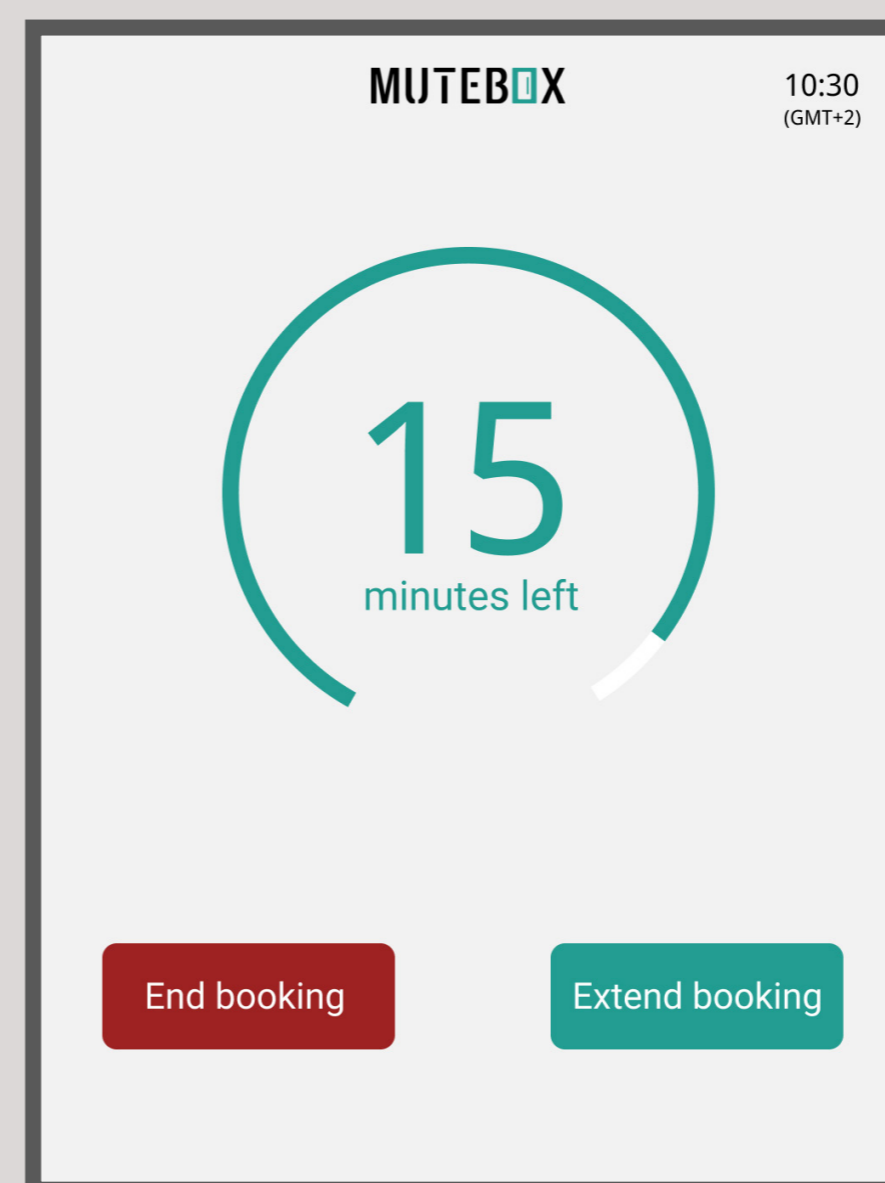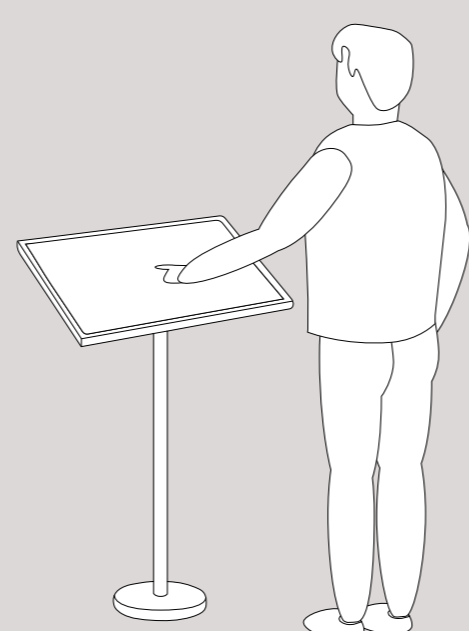
### Booth Panel

Each booth is equipped with a booth panel. Each booth panel will show the time left on the booking. The time is shown with a countdown and progress circle. The booking can be ended early or extended from the panel. The booking can be extended in increments of 5, 10 or 15 minutes. When the booking is close to ending, the color will change from cyan to red to notify the user.

**Interaction Design**
Bachelor Project 2021
In collaboration with MuteBox

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