

## Final project reflective

Design a fast processing platform for second-hand goods; users can sell their second-hand goods on mobile phones. Sellers can select the type of goods purchased on their mobile phones and arrange the time for home delivery. More and more people are studying abroad and are temporarily living abroad. Making an appointment to purchase goods through a second-hand acquisition platform is a problem. When they move, there are many things that they cannot accept, and they don't know how to deal with these things. They have no time to resell them. Before returning home, many large items can only be left in the original room.

It took a long time to create the image for this project. This is because I am dealing with the market and design content. If I fully explore them, I think I can create good ideas, but it takes too much time, and I get confused when I come up with my own opinions. However, researching knowledge and design is very exciting and inspiring.

Second-hand recycling is still a whole process of gathering scattered resources. Waste recycling companies now carry out the same types of waste products to be purchased and then solve them later, integrating scattered waste products into resources, not only can be used in more general industries but also a large amount of valuable and reusable resources can be obtained from them. , Especially the extraction of chemical element raw materials has a particularly important effect on the development trend of all social development.

Through investigations, at present, the online second-hand idle goods market in developed countries such as Europe and the United States has better intellectual property protection, higher security, more convenience, a complete logistics system, and reassuring after-sales service, which makes Everyone is assured of online shopping. The national government will also provide relevant help and support, thus making the second-hand idle goods market more mature in developed countries in Europe and America. Online shopping in European and American

countries is mainly based on the B2C model. Foreign second-hand idle goods websites mainly include eBay, Gumtree, Preloved, etc. These are all very well-known websites.

Through the above survey, I am thinking about which type of group to target the demanding group. In the end, I decided to target office workers and college students between the ages of 18-35. They have independent financial income and online shopping habits, which are the main power of online consumption.

To ensure that the product is designed for people in need and to provide a basis for product design. I conducted questionnaire surveys and user portrait surveys, which helped to understand and locate target users, dig out core needs, enrich scenarios, and predict trends. Through the questionnaire survey, we can know that there are many factors for users to move or buy and sell second-hand goods. The interviewee in my first survey was a university student studying in the UK. From here, she learned that she also needed to sell her second-hand goods, but she didn't have a lot of time for second-hand resale. I hope there is a platform that can quickly sell.

Through the information phones of some news, magazines, and websites, I learned that under the background of the rapid development of the Internet, the transactions of second-hand goods are almost all relying on the Internet. Except for the second-hand goods market, groups of international students generally learn about second-hand goods transaction information through large-scale WeChat groups or specialized application software and trading websites. Second-hand goods transactions still have specific security issues, and the above reasons reduce users' trust in second-hand trading.

For example, a viral second-hand trading website called Gumtree, where users can find advertising information on all aspects of life, including second-hand resale content, such as selling cars, renting houses, and selling things. User posting is free, and information is vast, attracting many people to use it. Since it is a classified information website, Gumtree only

provides a free "advertisement" opportunity and is not responsible for online collection. Therefore, if someone wants to buy something from you, they recommend that the user trade in person in private to ensure that the advertisement is authentic. The money is delivered by one hand, but because it is freely released, anyone can use it, which leads to a specific security risk in Gumtree, whether it is selling or buying things. It is easy to encounter scammers.

Inspired by this website, in my project, the transaction location between users is in the same residential circle so that it is convenient for users to do face-to-face transactions. Users can book transaction time online, which is suitable for office workers who are pressed for time. Love cycling has a personal credit function, which can ensure the safe use of users, and the user can see the creditworthiness of the other party.

I plan to design an app project to present the concept of love cycling, which is concise and clear. For different user needs, the app design is more straightforward and clear. My idea of customization and modification is not perfect in the visible part, but I can reach a certain level. In the visual element, for better presentation, I used flat and 3D illustrations to express the information in the app. Compared with flat illustrations, 3D illustrations capture the user's psychology more. An excellent visual product should provide feedback to the user for every operation. Regardless of success or failure, the input will make the user feel that they are interacting with the elements on the screen. Even across the screen, it can make the user appear to be directly operating, increasing the controllability of the operation and an authentic and natural sense of body. As a designer, you need to pursue something different. Learning 3D design-challenged not only me but also got a different experience.

A complete design requires a brand design. Graphics, fonts, colors, and even design techniques manifest brand design. The soul of an authentic brand should be the way of thinking. In the design process, always maintain the three thinking modes: brand thinking, logical thinking, and three-dimensional thinking. The font used for designing the logo uses the Bold format, and I also

think this type of font is more appropriate.

The curve of this font is subtle enough to ensure that the font is still legible in both thicknesses. And it is in line with my concept of designing the brand. I think the font is unique enough to explain it. However, it takes time to find the right font-weight, balanced spacing, and individual brand elements (such as the dots on "o," "g," and "i"). The "i" and "g" when drawing are displayed at the image's bottom. I mark each character onto the provided grid according to my developed concepts. All the characters can be easily edited to add the circular effect I want. On the upper right is the logo font design. Use uppercase and lowercase for the logo. I created a modern, clean aesthetic font.

After the font was finished, I started to create ideas for the Lovecycling logo. Inspired by the trash can, I designed this logo. My mouth shape was inspired by the trash can and designed this logo. The figure of the marked port represents the shape of the garbage hole. To make the logo more interesting, I created the shape of the eyes. There are positive and negative versions of the logo.

I enjoyed the process of doing this work and encouraged myself to work hard on the next project. I like my illustration styling, but I find it difficult to make 3d illustrations because I need to learn and make them.

The data collection process is usually stressful and sometimes unstable, but I learned to adapt and stay focused on achieving the goals I set. At the same time, I also knew when to change methods in the field—especially when a particular research method proved to be unsuccessful. In hindsight, I should change my approach earlier to save a lot of wasted time.

In general, this process is challenging. It let me understand the iterative nature of UX and UI design work. It is becoming more and more evident to me that nothing in this field goes as smoothly as planned on paper. If we look at it according to the definition, we should not understand what the interaction is and why it is so defined. And when you can't understand

something, you might as well ask yourself why it's nothing else. So instead of understanding what interaction design is from the front, it's better to question it. Our purpose of questioning is not to make big news to deny the value of interaction design but to understand the rationality of interaction design through investigation. After all, a reasonable thing is unlikely to be flawed from any angle.

I realize how vital resilience and flexibility are in this field. In hindsight, I would prepare backup plans for all aspects of my research, because in some cases, I was completely caught off guard and had to take a few days off to reformulate my strategy. I have lost some precious days in this way. If I manage my expectations more carefully, I will be better prepared for unexpected events on the scene. In retrospect, I will take my position more seriously because I never thought that other people's views on me would affect my study.

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