

Integrated Parking System

Applied Design Strategy

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Source : Fig 1 : <https://www.bmw.cc/en/all-models/bmw-i/i8/2014/pure-impulse.html>



Agenda

1

ORGANISATIONAL
SETUP

2

RESEARCH
PHASE

3

PRODUCT
STRATEGY

4

DESIGN
STRATEGY



Organisational Setup

1. Team Members
2. Resources
3. Key Partners
4. Money Needed
5. Channels
6. Revenue Streams

ORGANISATIONAL SETUP

Team Members



ST DOE

MANAGEMENT

Manage the project plan, set the milestones, facilitating, motivating, consistency management



SI DOE

MARKETING

Conduct a basic research on, latest technology, trend analysis, customer segment, user needs.



SA DOE

DESIGNER

Design the whole UX and detailed UI of app for both phone and in-car system.



TA DOE

DEVELOPER

Write the program of the app and system.



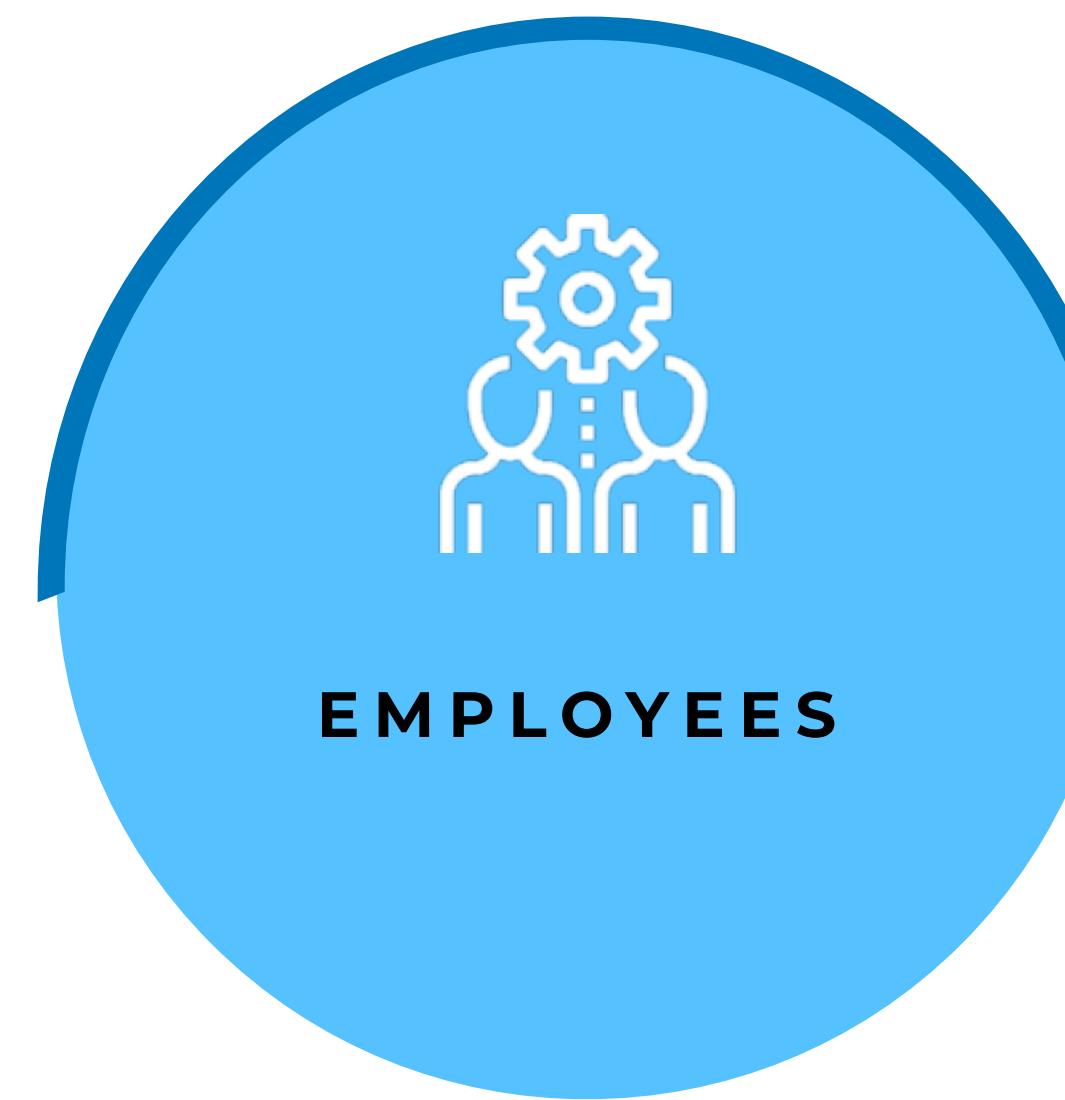
TI DOE

ACCOUNTANT

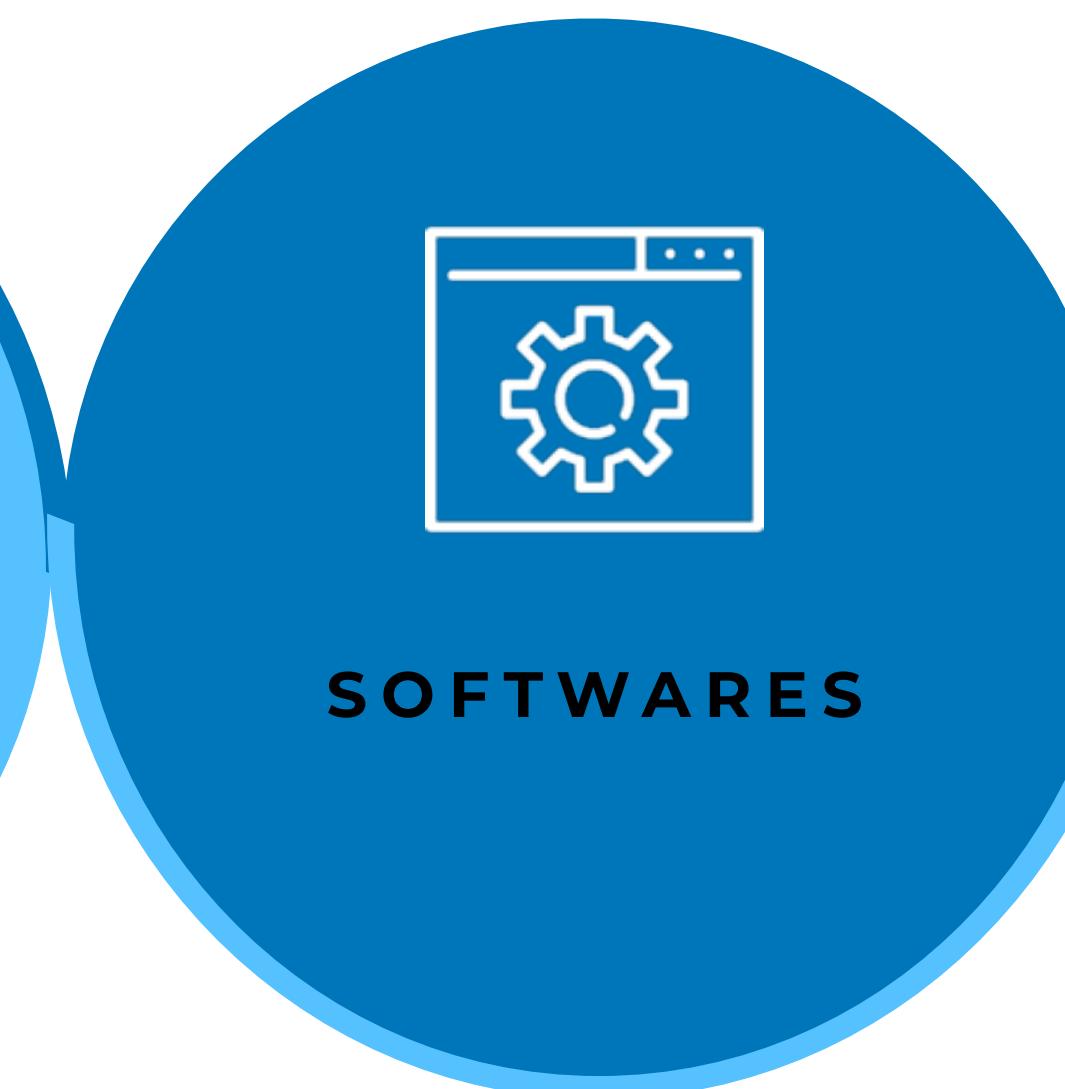
Long-term business planning, break-even analysis, revenue stream, ROI analysis.

ORGANISATIONAL SETUP

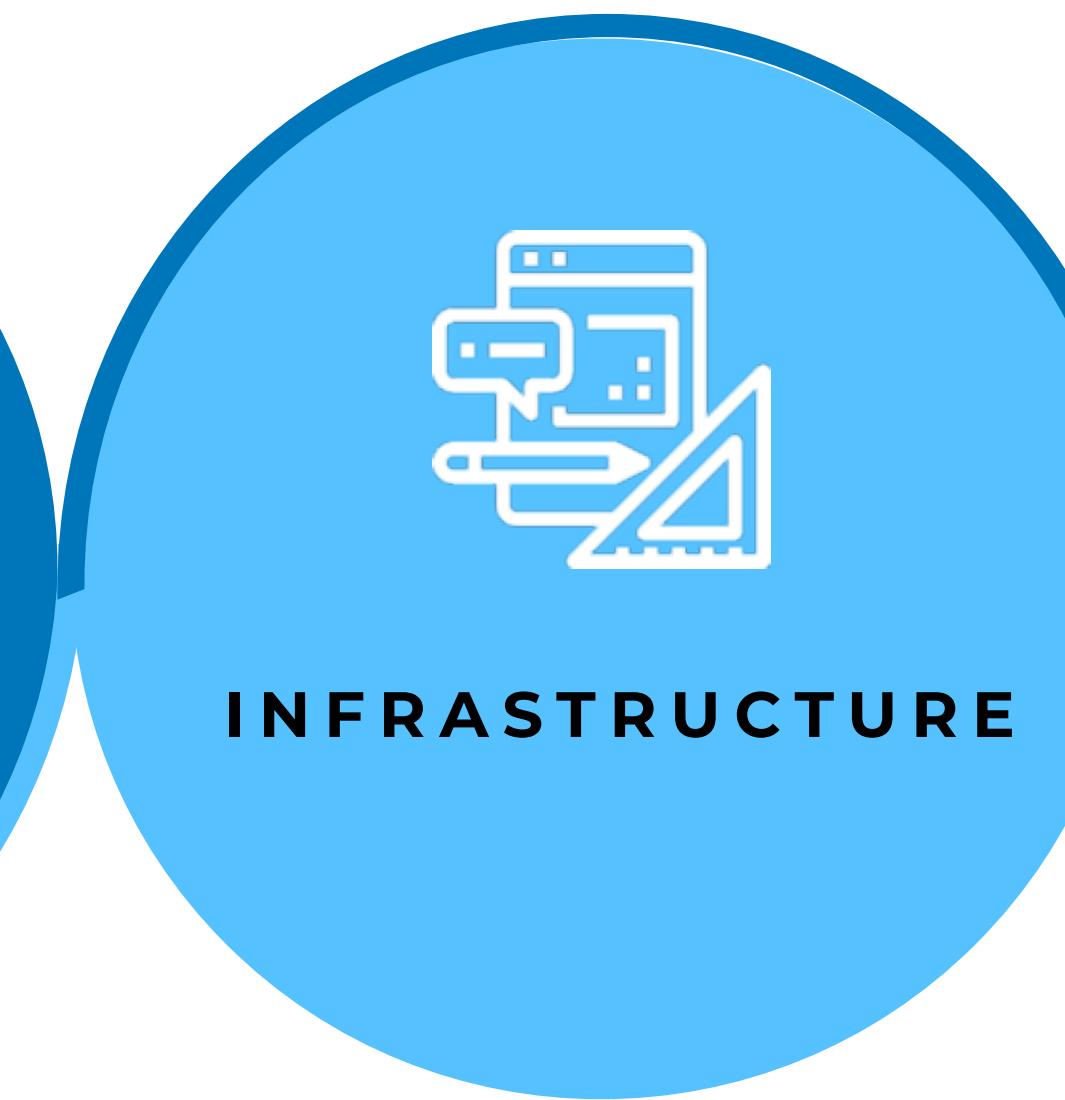
Resources



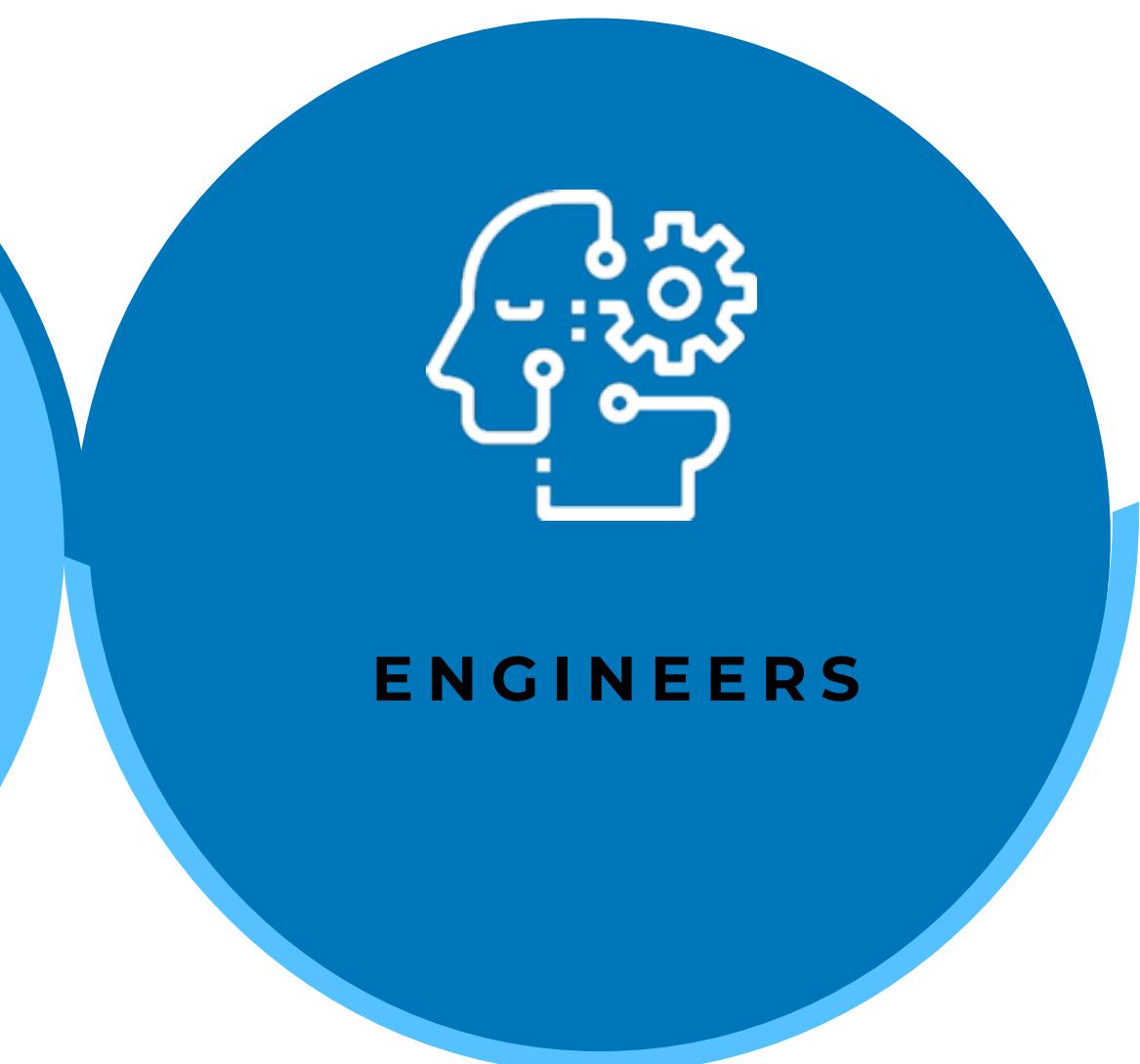
With a background in Management, Marketing Sales, Accounts, Design & development etc.,



Which are capable of handling management tools, marketing tools, Sales, design & Development.



All physical assists which are needed to enable the employees to work properly.



With a background in engineering with capabilities to build sensors for the car & public.

ORGANISATIONAL SETUP

Key Partners



Car manufacturers who are willing to build in the application into their cars.



Could be a potential partner as they are developing solutions that connect cars via wifi.



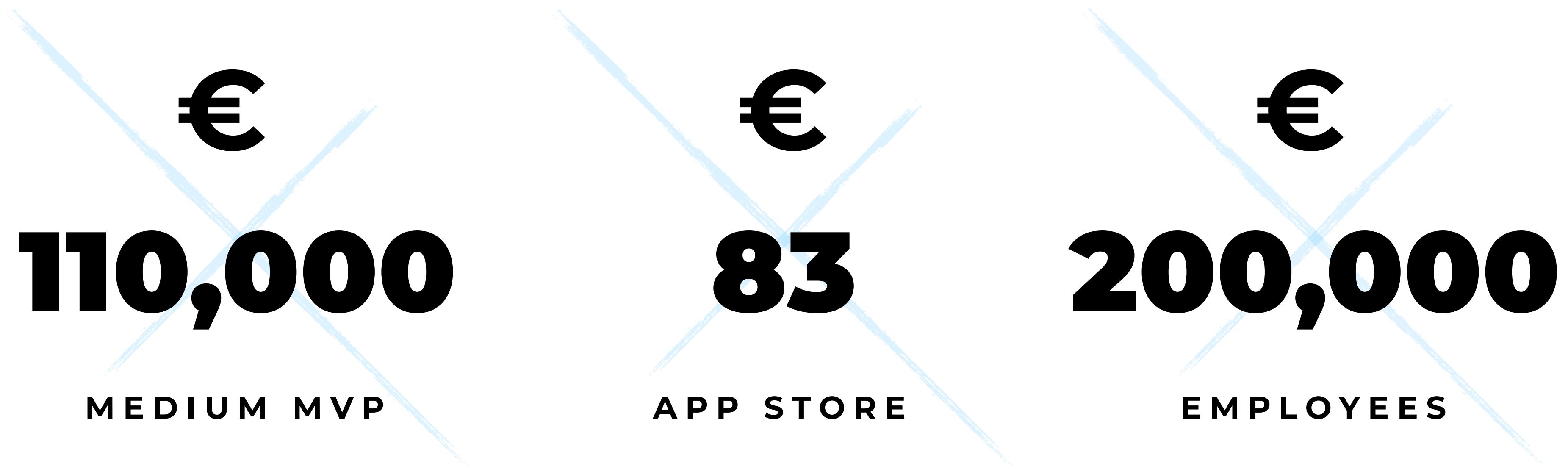
Could be a potential partner (startup) as they could provide hardware solutions (sensors).



Government to authorise the use of digital parking systems in the city.

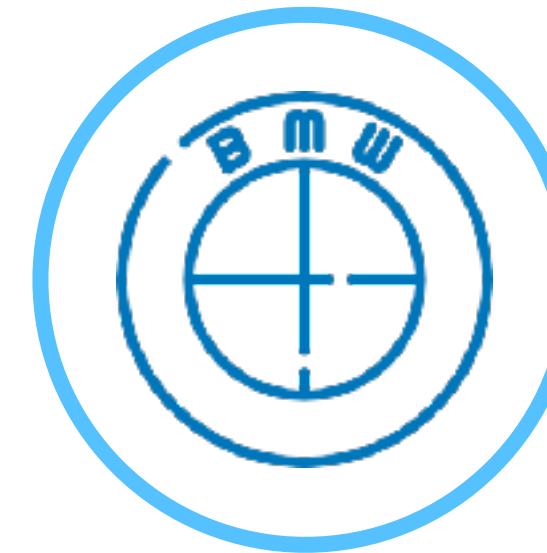
ORGANISATIONAL SETUP

Money Needed



ORGANISATIONAL SETUP

Channels



AUTOMOBILE INDUSTRY

Software will be built in to the cars



APPLE STORE

App would be available to download for the phone



PLAY STORE

App would be available to download for the phone

ORGANISATIONAL SETUP

Revenue Streams



LICENSING

Sell the license to car manufacturers to build in the system we developed.



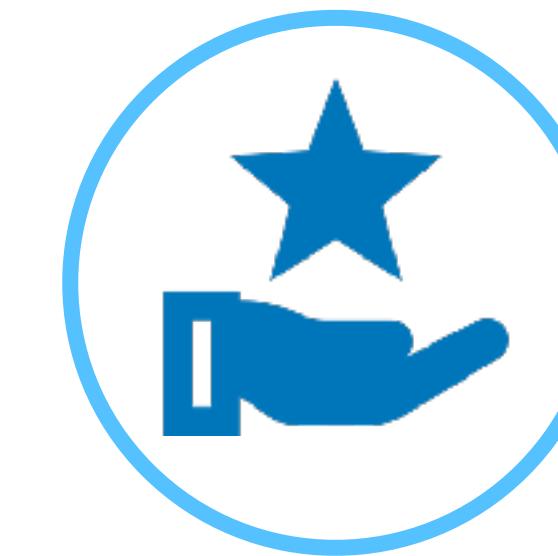
GOVERNMENT

Government investment is necessary to install the sensors on the road.



ADVERTS

Gain advertise revenue through hosting ads



FREEMIUM

Basic function will be provided free of charge but need to pay for the additional premium features



I P
S 1

X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
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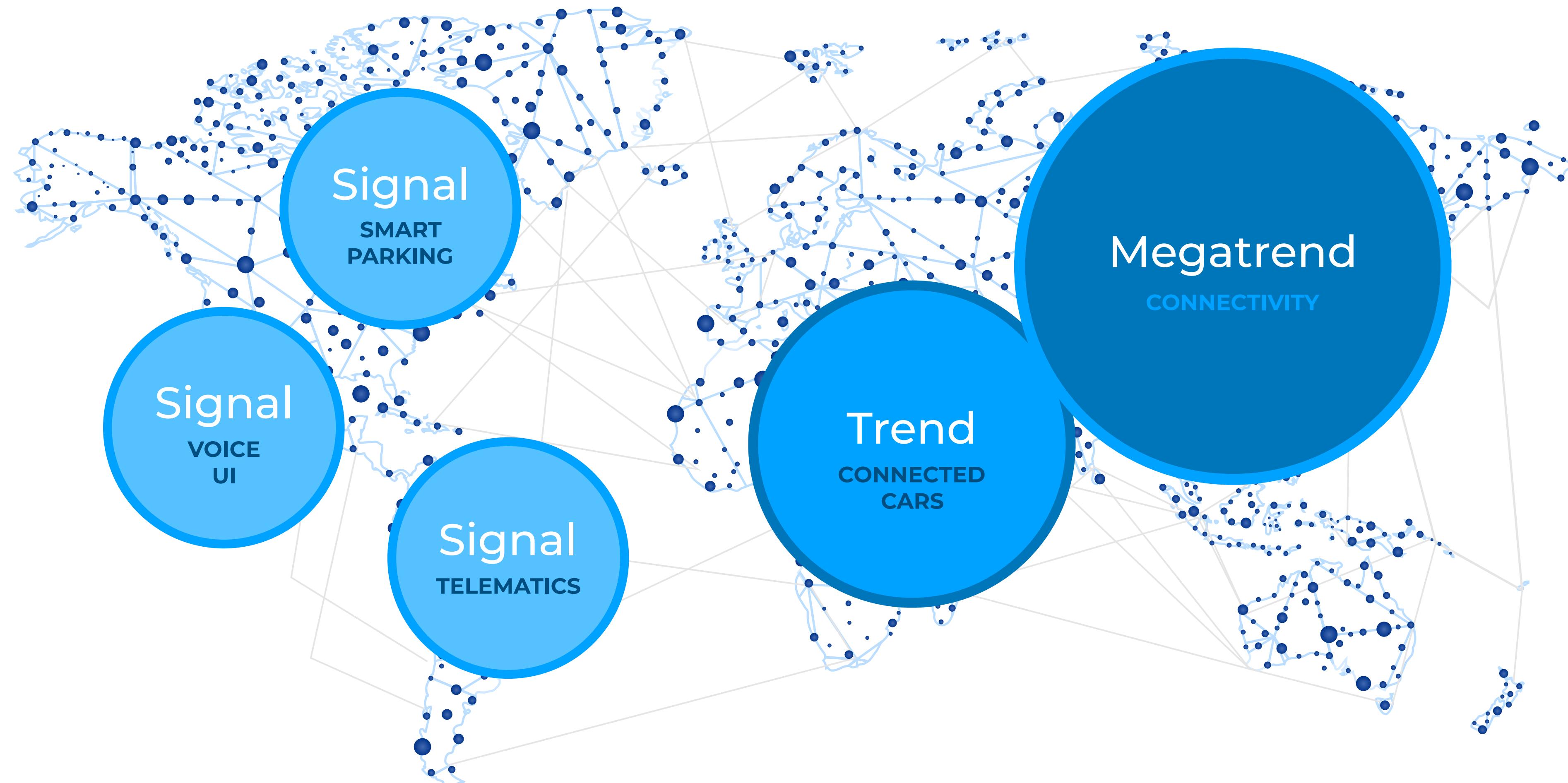


Research Phase

1. Trend Analysis
2. Market Analysis
3. Research
4. Use Cases
5. Experience Loop

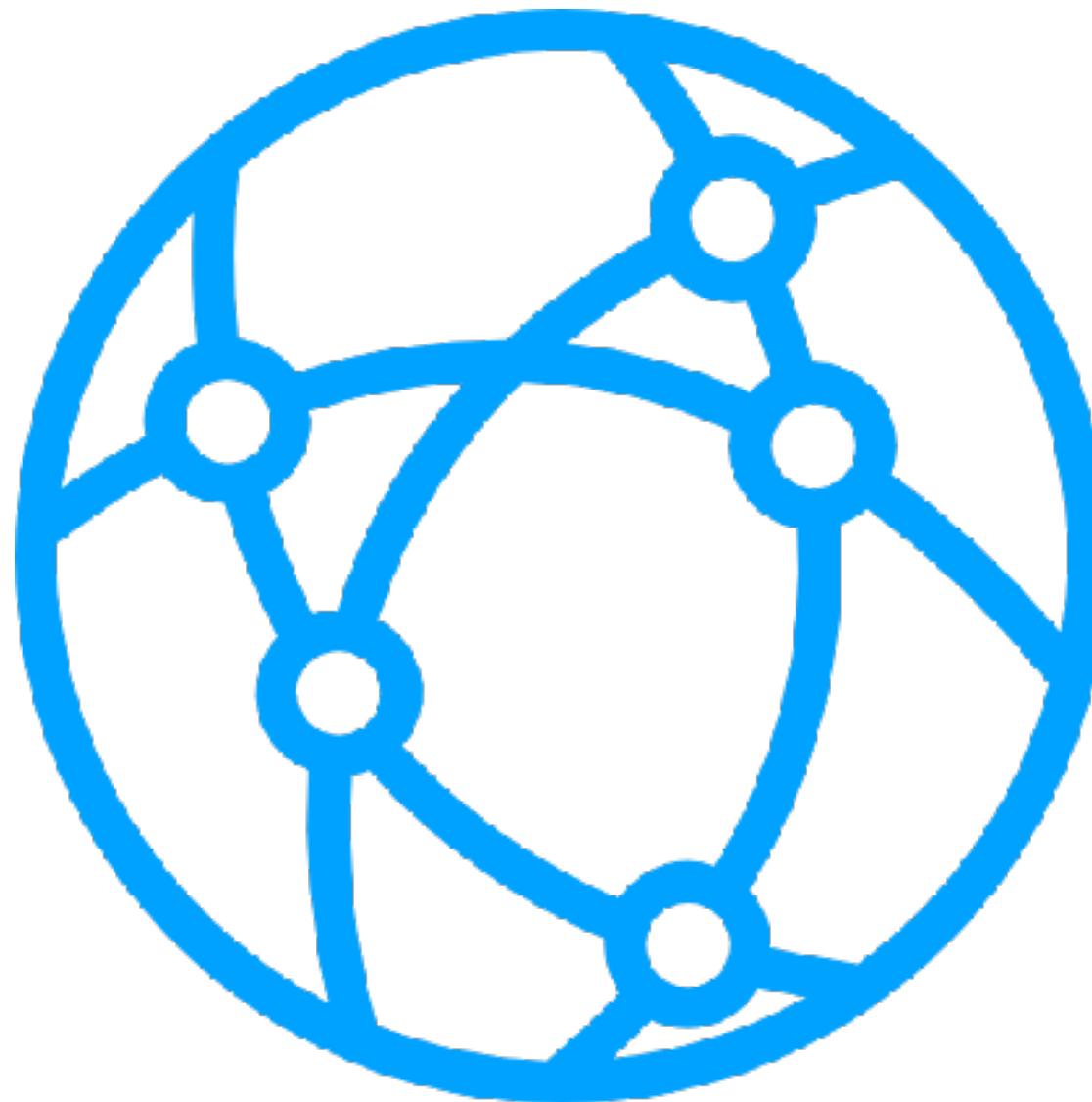
RESEARCH PHASE

Trend Analysis



RESEARCH PHASE

Trend Analysis



TREND Connected Cars

35%

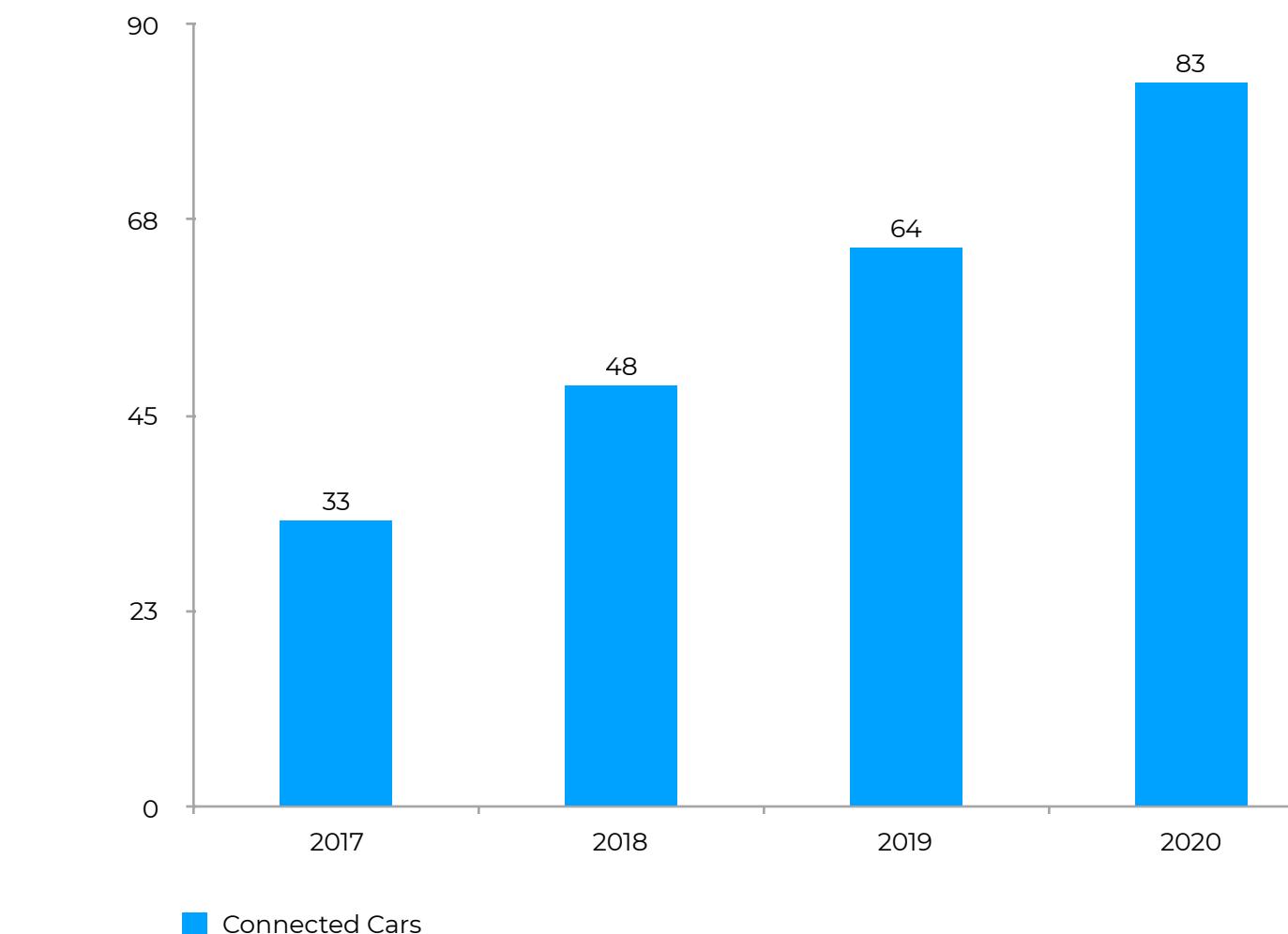
Of cars are connected to the internet worldwide as of 2015

98%

Of cars will be connected to the internet worldwide as of 2020.

83M

Million units of connected cars are projected to be sold by 2020.



RESEARCH PHASE

Trend Analysis



SIGNAL

Vehicle Telematics

36M

Million US dollars is the expected rise in embedded car telematics sales in 2018.

103B

Billion US dollars is the expected size of the global market in car telematics in the year 2022.

97%

Reduction in speeding with the introduction of telematics.

“ We absolutely know **this is the future and we want to get there first ”**

Marcus Rothoff, Volvo

RESEARCH PHASE

Trend Analysis



SIGNAL

Smart Parking

19B

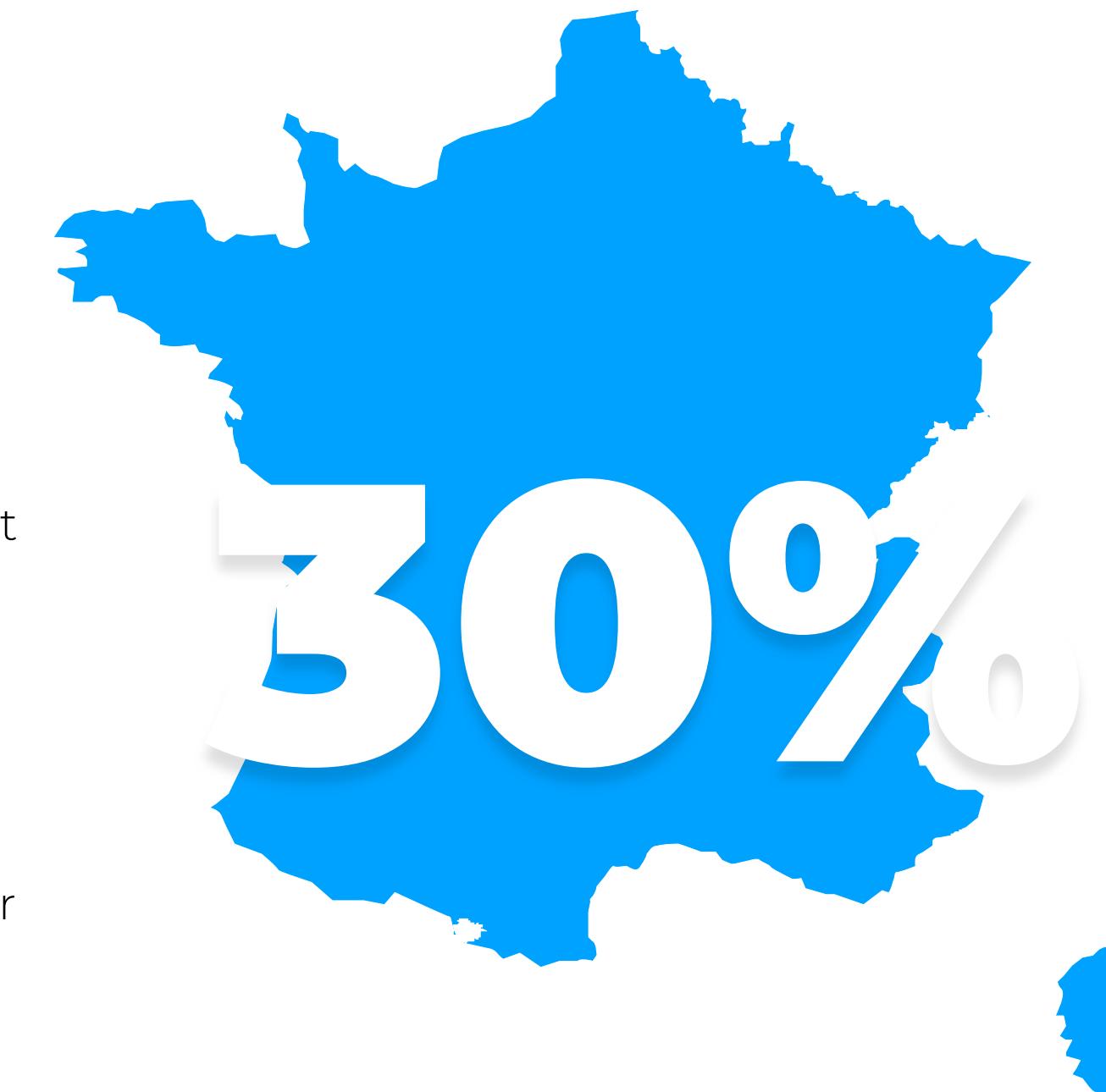
30%

15m

Billion US dollars is expected to be generated by smart parking market in Europe in 2025.

Of French people said that they were delayed because of looking for a parking space in 2015.

The time spent by people to find a parking spot near their place of work in Europe in 2015.



RESEARCH PHASE

Trend Analysis



SIGNAL

Voice UI

55%

Of cars are estimated to be equipped with voice recognition software by 2019.

Ex

Alexa, adjust the temperature to 75 degrees.

Siri, find the phone number for a plumber in Ashford.

“ Make sure it's easier than the alternative. **If it's not more convenient for users to do it with voice**, then you shouldn't pursue it”

Daniel Padgett, Conversation Design Lead for Google Assistant

R E S E A R C H P H A S E

Market Analysis

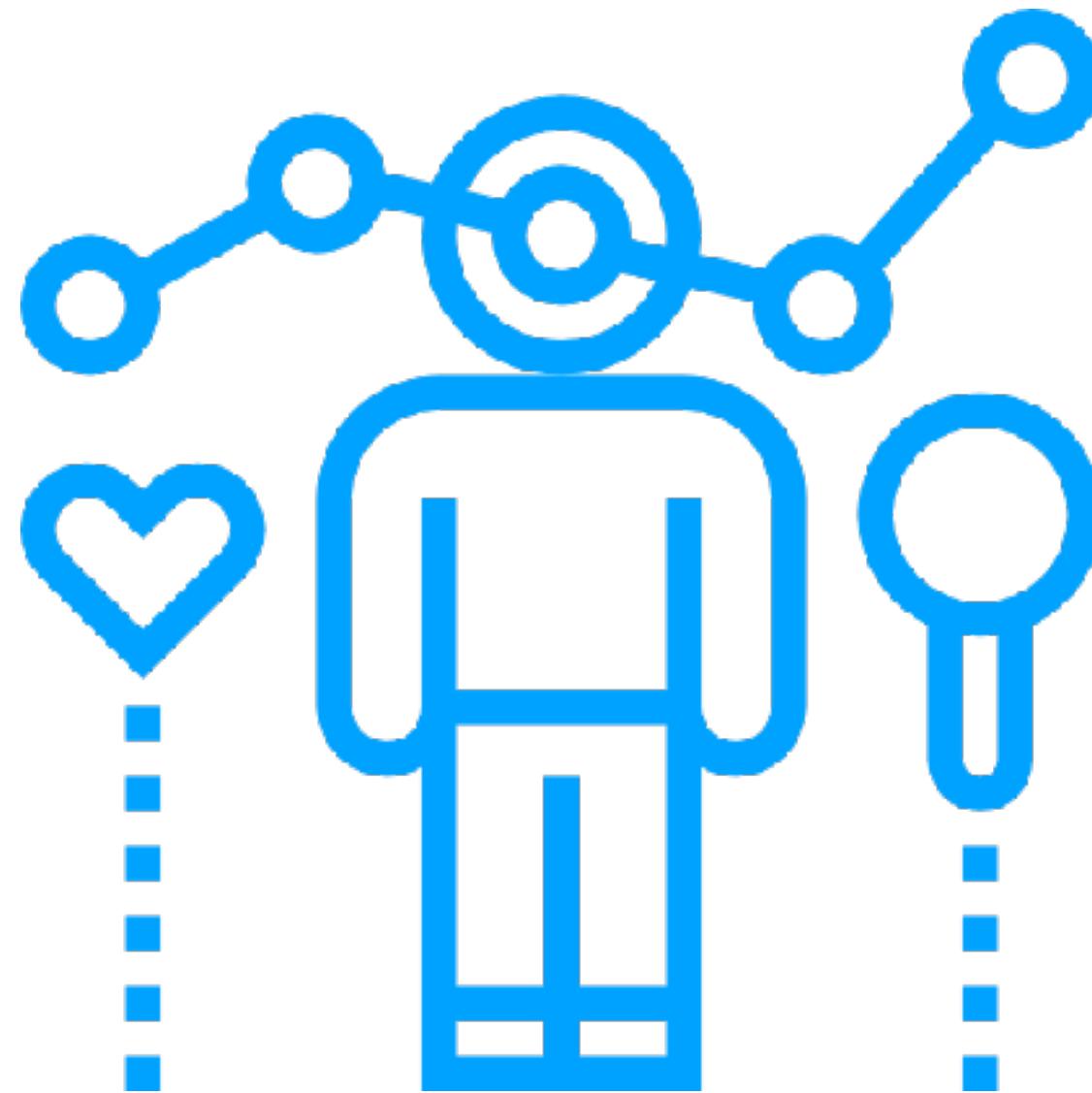


1.46B

Billion dollars is the estimated growth and business opportunities in the smart parking market by 2025.

RESEARCH PHASE

Research

**Q**

Do you use a parking garage or search for parking spaces on the street?

A

Both !!

**Q**

How often do you search for a parking spot?

A

Everyday !!

**Q**

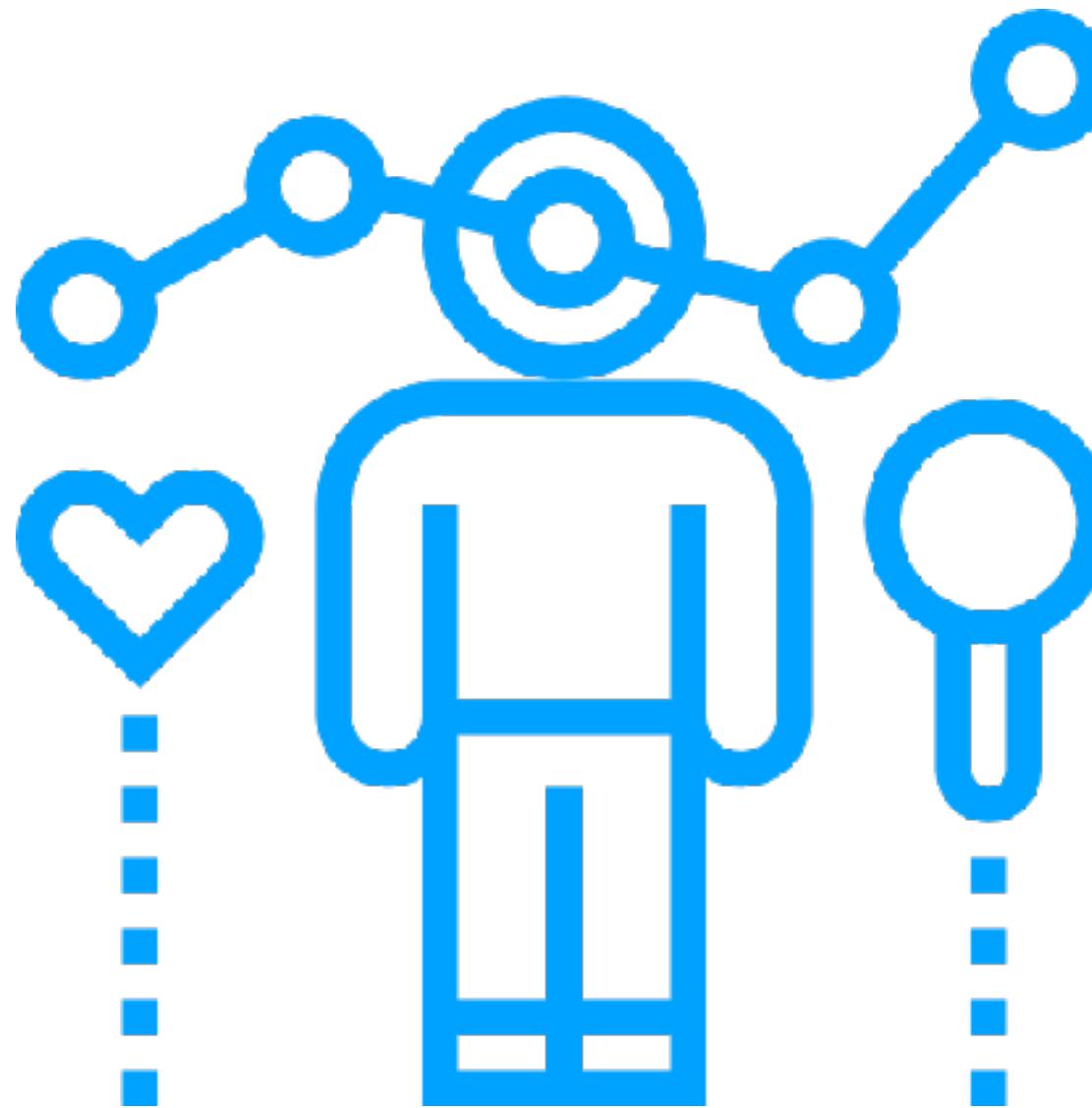
How long does it often take you to find a parking spot?

A

10 Minutes !!

RESEARCH PHASE

Research

**Q**

Do you use a smartphone to help you navigate?

A

Yes !!

**Q**

Does using a smartphone distract you while driving?

A

Barely !!

**Q**

Do you have a voice interface in your car?

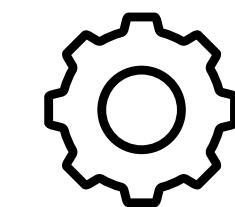
A

No !!

RESEARCH PHASE

Use Case

Jane Doe

**Profession**

College Student

**Driving Ability**

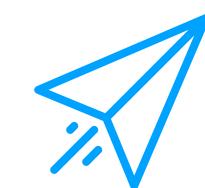
Beginner

**Time**

Depending on work load at the University

**Mentality**

Adaptable

**Goal**

Focus on the street rather than searching for a parking space

**Frustration**

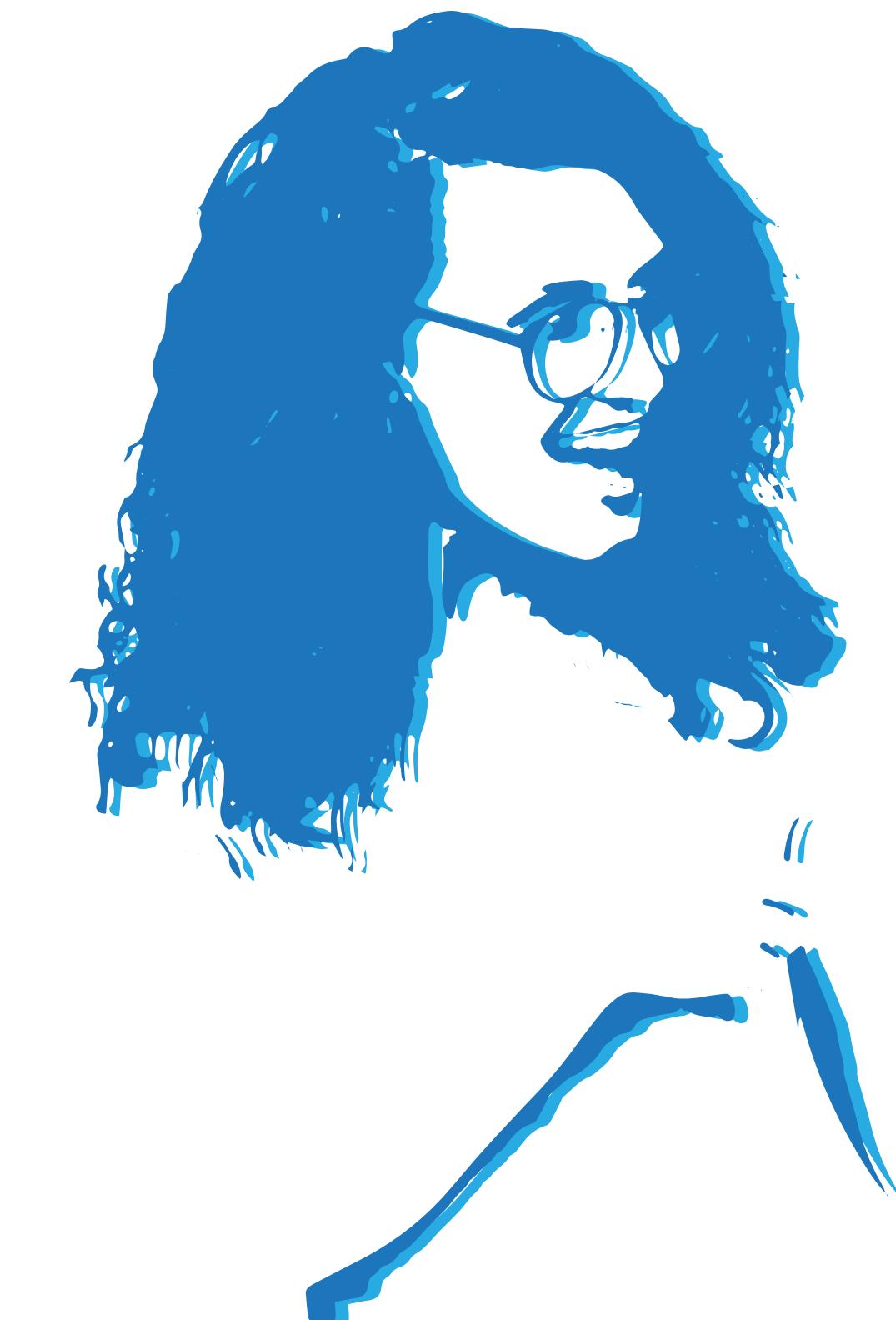
Not being able to focus on the street while searching for a parking space

**Technology**

Used to technology

**Motivation**

Safe the environment

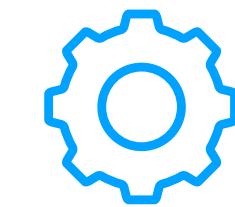


*"I am looking for a **solution** to reduce stress while I am driving."*

RESEARCH PHASE

Use Case

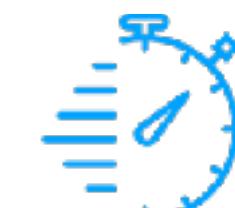
John Doe

**Profession**

Business Man

**Driving Ability**

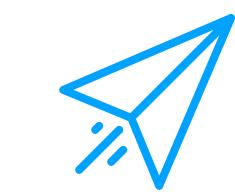
Expert

**Time**

Works a lot - time is essential

**Mentality**

Efficient

**Goal**Wants to reduce time while driving
And parking**Frustration**

Taking too long to find a parking spot

**Technology**

Used to technology

**Motivation**

Finding a parking space quickly

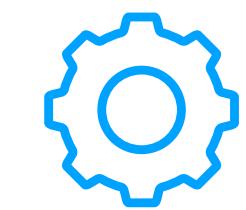


"I want to optimise the time spent during the parking process."

RESEARCH PHASE

Use Case

Bane Doe

**Profession**

Pensioner

**Driving Ability**

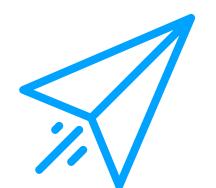
Expert

**Time**

Has sufficient time

**Mentality**

Pragmatic

**Goal**Wants a more convenient way of
Parking**Frustration**Not being able to find a parking
space close to the destination**Technology**Not really used to technology and
hence needs a easy to use software**Motivation**

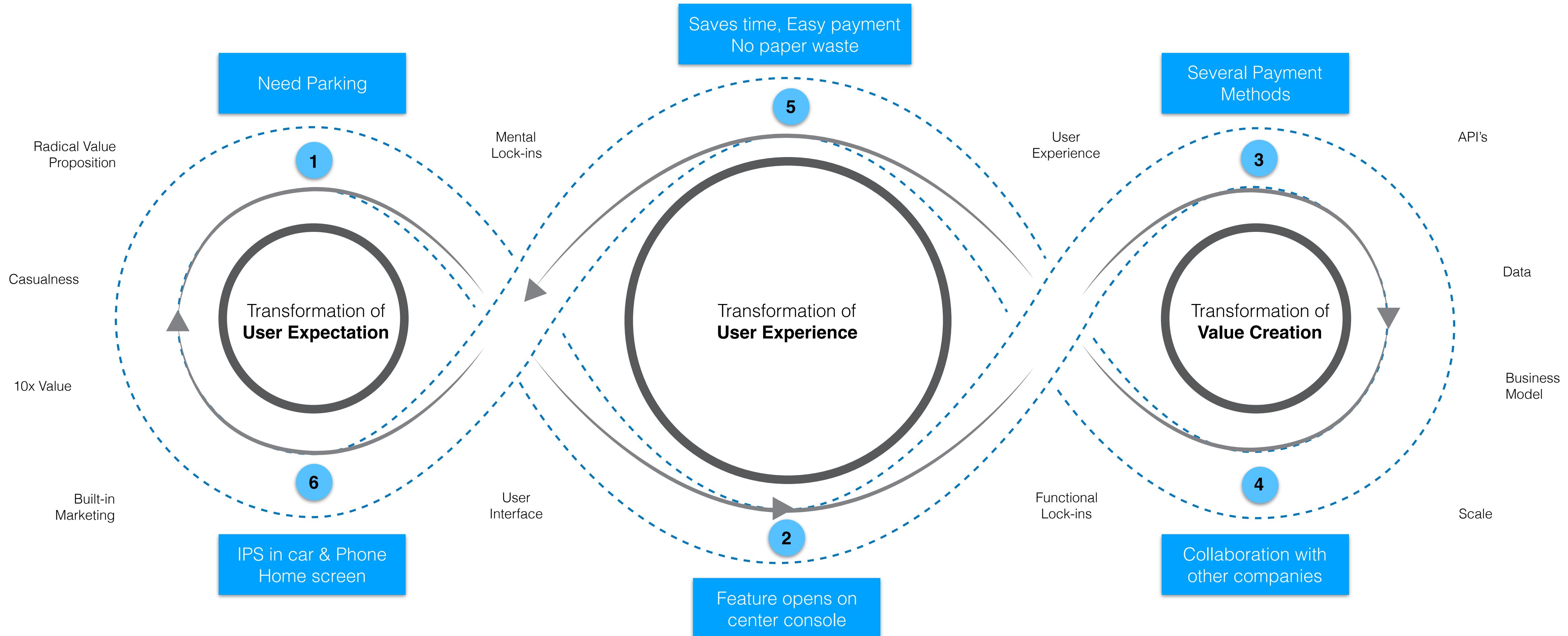
Finding the closest parking space



"I feel like there is a more convenient way of parking."

RESEARCH PHASE

Experience Loop







Product Strategy

1. Value Proposition
2. Strategic Pillars
3. User Problems
4. Goals
5. User Solutions

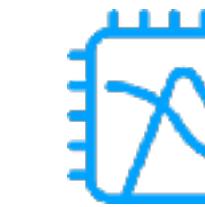
PRODUCT STRATEGY

Value Proposition

Proposition

**Product**

Integrated Parking System

**Gain Creators**

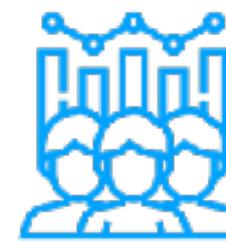
Safety
Money
Convenience

**Pain Relievers**

Voice UI
Online purchase
Online extension
Parking slot tracking system



Customers

**Customer Job**

Easily find parking spot

**Gains**

No coins
No loss of tickets
No parking fines
No spending time on machine

**Pains**

Losing ticket
Not having coins
Time waste, stress
Walking distances
Finding ticket machine

Strategic Pillars

Choice of strategy



Starting with the the problem, the three questions that were considered are

How should the design / strategy be expressed?
What is the level of agreement?
What is the level of clarity?

PRODUCT STRATEGY

Strategic Pillars

Choice of strategy

**How should the
design be expressed?**

Design as
Making
Things

**What is the
level of agreement?**

Unified
Pov

**What is the
level of clarity?**

High
Clarity

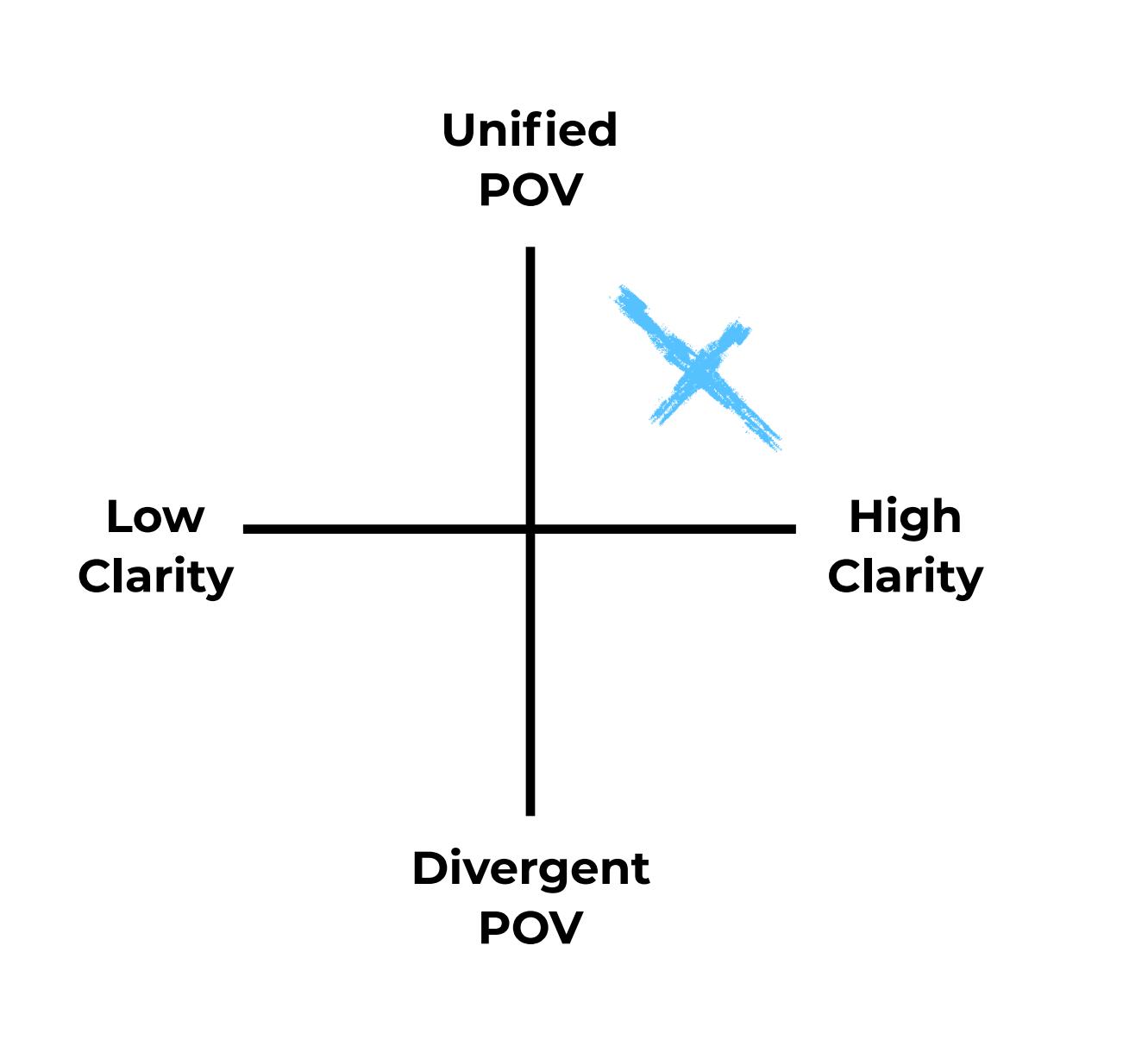
PRODUCT STRATEGY

Strategic Pillars

Choice of strategy

Since everyone in the team agreed on the problem and the desired solution traditional design practices were considered to move forward.

Since design practices were considered bringing the concept to life using Graphic design, UI were used.



Create
Desirability

PRODUCT STRATEGY

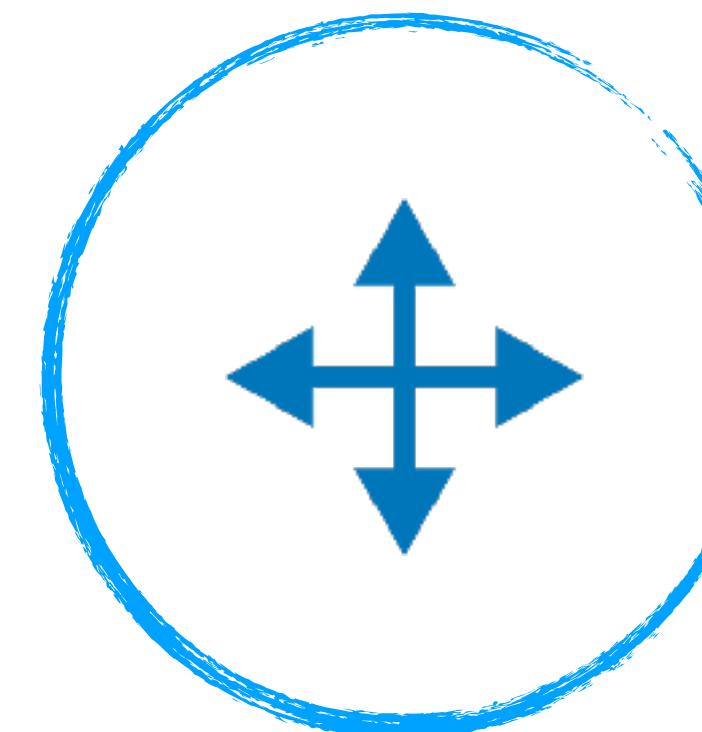
Strategic Pillars

Google Design Sprint

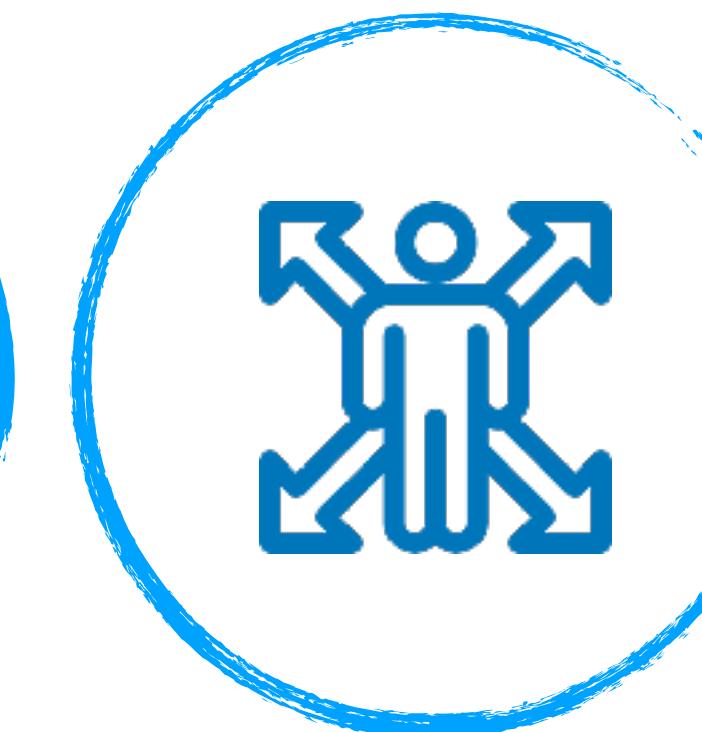
1

**Understand**

2

**Diverge**

3

**Decide**

4

**Prototype**

5

**Validate**

PRODUCT STRATEGY

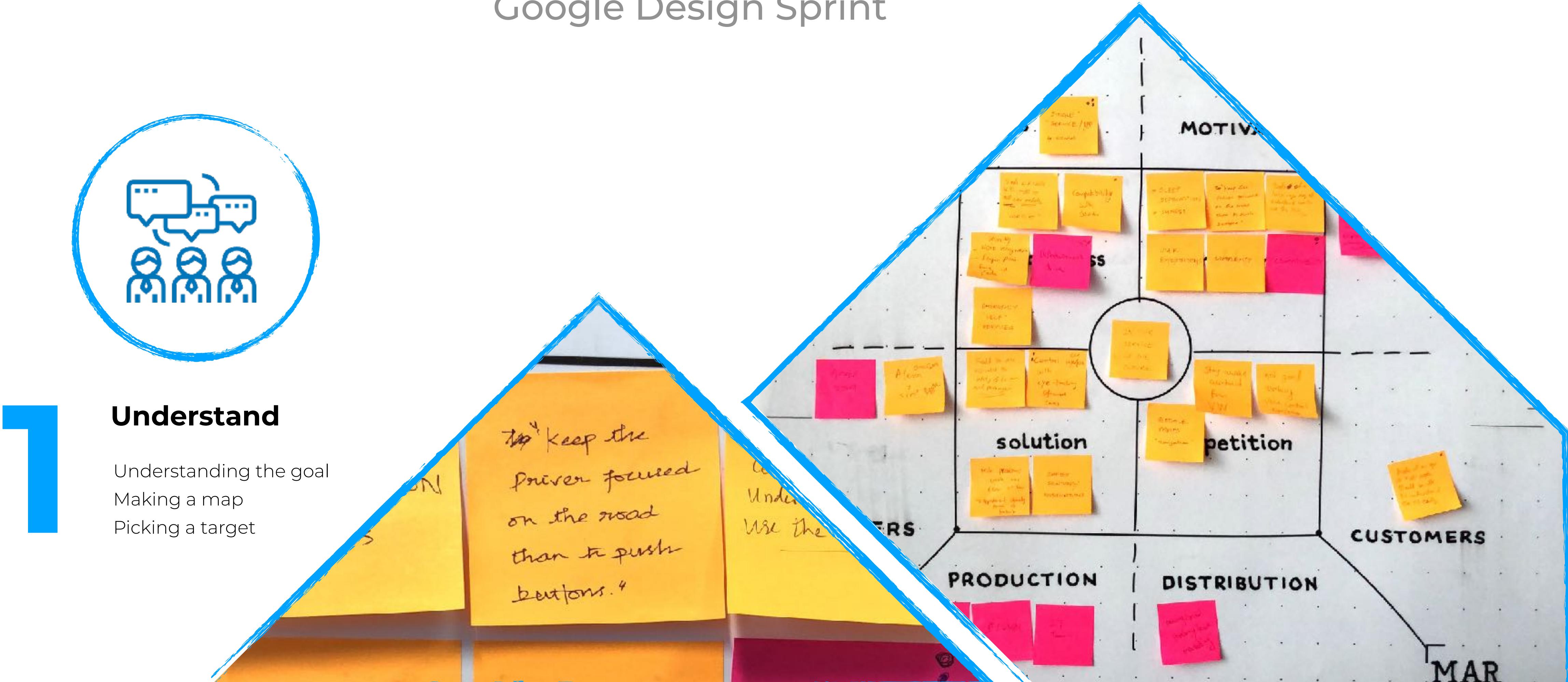
Strategic Pillars

Google Design Sprint



Understand

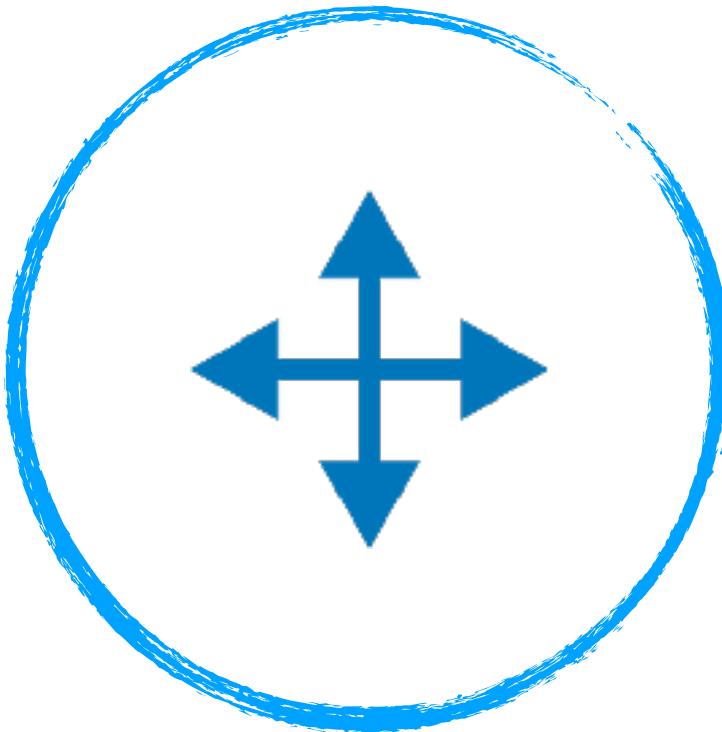
Understanding the goal
Making a map
Picking a target



PRODUCT STRATEGY

Strategic Pillars

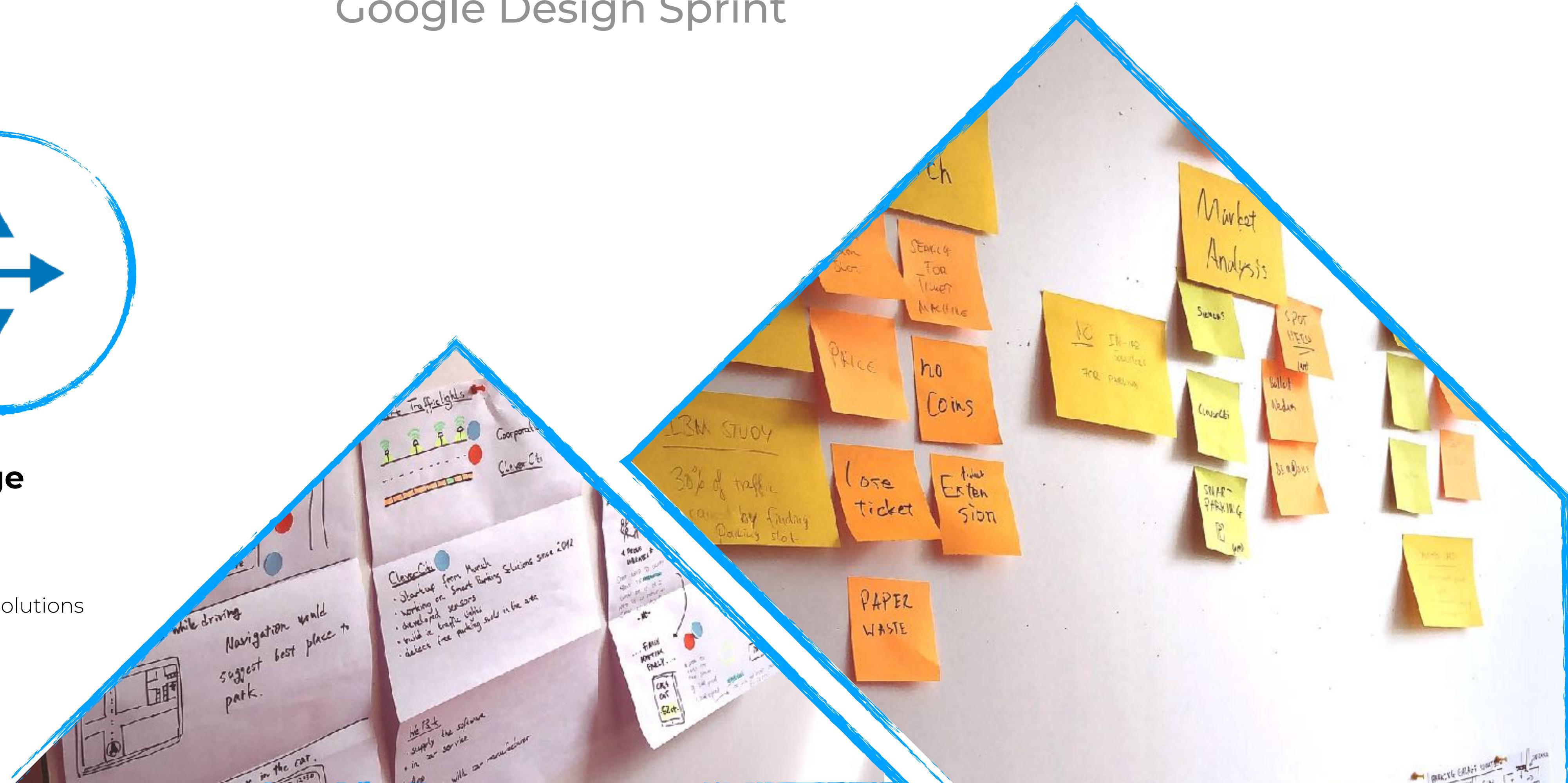
Google Design Sprint



2

Diverge

Envision
Ideate
Improve solutions



Strategic Pillars

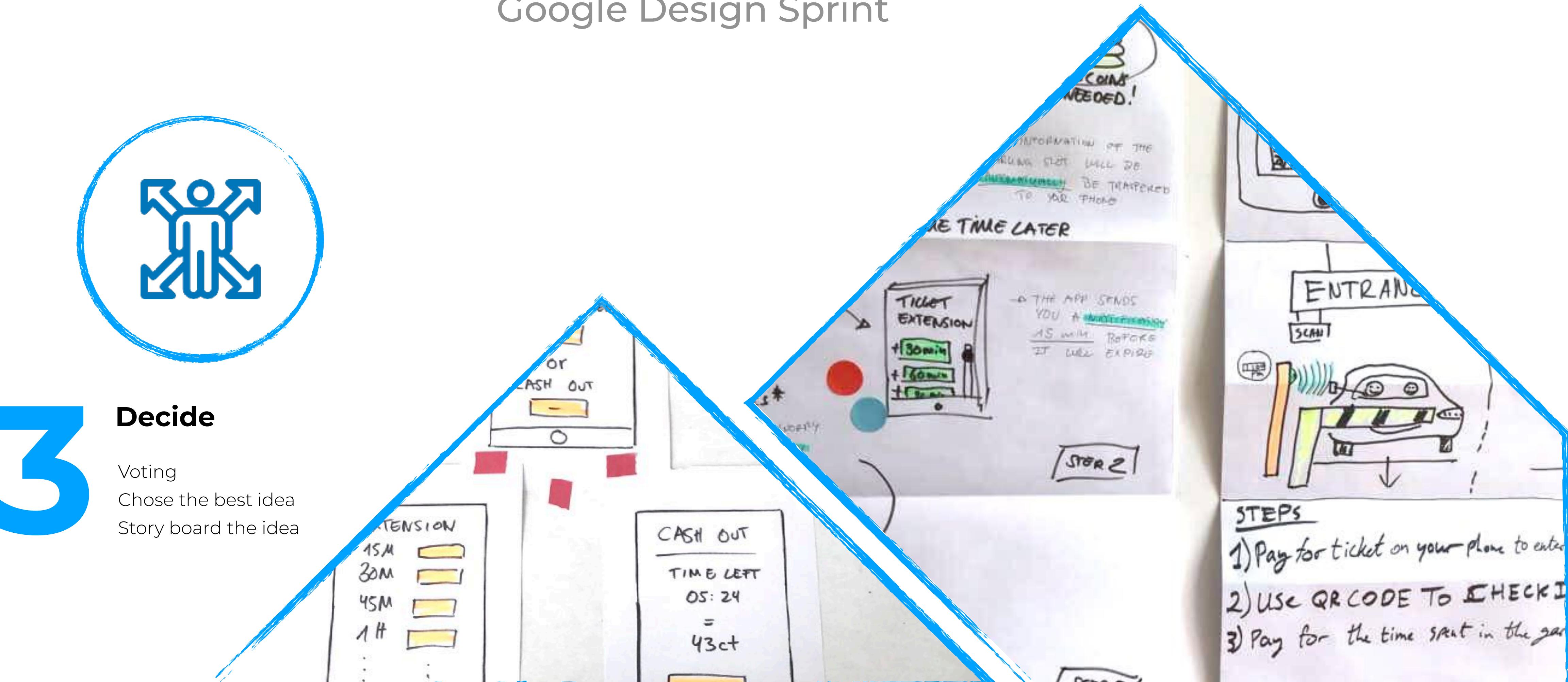
Google Design Sprint



3

Decide

Voting
Chose the best idea
Story board the idea



Strategic Pillars

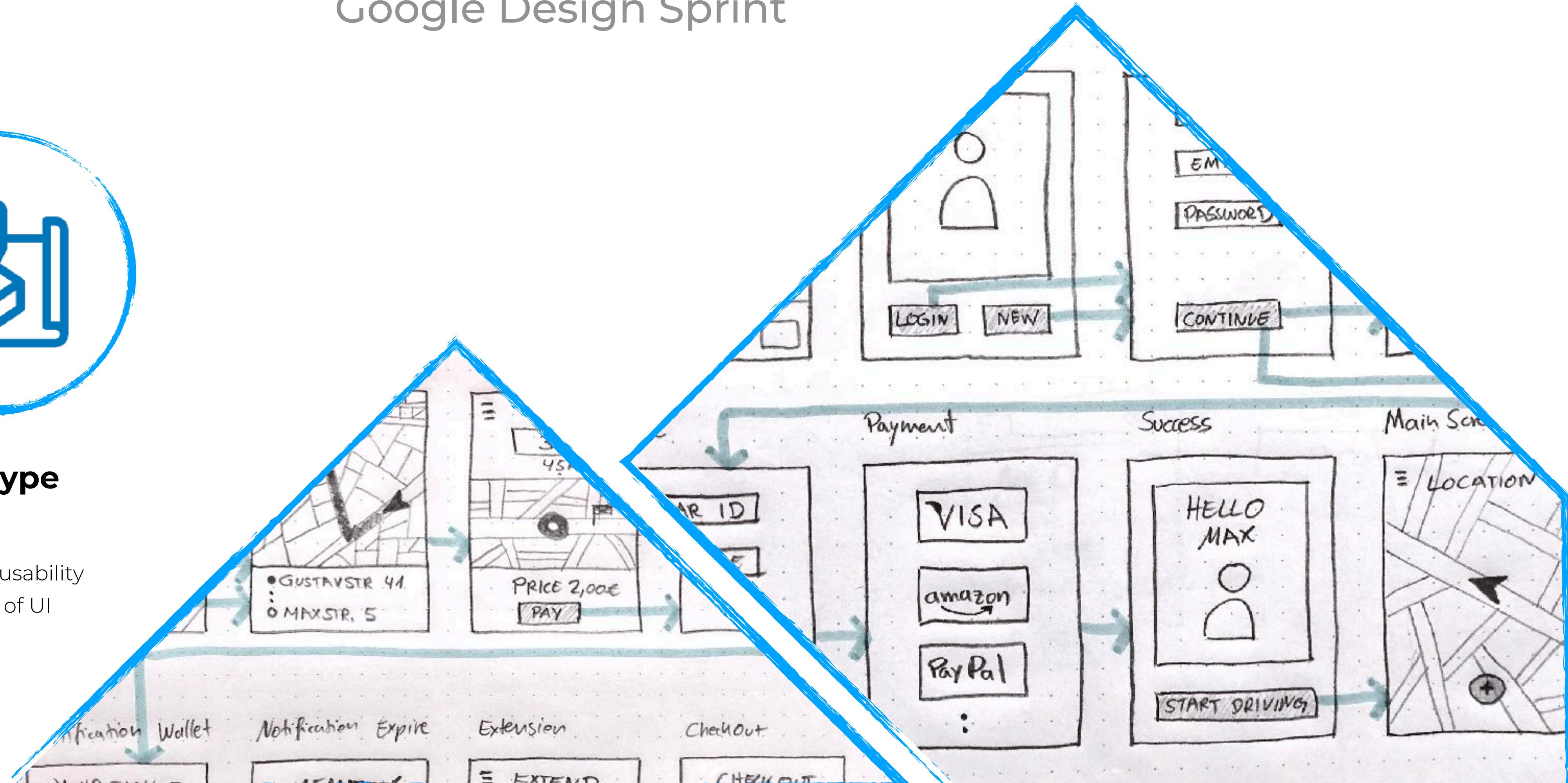
Google Design Sprint



4

Prototype

Mockups
Focus on usability
Drawings of UI



Strategic Pillars

Google Design Sprint



5

Validate

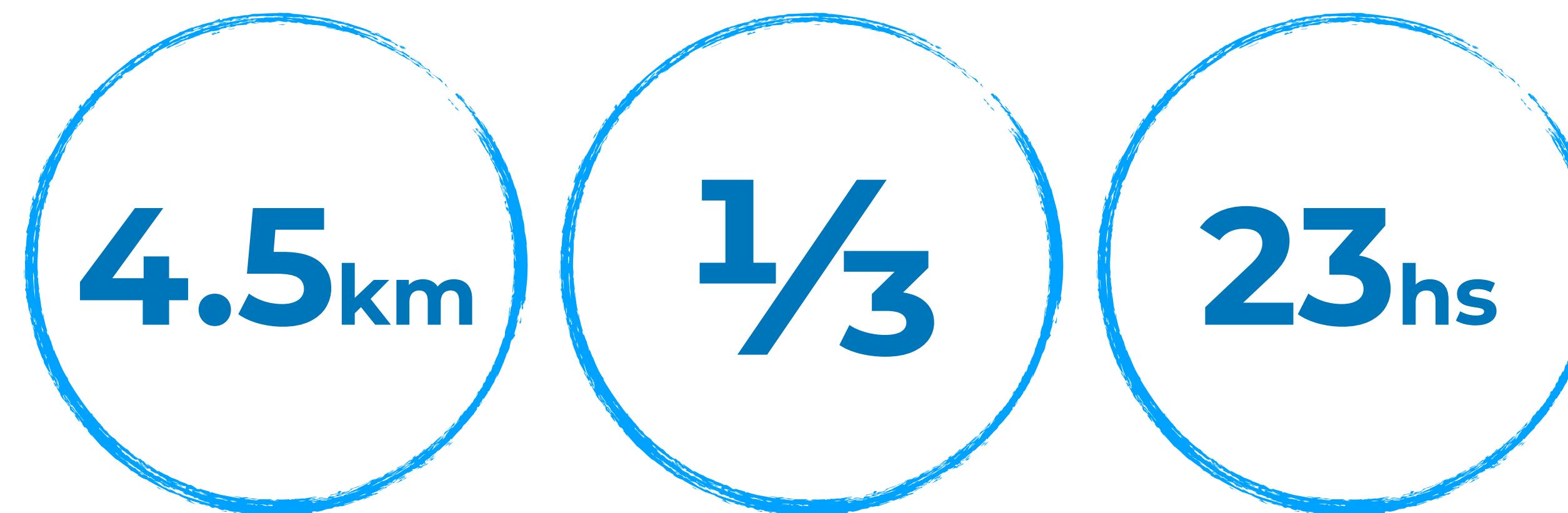
Showing prototypes
Learning what doesn't work
Improving prototypes



Touch ID to Confirm

User Problems

“ Finding a parking spot is **stressful and time consuming.** ”

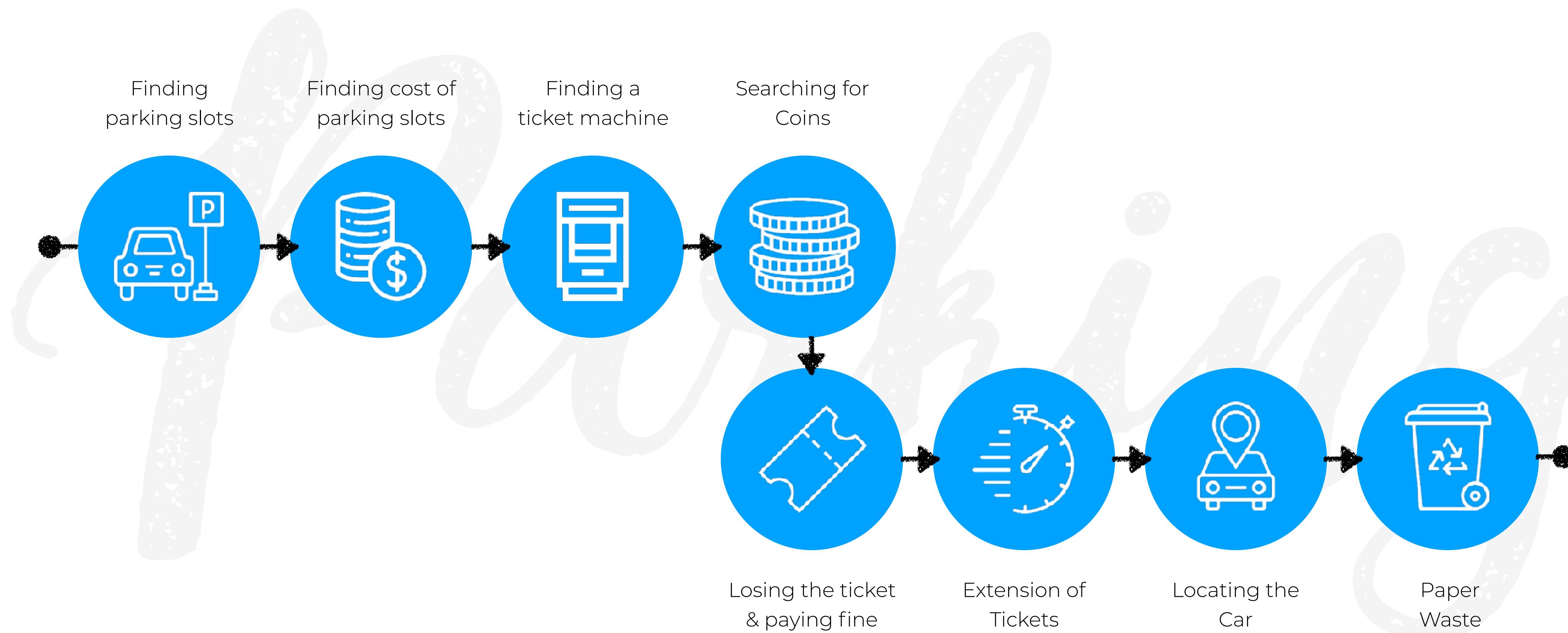


**Extra Kms that drivers
have to travel on an average
to find a parking spot**

**Inner city traffic is
caused by drivers
looking for parking**

**A day cars are parked on
an average making parking
Spots hard to find**

User Problems



Goals

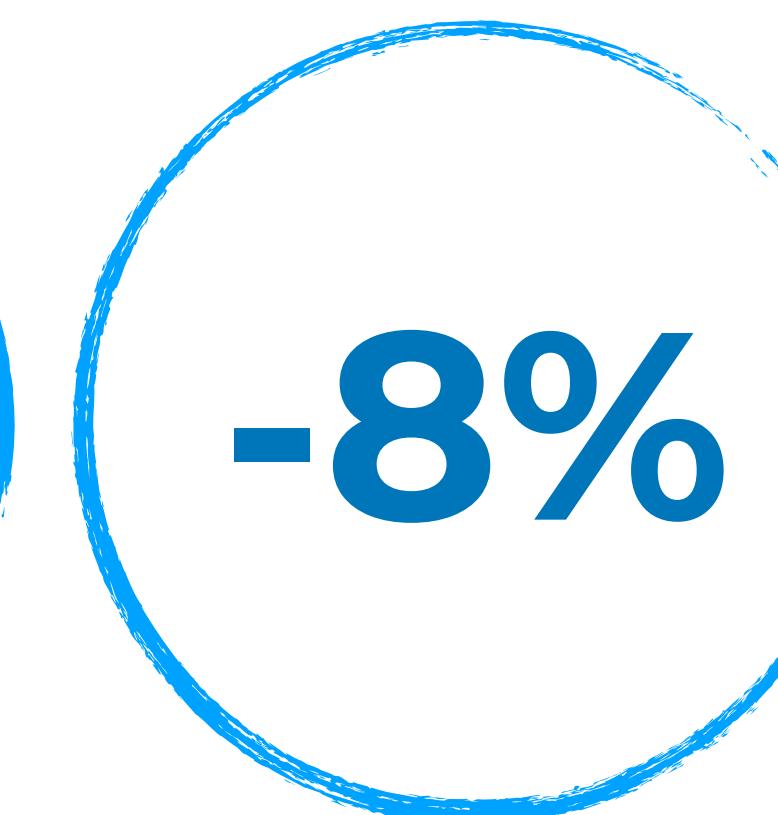
“To make the parking process **simpler and less stressful for daily drivers.**”



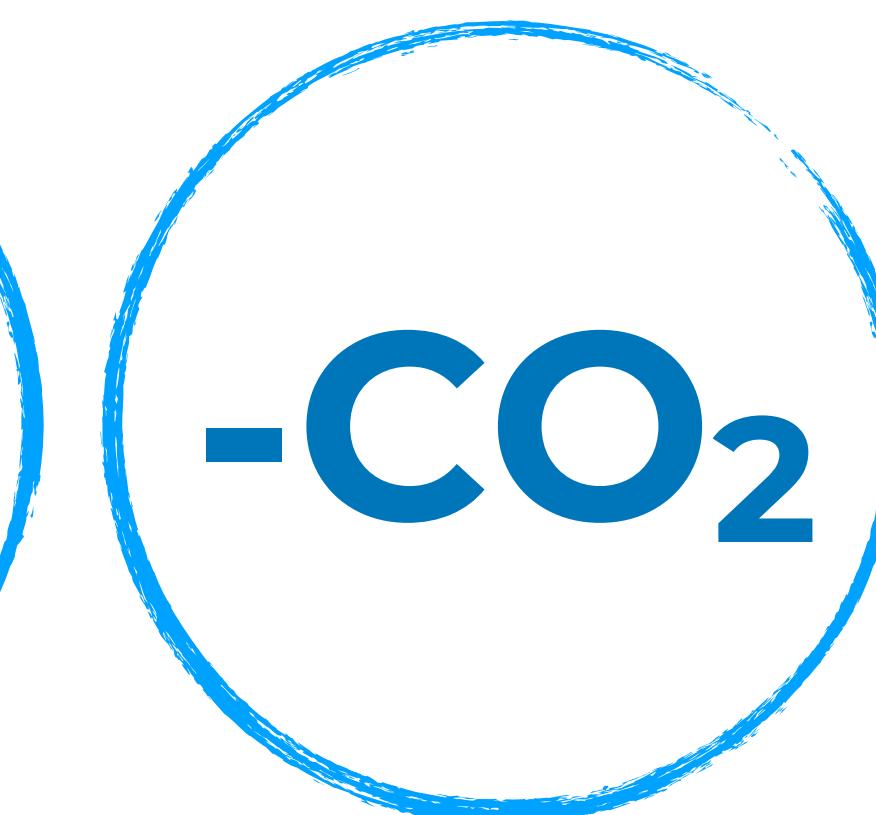
Less time spent
looking for parking



Less parking related
Vehicle miles traveled

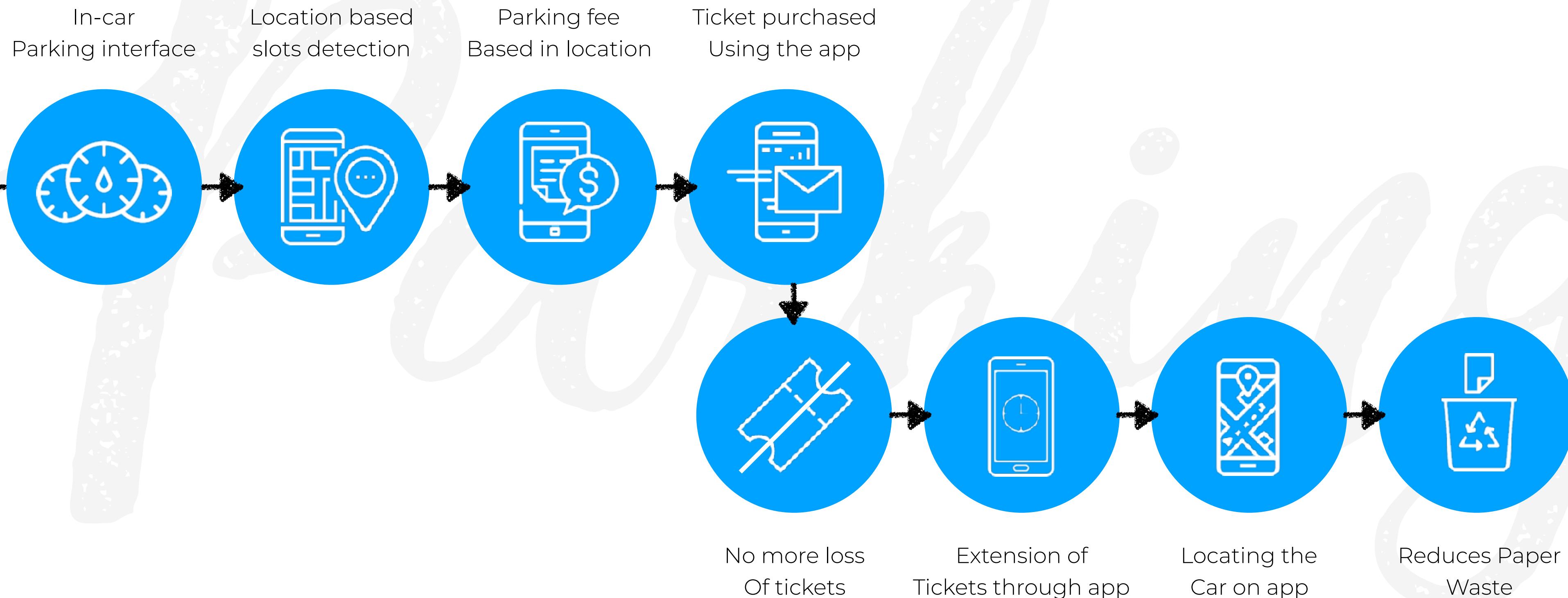


Less traffic volume when
Increasing parking availability



Reduce greenhouse gas
Emissions accordingly

User Solutions





I P
S 1

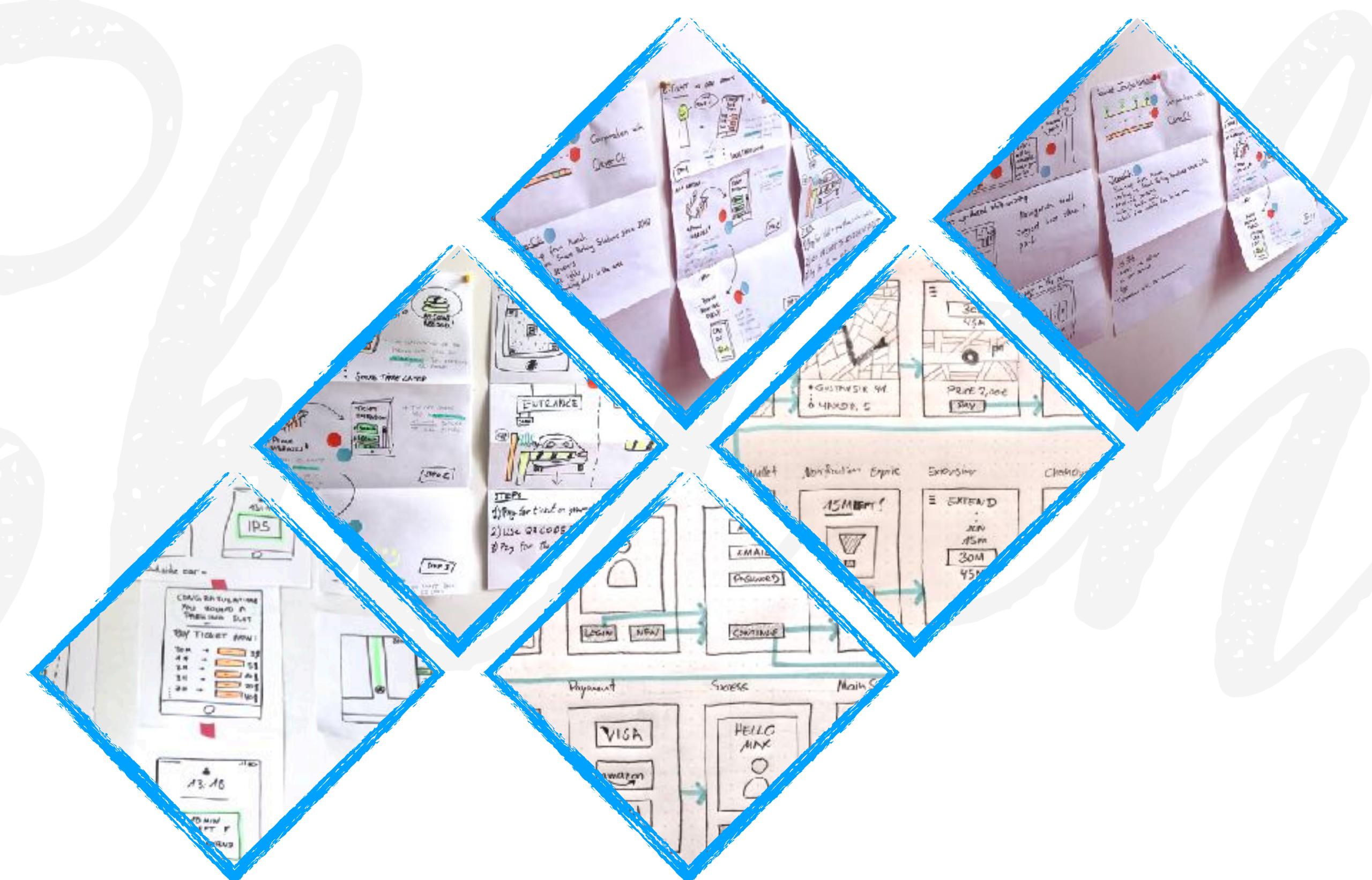


Design Strategy

1. Tangible Results
2. Wireframes
3. Prototype
4. Clickable dummy

DESIGN STRATEGY

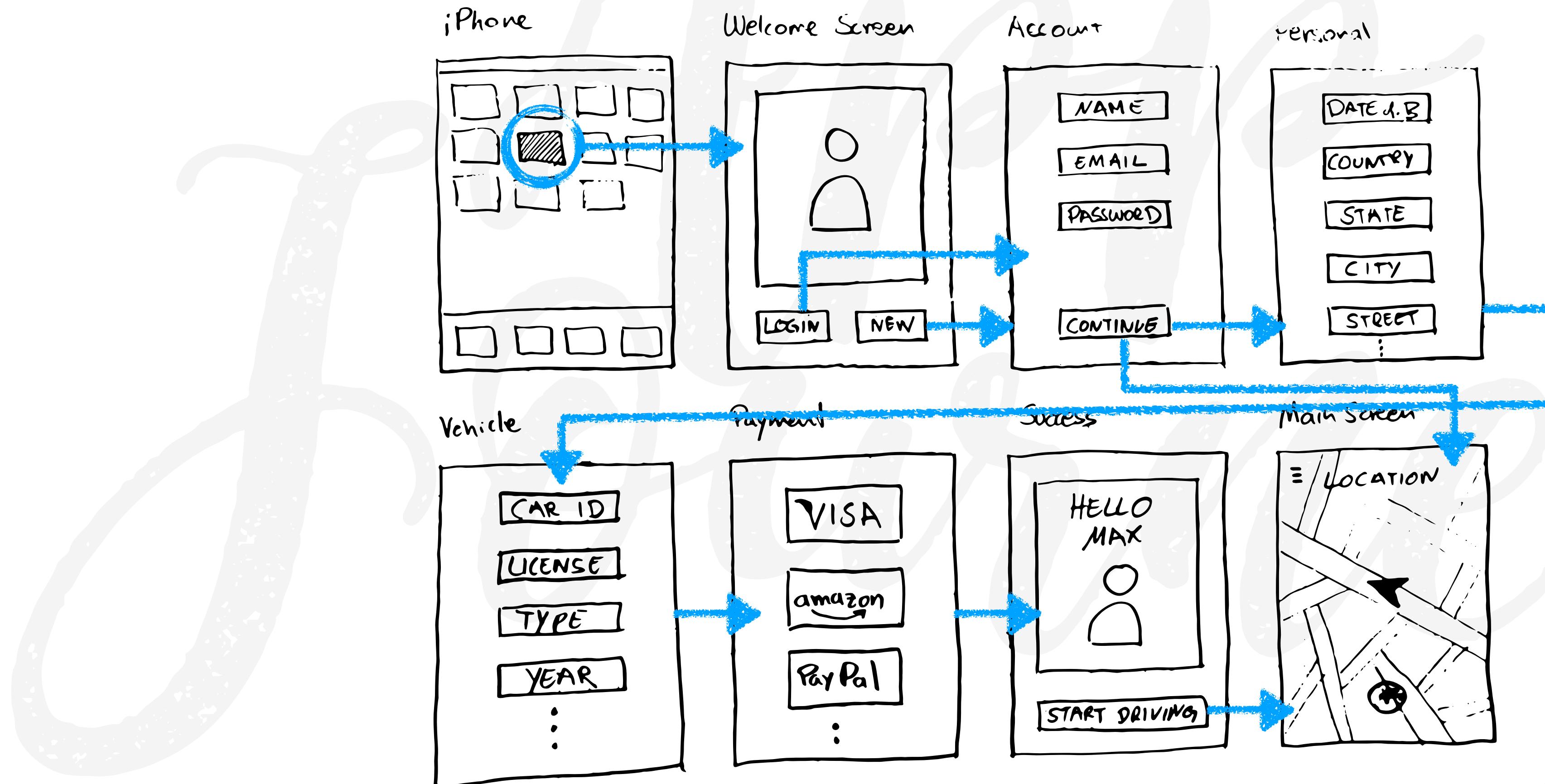
Tangible Results



Initial Sketches - customer journey | UI Elements | wireframes

DESIGN STRATEGY

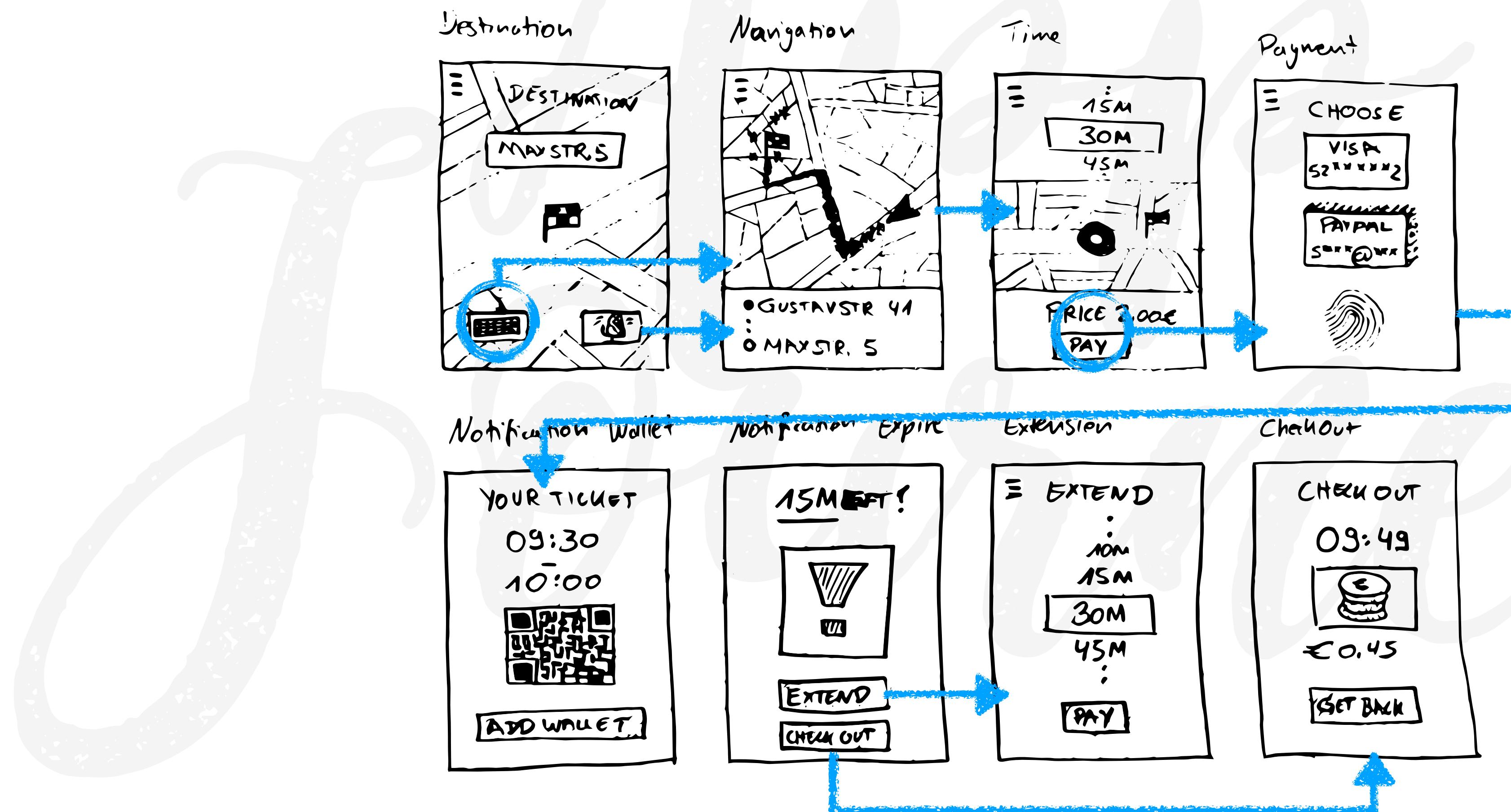
Wireframes



Initial wireframes - UI Elements | customer journey

DESIGN STRATEGY

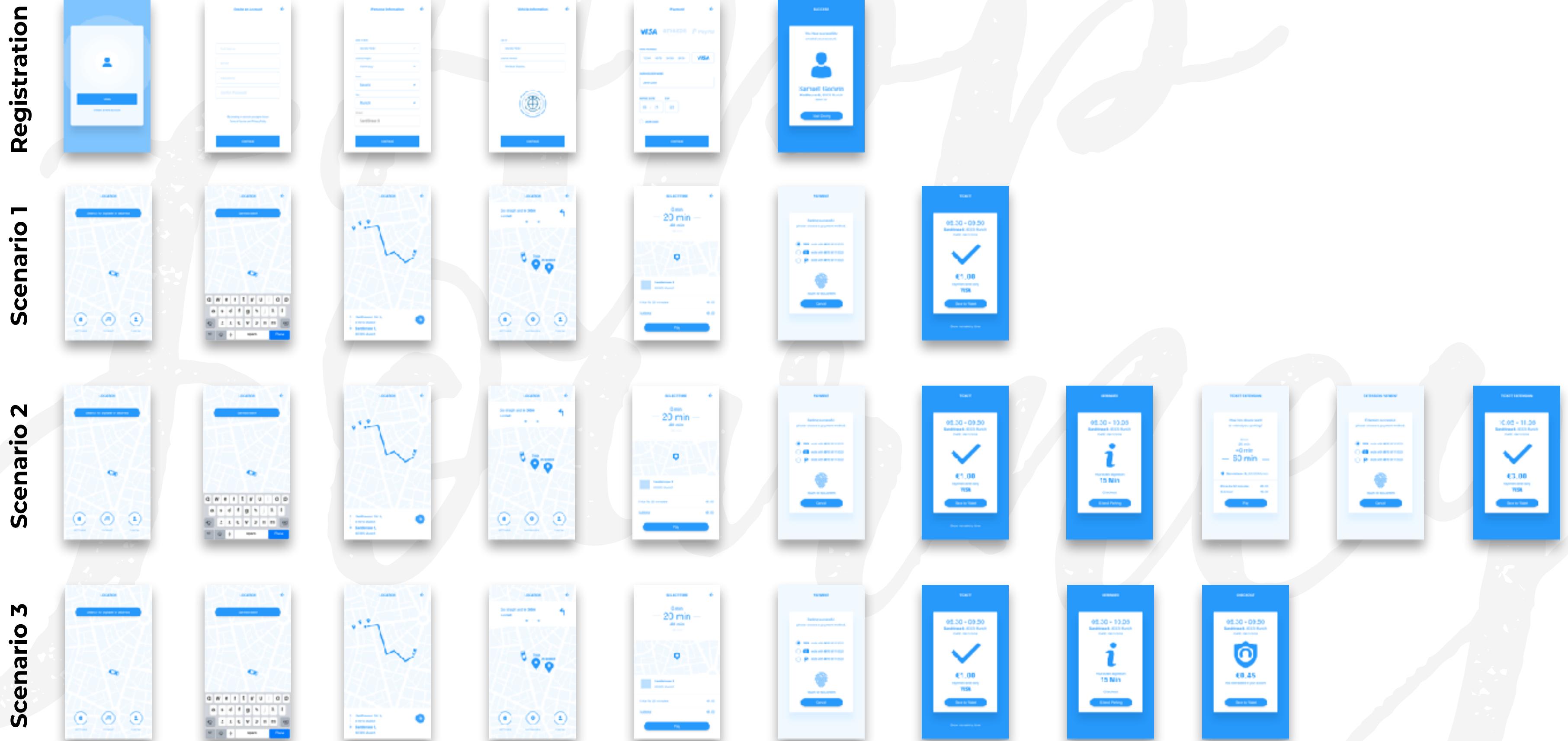
Wireframes



Initial wireframes - UI Elements | customer journey

DESIGN STRATEGY

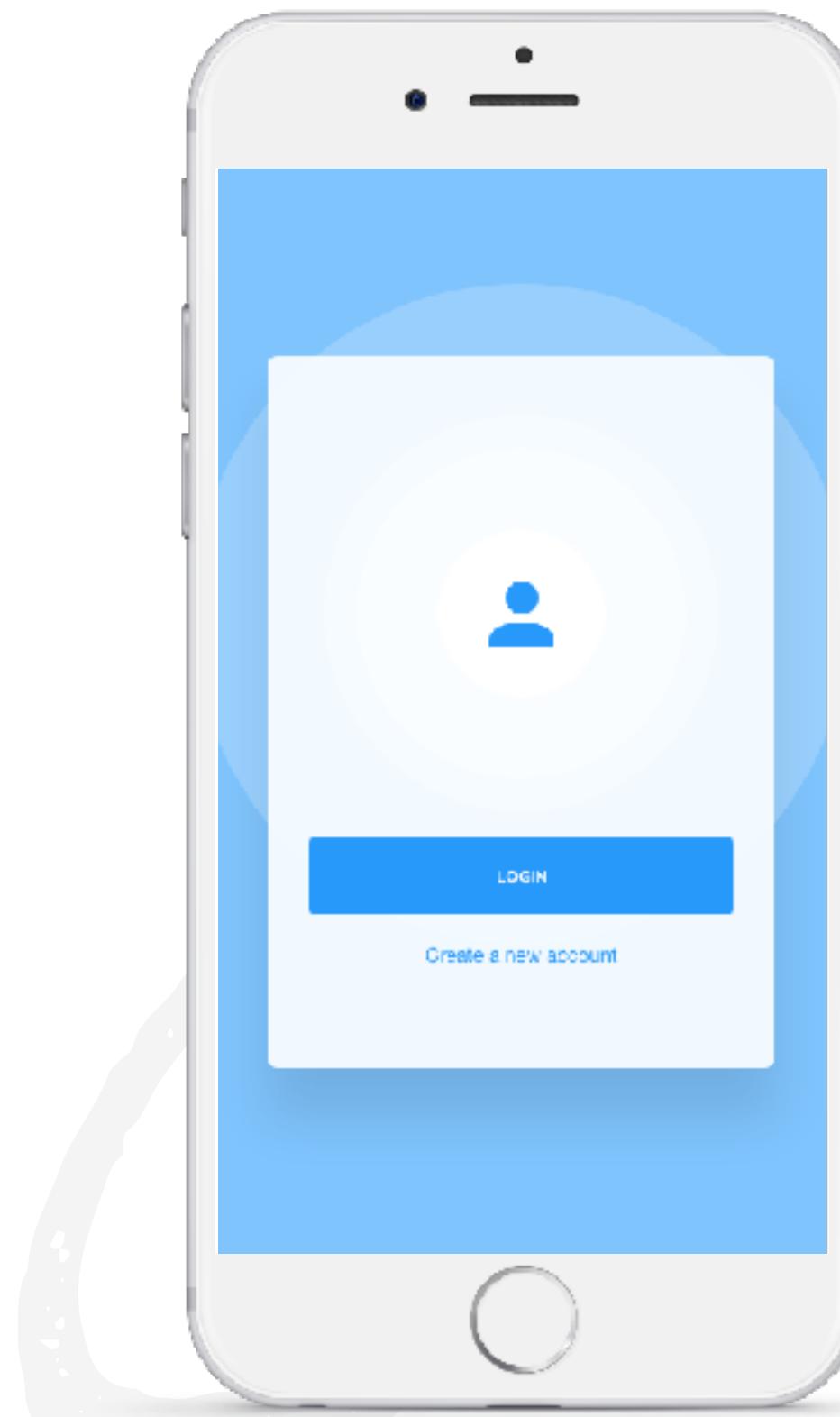
Prototype



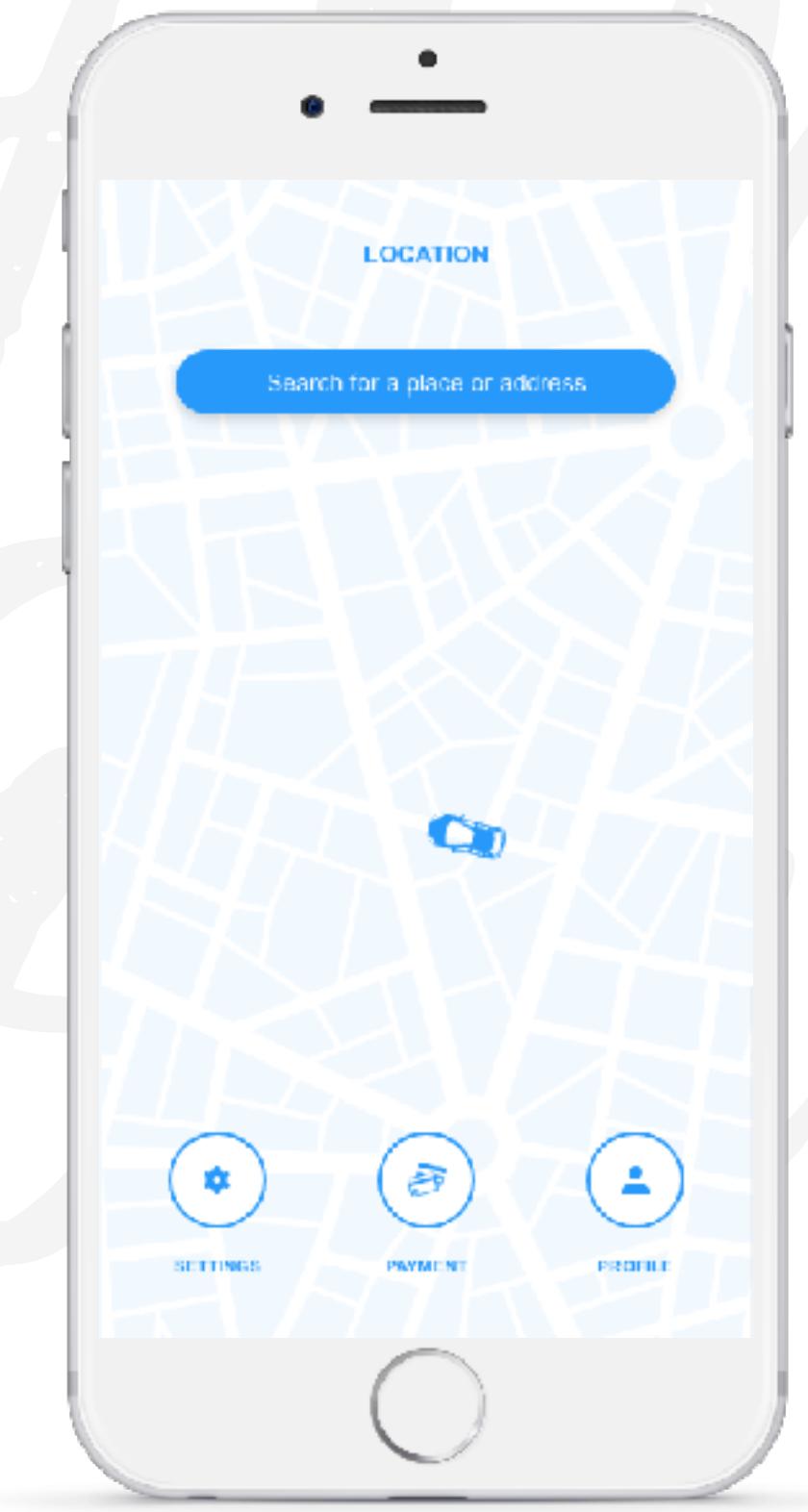
Prototype - App Screens

DESIGN STRATEGY

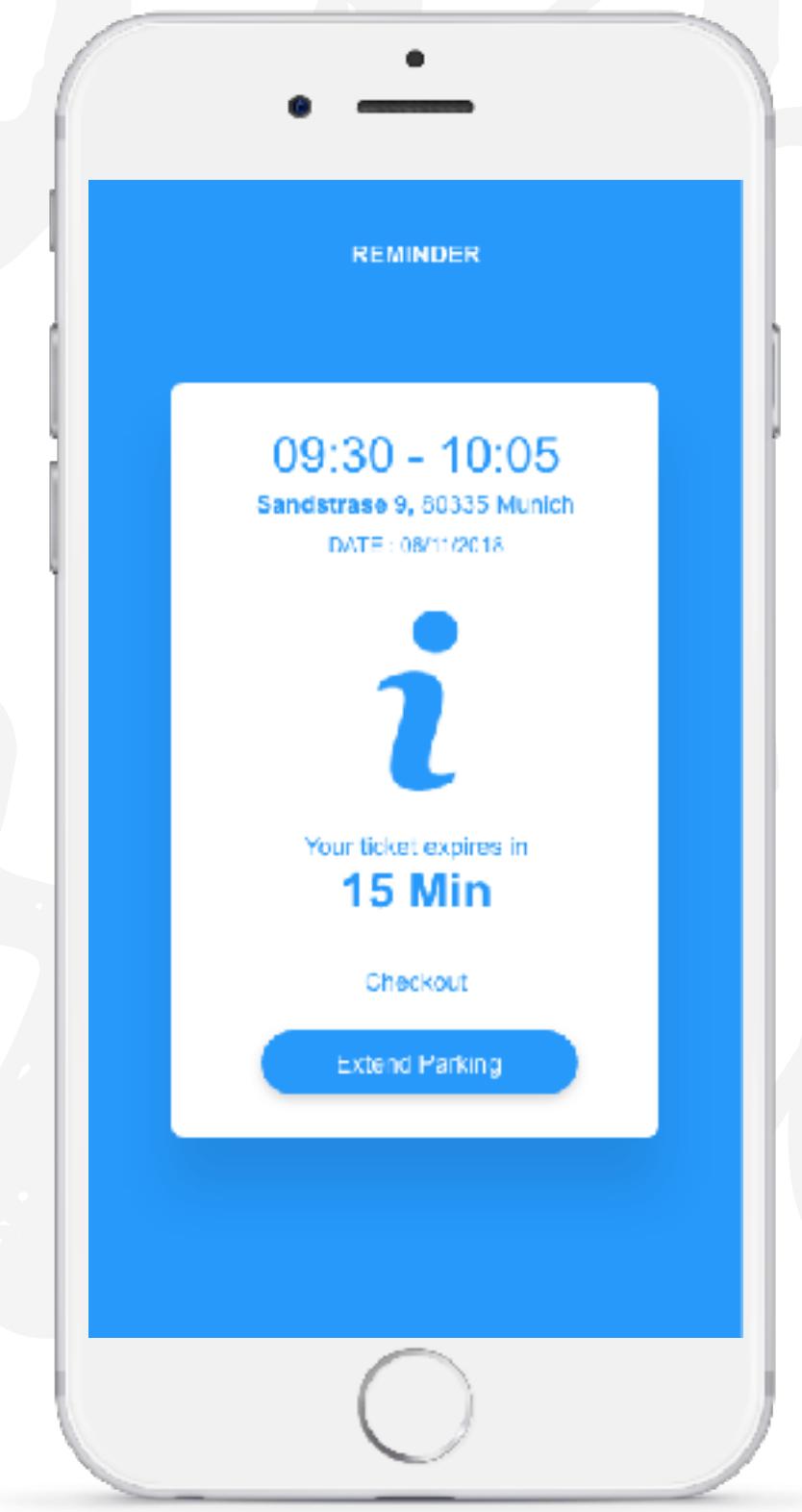
Prototype



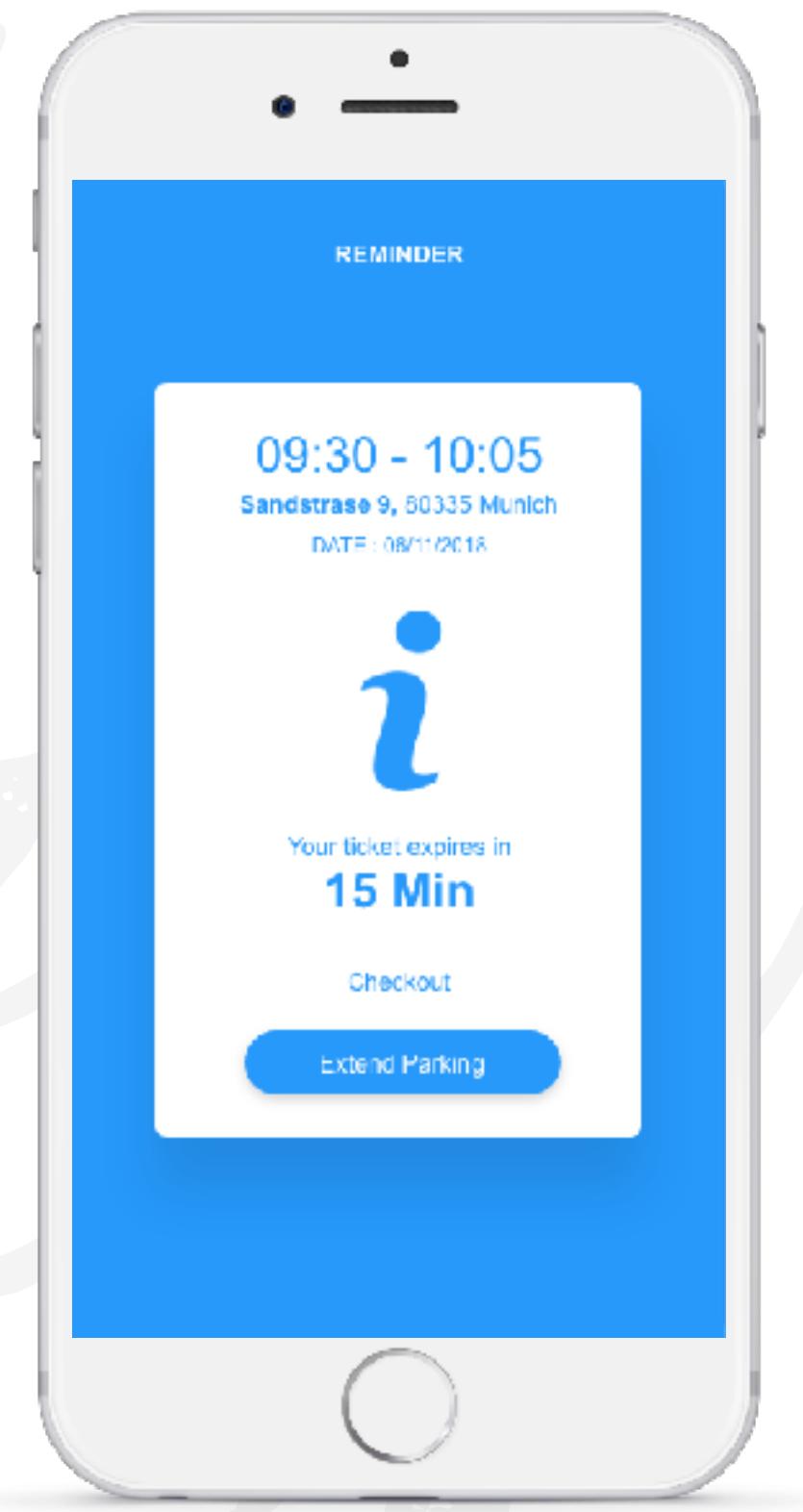
Registration



Scenario 1



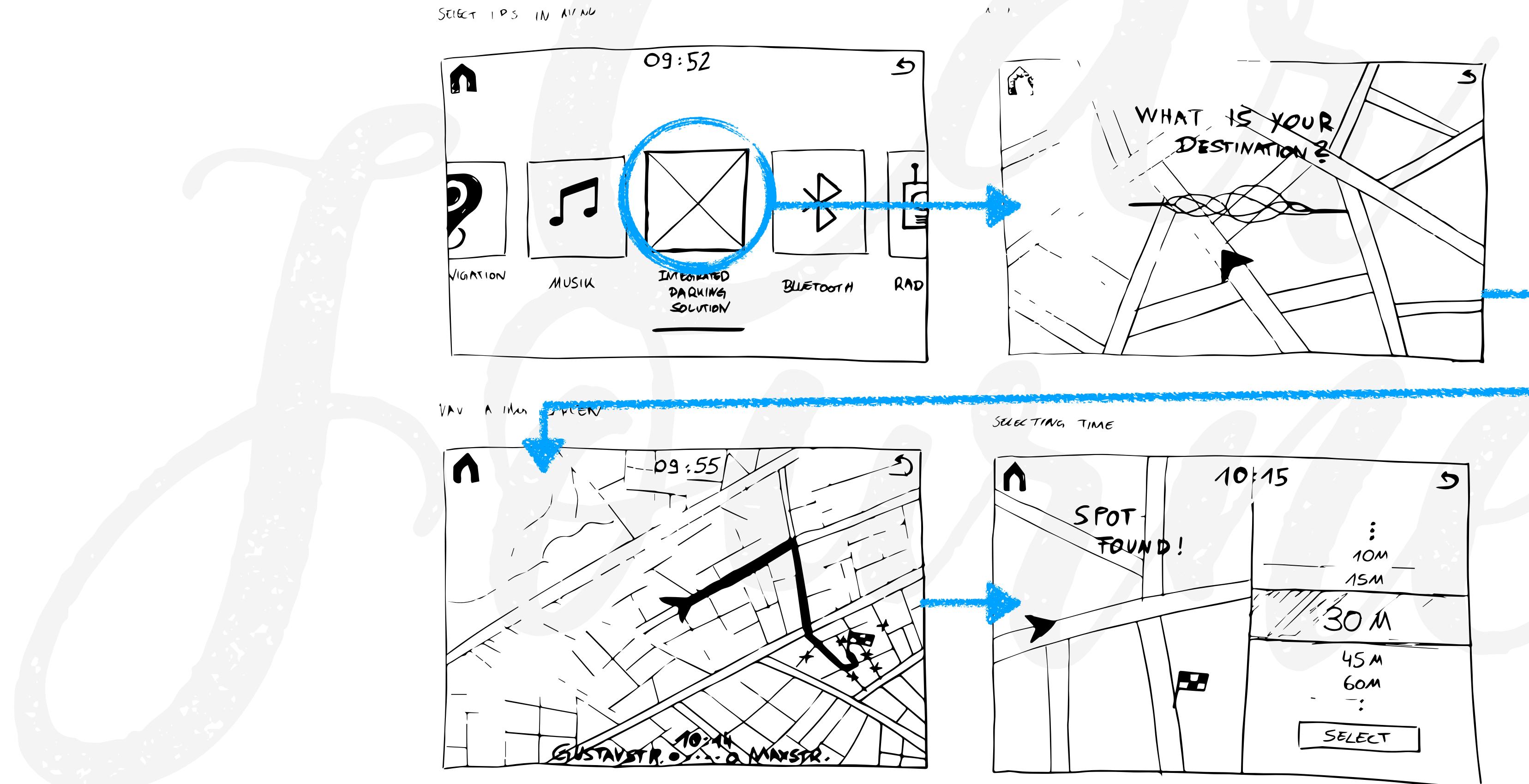
Scenario 2



Scenario 3

DESIGN STRATEGY

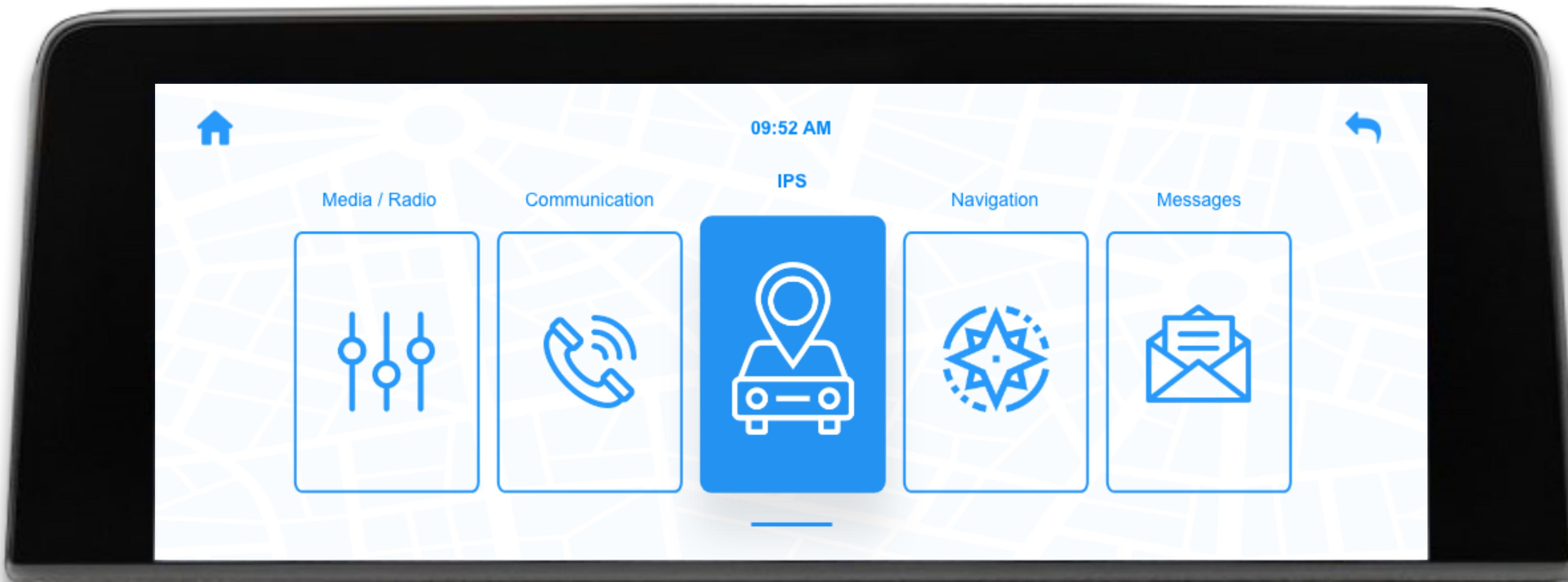
Wireframes



Initial wireframes - UI Elements | customer journey

DESIGN STRATEGY

Prototype



Prototype - car screens

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