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Class: Information Design

Assignment Brief: Redesigning the parking kiosk

The Challenge: Create a new parking kiosk experience for the Philadelphia Parking Authority to include a new Graphical User Interface (GUI) and physical kiosk.

- Using a combination of information from interviews with end-users and independent research you are to redesign the parking kiosk for the City of Philadelphia. The goal is to address the act of purchasing time for parking via the GUI as well as create a unique distinctive kiosk. You must include the following things

The Final Solution must include the following
- Philadelphia Parking Authority logo
- 3 Dimensional representation of your kiosk to scale *(how could you improve the current kiosk? Could it be prettier, bigger, smaller. etc?)*
- Linear / Sequential breakdown of steps for using your GUI (think something like a story board here)
- Your GUI solution must include the option for both cash and credit
Philadelphia Parking Kiosk

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Overview

Parking is one of the headaches when coming into the city. There are options like public transportation but sometimes that isn’t an option. The city has parking meters around but there are obvious issues with how parking works within Philadelphia.

Whether it’s in a garage, meter, kiosk parking isn’t easy to decipher. Through this I’m hoping to find a solution for this headache that tends to ruin our day and waste our time.
Some problems with the current design

01 Can’t find them easily
The green parking kiosks around the city aren’t clear and presented in a way that is easy for people to understand quickly. You’ll see them standing there for a few minutes trying to understand where to even start.

02 Hard to understand
The layout of the design of most of the kiosks are aren’t clear. Payment can be on opposite sides of each other, cash on the right and cards on the left sometimes with coin in another area. How it even functions gets confusing.

03 Out dated
The appearance of many of the machines are still using a green bit screen that shows its age. It is not easy to see it clearly from the level it has been placed for those taller. It can even get lost in translation for those who are color blind.
Objective

Coming up with a new idea and layout for the design and functionality of the kiosks for parking within Philadelphia. Making it easier and faster for people to understand no matter where they are from. Using universal symbols will help guide people that visit our city internationally or just out of town.
Design Factors

01 Colors
Needs to be readable but also useable for those who are colorblind.

02 Size
Needs to be tall for those who are 6+ but short enough for those who are wheelchair accessible.

03 Visibility
Having a landmark symbol or icon that helps direct people to the kiosk.
Inspiration

I was attracted to this screen that is from a McDonald's. They have a large screen that is easy to read with their large display. By using a touch screen it removes physical buttons that can wear easier over time. With today’s new styling of phones it will also give an easier way to move through the system with something familiar.

The payment is all there at the bottom under the screen. 95% of the information is going to be on the screen.

The last image which does not come from McDonalds is a parking kiosk that uses the payment through mobile paying.
Trucks is one of the largest problems when it comes to finding the kiosk. They block the view of anyone driving by and with low cars it’s difficult to look while driving to see past them. The max height in PA is 13 feet 6 inches for commercial trucks.

Chestnut street is well lit at night but they are too short for the idea of having a banner but could still have solar power on the top since it will be so tall to stand out.
It's beyond difficult to find one of the parking kiosks when a huge truck is in front of it. I didn't realize there were meters there unless there's nothing blocking my view but even then the color just blends in. I wanted it to be tall and stand out. Many of the poles around Chestnut street is a dark green. I believe with the blue it can stand out. The height of the machine will still be blocked by trucks but with the pole it will be easier to find. One of my original ideas was to have it on a light post but the city light posts are pretty short but they have taller posts with banners advertising certain events going on around the city. I wanted to add the same idea to the pole kiosk where it can be seen a block away. It's still pretty short compared next to a 6 foot person but I think with the screen being this large it’ll be easier for them and payment is at waist height.
Some other inspiration for the GUI is cell phones. Many are touch screen without physical buttons. I kept the bottom portion of the machine basic with cash, coin, card style minus I added phone pay. Some food vending machines and stores have been adding this kind of payment. It’s less to carry around, phones are taking over as our wallet.

The menu is simple and has an option to change the screen size encase it’s too large for others. During coding class we fit our websites to different size screens and I wanted to make this easier if it has a mobile app to shrink down.

Philadelphia is an international city with people visiting that don’t speak just English. I didn’t want to make people feel forced to use just English by feeling comfortable with reading something familiar.

The kiosk by our school has a max of 2 hours so I followed their prices and time according to what they have already. Payment methods at the end where they can choose which they want to do like I have experienced at a store. Once they have chosen their choice of payment method it would indicate on the screen and they can follow the image at the bottom of the machine.

Instructions of what to do with the receipt once it prints and suggestions of where to visit.