

The Interactive Kiosk Project



 orbeducation

The Kiosk Project Checklist

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You will be creating a user interface for a kiosk. There are lots of resources in this pack that will help you succeed with the project. The choices that affect your path through the materials include:

Aim: To decide on a pathway through the kiosk project.

- Will you work in PowerPoint or a different piece of kiosk software?
- Will you collaborate with others online wherever possible?
- Do you have programming skills that you would like to use?
- What other project and design skills will you learn along the way?

Your teacher might have chosen a path for you and checked some of the option boxes below.

Essential

Information

Online

PowerPoint

Other Options

1. Interactive Kiosk Research

Task 1 – Kiosks, Kiosks, Everywhere
Task 2 – The Advantages of Using Kiosks
Task 3 – Kiosk Vocabulary

Task 4 - Sustainable Technology

2. Collaborating on a Project

Task 1 – Why Collaborate?

Task 2 – Collaborating Online
Task 3 – Social Considerations
Task 4 – Collaborating on the Kiosk

3. Selecting Solutions

Task 1 – The Kiosk Software
Task 2 – The Documentation
Task 3 – The Communication

Appendix 1. Office Online

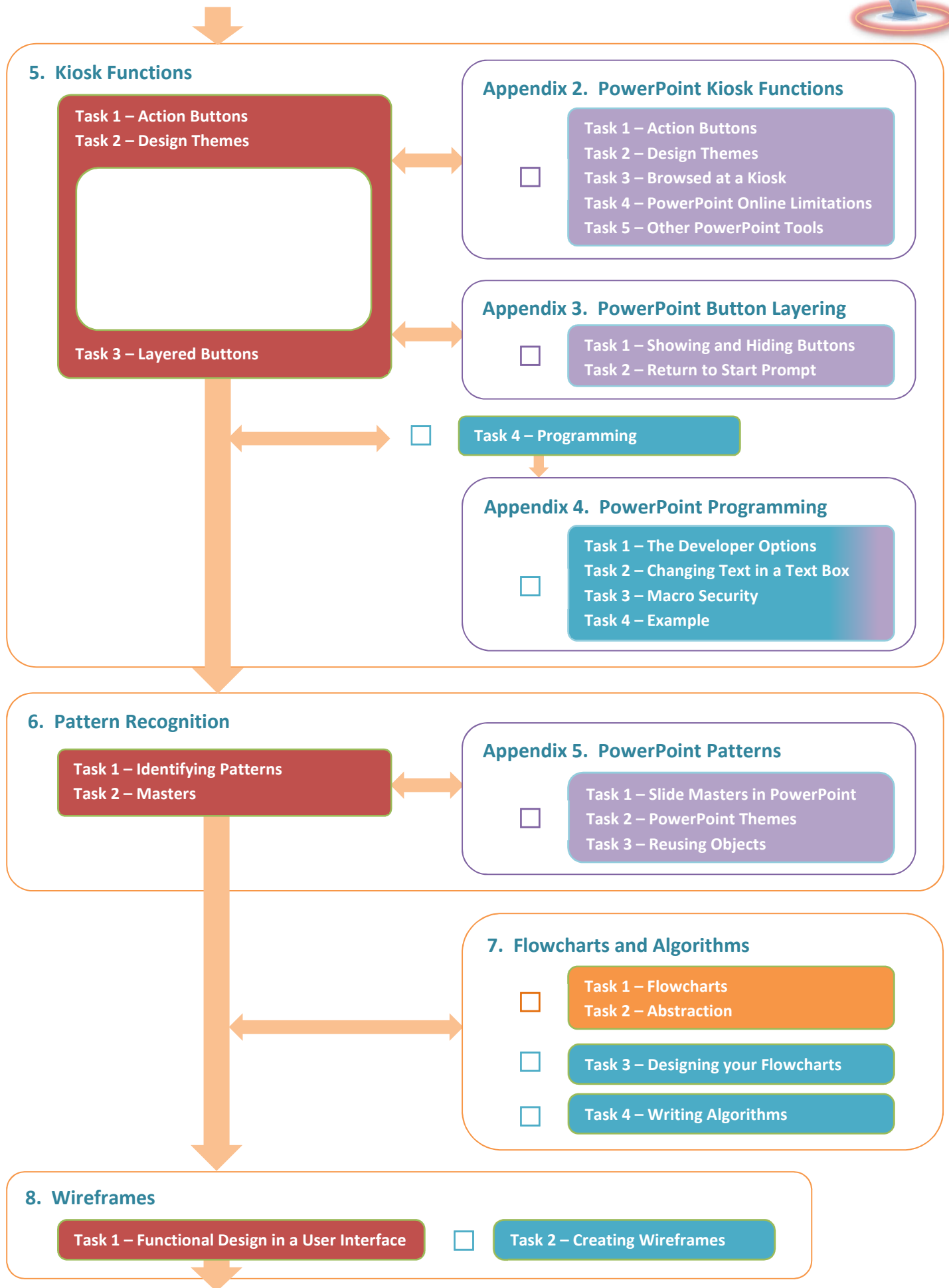
Task 1 – PowerPoint Online
Task 2 – Word Online

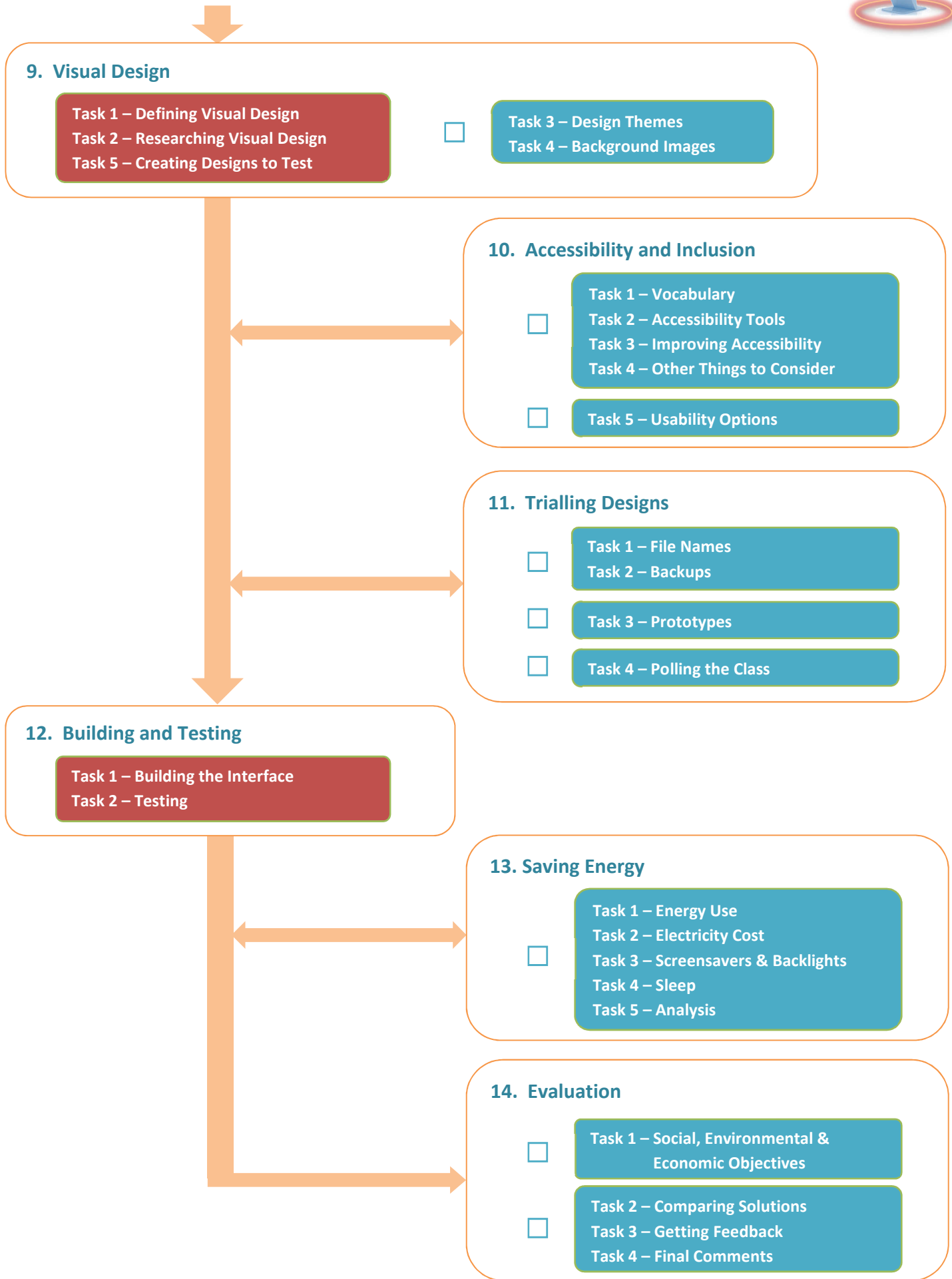
4. Kiosk Project Plan

Task 1 – Your Initial Kiosk Ideas
Task 2 – A Mind Map
Task 3 – Ordering Tasks

Task 4 – Requirements & Constraints

Task 5 – Creating a Timeline







Self-serve kiosks can be seen in supermarkets, shopping centres, airports, libraries, banks, restaurants and many other places. They might be there to provide information about a place, allow you to select a meal or even take your picture.

Aim: To learn about the wide variety of kiosks in use.

Note: If you need an introduction to kiosks, try a search for "YouTube interactive kiosk".

Task 1 – Kiosks, Kiosks, Everywhere

Research interactive kiosks on the internet and fill in the boxes below.

Kiosk Uses

List 7 types of kiosk.

1. *Photo Kiosk*

2. _____

3. _____

4. _____

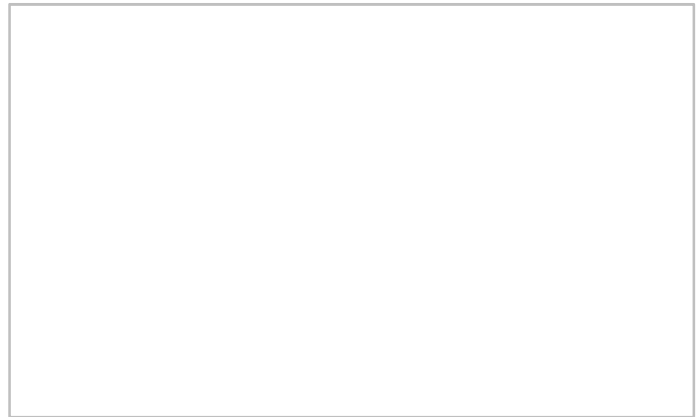
5. _____

6. _____

7. _____

The User Interface

Draw or copy an example of a screen on an interactive kiosk.



My Favourite Kiosk

Sketch or insert a picture of a kiosk that you like the style of.

Kiosk History

Note down some facts about the history of kiosks.



Whichever piece of software you have decided to create your interface in, there are some things you will need to know how to do. The following tasks will outline some of these skills. Remember, however, that you can always include your own ideas.

Aim: To learn how to use the kiosk software you have chosen.

Task 1 – Action Buttons

Kiosks don't generally have a keyboard or mouse; most of the functionality occurs through a touchscreen. You will need to learn how to create Action Buttons that make things happen. The action could result in moving the user on to a different screen, opening a help window or playing an audio or video file.

- If you are using PowerPoint, then work through **Appendix 2 – PowerPoint Kiosk Functions**.
- If you are not using PowerPoint, then find out how to create Action Buttons in your chosen software.

Task 2 – Design Themes

It is important to make sure that your kiosk interface is professional. Design themes might be a great place to start, especially if they are fully editable.

- If you are using PowerPoint, then **Appendix 2 – PowerPoint Kiosk Functions** also takes a brief look at themes.
- If you are not using PowerPoint, then investigate what themes are available in your chosen software.

Task 3 – Layered Buttons

You might have 5 option buttons on a screen that lead to 5 different slides. Each of these slides might have 5 buttons that lead to 5 more slides. These slides might then offer a third choice to the user. This would require 31 slides just to make 3 choices. Alternatively, you might be able to place all the buttons in a single slide and have them appear and disappear as needed. This solution is not only a lot tidier, but can save time when making changes to your design.

- If you are using PowerPoint, then work through **Appendix 3 – PowerPoint Button Layering**.
- If you are not using PowerPoint, then see what is possible in your chosen software with regard to making buttons appear and disappear as required.

Task 4 – Programming (Optional)

This project does not need to use programming and does not teach you how to program. However, if you have programming skills, you might decide to use these in your kiosk interface. We'll show you where to put your programming code in PowerPoint, but there may be similar possibilities in other pieces of software.

- If you are using PowerPoint and wish to include some programming, then work through **Appendix 4 – PowerPoint Programming**.
- If you are not using PowerPoint, then see if your chosen software allows you to add programming of your own. Alternatively, it may have other solutions that help you build lists and remember choices.



Pattern recognition is about saving time and money, as well as making things work more efficiently and appear more professional.

For our kiosk project, we are already making things easier by using software to create the user interface rather than starting with a blank canvas and some programming. We will now look at ways of working within this software.

Aim: To look at ways of saving time and improving the professional feel of the interface.

Task 1 – Identifying Patterns

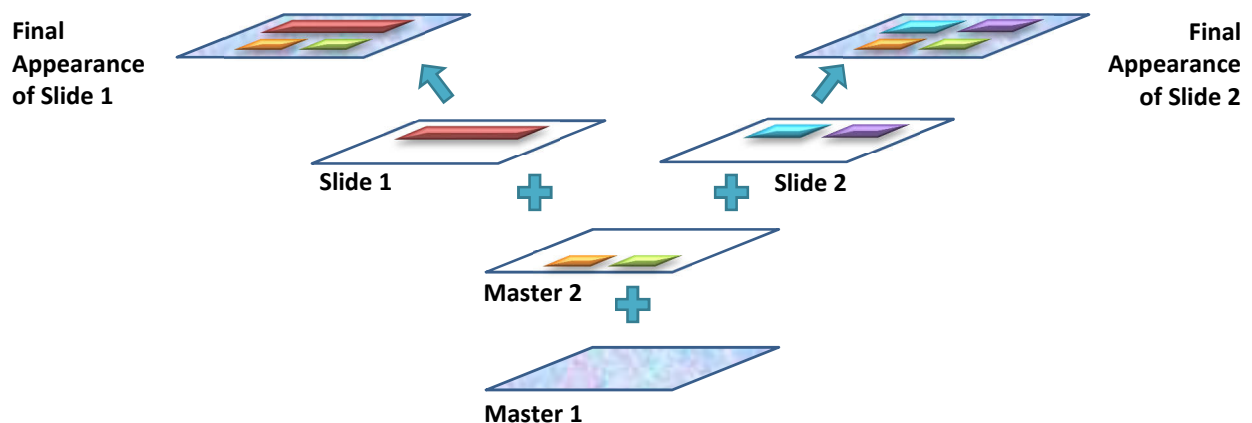
Think about the different slides you will use in your interface and write down some of the things that will be exactly the same in quite a few of them. This will most likely be a background, but it could also involve other objects on the screen such as a *Help* button.

Make a note of any other features that will be very similar in different places but not quite the same e.g. buttons with different text or colours but the same shape and style. There may be ways to save time when creating these.

Task 2 – Masters

Masters allow you to control the overall design of your interface. They save time and help you keep a consistent feel throughout.

In your masters, you can place backgrounds, buttons and other features that you want to appear on a number of slides. Each other slide will then pick up these features and add them to their own. If you make changes to a master, then these changes will automatically be made to the other slides. This cuts down the amount of editing required whilst creating a professional looking interface.



- If you are using PowerPoint, then work through **Appendix 5 – PowerPoint Patterns**.
- If you are not using PowerPoint, then find out what similar features are available in your chosen software.



Not everyone is the same. Many people have poor eyesight and struggle to read small text. Others have less dexterity and find buttons difficult to deal with. Some people don't speak the same language as you. To avoid discriminating a website, application or kiosk should consider as many likely users as possible.

Aim: To create an interface that is inclusive of all users.

Work through the ideas below and see if you can include some of them in the design of your kiosk.

Task 1 – Vocabulary

Match the terms below with their definitions. Try internet searches such as “accessible design meaning” if you need more help.

	Term			Definition
1	Accessible	•	•	a Software that converts text to speech.
2	Usable	•	•	b Usable by everyone to the greatest extent possible.
3	Inclusive	•	•	c Software that interprets what people say.
4	Screen Reader	•	•	d People with disabilities can understand and interact with it.
5	Screen Magnifier	•	•	e The ability to move freely and easily.
6	Voice Recognition	•	•	f Something that's effective, efficient and satisfying to use.
7	Language Fluency	•	•	g Learning difficulty that makes things harder to understand.
8	Colour Blindness	•	•	h Software that enlarges part of the screen.
9	Contrast	•	•	i Inability to tell certain colours apart.
10	Mobility	•	•	j The difference between light and dark areas of the screen.
11	Cognitive Disability	•	•	k How well someone understands the language you use.

Task 2 – Accessibility Tools

Both Windows computers and Macs come with several tools to help those with disabilities. With your kiosk interface open, investigate each tool listed below. Make a note of any thoughts that you have regarding your own interface. You will need to work out how to access these tools on your computer.

	Windows	Mac
• Screen Magnifier	Magnifier	Zoom
• Screen Reader	Narrator	VoiceOver
• Voice Recognition	Speech Recognition	Dictation
• Contrast	High Contrast Theme	Contrast Options



There are a number of other features on computers designed to improve accessibility that you could research.



Note: The Mac version of PowerPoint uses slightly different steps to those shown below. The appearance of the screens may also vary a little. PowerPoint online can be used to get past some of the limitations of the Mac version. A bit of trial and error should get you through.

Aim: To learn about the kiosk functions in PowerPoint.

Hopefully you have used PowerPoint in the past and know a bit about how to set up slides with images and text. We are going to create slides as normal, but look at how to add buttons which can be clicked or tapped in order to move to any other slide in the presentation. These buttons will give your users choices and make your kiosk interface interactive.

Note: If you need guidance getting started in PowerPoint, then our **PowerPoint Basics** and **PowerPoint Standards** will help. Your school might have purchased these resources separately.

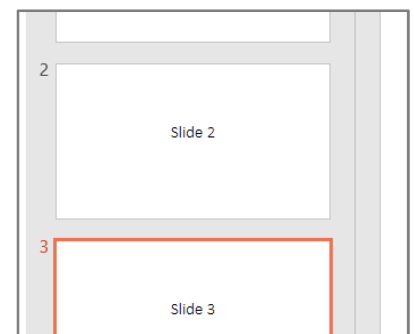
Task 1 – Action Buttons in PowerPoint

We will use Action Buttons to move between the slides of our PowerPoint. Unfortunately, Action Buttons cannot be created in the online version of PowerPoint so these will need to be put in place in the PC or Mac software.

At this point, you will just be learning skills in a test presentation. You should work individually so that all members of your group learn how to set up this functionality.



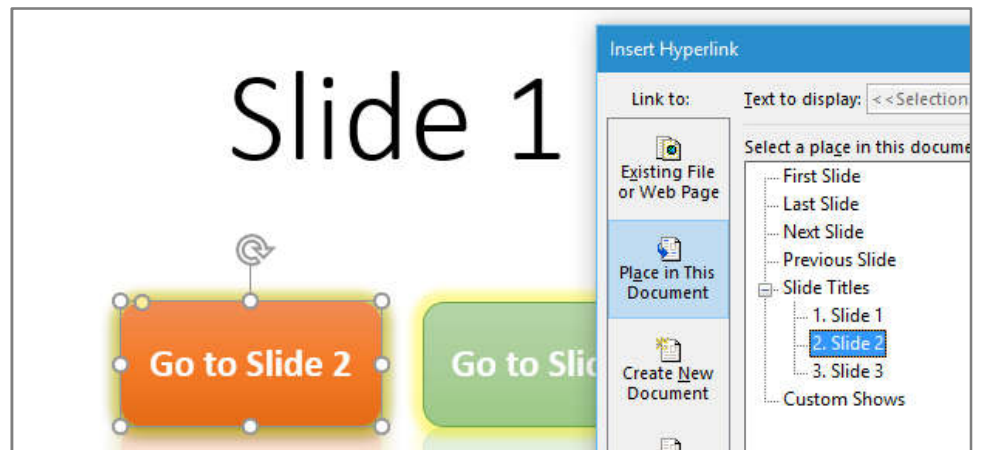
- Open PowerPoint on your PC or Mac. Remember that for this task, you must use the application on your computer and not the online version in your web browser. The PowerPoint software is installed on most school computers.
- Start a new blank presentation and change the title text to 'Slide 1'.
- Insert a second slide (a *Title Slide* is fine) and change the title to 'Slide 2'. Do the same again for 'Slide 3'.
- Return to slide 1 and click 'Insert / Shapes / Rectangle: Rounded Corners'. Draw a rectangle on the slide. This rectangle will become a button.
- With the shape selected, open the 'Format' tab and choose a colour and design for your button. Try some of the *Shape Styles* and *Shape Effects*.
- Right-click on the shape and select 'Edit Text' from the context menu (or simply clicking on the centre of the shape usually works). Type 'Go to Slide 2' and format the text.
- Copy and paste the shape, changing the colour of the new button and the text to 'Go to Slide 3'.



PowerPoint Kiosk Functions (page 2)



- h. Right-click on your first button and select 'Hyperlink' from the context menu (or click 'Insert / Hyperlink' in the ribbon).
- i. Select the 'Place in This Document' option from the menu on the left and select '2. Slide 2' from the list. Click 'OK'.



- j. Repeat this for the second button, sending the user to Slide 3.
- k. View the slideshow by selecting 'Slideshow / From Beginning'. Click on the 'Go to Slide 3' button. You should be taken directly to Slide 3.

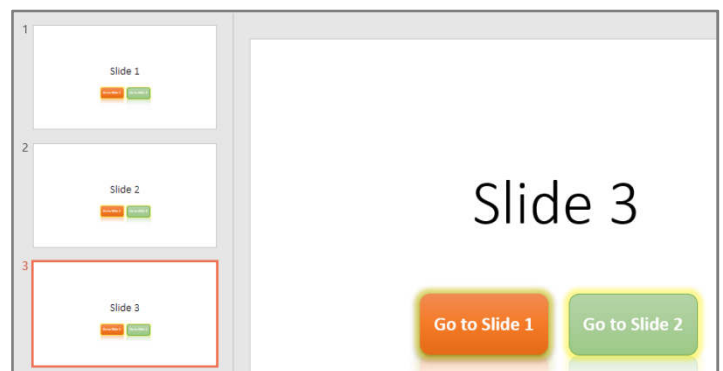
- l. For the moment, there are no buttons in place to move back to Slide 1. Right-click on the screen and select 'Last Viewed' to return to your first slide (or use the left arrow key).



- m. Test the other button and press the *Escape* key to exit your presentation and return to the editor.

- n. Copy and paste the buttons into your other two slides. Edit the text and hyperlinks. When in presentation mode, you should be able to move from any slide to any other slide by clicking the buttons.

- o. Save your work as part of your documentary record.



Task 2 – Design Themes

Open the 'Design' tab in the ribbon and click on some of the different themes. You should notice that although you see some professional looking slides, everything gets shifted around and your text and formats are changed. Can you imagine this sort of thing happening once you have put 40 slides in place? It would be a lot of extra work tidying up. For this reason, we will be making design decisions before going too far with the project.

