

Old Design



Problems

Oops, I didn't want that floor.

Unable to cancel a request if a button is mistakenly pressed.

Let me see...

Redundant display of information.

Icons for opening and closing doors are ambiguous and confusing.

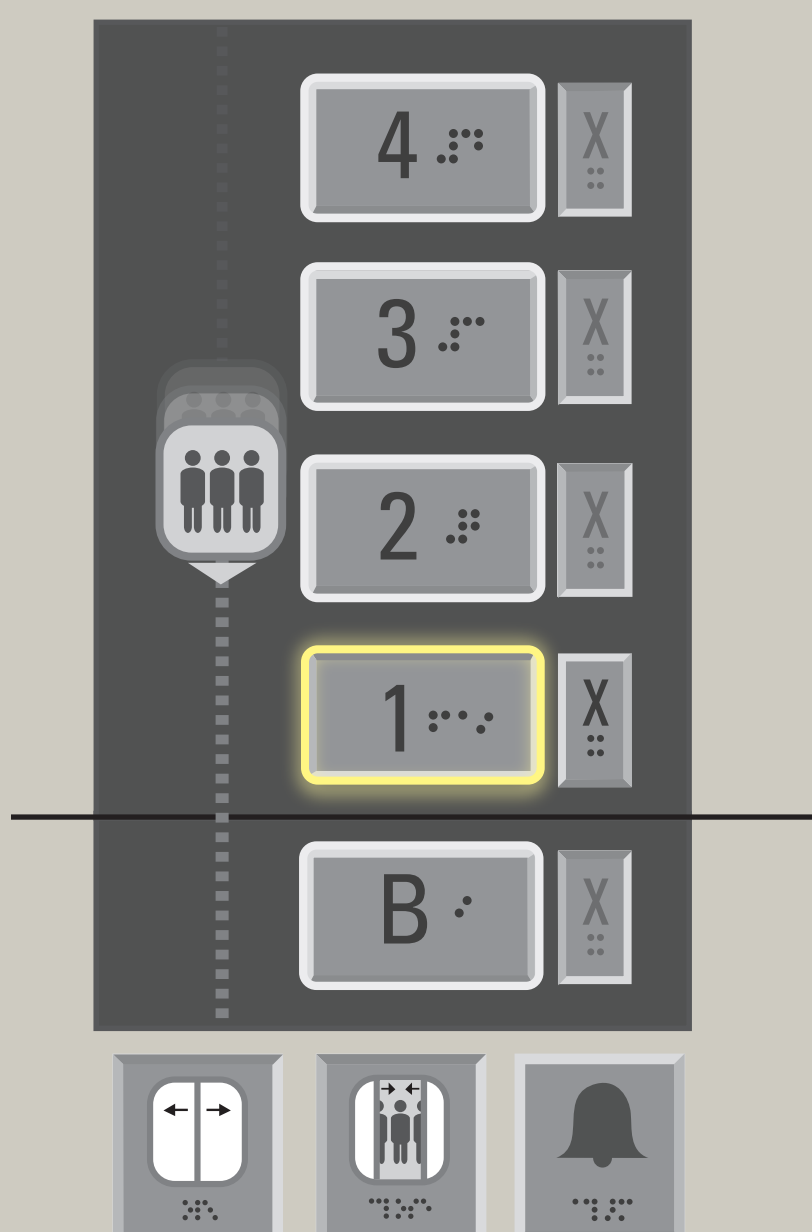
Press the button again. and again.

Poor feedback of whether the request has been received by the elevator.

Door open and door close can still be pressed even when functions are not available (during transit).

New Design

Solution



Cancellation Request

Cancel button included for each floor. Option to cancel is active when its corresponding floor is selected.

Visual Layout

Redesigned layout to the natural mapping of the physical building.

Real-time status of elevator displayed according to its physical placement.

Redesigned icons for opening and closing doors for clarity. Options are only active when they can be appropriately used.

Redesigned Buttons

Instead of one-shot keys, controls are now bistable push-buttons

Provides better feedback to reduce unnecessary repeated pushing of controls.