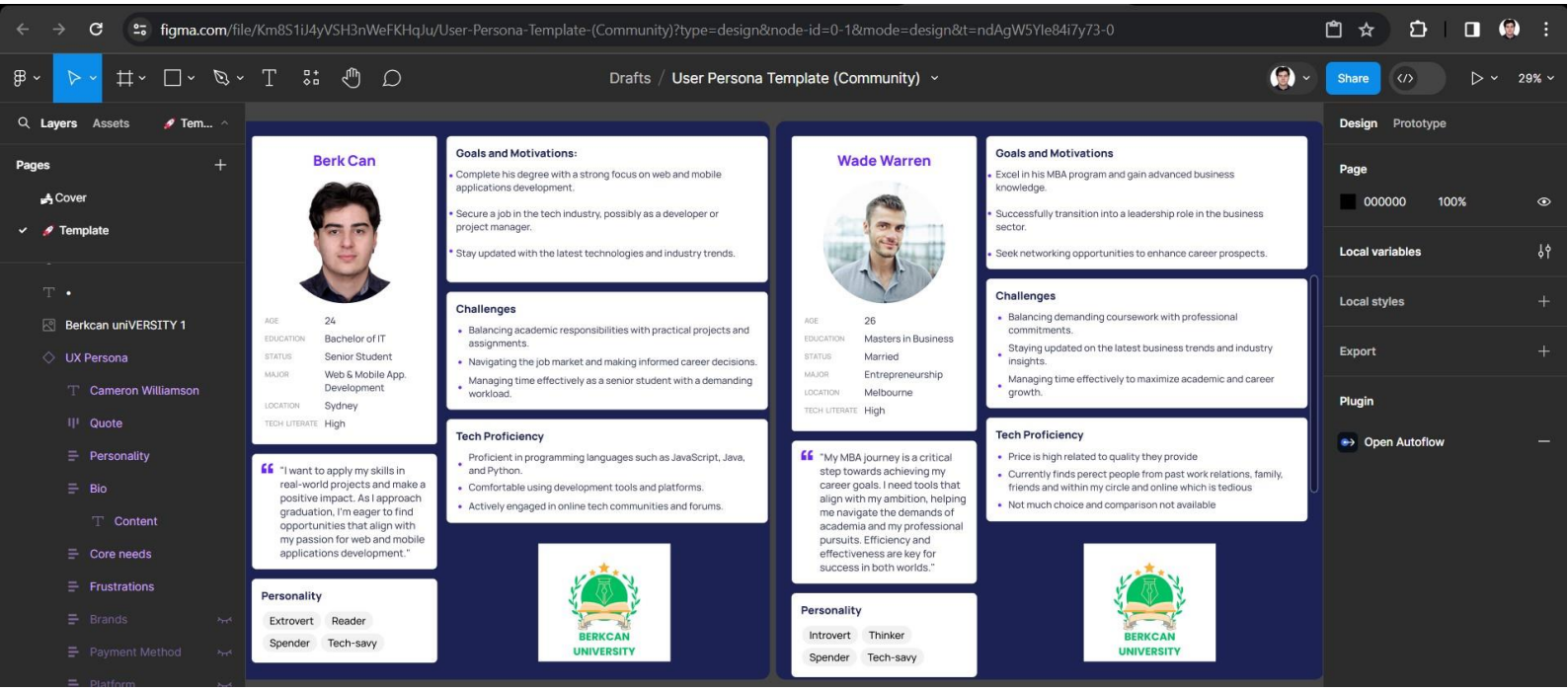
Berk Can 26/01/2024

Assignment 1: Mock up.

Scenario: University Course Registration App

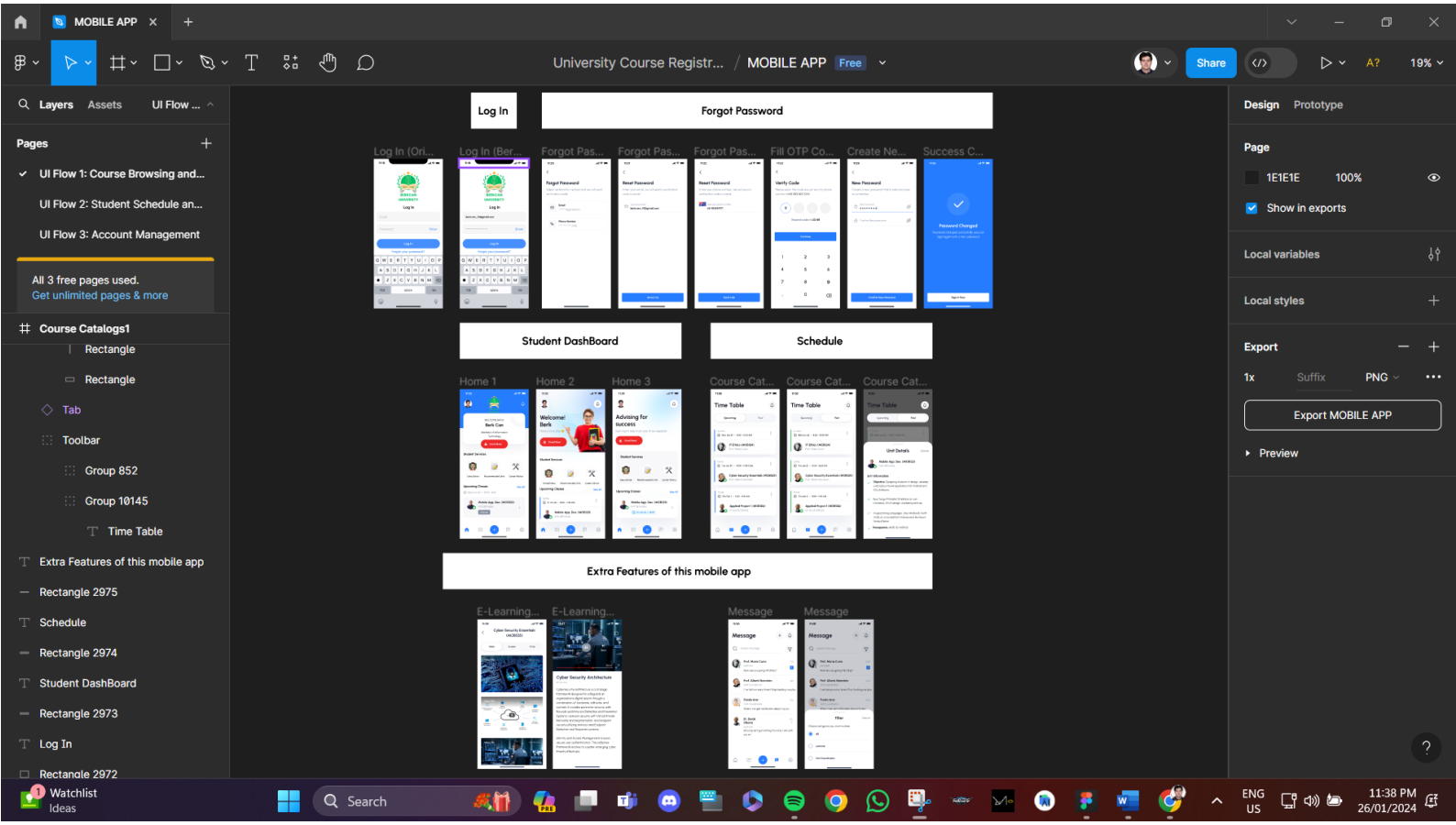
1- USER PERSONAS



User 1: Berk Can

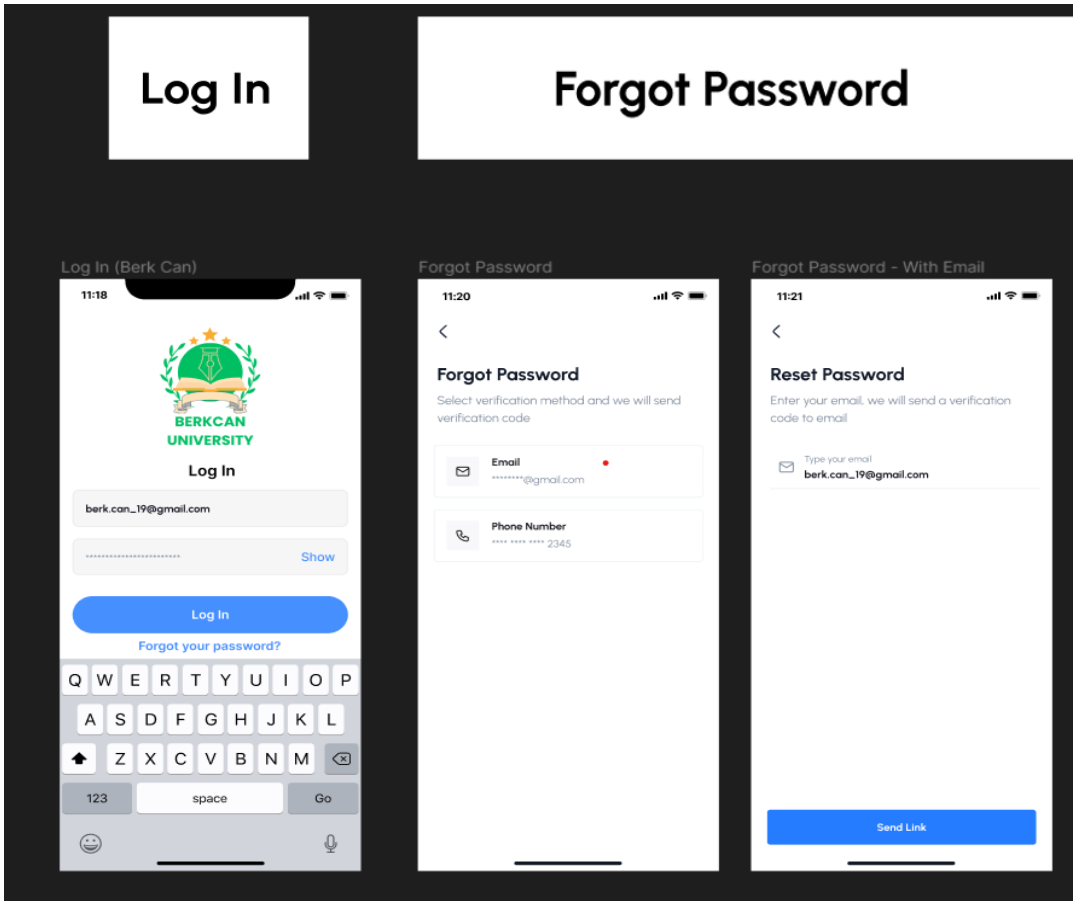
User 2: Wade Warren

2-UI FLOWS AND DESIGN



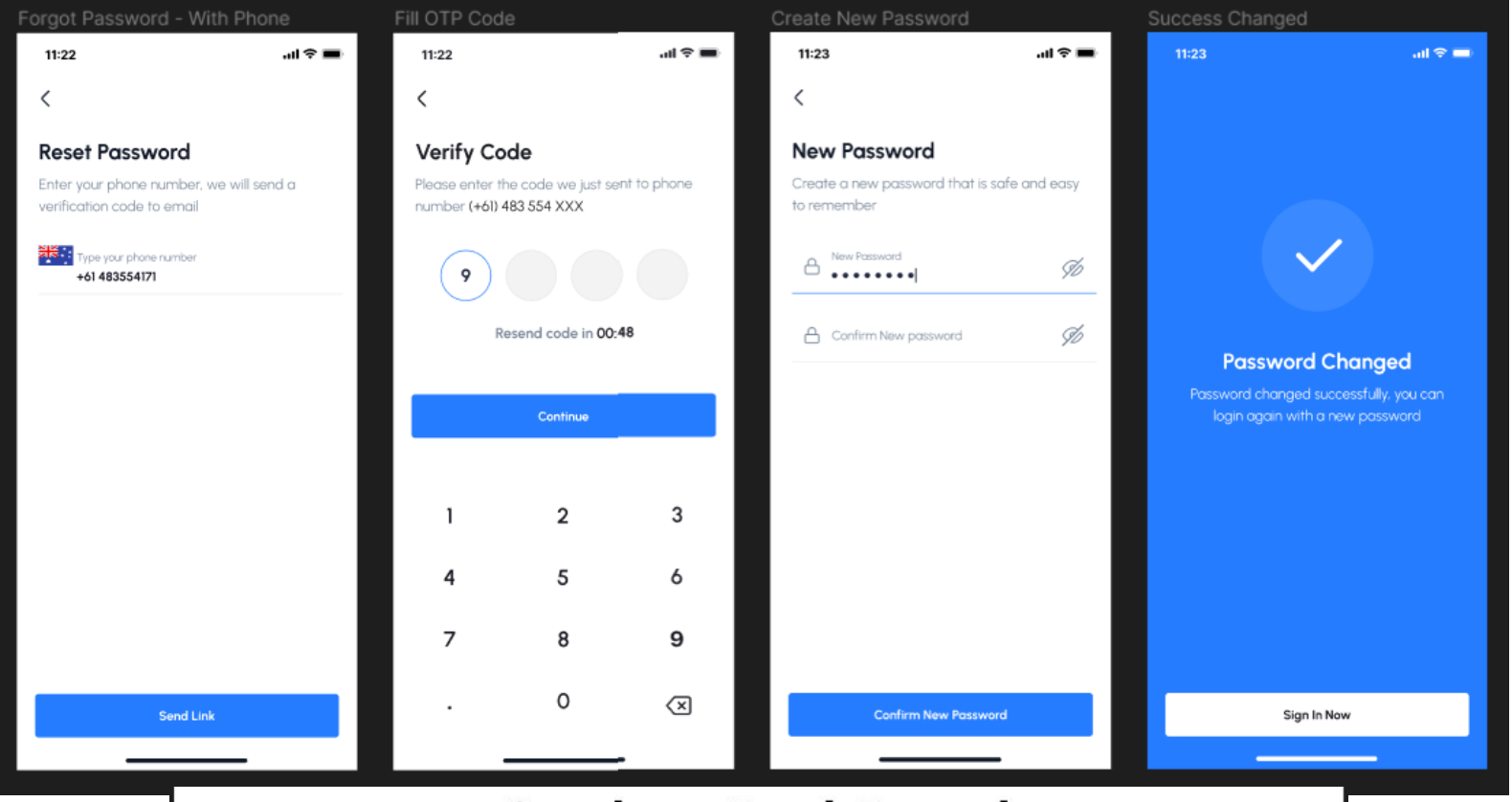
General Overview of UI Flow 1

UI Flow 1 – User Persona 1 – Berk Can

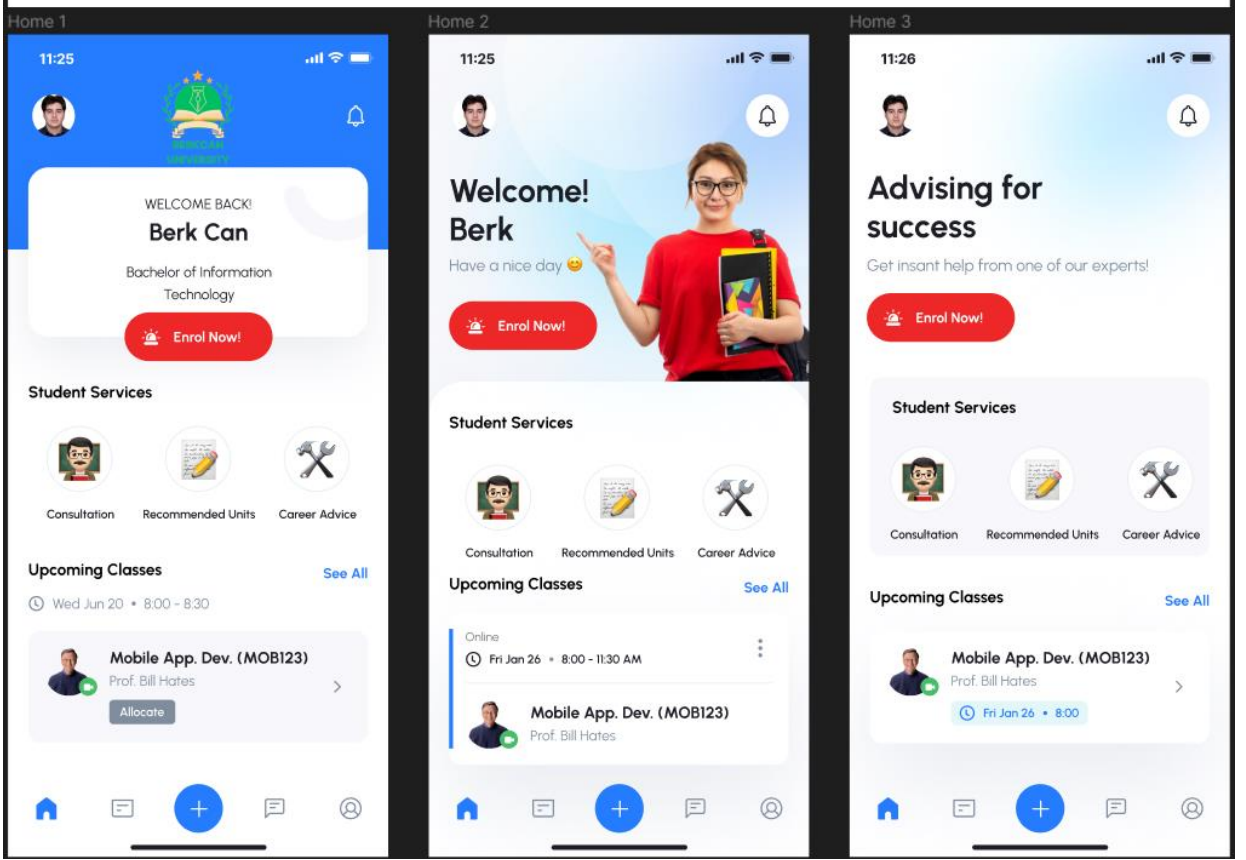


Berk Can 26/01/2024

Forgot Password

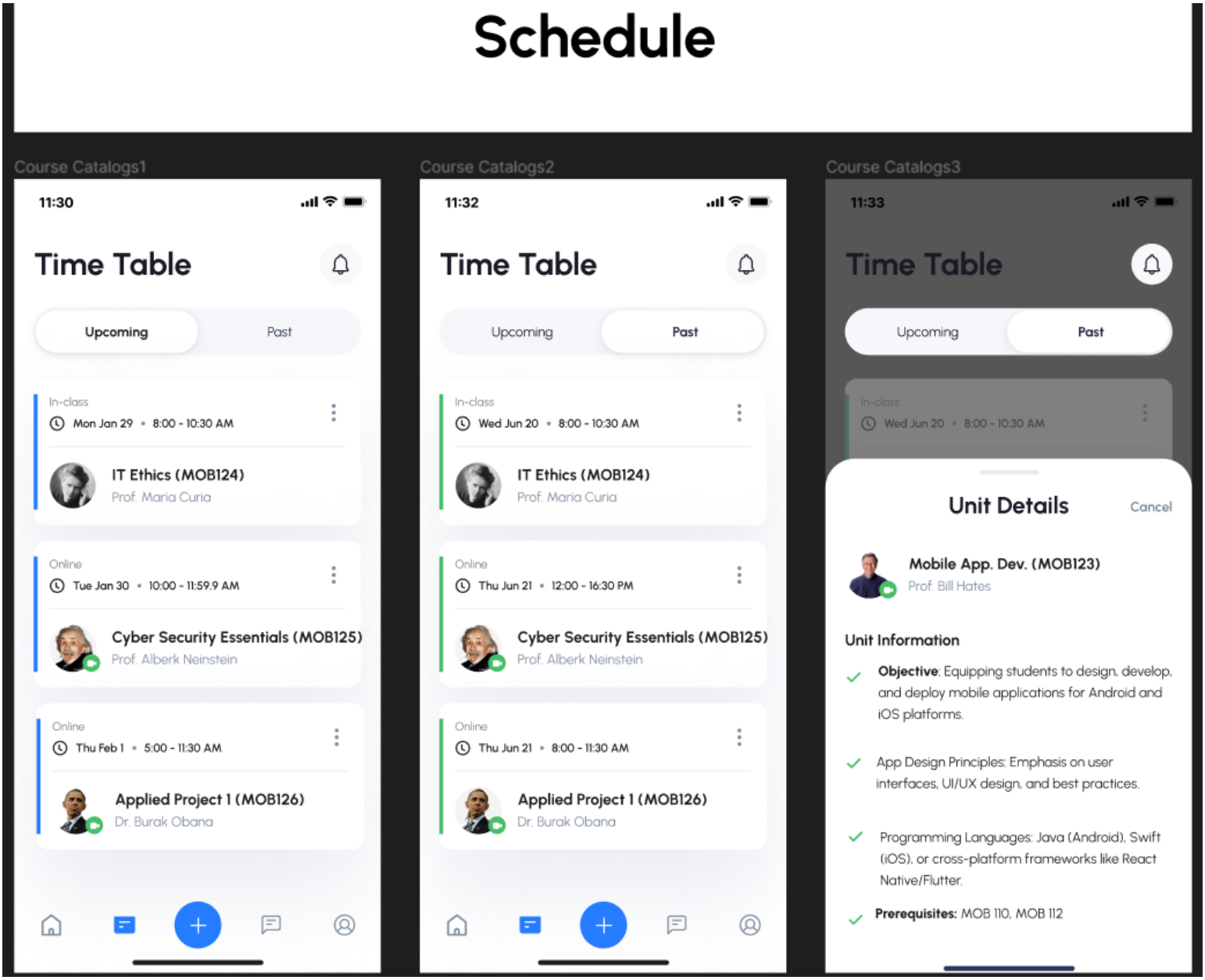


Student DashBoard



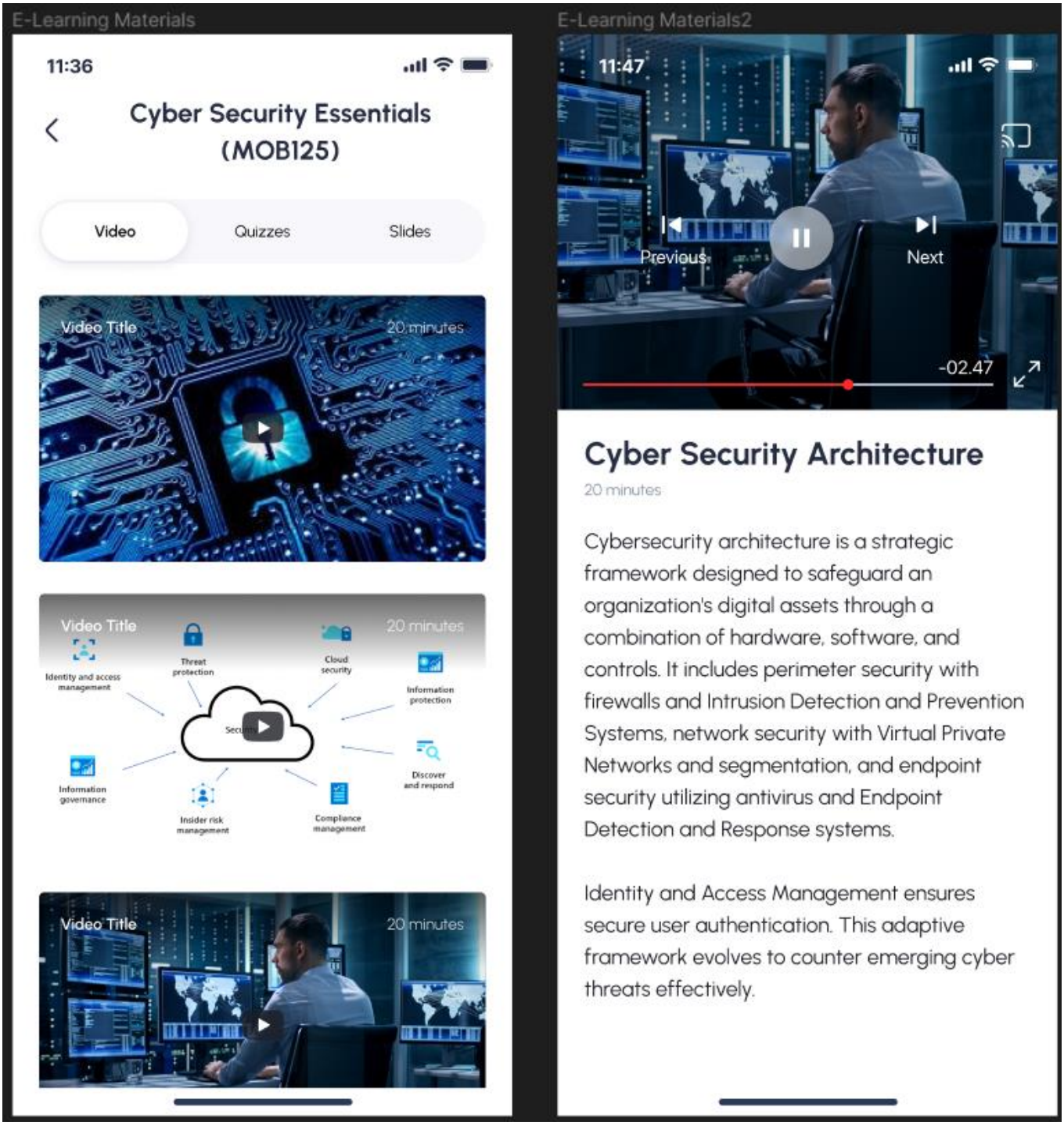
Berk Can 26/01/2024

Schedule



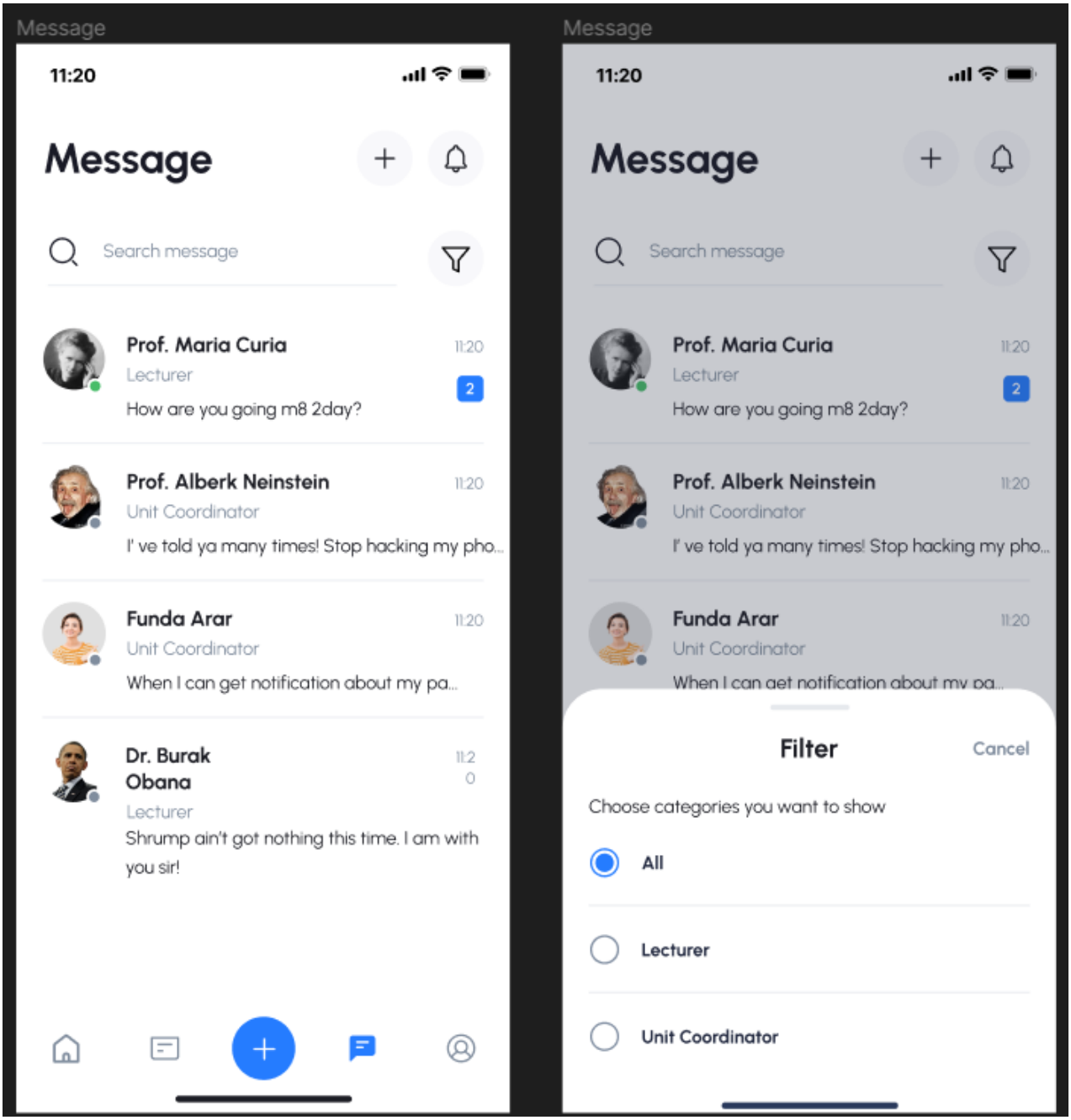
Berk Can 26/01/2024

Extra Features of this mobile app



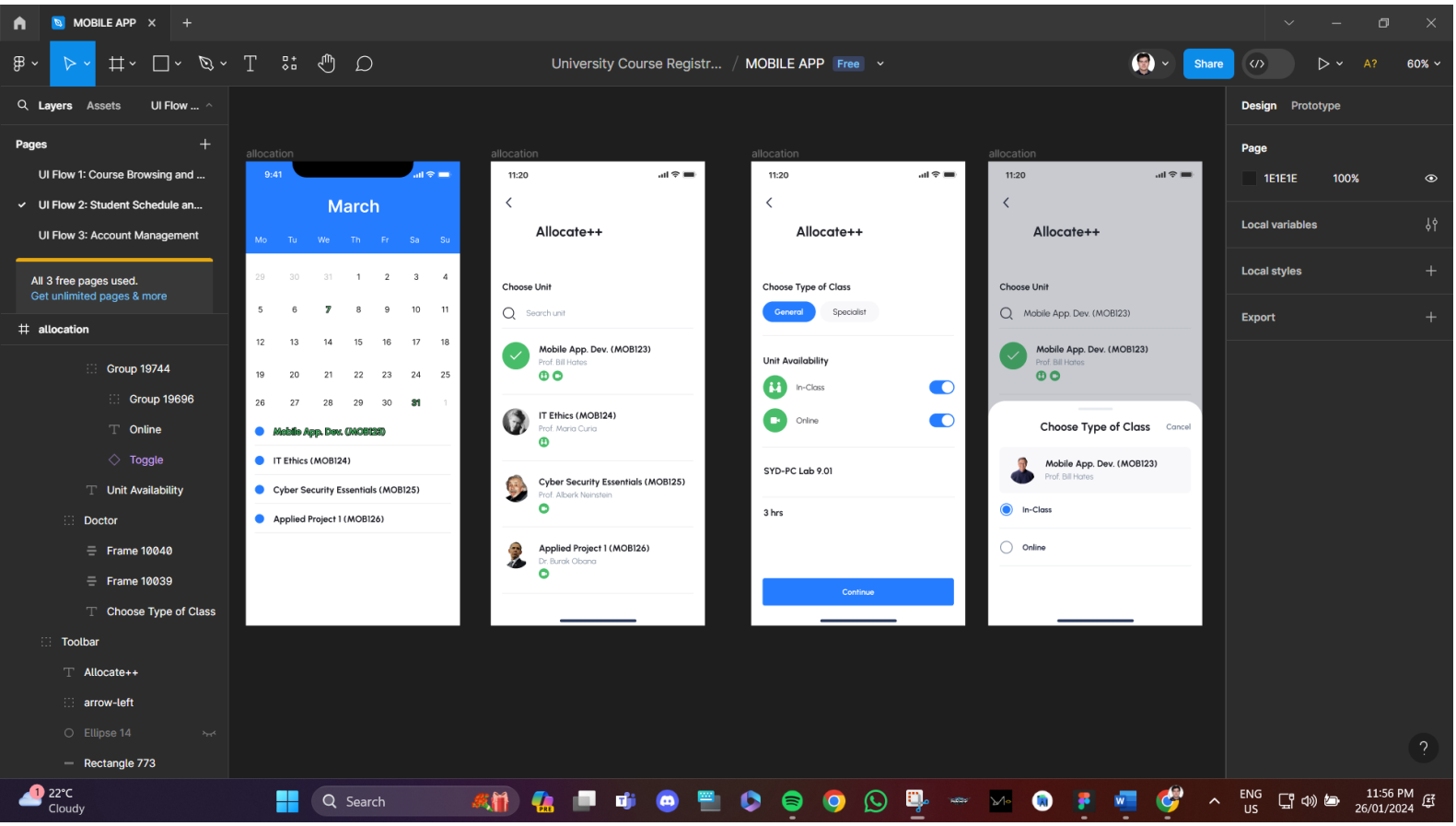
Berk Can 26/01/2024

Extra Features of this mobile app

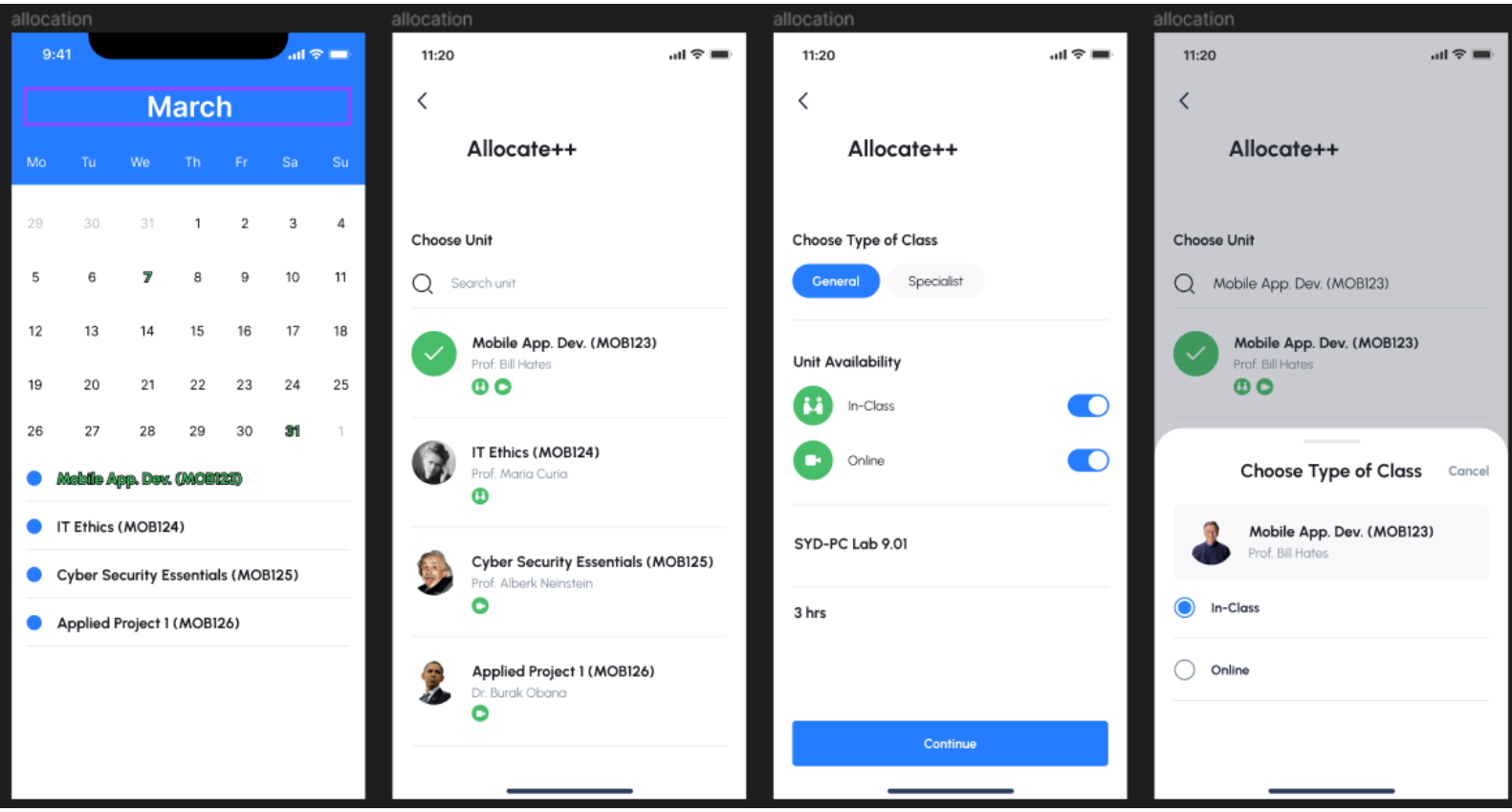


Berk Can 26/01/2024

UI Flow 2 – User Persona 1 – Berk Can

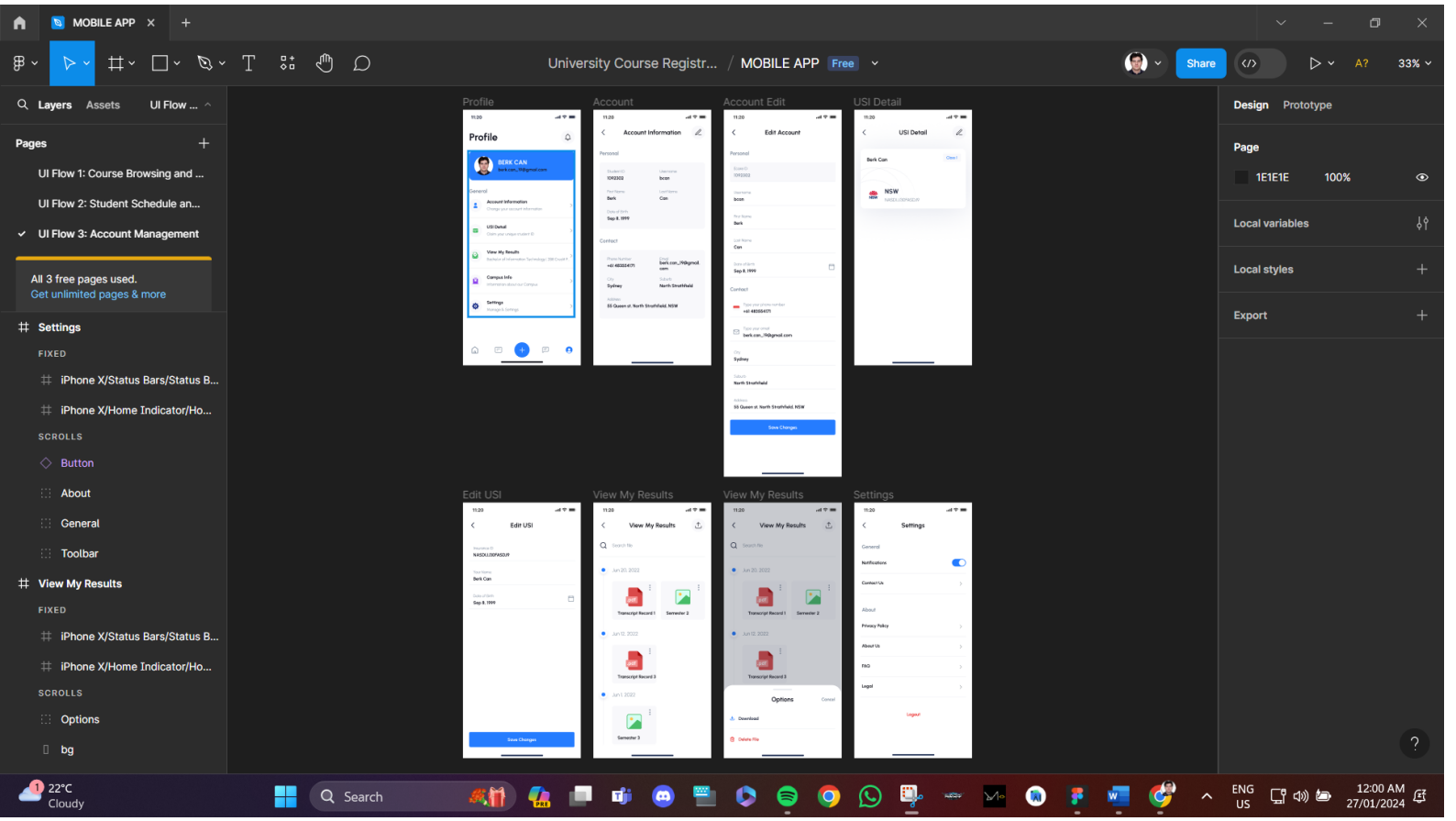


General Overview of UI Flow 2

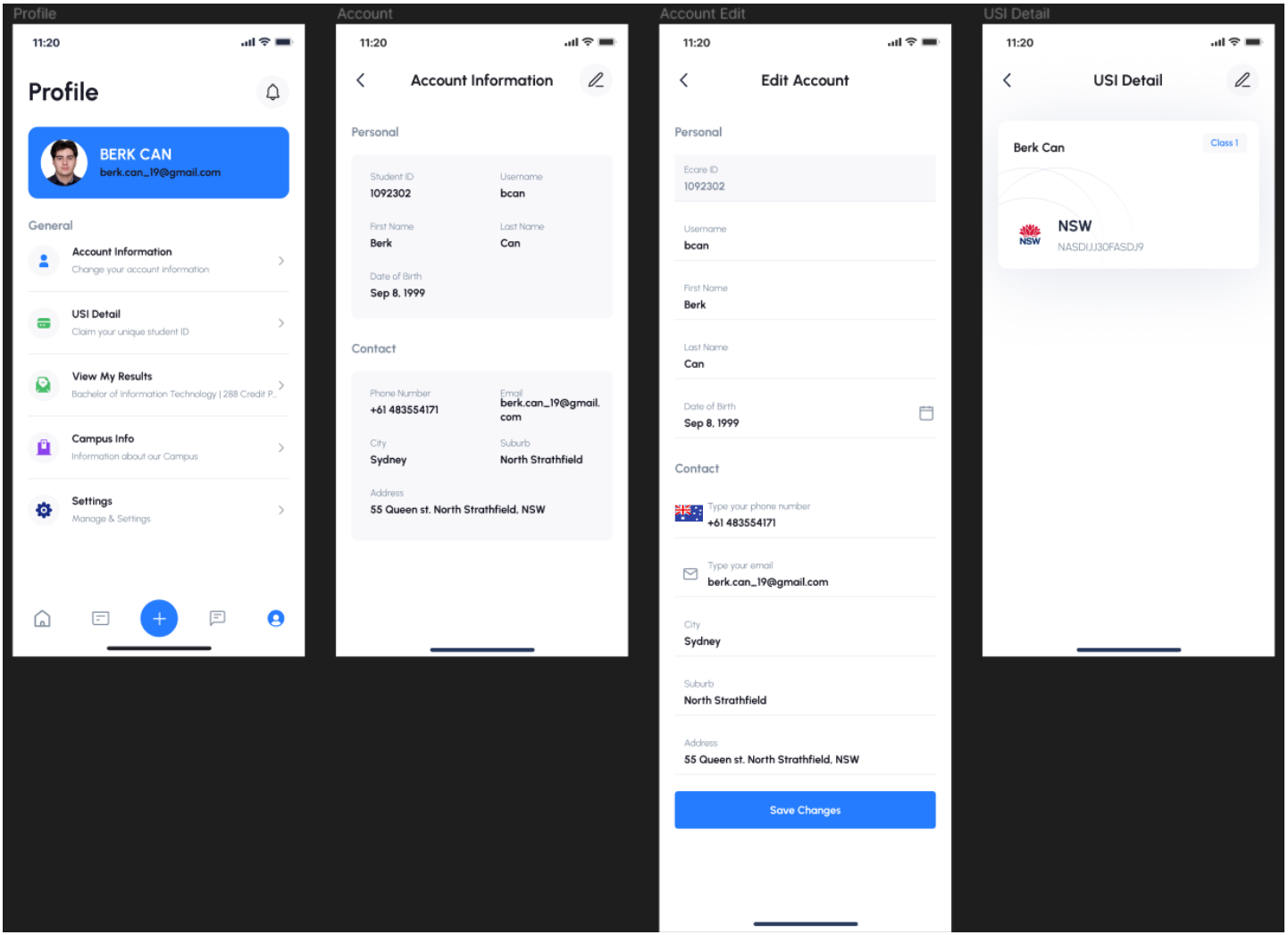


Berk Can 26/01/2024

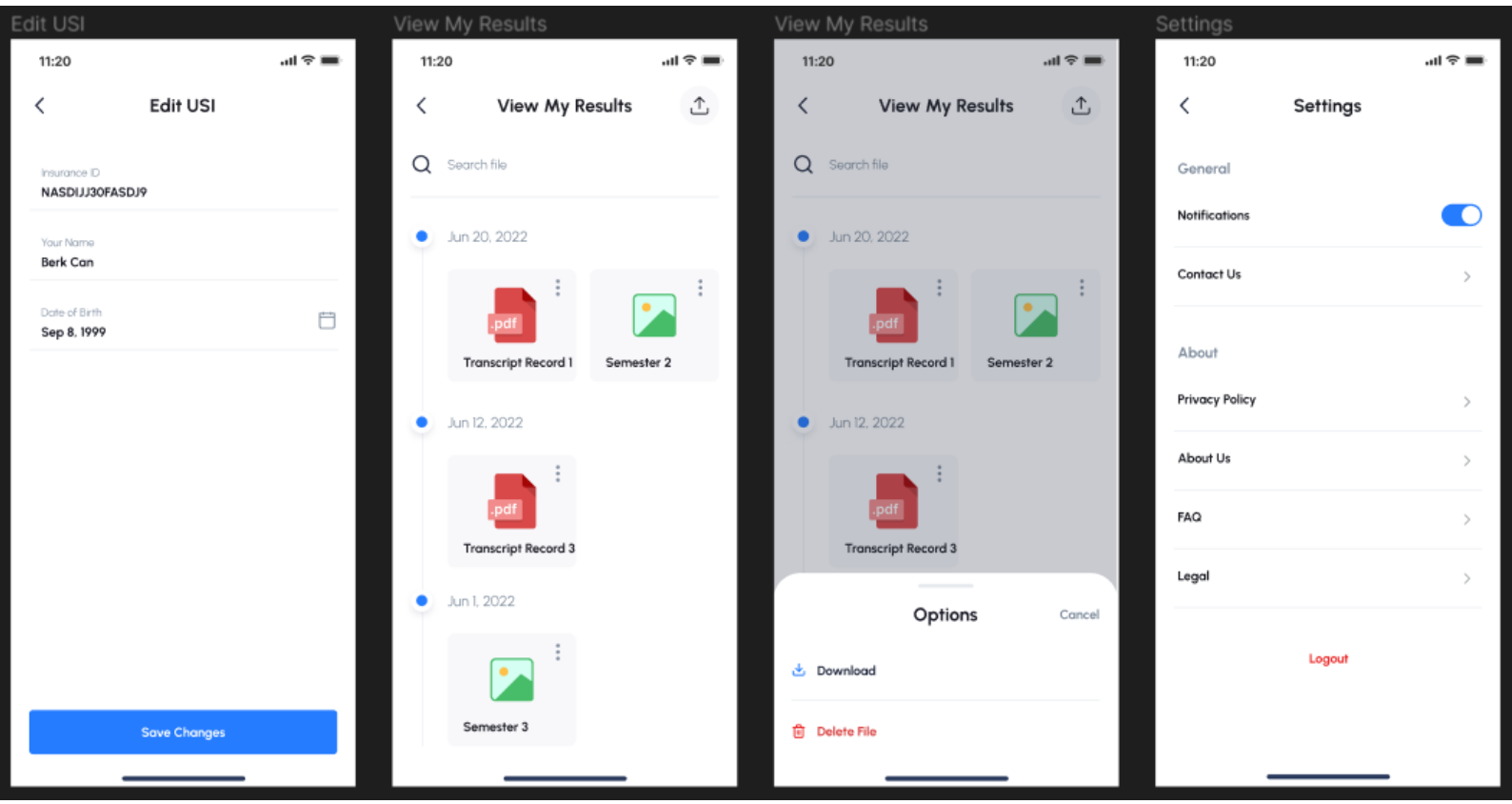
UI Flow 3 – User Persona 1 – Berk Can



General Overview of UI Flow 3

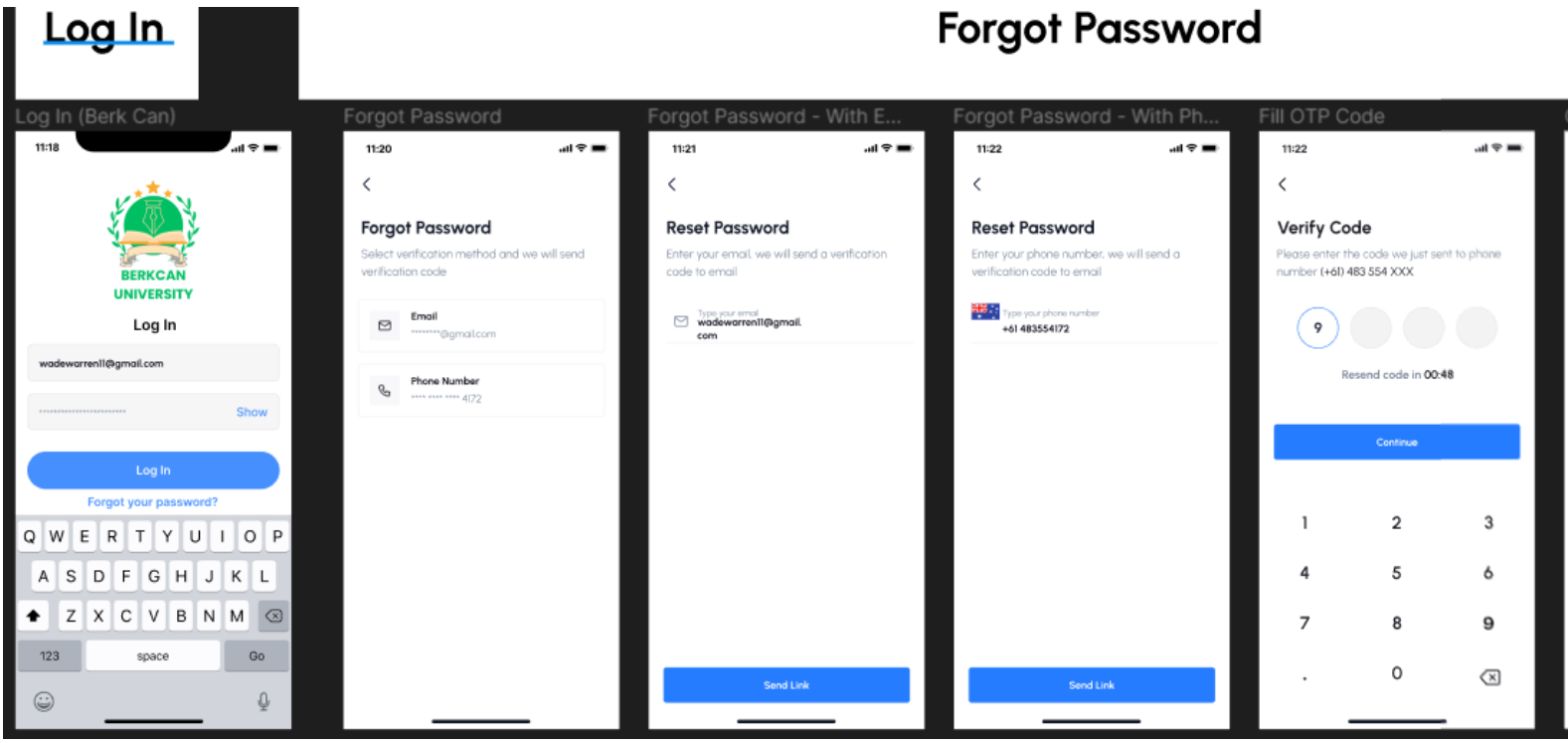


Berk Can 26/01/2024



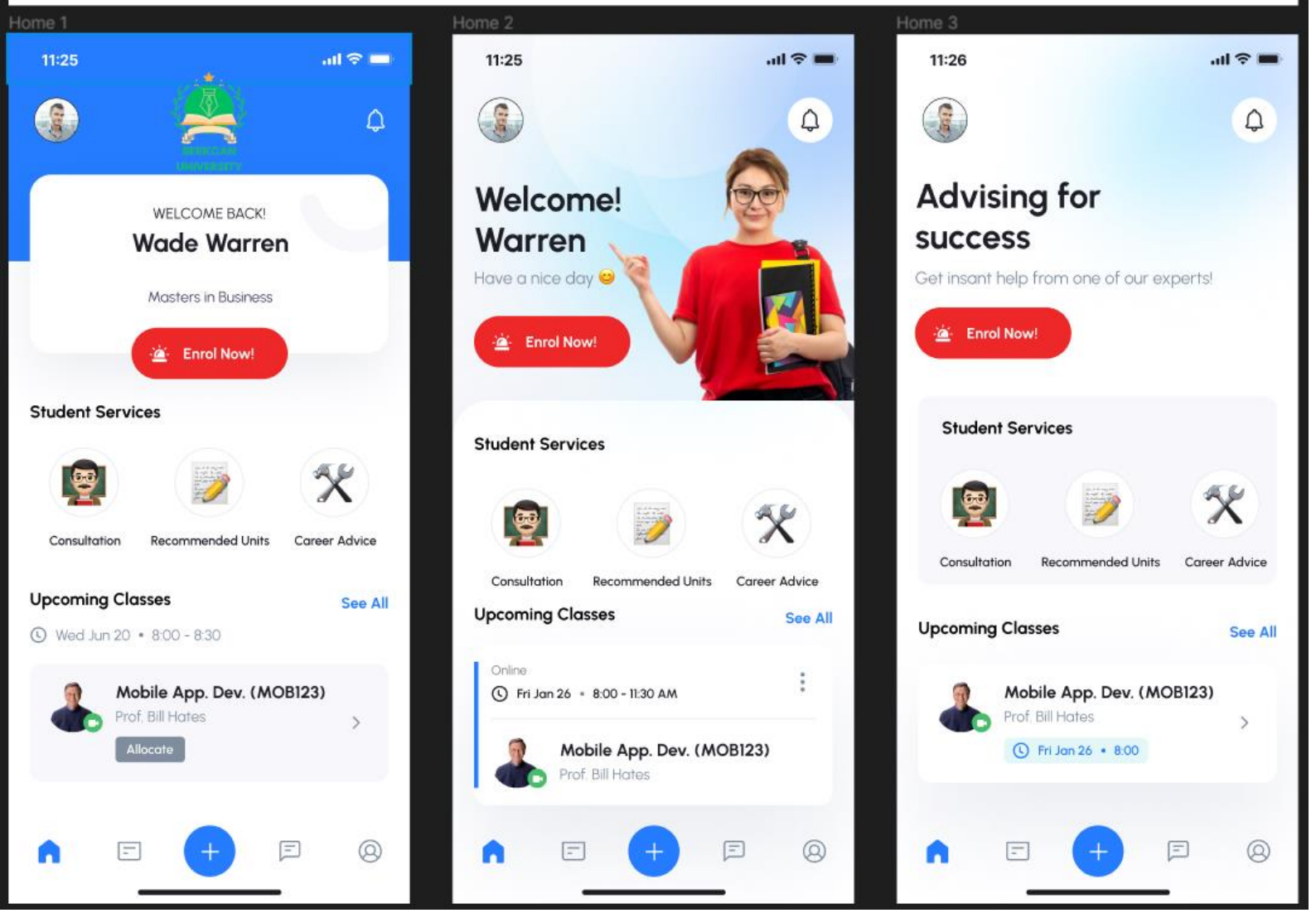
Changed UI Flows for – User Persona 2 – Wade Warren

UI 1



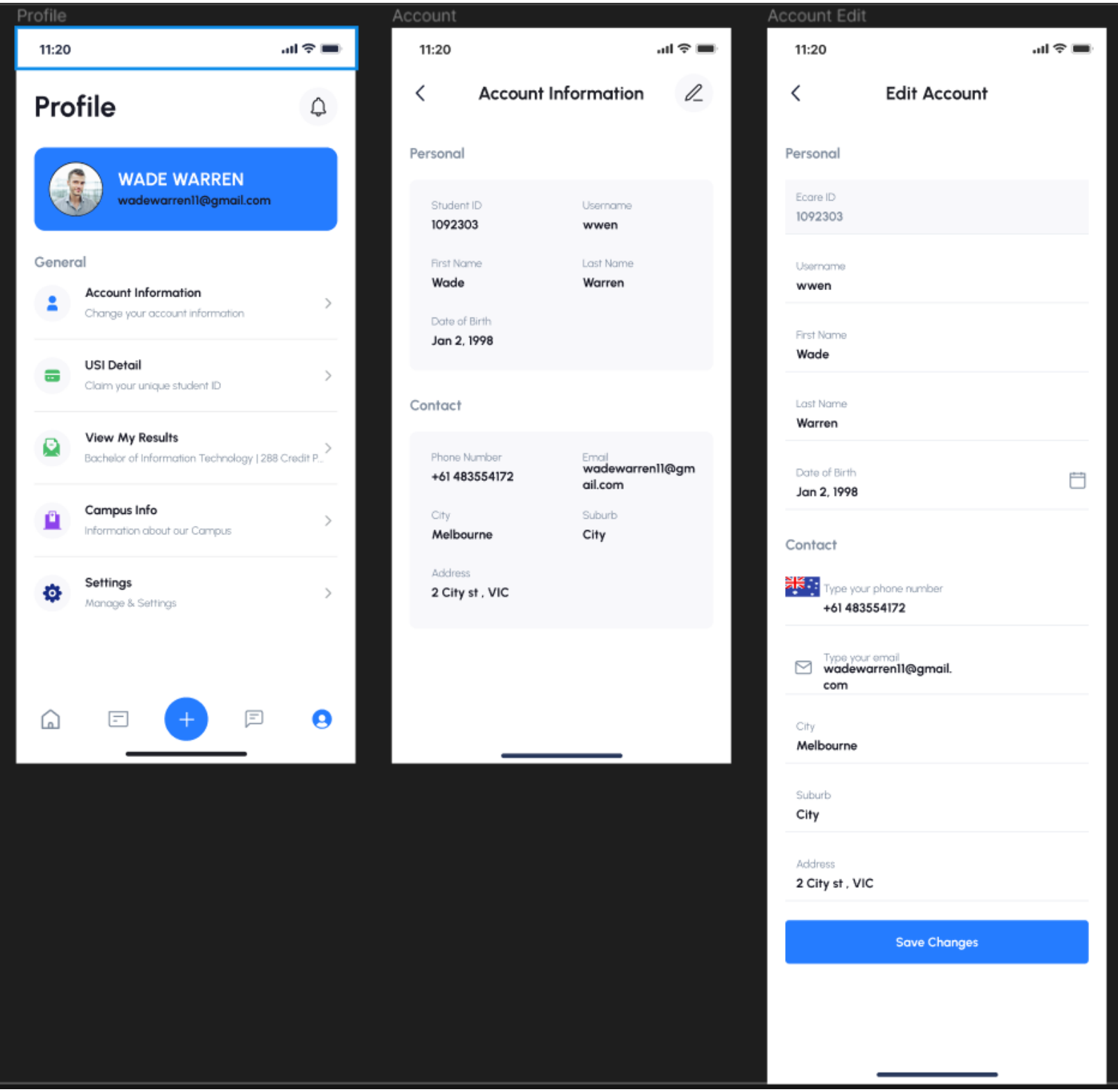
Berk Can 26/01/2024

Student DashBoard

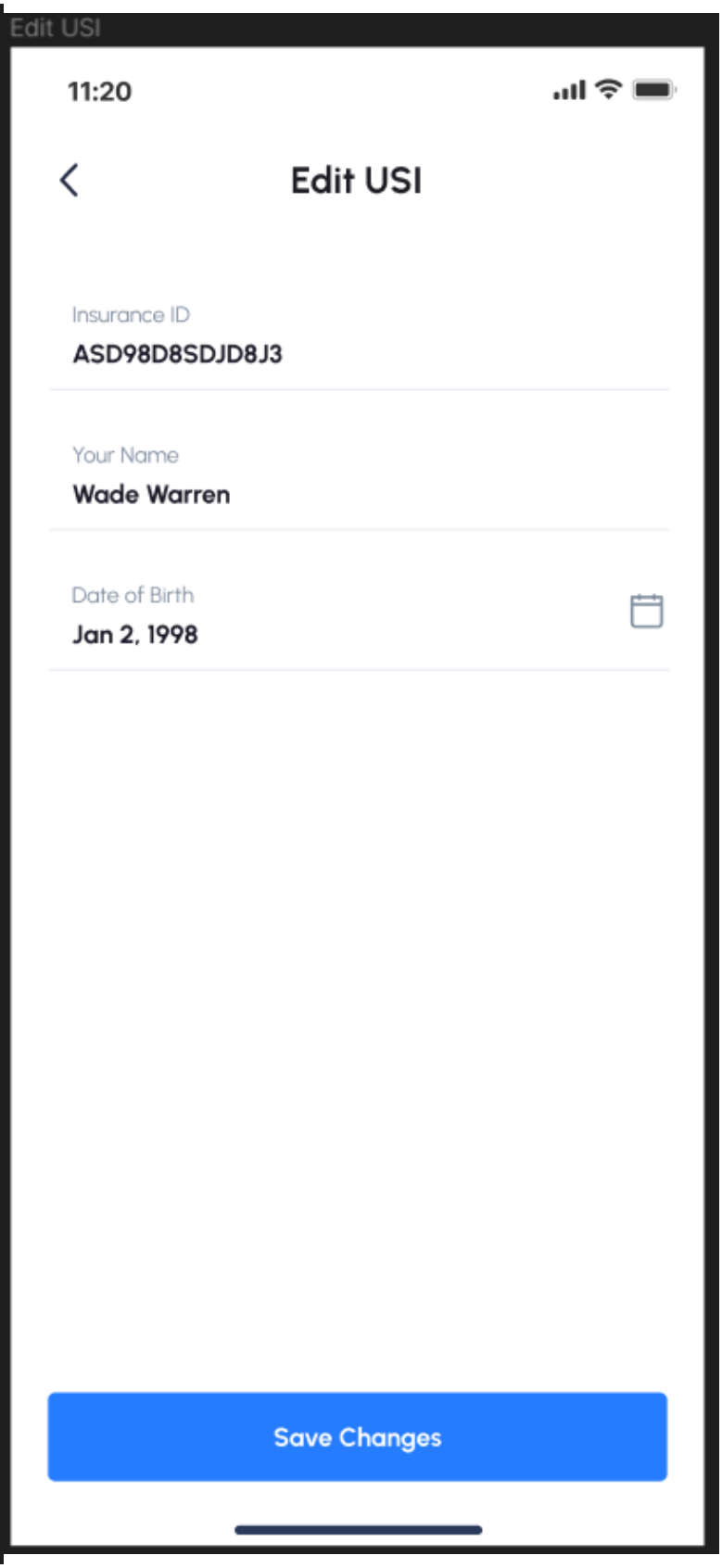


Berk Can 26/01/2024

UI



Berk Can 26/01/2024



3- “Session 03 – Bringing UX into Mobile Application Development”

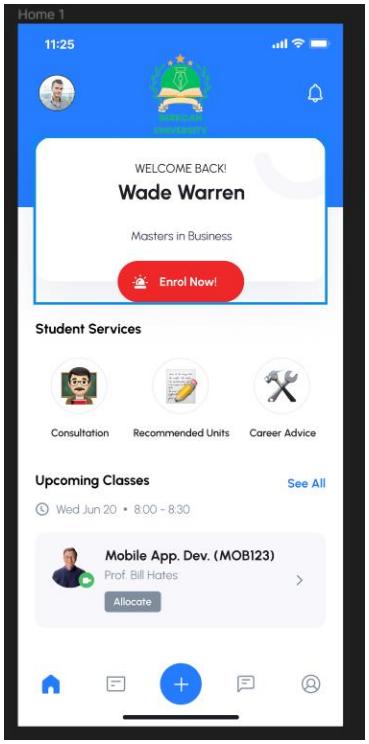
Requirement 3: Selecting UX Design Concept - Visual Hierarchy and Prioritization

For Requirement 3, I have chosen the UX Design concept of "Visual Hierarchy and Prioritization" from the concepts discussed in "Session 03 – Bringing UX into Mobile Application Development."

Justification with Examples:

Homepage Visual Hierarchy:

On the dashboard, Sarah and Alex are presented with a visually prioritized display of their profile information, emphasizing their respective academic details and program-specific recommendations.



Course Catalog Prioritization:

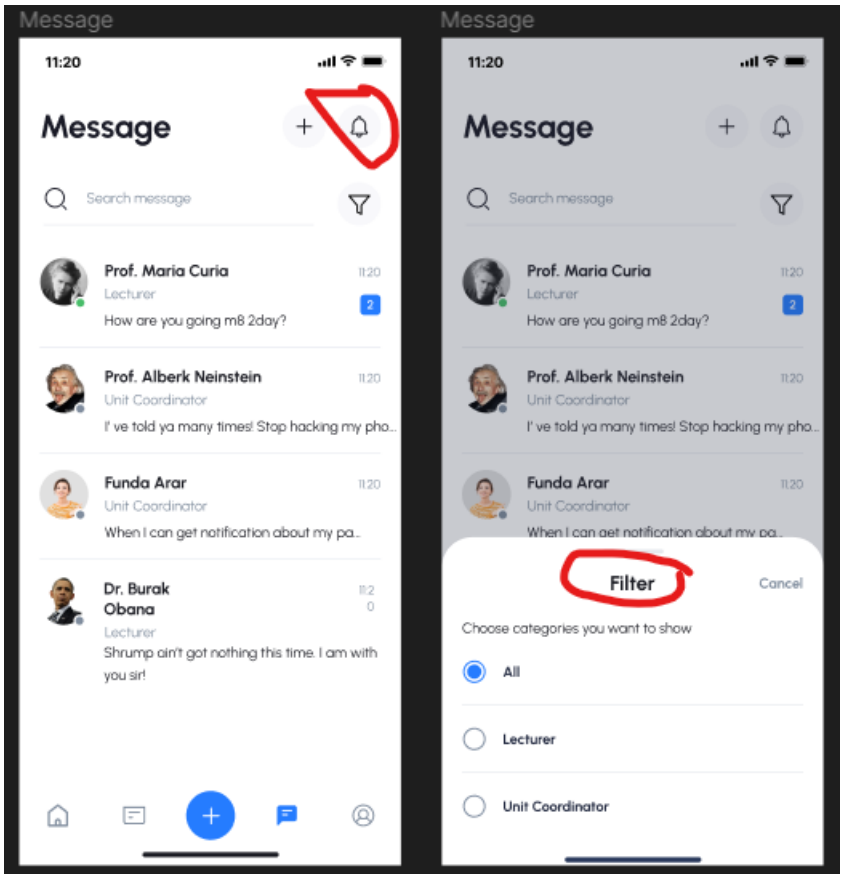
In the Course Catalog, courses are presented with a clear visual hierarchy, prioritizing essential information such as course name, instructor, schedule, and available seats. This aids users like Sarah and Alex in quickly assessing relevant details based on their academic focuses.

Call-to-Action Prioritization:

Interactive elements, such as the "Enrol Now!" button, are strategically placed with noticeable visual cues, prioritizing key actions and facilitating a streamlined registration process for both tech-savvy users.

Notifications Visual Hierarchy:

Notifications are visually prioritized based on urgency and relevance, ensuring that important updates or announcements catch the immediate attention of users like Berk and Warren.



By implementing Visual Hierarchy and Prioritization, my UI design ensures that users with different academic backgrounds and preferences, such as Berk and Warren, can effortlessly navigate the app, focusing on critical information and actions. This approach enhances the overall user experience by guiding their attention to key elements and functionalities within the BerkCan University Course Registration App.

Summary

The University Course Registration App has been meticulously designed with a user-centric approach, catering to the specific needs of students like Berk Can and Wade Warren. The incorporation of "Visual Hierarchy and Prioritization" ensures an intuitive and efficient user experience. The app not only facilitates seamless navigation but also prioritizes essential features, such as course details and notifications. This project represents a successful fusion of cutting-edge technology, secure API integration, and a commitment to delivering a user-friendly tool for streamlining the course registration process.

References:

Kadek Wawan Cahyadi, I Gusti Ayu Agung Diatri Indradewi, & Putu Yudia Pratiwi. (2023). UI/UX Design for Mobile-based Sports Instructor Search Application “Befind” using Design Thinking. *Sistemasi: Jurnal Sistem Informasi*, *12*(3), 835–850. https://doi.org/10.32520/stmsi.v12i3.2986

Jason Morris. (2017). *Hands-On Android UI Development : Master the Art of Creating Impressive and Reactive UIs for Mobile Applications on the Latest Version of Android Oreo*. Packt Publishing.

Nasir, N. H., Lestari, F., & Kadir, A. (2022). Android-based Mobile Panic Button UI application design development in responding to emergency situations in Universitas Indonesia (UI). *International Journal of Emergency Services*, *11*(3), 445–470. https://doi.org/10.1108/IJES-07-2020-0041

Russ, K. C. W. (2017). An assistive mobile application i-AIM app with accessible UI implementation for visually-impaired and aging users. *2017 6th International Conference on Information and Communication Technology and Accessibility (ICTA), Information and Communication Technology and Accessibility (ICTA), 2017 6th International Conference On*, 1–6. https://doi.org/10.1109/ICTA.2017.8336016

Walaa Helmy, & Maha Lashin. (2021). Features of New Design Principles for Mobile Applications UI/UX for Smartphones. *Journal of Architecture, Art & Humanistic Science*, *6*(25), 480–491. https://doi.org/10.21608/mjaf.2020.25213.1533