App Design

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Order:

- Sleep App- Awaken
- False Affordances

Awaken

For this class we were instructed to develop our own sleep app that helps users to have the best night's sleep possible.

https://xd.adobe.com/view/df21dd1f-94b8-4fba-98fd-9759b2e781d8-8a72/

False Affordances

For this assignment, we were instructed to design an app that utilises people's inherent assumptions (this could be regarding icons that appear as though on can click on them, etc.) and distort and mislead the user. I decided to create a prototype experience that tells the user if it's dark or light outside, but in a silly, confusing, entirely frustrating sort of way.

https://xd.adobe.com/view/fd40e4b0-12c9-45e9-a337-27f3930563a2-a813/