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Media Catalogue

Mobile App Development Coursework

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# About This App

Though the Media Catalogue app discover movies, TV shows, songs, or books that you love, this app allows you to search the web using the Google Knowledge Graph API to find various media then see details about them. Check out your favourites or find out more about new releases with the details feature showing you a brief description of the media. Keep track of what you have watched/read/Listened to and create your own catalogue, saving your searches and view them at any time and where. Allowing you to always have I idea for something to do whether it’s a movie or some quite reading your looking for.

You can also keep your thoughts on hand with the review feature, make personised notes about your saved media that you can view or edit at any time. Write what you thought of the movie or save memories make while watching it.

## Features

* Search for media though the app using the Google Knowledge Graph API
* Save searched media to your favourites to access easier
* Write notes about saved media that can be edited

## Target Audience

The target audience for this app are adults who regularly watch movies, read books, or listen to music allowing them to track what they have done. These users will be of different experience with computer and backgrounds therefore the app should be made suitable for low skill users.

# App Design

## Interface Usability

The app will be simple and clearly laid out so that it will try to appeal to a large diverse group of people and be able be used by them. I will ensure that everything within the application is labelled clearly so that it explains to the user what they should do.

## Ergonomics

The interface is designed so that the user’s options are made obvious to them so that they can quickly accomplish their goals in the application. It is important to keep the user as the central focus this leads to making it as easy as possible for users to use the application.

## Navigation

The app is designed to be easy to use to support a wide audience of user at many different skill levels.   The interface will be laid out using recycler views and text views to inform the user of what they can do with the app.

A screenshot of a computer

Description automatically generated with medium confidenceHome Page

Holds users favourites and allows them to see details about the media

Allows the user to navigate to Details using button

User can access settings via app bar and home page via bottom navigation

A screenshot of a computer

Description automatically generatedSearch Page

Allows the user to search using the input box

Search button takes user to results page

User can also access settings via app bar

And home page via bottom navigation

Graphical user interface

Description automatically generatedSettings Page

Allows user to personalise app experience

Back button to navigate back

Graphical user interface, application

Description automatically generatedResults Page

Shows search results from search input

Allows the user to navigate to Details using button

Will allow user to add task to favourites

User can access settings via app bar

User can also access home and search page via bottom navigation

A screenshot of a cell phone

Description automatically generated with medium confidenceDetails Page

Shows user the Details about the Media

Will allow the user to make notes about media

User can use back button to navigate back to previous page

## Interface Elements

The application has a GUI interface build for mobile so that it accessible to interact with for the target audience and provides them with a good experience using the application. The application will make using of position to draw the user attention to certain elements first so that the user sees what they need to see first and preventing the user from becoming lost.

The user will navigate the app though the app bar, bottom navigation, and buttons this will give the user access to the majority of the pages when at any page in the app making it quick for them to do what they want to do.

## Functionality Analysis

A user uses an app to achieve a goal, this app has very low skill requirements for the user to make use of it so they every user has a chance to make use of the service.  The options available to the user are made clear to them at the start of the program though design principles and information given to the user allowing each user to customise their experience with the application.