

INFORMATION ARCHITECTURE OF GMAIL APP

Devang V. Shal
FE Computer Engg.
60004200158 (J2)

DESIGN TASKS - GMAIL APP

2.] Develop 3 storylines where the User Experience is hampered.

- (i) Replying on a mail, hides the previous mails. And it is often not able to load previous mails properly.
- (ii) On forwarding a mail with attachments, the receiver is only able to see the attachment and has to click-on "show quoted text" to see the contents of the mail.
- (iii) Gmail automatically puts certain emails under spam label which might not be accurate always.
- (iv) The SIGN-OUT option is hidden inside the profile button which is sometimes confusing.

3.] Suggest 3 ways the app can be made better.

- (i) Add a notification/icon to show that an e-Mail has been delivered and/or read - Helps to reduce uncertainty among the senders.
- (ii) Create a design similar to outlook, where the entire mail can be seen side-by-side - Reducing time required to read & increases efficiency of user.
- (iii) Drag/drop a file or copy/paste attachments directly without downloading - This helps in saving time and memory space of user's device.

12:00

79%

MAIL

GOOGLE



SIGN OUT

D



PRIMARY

SOCIAL

PROMOTIONS

Starred 1

Sent

Scheduled

Drafts

Spam 10

ALL LABELS

Calendar

Contacts

Settings

Help & Feedback

TODAY

X SENDER
SUBJECT

10:00

Y SENDER
SUBJECT

8:30

Z SENDER
SUBJECT

8:00

L SENDER
SUBJECT

7:00

YESTERDAY

P SENDER
SUBJECT

10:00

More...



X SENDER:
RECEIVER:
CC:
SUBJECT:

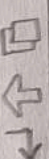
Hello!

ATTACHMENTS

RESUME.docx



CERTIFICATES.pdf



Thank You!

Yours Truly,
XYZ.

+ Compose

My WIRE FRAME FOR GMAIL APP

Devang Vijay Shah
FE Computer Engg.
60004200158 (J2)