Redesigning Microsoft Wunderlist

Kasturi Paranjpe | Nehal Sharma | Ei Ei Chaw | Abhishek Konduri

San Jose State University | ISE 217- Human Computer Interaction | Project 2

Introduction

Wunderlist is one of the highly regarded task manager app across different form factors with 10 Million + users (recorded in 2014). In the presence of other apps like Trello and Monday.com, the Wunderlist made a special place in user's daily life. The application still face limitations in usability despite impressive visual design and usefulness. We drafted a usability report evaluating wunderlist in detail. This poster presents way we come up with the redesign.

The objective is to redesign the better user experience prototype for a higher satisfaction rate.

User Profiles

"Being chemistry student, teamwork is important while working with PhD students. Able to show up teamwork meeting on time is important for me."


"I work in a fast-paced and deadline driven environment so I need to arrange my task on time."

Methodology

Following recommendatiomns are included in the redesign of the prototype-
- Effective use of white spaces (visual design) .
- Increase the list clickable area (visual design).
- Private chat box (convenience) .
- The button of adding new folder and List (Ease of learning) .
- Adding due date immediately after creating the task (convenience).
- Marking task as important/favorite (convenience).
- Effective use of color to highlight the total number of tasks.
- convenience for color blinds (Visual design) .
- A single task can assign to multiple people. (convenience) .
- Able to add an indication of the sub-task. (Ease of use).
- Improve microphone instructiveness (Visual Design).

We gathered all above recommendations from our report and made paper protoypes on the existing Wunderlist UI. The paper prototypes gave us opportunity to redesign the UI with fast face. After finalising the paper prototype, We used Balsamiq to create wireframes which gave us opportunity to create fast screen mockups without adding much details. We also conducted pilot user testing on wireframe mockups. After few changes, the final prototype has been design using Adobe XD.
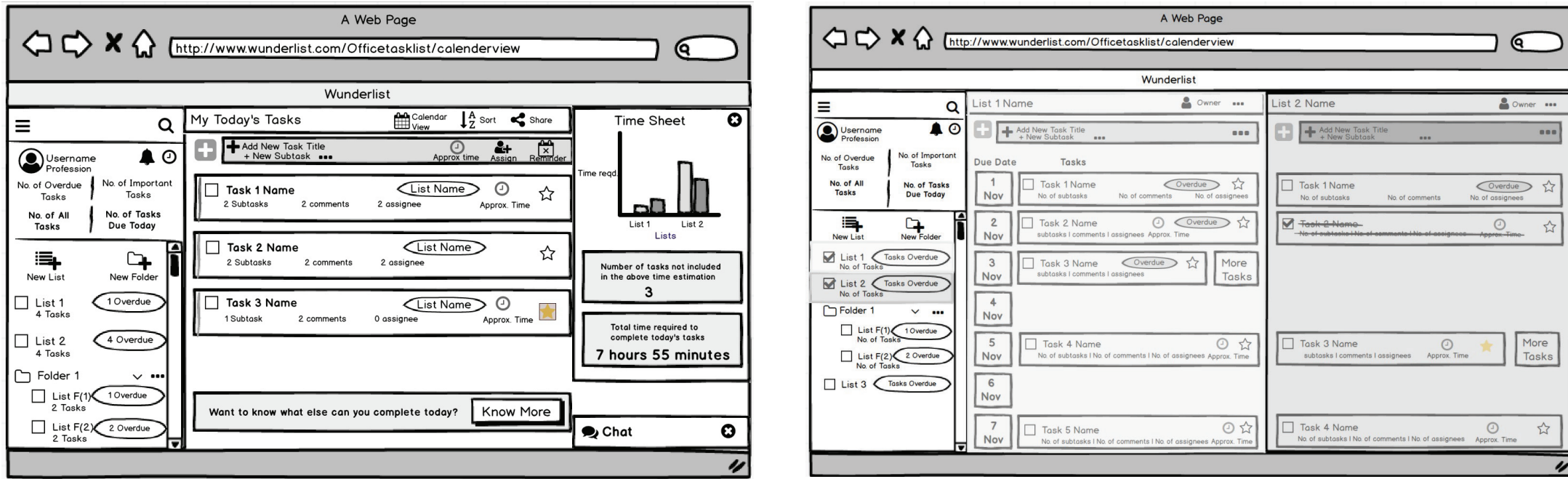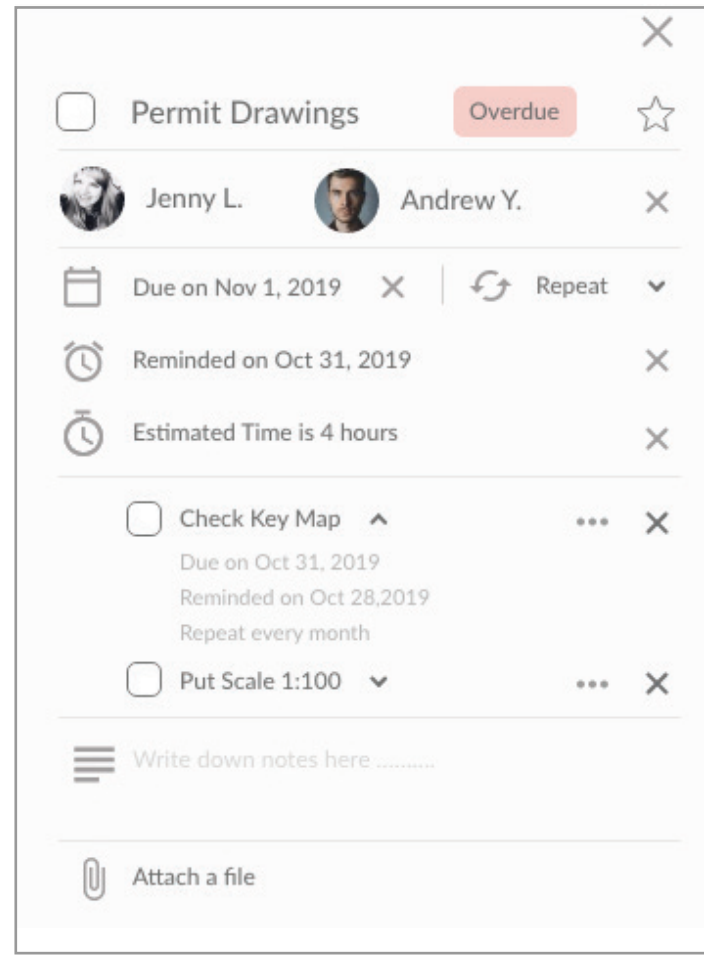

The final prototype is designed maintaining existing architecture so that existing users will not be lost in the new design but will get efficient application.
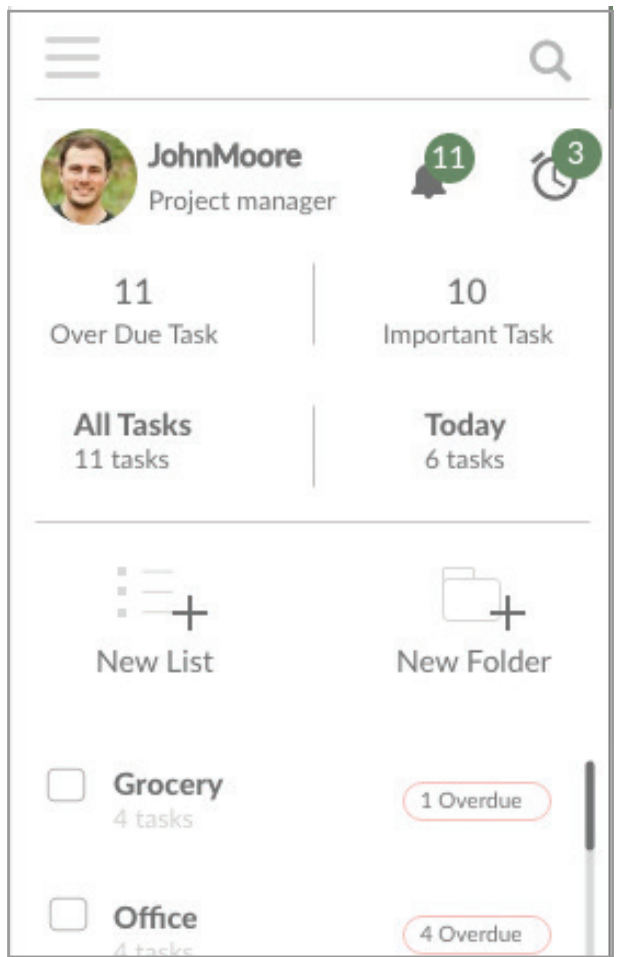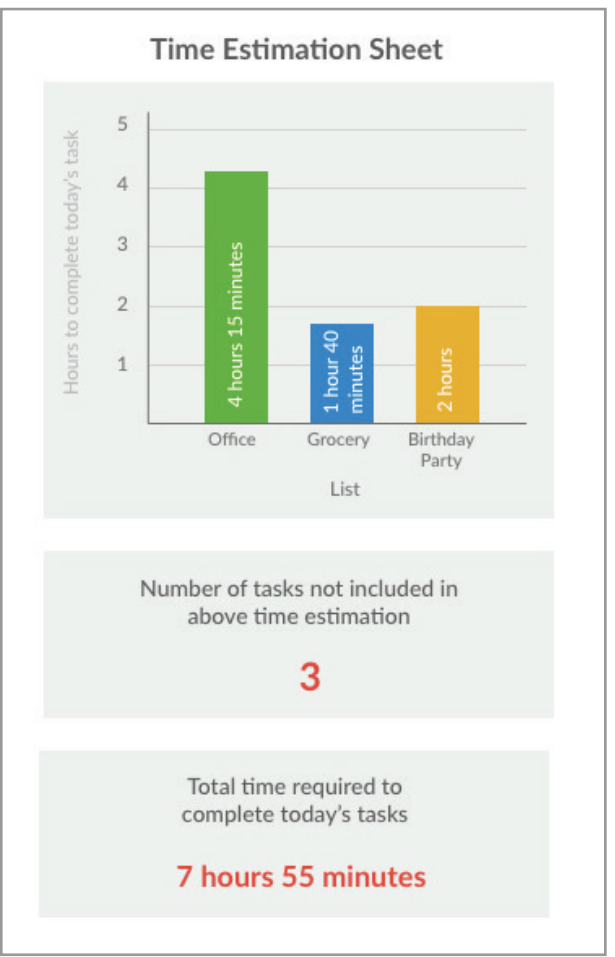
Final Prototype
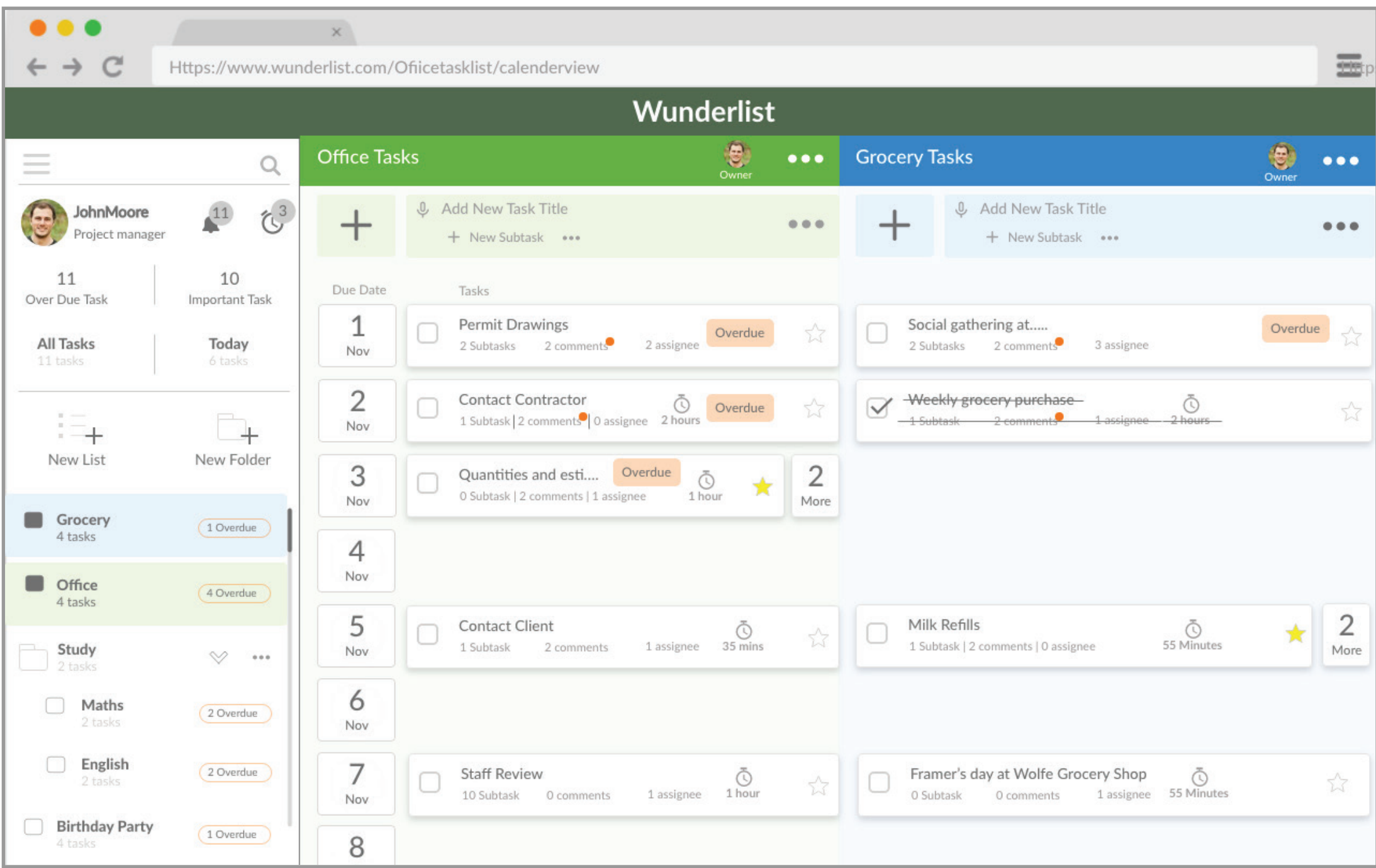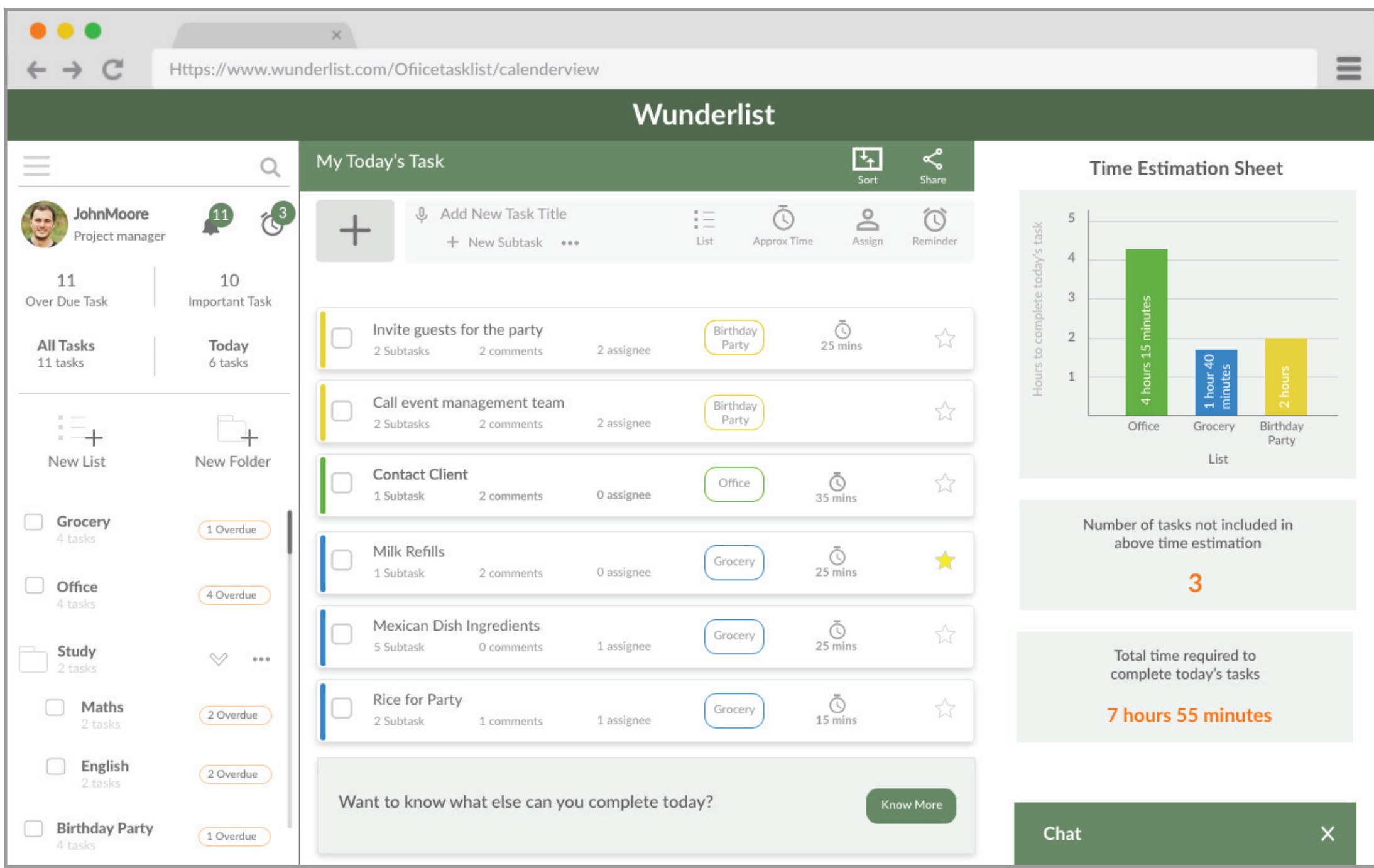
Innovative Features

Details you can add to the task and sutasks as well.
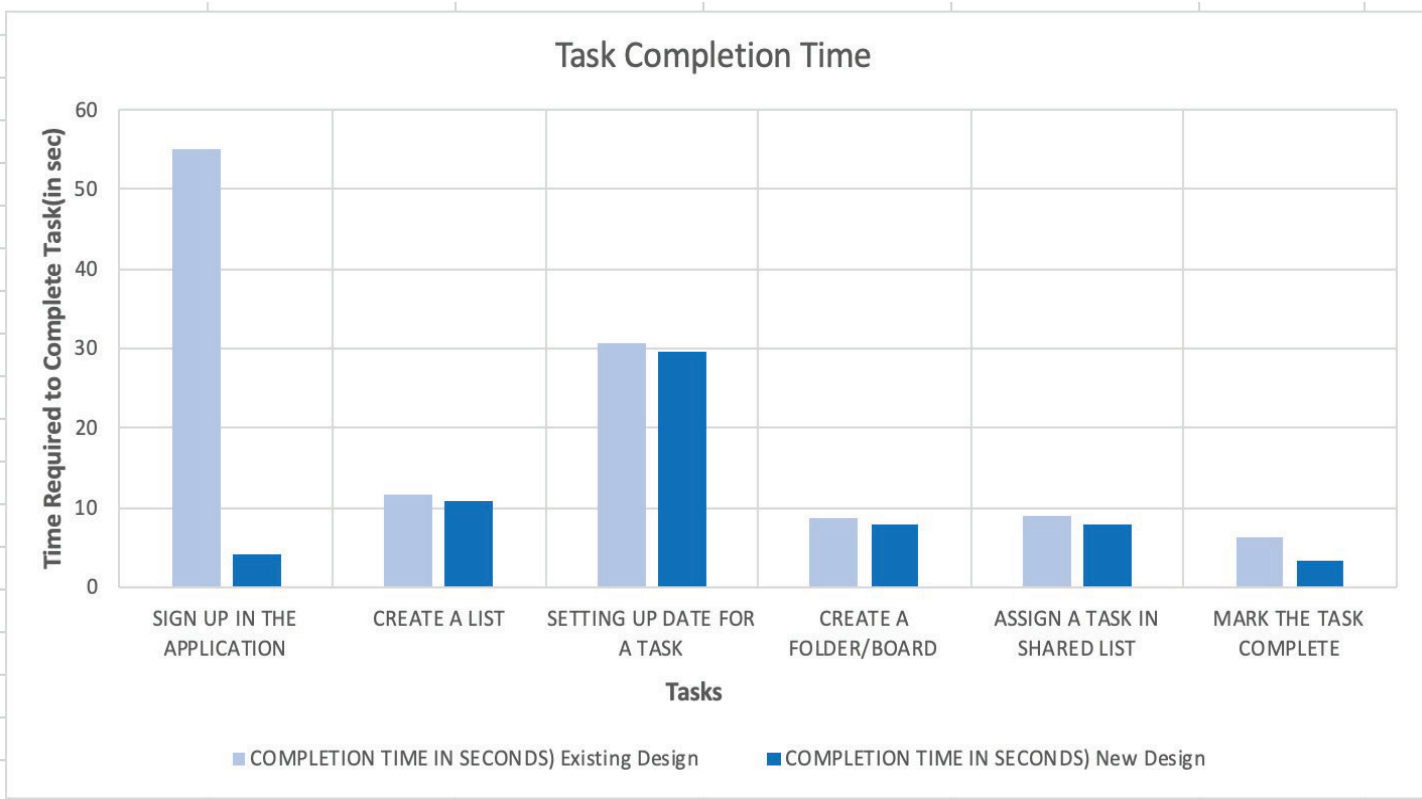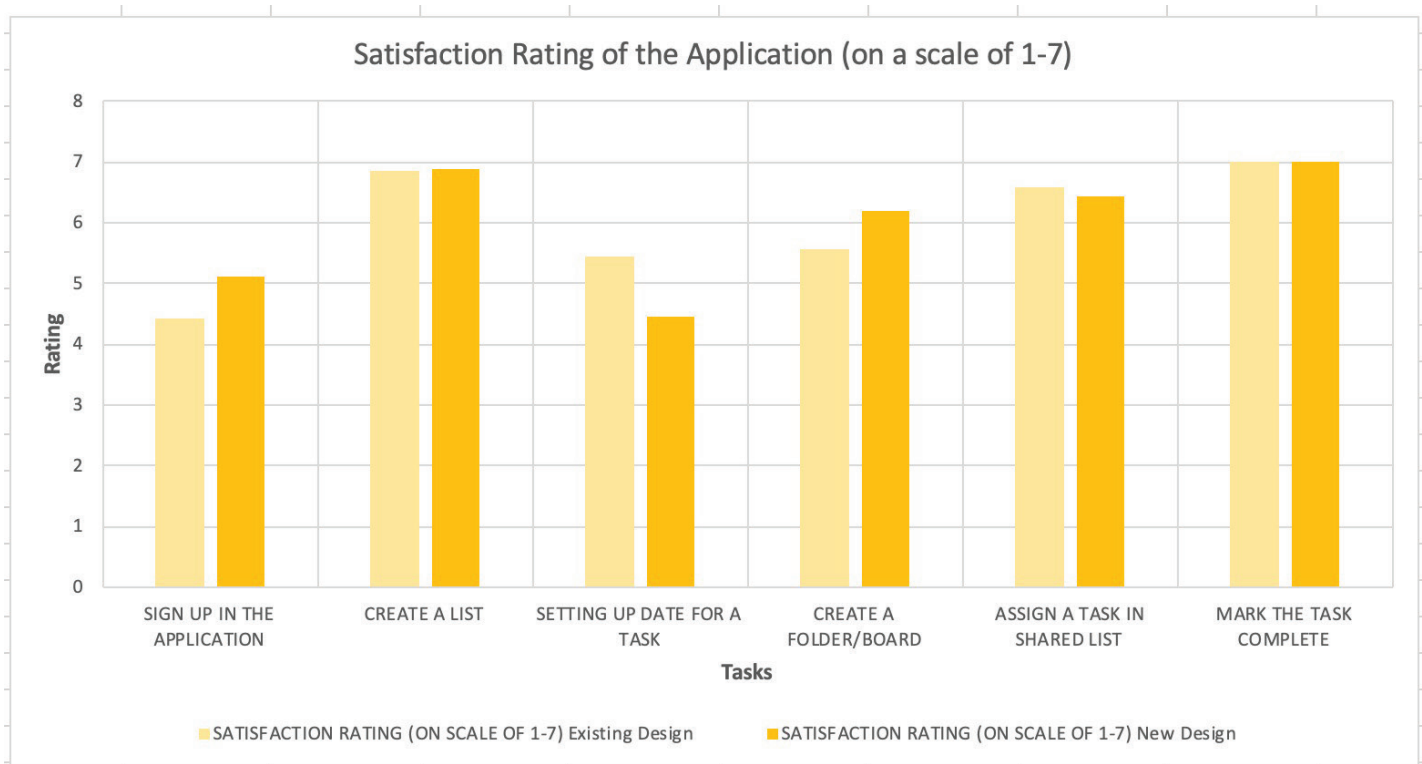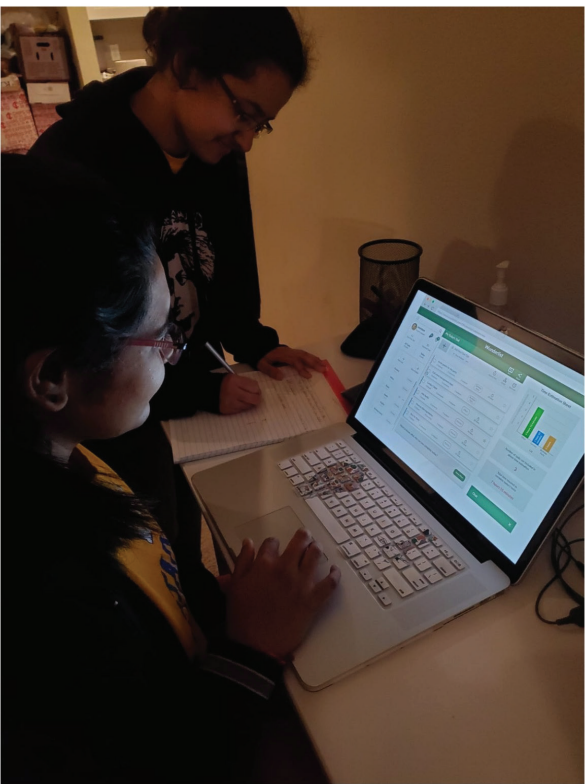

Overview of the total tasks in one glance.

Ability to plan time and dedicate it to the tasks.

In-person User Testing & results

The in-person user testing showed impressive results. Overall the users were satisfied with the new design and they took less time to complete the task.

Conclusion

The usability report played very important role in the redesigning exercise. The paper prototypes enabled us to come up with intresting ideas very fast. The wireframes played important role in deciding placement of features. The user testing with wireframes helped the participants to concentrate on content instead of look and feel of the prototype. Overall, the redesign improved the functionality.