Develop a user-friendly interface for a mobile application

For users to enjoy using our application, it is crucial to develop a user-friendly interface. Heuristic analysis is a popular approach in user interface designs. Our application will apply Nielsen’s heuristic principles to provide a user-friendly interface since it will increase usability, making users want to use our application and return to it. Faria Gomes and Costa de Souza (2021) explain that users use mobile workout apps for three reasons: (1) to achieve a task, (2) to be entertained and (3) to socially engage with others. We will aim to apply these needs of the users when designing our interface. We will try to make our application visually minimalistic, simple enough that users do not feel that they are exercising their brain to find out how this application is working or to help users not feel the need that they must learn how to use this application to start working out with it. Especially for time constrained parents, it is important to make steps easily understood and make the app easy to use. There will be simple instructions displayed across the application, especially for new users so that users can easily navigate across the interface and application. There is an opportunity to gamify the workouts which will engage users and heighten their experience. Social interactions will also be made enjoyable with appealing designs on the interface so that the social connection becomes a motivational and feel-good boost for users. With an easy to use interface and visually pleasing aspects, our application will not only be a health benefit for users but become an enjoyable experience for users.

Faria Gomes, R & Costa de Souza, M de F 2021, ‘Reprojecting a Fitness App Regarding Retention and Usability Using Nielsen’s Heuristics’, *Design, User Experience, and Usability: Design for Diversity, Well-Being, and Social Development*, Springer International Publishing, Cham, pp. 434 – 449.