

C218 UI/UX Design for Apps

Lesson 5

Worksheet

Activity 1

For Lessons 5 to 7, you will design a mobile app prototype for a fictional company in one of the following categories: food and beverage (F&B), social media, entertainment, or productivity. You are to carry out UX research for your mobile app. Feel free to leverage AI tools for your research.

App Name	App Category
Legendsic	entertainment
Product Goal	
For user to listen to the different genres of music and for producers to upload their music on the platform	

Conduct competitor analysis for your app to evaluate the strengths and weaknesses of your competitors. List two apps of your choice.

Competitors	Key Features
<i>Identify apps that offer similar services or features as your app.</i>	<i>List out key features they offer that you plan to include in your app.</i>
Spotify Apple music YouTube music	The different genres of music, for example, pop, rock, lofi, etc. Add to playlist.

Create a user persona and user flow(s) for your app. You may create more than one user flow.

User Persona

SHAWN GARCIA
WEB DESIGNER

BACKGROUND INFORMATION

Shawn is a Infocomm student, active in the SOI Club and volunteer work. She is constantly looking for streamlined solutions to manage her hectic schedule, balancing academic deadlines, club meetings, and personal commitments without compromising her performance

MOTIVATIONS

- Being able to play volleyball well even with a busy schedule.
- Going to explore as many places as I can in Singapore to enrich myself with knowledge and experience

INTERESTS

- Not being able to find teammates to play volleyball with
- Expensive to upgrade my bike to cycle more
- Not enough time to do the things I like due to a busy schedule.

ABOUT ME

Age: 20

Gender: Male

Location: Singapore

PERSONALITY

- Communication
- Teamwork
- Design thinking
-

LANGUAGE

- English
- Chinese(basic)

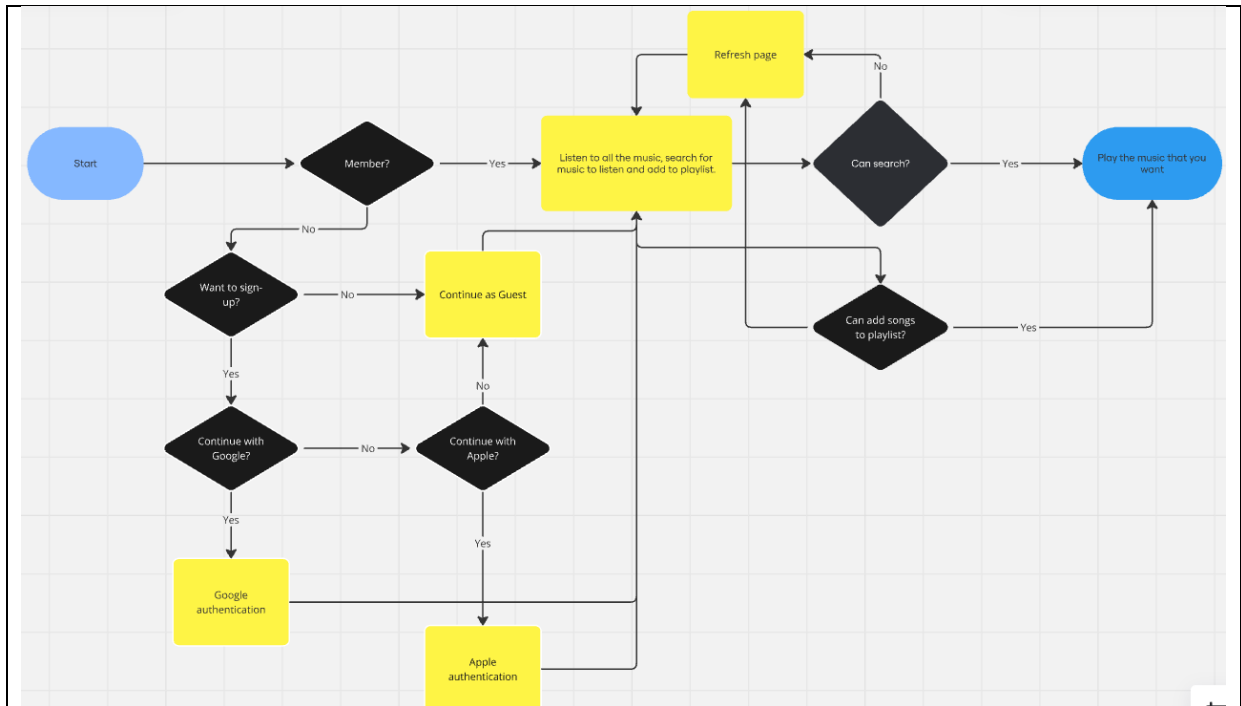
INTERESTS

- Volleyball
- Watching Anime
- Exploring different parts of Singapore
- Cycling

SKILLS SUMMARY

Problem Solving	Coloring	Designing
85%	70%	78%

User Flow & Story



*** (the diamond box with can add songs to playlist, the playlist change into queue.)

As a Guest, I want to have a guest log in button so that I can be able to play my favourite music in the app.

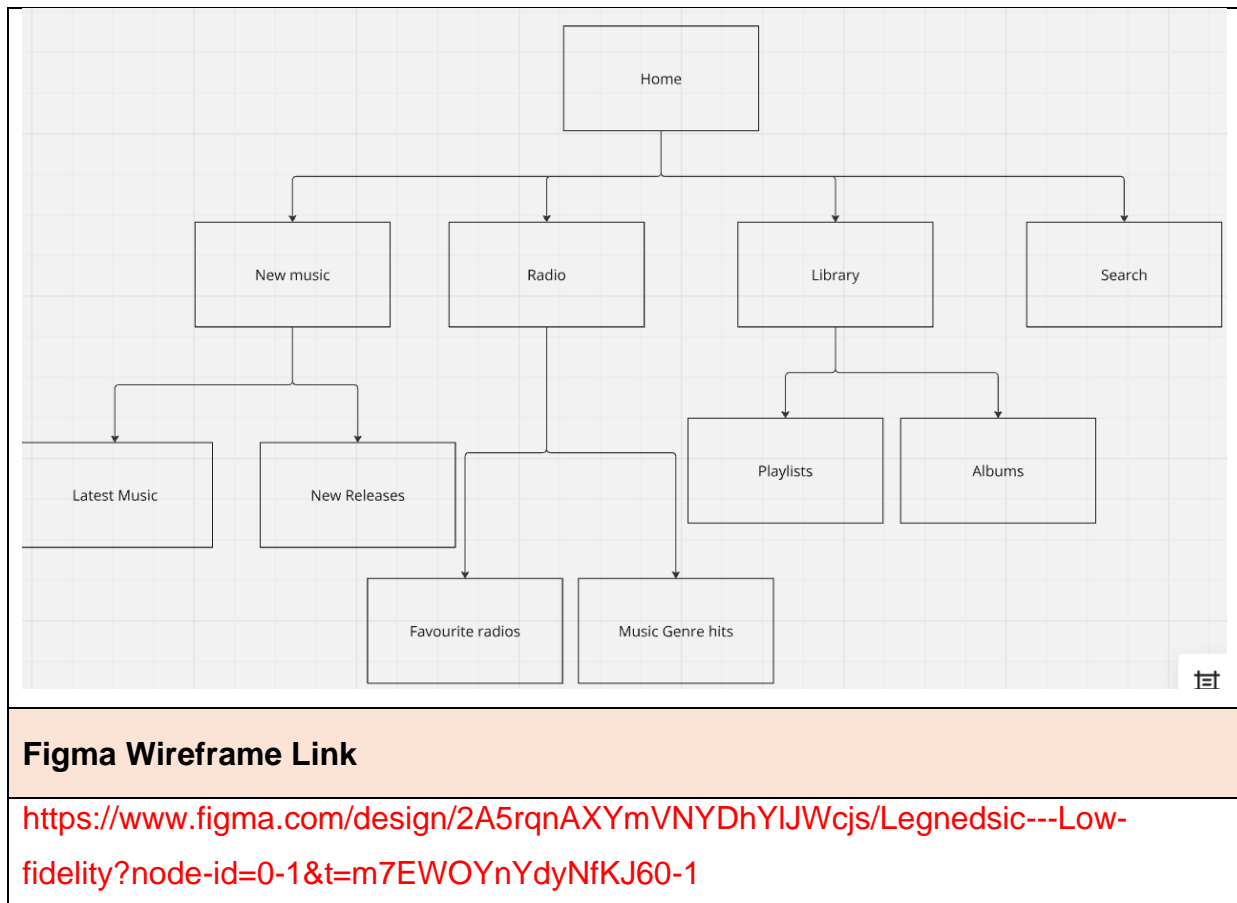
As a user, I would want add my songs to queue so that I will be able to listen to the next few songs.

As a user, I would want to search the songs that I want so that I will be able to listen to it.

Activity 2

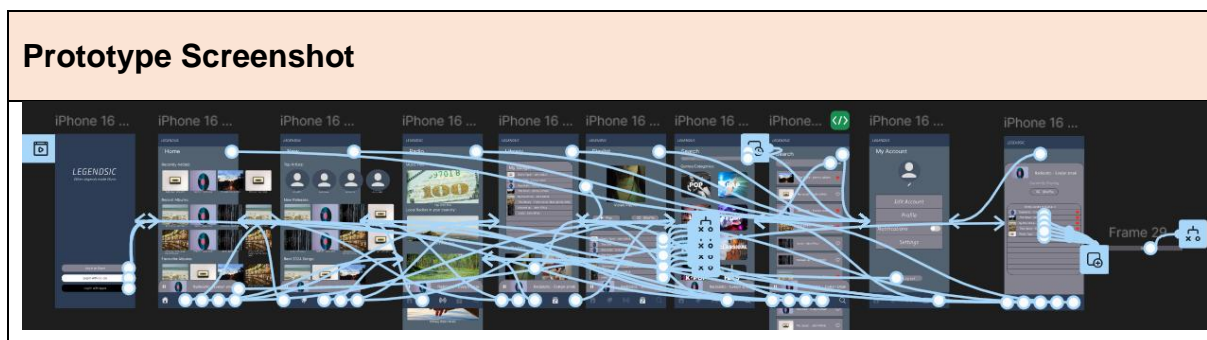
Create a sitemap with at least 9 pages for your mobile app. With reference to the sitemap, design a low-fidelity wireframe containing a home page and two other pages. Name your Figma file "[App Name] Low-fidelity Wireframe".

Sitemap



Activity 3

Read this [article](#) to learn how to create interactions for your wireframes. Now add interactions to link all your 3 pages. Insert a screenshot of your prototype below.



Next, read this [article](#) to learn how to create scrolling behaviours for your wireframes. Add at least one scrolling behaviour to your wireframe. Include the page name and scrolling behaviour(s) that was added.

Figma Wireframe Link

<https://www.figma.com/design/2A5rqnAXYmVNYDhYIJWcjs/Legnedsic---Low-fidelity?node-id=0-1&t=m7EWOYnYdyNfKJ60-1>

Page	Scrolling Behaviour(s)
Home	Vertical (scrolling down the page) Horizontal (scrolling through different categories)
Library	Vertical
Search	Vertical

Activity 4

Follow these steps to create a moodboard for your mobile app using Behance.net:

1. Go to www.behance.net and sign up for an account.
2. Use the search bar to find materials for your moodboard. E.g., search for “social media app”.
3. Click the thumbnail to view more about the project. To add it to your moodboard, click the **Save** button on the right.
4. Click **New Moodboard** and name your moodboard “[App Name] Moodboard”.
5. Click **Save**. To view your moodboard, rollover the user icon at the top right, go to **Behance Profile** and click **Moodboards**.
6. Continue looking for inspiration using the search feature and add more references to your moodboard.
7. Your moodboard should contain a collection of reference apps, images, colours, typography, and other design elements that help convey the overall style, and aesthetic direction of your mobile app.

Moodboard Link

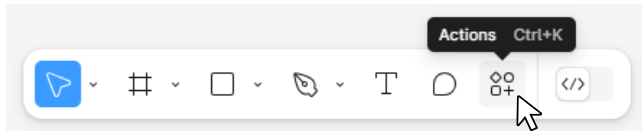
<https://www.behance.net/moodboard/216300757/Legnedsic>

Activity 5

Create a new high-fidelity wireframe for the 3 pages of your mobile app. Name your Figma file “[App Name] High-fidelity Wireframe”. Ensure that you apply interactions and scrolling behaviours.

You are allowed to use the **Icons8** plugin only. To use this plugin:

1. Click on the **Actions** icon and select **Plugins & widgets**.



2. Search for “icons8”, select it and click **Run**.
3. You can now search for icons, illustrations and photos to use for your project.

*Tip: To place an image in a shape, select both the image and shape, right click and select **Use as mask**. Ensure the image layer is above the shape.*

Figma Wireframe Link

<https://www.figma.com/design/YaybNfYGBojj24IY943bO3/Legendsic---High-fidelity?node-id=0-1&t=f7k3BVRuByMXaFS2-1>

Resources

- Video on [Colour theory and trends](#)
- Colour palette generator – [Canva Colour Wheel](#)
- Font pairing – [fontpair.co](#)
- Video on [UI design tips](#)