Instituto Superior de Engenharia de Lisboa

Interactive Multimedia Applications

**Final Project**

Mestrado em Engenharia Informática e Multimédia

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# Introduction

In this project it’ll be shown how to implement having in mind the user experience and the phases of the process of development.

We’ll go through 4 steps of this development process: Analysis, Design, Implementation and Evaluation.

# Analysis

In this step it will be made an analysis of what the project consists of, the tasks associated, if there are any similar apps out there, and interviewing some audience to better understand what the desirable tasks for this kind of project are.

The document sent along with the report (Analysis.pdf) describes the project and compares 2 apps with similar ideas. Then are selected a set of tasks and with an interview to some audience, we get some idea of what the public is expecting the app to behave.

The app will implement Multimedia Content, NoSQL database, Authentication, and Notifications.

# Design

For the design phase (Design.pdf), it’s made a paper sketch along with an interaction scenario for 2 selected tasks and then a mockup of the overall app using Figma. With the paper sketch we get an idea of what the interface should look like and then we create a prototype with the mockup.

The idea is to develop an app with a good user experience (UX), this means to make it intuitive and easy to use, and there are some good practices that were applied.

# Implementation

# Evaluation

It was made an evaluation of the Figma prototype where were asked some experts to identify problems according to 3 heuristics. In the document sent about the evaluation (Evaluation.pdf), we can see the feedback obtained for each expert about 3 tasks and their suggestions to solve the issues.

They tried to identify some problems with specific heuristics and suggested a fix giving a level of severity, that can identify a problem of aesthetics, minor usability problem, important usability problem and usability catastrophe.

After developing this evaluation report, the problems where fixed in the prototype.

[real prototype evaluation]

# Conclusions

# Appendices