PROJECT 2

Individual assignment

MARCH 27, 2025
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My Role in the Group

In this project, I have been given the task of being the **UX/UI designer**. The role of User experience and User interface is to focus on usability, accessibility, the overall interaction between the user and the product, focus on creating the visual and interactive elements of a product, ensuring it's visually appealing, is easy to use, and provide a positive user experience. In essence my role is to make sure our application is visually appealing, user-friendly, and easy to navigate.

My goal is to give our team a clear visual representation of how the app should look and function, with detailed wire frames and prototypes to ensure all group members can see clearly how our application should look and function. It is imperative that the design flows well with the overall usability. The user should not struggle to navigate themselves around our application.

I need to ensure proper interactivity, along with quality aesthetics.

What's been easy?

- Coordinating a colour palette for our application (since our application will be institution based, we decided to make them correspond with the colours of our logo, which are shades of blue).

- Designing wireframes and prototypes (with effective research, I quickly grasped how one creates wireframes and prototypes for applications).

- Choosing colours, fonts, and layouts that make the app look and feel intuitive (minor hassle, but we eventually found a common ground).

What's been challenging?

- Making sure my designs are not only visually appealing but also practical for development (it's very easy to get carried away in designing and making things visually pleasing, so I had to prioritise function over aesthetics).

- Getting input from everyone and balancing different opinions while keeping the design consistent (When group members all have conflicting opinions it is difficult to find a middle point, more especially when everyone has points that differ).

How I'm planning to overcome these challenges

- Regularly checking in with the team to make sure the designs fit the overall project.

- Doing extensive research (so I can gain more knowledge and improve the quality of work I submit).

- Planning the breakdown of my workflow so I do not rush when completing tasks (and also so I can spot mistakes easier and quicker).

- Researching best practices to refine my approach (via LinkedIn learning courses).

- Keeping an open mind and adjusting my designs based on feedback (being open to criticism as well).

Tasks I've Completed

- Creating the initial wireframes and prototypes (using Adobe illustrator, Adobe Photoshop, and Canva (for quick iterations)).

- Developing the basic look and feel of the app (colours, fonts, layout).

What was difficult?

- Making sure the design works well (the colours match, the usability flows, and the functionality makes sense and doesn't require extreme brain power to figure out).

- Finding the right balance between aesthetics and functionality.

What was easy?

- Structuring the layout and making it look clean and straightforward.

- Using design tools to bring my ideas to life (Since I'm already familiar with the Adobe design applications).

Tasks Still in Progress

- Mapping out how users will navigate through the app.

- Brainstorming and refining our project concept.

- Refining the UI based on feedback.

- Preparing final design documentation.

- Making last-minute tweaks to improve usability.

What I've Learned So Far

Technical Skills

- Improving my UX/UI design skills.

- Getting better at using design tools like Adobe Illustrator/ Photoshop (and attempting to learn how to create a prototype using Figma).

- Learning how to create usability flows and structure an app's navigation.

Soft Skills

- Improving my teamwork and communication skills (more especially communication, because my communication skills were extremely poor at the beginning of this assignment).

- Learning how to take feedback and use it to refine my work.

- Developing better problem-solving skills, especially when balancing design and functionality.

Suggested improvements for the group

- Better planned meetings with strict agenda's (the group tends to host meetings only after consultations, but regular scheduled checkups would result in a better conduction of tasks and completions with minimal confusion and misinformation).
- More effective communication (the more questions /updates given on our group chat, the better).
- More participation (some members (including myself) tend to not give full feedback or respond on time to questions or information sent on the group. In order to get information from members sometimes questions need to be repeated so that everyone can respond promptly).

GitHub Account

https://github.com/Mageba031/Mageba031.github.io

- Each group member has access to the GitHub repository (Yes) ☒

Certificates

Dream Teams: Working Together without Falling Apart (Blinkist Summary)

Course completed by Nolwazi Zulu

Mar 27, 2025 at 10:01AM UTC · 24 minutes

Top skills covered

Teamwork

Head of Global Content, Learning

LinkedIn Learning

Learning GitHub

Course completed by Nolwazi Zulu

Mar 27, 2025 at 11:25AM UTC · 1 hour 3 minutes

Top skills covered

GitHub

Head of Global Content, Learning

Linkedin Learning

Icebreakers for Teams, Meetings, and Groups

Course completed by Nolwazi Zulu

Mar 27, 2025 at 12:46PM UTC · 34 minutes

Top skills covered

Team Building

Head of Global Content, Learning

Linked in Learning

Essentials of Team Collaboration

Course completed by Nolwazi Zulu

Mar 27, 2025 at 01:18PM UTC

Top skills covered

Team Collaboration

Dan Brodnitz

Head of Global Content, Learning

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Linked**in** Learning

Learning Git and GitHub

Course completed by Nolwazi Zulu

Mar 27, 2025 at 11:25PM UTC · 3 hours 42 minutes

Top skills covered

(GitHub) (Git)

Dav Brodnitz

Head of Global Content, Learning