A drawing of a cell phone

Description automatically generated

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**Email App User Needs**

An Email application has two main functions. The first is receiving and displaying emails; the other is writing and sending emails to different recipients. In addition to this, the application must be able to sort incoming emails between good and junk mail. It must also have a feature to discard any emails the user wishes to go to. All of this will make the email application easily operational for the user.

**User Interface Screen**

The user interface will be designed to be easily navigated. For functionality purposes, the first thing the application will display on this screen is the list of emails in the inbox. The list of emails may be read or unread and will be shown with the most recent received at the top. If the list is larger than the screen the user is using, then the list can be scrolled to see older emails. Above the list at the top right corner will be a button for a user to click on to create an email. The bottom of the screen will have a navigation bar. There will be four different buttons on the bar. The first one will be for the inbox/home screen. After that, there will be a button for the sent mail and then the junk mail. After that, there will also be a button to bring the user to a page with the deleted mail. When each page is displayed, they are structured the same way. It will contain a list of emails, each read in from its own email data table within a database. Each item on the list will have its own delete button that the user can click to move the email to the deleted table in the database. Any of the four navigation pages will be able to be clicked upon at any time on any one page. The application will then take the user to the corresponding page.

**UI Best Practices**

This application follows the UI design best practices in a variety of ways. The first is the navigation bar. The navigation bar allows users to easily find the controls that switch from page to page. Following the best practices, the bar also has 4 destinations which is within the three to five range. The destination pages also stay consistent between each page. The bar also makes the application easier and faster to use, which makes the app more user-friendly for a variety of users. Another best practice is following the content hierarchy. This can be seen in both the order of the emails and how the start-up page is the user’s inbox.

**Justify**

The application needs to be as simple as possible. This will allow the app to appeal to a wider variety of users. A minimal layout showing only what the user needs will accomplish this. This user interface is divided into just three main sections, so it does not overwhelm the user and proves that simplification is effective. Another thing that helps appeal to a wide range of users is the choice of navigation. The original application had you click on a button to bring up a menu to be able to change pages. This was very ineffective, so my application utilized a navigation bar that made all main pages only one click away. The navigation bar was chosen because it saves users time and helps users who get easily confused by complicated layouts.

**References**

*Navigation Bar – Material Design 3*. Material Design. (n.d.). https://m3.material.io/components/navigation-bar/overview

Material design. (n.d.-a). https://m2.material.io/design/usability/accessibility.html