

Mobile Application Design

Paper Prototype : Quick Link

<https://marvelapp.com/556f4j7> Low - fidelity prototype

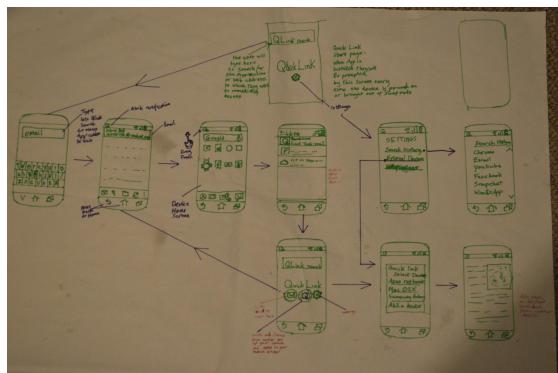
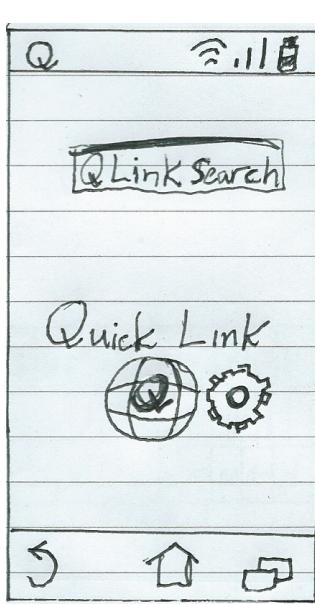


Fig 1 : Wireframe process for designing the mobile Application

The first steps into the further iteration of designing the Quick Link prototype was to explore how the application could be laid out and work in real time. This was achieved by first laying out a wireframe plan. For this low fidelity prototype, the mock up sketches were uploaded into the online prototyping tool, Marvel App. The decision to use Marvel this tool because it can be run on a mobile device and therefore give the user a more authentic experience.

Through the use of the prototype, the aim is to simulate an experience for the user to navigate through the mobile device more efficiently. This page is sort of a homepage for the app. When the app is installed, this will be the page that appears when the device is powered turned on or the screen is turned on.



The scenario set out is for somebody who wants to send an email without getting distracted by other applications or notifications.

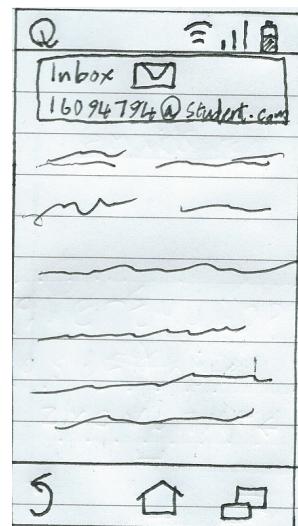
The user touches the 'Q Link Search' tab. This will open the system keyboard.

When the app is completed it will allow the user to search for any app or web page they are looking for.

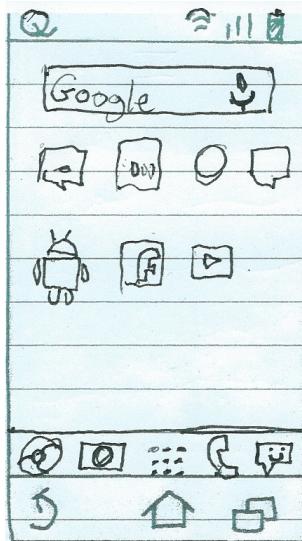


The user then would press the keypad to simulate the typing of their search word.

The back and home buttons work as normal.

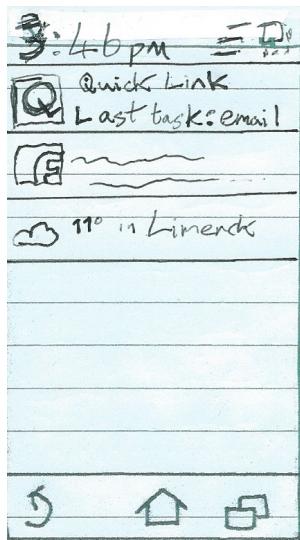


The user is directly navigated to their email application. There is a 'Q' icon on the pull down notification bar. All system buttons work as normal.



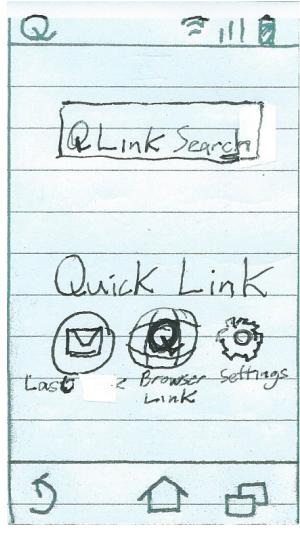
Android Home Screen

From here the user can access 'Quick Link' from the drop down notifications bar on the top of the screen.



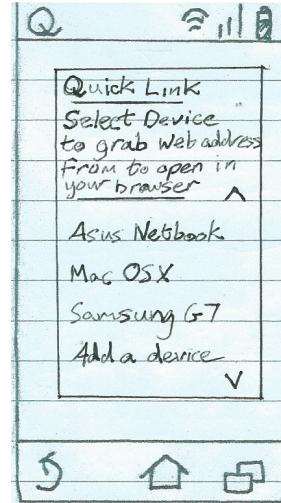
Notification Bar

This shows the user the last task they performed using Quick Link, touching this will open the Apps home screen, where the user can access the last task or perform another function.

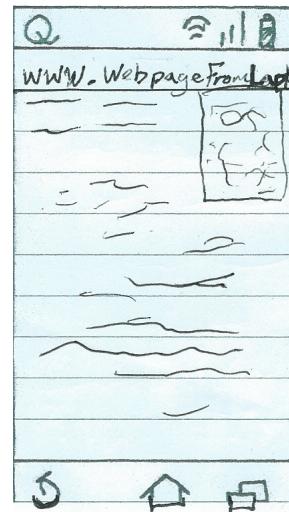


Touching the notifications link leads back to the apps home screen. The user has the option to go to the last task(the icon on the lower left, now showing an email icon), go to the apps settings (the icon on the right) or click on the browser link icon

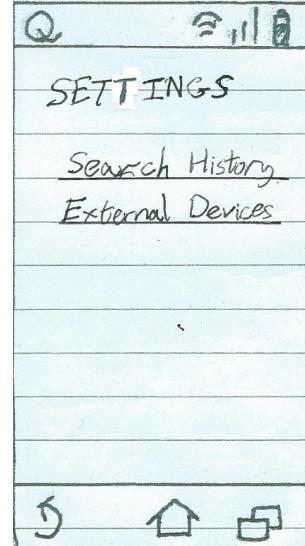
(center icon). The browser link allows users to open web pages from another device and view on their mobile device.



Touching the browser link icon opens up this screen. Here the user can select the external device that they want to grab a web address from. It also lets the user add more devices.



After selecting a device, the linked web address will open on your mobile device's browser.



If the user clicks on the settings icon on the home page, this screen opens. Search History shows the applications search history and External Devices sets up

the external browser links.

This page shows the applications search history. From here the user can navigate to any of the previously used applications.

