

CASE STUDY

SLEEP AID FAN

MOBILE DESIGN ▪ USER EXPERIENCE

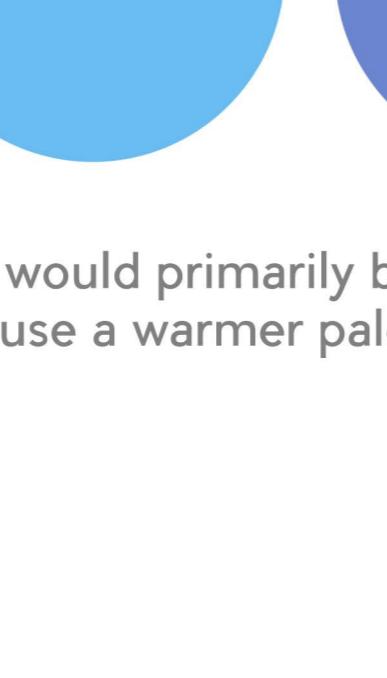
THE

TASK

To design a lifestyle mobile application that will allow users to choose between three fan noise sounds.

THE BACKGROUND

As the UX/UI designer for this application, I was given one month to design a functional UI interface for a lifestyle application. Our team made the assumption that by creating this application we would gain experience designing and launching a mobile app and therefore will be able to build larger and more complex features in the future.



RESEARCH



IDEATE



ITERATE

THE RESEARCH

"The screen is too bright at night"

2

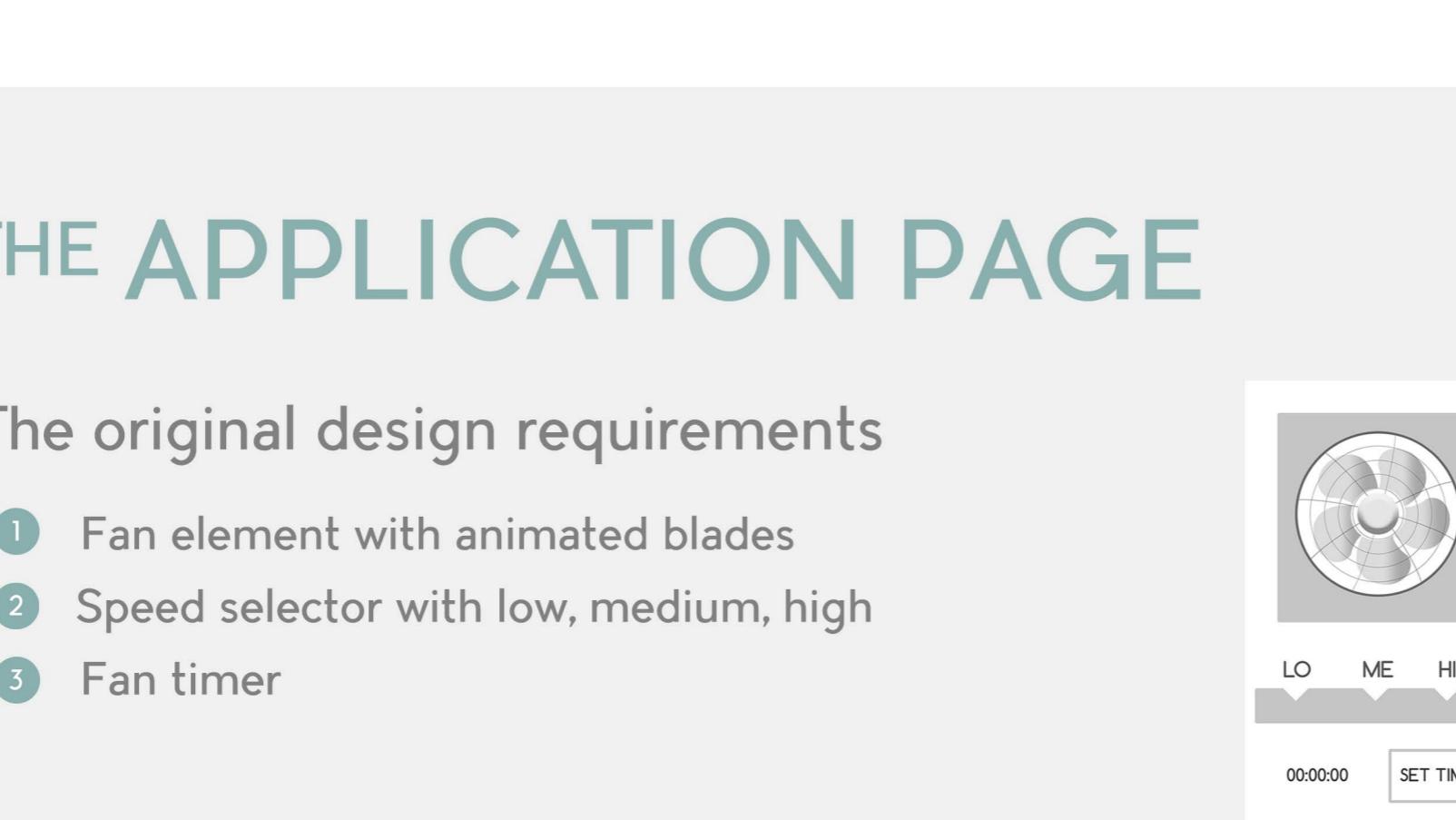
"Too many steps to get to the fan noise"

3

"I love my simple app that has choices"

By looking at the customer reviews of the top and lowest rated noise applications, we were able to define what users liked and disliked about their current application.

THE WIREFRAME



We noticed that there was a huge drop-off in users if the application had more than three steps to get to the fan noise. In order to circumvent that, we created a 2-step design that would allow users to directly move from the choice screen into the fan noise screen.

1

BACKGROUND

Selected a darker background so that the screen would not be too bright at night.

2

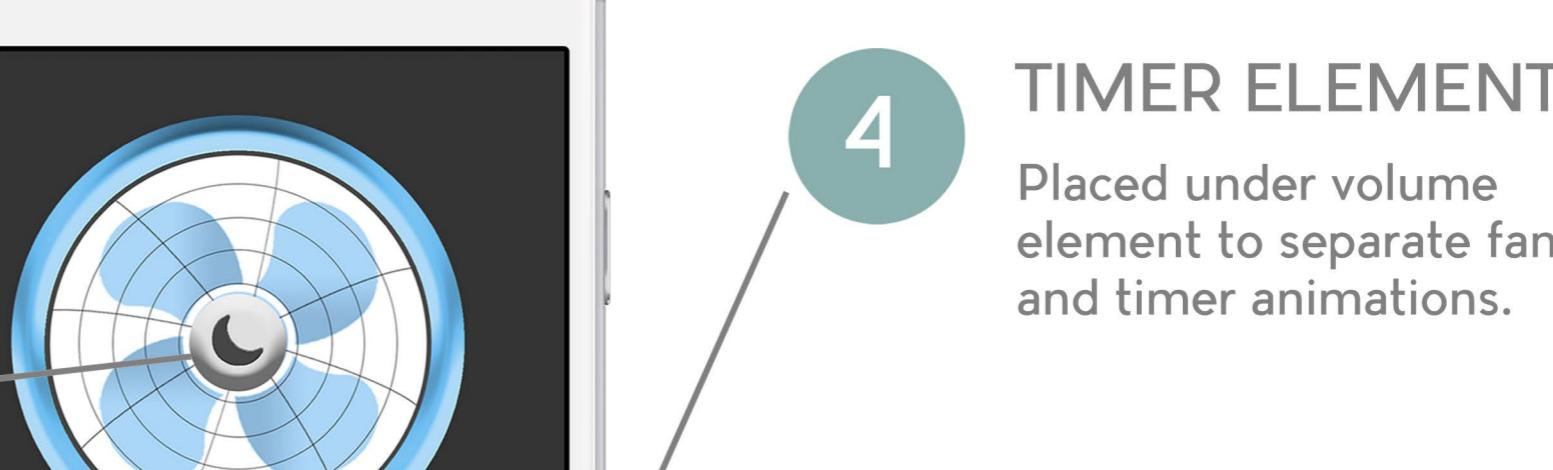
FAN ELEMENT

Moved to the top of the screen as the main focus and added a border to separate the animation from the screen.

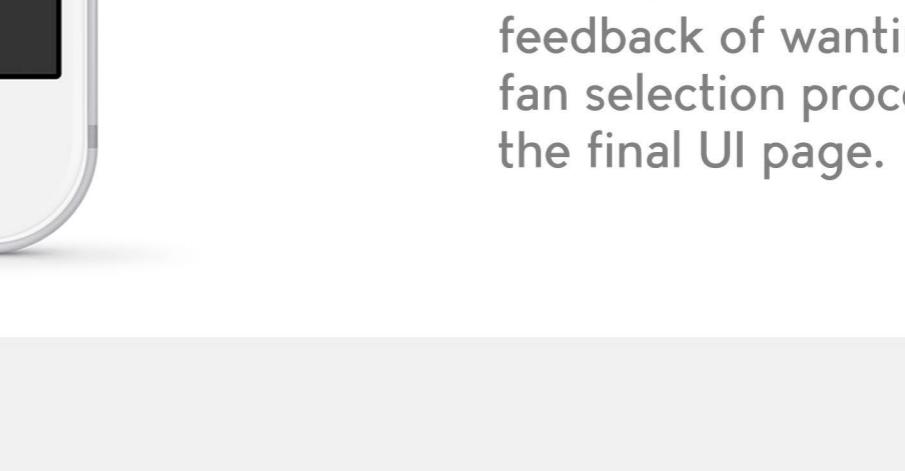
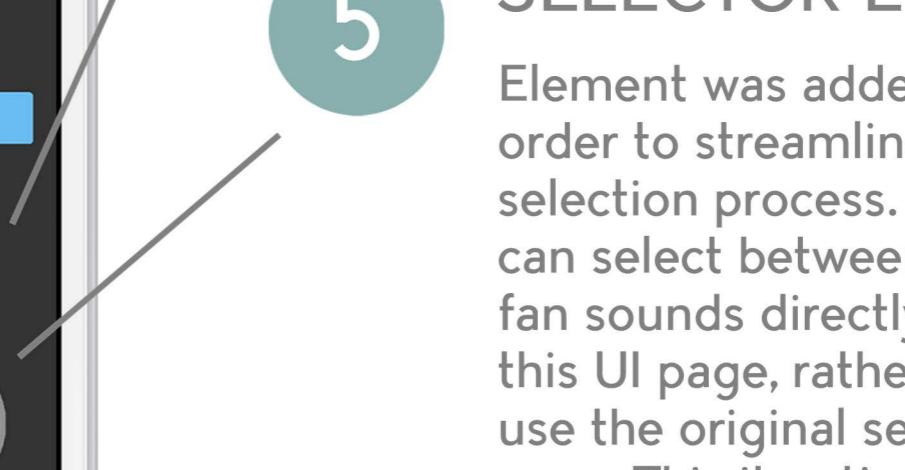
3

VOLUME BAR

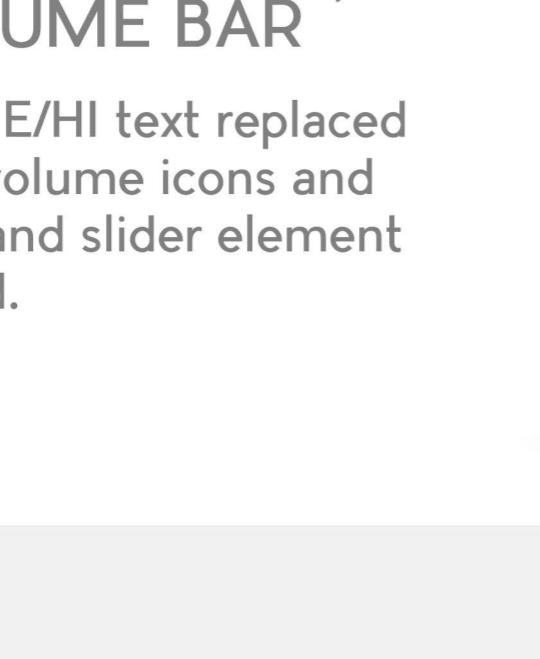
LO/ME/HI text replaced with volume icons and OFF and slider element added.



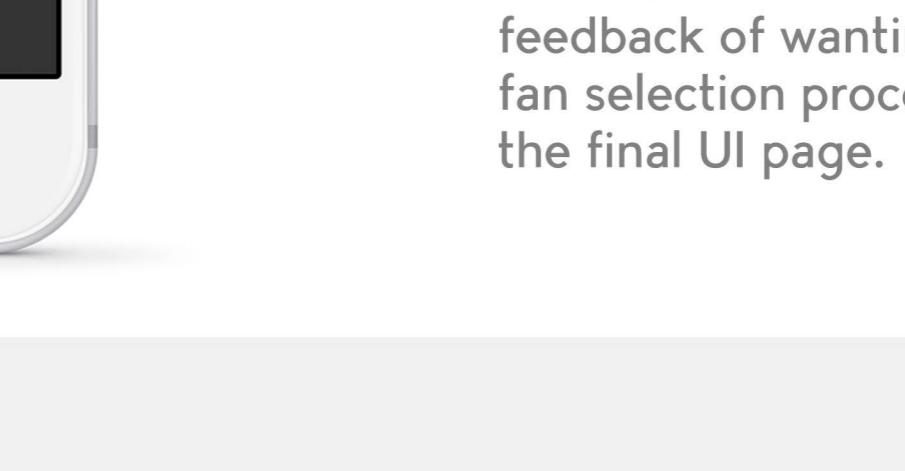
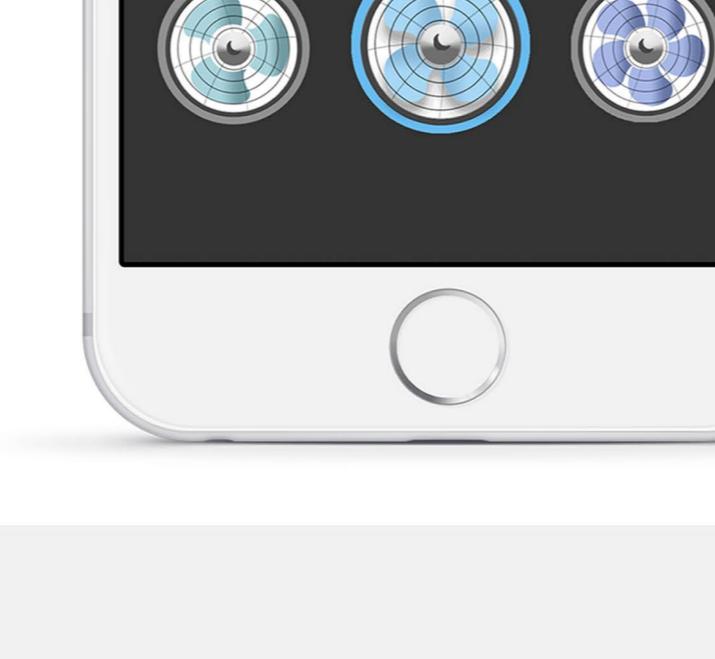
After testing out variations of the icon design, we found that by adding three dimensions and a moon icon, users better understood its functionality and were more attracted to our icon on their home screens.



THE SCREEN ICONS



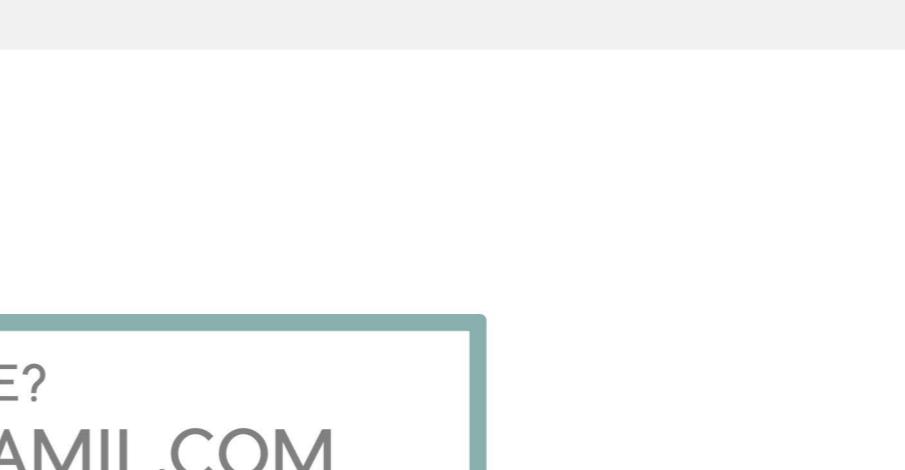
Want to learn more?
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THE APPLICATION PAGE

The original design requirements

- 1 Fan element with animated blades
- 2 Speed selector with low, medium, high
- 3 Fan timer



BACKGROUND

Selected a darker background so that the screen would not be too bright at night.

FAN ELEMENT

Moved to the top of the screen as the main focus and added a border to separate the animation from the screen.

VOLUME BAR

LO/ME/HI text replaced with volume icons and OFF and slider element added.

TIMER ELEMENT

Placed under volume element to separate fan and timer animations.

SELECTOR ELEMENT

Element was added in order to streamline the fan selection process. Users can select between three fan sounds directly from this UI page, rather than use the original selector page. This iteration was made due to direct feedback of wanting the fan selection process on the final UI page.

