UX

Tech Labs Berlin end of Study Program Project

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INTRODUCTION

The UX team was tasked with designing an interactive Friends Shelves web app prototype (a web application platform for borrowing and lending books amongst friends)

Tasks

1. Problem/product definition
2. User research; user personas and
3. Creation of Information Architecture and User Flow
4. Wireframing; low & High Fidelity
5. Prototyping and Testing

PROCEDURE

1. Carry our user research
2. List out the web application features from original idea combined with insights from user research; which were decided based on MoScow
3. Create Information Architecture, then User Flow
4. Create logo and decide on color themes
5. progress to UF
6. then move to Figma for design systems and others.

DATA

Project Phases	Progress	Link
User Research	Done	1. https://miro.com/app/board/uXjVMuxkwMY=/?share_link_id=139203389771 2. https://docs.google.com/forms/d/1n92B8qwNy52takX-HmNJDLLs_o4MwA_pPOGeZA6Cr5c/edit#responses 3.
Logo Design & Color Themes	Done	1. First logos creations; https://www.figma.com/file/D6XUaFf9Bubn0W

		vRQ7mr6n/FS-logo?type=design&node-id=0-1&mode=design&t=jy5h9oS8FUMzpS4X- 2. Final logos. https://app.logo.com/dashboard
Prototype & Testing	Done	1. https://www.figma.com/file/aV0JFXdP7nezT5nc2NIfQ9/wireframe-web-app?type=design&node-id=0%3A1&mode=design&t=yBaqOWWWW0A9enzU-1 2.

RESULTS

Please follow the links provided above to get access to project phases and complete Friends Shelves Prototype Design.

1. User research Journey (Google Forms, Miro)
2. Friends Shelves UX Design (Figma)

CONCLUSION

The UX tasks do not simply end with this report, but continue as the project grows and may need constant updates, edits and adjustments.

REFERENCES

1. app.logo.com
2. https://www.figma.com/
3. https://miro.com/
4. Techlabs.org
5. https://app.edyoucated.org/