# Lab Practical 02 – Project Selection & Supervisor feedback

Each UX team should research and find a Mobile app

Fill the following table to show your findings

|  |  |
| --- | --- |
| Mobile App | Data usage monitoring App |
| Name: | SLT Broadband |
| Developer | Sri Lanka Telecom PLC |
| Purpose: | This application allows the user to monitor the data usage of their SLT Broadband connection, purchase data bundles, addons, get notified on offers etc. |
| Screenshot: |  |
| Competitor Mobile apps | 1. Mobitel Selfcare 2. Hutch App 3. MyDialog 4. My Airtel |
| Good design  1.  UI is clear    2. Has used appropriate icons for features    3. Buttons and texts are big and is easy for users to locate and touch  4.UI colors are good and eye catching |  |
| Design issues  1.  Option to refresh app to get the latest data reading is not available. Must close app and reopen to get latest reading    2. Doesn’t show the remaining amount of data, only the percentage initially. Have to touch on the screen to view the remaining data amount. This is not good UX    3.The app doesn’t show the usage of off-peak data separately  4. Lack of user-friendliness.  5. Data usage showing graphs are unclear.  6.Promo page is not user-friendly.  7.User profile page is not appealing.  8. Daily usage bar-graph is complicating and hard to understand for the user at first glance. |  |