# rmitActive

TEAM | IT'S NOT JUST A TEAM, IT'S A LIFESTYLE

## FOCUS
## ON THE GOOD

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# Introduction

rmitActive will cater to the students of RMIT University in a way that will enable them to stay fit & active throughout their busy work schedule. The rmitActive app will be primarily designed for use on iOS Devices and will maintain a simple and easy to use design. The app itself will let the users check in with their favourite club events as well as enable the user to communicate with other members of their clubs.
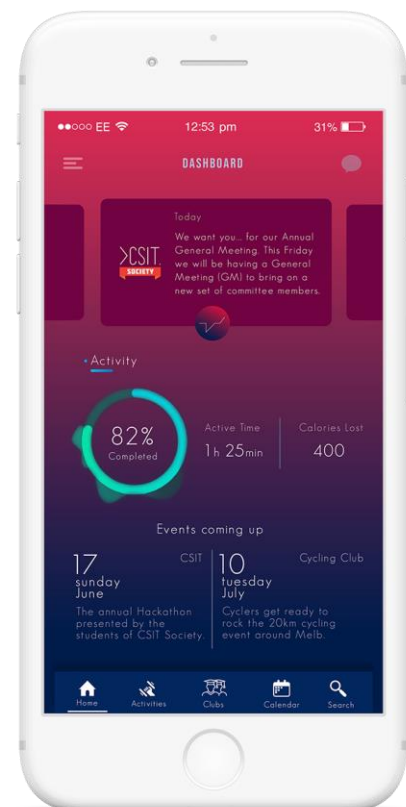
# The report

The report will consist of the following sections;

1. Usage patterns used in the prototype in order to make the user experience better.

2. Design Amendments made to the first prototype and why it was made.

3. The Screenshots of the Prototype.

# Link to the Invision App Project

https://invis.io/S4JKHI62JRX

# Patterns Usage

In all mobile apps, we can see a similarity of interface solutions that complete interface problems. These 'patterns' are pre-built concepts that make the UX easier for the user based on familiarity and affordance. Common mobile patterns are Vertical Stack's, which are a frame for organising content on a mobile page, and Bottom Navigation in which the user is able to globally navigate an app from any page without having to trail back from where they started. These are common ground in most apps and are used to make user-experience much better.

Several of these patterns can be found in the rmitActive app and can be used in an efficient way. The patterns are described below.

## Vertical Stack
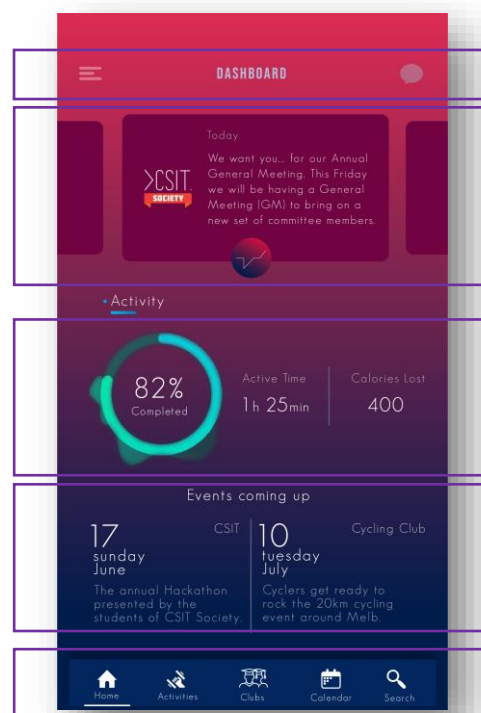


The main homepage of the app depicts a vertical stack with the horizontal components of the screen able to be broken up into vertical components including (from top to bottom); menu items, event information, current fitness details, upcoming event dates and lastly global navigation. The ability to sideways scroll on the event information section at the top of the screen further adds to the nature of the vertical stack pattern type.

## Film Strip
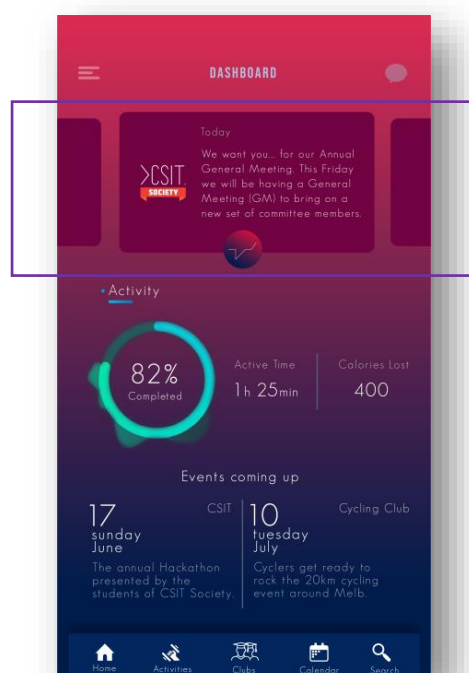


A filmstrip feature can be seen at the top of the rmitActive home screen as the event information feature. The user is able to scroll sideways to quickly and easily browse event information without fully going into that section of the app. It enables seamless access to information that may otherwise be a hassle to find quickly.

## Bottom Navigation

Throughout the rmitActive app the user can use a navigation bar placed at the bottom of the screen to seamlessly navigate their way around the app without having to go back to the main menu each time. This bar also outlines the main features of the app and summarises the main tasks that can be performed with the app. This makes it easy for the user to browse the app and discover other functions of the app that they may not have known.
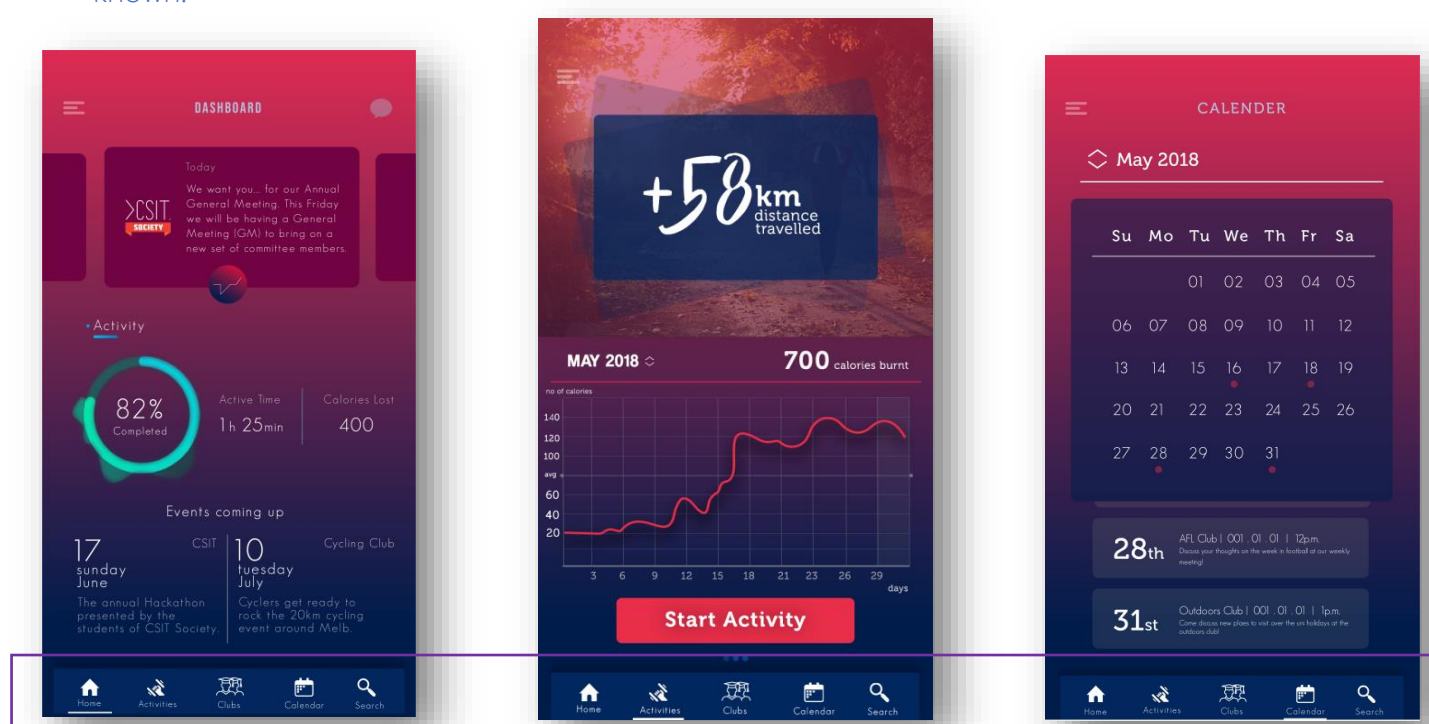
# Generous Borders

With nothing more frustrating than small action buttons, the rmitActive app uses sensibly sized action buttons as well as text entry fields. The button seen on the start activity screen and the individual conversation sections on the messaging screen of large size, this allows the user to easily and quickly navigate the sections of the app with room for finger placement error. Additionally, the text entry fields as seen on the search screen are also of a moderate size allowing the user to easily touch and navigate the element.
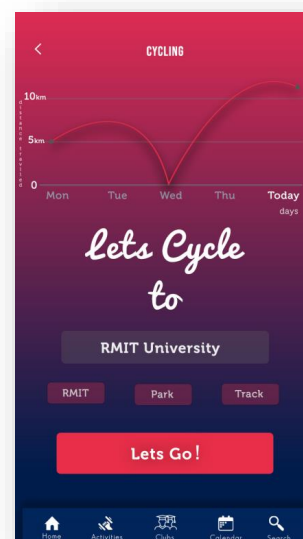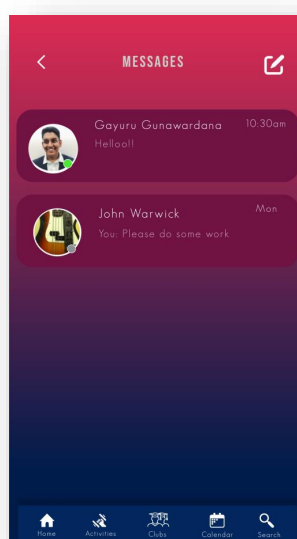
# Sidebar Navigation

The rmitActive app also offers an intuitive sidebar menu that can be accessed from several main pages. The menu is activated using the hamburger menu icon at the top left and includes features separate to other tasks performed by the app. These features are more maintenance based and profile based including the gamification feature of 'Badges + Achievements'. This allows the user to edit their profile and how they are seen on the app, as well as accessing their achievements from achieved from the app.
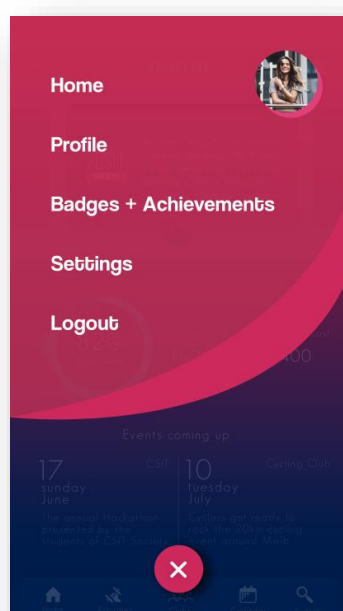
# Thumbnail and Text List

Though not in the form of a vertical list, the selection menu when picking a fitness activity to complete with the app uses text and thumbnails to support the user's choice when selecting an option. Each option fitness option uses a relevant picture to the activity to complement the user's choice.
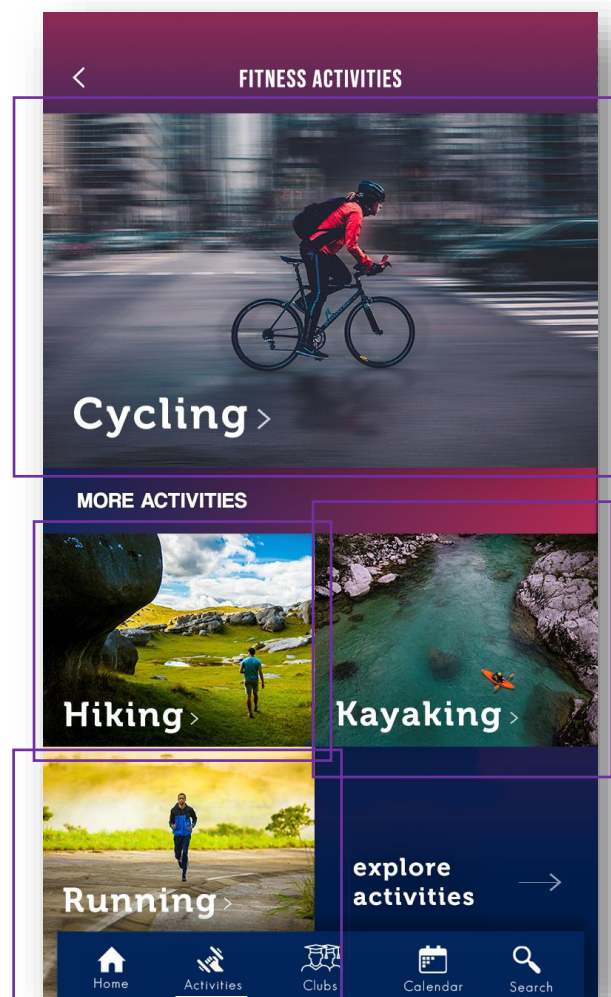


As for the patterns of 'Touch Tools', 'Infinite list' and 'Pull-down Action', these patterns cannot be found in the rmitActive app as there is not a sufficient use for them and adding them for the sake of adding them may actually make the user-experience as a whole worse. Therefore, this is why they cannot be found.

# Design Amendments

A few design changes were made from the initial design in order to make the app look more consistent and easier to use.

## Login Screen
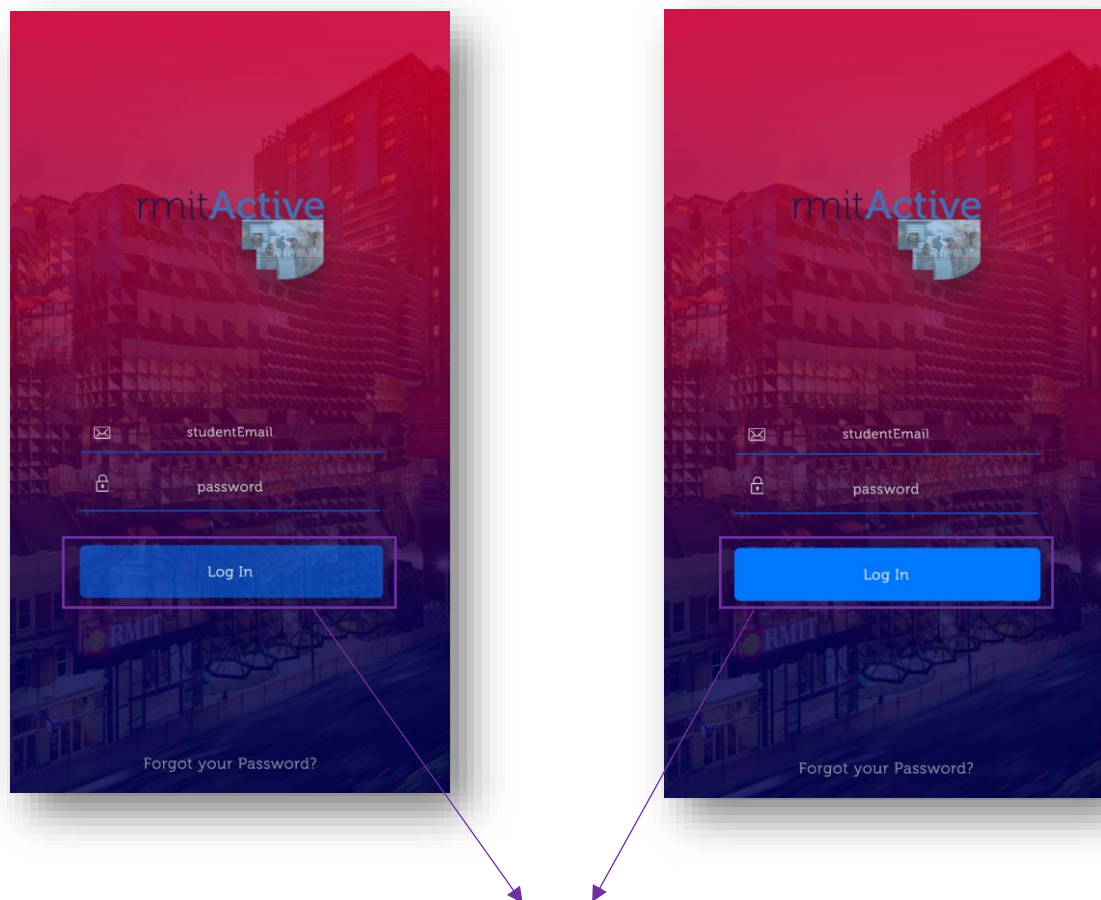


The button which was used to confirm login had a transparent look to it when it was initially designed. When it went through user testing, users found out that it looks like a button which was inactive. Therefore, the color of the button was changed.

# Graphs related to activities
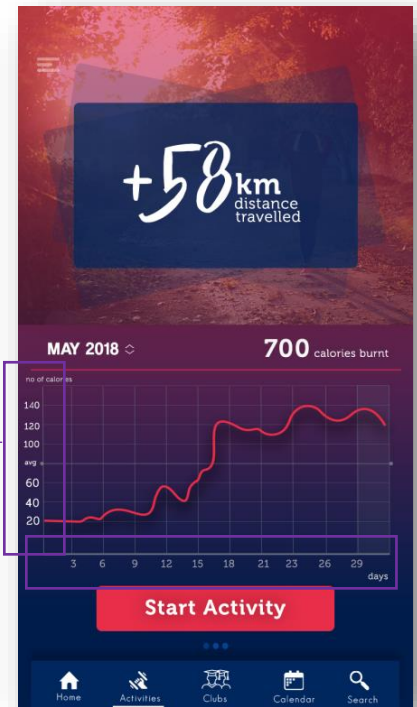




The graphs which can be seen on the graphs didn't have the axis titles on the initial design. When the design was going through user testing, the users found it hard to tell what the graph was about. The axis of the graphs was named to give the user a better idea of what the graph was about in the final prototype.
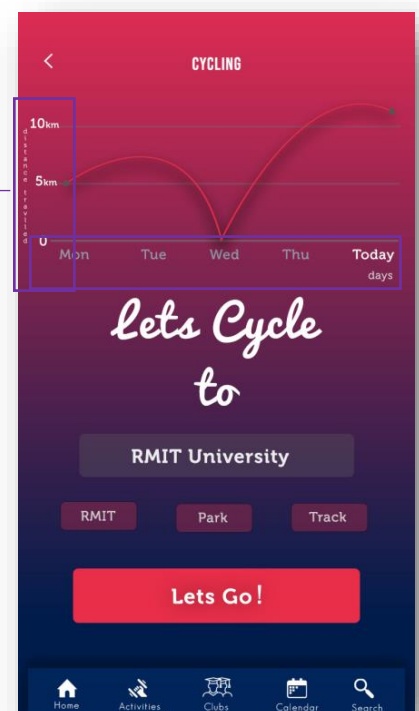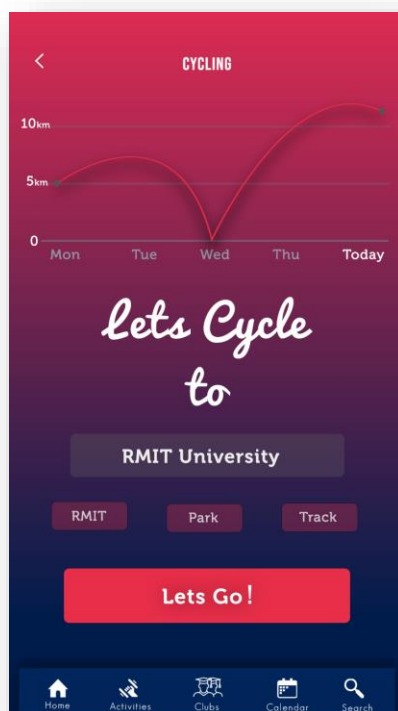
# Prototype Screenshots

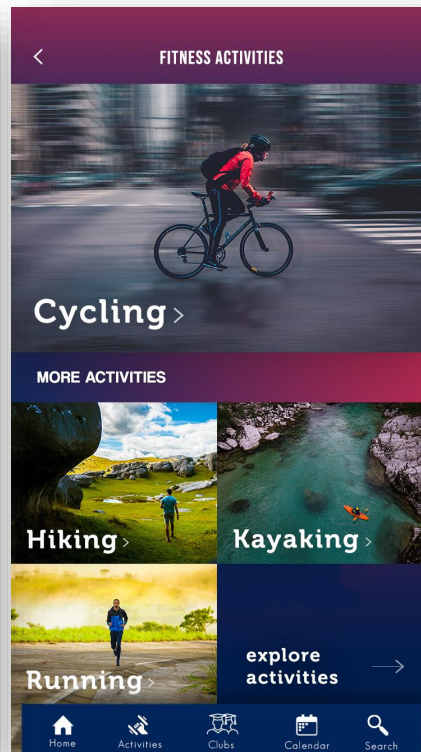## General
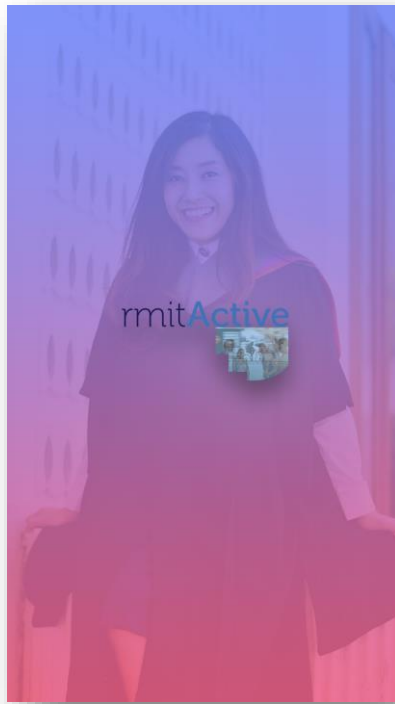


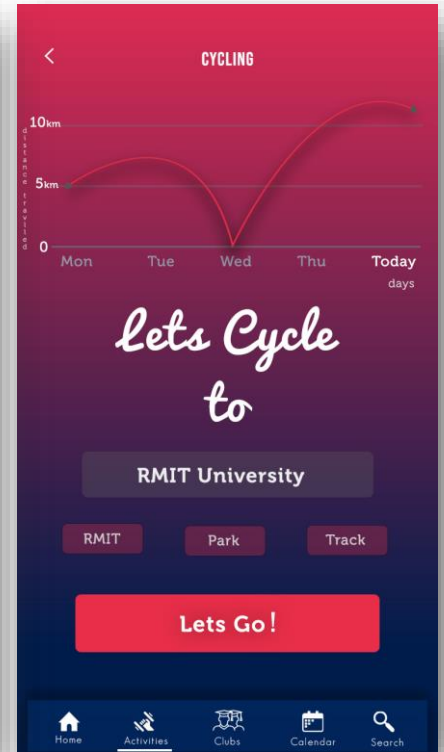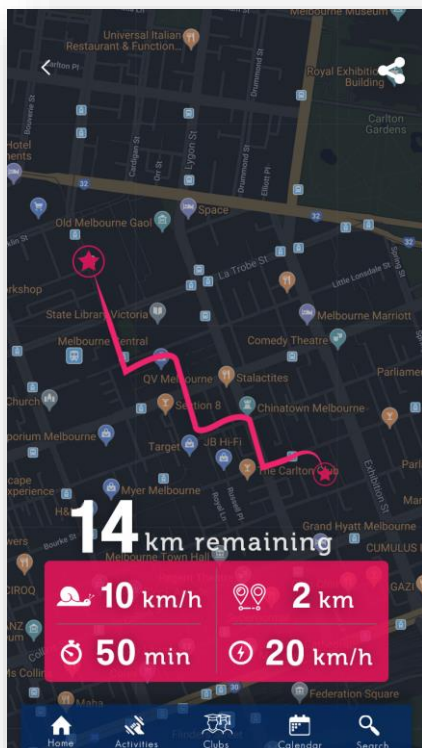Splash Screen
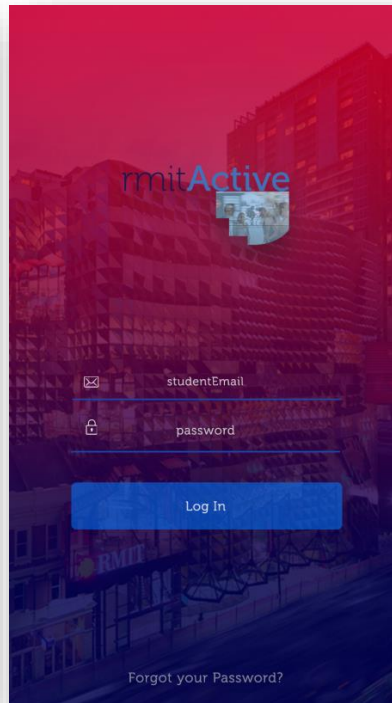


Log in
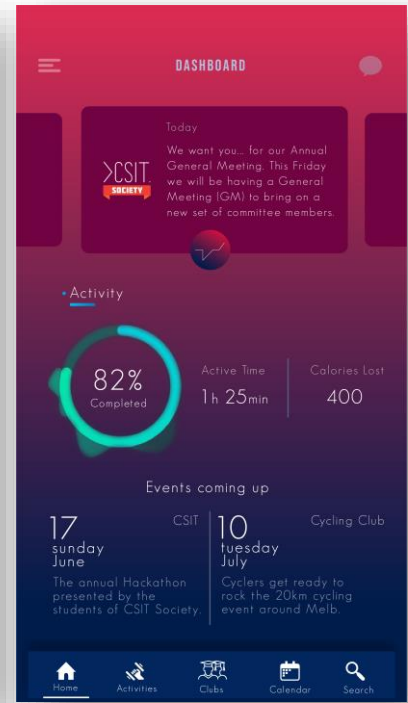


Dashboard
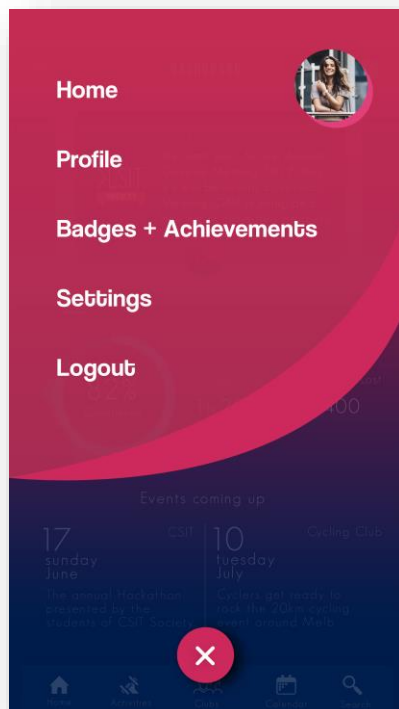


Hamburger menu
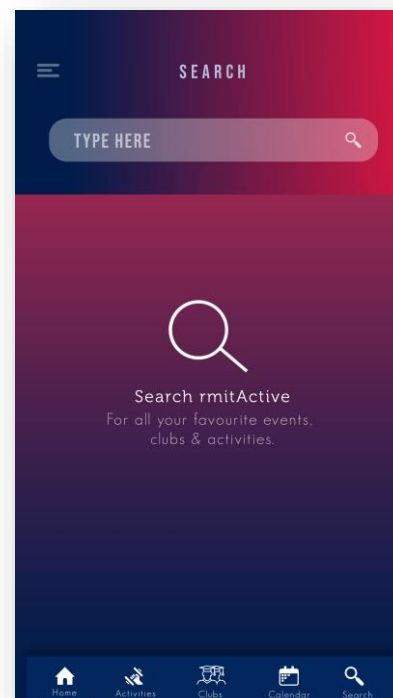


Search menu

# Activities
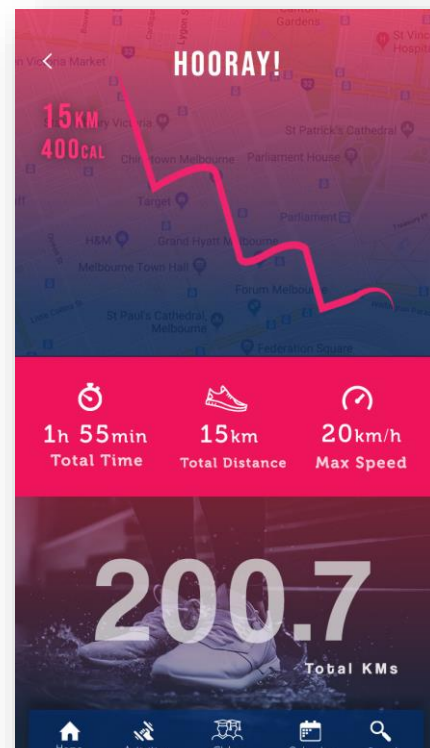

Activity Dashboard


Activities to select from


Selecting the Cycling location


App showing the route


Summary of the Activity

# Calendar



Default Calendar view



Scroll view of events



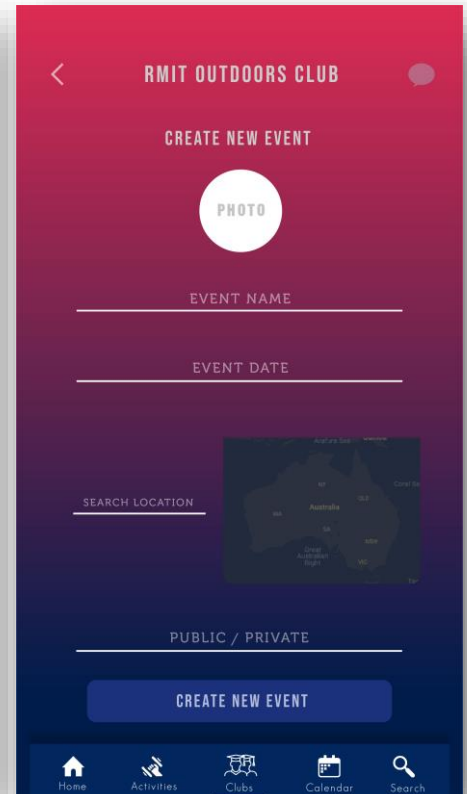Change of months



Detailed Event viewed on the Calendar

# Clubs



Default view of the Clubs
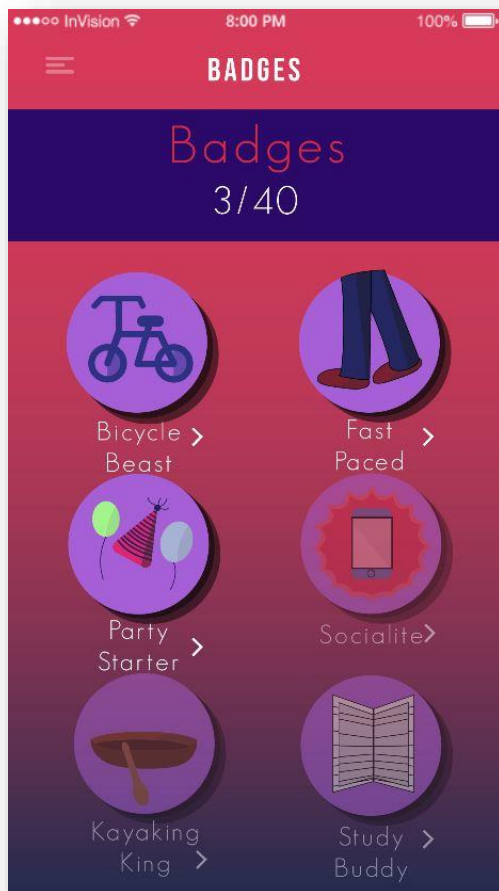


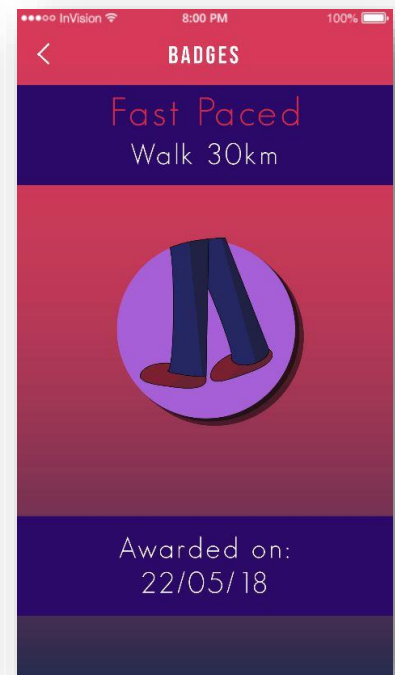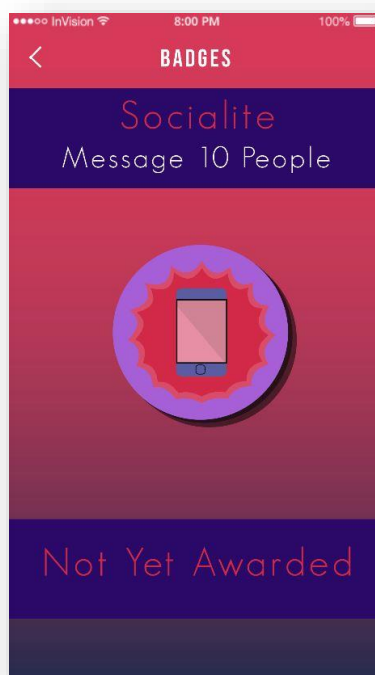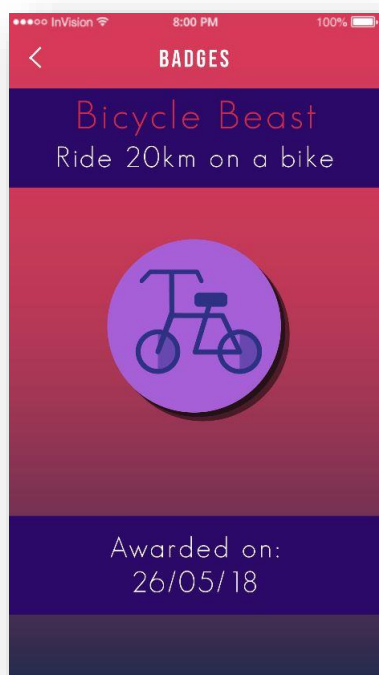Dashboard for a Uni Club



Create New Event page



Notification for getting an
Achievement Unlocked!

# Badges and Achievements

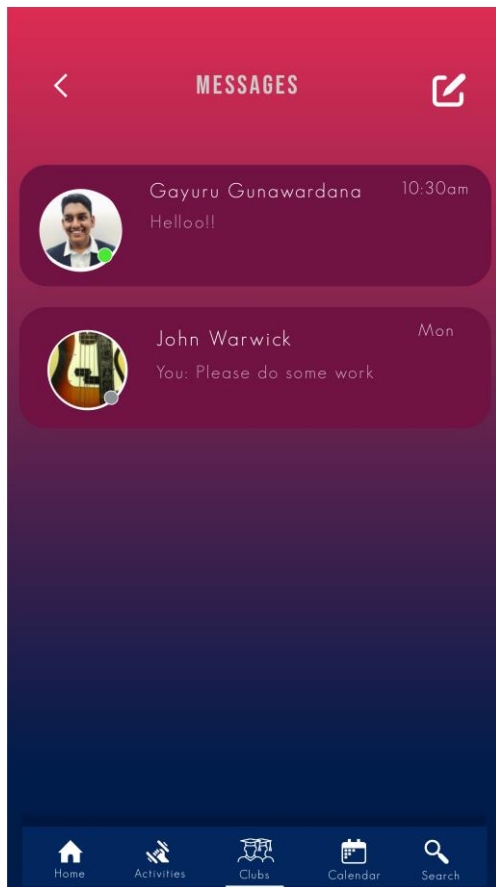

Dashboard for Badges

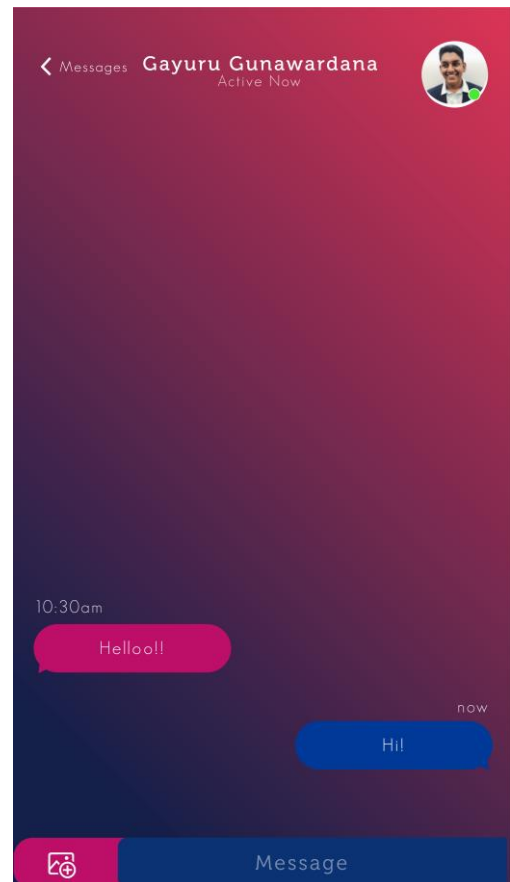The badges will be unlocked only after an achievement is completed.



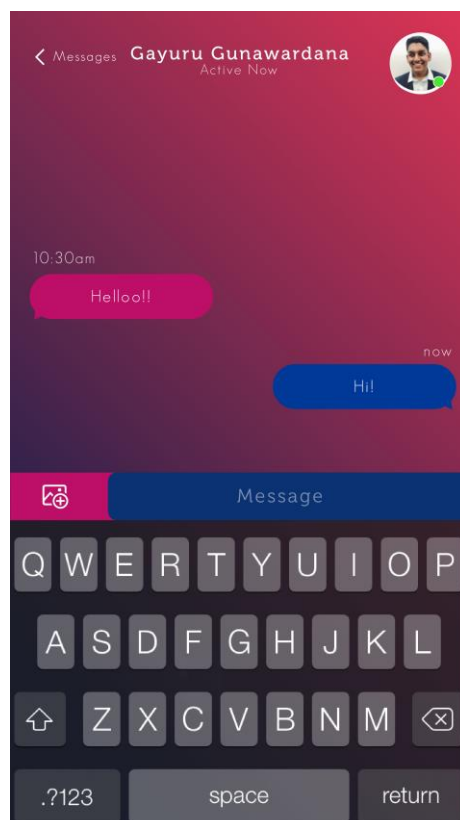Different Badges showing the status of it.

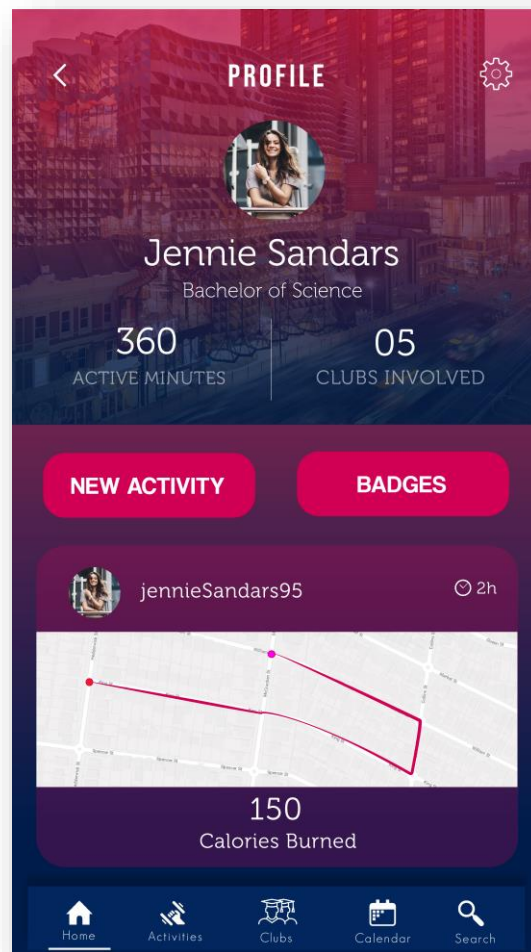# Messaging



The Default menu for messaging



View when the user selects to message someone



View of how the interface is optimized when the keyboard pops up

# Profile



The Profile view which shows stats
and functional buttons

# References

- Bicycle Picture on the activity screen: https://unsplash.com/photos/YOk0D5sz3e4
- Hiking Photo by Steven Coffey on Unsplash
- Kayaking Photo by Marko Balažic on Unsplash
- Running Photo by Tikkho Maciel on Unsplash
- Run main Photo by Curtis MacNewton on Unsplash
- Workout Photo by Zoltan Tasi on Unsplash , Photo by Dominik Martin on Unsplash
- Profile pic : Photo by Henri Pham on Unsplash