

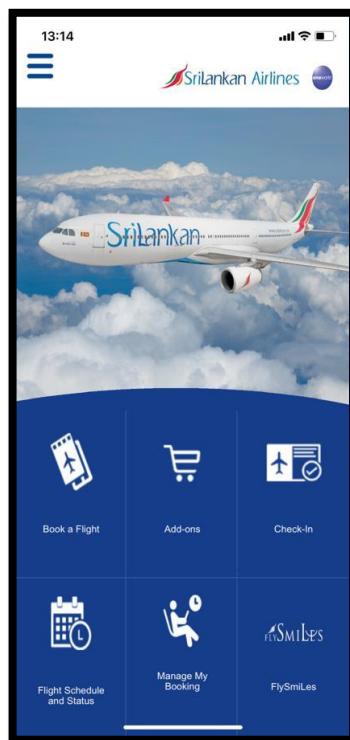
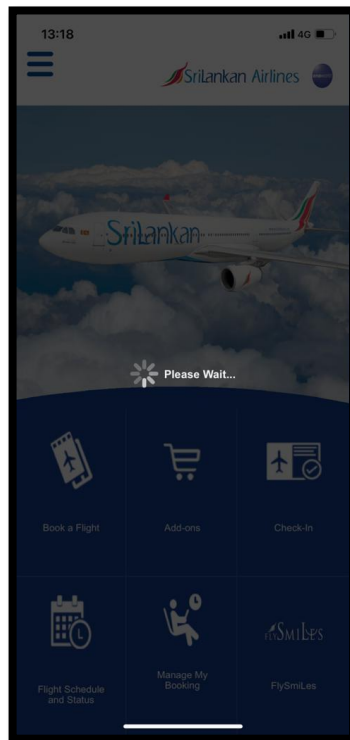
Lab Practical 02 – Project Selection & Supervisor feedback

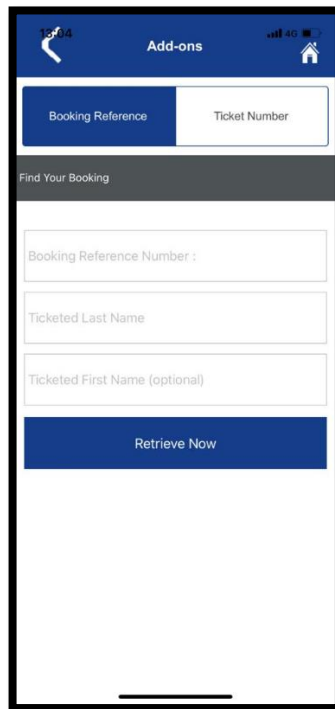
Each UX team should research and find a Mobile app

Fill the following table to show your findings

Mobile App	Sri Lankan Airlines
Name:	2021S2_REG_WE_13
Developer	Sri Lankan Airlines Ltd.
Purpose:	<ul style="list-style-type: none">• Book tickets• Manage ticket bookings• Schedule flight booking• Flight schedule and status• Virtual check in• Feedback section• Promotions• User dashboard• Login / Registration

Screenshot:





13:04 Add-ons

Booking Reference Ticket Number

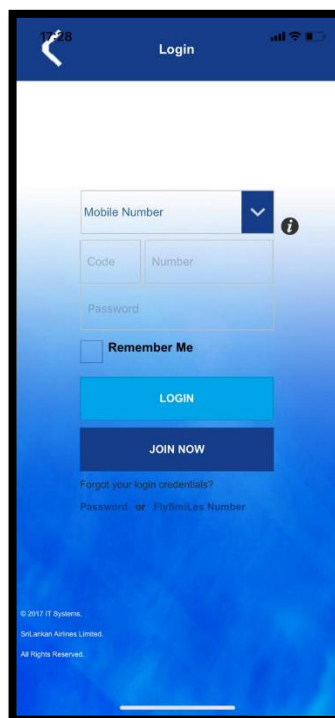
Find Your Booking

Booking Reference Number :

Ticketed Last Name

Ticketed First Name (optional)

Retrieve Now



17:28 Login

Mobile Number

Code Number

Password

☐ Remember Me

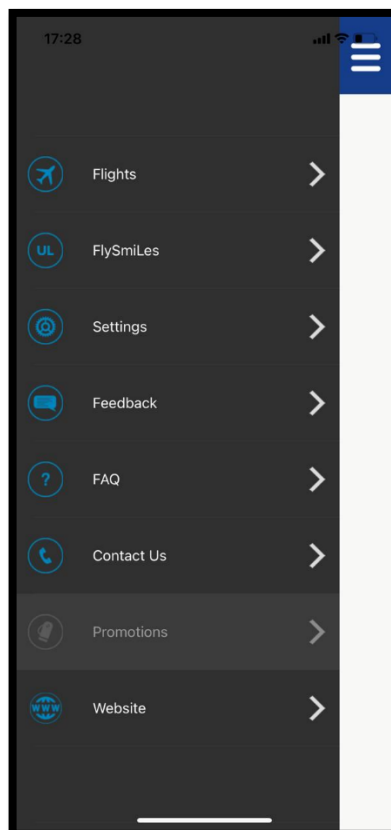
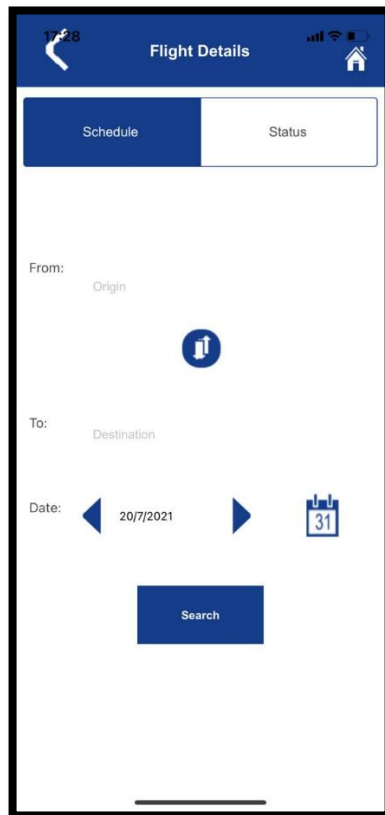
LOGIN

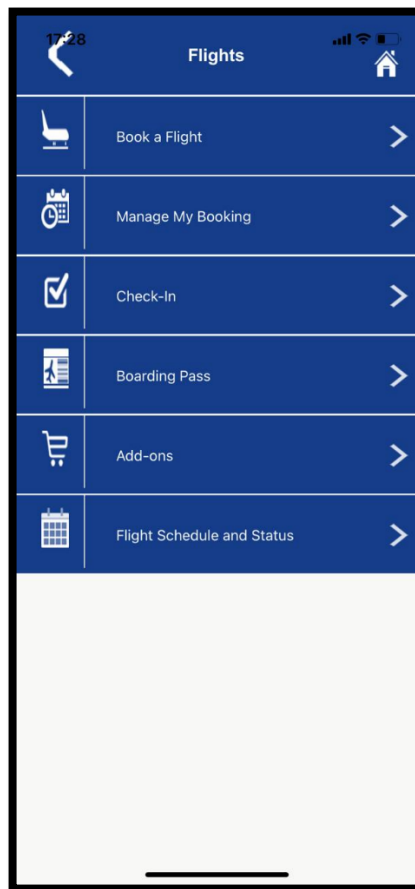
JOIN NOW

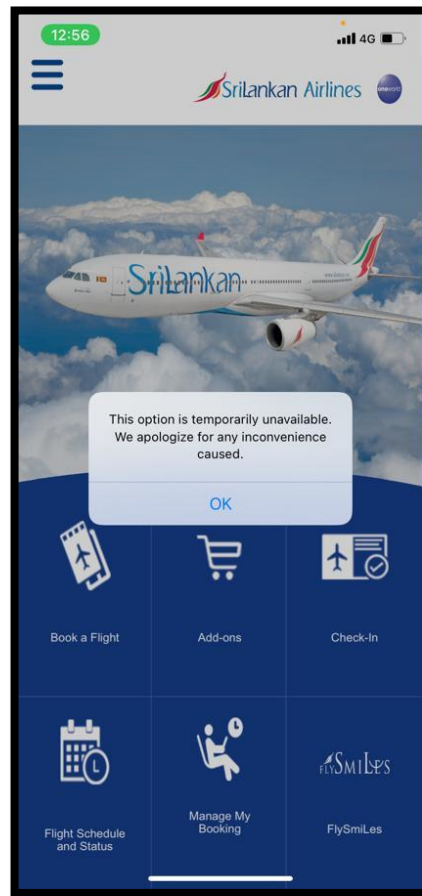
Forgot your login credentials?

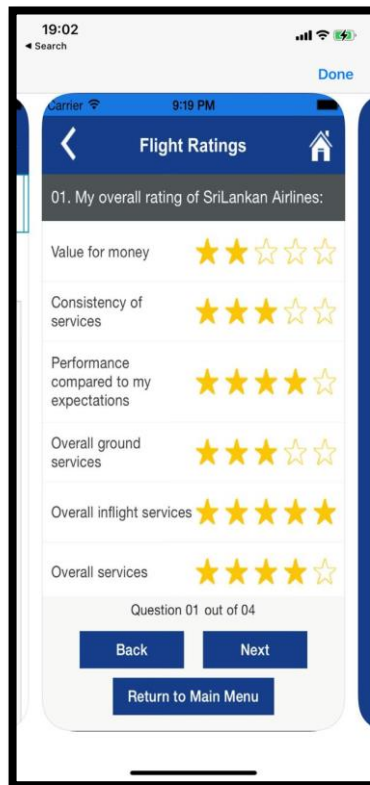
Password or FlySmiles Number

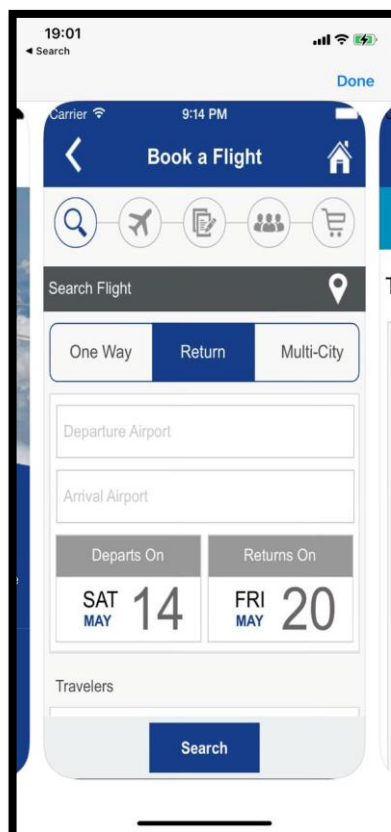
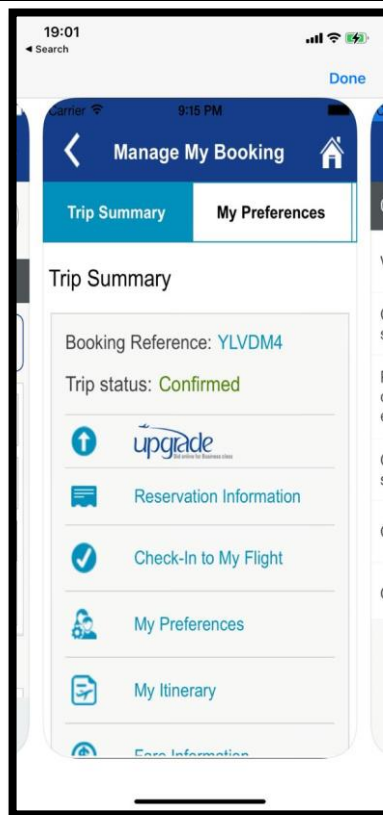
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Competitor Mobile apps	<ul style="list-style-type: none"> • Thai airways • Lufthansa airways • Kuwait airways • Myanmar airways
Good design	<ol style="list-style-type: none"> 1. Giving feedback when an error occurs through an alert message 2. Place holders are preset to guide the user through the project. 3. Side navigation is used. 4. Loading animations and responsive feedback is given when the UI elements are loading
Design issues	<ol style="list-style-type: none"> 1. Complex Nested UIs 2. Not using a proper design language (Cupertino design language for ios and material design language for android application) 3. No proper usage of white space 4. Improper usage of colors and bad color science. 5. Alignment issue 6. Issues with proper usage of icons (being pixelated / aspect ratios) 7. Improper usage of Typography. (Font weight, family)