

Final Presentation



Interactive Design for Mobile
By Md Adnanul Haq

Problem Statement

Forgetting Things:

It is quite hard to recall everything in our busy schedules and to manage our daily routines accordingly.

- Why: It would be great if somehow the routine I develop could be completed automatically and more quickly.
- Why: We occasionally forget about our plans, so a reminder might be great.
- Why: Having a simpler method for organizing our reminders and plans would be wonderful.
- Why: A smartphone app with a checklist of the essentials we planned to take with us outside would be excellent.
- Why: In our chaotic lifestyle, we won't ever forget or miss anything.

Summary of Problem statement Interviews

1st Interview (SQA Engineer):

The SQA Engineer interviewed is currently working remotely and uses a calendar app to manage their daily routine. They also use Asana for office work. The interviewee finds the app helpful but suggests improvements such as the ability to add pictures or upload files. They experience time savings but mention the inconvenience of having to set everything manually.

2nd Interview (Shop Owner):

The shop owner owns a phone store and manages their daily routine without using any apps. They rely on pen and paper to write down tasks and reminders. They express interest in having an app to manage their routine more easily and efficiently.

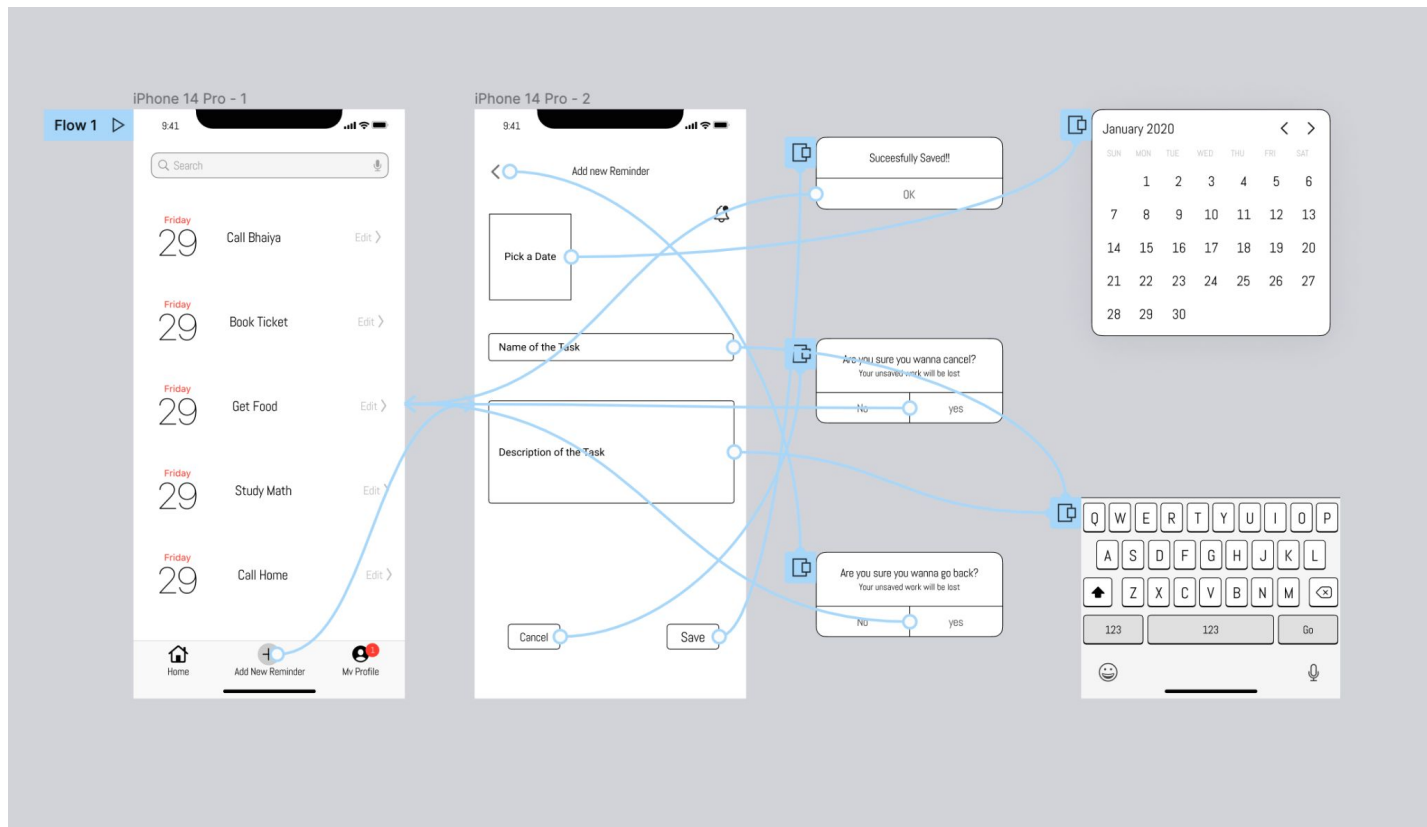
3rd Interview (Electrician):

The electrician works at a company and also performs contractual and repair work. They do not use any app to manage their daily routine but use a notebook instead. Previously, they used Google Sheets but found it difficult to use on their phone due to small line spaces. They express a desire for a better interface on mobile devices. Despite the inconvenience, they experienced time savings and the ability to access their information from anywhere.

Crazy 8s



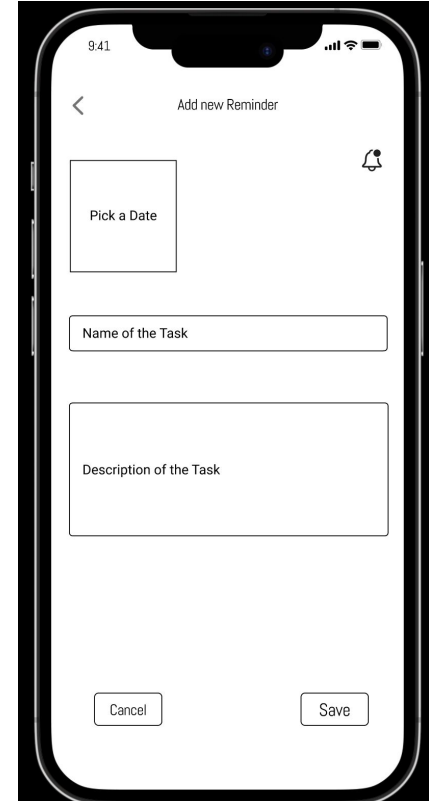
WireFrame



Wireflows & Usability Tests

1st usability test:

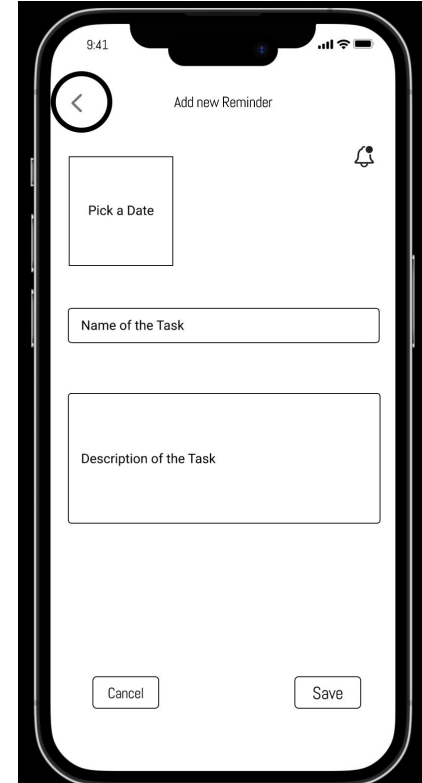
In the first usability test I asked the user to add a new reminder, he did that smoothly but I forgot to put the keyboard that time so he was confused. I have fixed that after the test. Overall he completed the task easily.



Wireflows & Usability Tests

2nd usability test:

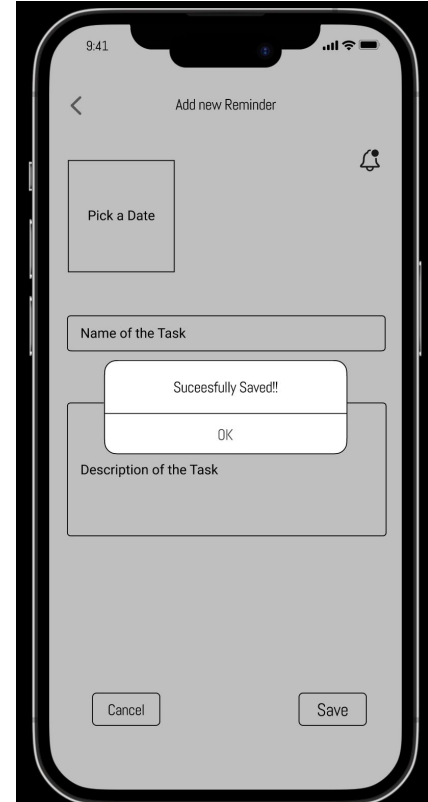
In the second usability test I asked the user to go to the new add reminder page and cancel that. It went well but that time I found that the back arrow does not work so I have fixed that after that.



Wireflows & Usability Tests

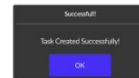
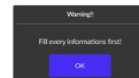
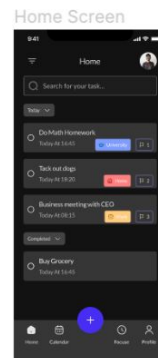
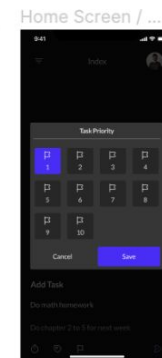
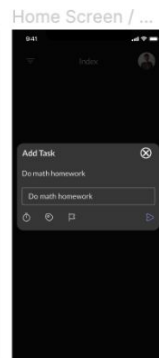
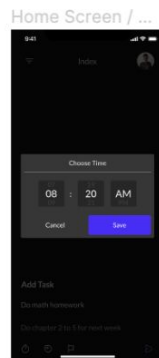
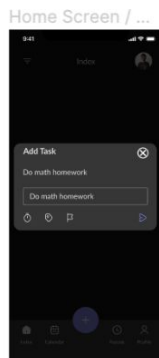
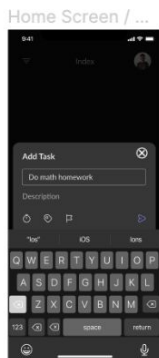
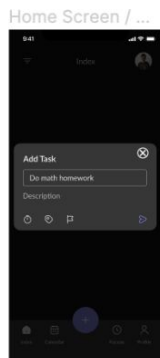
3rd usability test:

In the third usability test I asked the user to add a new reminder and he did it very easily and he did not get confused at any point. It was a successful test.



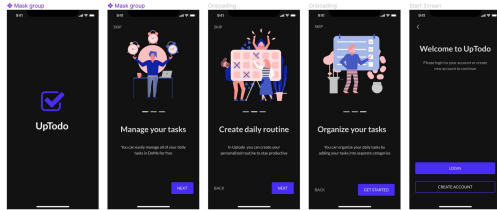
Visual Design

Add New Task

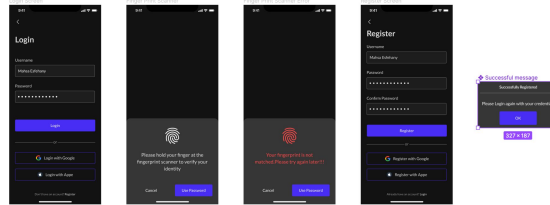


Visual Design & Prototype

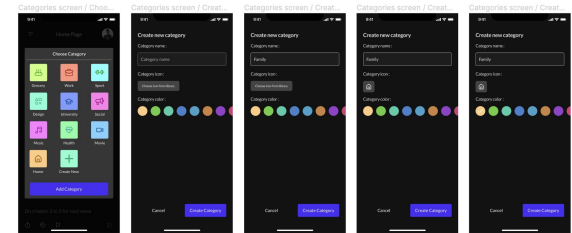
Intro



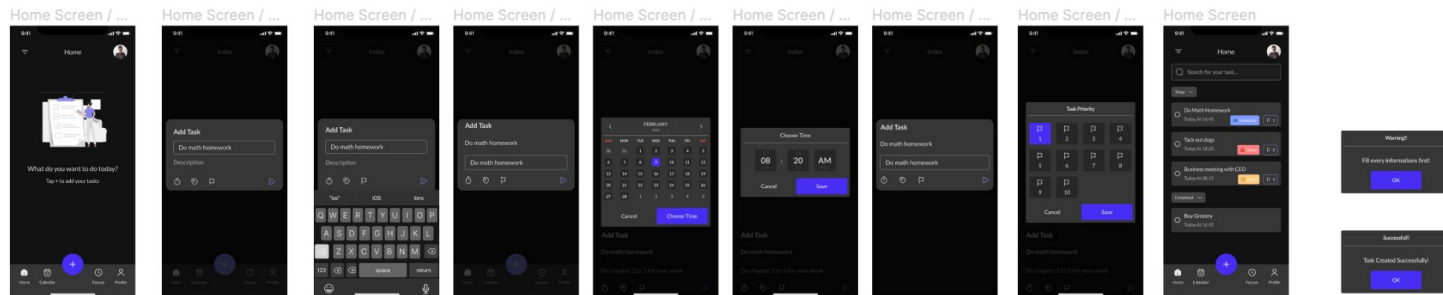
Login & Register



Category Screens



Add New Task

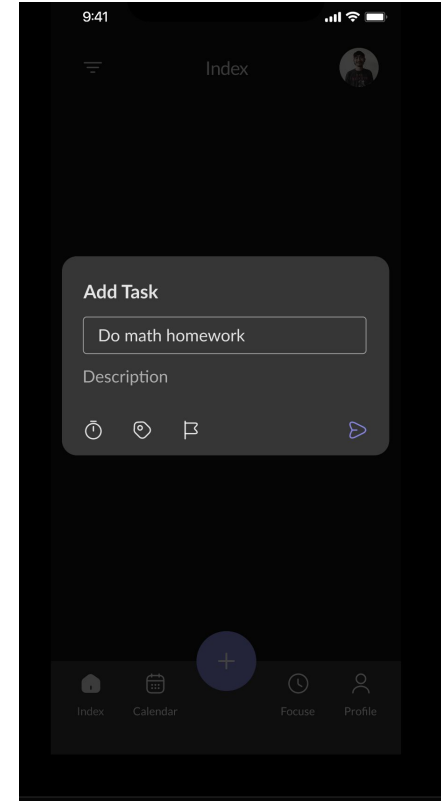


[Click here](#) for the Prototype

Prototype Usability Test

1st Prototype Usability Test:

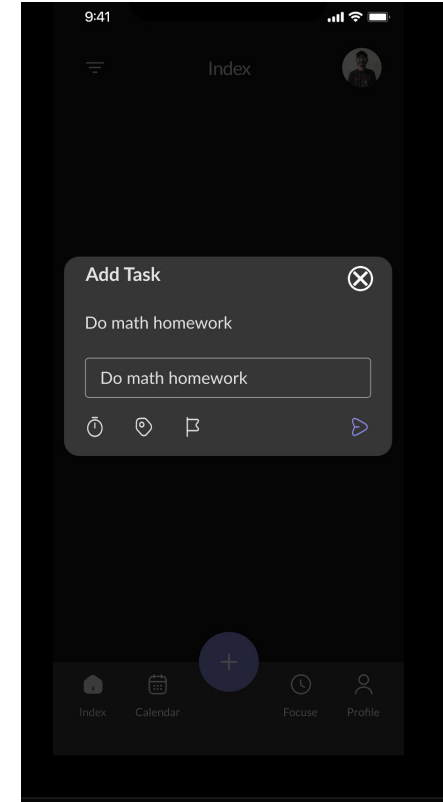
The first user was able to log in successfully and effortlessly add tasks and categories. However, during the process of adding a task, they noticed the absence of a cancel button on the screen. Consequently, they suggested that I incorporate a cancel button to allow for an easy return. Subsequently, I have implemented this feature after conducting the necessary testing.



Prototype Usability Test

2nd Prototype Usability Test:

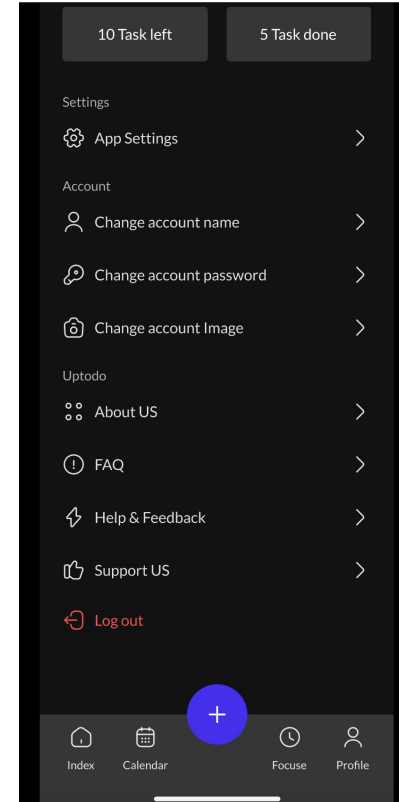
During the second usability test, the overall process proceeded without any issues. However, the participant experienced confusion when attempting to add a new task due to the absence of clear labels for the icons. Consequently, it is necessary for me to implement the addition of descriptive labels beneath the icons to enhance clarity and user understanding.



Prototype Usability Test

3rd Prototype Usability Test:

During the third usability test, the participant did not grant permission to capture a full screenshot; however, I managed to capture a screenshot of the phone screen. Despite this setback, the participant was able to successfully complete the assigned tasks. However, when attempting to log out, they encountered an issue due to my oversight in connecting the corresponding button. With the exception of this minor setback, the overall test proceeded smoothly.



Thank You



Do you have any questions?