WIA2007 Mobile Application Development
Semester 1, Session 2022/2023
Practical 2 (The Profile Page)

Task 1: Preparation

Divide yourself into teams (or you can use your assignment grouping).

Choose **ONE (1) Application** from Google Play Store or Apple App Store (preferably your favorite application).

Task 2: Analyze and Draft

a. Using your own words, briefly introduce the mobile application.
b. By using **three keywords**, discuss and describe your main impression of the UI design of this mobile application.
   - For example: minimalist, fun, peaceful, natural, professional, etc.
c. Find out the **target user** of the mobile application. (The target user can be more than one, e.g., elderly, children, working adults, young gamers.)
d. Let's assume that your group is the developer team that develops this mobile application. To appreciate the team's efforts, your team leader proposes to credit everyone by putting everyone's profile in the last section.

   Now, each one of you is required to prepare a UI draft of your Profile Page in the mobile application individually.
   - Remember, the UI draft should match the **three keywords** and the **target user**.
   - Discuss **ONE (1) common UI design** that will bind all your Profile Pages together as a team. For instance, everyone agrees to use blue as the primary/background color or synchronize the organization of the contents.
   - The UI draft can be a hand sketch or computer sketch (Microsoft Word, PowerPoint, Adobe Photoshop, or any offline/online UI drafting tools).

Submission

Submit the Practical Task by using following table:

Group Name	
Group Member	(1) (2) (3) (4) (5)
Mobile App Name	
Mobile App Screenshot	
Brief App Introduction	

UI Design Keywords	(1) (2) (3)
Target User	
Common UI Design for Team	
UI Draft for Group Member (1)	
UI Draft for Group Member (2)	
UI Draft for Group Member (3)	
UI Draft for Group Member (4)	
UI Draft for Group Member (5)	

Submit the **table** to the submission link provided in Spectrum before the next Tutorial session.

Observation: You are encouraged to design your own UI draft independently. Then everyone can come back, sit in the group, and look at other members' drafts. In most cases, even if you all share the same UI keywords and the same target user, everyone will still come out with a different UI design.