



At age five Meredith Hale wanted be a painter. Age seventeen she wanted to make “design look good”. Today Meredith not only wants to create appealing visuals, but also a better user experience. As of right now, Meredith is continuing her education at Eastern Washington University, studying Visual Communication Design and User Experience Design. Meredith’s favorite projects are the ones that challenge her craft and research skills. She enjoys creating an easier and more insightful experience for her users.

— LET’S COLLABORATE. —

APPLE TV REMOTE APP

Project Name	Apple TV Remote App
Summary	A mobile app that will replace the physical remote and emphasize on a better Apple TV experience.
Client	Apple
Timeframe	April 2017 to June 2017
Responsibilities	Research, Design, Prototyping
Platforms	Mobile Application
Design Tools	Sketch, InVision Real TimeBoard
UX Methods	Research & Analyze Content, Sketches, Prototypes
Collaborators	P. Colin Manikoth (Instructor)
Status	Concept



VIEW PROTOTYPE



OH ANOTHER REMOTE APP.

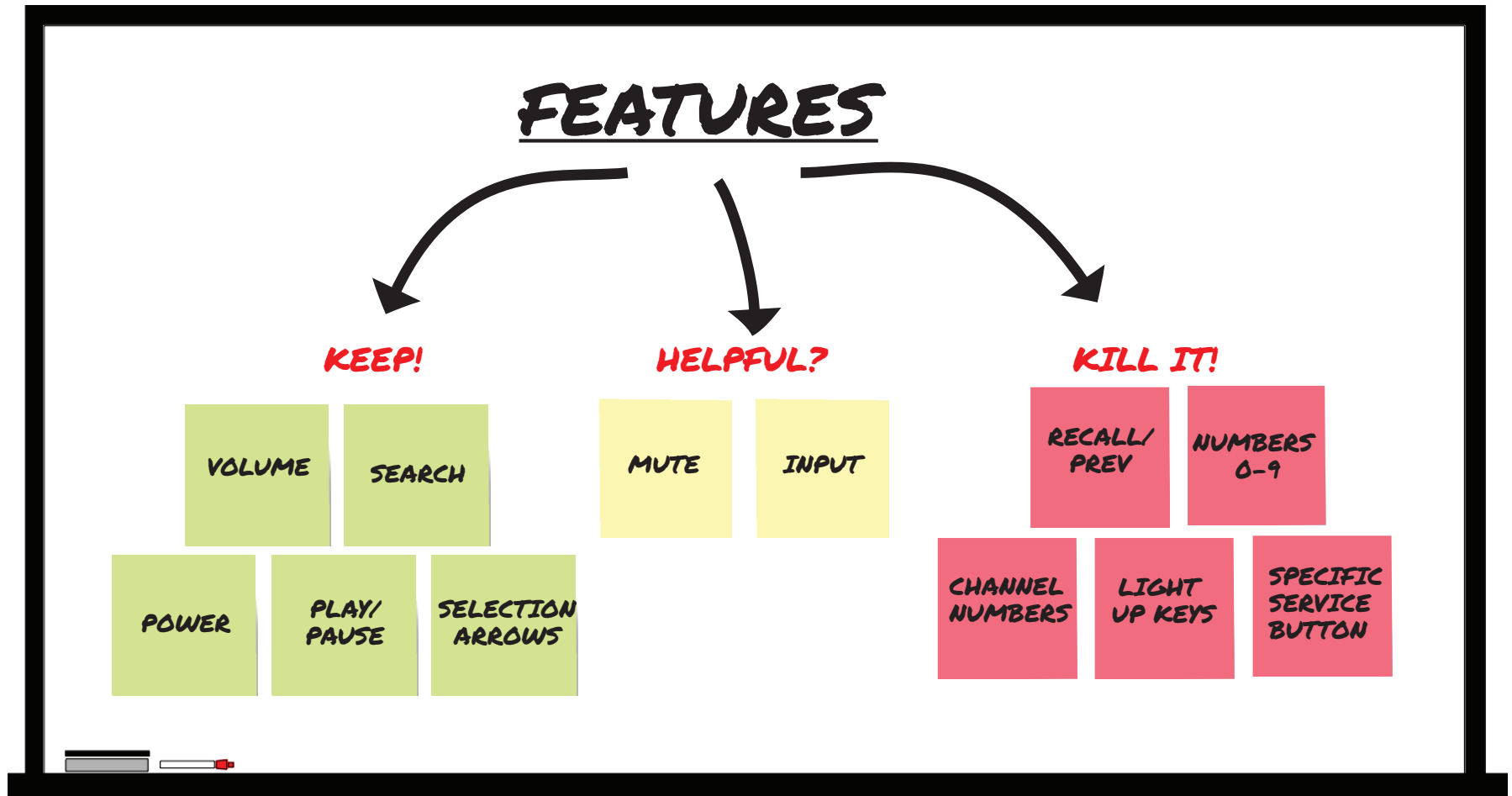
Yes, another remote app. However this is not any ordinary remote app, but the Apple Remote App. The current Apple Remote App does not meet it's users expecatations. As for the physical remote, it can easily get lost. The goal for this idea was create an interface that allow's users to browse and watch TV at the same time. Designing an easier navigation for the user's experience could not ask for a better way to watch TV.



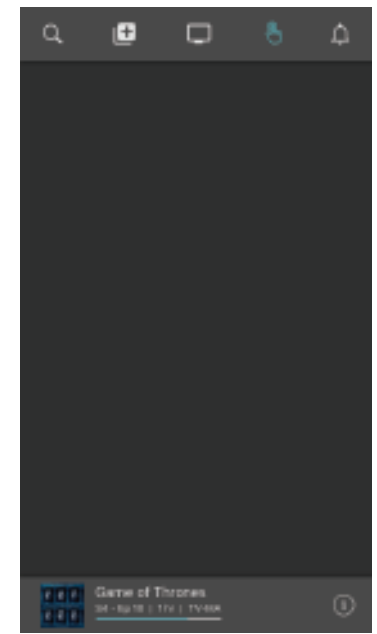
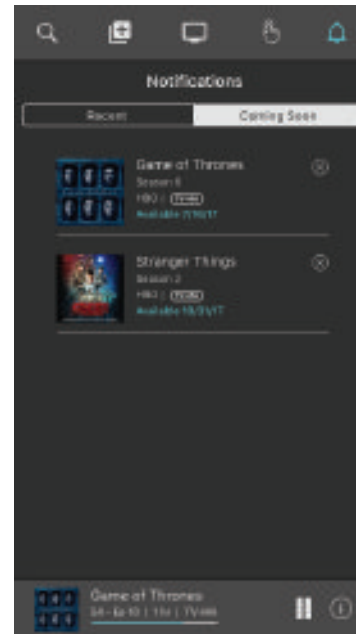
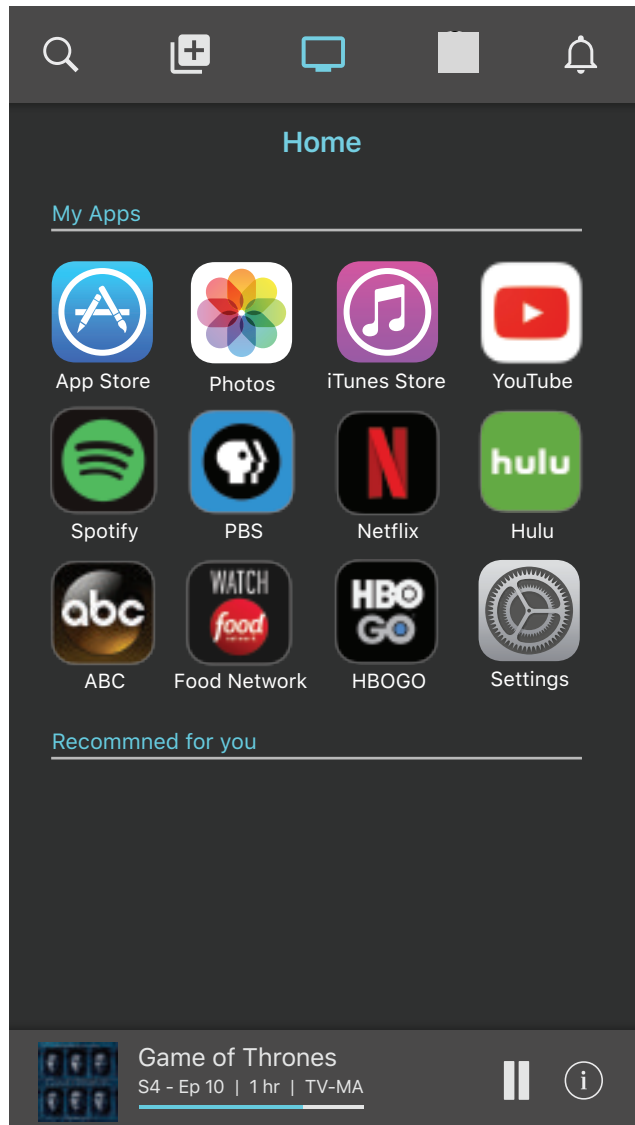
**THIS IS JUST
UNFATHOMABLE**

Why so many remote applications? Well there are numerous streaming services that have their own remote app. The reason why there are so many remote apps is because nobody is satisfied with design or experience. Removing unnecessary remote features and creating an easier navigation, will bring the constant development of remote apps to an end.

RESEARCH. SKETCH. ITERATE. REPEAT



THE FINAL PRODUCT



RELAX. BROWSE. ENJOY.

After researching and testing the physical Apple remote. I got a better idea of what the final design should incorporate. I decided to combine a digital D pad with Apple's HIG concept and avoid creating another physical remote. The app's key features include:

- Library that displays TV shows & movies in-progress.
- Notifiys the user when their show or movie will be aired.
- Information about the TV show or movie.
- Scrubbing feature to skip through scenes.
- Option to pause or play whenever.

MY EWU PORTAL APP

Project Name	My EWU Portal App
Summary	A mobile app that will replace the physical remote and emphasize on a better Apple TV experience.
Client	Eastern Washington University
Timeframe	April 2017 to June 2017
Responsibilities	Research, Design, Prototyping
Platforms	Mobile Application
Design Tools	Photoshop, InVision, User Flows
UX Methods	Research & Analyze Content, Sketches, User Flows, Prototypes
Collaborators	P. Colin Manikoth (Instructor)
Status	Concept



[VIEW PROTOTYPE](#)

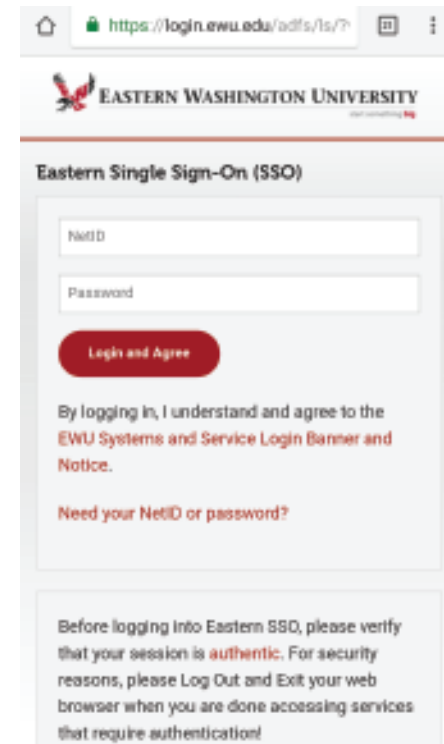
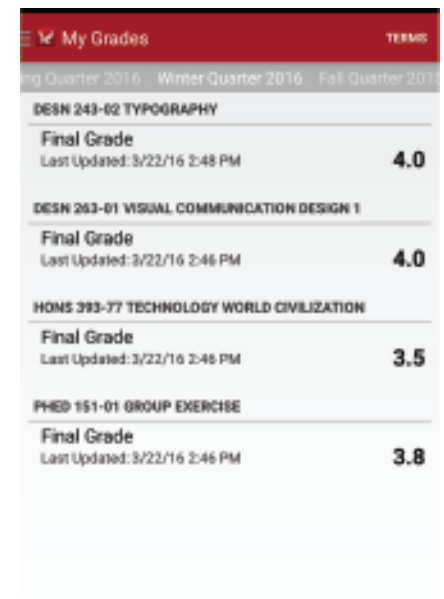
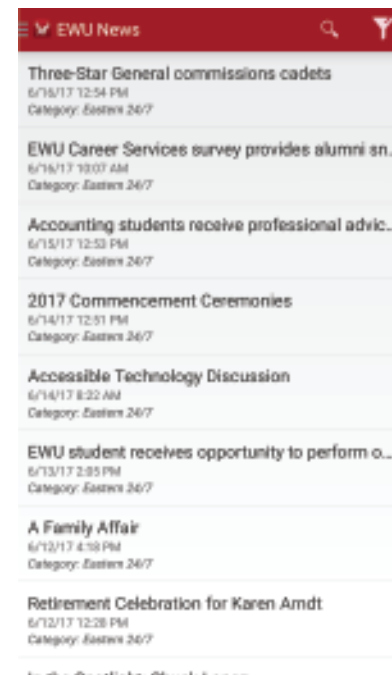
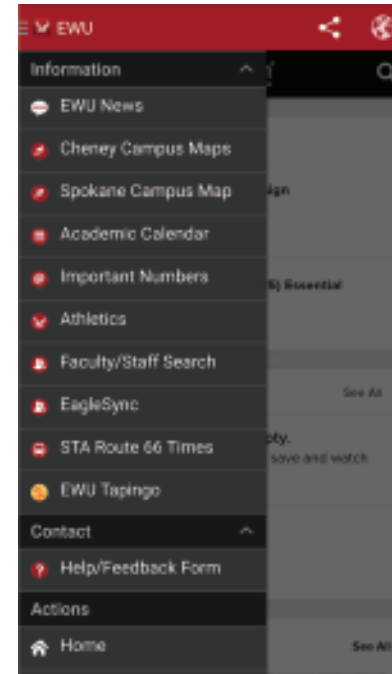


WHAT IS THE OBJECTIVE?

The objective of the My EWU Portal Application is to allow students to have access to their courses, funds, and allow them to enroll in future classes. The goal for this concept was to design an app that simplifies the web version, but not incorporate too much content. With an ameliorated version of My EWU Portal, students will be able to see and do as they please.

I CAN'T FIND ANYTHING

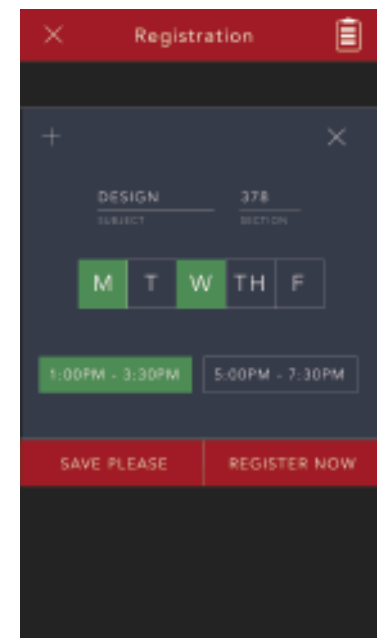
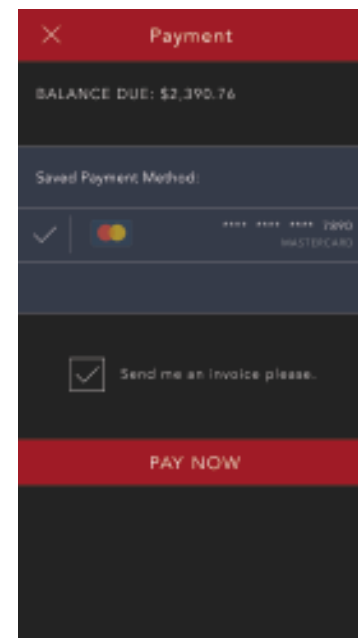
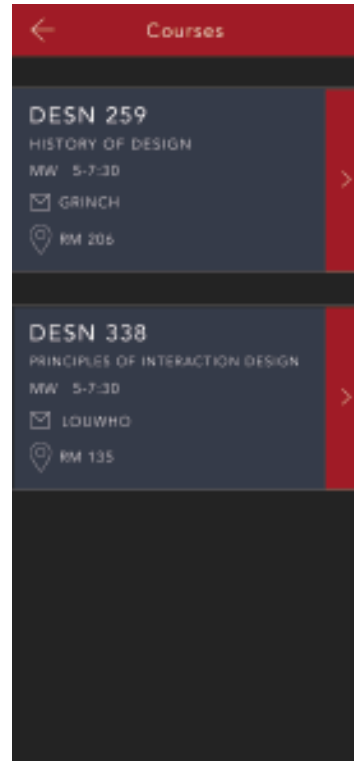
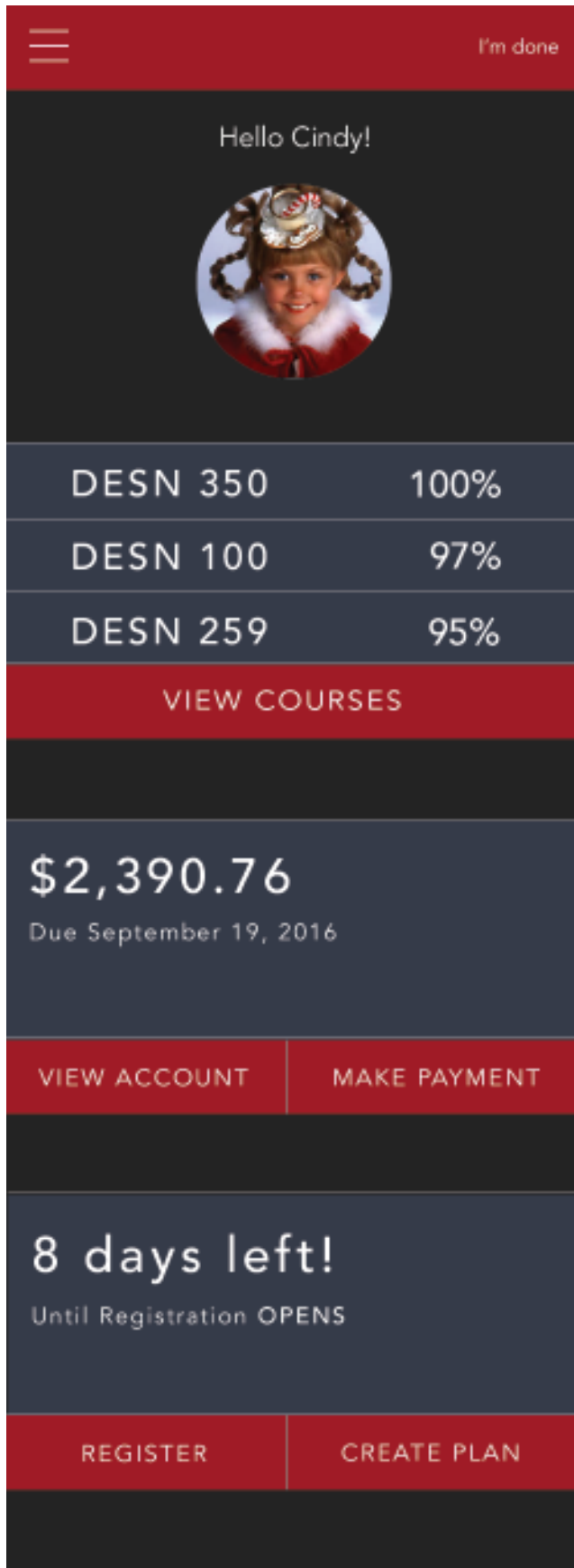
Any student who login the current EWU Portal Application can not distress more on how it is impossible to navigate and find what they want in a short period of time. Having a busy schdule and low tolerance, many students avoid using this application. However, promising a design that accommodates there main needs and guarantee quick access, will make this application more helpful.



RESEARCH. SKETCH. ITERATE. REPEAT



A BETTER EXPERIENCE



LOGIN. VIEW. ACCOMPLISH.

As current student who has used the My EWU Portal application, I already had a good idea of what the app should embody. Going through web version EWU Portal's content, it was challenging to eliminate what was important versus useful.

- Main dashboard displays:
 - Enrolled courses and grades
 - Account balance
 - Countdown for when you can register for classes.
- Option to create a plan for upcoming quarter
- Canvas displays announcements, assignments, and courses
- Students now can have a profile with their information



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