

E-LEARNING MOBILE APP

The brand

Milage Learn + is a project developed by the University of Algarve to help kids learn better remotely.

Product

Mobile and desktop app with worksheets and challenges connecting students and teachers.

Role

UX/UI Designer, writer and illustrator working directly with the CEO and developers.

Goal

Redesign the whole user experience and interface.

EXISTING DESIGN

The image displays four screenshots of the Milage Learn+ mobile application interface, arranged in a 2x2 grid:

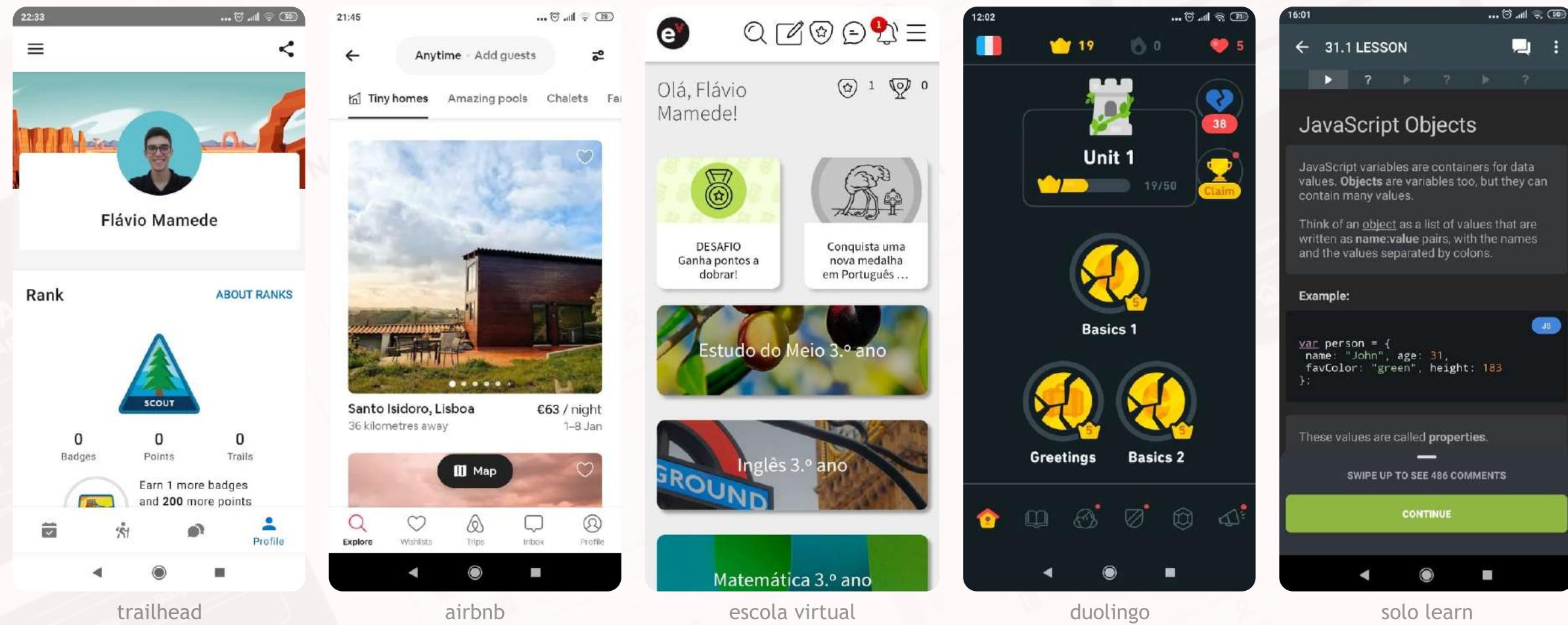
- Top Left:** Login screen. It features a blue header with the app name "MILAGE LEARN +". Below it is a form with an email input field containing "flaviojsmamede@gmail.com", a password input field with five asterisks, and two buttons: "SIGN IN" (orange) and "I FORGOT PASSWORD" (grey). There is also a "REGISTER" button at the bottom.
- Top Right:** Top 10 ranking screen. The header shows "MILAGE LEARN +" and "Points 0". It includes a trophy icon and navigation icons. The main content is a table titled "Top 10 Ranking" with columns "Rank", "Nickname", and "Points". The table lists eight users with their respective points:

Rank	Nickname	Points
1	Ordep	43654
2	David Levy	40532
3	Martim	39179
4	Augusto	36970
5	Biazolas	35155
6	Maria Inês	29596
7	XXI	29370
8	Sofia Maldonado	29289

A dropdown menu next to the table shows "Global" and other options like "Subject", "Chapter", "Subchapter", and "Worksheet". Below the table are three yellow boxes labeled "Ficha 1 - Environmental issues", "Ficha 02 - Ocean plastic pollution", and "Ficha 03 - Climate change".
- Bottom Left:** Subject selection screen. The header shows "MILAGE LEARN +" and "Points 0". It includes a trophy icon and navigation icons. The main content allows selecting a "Subject" (dropdown: "11.º Ano - Inglês") and a "Chapter" (dropdown: "1. THE WORLD AROUND US"). Below these are "Sub-chapter" (dropdown: "1.1. Listening / Viewing") and "Worksheet" (dropdown: "Ficha 1 - Environmental issues" and "Ficha 02 - Ocean plastic pollution"). A green button "Solve Exercises" is visible, along with a download icon.
- Bottom Right:** Edit Student screen. The header shows "MILAGE LEARN +" and "Points 0". It includes a trophy icon and navigation icons. The main content is a form titled "Edit Student" with fields for "Name" (Flávio Mamede), "Nickname" (Flávio), "School Country" (Portugal), "Language" (English), and "School" (Universidade do Algarve). A "SUBMIT" button is at the bottom.

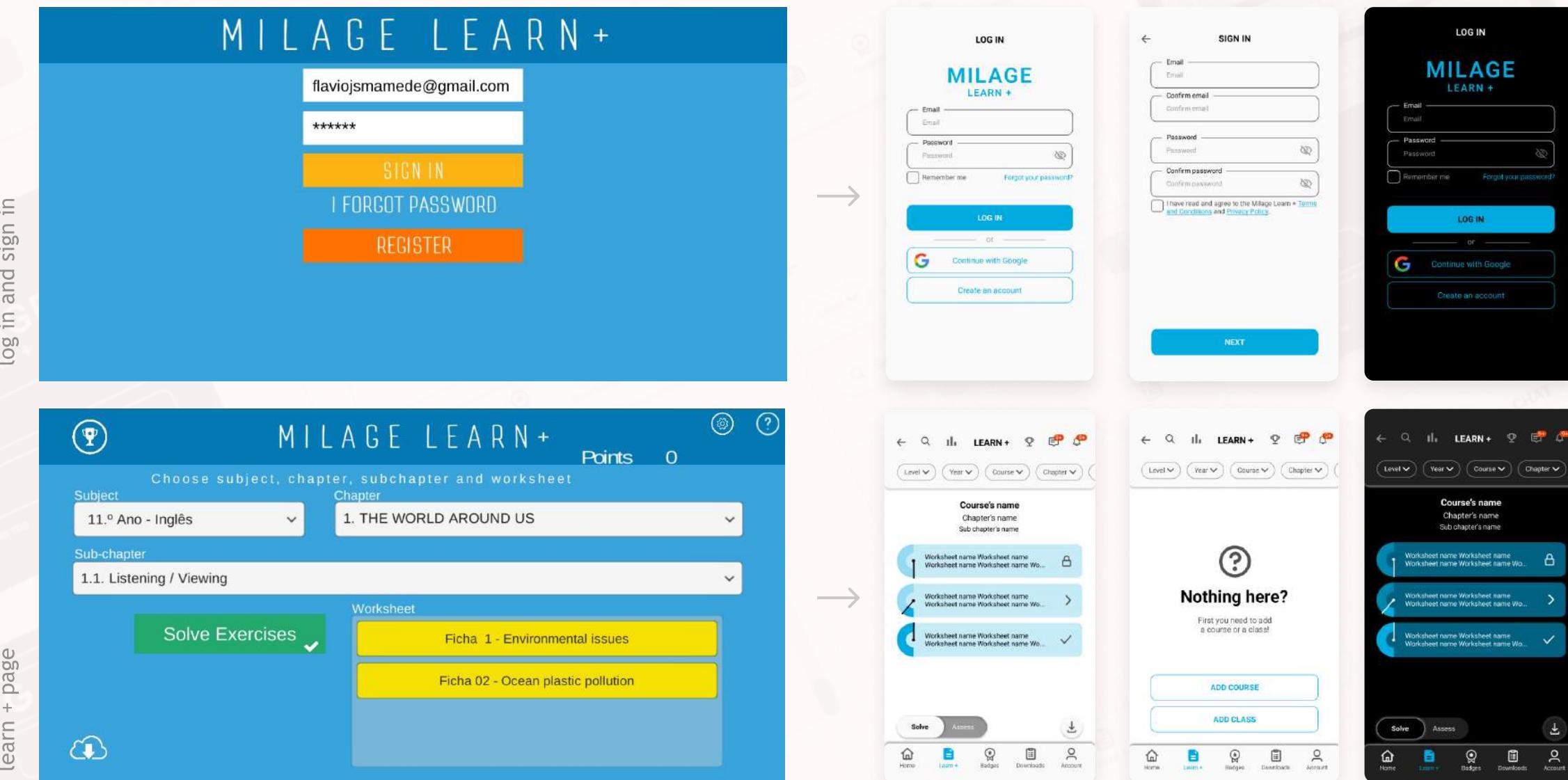
The initial design was a landscape-oriented mobile application, featuring a consistent header and a user-friendly approach focused on solving worksheets. Lacking a design system, brand colours, or typography, I had to create these elements from scratch for a cohesive visual identity.

RESEARCH



Researching similar apps highlighted the importance of a more consistent user experience. My solution involved a complete redesign, introducing a new homepage, menu, and header for improved cohesion. To enhance user engagement, I proposed implementing a reward system for completing worksheets, aiming to unlock the app's full potential through a comprehensive user experience and interface overhaul.

NEW APPROACH



New security measures added steps to the login and sign-up processes, necessitating the design of comprehensive error scenarios. I had to create a system for displaying, filtering, and tracking the progress of worksheets, including download options and peer assessment features.

NEW APPROACH

The diagram illustrates the redesign of the user interface for a mobile e-learning application, specifically focusing on the worksheet and account sections.

Worksheet Page Redesign:

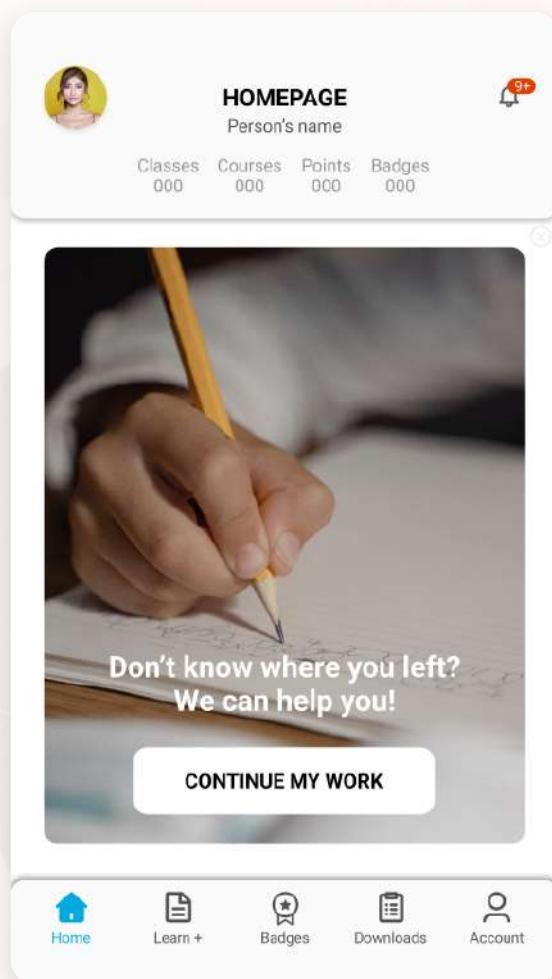
- Original Worksheet Page:** Shows a question with three sub-options (a, b, c) and a detailed explanation below it. Below the question is a navigation bar with numbered buttons (1, 2, 3, 4) and sub-question buttons (3.1, 3.2).
- Redesigned Worksheet Page:** Shows a question with three sub-options (a, b, c) and a detailed explanation below it. Below the question is a navigation bar with numbered buttons (1, 2, 3, 4) and sub-question buttons (3.1, 3.2).
- Original Worksheet Page (Continued):** Shows a question with three sub-options (a, b, c) and a detailed explanation below it. Below the question is a navigation bar with numbered buttons (1, 2, 3, 4) and sub-question buttons (3.1, 3.2).
- Redesigned Worksheet Page (Continued):** Shows a question with three sub-options (a, b, c) and a detailed explanation below it. Below the question is a navigation bar with numbered buttons (1, 2, 3, 4) and sub-question buttons (3.1, 3.2).

Account Page Redesign:

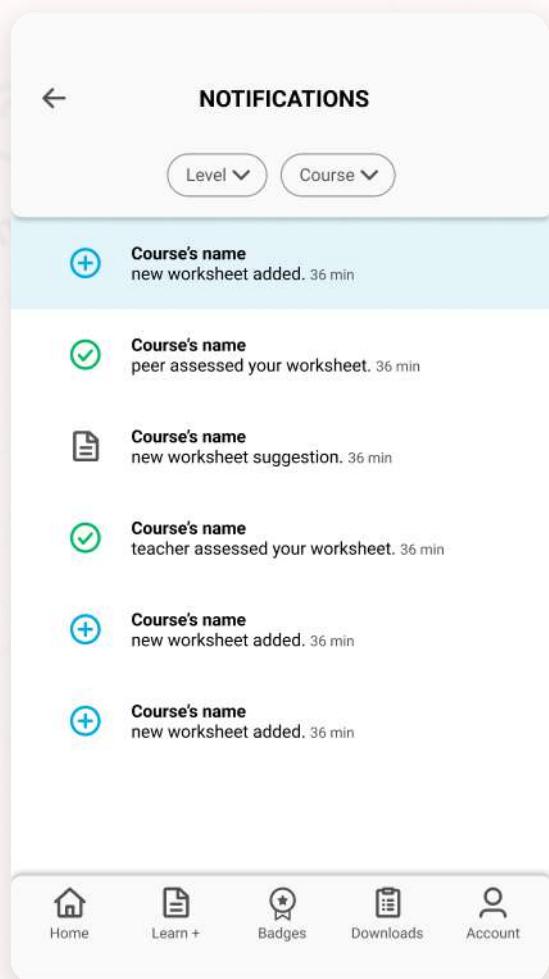
- Original Account Page:** Shows fields for Name (Flávio Mamede), Nickname (Flávio), School Country (Portugal), Language (English), and School (Universidade do Algarve). A 'SUBMIT' button is at the bottom.
- Redesigned Account Page:** Shows fields for Name (Flávio Mamede), Nickname (Flávio), School Country (Portugal), Language (English), and School (Universidade do Algarve). A 'SUBMIT' button is at the bottom.
- Original Account Page (Continued):** Shows a 'PERSONAL INFORMATION' section with fields for Name, Nickname, Date of Birth, Email, Confirm email, and Password.
- Redesigned Account Page (Continued):** Shows a 'PERSONAL INFORMATION' section with fields for Name, Nickname, Date of Birth, Email, Confirm email, and Password.

I redesigned the user experience, simplifying options and creating a more straightforward user path while retaining the flow between questions. The account section is completely new due to the lack of information and personal options that any app provides to the user.

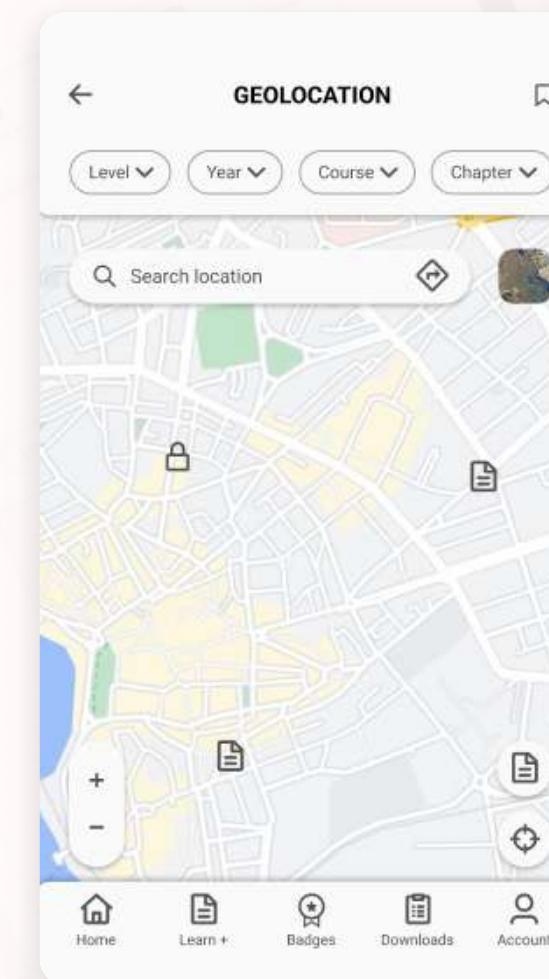
NEW FEATURES



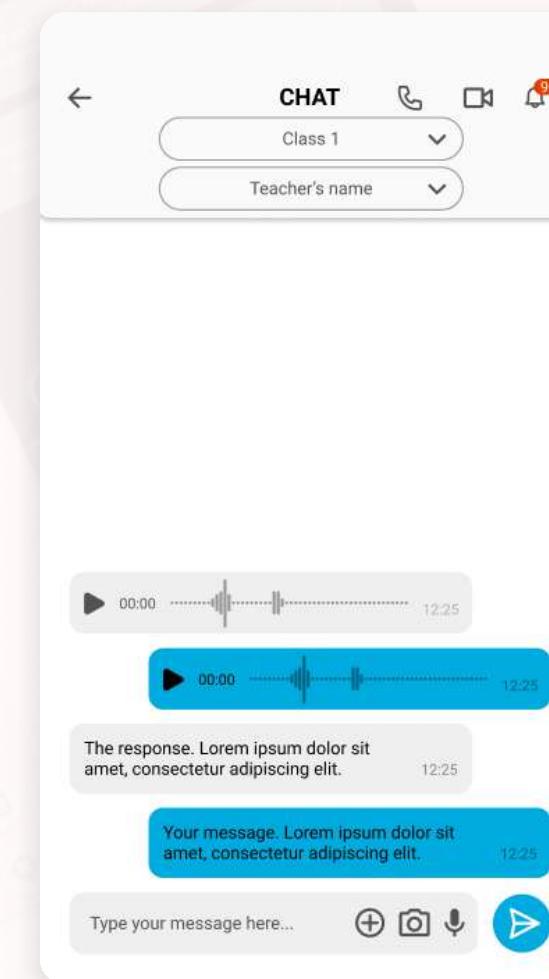
homepage



notifications

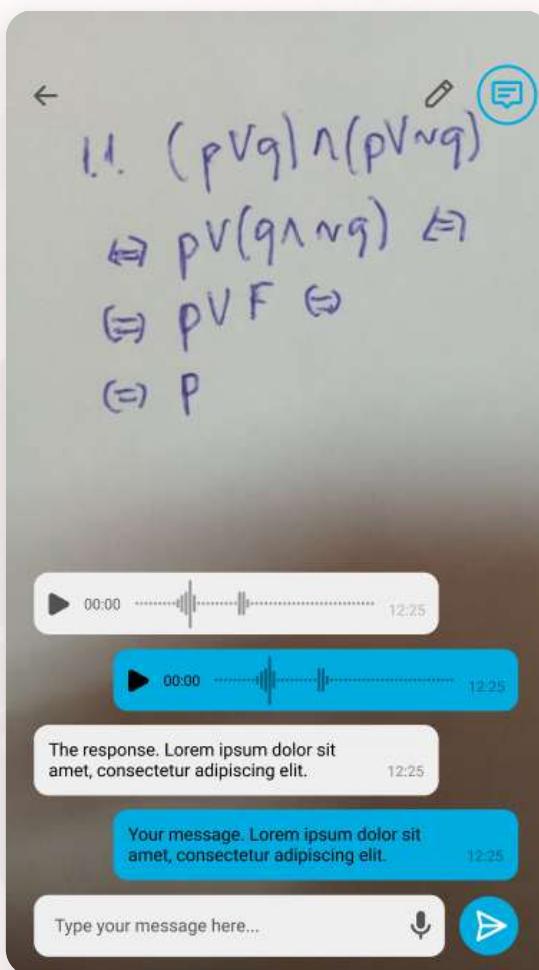


geolocation

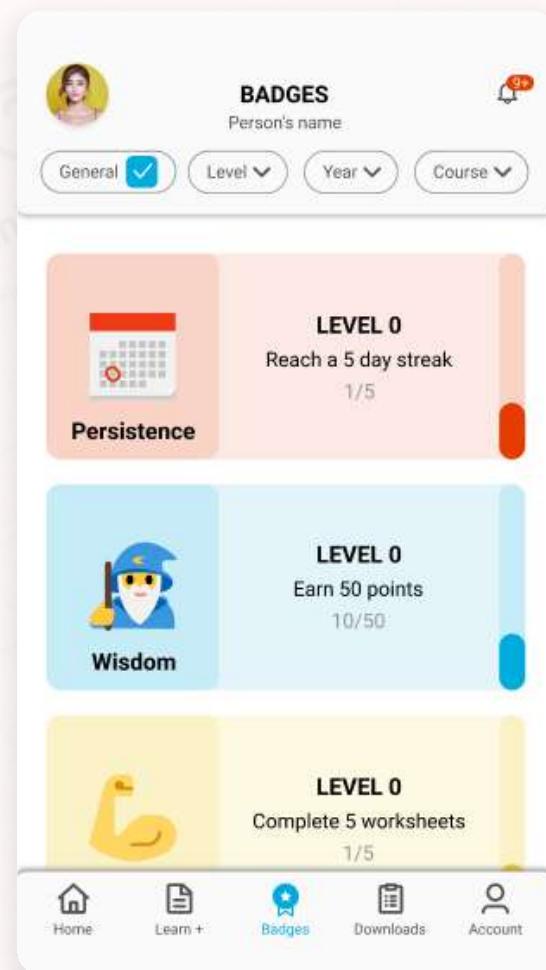


chat with new features

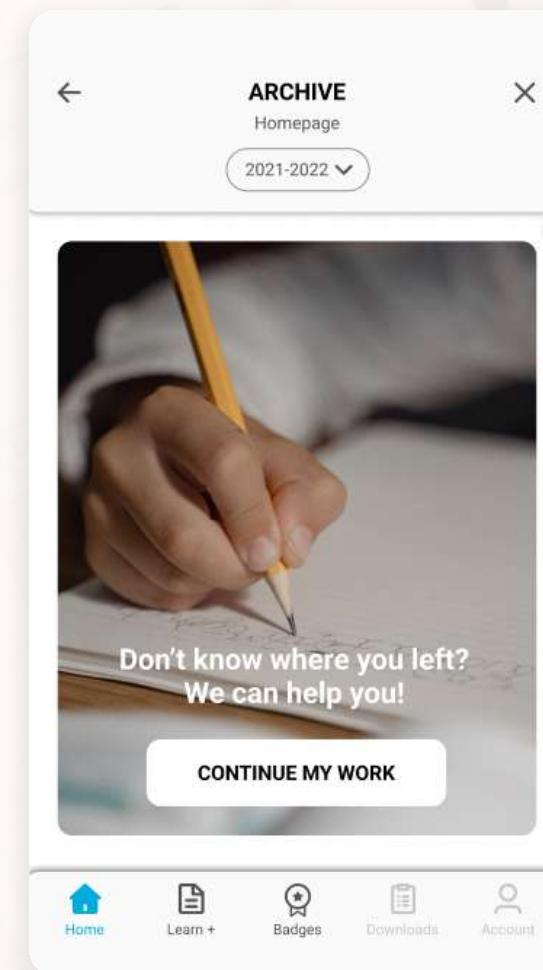
NEW FEATURES



personalized help



badges



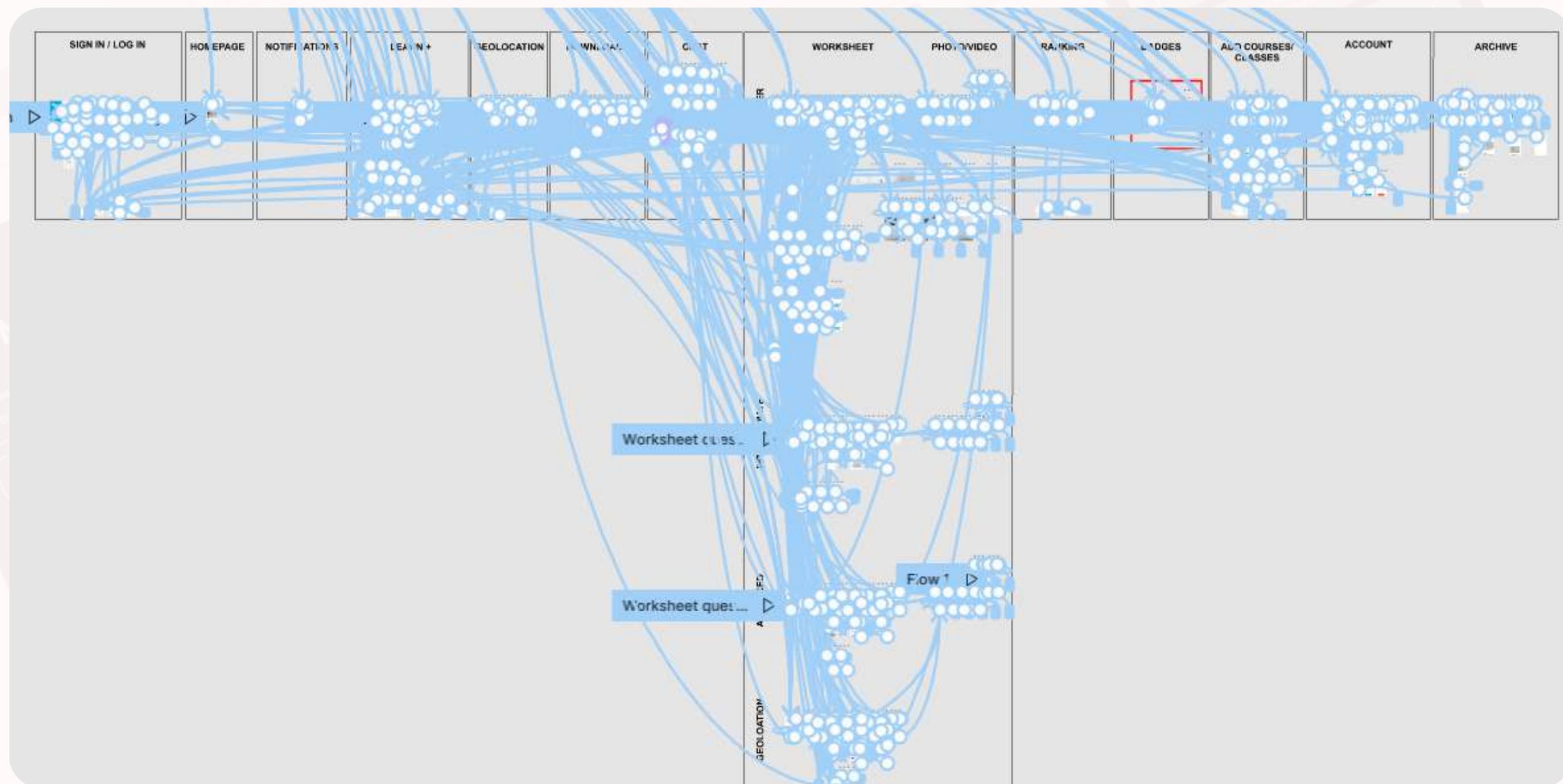
archive

A screenshot of the teacher and parent mode. It shows a list of students with checkboxes next to their names. The columns are labeled "Name" and "Points". The bottom navigation bar includes Home, Learn +, Students, Grades, and Info.

	Name	Points
<input checked="" type="checkbox"/>	Student's Name Student's Name	000
<input type="checkbox"/>	Student's Name Student's Name	000
<input type="checkbox"/>	Student's Name Student's Name	000
<input type="checkbox"/>	Student's Name Student's Name	000
<input type="checkbox"/>	Student's Name Student's Name	000
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teacher and parent mode

PROTOTYPES

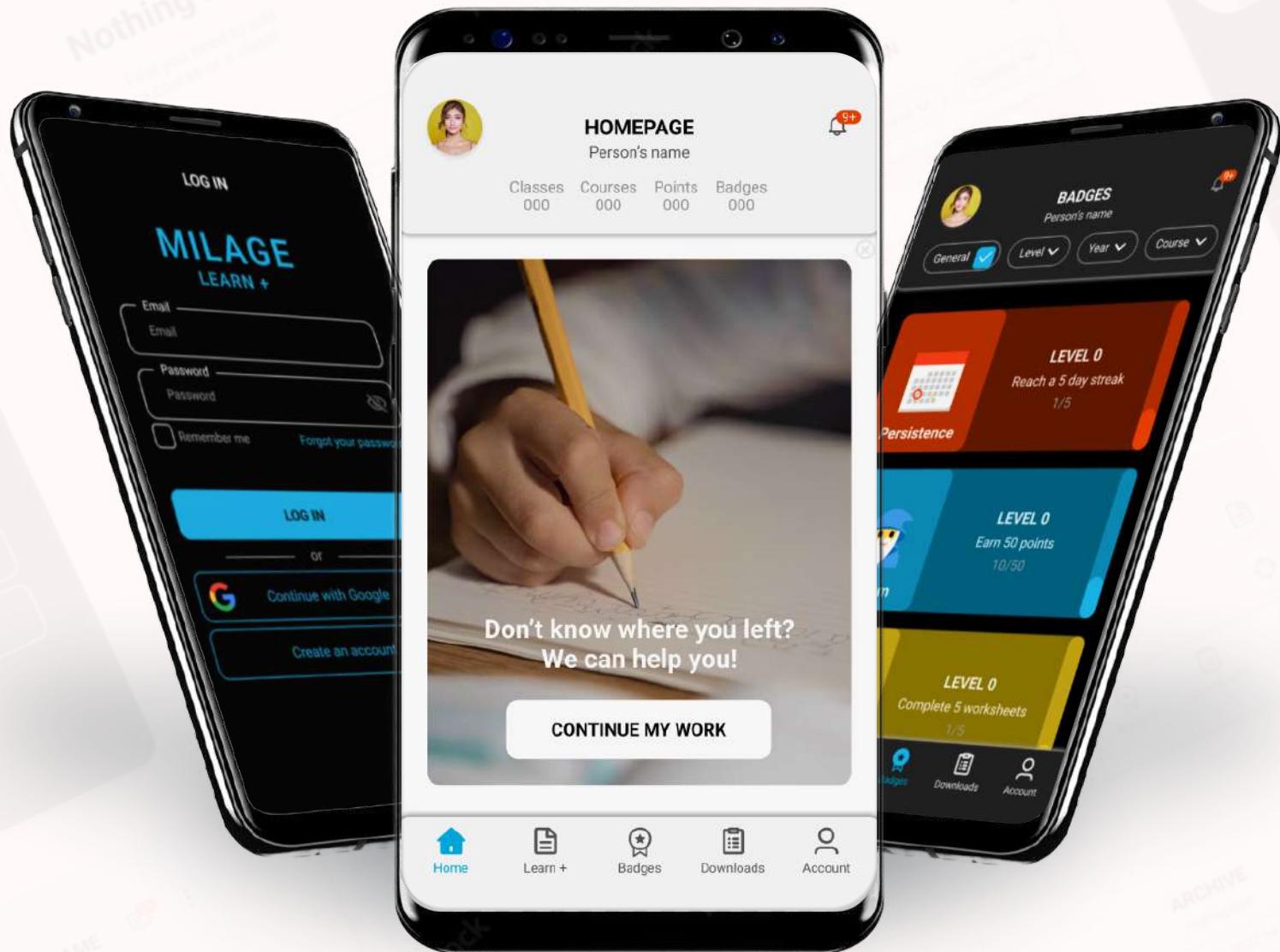


Prototype: <https://bit.ly/3sufzUC>

Video: <https://bit.ly/3yKw5Uy>

I developed three prototypes for students, mentors, and teachers. While I didn't personally conduct the user tests, the positive outcomes enabled me to incorporate valuable feedback.

MOCKUPS



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