

Assignment: User-centered design (UCD) prototype

In this assignment, you will practice the principles of User-Centered Design (UCD). You will create a simple app prototype, gather feedback, and make improvements. The goal is not to build a complete app but to demonstrate the UCD process: iteration, feedback, and reflection.

Step 1: Choose a simple app idea

For my app, I chose to design a **Water Intake Tracker**. The app helps people build a healthy habit of drinking enough water every day. Many people forget to drink a lot of water, and I decided to make it to keep them motivated and aware of their daily progress.

The app lets users easily see how much water they drink and see how close they are to reaching their daily goal.

Step 2: Paper prototype

Draw sketches of your app screen(s) on paper. You may scan or take photos of your drawings with your phone and attach right below. Insert the images below this step 2.

Insert the paper prototype images (your drawings) here:



Step 3: Get feedback

Ask at least 2 classmates or friends to review your paper prototype. Write down their comments, suggestions, and criticisms below.

Feedback 1: "I like how clean and easy the app looks. Everything's clear, and I immediately understood what to do. Make it more colorful maybe, blue color will suit water theme."

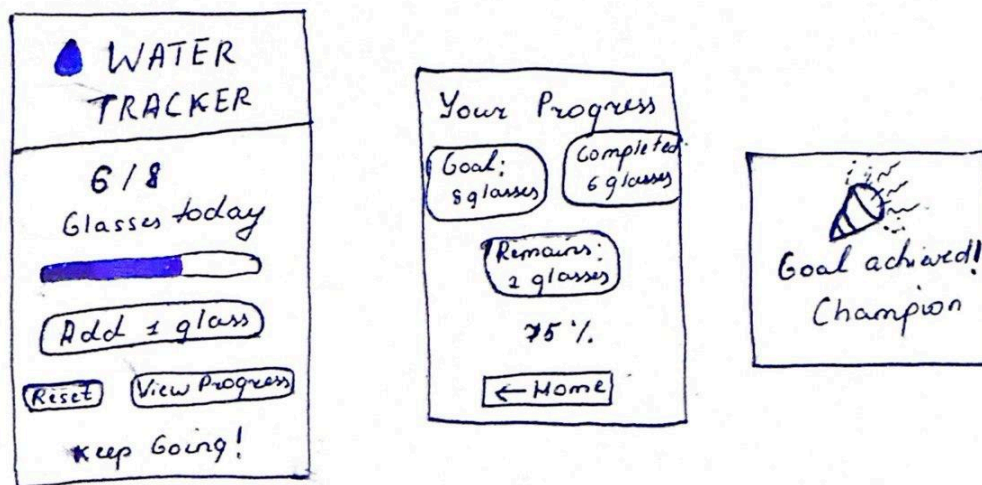
Feedback 2: "You have too many things on screen. You can combine how many glasses the user drank today with how many glasses they set goal to drink into one, also change fonts. but maybe you could use use similar fonts to match the simple vibe of the app."

Feedback 3 (optional): "Consider showing a progress of glasses drank somewhere, so users can see their daily progress, it would encourage them more."

Step 4: Update prototype

Make changes to your design based on feedback. Insert updated sketches or screenshots here.

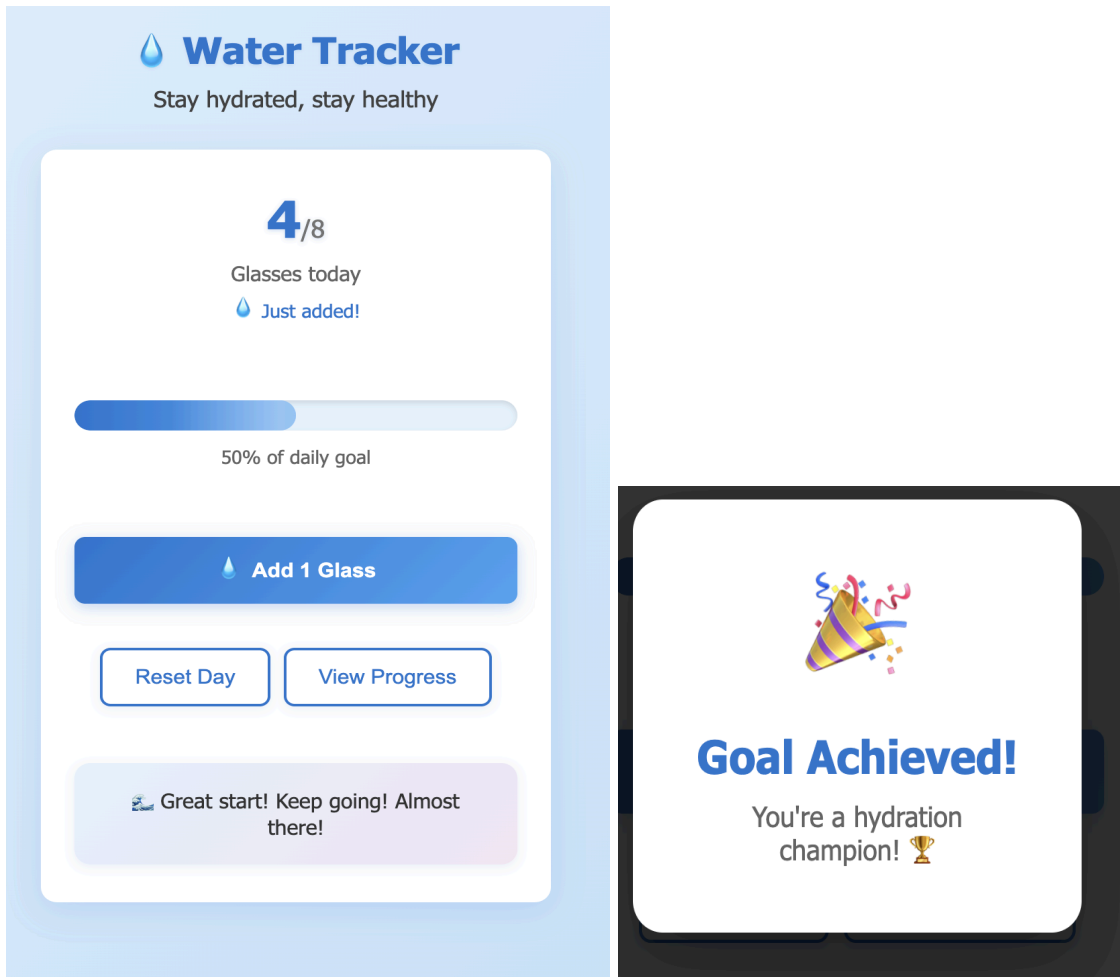
Insert updated prototype images here:

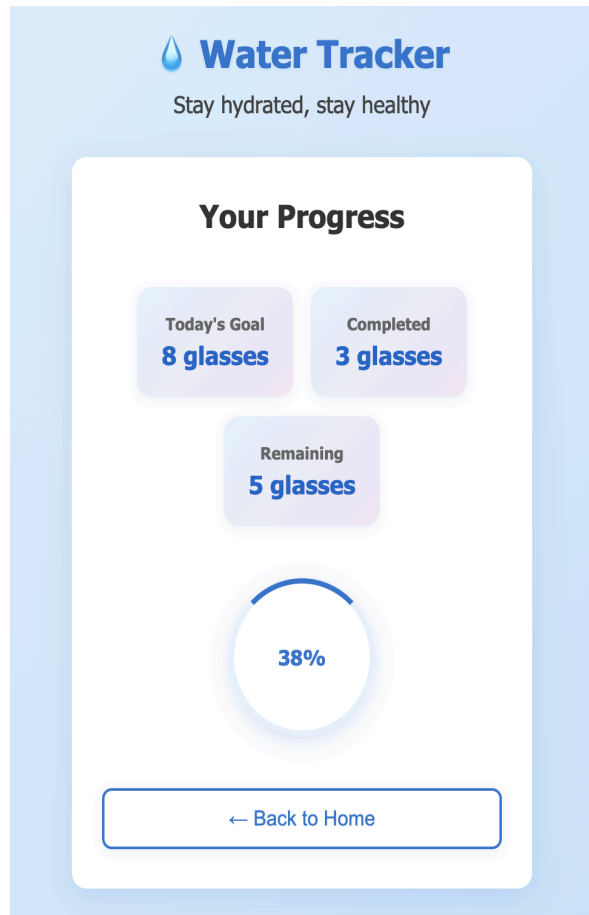


Step 5: React prototype

Create a very basic React prototype of your app. It **does NOT need to be fully functional**. You may use placeholders, static text, or very basic interactions.

Insert screenshots of your React prototype here:





Step 6: Reflection

For this assignment, I focused on following the User-Centered Design (UCD) process, creating a prototype, gathering user feedback, and improving the design based on what real users said. After showing my paper prototype to my classmates, I received very useful feedback that helped me understand what worked well and what needed improvement.

Most people liked how clean, simple, and easy to use the design was. They said it was clear what to do from the start and that the layout matched the idea of a water-tracking app.

However, my classmates also gave great suggestions. They said I could make the app more visually engaging by using blue tones to fit the water theme. Some noticed the screen was a bit crowded and suggested combining the number of glasses and the daily goal. Others mentioned making fonts more consistent and adding a progress tracker to show how close users are to their goal.

After reflecting on their feedback, I made improvements to my design by simplifying the layout, unifying fonts, and adding a progress bar. These changes made the app feel more motivating to keep going. This step showed me how valuable user feedback is, even small changes can make a big difference in using the app.

In the future, I would continue this process by testing the new version again, adding reminders, and exploring how users respond to color and progress visualization. This assignment helped me realize that designing with users in mind is about listening, improving, and making the design truly work for them.