Design For **Mobile**

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NOTES The interactive walkthrough for this submission can be found at the link below...

Interactive walkthrough:
https://invis.io/2S9Y7GEPH

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Introduction

In this project we have been tasked with researching, planning and designing a Mobile Application, throughout all stages of the design process. This includes user testing at each stage. This report will de-ocument the process from initial ideas to final designs and a critical evaluation.

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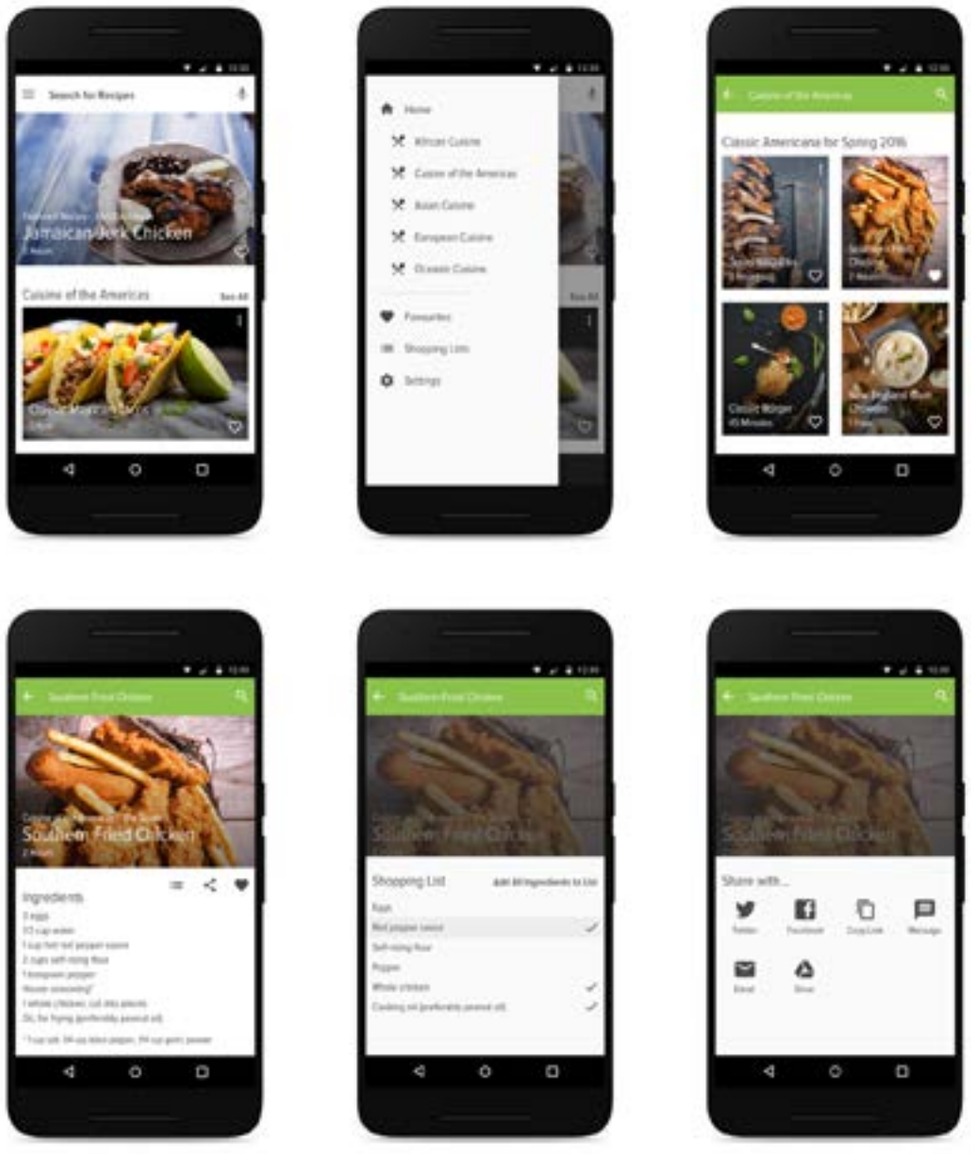
01 Research

These pages document the initial stage of research into existing mobile apps and their design patterns, aswell as the differenc-es between IOS and Android platforms. It also includesz market research on a number of apps to help me establish the potential users for my app and the functional requirements of the app.



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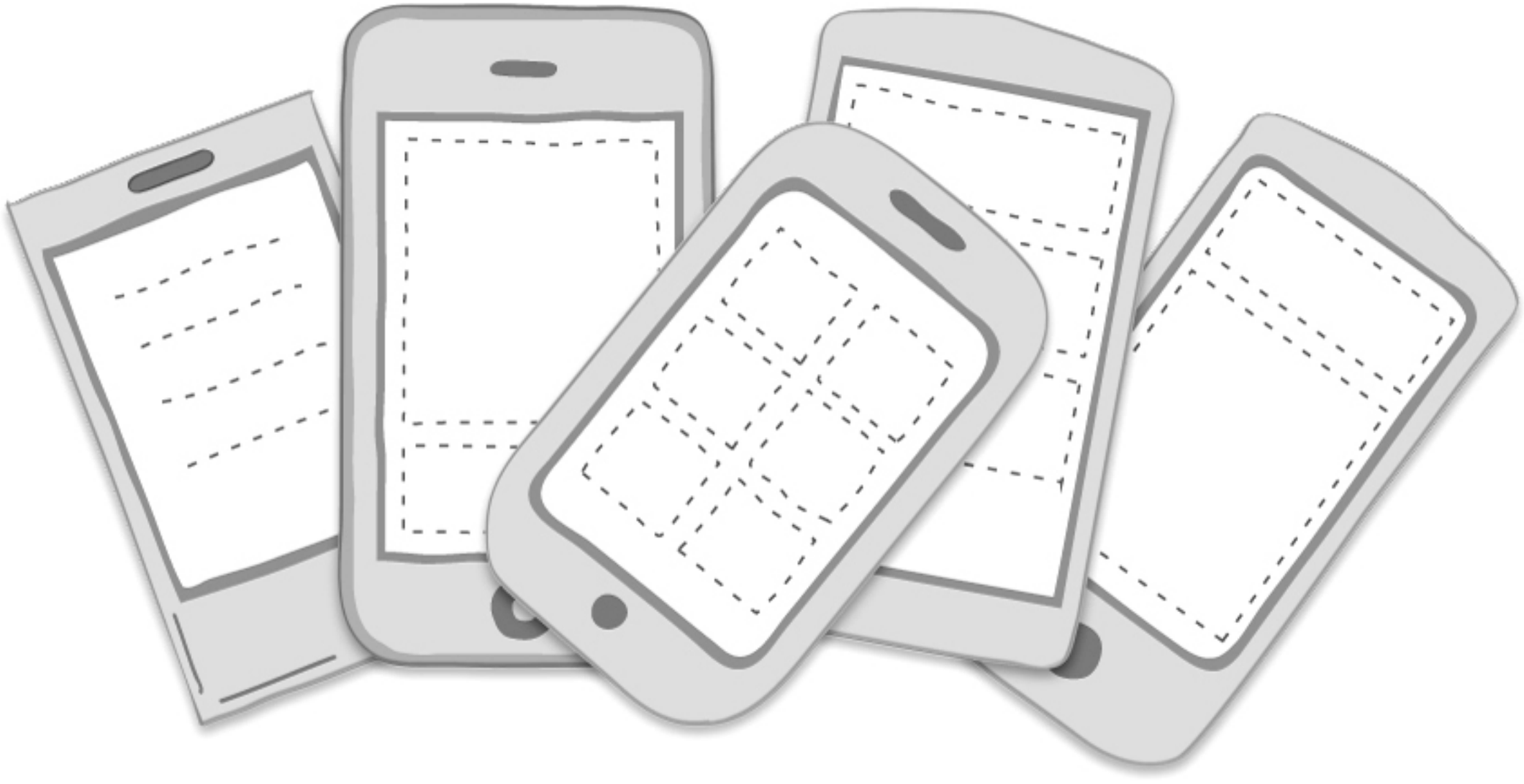
1.1 Mobile Design Patterns

As mobile has become widely adopted used as a platform, it is vital that as designers we keep up to date with current trends and maximise on usability. As the platform has evolved, users have become used to less traditional practices and standards have developed that are widely accepted. Traditional skeomorphic designs are now not only unnecessary, but restricting. Exploring and analysing trends, in unison with an awareness of the evolution of mobile design patterns, can lead us to remove these limitations and create designs which are not only aesthetic, but provide intuitive user-cetered interaction in a variety of contexts.

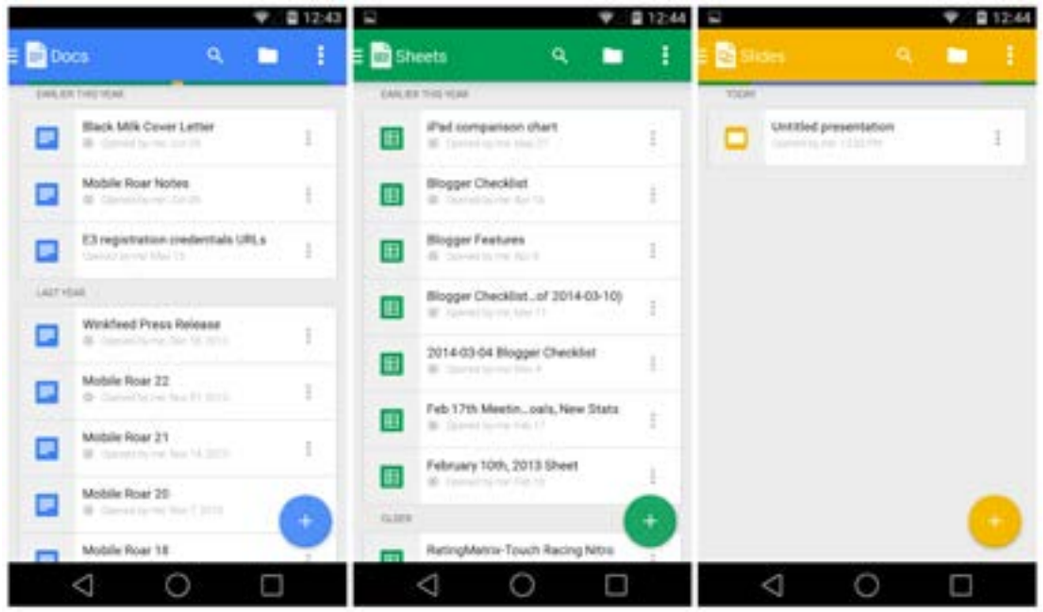
Before designing an app it is important to understand the design patterns that users are accustomeed to. These can be categorized into familiar groupings such as Navigation, Forms, Search etc. Each of these categories has numerous commonplace variations that we can study, combine and evolve to create new patterns. Major competitors have long been defining their own standards, which will continue to change. These well defined, data-driven practices and thier mass usage provide some common ground for designers. Examples of these include Googles Material Design and Apples Human Interface Guidelines, which provide a rich source of design guidelines.



1.2 Apple vs Google

Apple Human interface

Google Material Design



KEY DIFFERENCES

Flat design is great for users who are highly attuned to digital interaction, while material has more of a reactive response to a user's action. Material design brings the design a step further in its ability to communicate.
Material design may be aesthetically flat, specifically the colors, but it is multi-dimensional: it takes the Z-axis into consideration.
Both flat and material are minimalist approaches, but material is attempting to marry the real and digital worlds.
Flat design has no skeuomorphisms while material design utilizes them subtly.
Flat design is best for simplistic needs while material design is best for more complex needs.
Flat design is overall easier to develop and faster to load than material design.
Material design is an evolution of flat design.
Material design is more robust than flat; it's an ecosystem not just a style.
Material design is interactive and has a sense of physics.

So, should you be using just one of these design types and disregard the other?

Obviously, the answer is no. They both have their place based on the purpose of what you're building.

To simplify it all, we can say that classic skeuomorphic design is an imitation of how things used to be – a realistic impression of real-world items in order to make design interfaces feel more familiar.

Flat design, is a minimized environment that relies heavily on the user's familiarity with design interfaces overall, and gets rid of anything that doesn't serve a functional purpose.

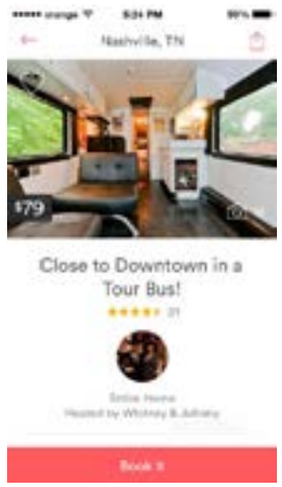
And finally, material design tries to marry some of the ideas from skeuomorphic design to flat design. This is done to present an interface that is optimized for the digital, but also reminds us of the real world, but just enough to make the interface intuitive.

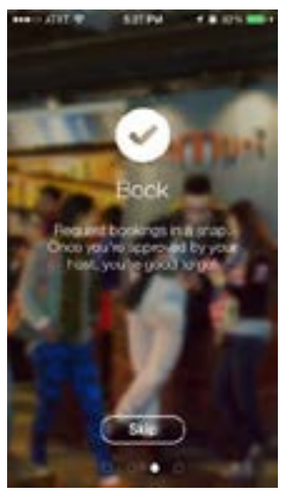
1.3 Case Study- Airbnb

Mobile App Analysis- Air Bnb Application

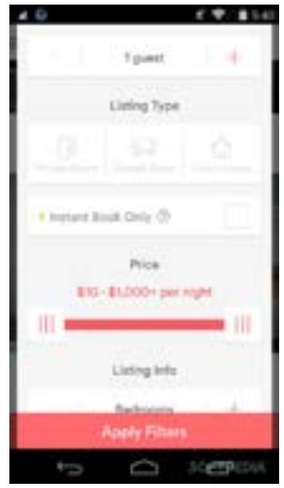
Each stage of the application- Navigation System
User experience
How consistent is the user interface?
How easy is it to navigate the app?
How easy is it to achieve your goals? (Set a task using the app and screenshot pages to achieve task- commentary on how easy process was
Start to notice the overall structure of a mobile application
Screen Captures- Airbnb - Android & Iphone version

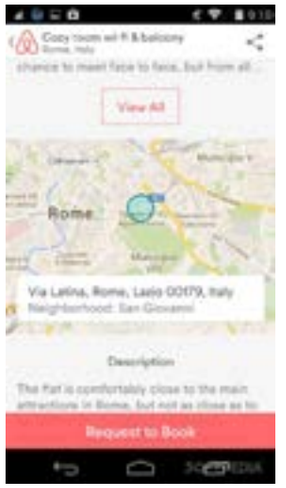
Air Bnb- IOS

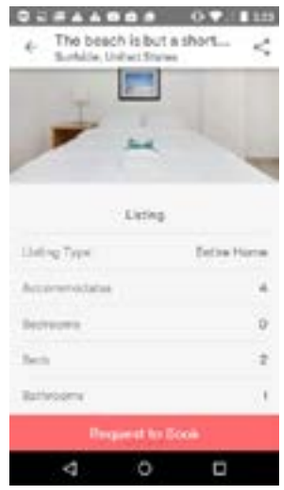


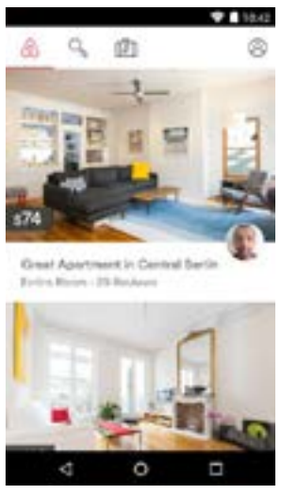


Air Bnb- Android







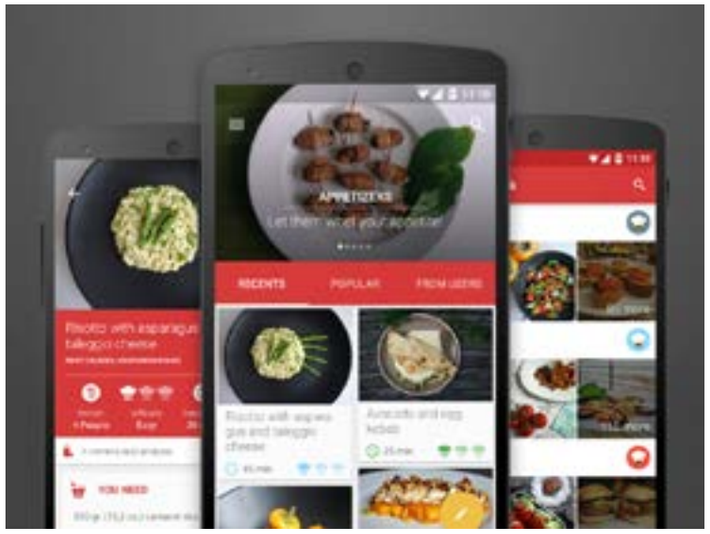


Air Bnb- Iphone

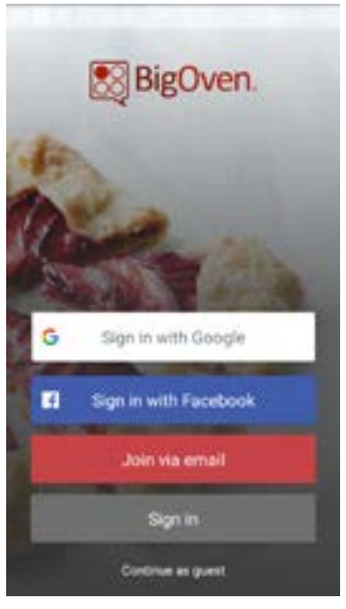
1.4 Market Research

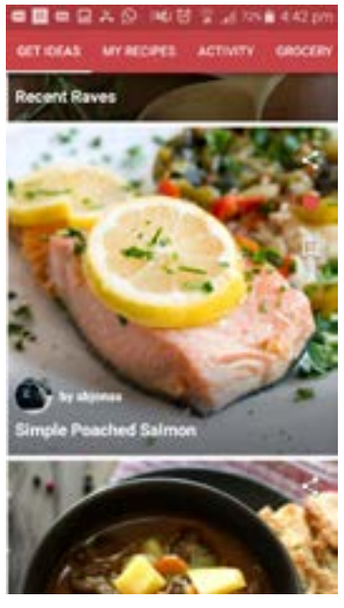
Having chosen to design a recipe app, I now decided to look at a number of examples that can be found 'in the wild'. The aim was to to establish the goals and requirements of the apps as well as gain a better understanding of the overall app. This also provided an opportunity to look at the kind of features that the apps have to help esstablish the functional requiremnts of my own app. As an android user, I decided to look in the play store for my examples, specifically those implementing Material Design. After looking at a number of examples I selected a few which had interesting features or were particularly user friendly or aesthetic.

TASTY
Implements a material design side bar navigation, aswell as a tab bar to easily switch between categories. I chose this app becuase of its great use of Google Cards, which link to fuill recipes and can be easily saved or dismissed as required.



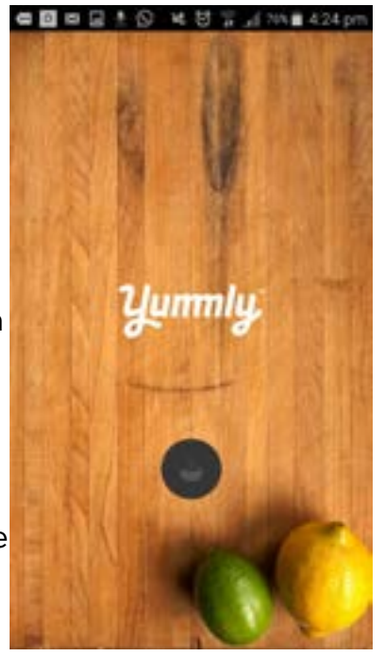
BIGOVEN
One of the most popular apps in the play store, this recipe app is packed with features. I like the clean and clear login screen, and the way that the recipes are presented in a news feed of sorts, something I am considering in my own designs.

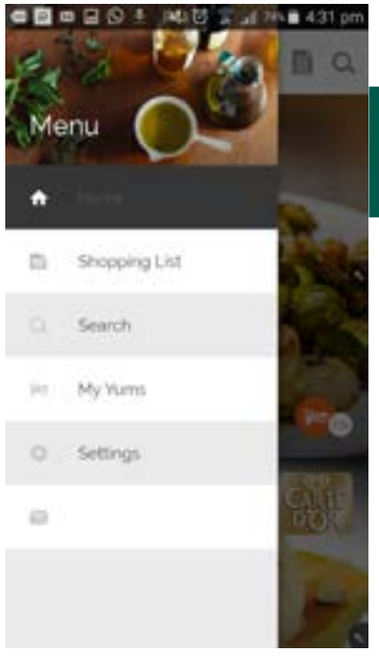




ASPARAGUS
This simple app is very easy to use, handinlg just the most necessary features with a simple

TASTY
Implements a material design side bar navigation, aswell as a tab bar to easily switch between categories. I chose this app becuase of its great use of Google Cards, which link to fuill recipes and can be easily saved or dismissed as required.





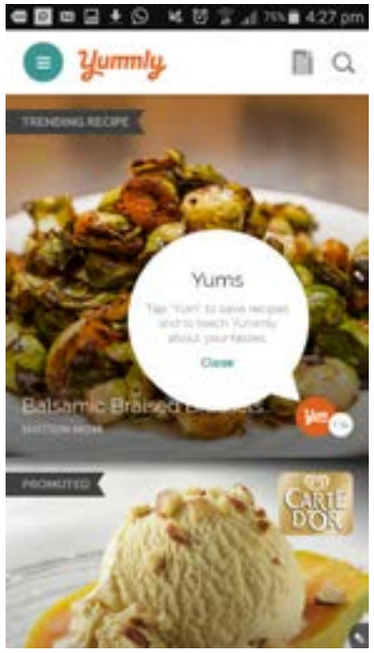
This stage of research helped me identify what alreadyu existed in the market-place, what worked well and not so well for competitir apps and establ;ished an initial feature list. Using this data, I created a poll of features which was to be

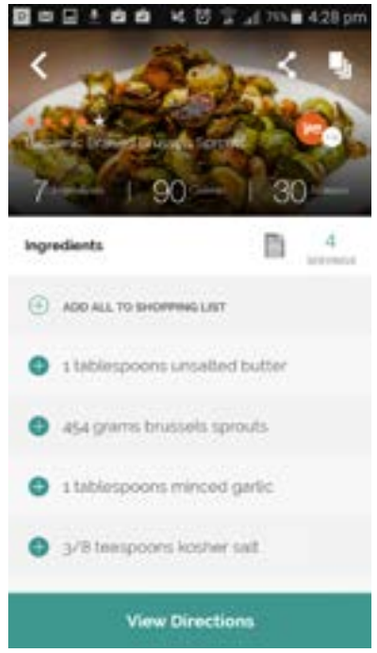
Key Features

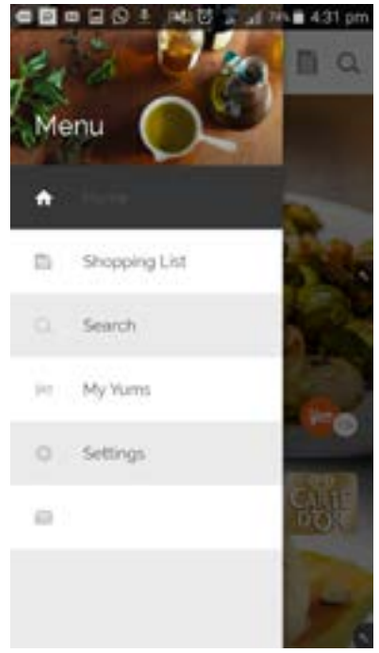
Goals:

Requirements

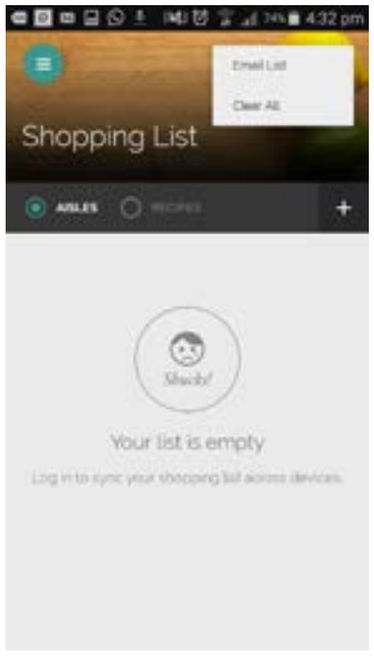
1. Splash Screen

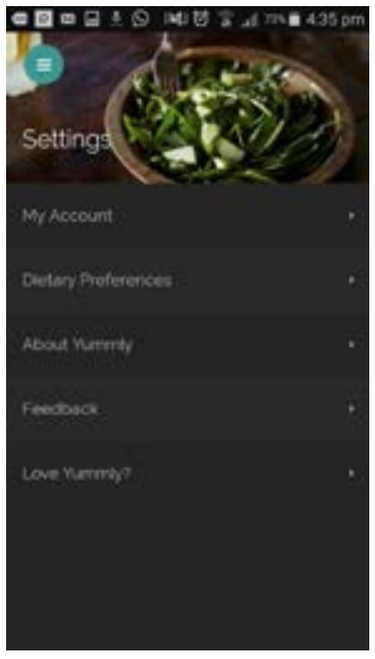


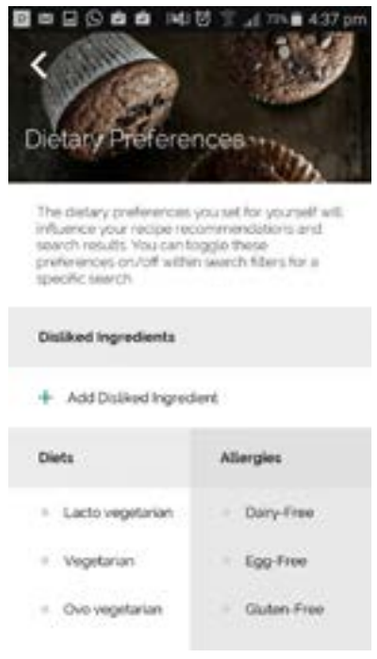




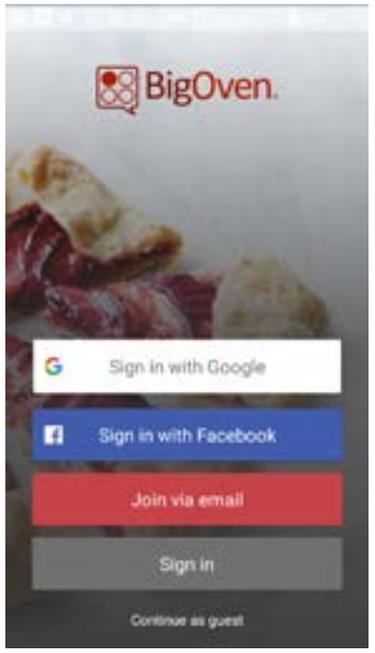
6. Shopping list



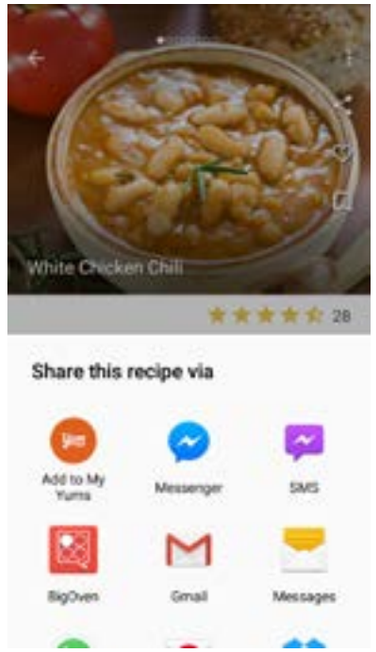


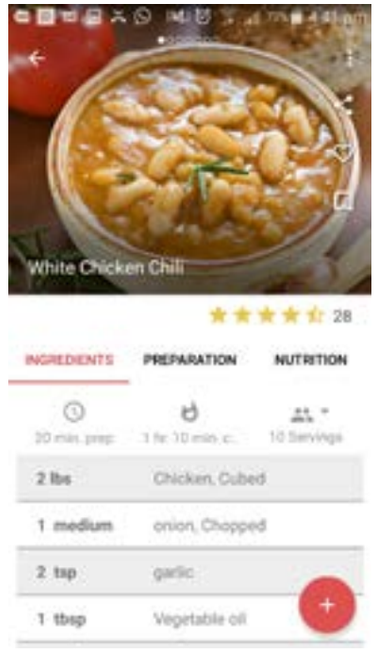


big oven

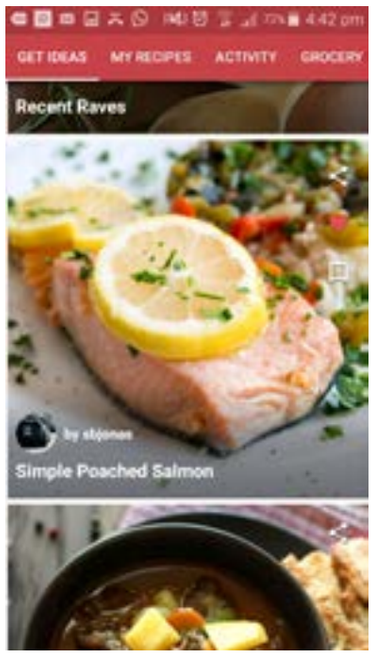

BigOven
Sign in with Google
Sign in with Facebook
Join via email
Sign in
Continue as guest

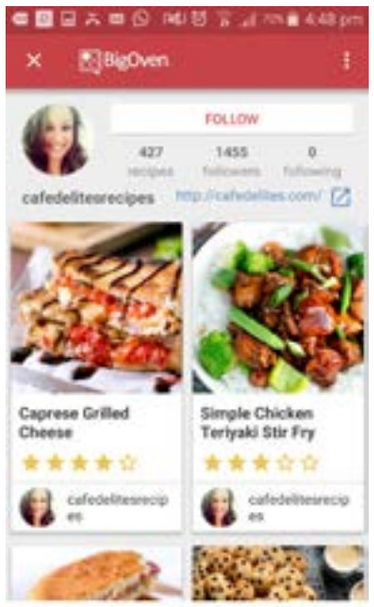

BigOven
GET IDEAS
MY RECIPES
ACTIVITY
GROCERY
Recent Raves

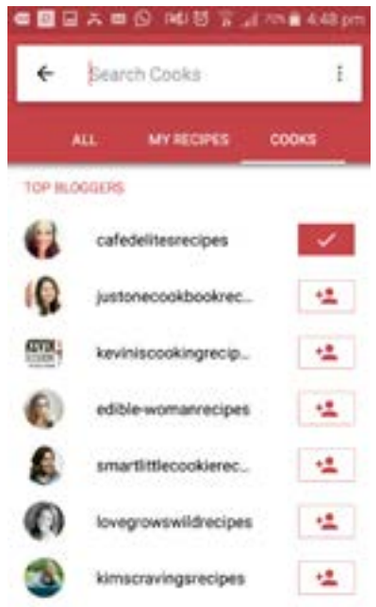

White Chicken Chili
28
Share this recipe via
Add to My Yums
Messenger
SMS
BigOven
Gmail
Messages


White Chicken Chili
28
INGREDIENTS
PREPARATION
NUTRITION
2 lbs
Chicken, Cubed
1 medium
onion, Chopped
2 tsp
garlic
1 tbsp
Vegetable oil


White Chicken Chili
Folder
Note
Grocery List
Menu Planner
INGREDIENTS
PREPARATION
2 lbs
1 medium
onion, Chopped
2 tsp
garlic


GET IDEAS
MY RECIPES
ACTIVITY
GROCERY
Recent Raves
by stjonan
Simple Poached Salmon


BigOven
FOLLOW
427
recipes
1455
followers
0
following
cafedelitesrecipes
http://cafedelites.com/
Caprese Grilled Cheese
Simple Chicken Teriyaki Stir Fry
cafedelitesrecip es
cafedelitesrecip es


Search Cooks
ALL
MY RECIPES
COOKS
TOP BLOGGERS
cafedelitesrecipes
justonecookbookrec...
keviniscookingrecip...
edible-womanrecipes
smartlittlecookierec...
lovegrowswildrecipes
kimscravingsrecipes


RecipeScan™
Add up to 3 photos for this recipe
SUBMIT


Jan 2017
ACTIVITY
GROCERY LIST
MENU PLANNER
January
Jan 02 - Jan 09
Jan 09 - Jan 16
Jan 16 - Jan 23
Jan 23 - Jan 30
Jan 30 - Feb 06
February
Feb 06 - Feb 13
Feb 13 - Feb 20
Feb 20 - Feb 27
Feb 27 - Mar 06

1.5 Establishing Requirements

Overview

• Needs analysis and requirement gathering.
• Extracting needs from target audience to generate system ideals and the functional requirements of my app.

Eat green is an app specificallly for vegetarian and vegan apps. Although these recipes were featured on the apps I looked into, none of them were dedicated apps and the examples I found were lacking in aesthetic appeal.

I conducted a poll on a facebook group of vegetarian users in order to ask what features they would like to see represented in an app. From my results, the most interest was in there being a social feature in which users could share and save one anothers recipes. Another popular feature was being able to upload photos of other peoples recipes once you have made your own version.

Goals:

• Allow users to browse or seach recipes.
• Allow users to sort and filter recipes.
• Ability to upload your own recipes.
• Allow users to connect with one another, save and share one anothers recipes.
• Allow users to upload images of meals they have cooked to the recipe pag.
• Allow users to create a collection of snapshots.
• Allow users to easily communicate with one another.

Requirements:

• Smartphone
• Internet Connection

Target Audience

One of the first considerations I had to make when designing the app was the user group who would be using it so I could cater exclusively for their needs. The recipe app could be used by anyone, but there is a specific targfet audience I have identified from my initial research.

• Interest in a Vegetarian/ Vegan diet
• Aged 18-50
• Smartphone user
• Social network users

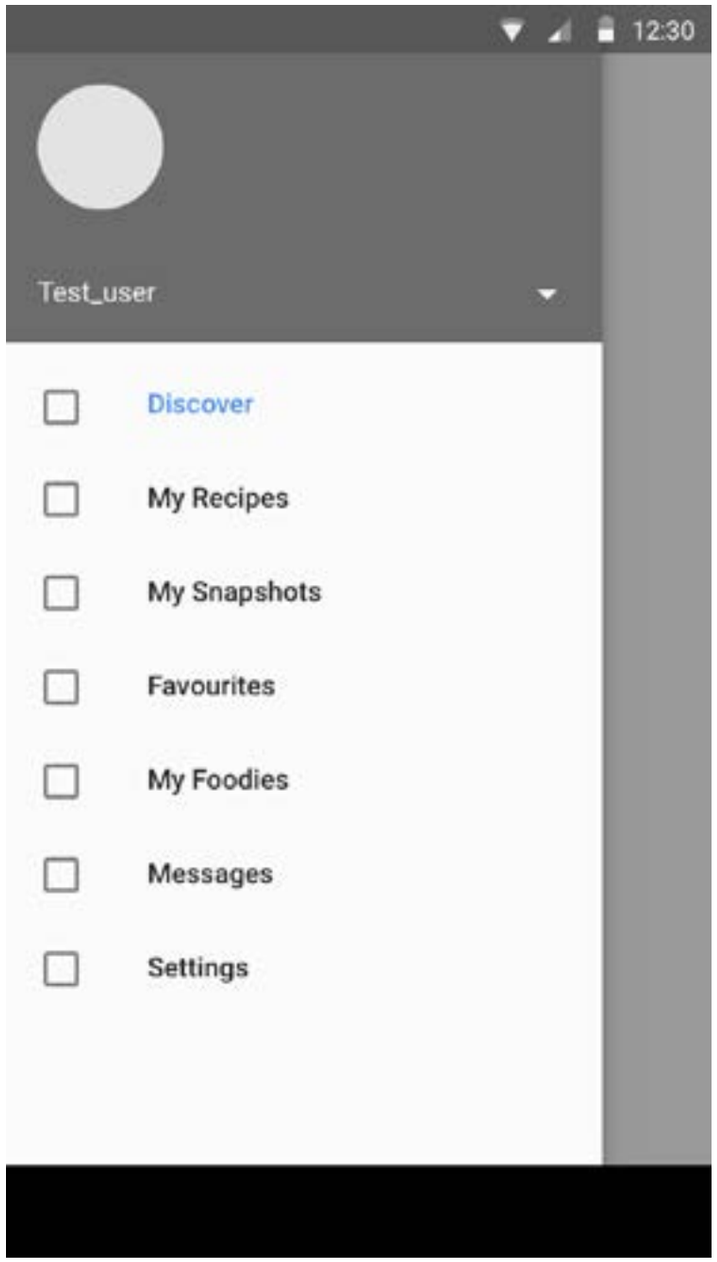
Functional Requirements/ Inital Features

• API Link to recipe database
• Ability to search and filter recipes
• User interaction through messaging
• Ability to connect with other users
• Camera access
• Database store of uploaded recipes and images
• Database storing of user profiles

System Ideals (Heuristic)

• Clear visibility of system status- provides feedback on each step of process.
• Intuitive across all platforms- Easy to navigate design.
• Predictable- actions can be planned to reach desired states.
• Consistent system image
• Funtional/ visual consistency- same behaviours acrross different instances.
• Transparent design- content viewable without interface interfering.
• Design principles- TOG, Nielsen

02 Planning



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- **Research**
- **Planning**
  - **- Designing for usability**
  - **- Conceptual design**
- **Navigation System**
- **Design**
- **Development**
- **User Testing**
- **Critical Evaluation**
- **Final App Screens**

Designing for usability

Overview

Having established my target audience and functional requirements, I was able to move into the planning phase of my project to begin prototyping and moving from requirements to conceptual design. This section highlights the planning process, incorporating the feature set into a cohenrent design, using existing guidelines for usability to ensure that the app meets the requirements of my users.

Before creating my final invision walkthrough, I spent a lot of time planning how I could make my app. This would be an iterative cycle, with user testing at each phase of the process. To establish the main pages of the application, I split the functional requirements into disctinct categories.

- News feed- Page highlighting recipes.
- Connected users
- Collection of saved recipes.
- Messages

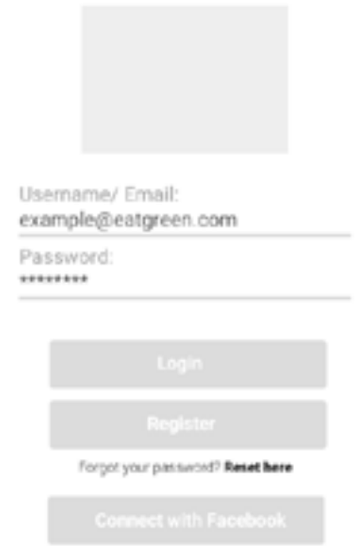
Neilsens Heuristics

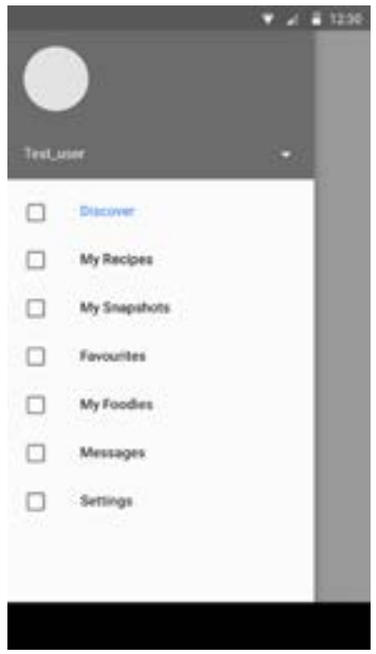
- Visibility of system status
- Match between system and the real world
- User control and freedom
- Consistency and standards
- Error prevention
- Recognition rather than recall
- Flexibility and efficiency of use
- Aesthetic and minimalist design
- Help users recognize, diagnose, and recover from errors
- Help and documentation

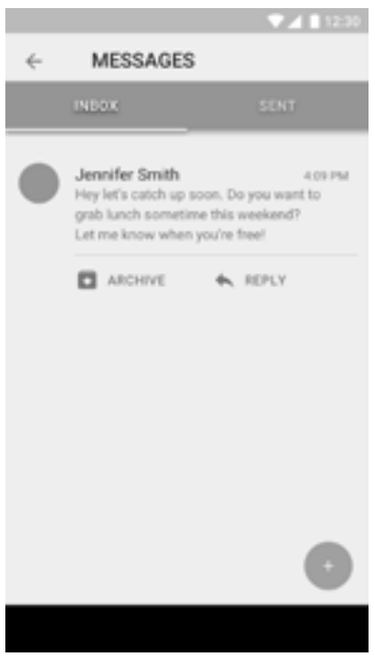
Conceptual Design

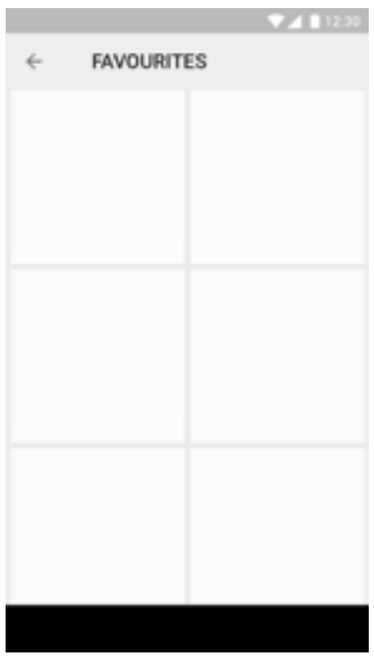
Having established the requirements of my app I can begin to form the first draft of my conceptual design and begin testing

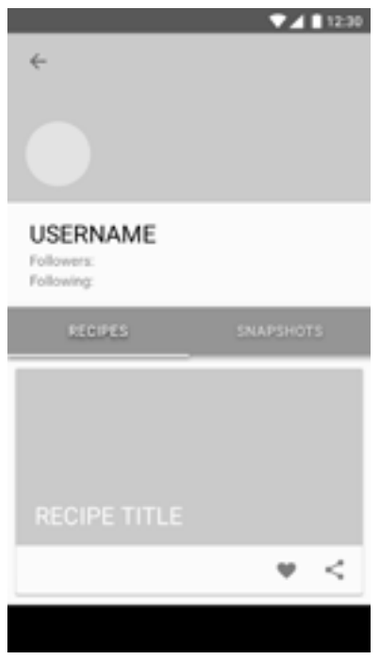
Wireframes
Conceptual design
Moving from requirements into a conceptual model

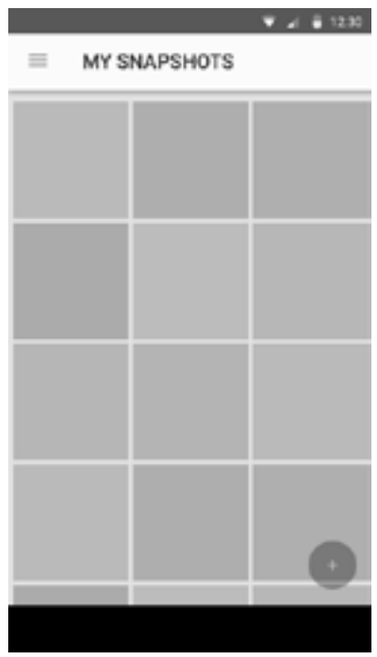


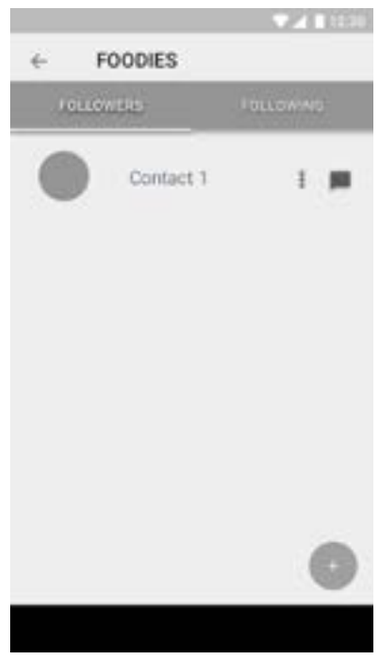




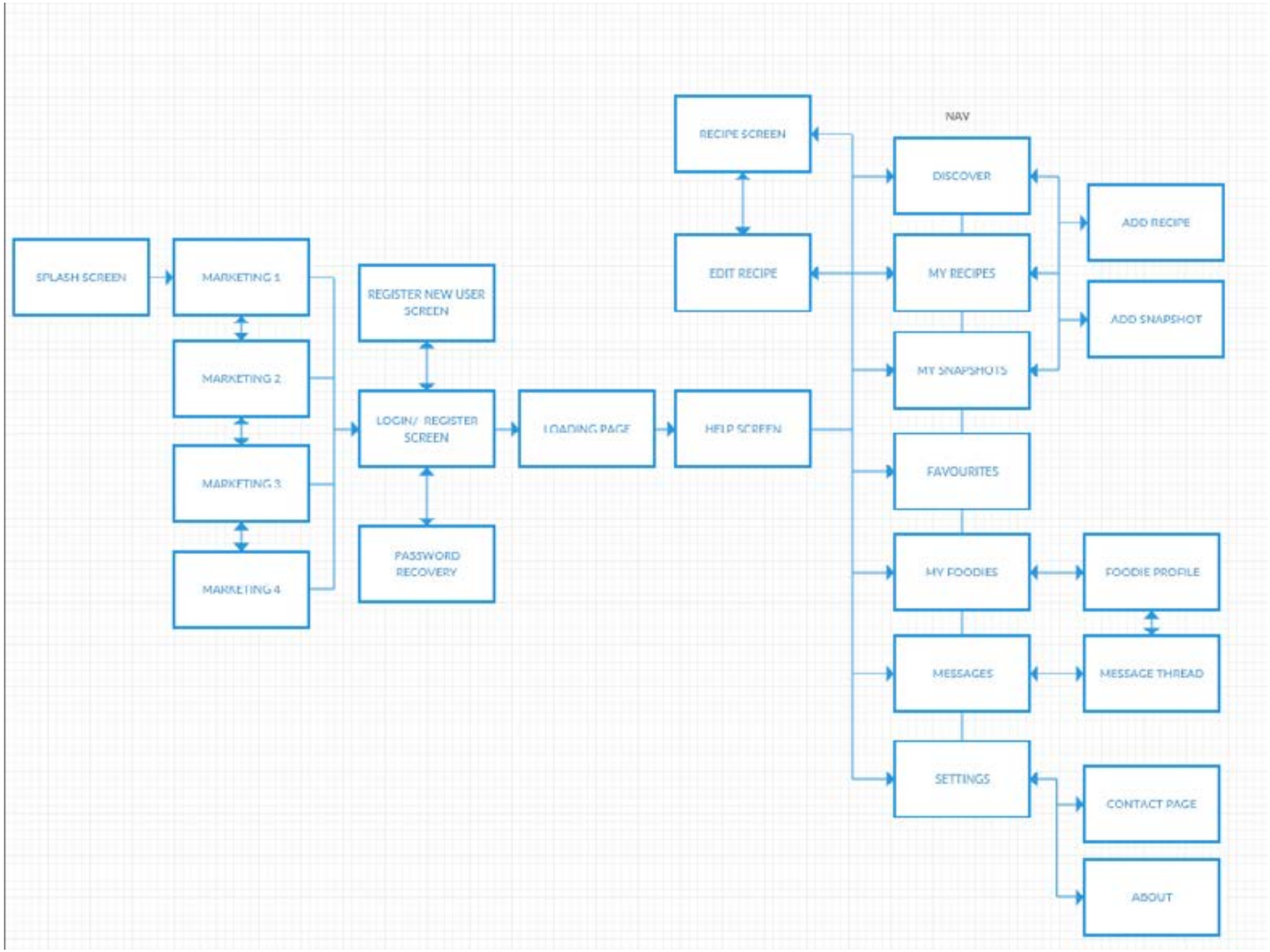








03 Navigation System



04 Design

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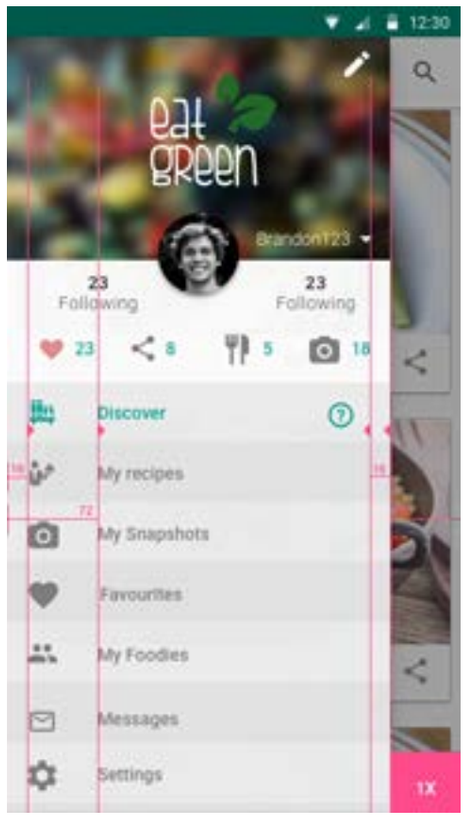
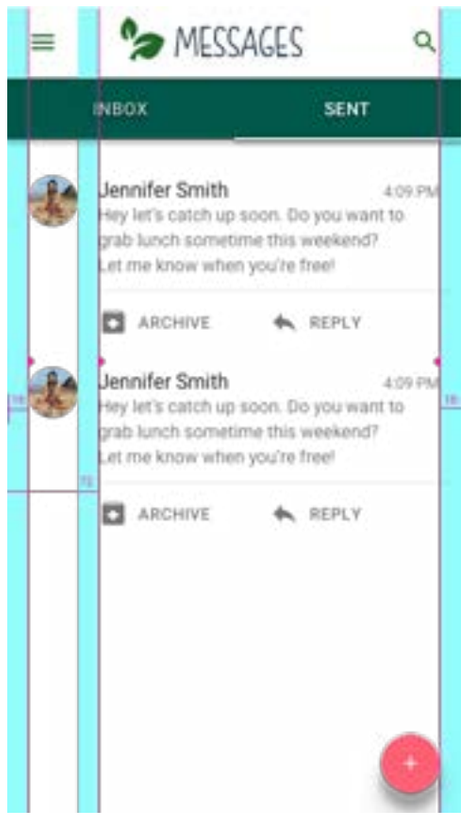
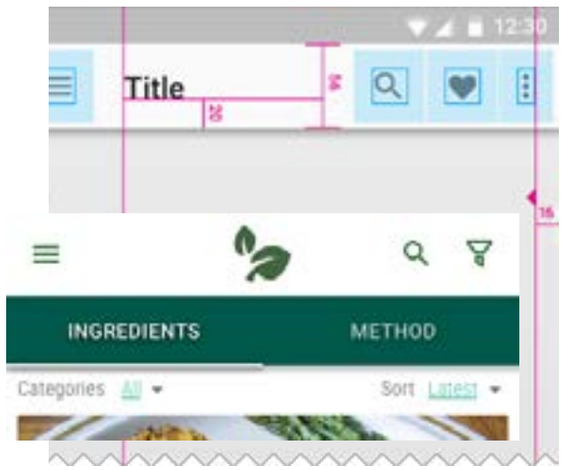
Layout

When designing my app, I ensured that all of my page layouts adhered to the material design specifications. I used careful measurements on all aspects of the designs in regard to spacing etc.







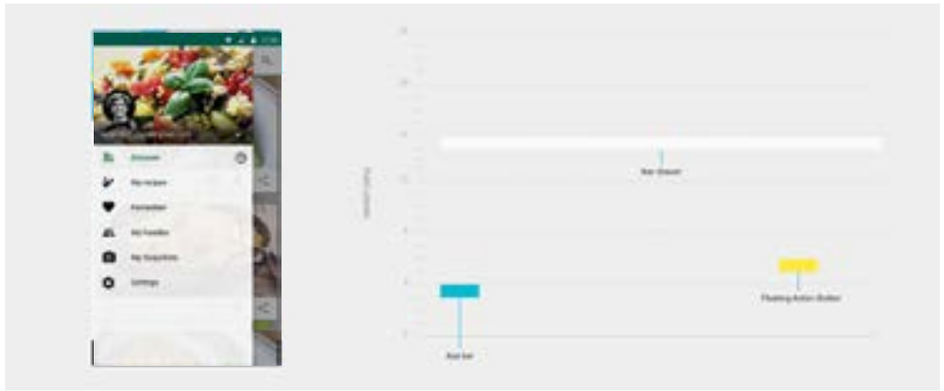

Title
Title
Title
Title

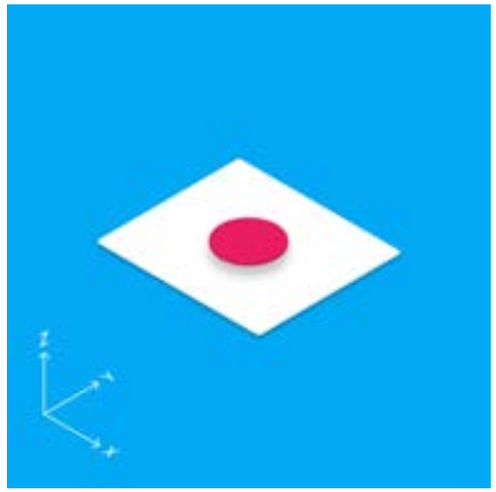

San Francisco
Mon, 12:30 PM, Mostly sunny
23°C
23 km/h
48%
Tuesday
Wednesday
Thursday
FULL REPORT

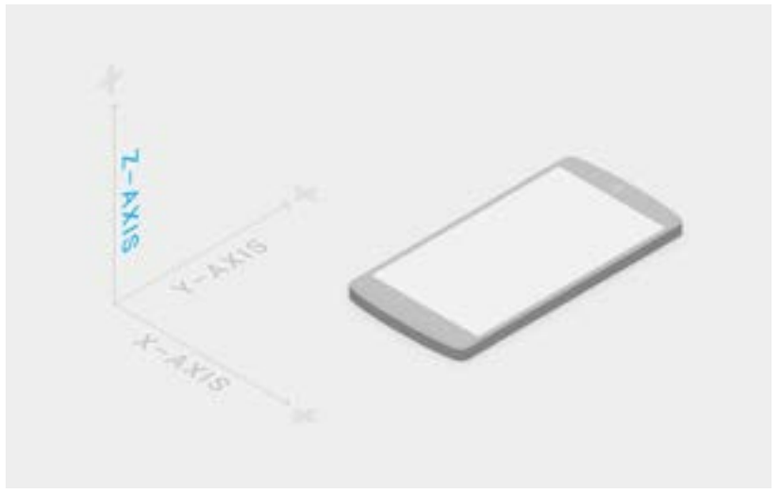

Maps
Books
Flights
Apps
Refresh
Help & feedback
Settings
Sign out

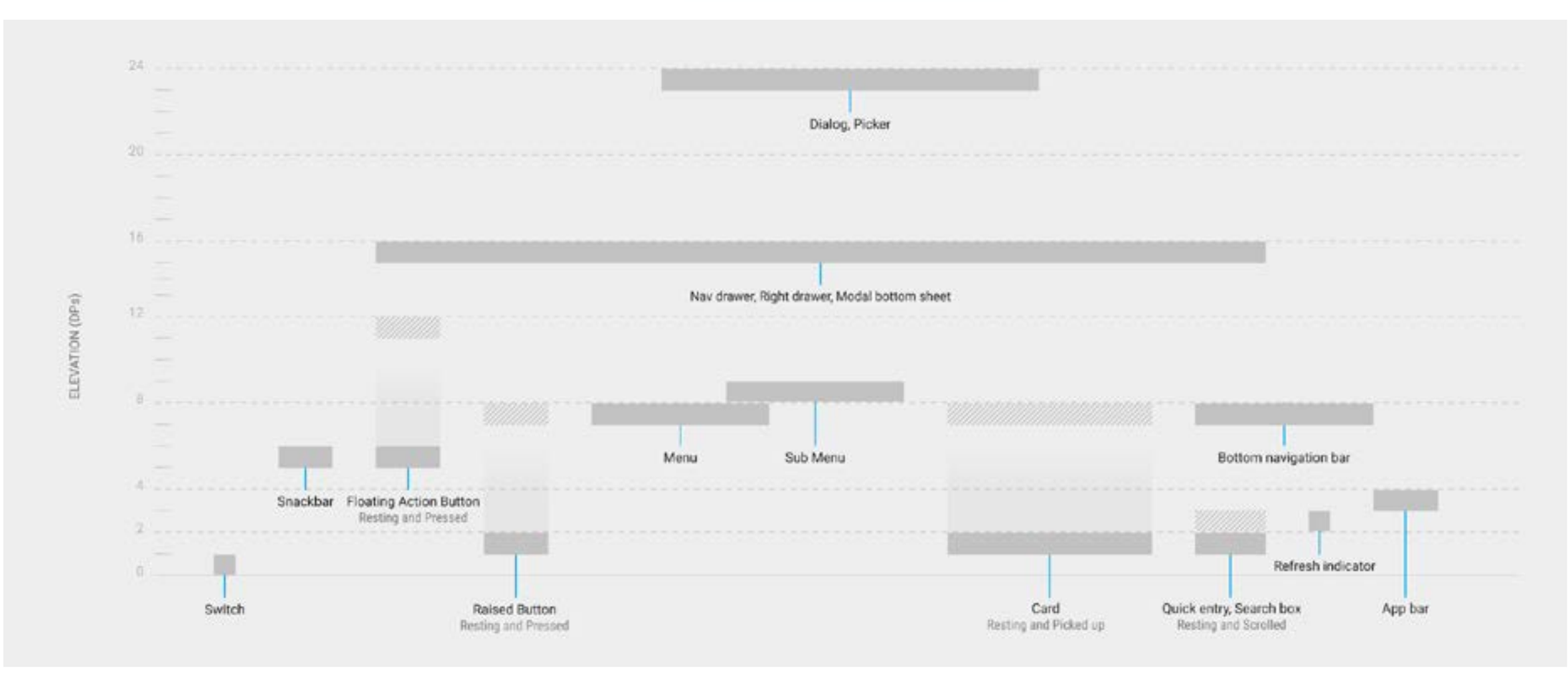
Depth

As Material Design utilizes the Z- Axis, I had to ensure that all elements were layers correctly. All of the elements of my app adhere to this structure, using shadows to indicate the depth.



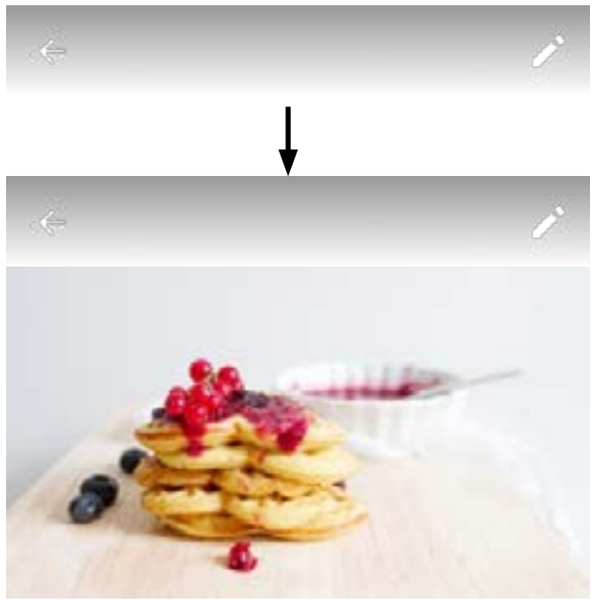






Icons

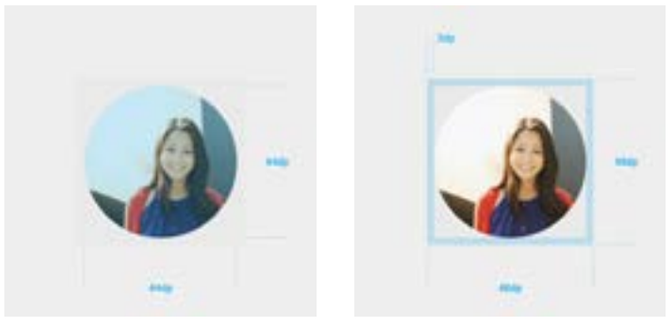
Features / Navigations Icons



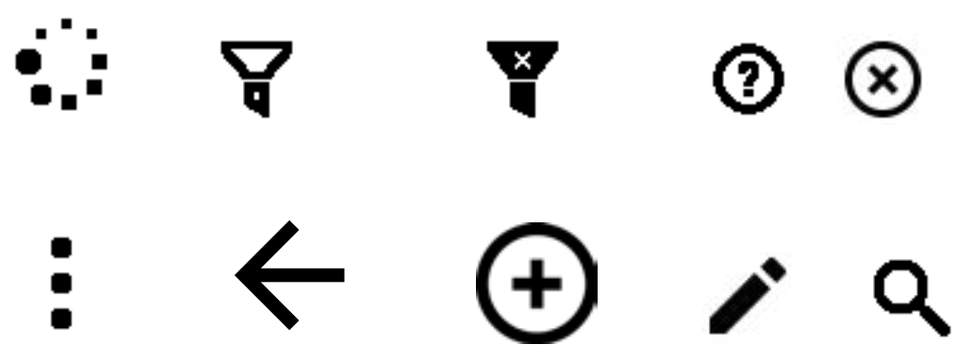
Adding a background gradient to help visibility

Dietary Requirements Icons

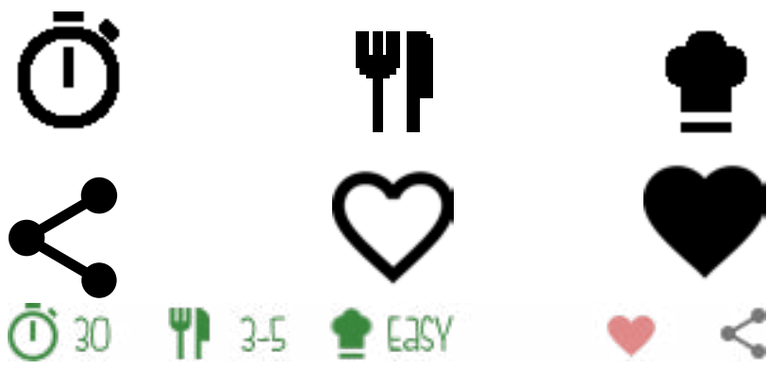
Google avatar specifications



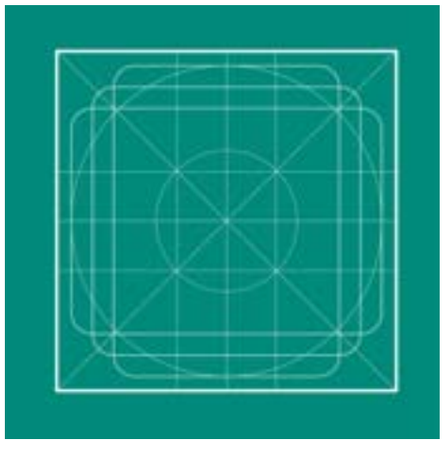
System Icons



Recipe details and user action icons



Buttons left with black/ white and opacity chaged to 54% as in Material Design guidelines to aid visibility on coloured back-grounds.

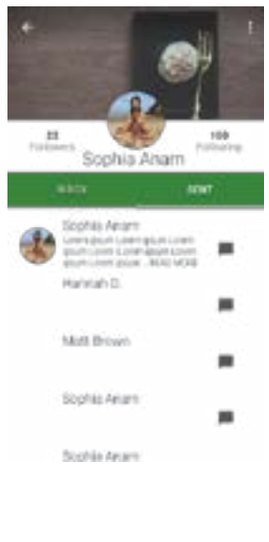


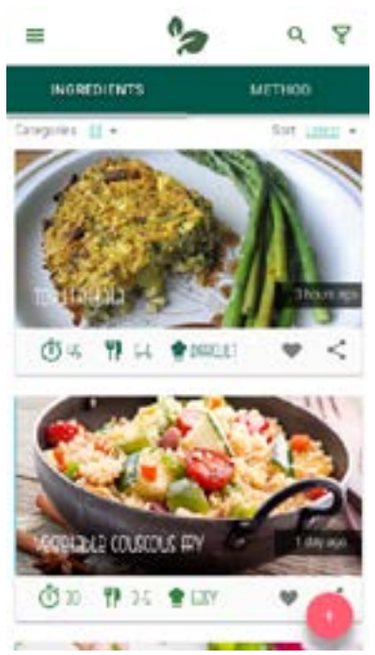
Colour

Green	
500	#4CAF50
50	#E8F5E9
100	#C8E6C9
200	#A5D6A7
300	#81C784
400	#66BB6A
500	#4CAF50
600	#43A047
700	#388E3C
800	#2E7D32
900	#1B5E20
A100	#B9F6CA
A200	#69F0AE
A400	#00E676
A700	#00C853

Deep Orange	
500	#FF5722
50	#FBE9E7
100	#FFCCBC
200	#FFAB91
300	#FF8A65
400	#FF7043
500	#FF5722
600	#F4511E
700	#E64A19
800	#D84315
900	#BF360C

While designing my app I changed the colour styles many times. I wanted something professional, which also stuck with the brands colour identity. As it is a vegetarian app I decided it would be best to stick with green. I experimented with colour pallettes and eventually decided to use colours from the material design specifications. I used shades of Teal, with an accent taken from the Red for action buttons and system messages.





Black	#000000
White	#FFFFFF

Teal	
500	#009688
100	#B2DFDB
900	#004D40
A200	#FF5252

Teal	
500	#009688
50	#E0F2F1
100	#B2DFDB
200	#80CBC4
300	#4DB6AC
400	#26A69A
500	#009688
600	#00897B
700	#00796B
800	#00695C
900	#004D40
A100	#A7FFE8
A200	#64FFDA
A400	#1DE9B6
A700	#00BFA5

Red	
500	#F44336
50	#FFEBEE
100	#FFCDD2
200	#EF9A9A
300	#E57373
400	#EF5350
500	#F44336
600	#E53935
700	#D32F2F
800	#C62828
900	#B71C1C
A100	#FF8A80
A200	#FF5252
A400	#FF1744
A700	#D50000

Typography

While working on my designs, I experimented with a number of different type faces. I wanted to keep with the material design specifications but also add some brand identity. I tried out several options before settling on these 3 type faces to be used in different parts of the design.

FISH FINGERS- This font was used to bring the brands identity across the app. It was selected because i think it gives the app a playful feel.

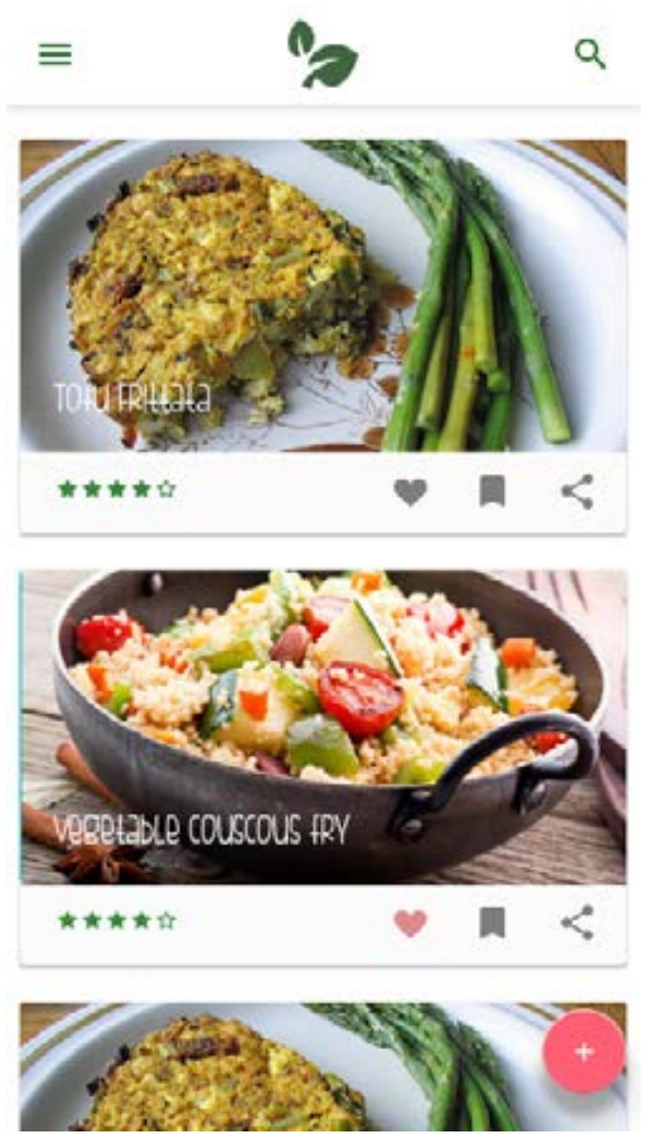
Roboto - This is the default android font which is in the material design guidelines. I used this font for all recipes and images to give a familiar feel.

ROBOTO CONDENSED - This is the font used in settings pages to keep within the established guidelines of material design.

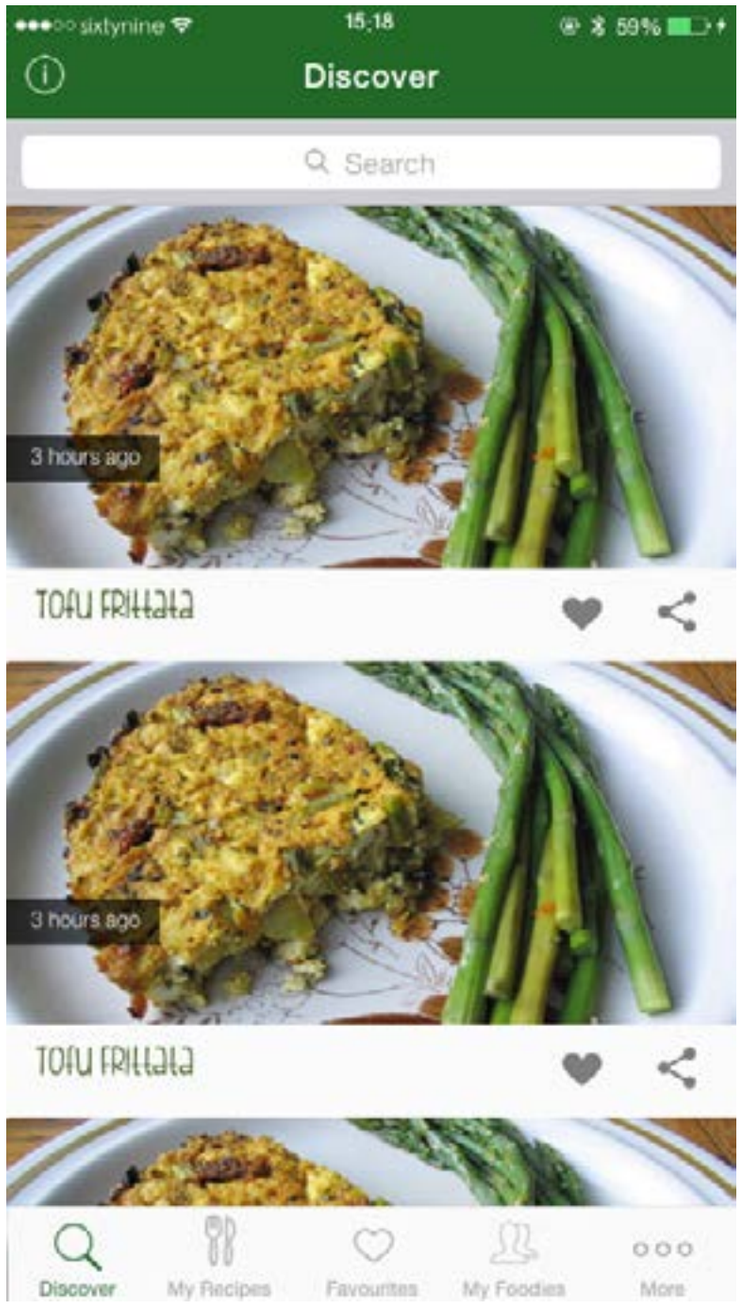
05 Development

My designs are based around google Material Design and as such at the development stage my app will be launched on the Android Platform in the Play Store. It will be developed in JAVA. Below is an example of how the page will look on an android device, alongside a potential IOS variation which could be developed in swift for the app store.

Android



IOS



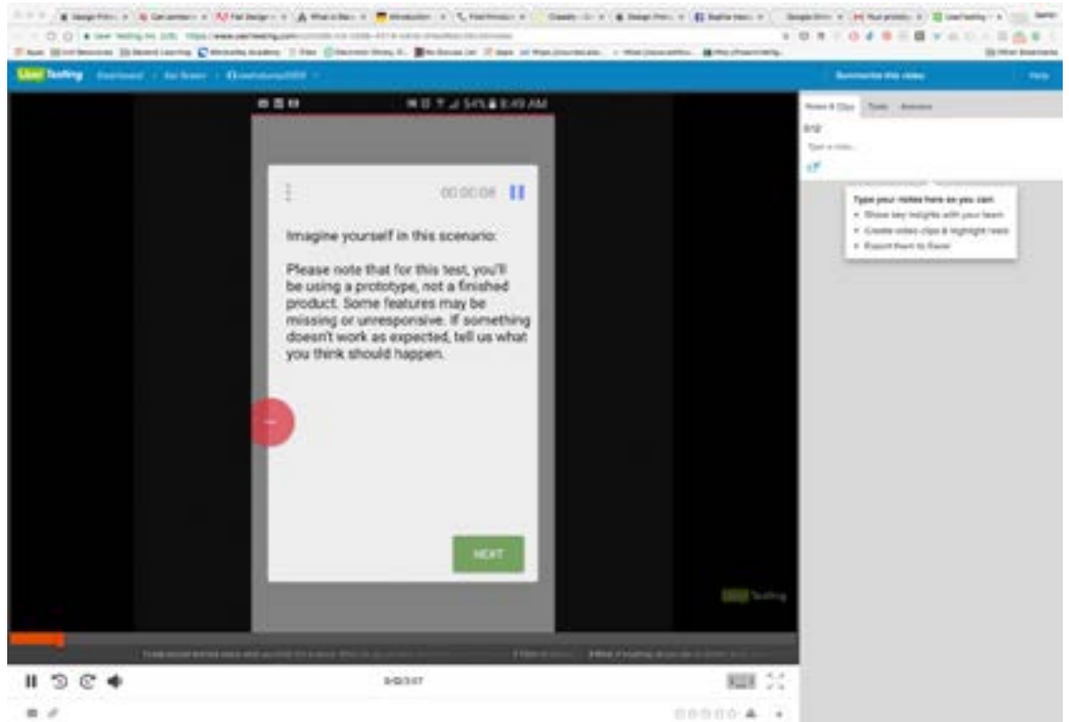
06 User Testing

Interactive table of contents

Online Video Feedback

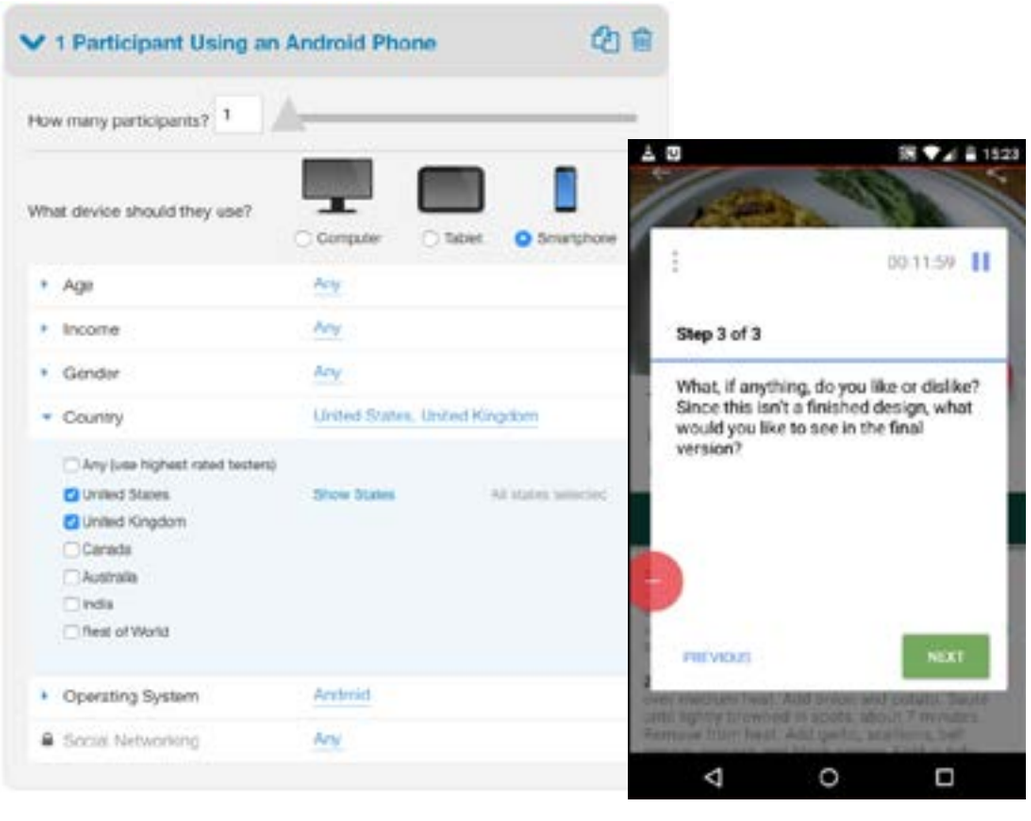
After uploading my initial drafts to invision and adding the interactivity, I was able to make use of the User Test fucntionality provided by User Testing. This allowed me to watch users interact with my app in real time as well as listen to feedback given by them. I set up questions which they would be asked along the process asking for general feedback on the apps design and usability aswell as offering tasks for them to complete so I could watch for any stages which users may find more difficult to follow.

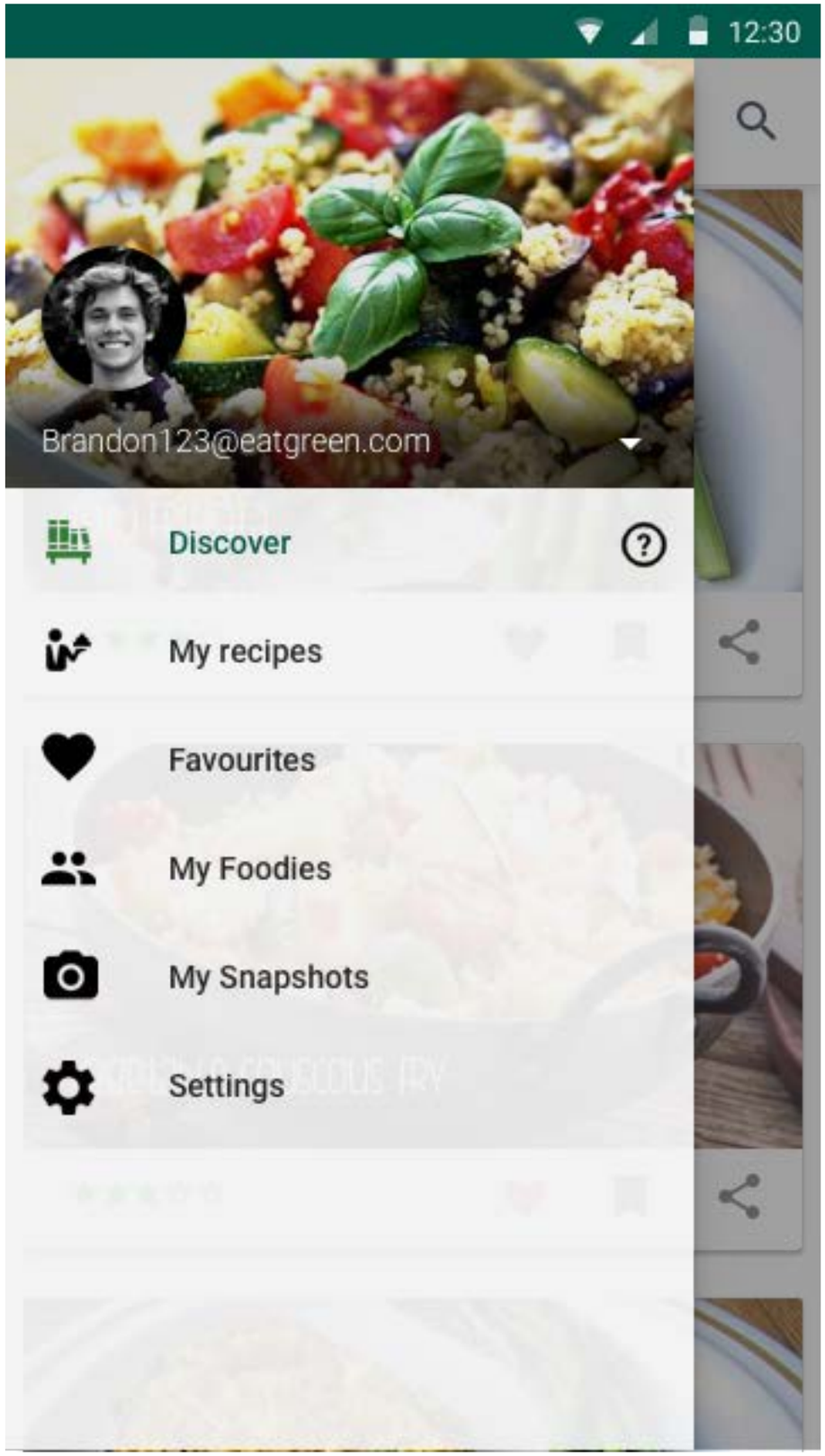
In addition, the users were asked to provide feedback for any changes they would like to see made to the prototype. Overall, this provided me with some great feedback and I was able to make several iterations of the design based on feedback from the users. Some of the key points taken from my notes on the video were:
-



Geurilla Usability Testing

After uploading my initial drafts to invision and adding the interactivity, I was able to make use of the User Test fucntionality provided by User Testing. This allowed me to watch users interact with my app in real time as well as listen to feedback given by them in response to the general design of the app,




12:30
Brandon123@eatgreen.com
Discover
My recipes
Favourites
My Foodies
My Snapshots
Settings

07 Critical Evaluation

Having looked at numerous HCI and web design principles, I aimed to create designs which utilize the best parts of the existing apps I have examined, as well as adding some new and intuative interface components which I feel make solid improvements on some of the downfalls that I found in the existing designs. We can measure efficiency of interfaces at a high level using the GOMS model (Card, Moran & Newell, 1983), however one key limitation being it's dependency on user skill level. Existing design principles (J. NIielsen, 1995; B. Tognazzini, 1978) provide guides for how we can measure usability for a wider audience. My aim was to provide instinctive usability, in line with established HCI design and evaluation techniques.

I have tried to follow guidelines and principles on user interaction, considering how the typical user will use my app when selecting where to place certain key elements. Eg the placement of my navigation and filters, to provide an intuitive order of events for the user to progress through the app.

The app features a minimalistic design throughout and through use of colour and type face I hope to create a sense of professionalism that can relates to food. Plenty of white space and means leading the users attention is easy.

Limitations

From my final stages of user testing, I was able to highlight a number of limitations with the app which could be addressed in later versions.
-Ingredients and method being on seperate tabs makes it difficult for users to flick between while cooking.

Evaluation against Heuristics

Clear visibility of system status- I tried to ensure consistent feedback with confirmation and error alerts.
Match between system and real world- By using the mental model of a recipe book and terminology from real world
User control and freedom- Provided clear cancel options and the use of a clickable overlay to click off and return to previous state.
Error prevention- Verification of form inputs to be in correct format
Consistency and standards- Use of clear terminology.
Fitts Law- Located elements in practical locations to reduce the distance between clicks- Floating action button
Flexibility and efficiency of use- There are different ways to achieve the same goal eg customizing a pizza can be clicked in nav or for each menu item.
Accelerators- Favourites and filters to quickly find items for power users.
Minimalist design- The text is minimal and to the point and helps removing cluttered intefaces.
Help and Documentation- Default values used as cues to user.
Predictable- Well labelled icons make actions predictable.
Consistent system image
Funtional/ visual consistency- same behaviours acrross different instances.
Transparent design- content viewable without interface interfering.

08 Final App Sreens

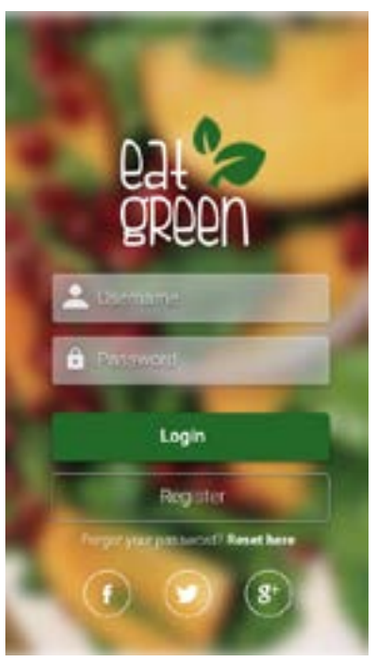

eat
green
vegetarian
recipe app
enter


eat
green
DISCOVER
BROWSE 100'S OF delicious
vegetarian and vegan recipes
skip

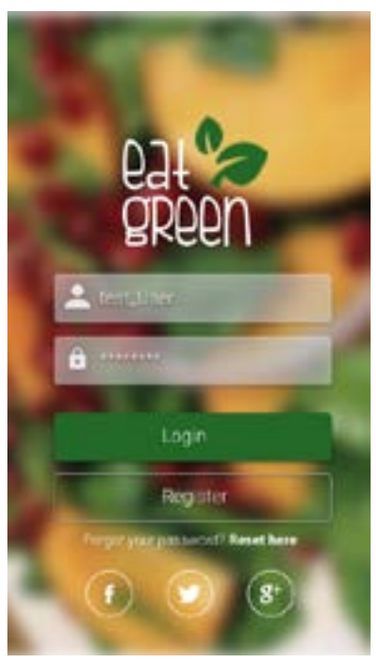

eat
green
CONNECT
Join the ever growing
community of foodies
skip

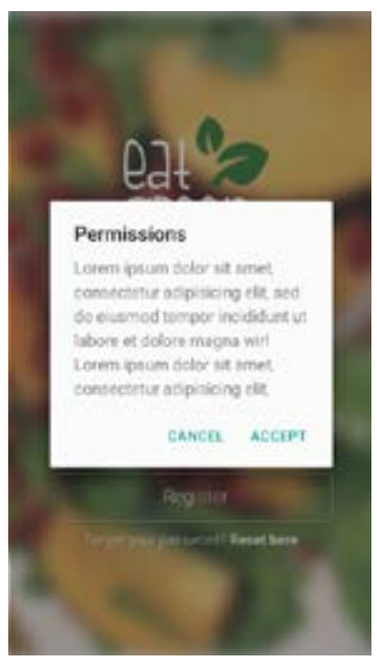

eat
green
SHARE
UPLOAD and share recipes of
your own or your favourites
skip


eat
green
COOK!
make delicious food and
share snapshots of your
favourite recipes
skip


eat
green
Username
Password
Login
Register
Forgot your password? Reset here


eat
green
test_user
suggestion
suggestion
suggestion
q w e r t y u i o p
a s d f g h j k l
z x c v b n m
?123


eat
green
test_user
Login
Register
Forgot your password? Reset here


eat
Permissions
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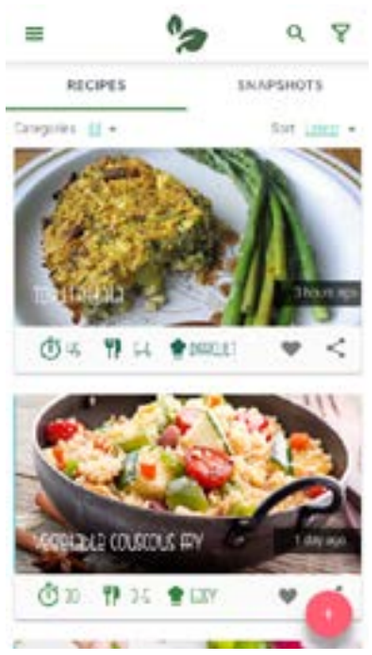
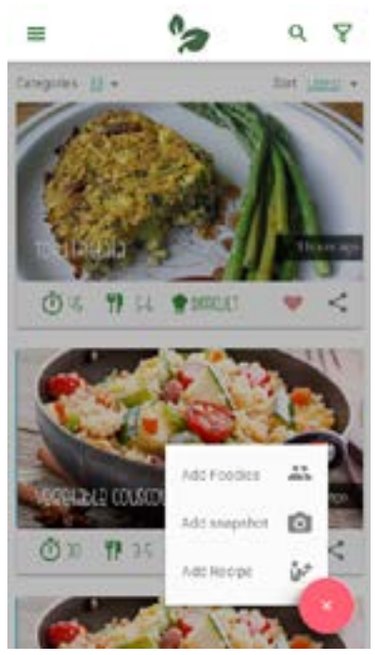
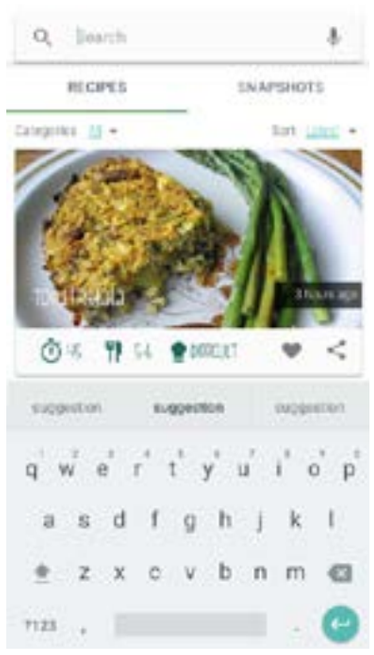
consectetur adipisicing elit, sed
do eiusmod tempor incididunt ut
labore et dolore magna wirl
Lorem ipsum dolor sit amet,
consectetur adipisicing elit
CANCEL
ACCEPT
Register


eat
green


OPEN MENU
SEARCH FILTER
RECIPES
SNAPSHOTS
ORGANIZE YOUR RECIPE CARDS
TAP CARDS TO OPEN RECIPES
TAP TO FAVOURITE OR SHARE
PREP TIME, SERVINGS & SKILL LEVEL
ADD NEW RECIPE SNAPSHOT OR FOODIE
OK, GOT IT!


RECIPES
SNAPSHOTS


Add Foodies
Add snapshot
Add Recipe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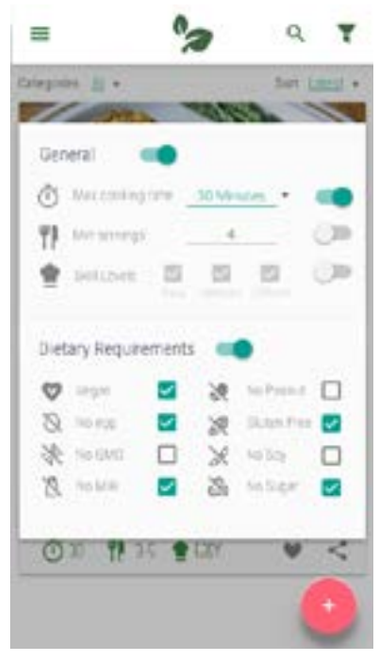
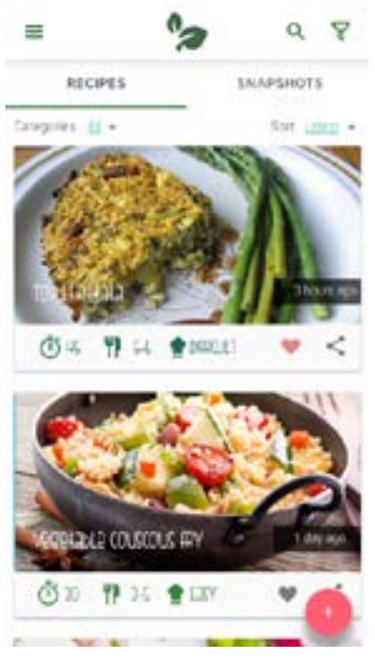
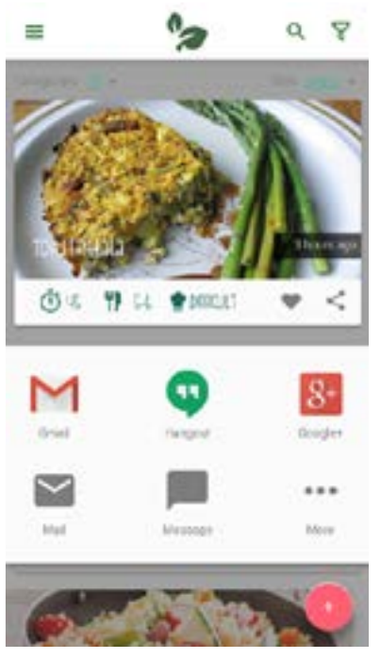
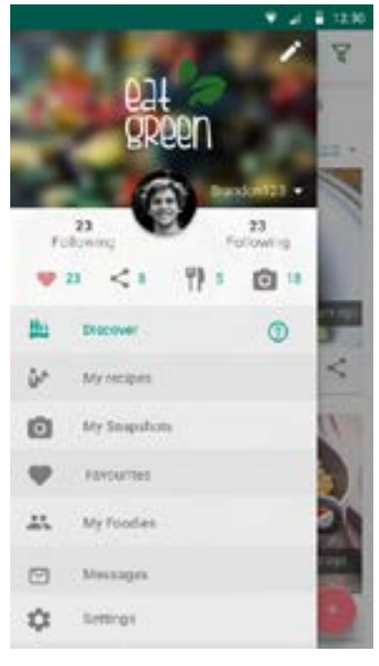
RECIPES
SNAPSHOTS


General
Dietary Requirements

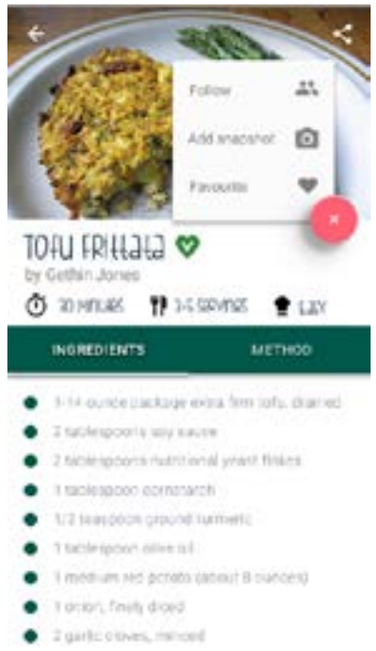

RECIPES
SNAPSHOTS




eat green
Discover
My recipes
My Snapshots
Favourites
My Foodies
Messages
Settings


TOFU FRITTATA
by Gethin Jones
INGREDIENTS
METHOD
1-14 ounce package extra firm tofu, drained
2 tablespoons soy sauce
2 tablespoons nutritional yeast flakes
1 tablespoon cornstarch
1/2 teaspoon ground turmeric
1 tablespoon olive oil
1 medium red potato (about 8 ounces)
1 onion, finely diced
2 garlic cloves, minced


TOFU FRITTATA
by Gethin Jones
INGREDIENTS
METHOD
1. Place tofu, soy sauce, nutritional yeast, cornstarch and turmeric (if using) into the bowl of a food processor fitted with an S-blade. Process until smooth and creamy, stopping to scrape down sides of bowl as needed.
2. Coat a medium skillet with olive oil and place over medium heat. Add onion and potato. Sauté until lightly browned in spots, about 7 minutes. Remove from heat. Add garlic, scallions, bell pepper, spinach and black pepper. Fold in tofu mixture until evenly mixed.
3. Preheat oven to 375°F. Lightly oil 9 inch by 9 inch baking dish and transfer tofu and veggie mixture to dish. (If you're using an oven safe skillet,


Follow
Add snapshot
Favourite
TOFU FRITTATA
by Gethin Jones
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Gmail
Hangouts
Google+
Mail
Messages
More
INGREDIENTS
METHOD
1-14 ounce package extra firm tofu, drained
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1 tablespoon olive oil
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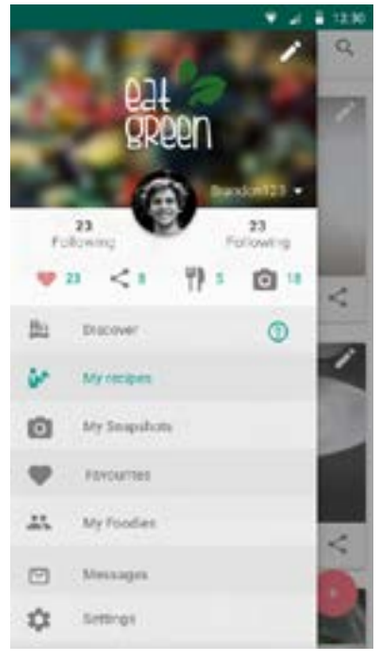
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My recipes
My Snapshots
Favourites
My Foodies
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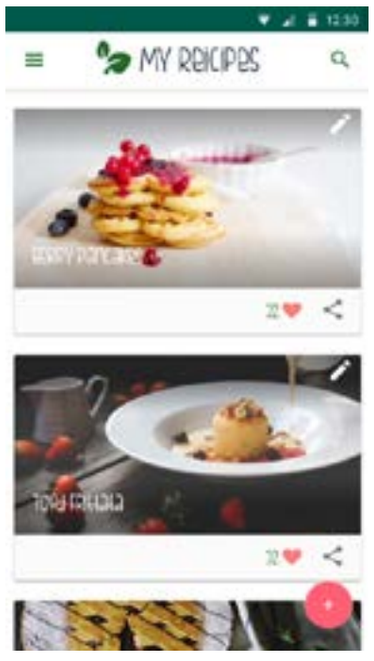
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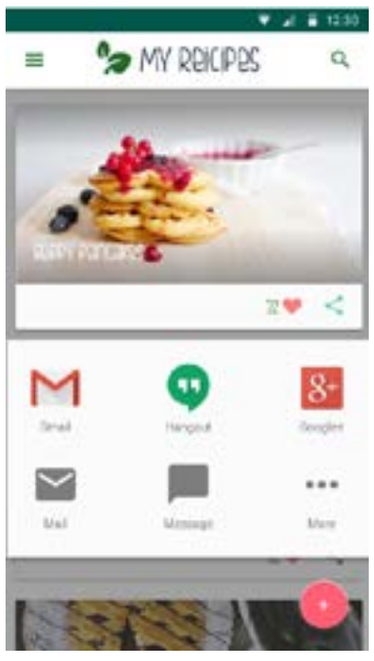
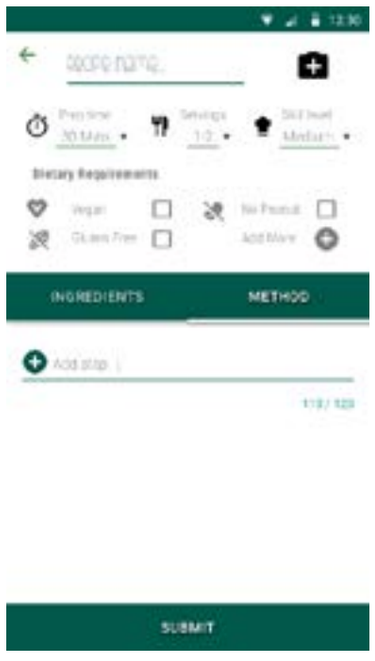
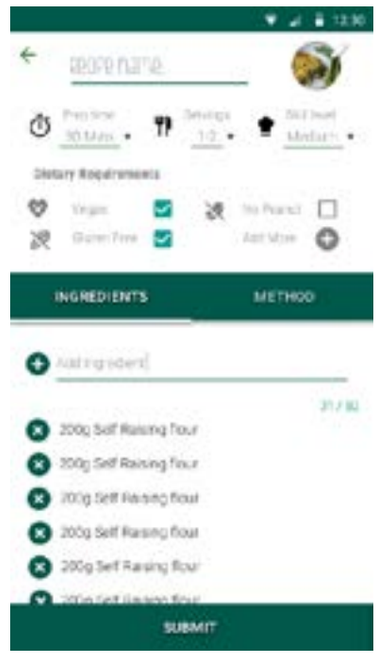
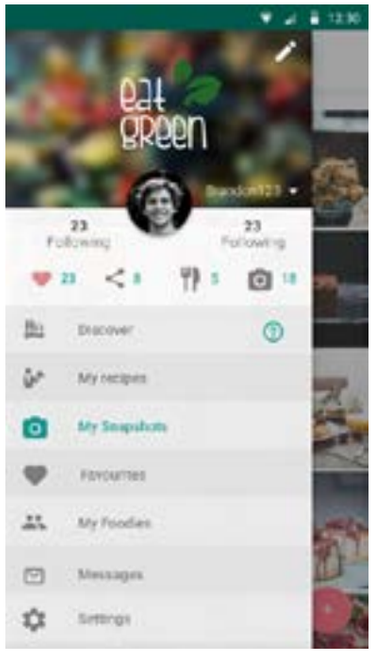

MY RECIPES
Gmail
Hangouts
Google+
Mail
Message
More


Recipe name
Prep time
Servings
Skill level
Dietary Requirements
Vegan
No Peanut
Gluten Free
Add More
INGREDIENTS
METHOD
Adding ingredient
SUBMIT


Recipe name
Prep time
Servings
Skill level
Dietary Requirements
Vegan
No Peanut
Gluten Free
Add More
INGREDIENTS
METHOD
SUBMIT


Recipe name
Prep time
Servings
Skill level
Dietary Requirements
Vegan
No Peanut
Gluten Free
Add More
INGREDIENTS
METHOD
Adding ingredient
200g Self Raising Flour
300g Self Raising Flour
200g Self Raising flour
200g Self Raising flour
200g Self Raising flour
SUBMIT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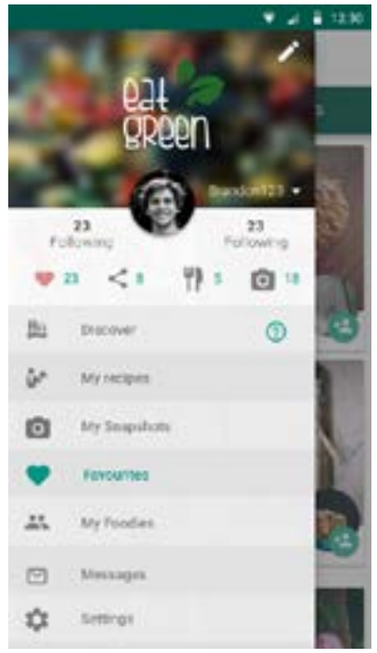
23 Following
Discover
My recipes
My Snapshots
Favourites
My Foodies
Messages
Settings

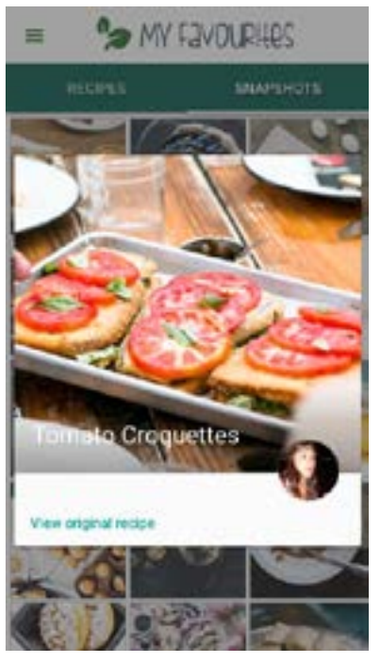

MY SNAPSHOTS

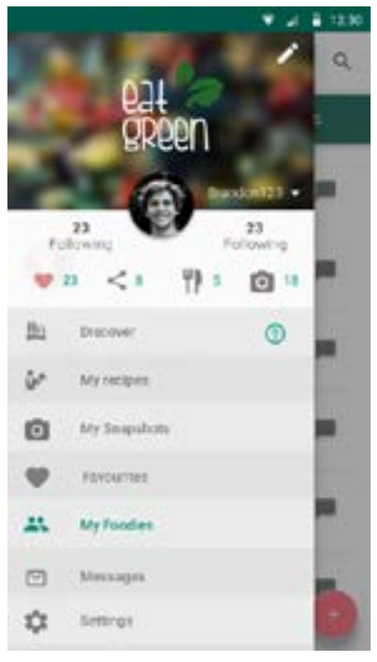

MY SNAPSHOTS
Winter Fruit Salad
View original recipe

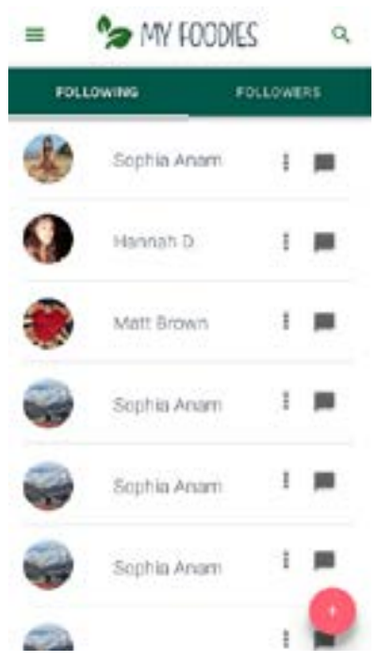

eat green
23 Following
23 Following
Discover
My recipes
My Snapshots
Favourites
My Foodies
Messages
Settings

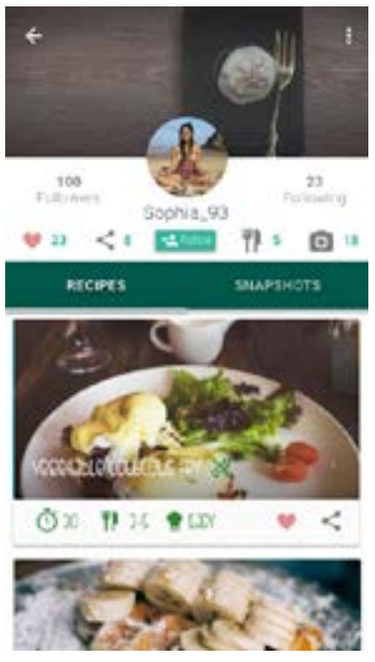

MY FAVOURITES
RECIPES
SNAPSHOTS

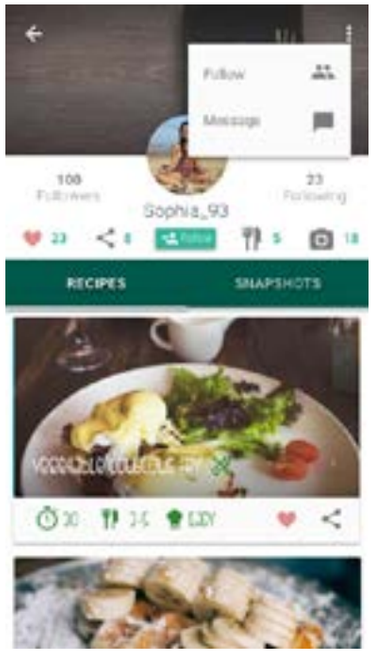

MY FAVOURITES
RECIPES
SNAPSHOTS


MY FAVOURITES
RECIPES
SNAPSHOTS
Tomato Croquettes
View original recipe

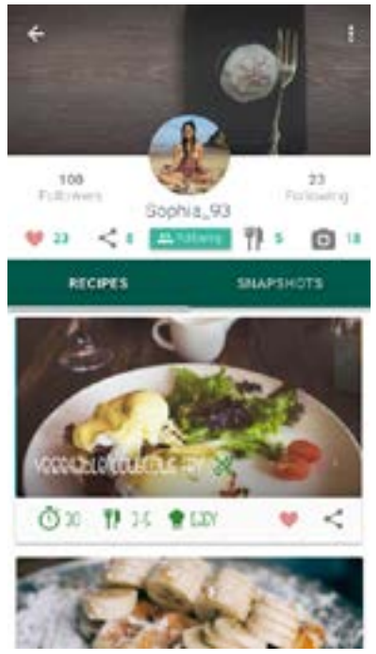

eat green
23 Following
23 Following
Discover
My recipes
My Snapshots
Favourites
My Foodies
Messages
Settings

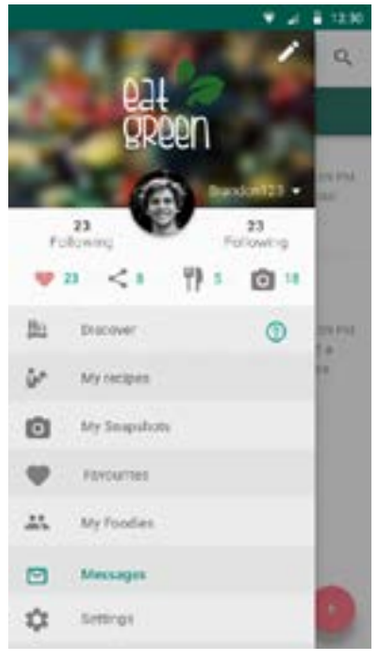

MY FOODIES
FOLLOWING
FOLLOWERS
Sophia Anam
Hannah D
Matt Brown
Sophia Anam
Sophia Anam
Sophia Anam


100 Followers
23 Following
Sophia_93
RECIPES
SNAPSHOTS


Follow
Message
100
Followers
23
Following
Sophia_93
RECIPES
SNAPSHOTS

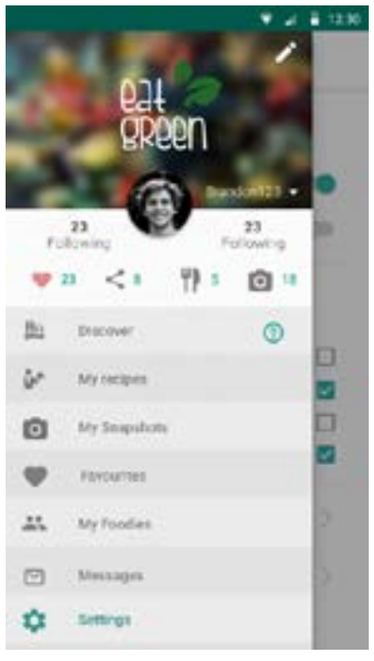

100
Followers
23
Following
Sophia_93
RECIPES
SNAPSHOTS

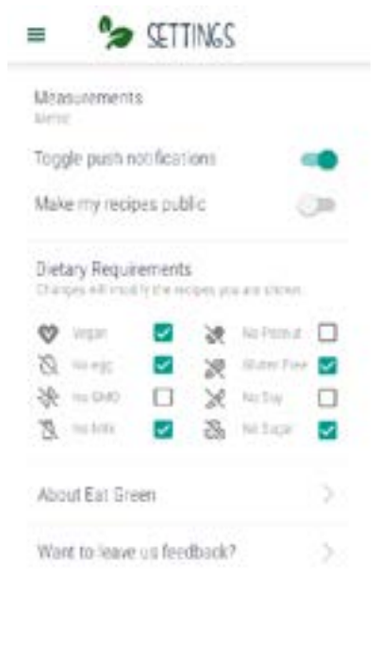

100
Followers
23
Following
Sophia_93
RECIPES
SNAPSHOTS


eat green
23
Following
23
Following
Discover
My recipes
My Snapshots
Favourites
My Foodies
Messages
Settings


MESSAGES
INBOX
SENT
Sophia_93
Hey I really loved your recipe! I tried it out using half the amount of sugar and substituted it with honey!
ARCHIVE
REPLY
Brandon123
Hi there, any chance you could upload a vegan version of this recipe? Really love the idea
ARCHIVE
REPLY


MESSAGES
INBOX
SENT
To
Input text
Message
Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna wirl
CANCEL
SEND


eat green
23
Following
23
Following
Discover
My recipes
My Snapshots
Favourites
My Foodies
Messages
Settings


SETTINGS
Measurements
Toggle push notifications
Make my recipes public
Dietary Requirements
Vegan
No Peanut
No egg
Gluten Free
No GMO
No Soy
No Milk
No Sugar
About Eat Green
Want to leave us feedback?