Skull Candy Mobile App UX

Date:
Summer 2009

Medium:
Adobe Photoshop, Adobe Illustrator

Type:
Team Design & Development Project

Project:
Create wireframes for the new Skull Candy iOS App.

Skull Candy had a previous version of this app that worked half way. They were unhappy with the previous developer and I was charged with improving the overall usability of this app. Using wireframing helped inform the client about the functionality and general layout.

After creating an award winning app we also developed an Android verion of this app.

Formats:
1. iOS App
2. Android App