user experience design

WHERE ?

NEW MOBILE APPLICATION ,NEW APPROACH

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THE CHALLENGE :

Design a simple mobile application that shows the user what are the available activities in your city.

First : User Research

01 Understand the problem

02 User research

03 Brainstorm design ideas

04 Interaction design

05 Test the solution

User Research

01

Understand the problem

My present challenge is "what are the available activities" in my city. I begin to consider where and what I will be doing, for instance, with my family or friends, over the weekend.

02

User research

First, I employ a technique known as "contextual interviews," which is an informal, semi-structured conversation. I enquired about our favorite activities from my mother and friends. Got some responses, but not enough.

03

Brainstorm design ideas

When I think back to my early years, what did we do on vacations the majority of the time? Additionally, I looked up a few new places in my city online.

User Research

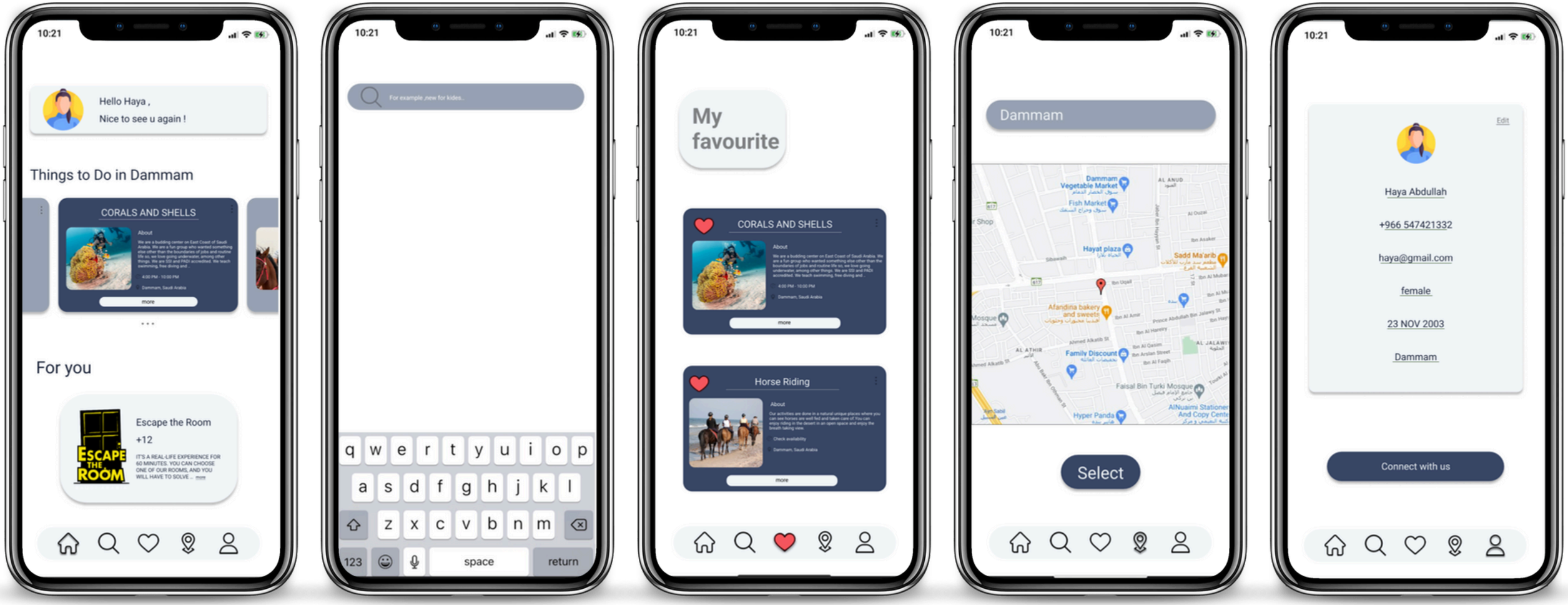
04

Interaction design

With the knowledge I gained through my studies and activities, I already do. I have begun work on the mobile application prototype (where?).

05

Test the solution

I gave my friend a prototype of the application to explore all over with. And she tells me what issues and challenges she ran into while utilizing the application. After that ,I modified these issues and tried to improve the program.

PROTOTYPE
OF THE APPLICATION