DESIGN FOR USER EXPERIENCE   Jarrett Fuller
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PROJECT 01: MAKE IT BETTER

How many times have you started using an app and thought "I could make this better"? That's what we'll be doing. For the first project, you will add a feature/user interaction to one of the default Apple iOS apps (Contacts, Phone, Reminders, Messages, Stocks, Weather, Mail, etc.). You will research, design and protoype the new interaction. This project will introduce you to processes and concepts to improve your user experience skills and critical thinking.

You will be designing your app for the iPhone 6 (750px x 1334px at 326ppi) and your additions must be consistent with the original application's design language. For iOS9 components: https://facebook.github.io/design/ios9.html

PROCESS

1. **Select an application.** Choose an application from the default iOS apps Apple installs on iOS 9 for iPhone.

2. **Competitive Analysis**. Compare your app to other apps that have similar features to what you're looking to implement. Take screenshots and make notes of the interactions. Write 5-6 sentences about the experience of using the app.

3. **Prototype and test your feature**. Working quickly through interface sketches, prototype and test the new feature. Create a flow diagram of the interactions.

4. **Add visual design**. Working with the established UI of the application, apply visual design to the information and flow outlined from the prototyping process.

5. **Create a high-fidelity prototype**. Using our flow diagrams and visual designs for our enhanced application, you'll create a detailed interactive prototype.

DELIVERABLE

A well designed PDF that includes information, **due on February 7**:
▪ Creative Brief (goal of the new interaction)
▪ Competitive Analysis (your research)
▪ Images of drawn prototype (drawn by hand or in Illustrator)
▪ Final flow diagram (illustration of interaction user flows)
▪ Visual Designs (Illustrator/Photoshop/Sketch images of final app screens)
▪ Links to high fidelity prototype (link to online Pixate prototype)