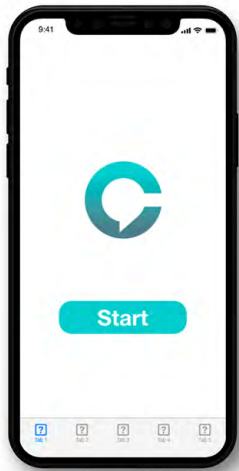


Carvis

Mobile app
UX Framework



Carvis

Mobile App

About

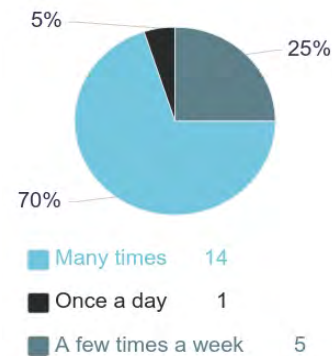
It is a smartphone application, named Carvis, through which users will be able to rate the behaviour of other drivers on the road based on the registration plate of their vehicle. The user is expected to start the application just before they start driving, and to place their smartphone in a position where the back camera faces the road (e.g. in a GPS holder).

UX Research plan

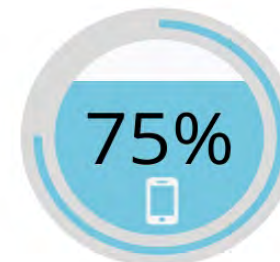
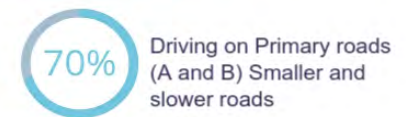
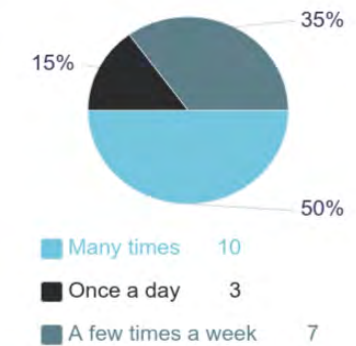
I have prepared a UX research plan to identify the user needs. I conducted a survey, the results of which are presented below.

On-the-road driving experience

How often do you encounter poor/dangerous driving behaviour on the road?

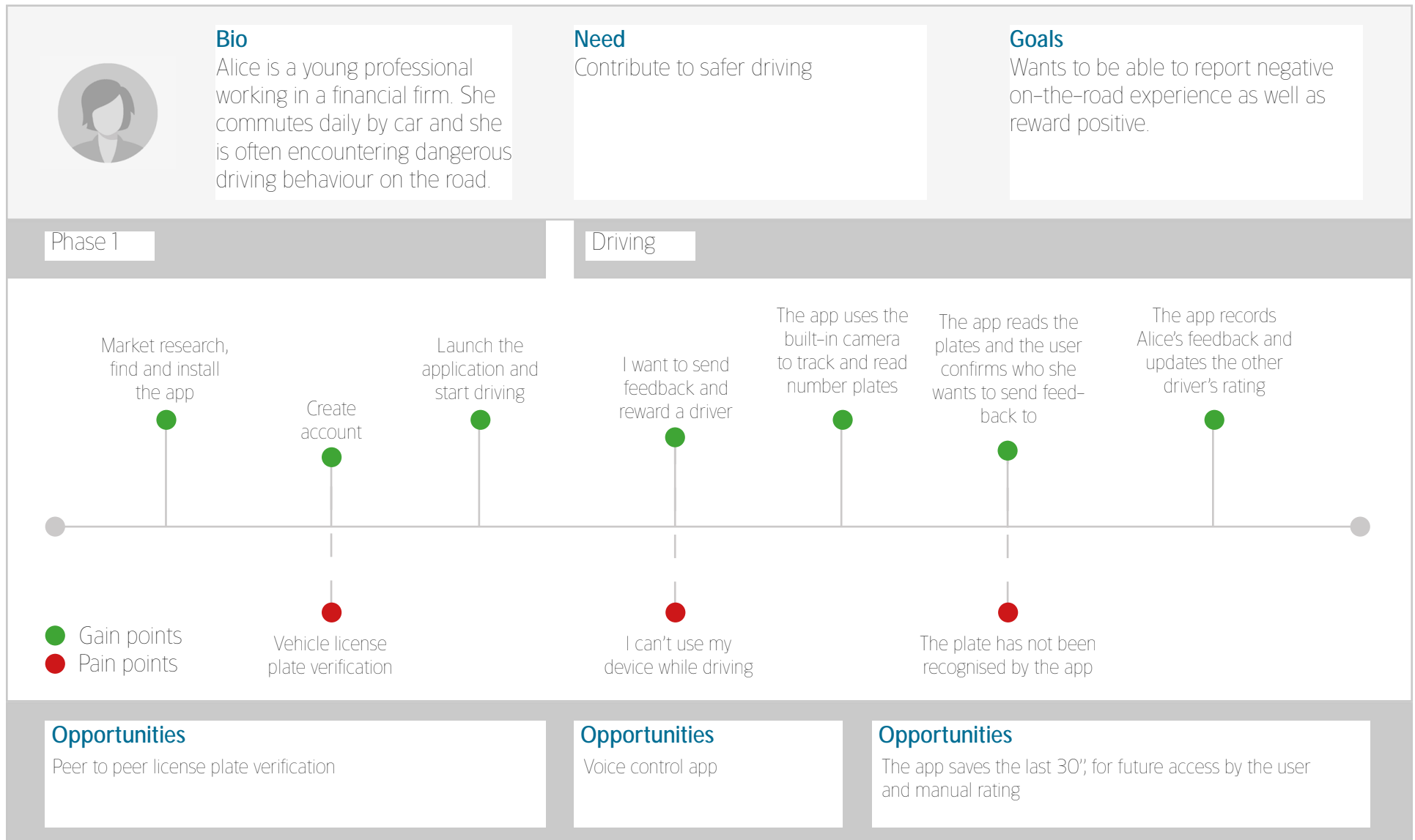


How often do you encounter positive driving behaviour on the road?



If you could report poor/dangerous driving behaviour to the law enforcement authorities (i.e. Police), would you do this?

User Journey map



User flow

After user has found and understood the app, she needs to install it before she starts interacting with it. Once the application is installed the interactivity is illustrated on the user flow below:

