Professional Diploma in UX Design
September 2018 Intake

Project 10
Define Navigation
for Mobile

- **High-level Sketch**
  of navigation flow for a mobile application
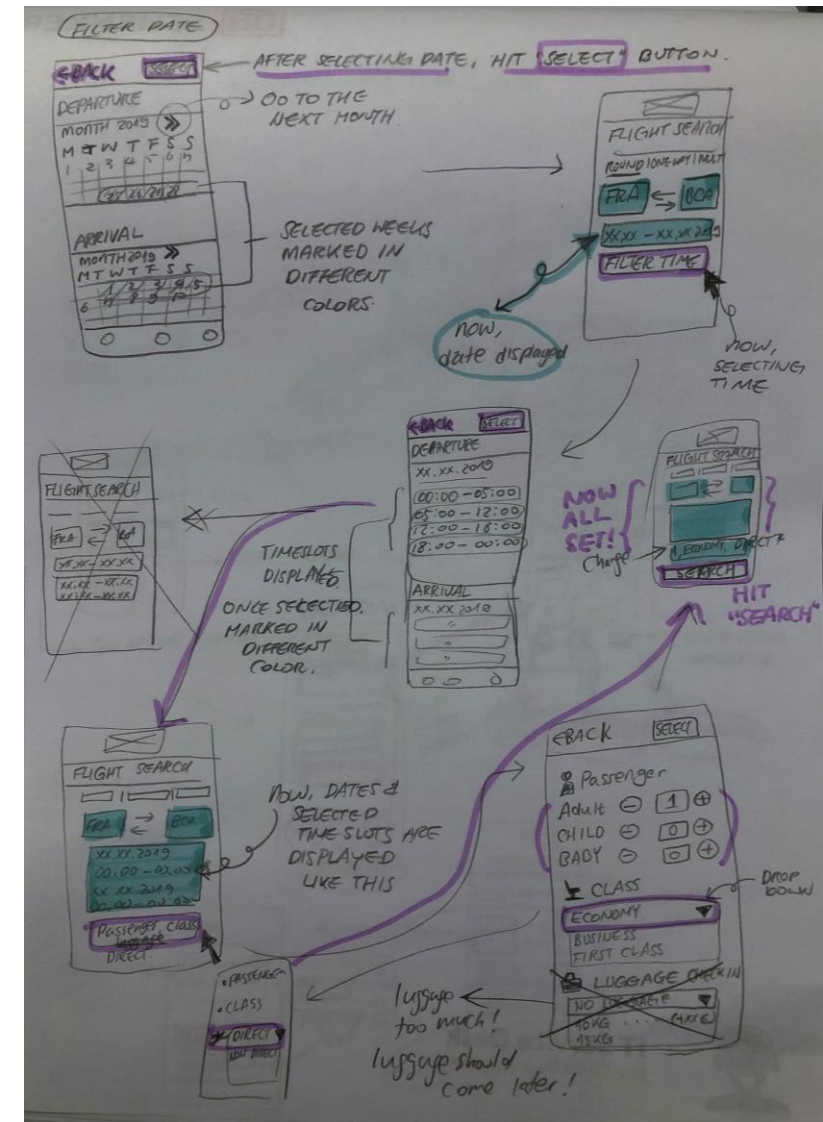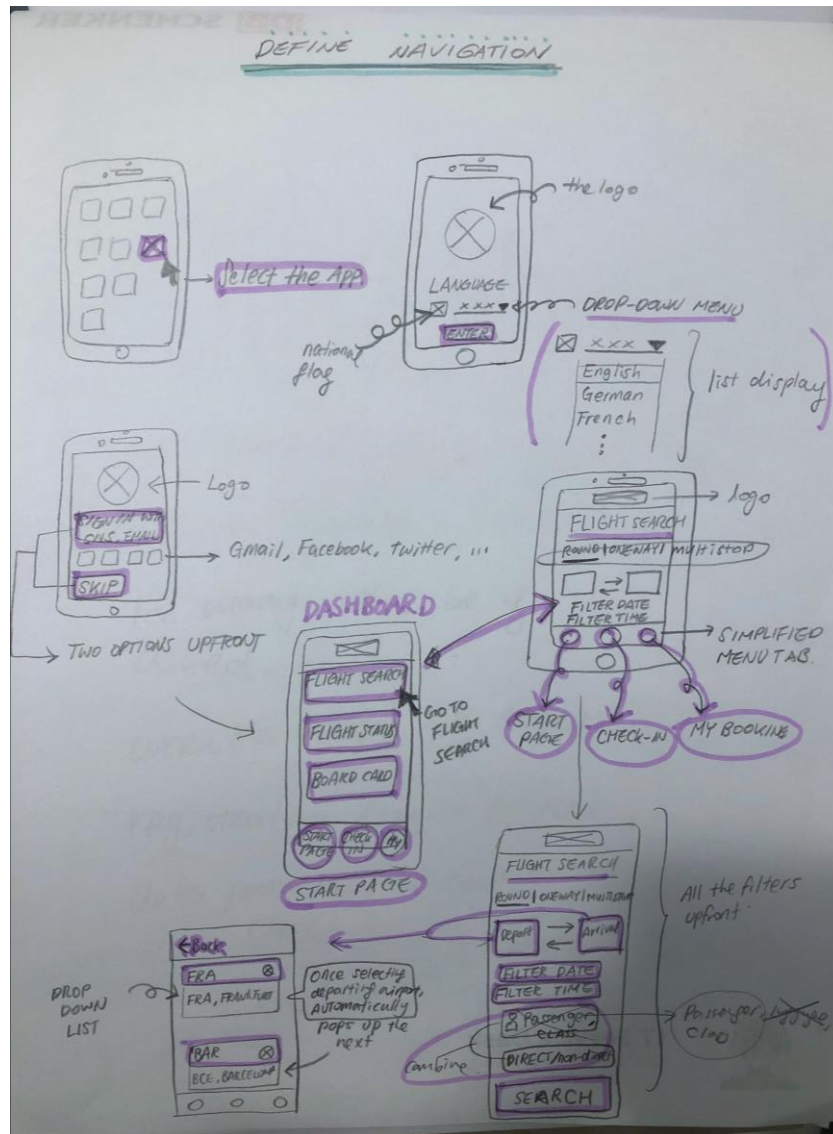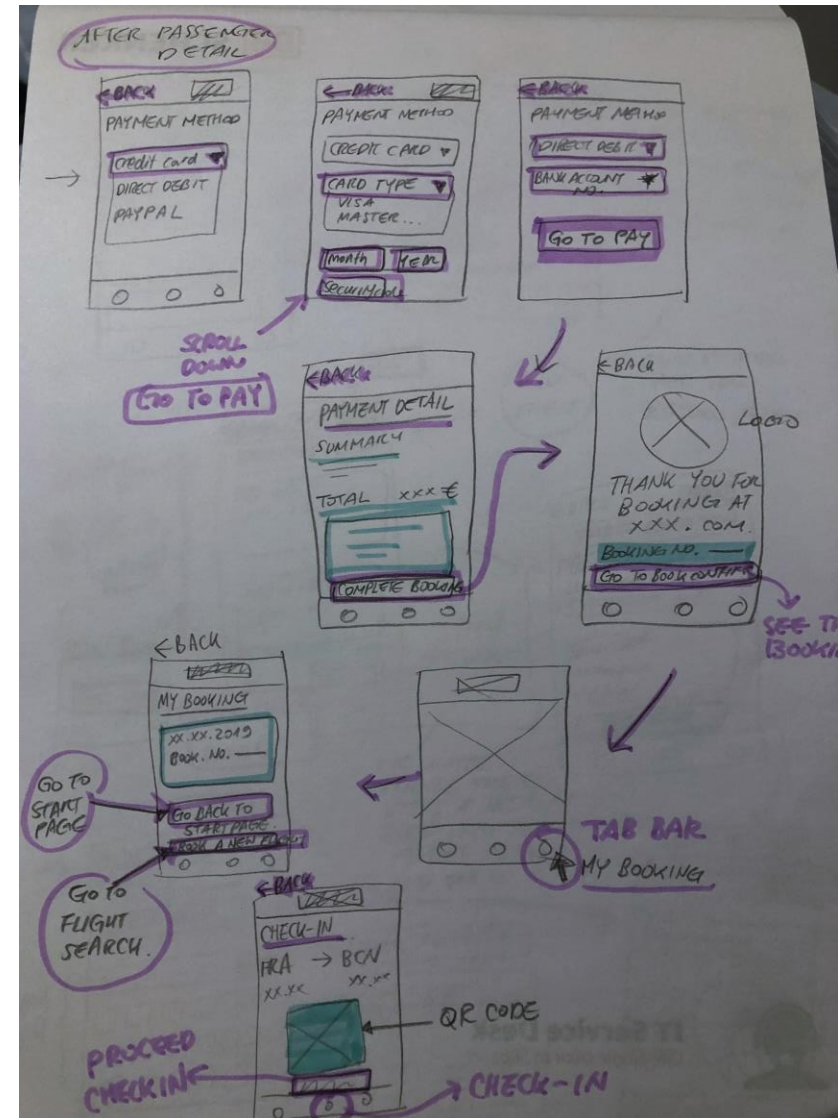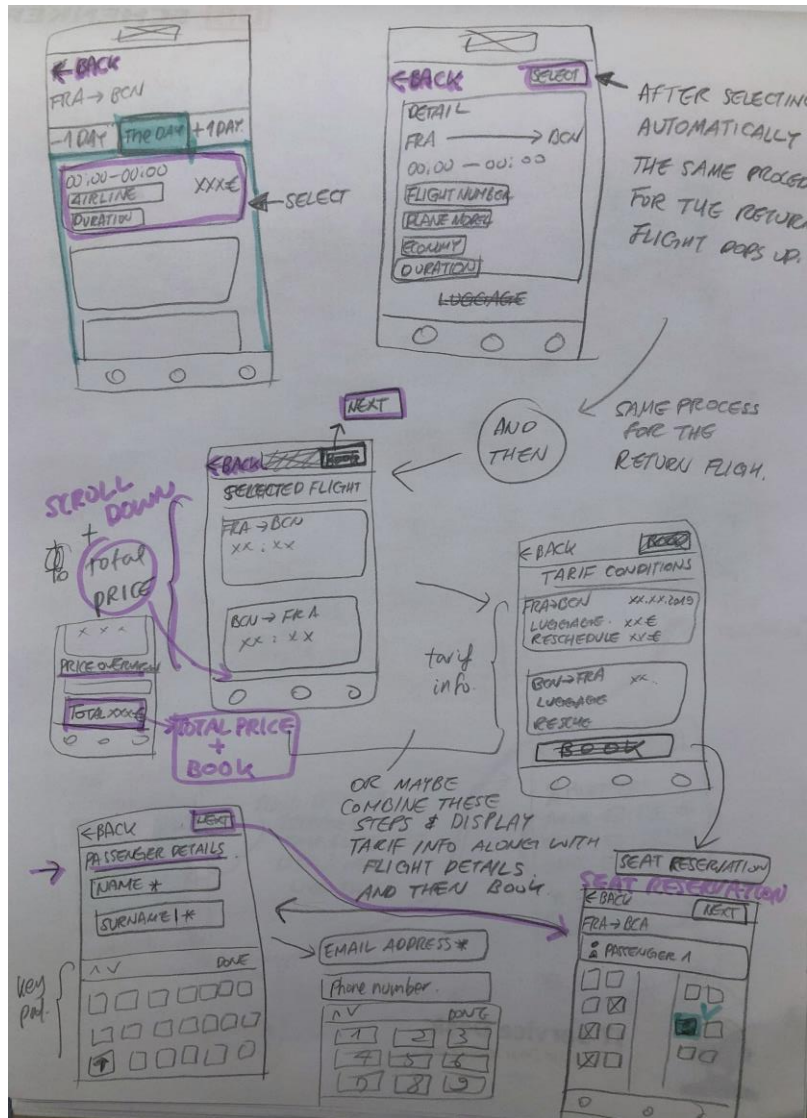
Sanghee Sarah Yoon

September 2019

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Overall Sketch

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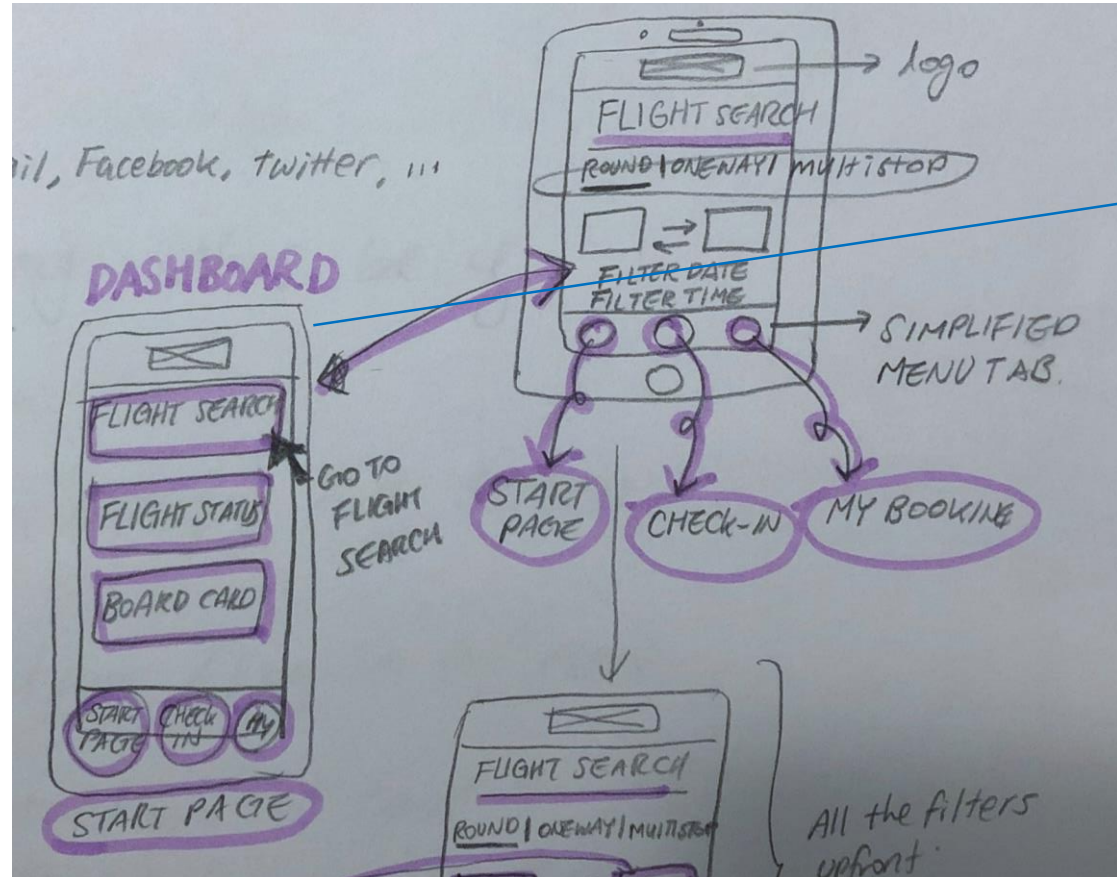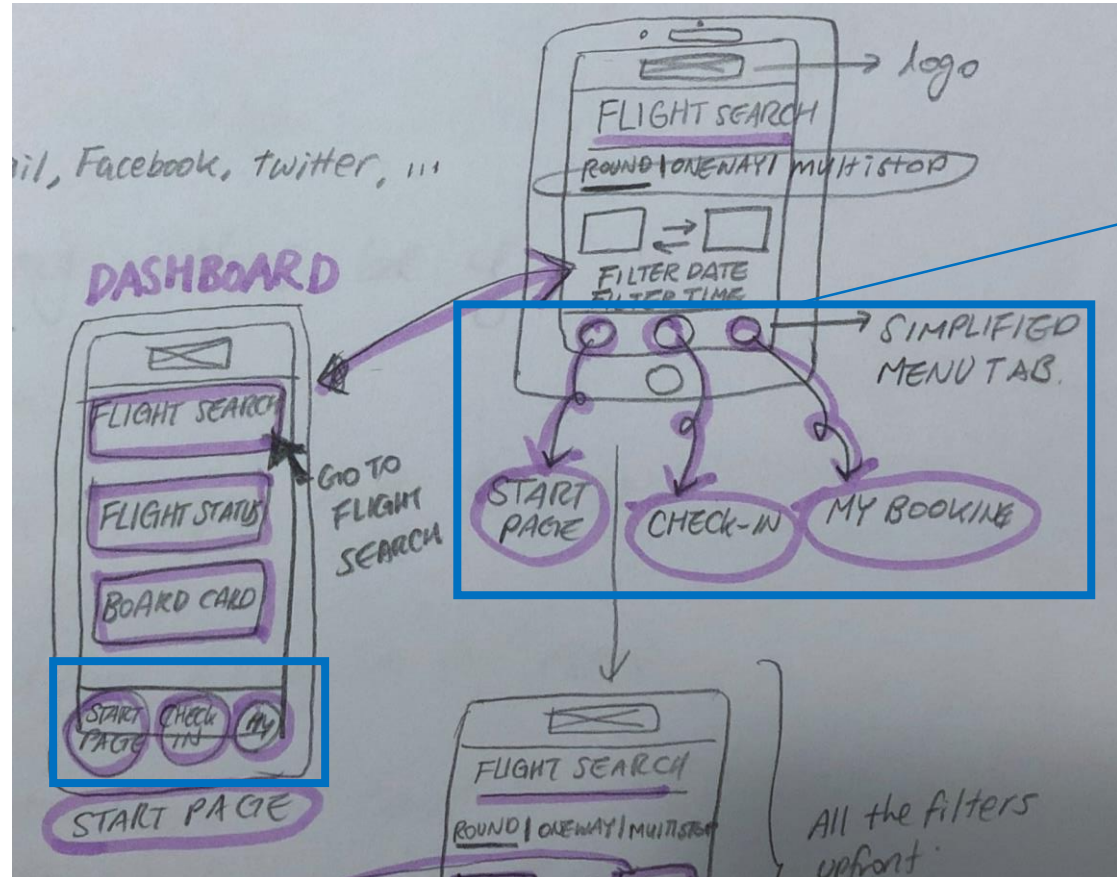
Overall Sketch

Dashboard

The start page will have a layout as a dashboard. It will display the most important functions of this app e.g. searching for flights, checking for the flight status and check the mobile boarding pass.

This reflects the requirements captured from usability tests that a mobile flight booking app is very useful when it comes to checking the information what passengers want to see, using their mobile devices.
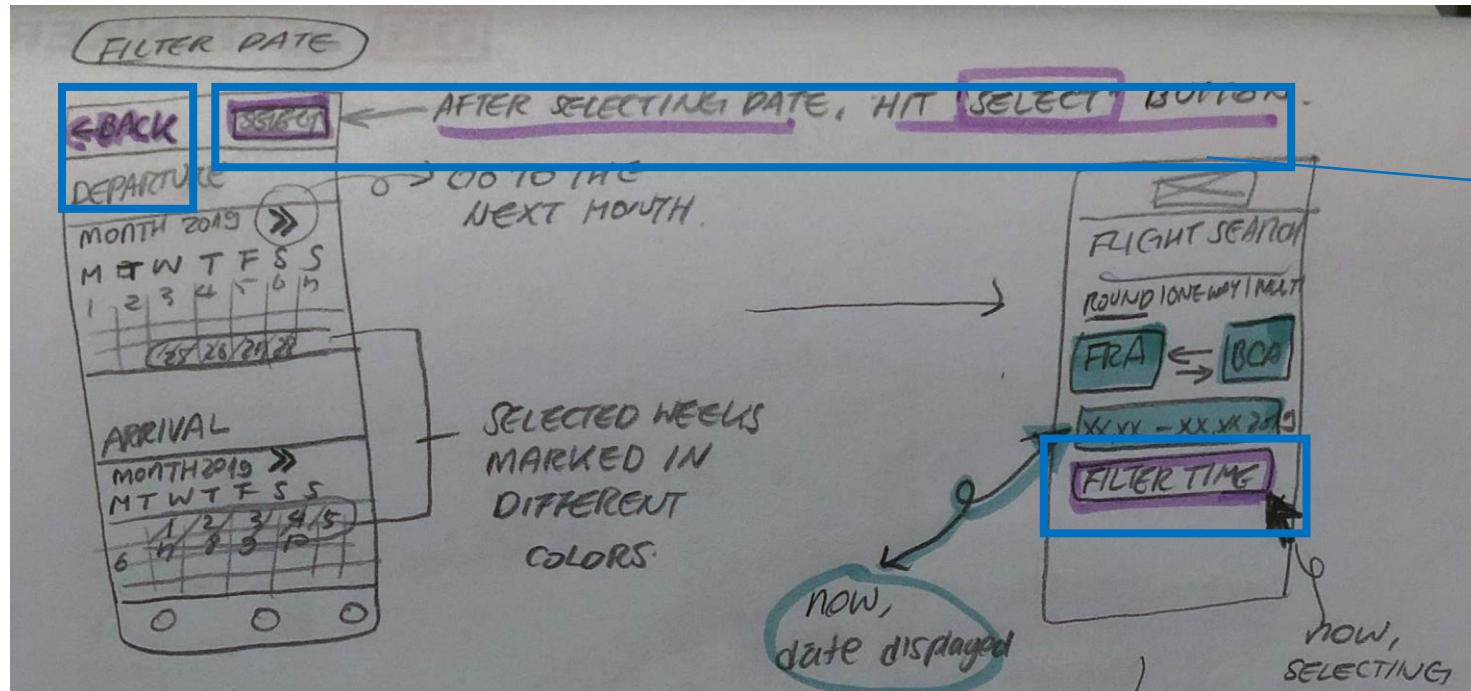
Menu Tab

Instead of using a „Hamburger Button" to hide menus, I have decided to already shortlist the number of menus into maximum three. Then let them be displayed beneath the screen as a menu tab or a menu bar.

1. Start Page: by hitting this button, the user will be directed to the dashboard start page.
2. Check-in: when the flight date approaches, the user can proceed online check-in
3. My Booking: the user can see the booking which he/she made and can use here as booking history or archive.

Decision Buttons

When users need to make decisions such as wanting to go backwards or proceed the next stages after making selection, filtering options etc., those are displayed as buttons.

Users can simply hit these buttons whenever they take actions.

Drop Down Lists

There are several actions which requires selecting something from lists. In this case, display the long listed contents only when the user click the drop-down field.

Drop-down list are marked with the icon „▼" and the list will be displayed underneath.

Thank you very much.

Sanghee Sarah Yoon

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sar.yoon89@gmail.com