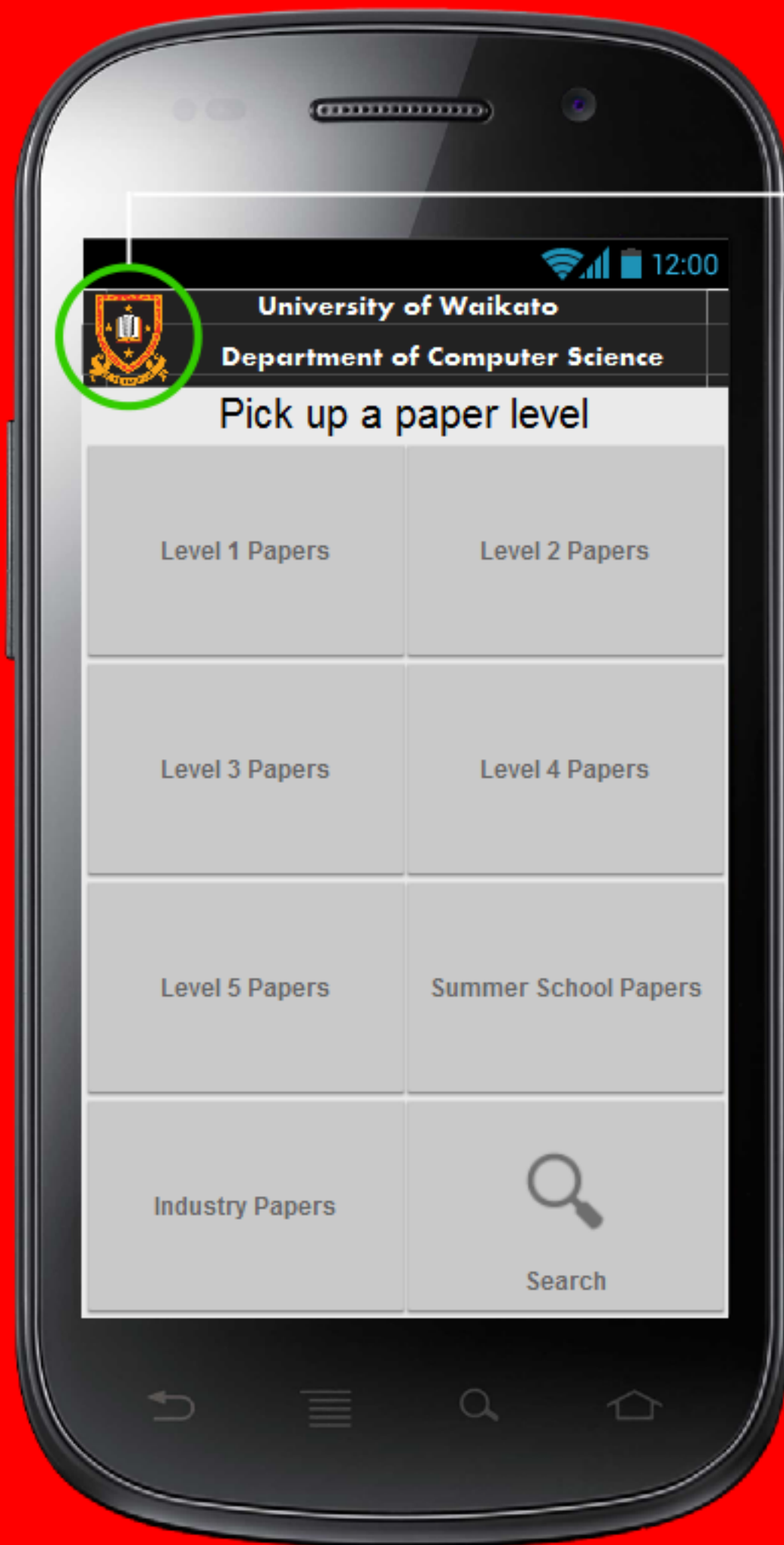


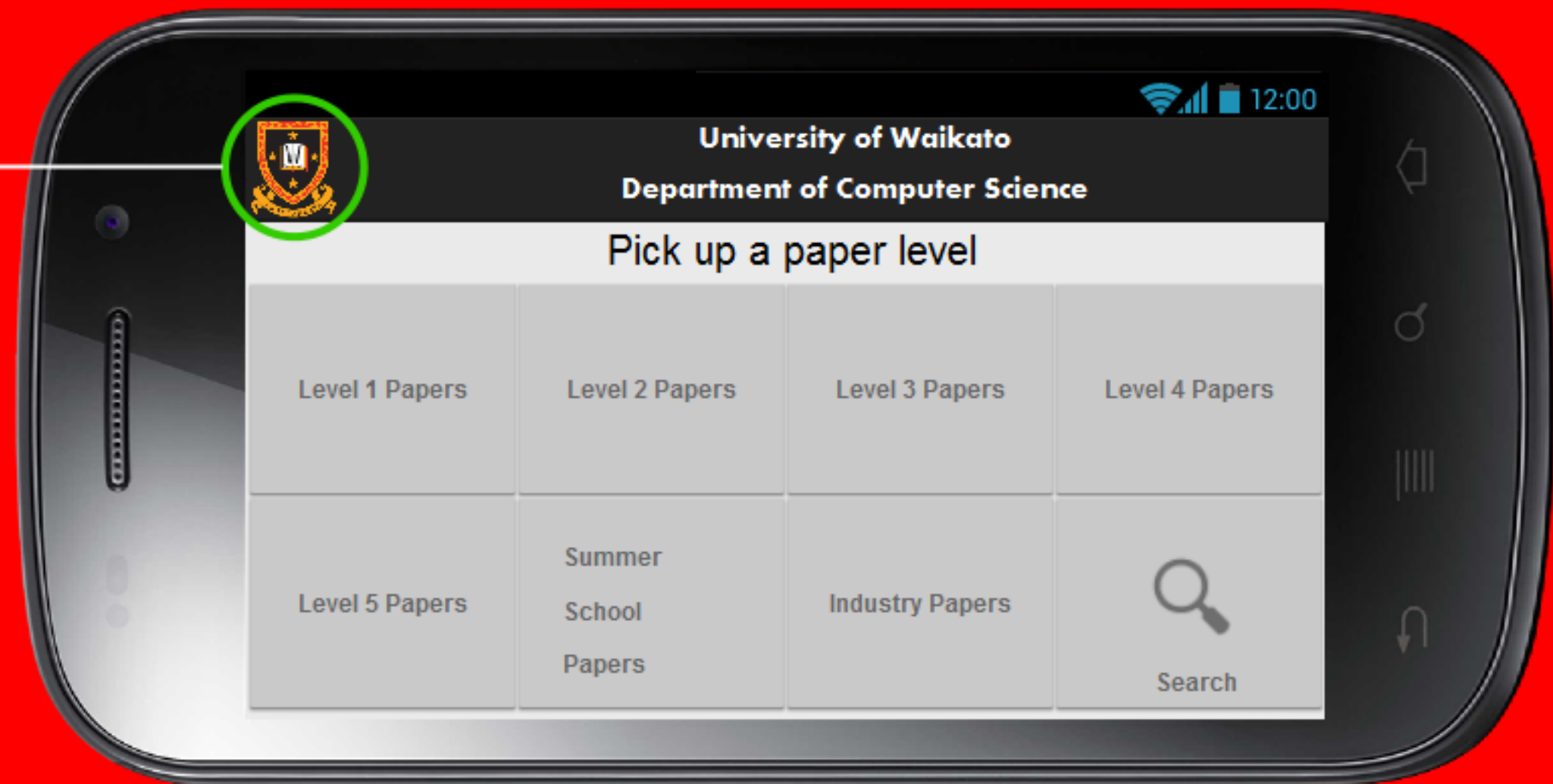
Main Screen

The aim of this screen (and the app in general) is simplicity above everything. The navigation should be very intuitive. So, I think big buttons like 'Windows Metro style' would fit very well for the user start looking his papers. Expecially if he or she wants to filter the papers by level. If the user has some idea what he's looking for he can use the search button as well, which leads to a dialog similar to screen number 13.

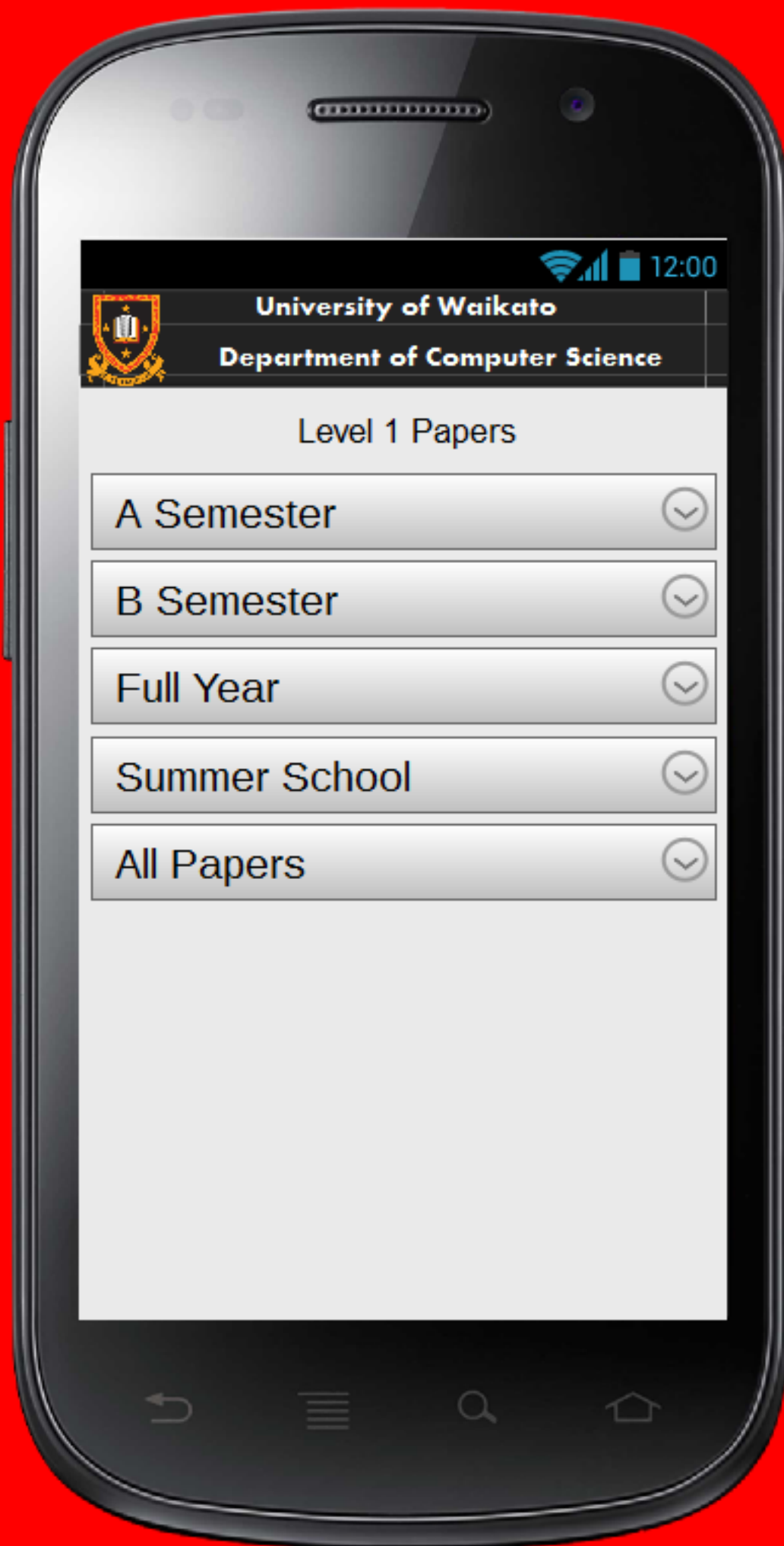
This button always leads to the main screen. No matter where you are.



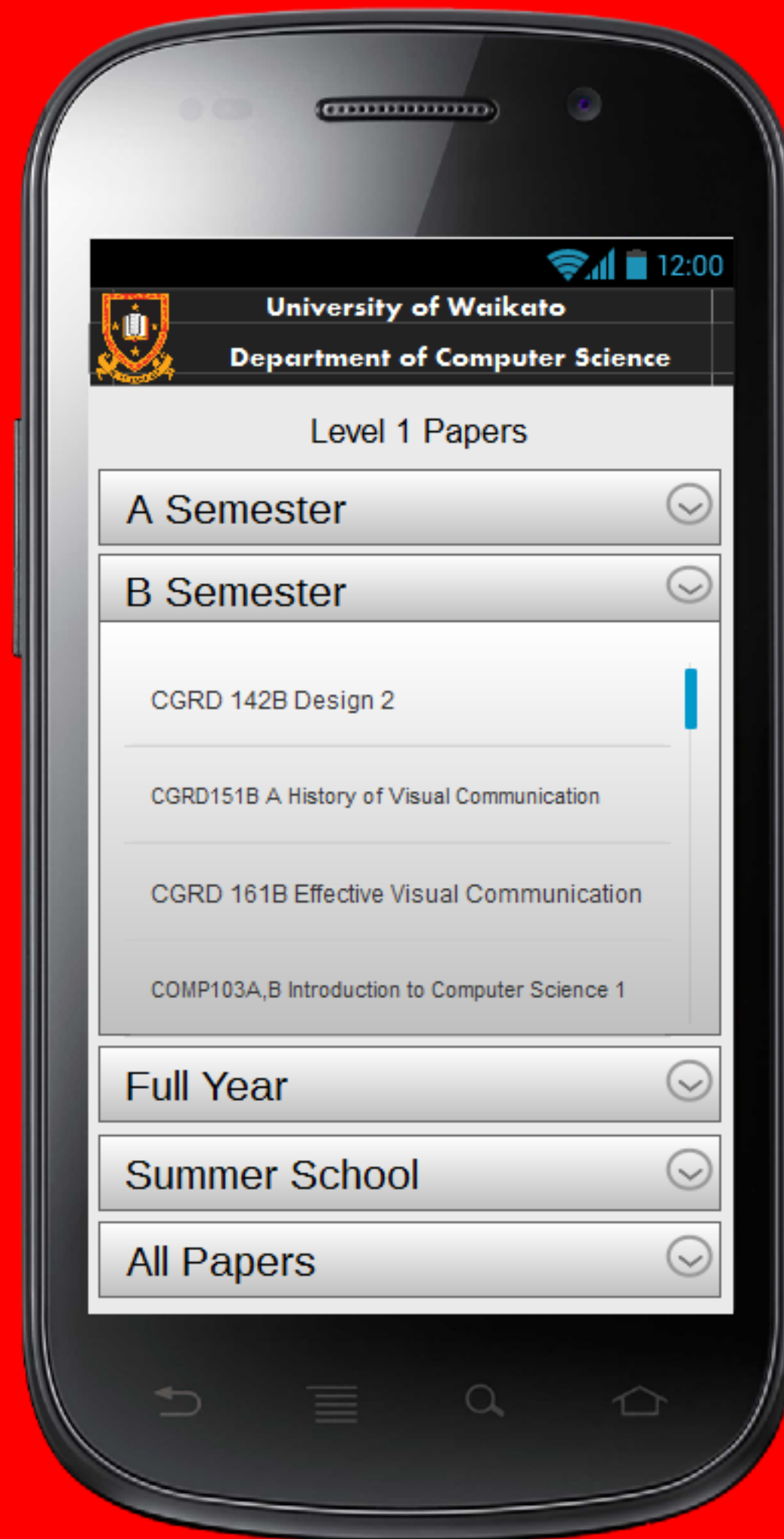
Screen 1



Screen 2



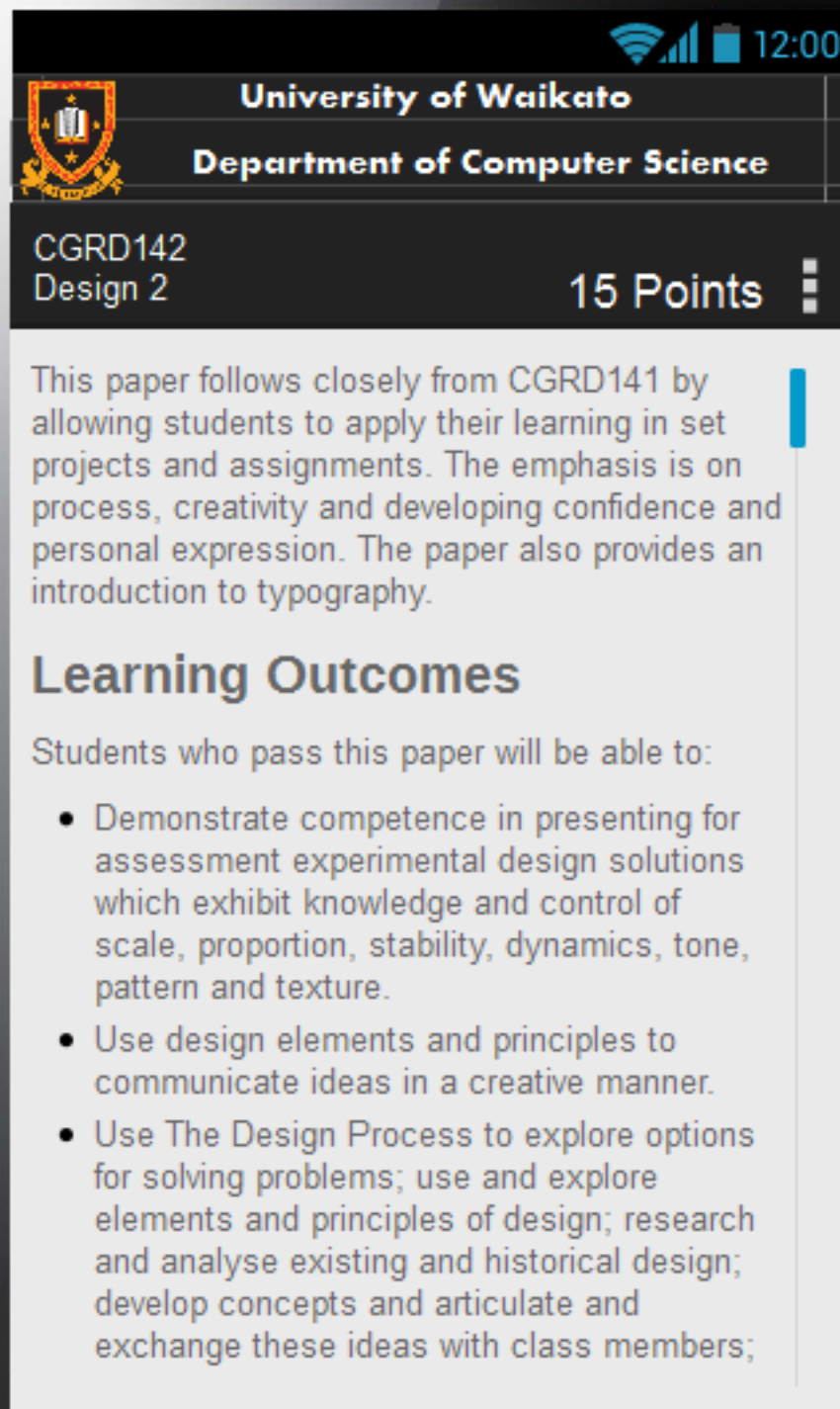
Screen 3



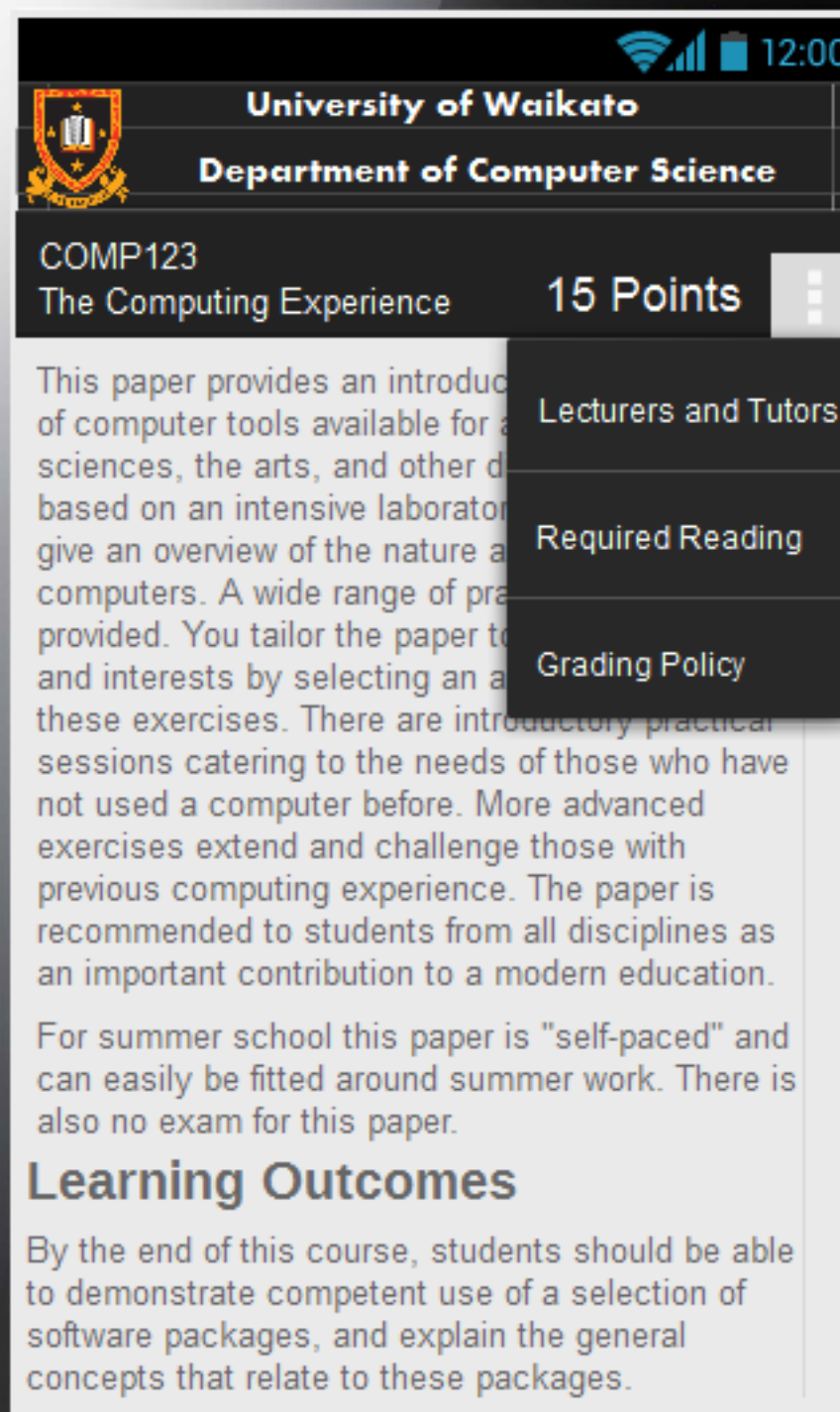
Screen 4

Paper Level Screen (Portrait)

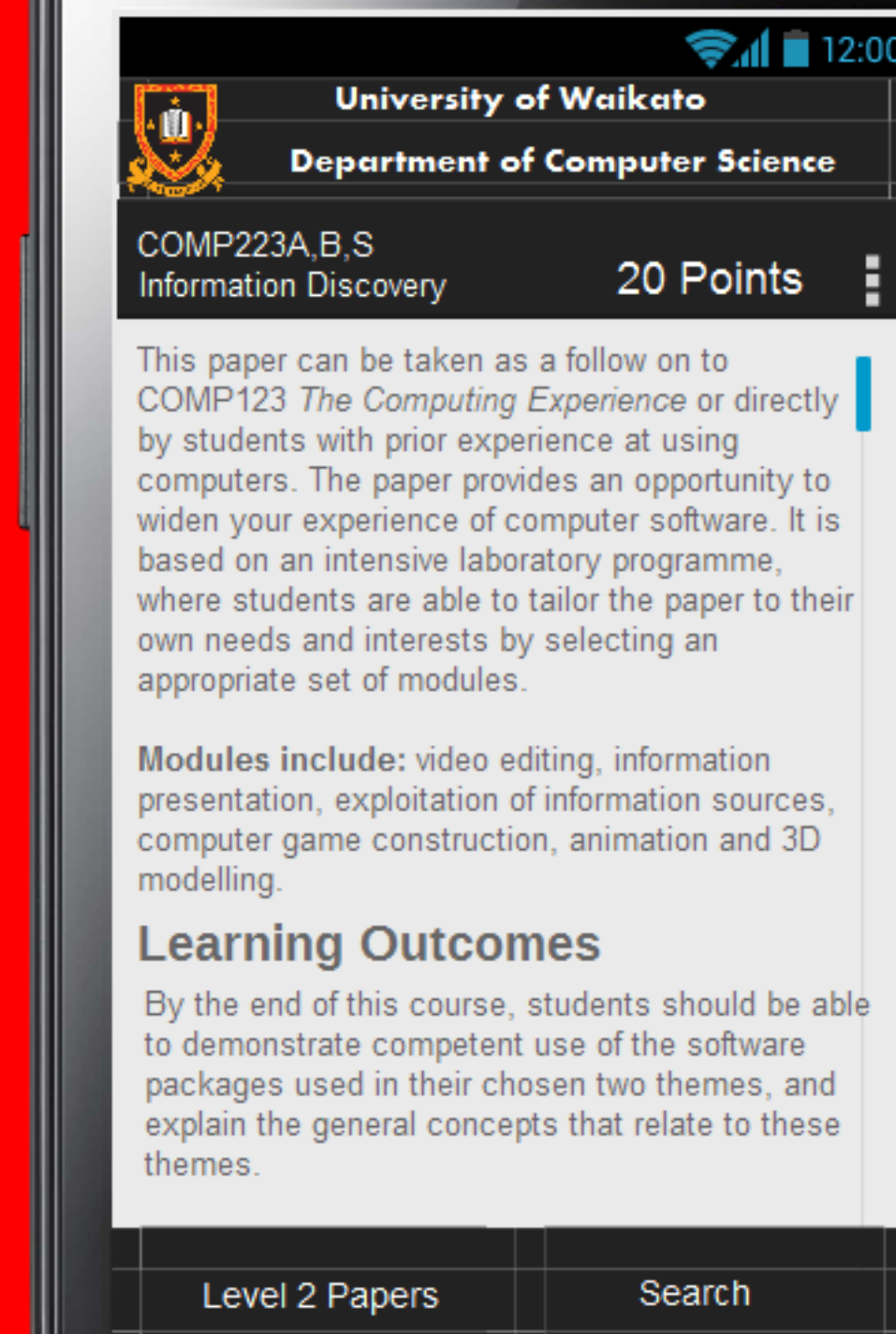
Once the user has selected a paper level, if the orientation of the device is portrait, this screen will show up. The accordion, just like we see on websites seems to be a nice choice to show up this content and make a smart use of screen space, at the same time it gives the user a good navigation experience.



Screen 5



Screen 6

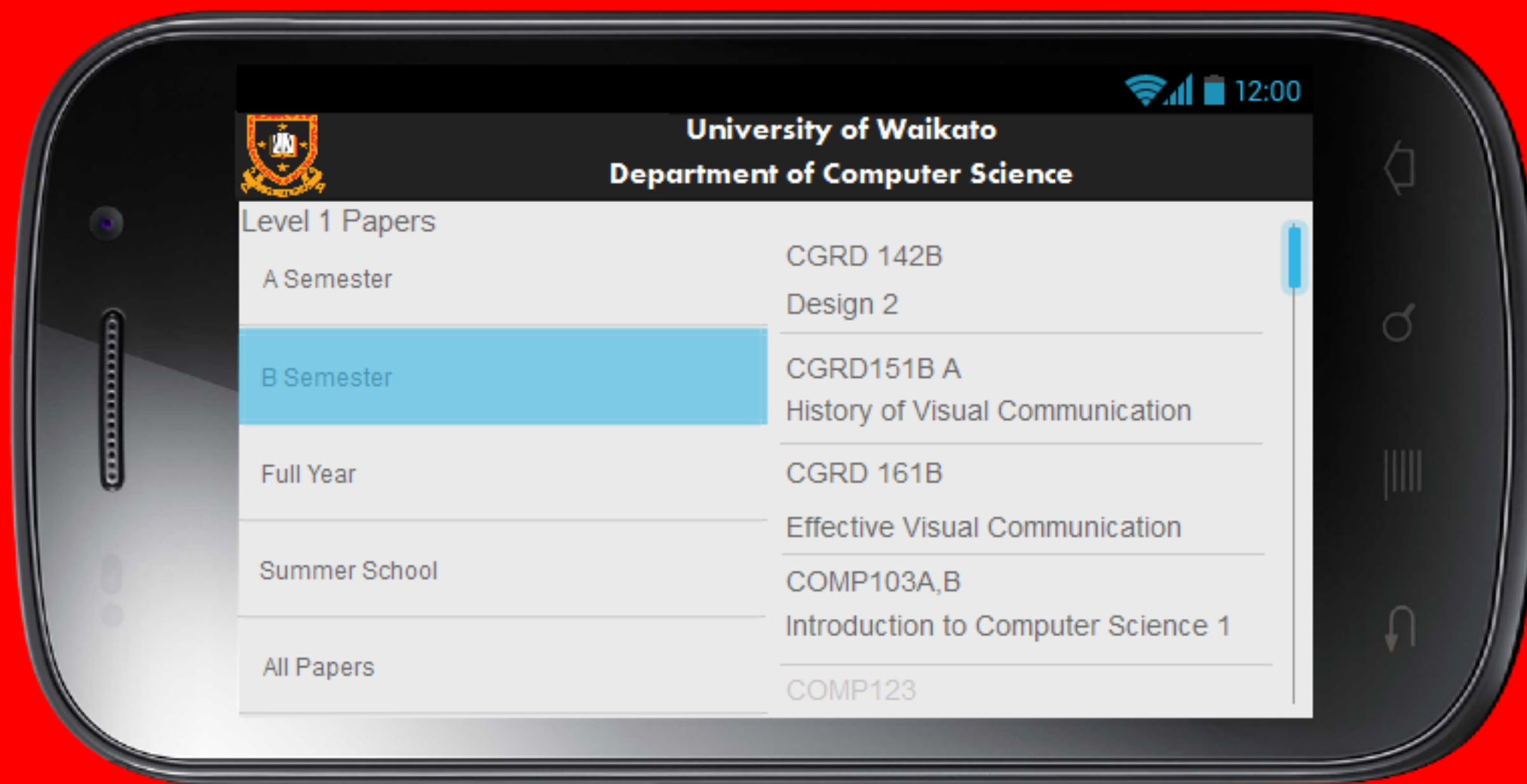


Screen 7

Paper Selected Screen (Portrait)

This is the portrait paper screen. Since the topics in each paper description is not standardized, the text should be shown just like a web page in a mobile browser. However, every paper has a set of similar topics. For these cases, the overflow button in the paper name bar was created. If the user clicks on any of those buttons, a dialog will pop up with the desired information just like on screen 11.

This menu helps the user go back to the previous screen (alternate way than press the back button). It also can be useful if the user wants to make a search right away.

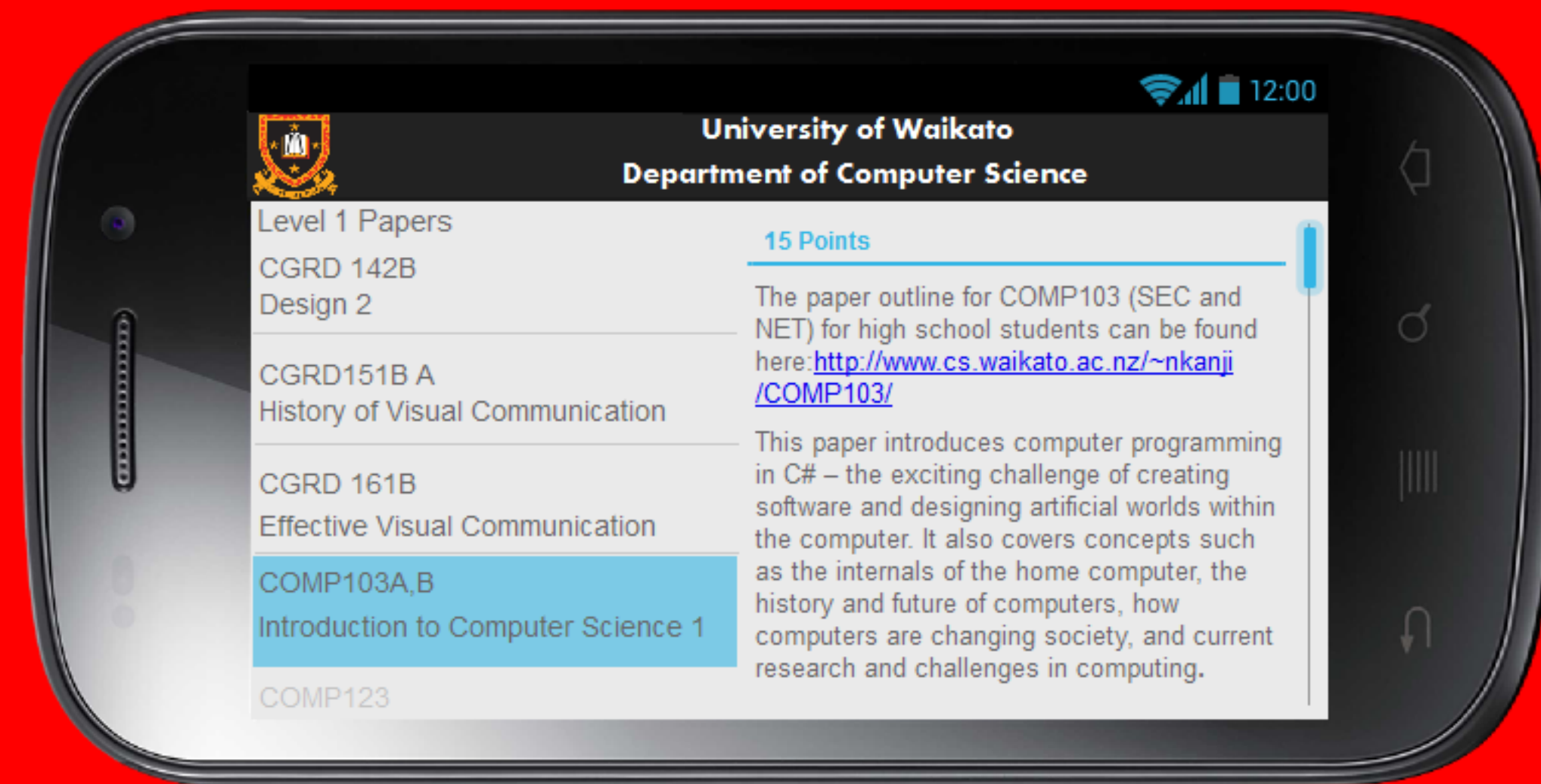


Screen 8

When the user selects a paper, the fragments change. Now, the paper fragment content goes to the left, giving space for the paper description on the right. If the user wants more details of the paper description it is likely he or she will turn the device into portrait mode. For this reason some of the papers description details were omitted in landscape mode.

Paper Level and Description Selection Screen (Landscape)

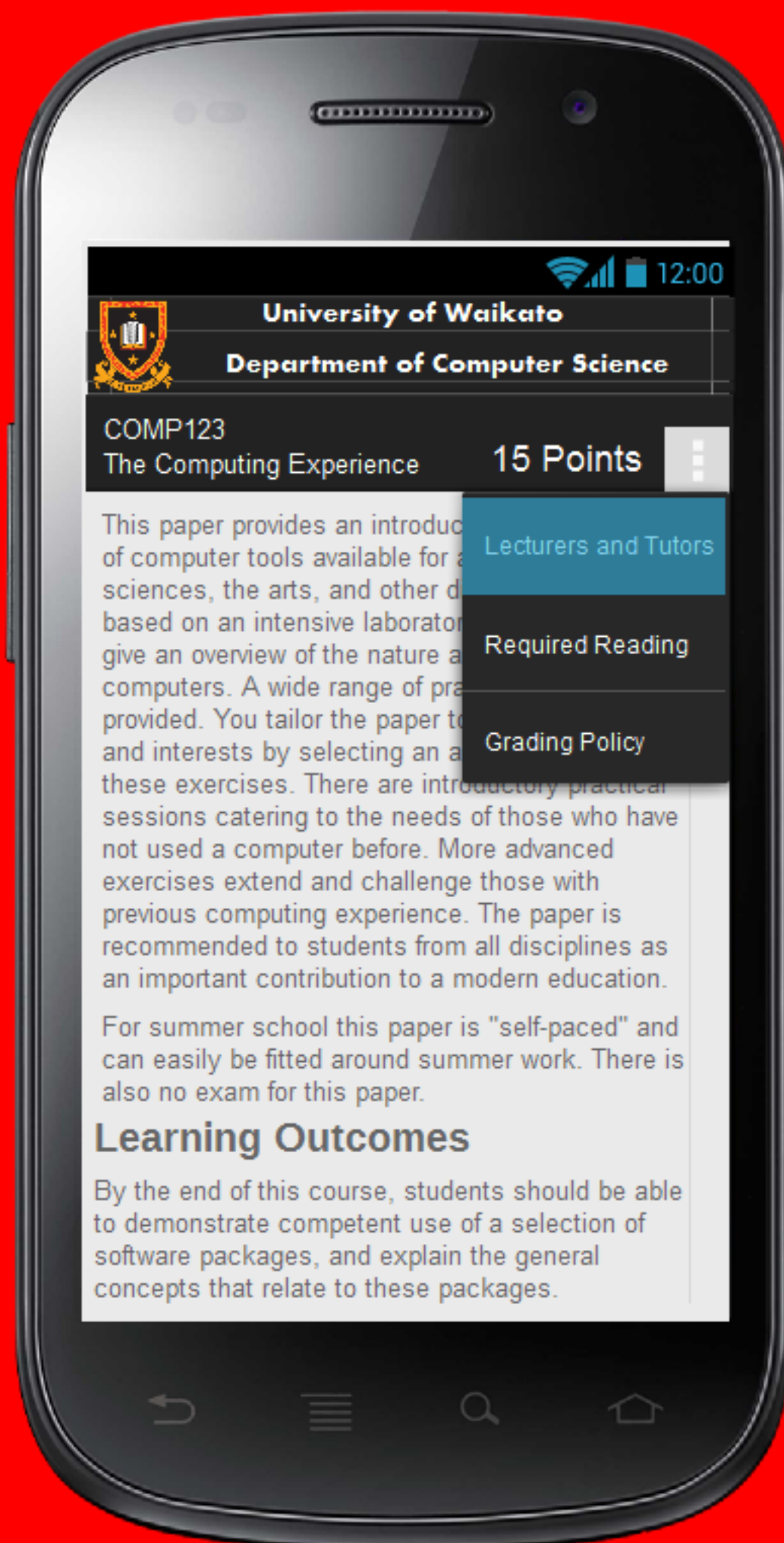
Following design suggestions shown in lectures, on landscape mode fragments could be used in order make a better use of the screen. This way, the user can select which semester he or she wants, following by the papers offered on that period in the other fragment.



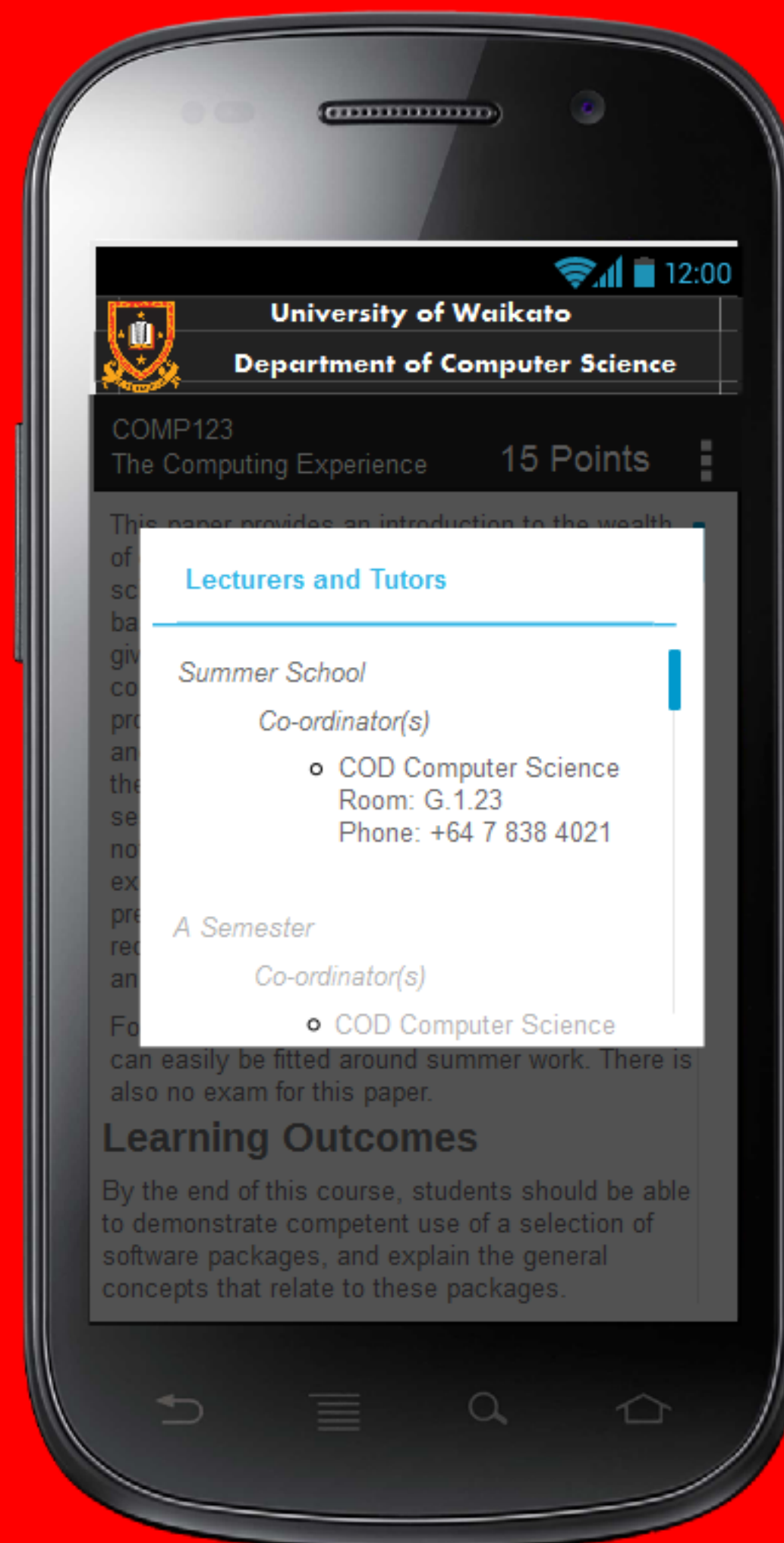
Screen 9

Dialogs

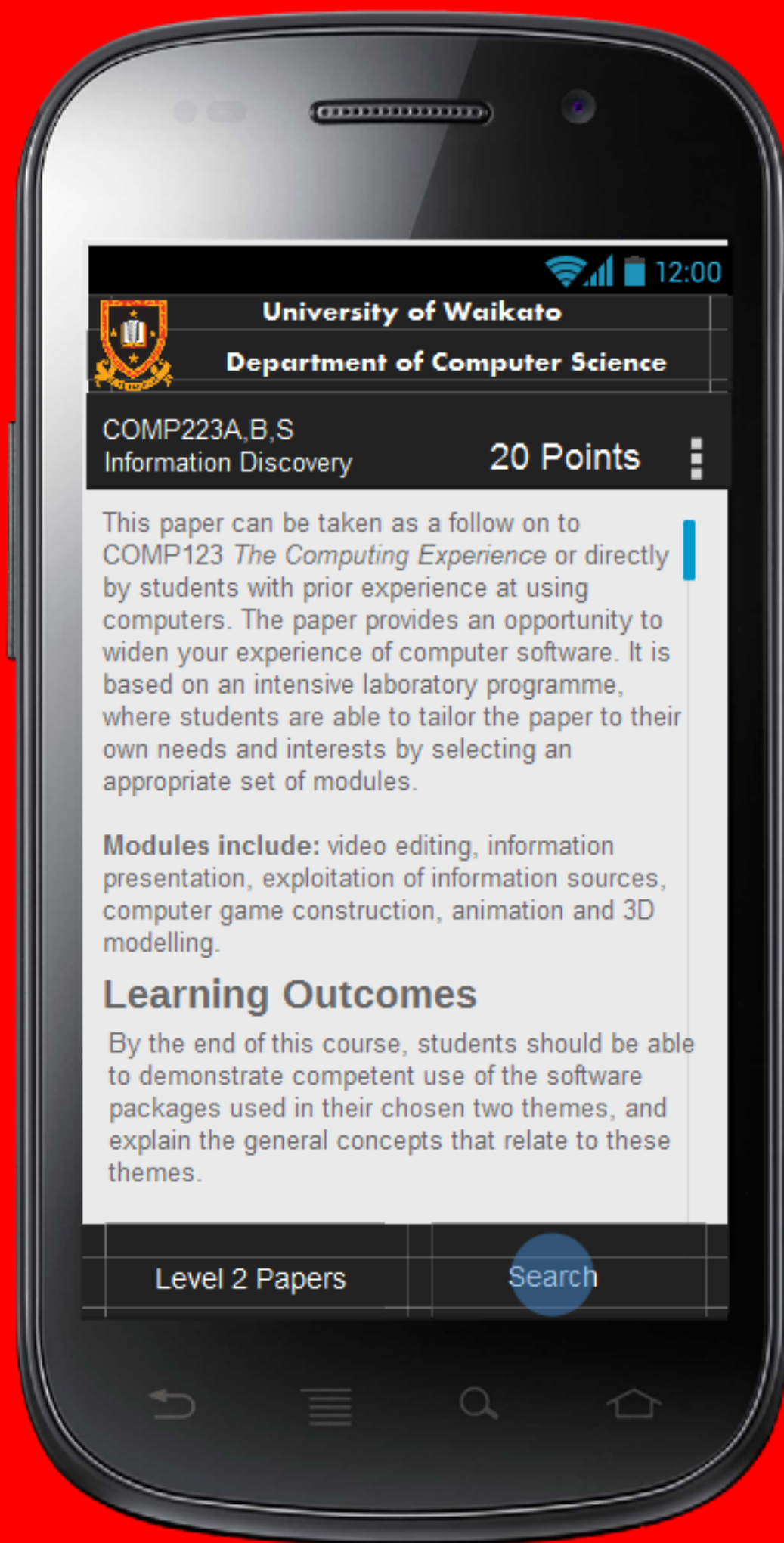
In order to maintain the application simple. Additional information will always be shown as dialogs. As it can be seen here, if the user wants to know the lecturer of the paper a dialog will pop up and show the information to him. The other menu buttons have the same effect. If he presses the back button, the the dialog closes.



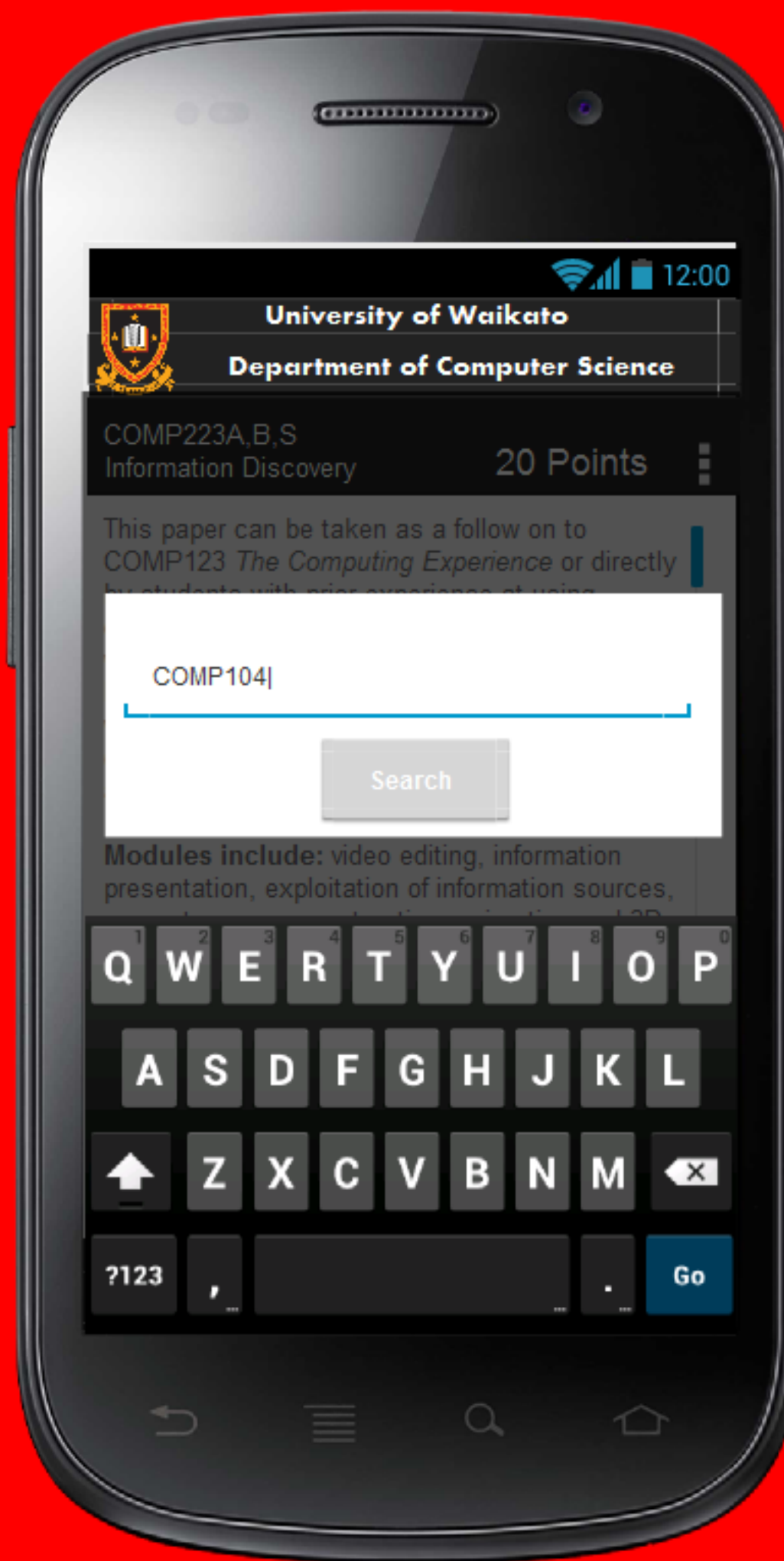
Screen 10



Screen 11



Screen 12



Screen 13

Search Screen

The search screen is just an input dialog, that captures user information and try to find a set of papers that match the keyword. The results can be shown in a screen very similar to screen number X, or X for landscape mode.

*For this coursework I've used some icons provided at the Android dev page.