Project Name

PingMath

Project Year

2023

Position

- UI/UX Designer
- Concept Designer

Tools

Figma and Sketch

Documentation Link

olders/1eM2VrgYzjy2Xqjdig W5K7vj2gzz3NlNW?usp=shar ing

Website Link

https://www.figma.com/file/EC THKDMrzkHOwiLSYK5xq7/ Wireframe-Math-App?type=design&nodeid=354%3A2110&mode=desig n&t=9UdU2bTAxZEwPSnC-1

Project Description

The iOS Foundation program is a 4-week course by Apple Developer Academy x Binus University with approximately 30 participants. As a participant in this program, I had an incredible opportunity to learn app development on the iOS platform. During the project, my role is to be the UI/UX Designer and concept designer. As a UI/UX Designer within the team, I designed the concepts of the user interface and user experience of PingMath utilizing Figma. PingMath is a simple game aimed at helping junior high school students learn mathematics more easily through interactive and motivating gameplay interactions. PingMath makes math learning more accessible and enjoyable for junior high school students. As a concept designer, I planned and created the concepts that will be implemented in PingMath, such as interactive gameplay concepts, game themes, and the visual appearance of PingMath.

Performance Results

For 1 month, I designed everything from the application's login page to the interface when users completed level 1 of the game, totaling 45 pages in Figma. During the final presentation, the UI/UX Designer team received the highest appreciation from Nanda, the Design Mentor from Apple Developer Academy. The attractive application interface for junior high school students, engaging game concepts as a learning platform, and innovative solutions to overcome boring learning methods for $\underline{https://drive.google.com/drive/f} students \ were \ the \ \textbf{strengths} \ \textbf{of our team} \ and \ \textbf{added value for the mentors}.$











Metta Anggraini

Binus Student

Contact