

Assignment 1

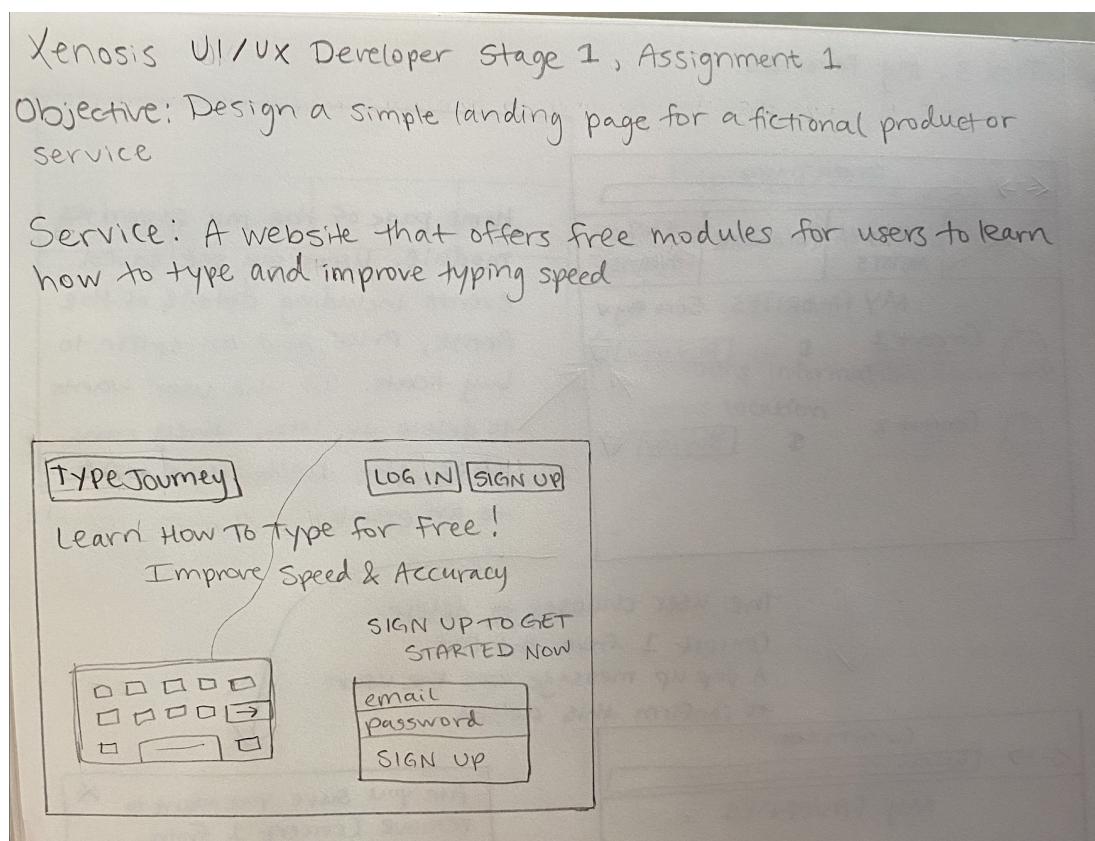
Objective

Design a simple landing page for a fictional product or service

Service

A website that offers free modules for users to learn how to type and improve their typing speed

Initial Sketches



Wireframes: Figma

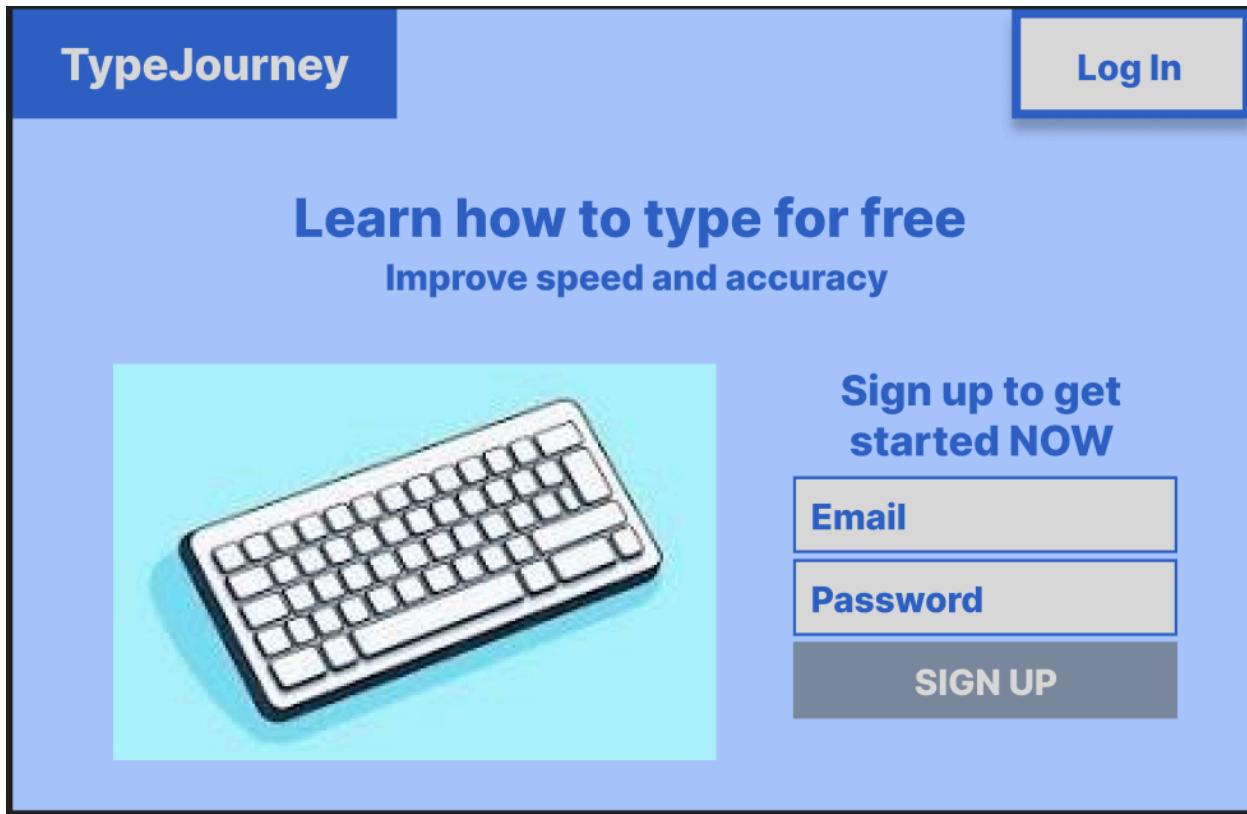


Figure 1: Here we see the landing page for the TypeJourney service. There is a button in the top right corner for the user to log in if they have an existing account. Additionally, there is a welcome message with a simple description of the service. Finally, we see an area where the user can sign up for an account. There are two fields, Email and Password. The “Sign Up” button is gray because it is disabled until the user enters the required fields.

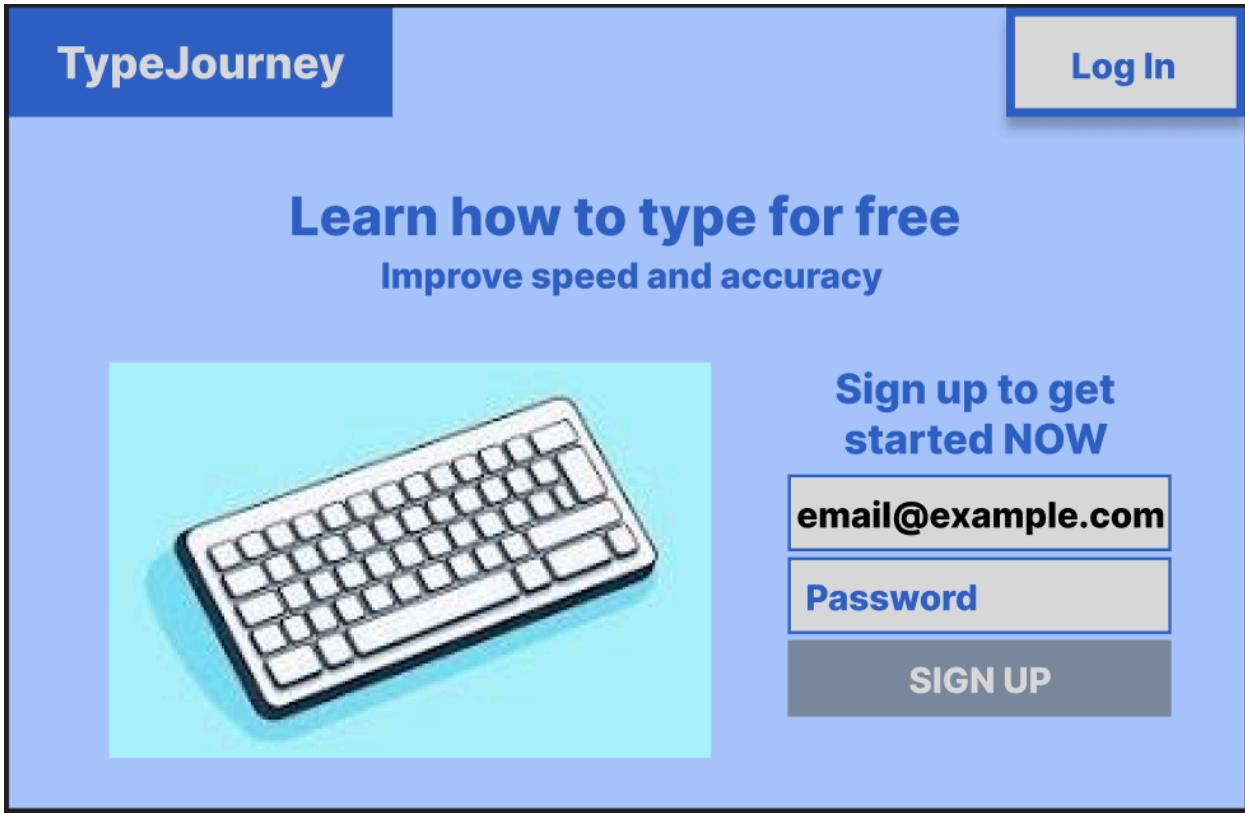


Figure 2: Here we see the next screen where the user has entered their email address into the email field. The entered text is black for the user to differentiate their own text from the description of the field box text. The “Sign Up” button is still disabled because the user has not entered a password yet.



Figure 3: Here we see the user has entered a password as well. Now the “Sign Up” button is blue, which means it is enabled since both fields have been entered by the user.

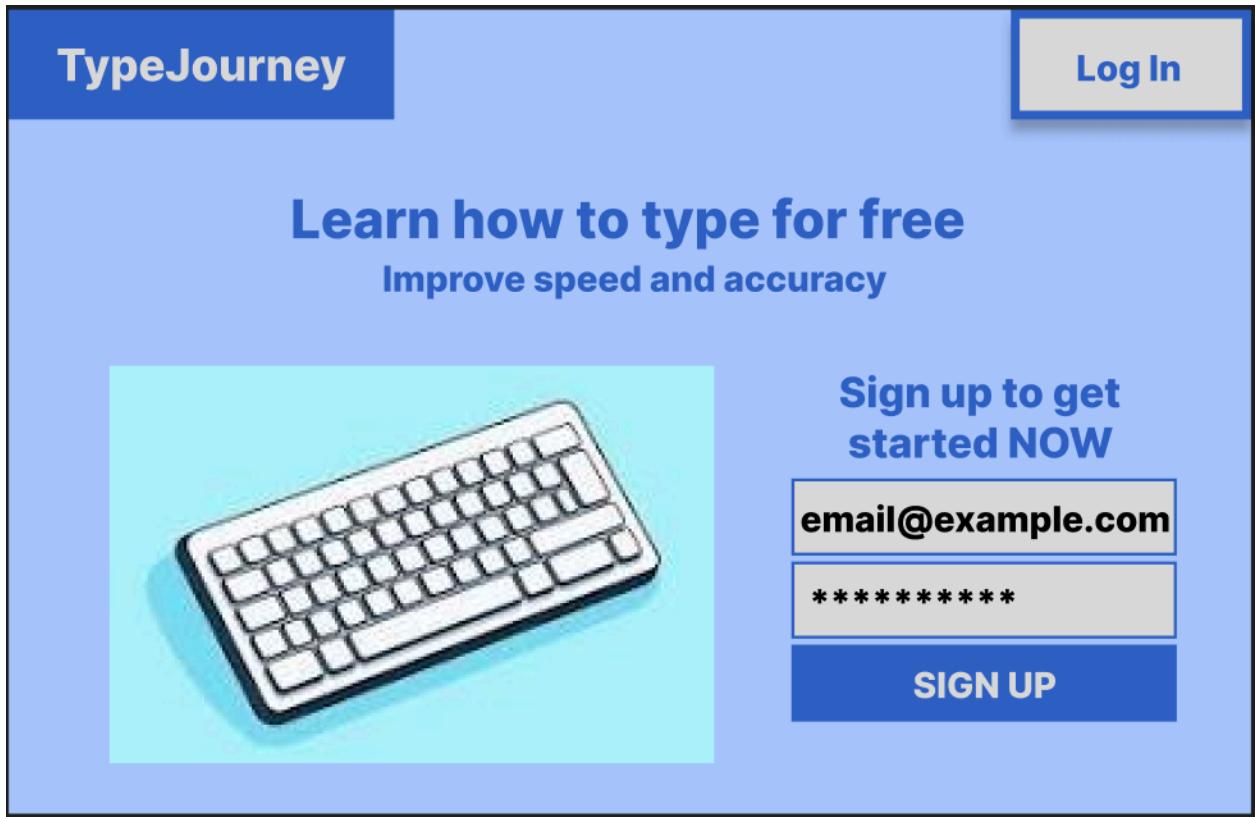


Figure 4: Here we see the final screen, where we notice that after a few seconds, the password has been converted into asterisks to avoid being seen. Now, the user may click the “Sign Up” button to redirect them to TypeJourney’s module page.

Assignment 2

Objective

Redesign a sign-up form to improve user experience and aesthetics

Chosen Form

Birkdale “Join Mailing List”

Become an Insider.

Sign up to be the first to know what's happening at Birkdale Village, including special events and promotions.

JOIN MAILING LIST

SIGN UP

Here we see the current Birkdale mailing list signup design. On the right, "Join Mailing List" and "Sign Up" both look like clickable button options.

Become an Insider.

Sign up to be the first to know what's happening at Birkdale Village, including special events and promotions.

JOIN MAILING LIST

SIGN UP

Invalid Email Address

Here we see that upon clicking "Sign Up" we are met with an error stating "Invalid Email Address." This means that the "Join Mailing List" box is a field box for the user to enter an email address, but the current design does not make this clear. A suggestion here would be to change the text inside the "Join Mailing List" to say something along the lines of "Email Address."

Initial Sketches

Stage 1, Assignment 2

Objective: Redesign a sign-up form to improve user experience and aesthetics

Chosen form for redesign: Birkdale "Join Mailing List"

original :

JOIN MAILING LIST

SIGN UP

Redesign :

This is my email address!

Email Address

SIGN UP

Wireframes: Figma



The wireframe shows a dark green header with the text "Become an Insider." in white. Below it is a smaller, lighter green box containing the text "Sign up to be the first to know what's happening at Birkdale Village, including special events and promotions." To the right of this text is a white input field labeled "EMAIL ADDRESS" and a dark green button labeled "SIGN UP".

Figure 1: Here we see the mailing list section with a header and description to the left and an email field on the right followed by a “Sign Up” button.



The wireframe is identical to Figure 1, but the "EMAIL ADDRESS" input field now contains the text "example@email.com".

Figure 2: Here we see the user has entered an email address into the email field.



The wireframe shows a dark green header with the text "Thank you for joining the Birkdale Village community! We will see you soon!" in white. To the right is a white input field labeled "example@email.com" and a dark green button labeled "SIGN UP".

Figure 3: Here we see the user has selected the “Sign Up” button, and the system responds by showing them a message on the left confirming that they have been signed up for the mailing list.

Assignment 3

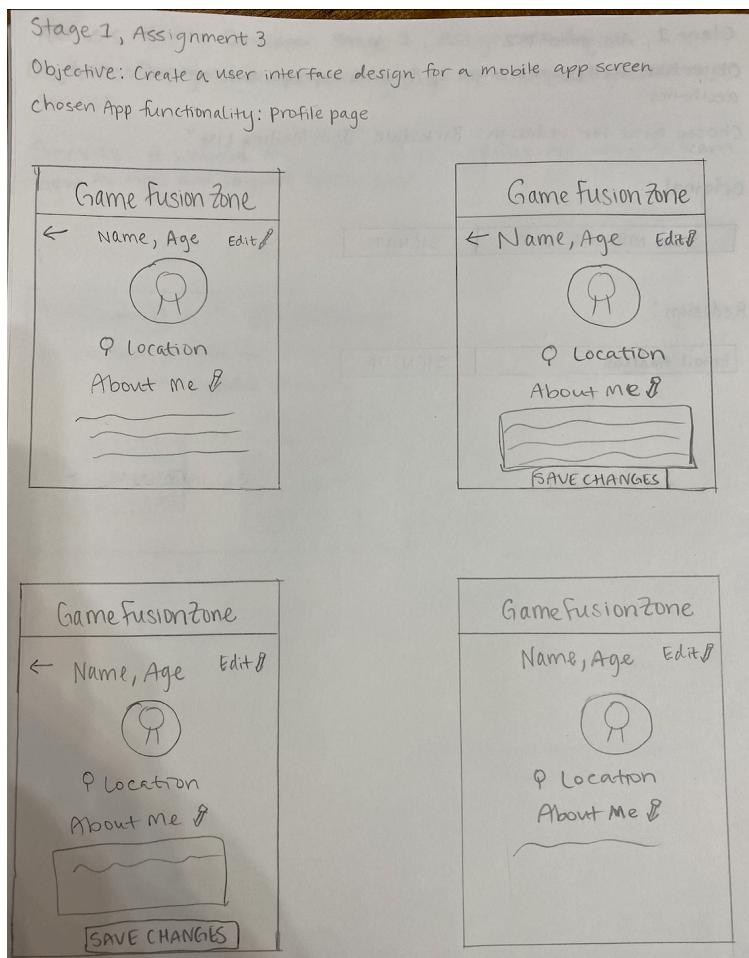
Objective

Create a user interface design for a mobile app screen

Chosen App Functionality

Profile page

Initial Sketches



Wireframes: Figma



Figure 1: Here we see a profile page for a 20-year-old girl named Olivia on a gaming app, Game Fusion Zone. Her name and age are displayed at the top. She has profile pictures, an option to edit photos, her location, an About me description along with an option to edit the section.

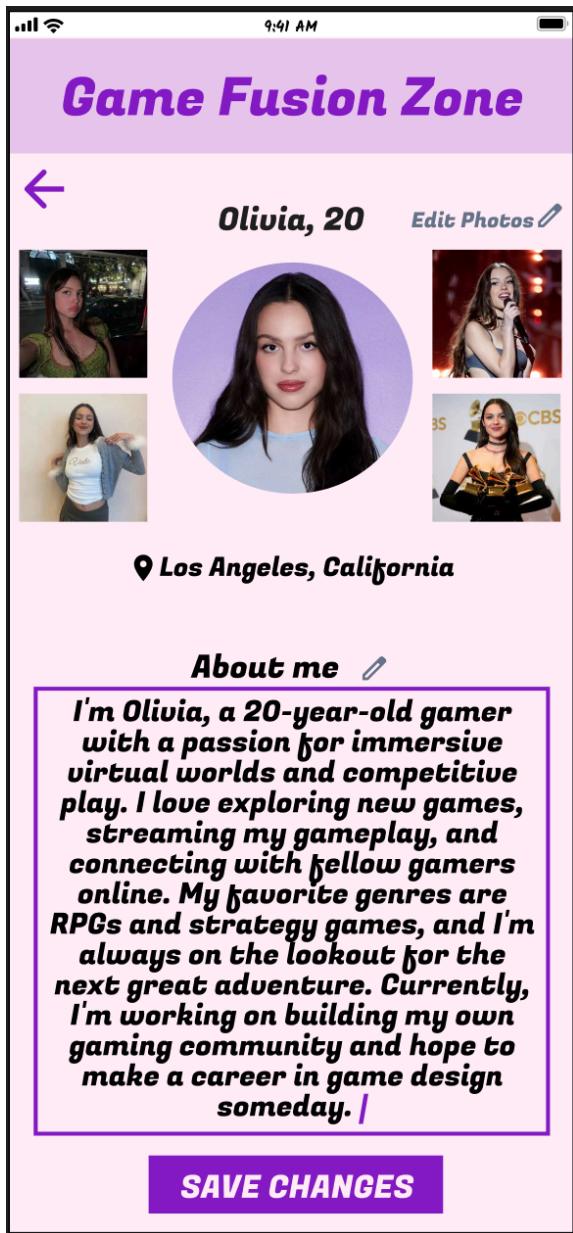


Figure 2: Here the user has selected the option to edit the About me section. The description is now displayed in a field box with a cursor. Additionally, there is a button at the bottom for the user to Save Changes once they finish editing.

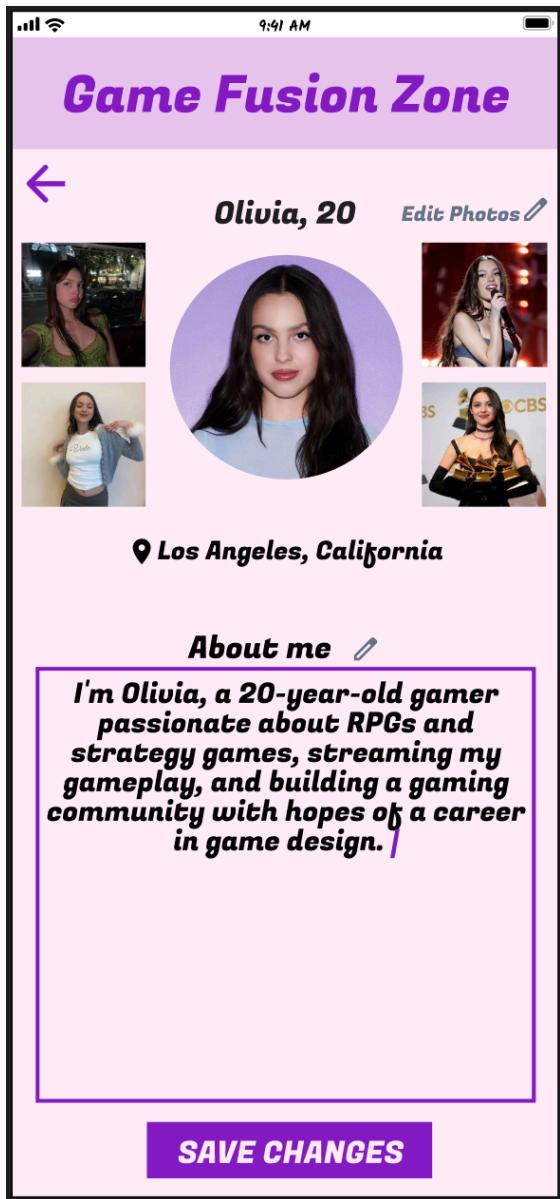


Figure 3: Here the user has changed the description to be shorter. They can now select the “Save Changes” button.

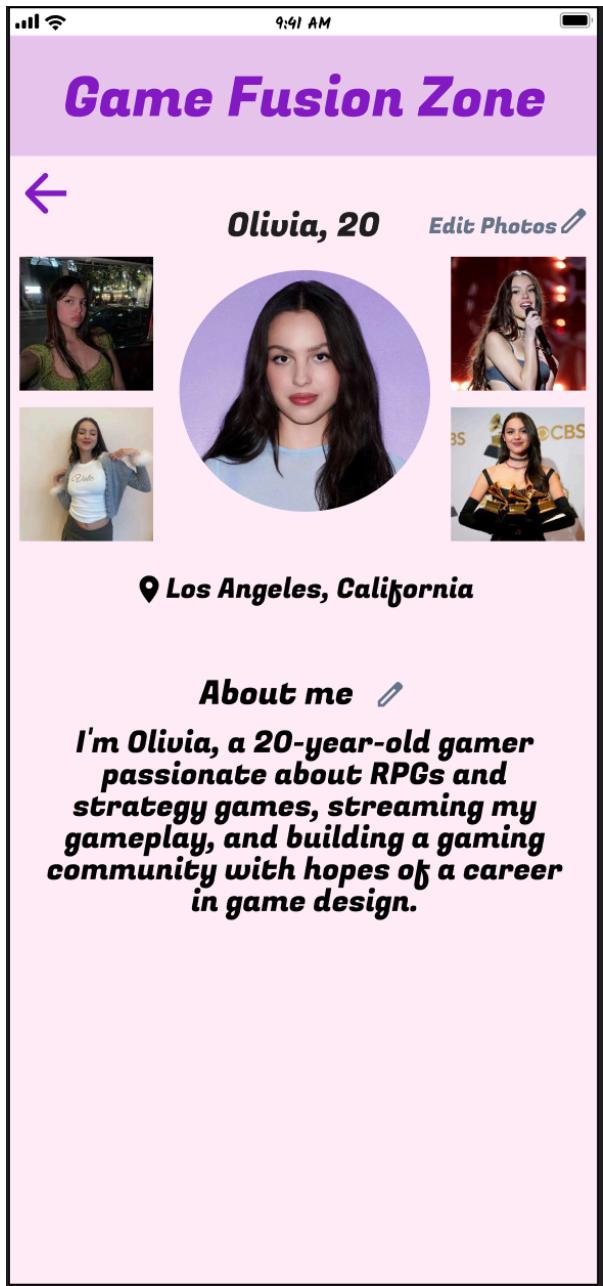


Figure 4: Upon clicking “Save Changes” the user sees that the new description has been saved to the profile under About Me details.