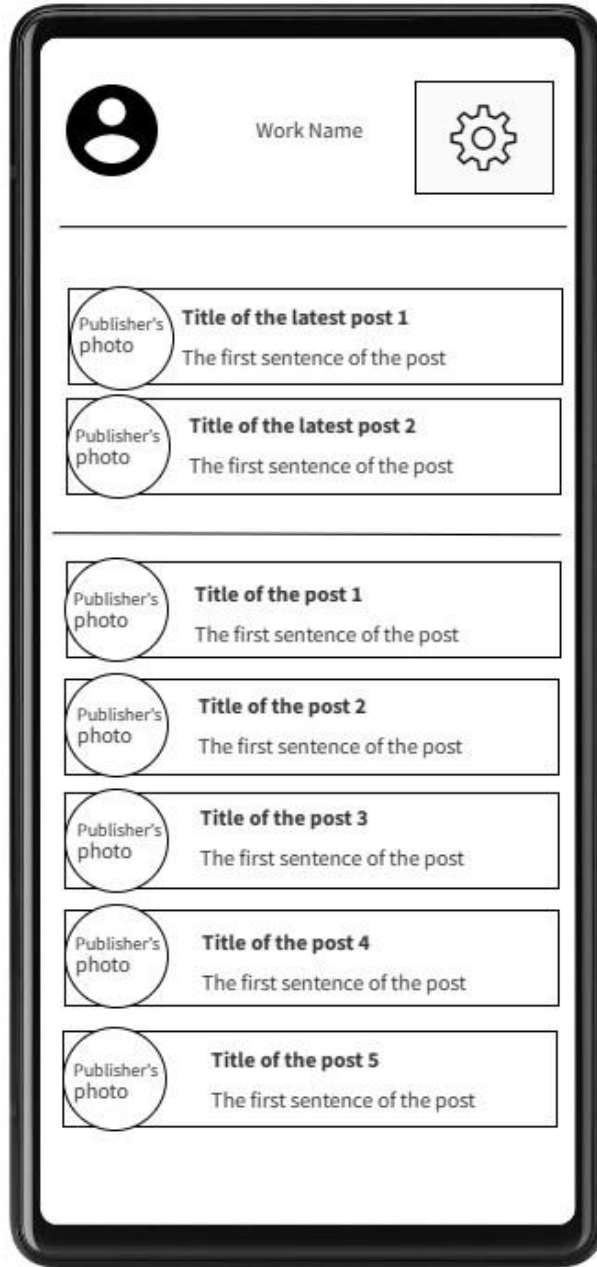


## *start screen*

### *Iteration 1*



### **What is it about?**

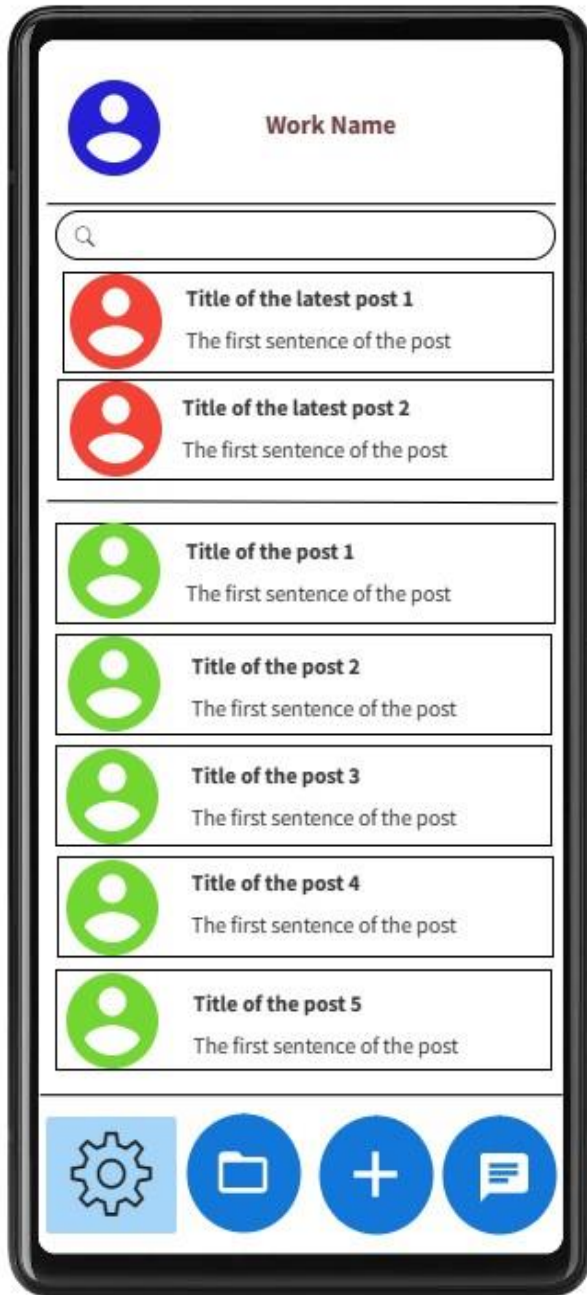
The screen is divided into three sections; The first section contains the user icon, which is the user's picture or name, by clicking on it, you will go to the user's profile screen and his data. Next to it is the name of the business, then the gear icon, which expresses the settings of the application. By clicking on it, you go to the application and business settings screen. Then the second section of the screen with the last two publications (the most recent publications) arranged from the most recent to the oldest, and the image or name of the publisher of the publication appears, and next to it is the title of the publication in clear bold and below it the first sentence of the publication. Then the third section of the screen and it contains all the publications arranged from the newest to the oldest and five publications appear and by scrolling down the screen the rest of the publications appear.

### **Actions for users to take**

The user can read the latest publications by clicking on the publication from the second section of the screen. Or go to the publications in the third section and choose the desired publication.

### **Research finding applied to the design**

One of the main findings from our user interviews was that Users want to quickly see approved instructions, So we focused on this feature in this design.



## *start screen* *Iteration 2*

### **Design principle(s) applied**

- ☐ Users don't read; they scan.
- ☐ Our past experience shapes our expectations.
- ☐ Apply Gestalt principles in design.

### **Design rationale**

- Help users make the information easy to understand:
  - reduce words (By adding several icons and the interaction of colors)
  - Visualize Concepts (By embodying words and expressing them with icons.)
- Help users by using design patterns they are likely to have seen before. (Use of repetitive icons in most applications).
- Consider how the "form" (spacing and grouping) of your design affects the user experience. (Split the screen and grouping each group together).