Proposal

uiux

Cadfolio

United Kingdom

ver. 1.0

All copyright notices are respected, with credits and links to Design included next to the relevant text, images etc, and the permission of the copyright holder sought in advance

S9 Studio is a design agency providing bespoke UX design solutions to brands in many industries. Our team of analysts and UX designers perform the critical research and analysis necessary for successful UX in your products, and develop cohesive UX strategies that allow you to become a product-driven organization.

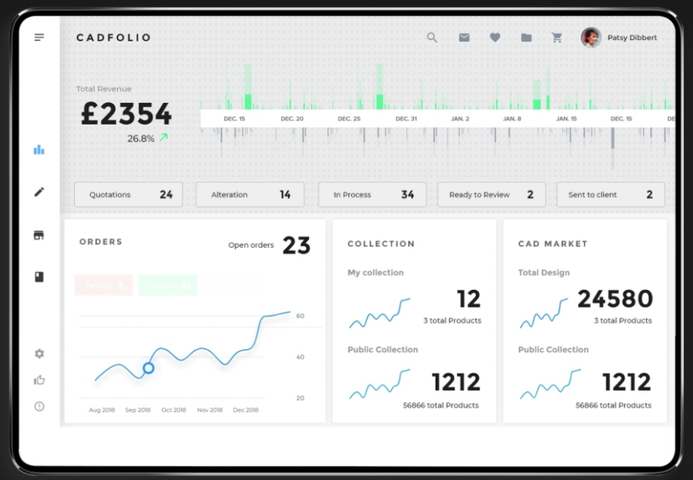
In this UX design proposal, we will outline the project at hand, our process for reaching your desired outcome, the project's delivery timeline, and all project costs.

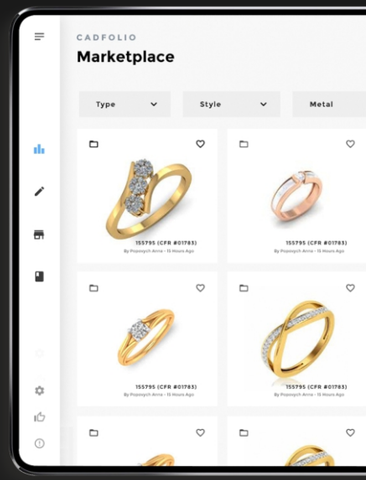
All copyright notices are respected, with credits and links to Design included next to the relevant text, images etc, and the permission of the copyright holder sought in advance

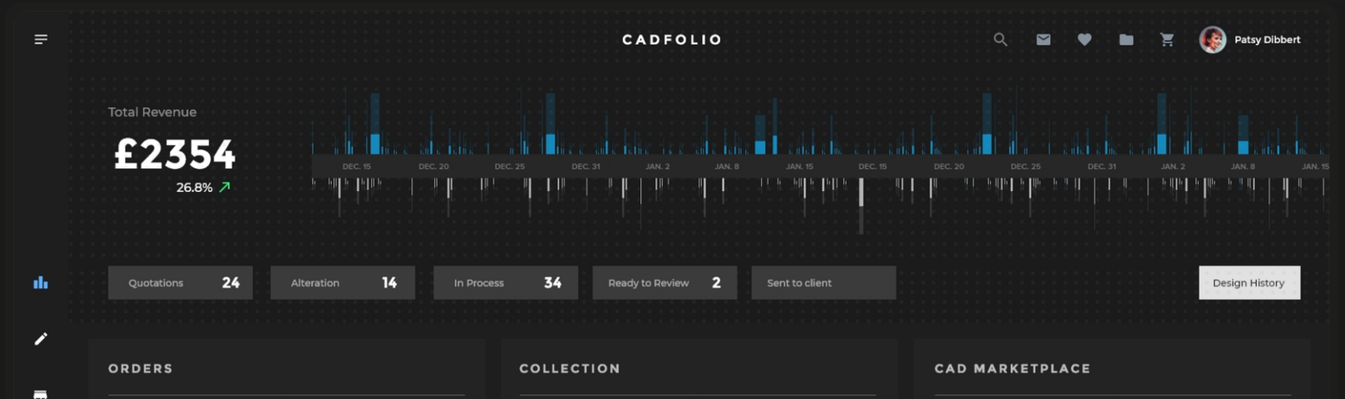
CADFOLIO

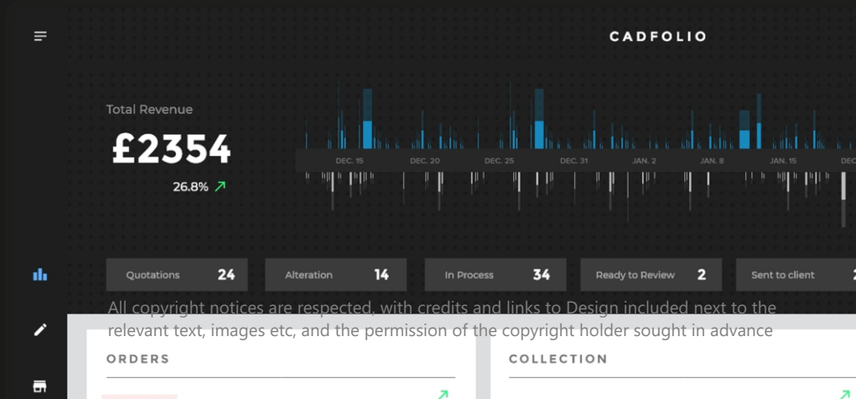
Experience design

This project is to provide a dynamic and engaging experience for the web user. The new design is completely based on the new UIUX trend booming in the world.









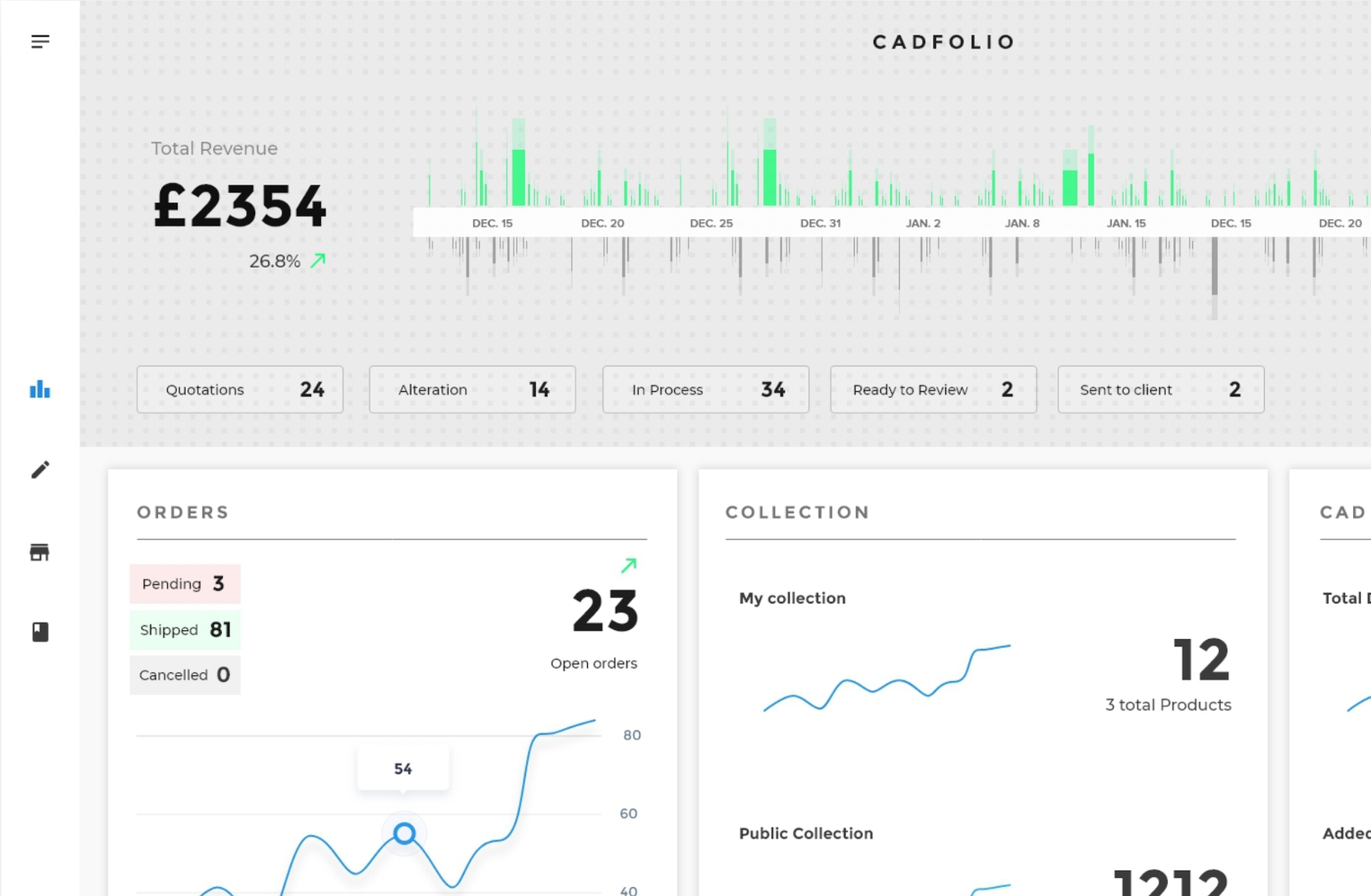
All copyright notices are respected, with credits and links to Design included next to the relevant text, images etc, and the permission of the copyright holder sought in advance

Project

This project is to provide a dynamic and engaging experience for the web user. The new design is completely based on the new UIUX trend booming in the world.

Base ideas is not only to provide new skin but improving the user experience and get more out of it. The new dashboard will allow users to see overall progress and will encourage them to take new step. The experience with new design is well classified to Analyze, Post, Marketplace & learning.

The dashboard provides at-a-glance views of key performance indicators (KPIs) relevant to a particular objective or business process. As we have understood the business advantageous of the dashboard we can push more deeper views to empower user to accomplish there goals.



CONFIDENTIAL

Project goals

This project is to provide a dynamic and engaging experience for the web user. The new design is completely based on the new UIUX trend booming in the world.

Design Goals

Technical Goals

Business Goals

CONFIDENTIAL

Needs

UX Design

To improve the user experience of your current offering, by restructuring the content architecture of the website's private area.

Product Design

To discover gap between users' needs and your user Experience Design current offering. Design to achieve goals of users is primary.

Product Strategy

To understand the best approach, resources, and capabilities to become a product-driven organisation.

CONFIDENTIAL

Phases

Current	**Phase 1**	Determine users needs we want to meet
Current	**Phase 2**	Develop a user experience and information architecture design that meets needs
Future	**Phase 3**	Implement it progressively
Future	**Phase 4**	Develop new capabilities*

CONFIDENTIAL

Phase 1

Determine users needs we want to meet

Your content serves different users' needs, in different situations. To revise the interface and information architecture, we need to understand and prioritise these. This phase won't take long, but is critical: it will directly drive design decisions, align everyone, and guarantee we won't miss anything.

User's need

UX needs

UI references

Client's idea

Business Goal

New module scope

App scope of improvement

CONFIDENTIAL

Phase 2

Develop a user experience and information architecture that meets needs

This phase is the core of the project. We will develop and co-create different UI designs and information architectures, and iterate on them until we are confident they meet both users' and business needs.

Mapping out Architecture

Combine ideas into Prototype

Test Prototype

Deliverables

Sitemap

Wireframe

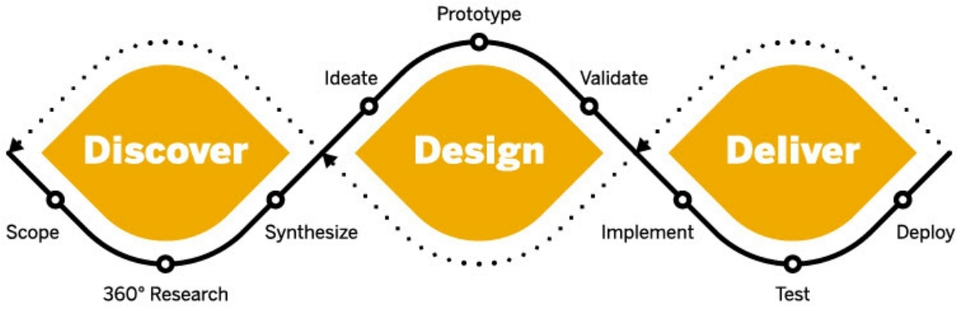
Prototype

Assets

CONFIDENTIAL

Methodology

Developing compelling user experiences
is a scientific process at heart.



In Phase 2 we will follow this process, by understanding the users' context (Research), hypothesise solutions, and test them with users (Design).

Both Research and the Design start with divergent thinking and culminate with convergent thinking. Hypothesis explored in the convergent thinking phase are then narrowed down into models that can be iteratively tested. By the end of this process, a single validated solution will get implemented.

There are also standardised ways of analysing users behaviour through web metrics (e.g. cohort analysis, task abandonment rates, etc). These can contribute to generate insights and keep learning about the effectiveness of your design and content.

Timeline

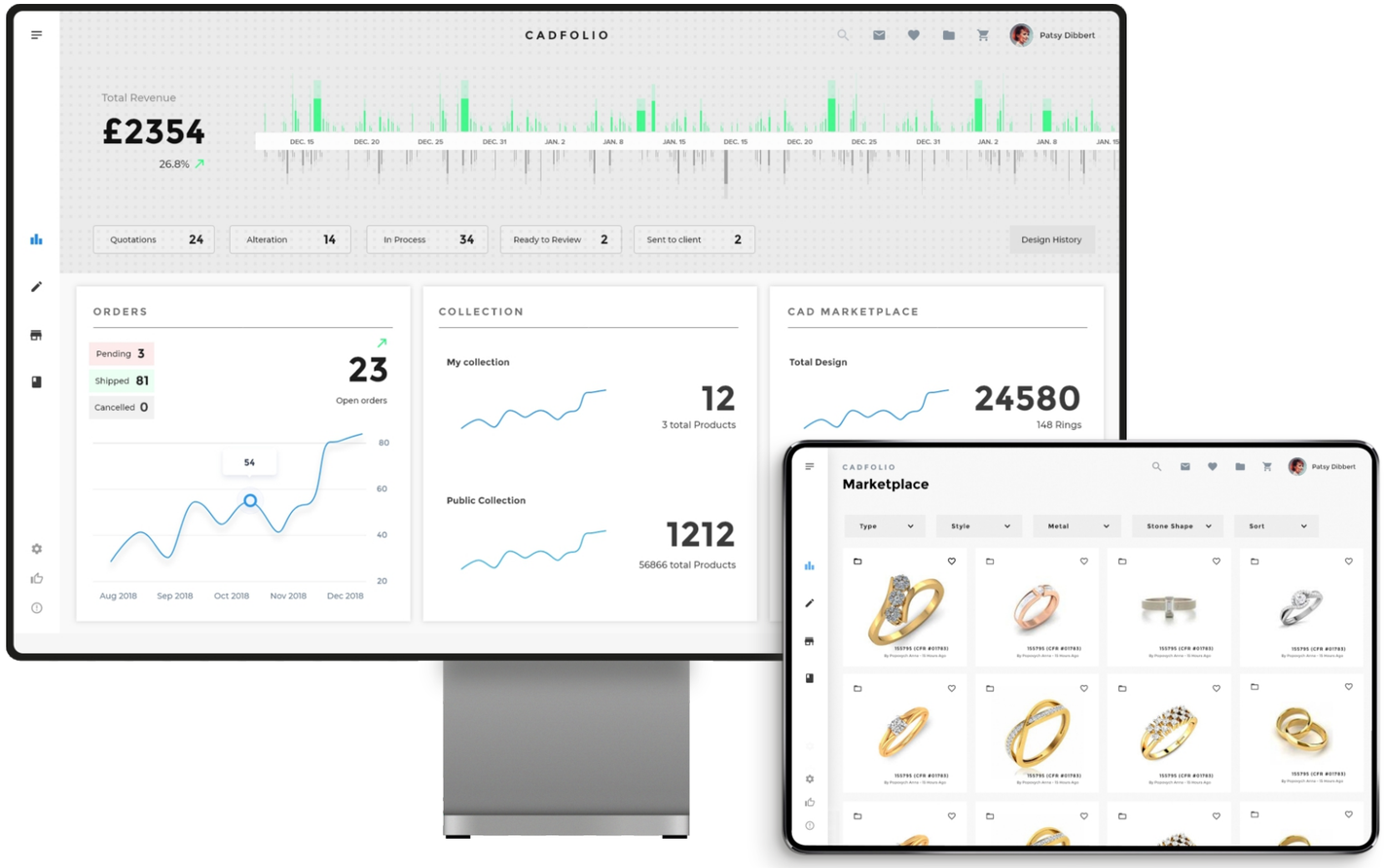
The table below details the milestones associated with this project, including projected delivery dates. The dates below are projections only, and are subject to change depending on required prototype iterations or other project delays.

Phase 1	Phase 2	Phase 2
Client Interview	UX Documentation	High Fidelity wireframe
User Surveys	User Flows	Prototype Deployment
Competitive UX Analysis	Initial Wireframe	Final Design
3 weeks	7 weeks	4 weeks

CONFIDENTIAL

Concept design

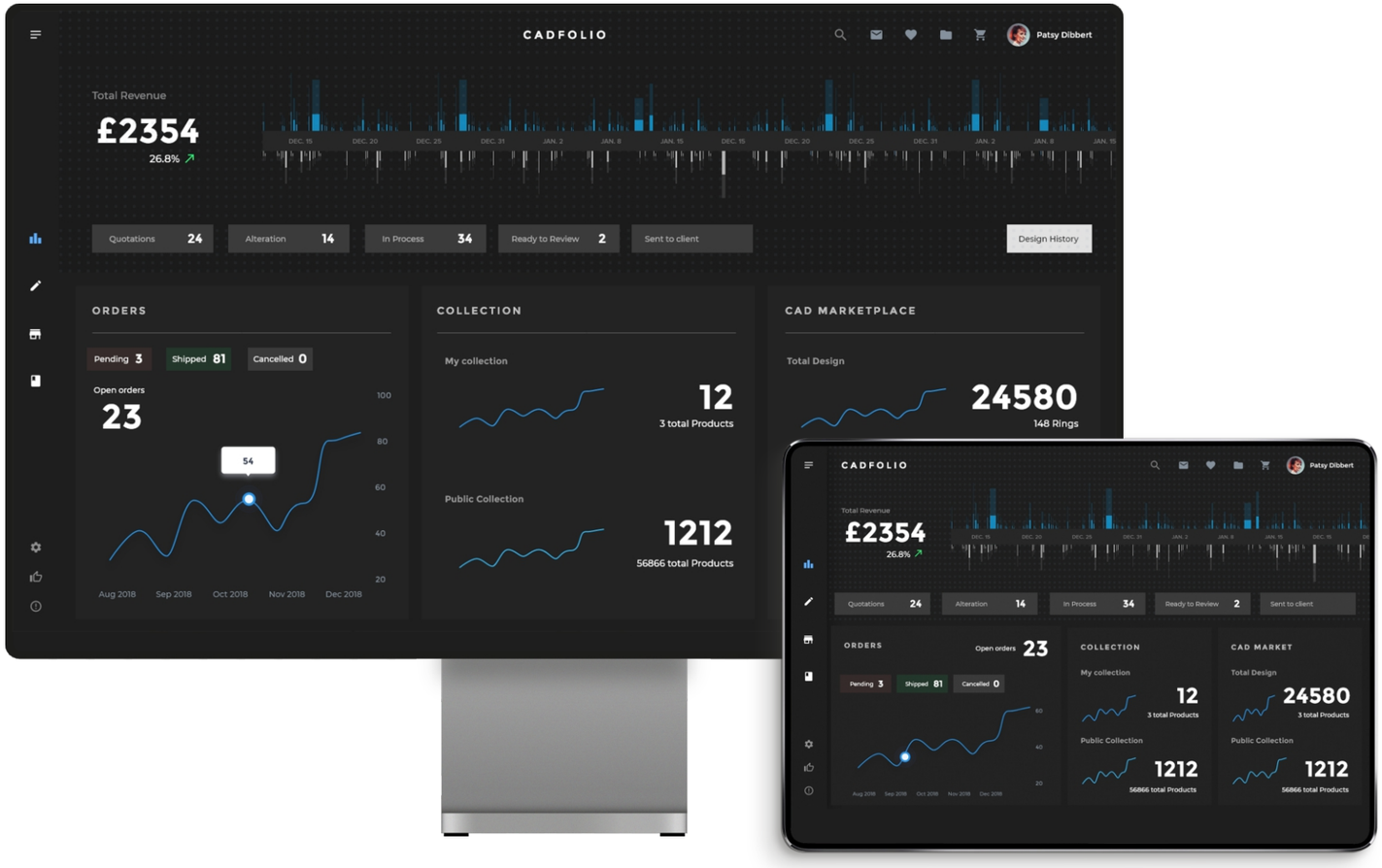
Daylight mode



CONFIDENTIAL

Concept design

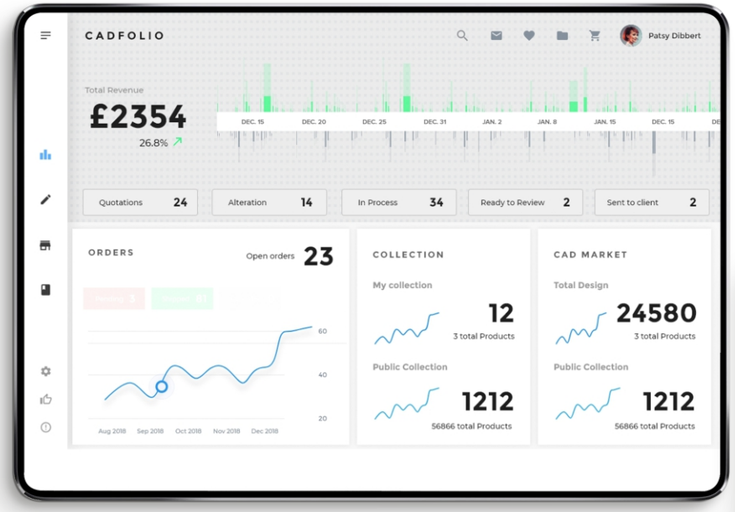
Darkmode

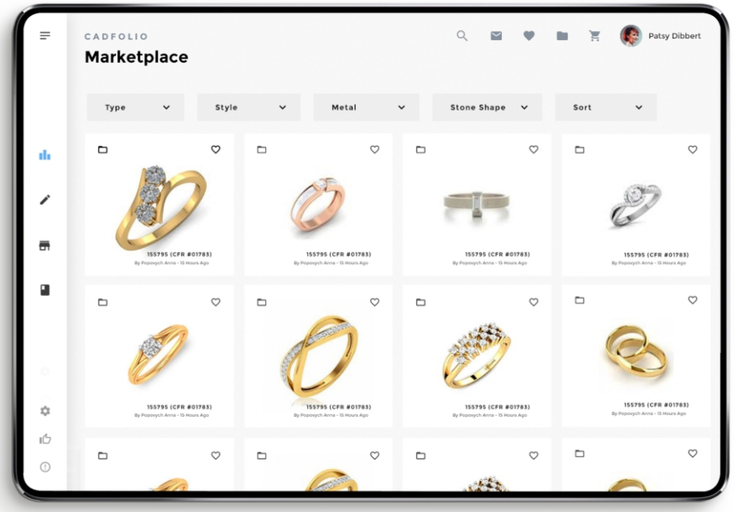


CONFIDENTIAL

Concept design

Ipad

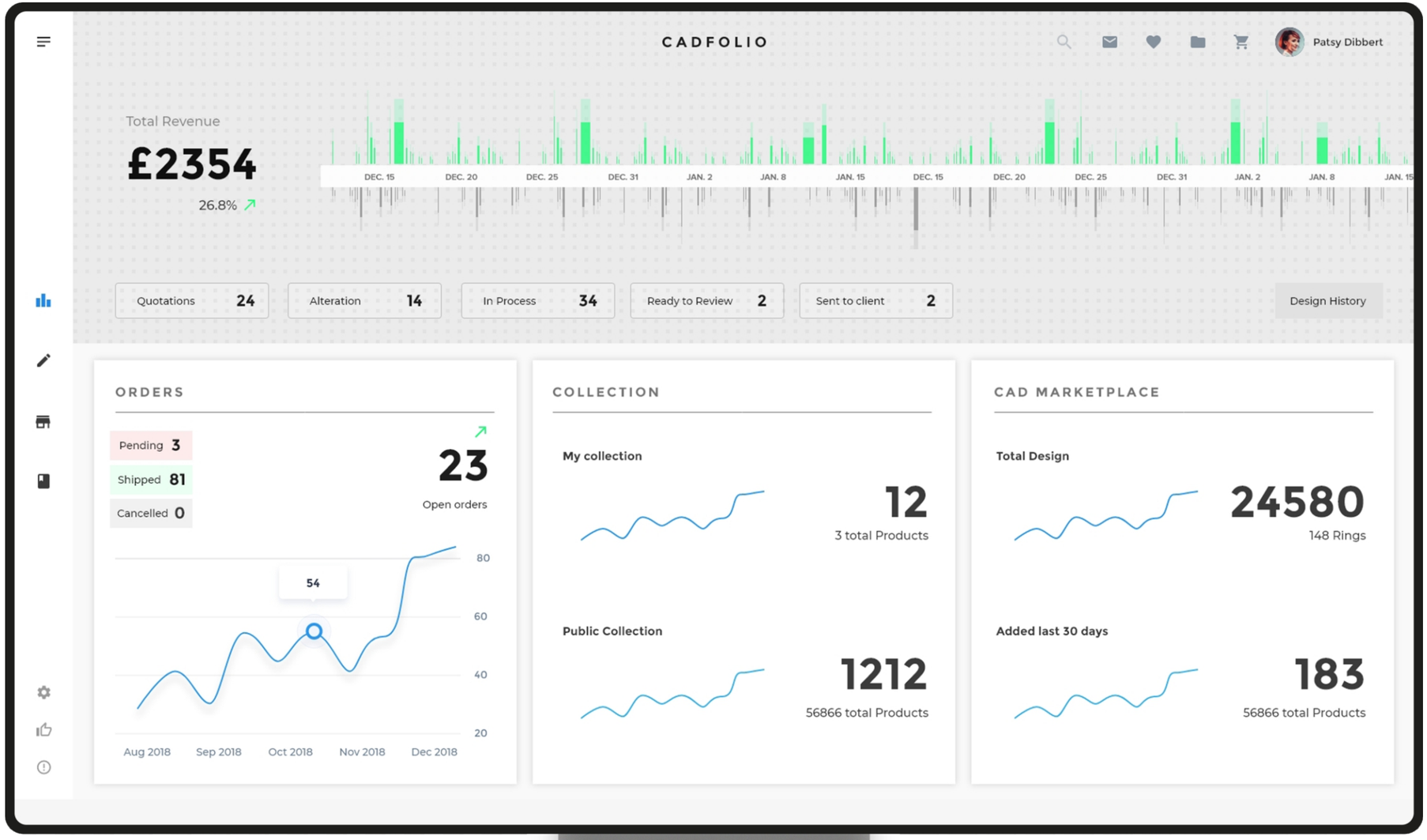




CONFIDENTIAL

Concept design

Large screen



CONFIDENTIAL