

Assignment 3 (Group work) – Mobile Design

PROG8150 – User Interface Design Principles

Introduction

This assignment asks you to envision a solution for an interesting mobile application. Our application has some unique goals and our first goal is to apply UI design principles. Your deliverables will be to document your design and to provide a working prototype of the UI that can be assessed.

Required

Our concept application for this exercise is a banking application.

The specific requirements are as follows:

- 1) Determine the UX strategy of your project. What are the UX objectives you want to reach.
- 2) Research. You will conduct research to find 1 competitor mobile application and you will write 200 words critique supported by screenshots.
- 3) Design low fidelity wireframe diagrams showing all the pages of your application.
- 4) Build and publish a working responsive prototype of the application UI. This prototype UI could be created as a mobile application prototype using advanced prototyping tools such as Adobe XD. The digital solution should be interactive.
- 5) Both the wireframes and the prototype should be designed with design patterns, metaphors and usability principles in mind. You will document these.
- 6) The goal of the assignment is to support the workflow goals outlined below while using good UI design methods.
- 7) Once the prototype is ready, run a quick usability test in class with students from other groups. Collect the feedback and document the results.
- 8) Make changes based on the feedback you get. (update the published site)
- 9) When done, document the web patterns and UI principles you used.
(Report formatting: PDF)

Application Goals

- 1) The vision for this application is that it will be deployed as a mobile application not a desktop environment.
- 2) The bank application functionality is as follows:
- 3) User signs into their account as easily and as effectively as possible.
 - Dashboard
 - List of accounts, account types, balances and any other relevant details
 - Any other elements you think should be on a dashboard based on your experience with banking.
 - Transactions
 - List of transactions for a selected account.
 - At least 10 transactions with their relevant details
 - Investments

- Investment accounts, with their balances. One of the accounts should be a crypto account
- Interact money transfer
 - Send from your checking account, to:
 - Person's name, email and other relevant details

The user must have a satisfactory experience, which adheres to all design principles and usability concepts.

Outcome of Assignment

Platform

This prototype UI could be created as a mobile app prototype. The deliverable is a semi functional mobile application.

Assumptions

The outline of the assignment here sets some important targets, but we have to be open to some interpretation or extension of ideas to help you show off your good design thinking. If you deviate from the requirements in a significant way please let me know about it as soon as you can, or clearly indicate why you did this in your assignment document.

What to upload for assessment?

Students must submit the following:

- 1- : One PDF file with:
 - a. The description of the application
 - b. Tools used
 - c. The UX strategy of your project.
 - d. Competitive research
 - e. Your wireframe.
 - f. Table or list showing where you implemented the
 - i. 5 metaphors,
 - ii. 5 design patterns
 - iii. and 10 Usability principles.
 - iv. For each of them include a screenshot or partial screenshot showing where it was implemented.
 - v. Be sure to reference resources like course notes, texts and other information (e.g. websites, books, etc) properly.
 - g. A section showing how the prototype matches the wireframe.
 - h. The usability tests results
 - i. The changes you made based on the usability tests

Part 2: Presentation:

1. The description of your application.
2. The design process: How do you come up this proposed solution?
How do you solve the user's problems?
What roles do you play in the team?
How do you effectively contribute to team work?
Based on usability test, what changes did you make?
3. Present your digital solution.

*** - Very Important Notes:**

- 1- Please use good layout for a professional looking document
- 2- To be graded, you will need to present your wireframe, prototype and document to the professor in class. If you do not, your maximum possible mark for this assignment will be capped at 60% (C-grade).
- 3- **This assignment will be coupled with in class assignments.**