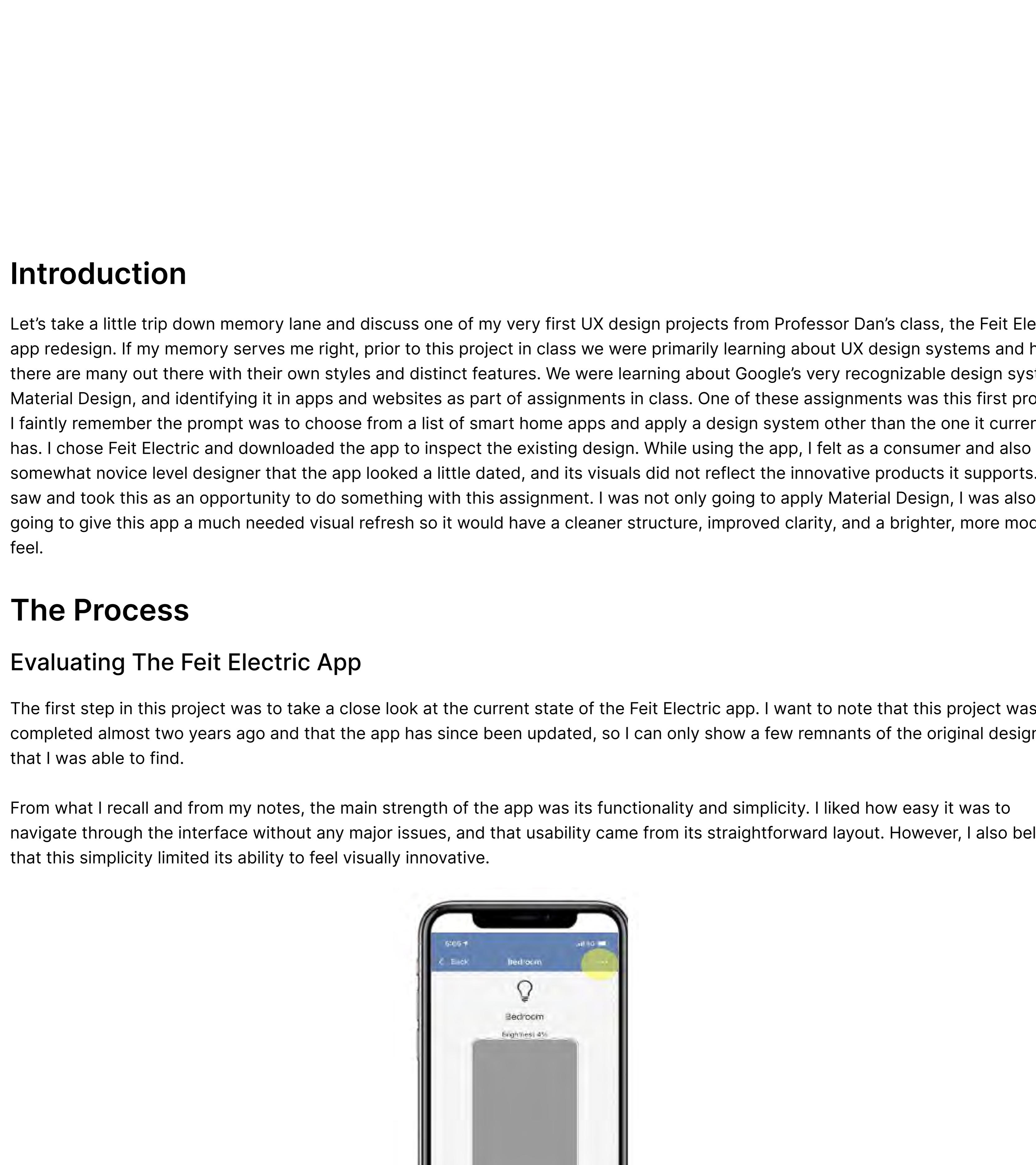


Lighting the Way: A UI Refresh for Feit Electric

A fresh interface that balances usability and style, giving Feit Electric a new sense of innovation and warmth.

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Introduction

Let's take a little trip down memory lane and discuss one of my very first UX design projects from Professor Dan's class, the Feit Electric app redesign. If my memory serves me right, prior to this project in class we were primarily learning about UX design systems and how there are many out there with their own styles and distinct features. We were learning about Google's very recognizable design system, Material Design, and identifying it in apps and websites as part of assignments in class. One of these assignments was this first project. I faintly remember the prompt was to choose from a list of smart home apps and apply a design system other than the one it currently has. I chose Feit Electric and downloaded the app to inspect the existing design. While using the app, I felt as a consumer and also as a somewhat novice level designer that the app looked a little dated, and its visuals did not reflect the innovative products it supports. I saw and took this as an opportunity to do something with this assignment. I was not only going to apply Material Design, I was also going to give this app a much needed visual refresh so it would have a cleaner structure, improved clarity, and a brighter, more modern feel.

The Process

Evaluating The Feit Electric App

The first step in this project was to take a close look at the current state of the Feit Electric app. I want to note that this project was completed almost two years ago and that the app has since been updated, so I can only show a few remnants of the original design that I was able to find.

From what I recall and from my notes, the main strength of the app was its functionality and simplicity. I liked how easy it was to navigate through the interface without any major issues, and that usability came from its straightforward layout. However, I also believe that this simplicity limited its ability to feel visually innovative.



Figure 1. A screenshot of Feit's room light brightness adjustment screen.

Looking at Figure 1., we can see that the brightness control bar clearly communicates its function. It works similarly to the volume adjuster on most iPhones, which is a good design reference. Still, when I examined this screen, I felt that as a product it could be something more, something that sets Feit apart from its competitors. The design looked too similar to everything else on the market and lacked personality.

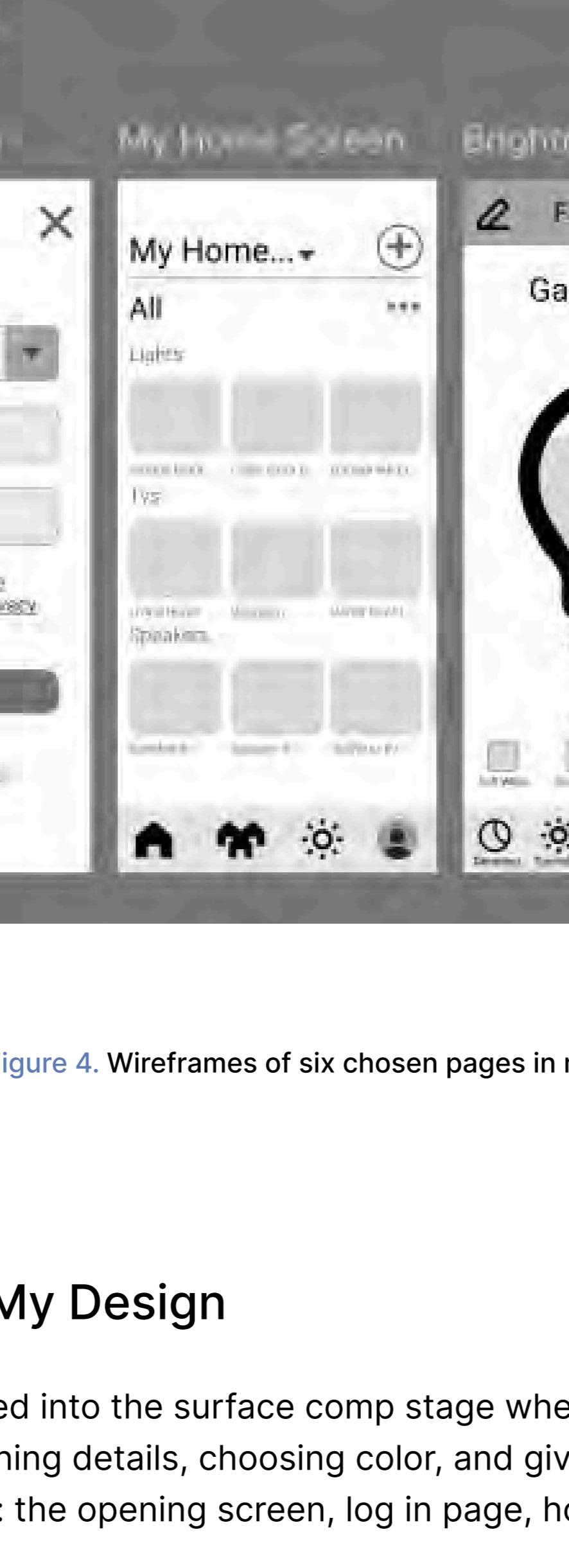


Figure 2. Promotional photo that shows a screenshot of the Groups page in Feit Electric's app.

Moving to Figure 2., this screen shows the Groups page, which lets users connect multiple devices, such as a group of backyard lights, to control them all at once. Like the previous screen, its functionality and simplicity are solid, but the design feels a bit overwhelming. There is too much negative space, too much open visual real estate that could be better used. The group buttons, icons, and text could be larger for better readability. This design could be challenging for users who are farsighted or struggle with smaller text sizes.

Overall, these are the main aspects of the old design that I found lacking. There were also details I no longer have visual proof of, such as how the lightbulb icon was used to represent all connected devices, including televisions and audio systems, which made the interface feel inconsistent. After reviewing the app and taking detailed notes, it was time to bring my ideas together and move into the next step, which was sketching.

Sketching

Once I finished evaluating the Feit Electric app, I began the sketching phase to visualize how the redesign could look and function. I took out a few sheets of paper and started drawing out different screens and layouts that reimaged how users could interact with the app. My goal was to keep the simplicity that worked well in the original version while introducing a more modern and engaging interface. In my sketches as shown in Figure 3., I explored how the main dashboard could display devices in a cleaner way, using larger icons and clear visual indicators for brightness and power. I also redesigned the group control screen to use space more effectively, making the buttons larger and the text easier to read. I wanted to make sure that every page felt consistent and organized so users could quickly understand where they were and what each function did. Sketching everything out on paper helped me think through layout choices before moving into Figma, and it gave me a clearer idea of how the updated version of Feit Electric could feel more personal, intuitive, and visually polished.

Sketches

Figure 3. A couple of sketches of design ideas I had for pages in the app.

Wireframing

After finishing my sketches, I moved into Figma to start the wireframing process. For this assignment, we were asked to choose six screens from our sketches to fully wireframe, so I selected the opening screen, the log in page, the home screen, the brightness control screen, the group page, and the profile screen. My goal was to translate my paper sketches into digital form while keeping the structure simple and focusing on layout and usability before moving on to visual design.

The wireframes Figure 4., helped me organize the app into a clear system that was easy to follow and consistent from screen to screen. On the home screen, I arranged the connected devices in a grid format that allowed users to see multiple rooms or products at once. On the group page, I refined the spacing and increased the size of the light icons to make them easier to read and select. I also worked to reduce the amount of empty space that had been an issue in the original design, creating a more balanced layout overall.

One of my favorite parts of the wireframing process was the brightness control screen. Instead of using a basic slider like in the original app, I designed a large lightbulb graphic that visually represented the brightness level. The lightbulb filled up as the brightness increased, giving the user a more interactive and creative way to adjust lighting. I felt this made the design not only more fun and engaging but also more innovative compared to other smart home apps.

Even though the wireframes were still in grayscale, this stage helped me see the potential of the redesign. Each screen felt cohesive and purposeful, and the overall structure set a strong foundation for the next phase, which was visual design.

Wireframes

Figure 4. Wireframes of six chosen pages in my Feit Electric app redesign.

Surface Comps- Finalizing My Design

After completing my wireframes, I moved into the surface comp stage where I started to bring life and visual personality to the app. This part of the process was about refining details, choosing color, and giving the design its final polished look. I built upon the same six screens from the wireframing stage: the opening screen, log in page, home screen, brightness screen, group page, and profile screen. See Figure 5.

In this phase, I applied color, texture, and depth to create a more realistic sense of how the finished app would appear. I wanted the design to feel clean and modern but still warm and inviting to fit the tone of a smart home environment. The color palette consisted mainly of soft grays, whites, and subtle blues that gave the interface a professional and calm appearance. On the opening screen, I used a soft background image to introduce a welcoming atmosphere and to give users a sense of home the moment they opened the app.

The brightness control screen remained one of my favorite parts of the project. I kept the large lightbulb design from my wireframe because I felt it communicated brightness in a fun and intuitive way. Seeing the bulb fill up as brightness increased made the interaction more engaging and visually memorable. This element gave the app a unique identity that set it apart from other smart home applications.

Throughout this stage, I also worked on ensuring that text, icons, and buttons aligned neatly and felt consistent across every screen. Each surface comp built upon the ideas from my earlier stages and brought me closer to a finished product that balanced usability with creativity. By the end of this step, the Feit Electric redesign felt cohesive, functional, and polished, representing a modern vision of what the app could become.

Surface Comps

Figure 5. Surface comps of six chosen pages in my Feit Electric app finalized redesign.

Conclusion

Looking back at this project, I think I did a good job, especially considering that this was one of my first UX design assignments. It was an early opportunity for me to apply what I was learning in class and to begin thinking like a designer. Even though it has been some time since I completed it, I still feel proud of the outcome and how I was able to bring new ideas into the redesign.

If there is one thing I wish I could have done differently, it would be keeping my wireframes a lot simpler. I realize now that they contained too much detail and ended up looking more like surface comps in grayscale. Over time I have learned that wireframes work best when they stay minimal and focus purely on layout and structure.

My main takeaway from this project is that there is always room for improvement. It reminded me to always stay creative and act on my ideas. If I see something that could be improved or updated to feel more modern, I should not hesitate to take the initiative and make it happen. This mindset continues to influence how I approach design and development today, always seeking opportunities to refine and evolve my work.