2CB107

Mobile Application Development

Design Brief

Student number: 199106323

**Paper design**

Diagram

Description automatically generated

This is the design for the login page that is intending on being used as it is simple and tidy the user will be able to see everything they need. If they are already a user, they will have a username and password to log in otherwise they can register if they are a new user.

Diagram

Description automatically generated

This will be the registration page the user will be required to create a username and password and also input their email for mailing purposes. Again, the design is very simple so that users can see exactly what is needed.

A picture containing text, electronics, screenshot

Description automatically generated

This will be the main page that the user sees after logging in it will give them the chance to choose which museum, they would like to visit it is laid out in a very simple format again so that it has ease of use.

Diagram

Description automatically generated

This is where the museum booking will take place once the user has chosen the museum they wish to visit they will come to this page that will give them details of where the museum is and a description of what is there, it will also outline the price and give them the chance to select the date and time at which they would like to visit

A picture containing text, calculator, electronics

Description automatically generated

Once the user has booked their museum they will be brought to this page where the user can purchase souvenirs and add them to a basket to purchase at the end, or they can just continue without adding anything to the basket if that is what the user wishes.

A picture containing text, calculator, electronics

Description automatically generated

Once the user is finished on the souvenir page they will be brought to this page which will give them options of refreshments, again this in optional page the user can just continue or they can use the buy buttons to add the items to the basket.

Diagram, text

Description automatically generated

This will be the final page the user sees it will have all the booking details and any items that they have added to their basket from the souvenirs or the café, this will give them the total amount and the payment option and then from here they will be given a six-digit booking code.

**Principles of design**

There are two key sets of design principles the principles are a combination of the Norman’s Fundamentals and shneiderman principles during the design of this app there have been a combination of the two sets of principles. Just to cover a few of the principles that have been used during this design:

Consistency  
This is a key rule of design through both sets of principles, throughout the design of this app, to keep consistency the layout of the app has been kept very uniform for the most part making everything visible for the users, this allows easier use of the app, so the user does not need to be looking around for any of the buttons or functions of the app. Another way of keeping consistency is colour scheme that will be another area that will be kept very uniform throughout the entire application, this will make the application look much more professional.

Visibility

This one of the elements of Norman’s principles, the way in which visibility has been applied to this application is all the buttons and search bars are clearly placed and labelled and will stand out in order for users to visually see them easily they layout will be simple as to not cause confusion when looking at the app. In terms of principles this is very key as if functions or key features of the application are not visible the user will not be able to use the app as easily as intended.

Feedback

This is another principle that is looked at in both Shneiderman’s and Norman’s principles, feedback is very crucial to user experience as when they do a function, they should either see or receive some sort of feedback for this app the key part of feedback will be when buttons are pressed, they will change colour to let the user know that they have pressed and fulfilled this function. This also leads into Shneiderman’s principle of design dialogue to yield closure the change in colour fulfils this principle as well.

User concerns

For apps to be considered successes they must take into account the user concerns, these can stem from simple things such as being easy to use and simple to learn.

One of the user concerns for this app could be that the app does not meet the users’ requirements. To meet this concern the app will need to have all relevant features that are set out in the design of the application, this will ensure the needs of the user are fully met and the app will be functioning in the desired way. The fundamental part of app development is to ensure the app meets all the users’ requirements, therefore ensuring the final product is of the correct standard.

Another user concern could be language and currency barriers, this could cause problems when navigating the application and the overall usability, to overcome this barrier language and currency functions could be added dependent on where the user is in the world.

A different concern could be how simple the app is to use for someone who is not very tech able, this could be someone who is hard of seeing or just not very good with technology. To over come this problem the app should be laid out very clearly with everything being easily accessible and viewable for all users.

Link to YouTube video: https://youtu.be/-XxbnXC9ndY