



**DHIRUBHAI AMBANI INSTITUTE OF INFORMATION AND
COMMUNICATION TECHNOLOGY**

IE418

UX DESIGN FOR MOBILE APPLICATION

POINT OF VIEW -DATING APP

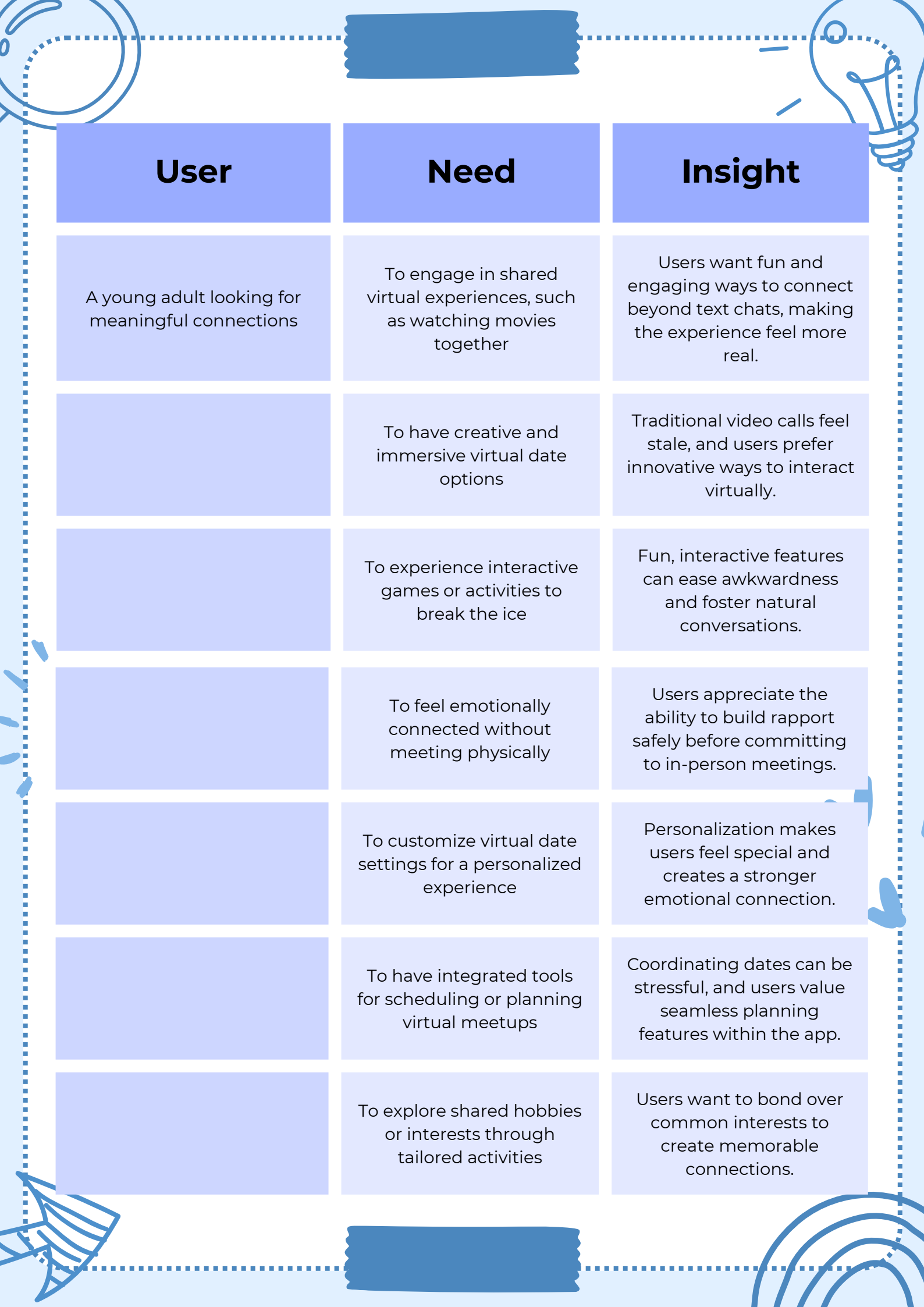
GROUP - 24

SUJAL MAVDIYA - 202201040

PARTH PRAJAPATI - 202201250

TUSHAR MORI -202201502

PROF. ANUPAM RANA



User

Need

Insight

A young adult looking for meaningful connections

To engage in shared virtual experiences, such as watching movies together

Users want fun and engaging ways to connect beyond text chats, making the experience feel more real.

To have creative and immersive virtual date options

Traditional video calls feel stale, and users prefer innovative ways to interact virtually.

To experience interactive games or activities to break the ice

Fun, interactive features can ease awkwardness and foster natural conversations.

To feel emotionally connected without meeting physically

Users appreciate the ability to build rapport safely before committing to in-person meetings.

To customize virtual date settings for a personalized experience

Personalization makes users feel special and creates a stronger emotional connection.

To have integrated tools for scheduling or planning virtual meetups

Coordinating dates can be stressful, and users value seamless planning features within the app.

To explore shared hobbies or interests through tailored activities

Users want to bond over common interests to create memorable connections.