

# Invitations App

## 1. Introduction

For this application, the concepts presented by the book *The Elements of User Experience*<sup>[1]</sup> were followed, and the diagram<sup>[2]</sup> contains a summary which describes the development process of a new product considering the user experience aspects. Therefore, as previously mentioned in the assignment 1<sup>[3]</sup>, for the strategy plane, the application:

- Will be responsible for, given a person's/business' list of guests, send confirmation e-mails for events registered in the system.
- As a result, the system will provide accurate information to end-users about the number of people that should be participating in such event, enabling the end-user to plan the event's logistics ahead.

## 2. Navigation Structure

For the scope plane, as we can see in the assignment 1<sup>[3]</sup>, the application will consist of the following functions:

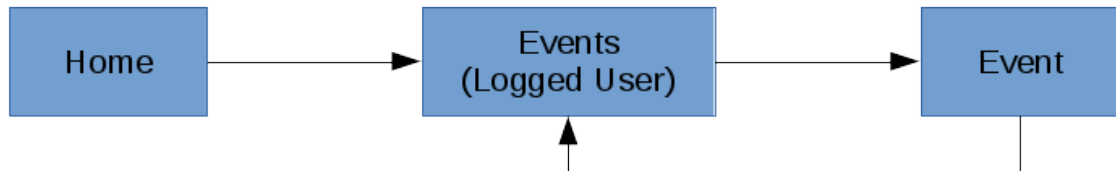
- a) Register different users/organizations;
- b) Register various events;
- c) Register many persons/organizations(guests);
- d) Create relationships between guests and events;
- e) Send e-mails asking for confirmation about presence in a given event;
- f) After confirmation, generate an individualized bar code, providing an easy way to do guest check in and, for the hosts, have a better and faster control about who is already checked in;
- g) See how many people confirmed presence in a given event, enabling the host to manage efficiently the production of an event.

This features set, will be the base input to the structure plane, where we can see how the application will work on each feature listed. This said and applying the visual vocabulary<sup>[4]</sup> proposed by Jesse James Garret, famous UX designer, now we can see the flows for all functionalities listed:

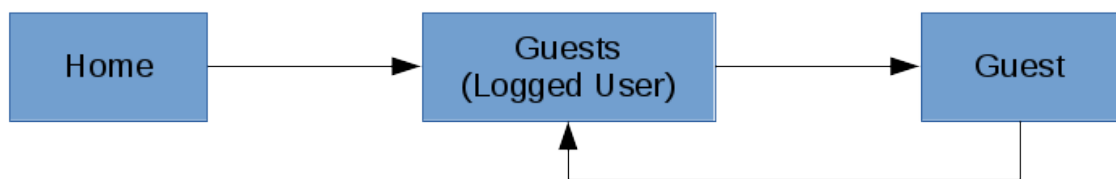
a) Register different users/organizations;



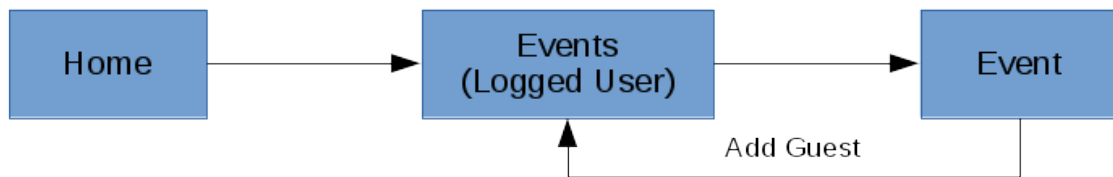
b) Register various events;



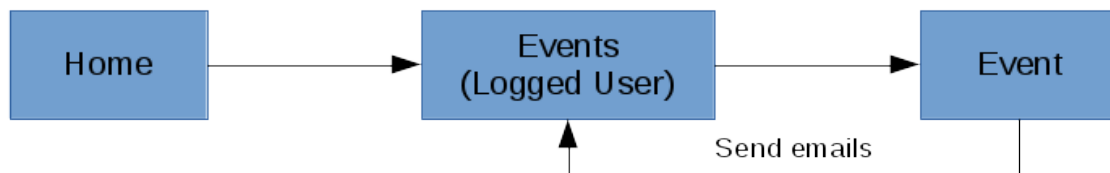
c) Register many persons/organizations(guests);



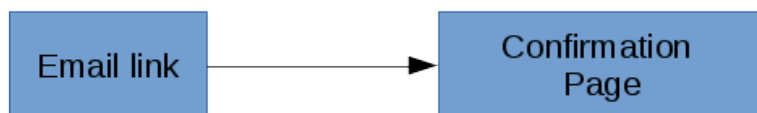
d) Create relationships between guests and events;



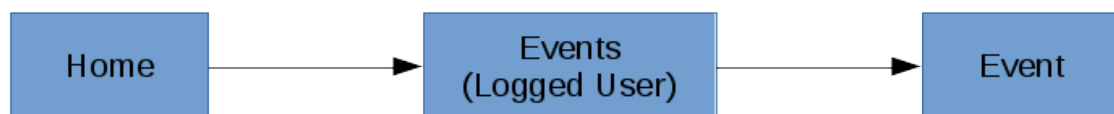
e) Send e-mails asking for confirmation about presence in a given event;



f) After confirmation, generate an individualized bar code, providing an easy way to do guest check in and, for the hosts, have a better and faster control about who is already checked in;



g) See how many people confirmed presence in a given event, enabling the host to manage efficiently the production of an event.



### 3. User Interface Design and Prototype

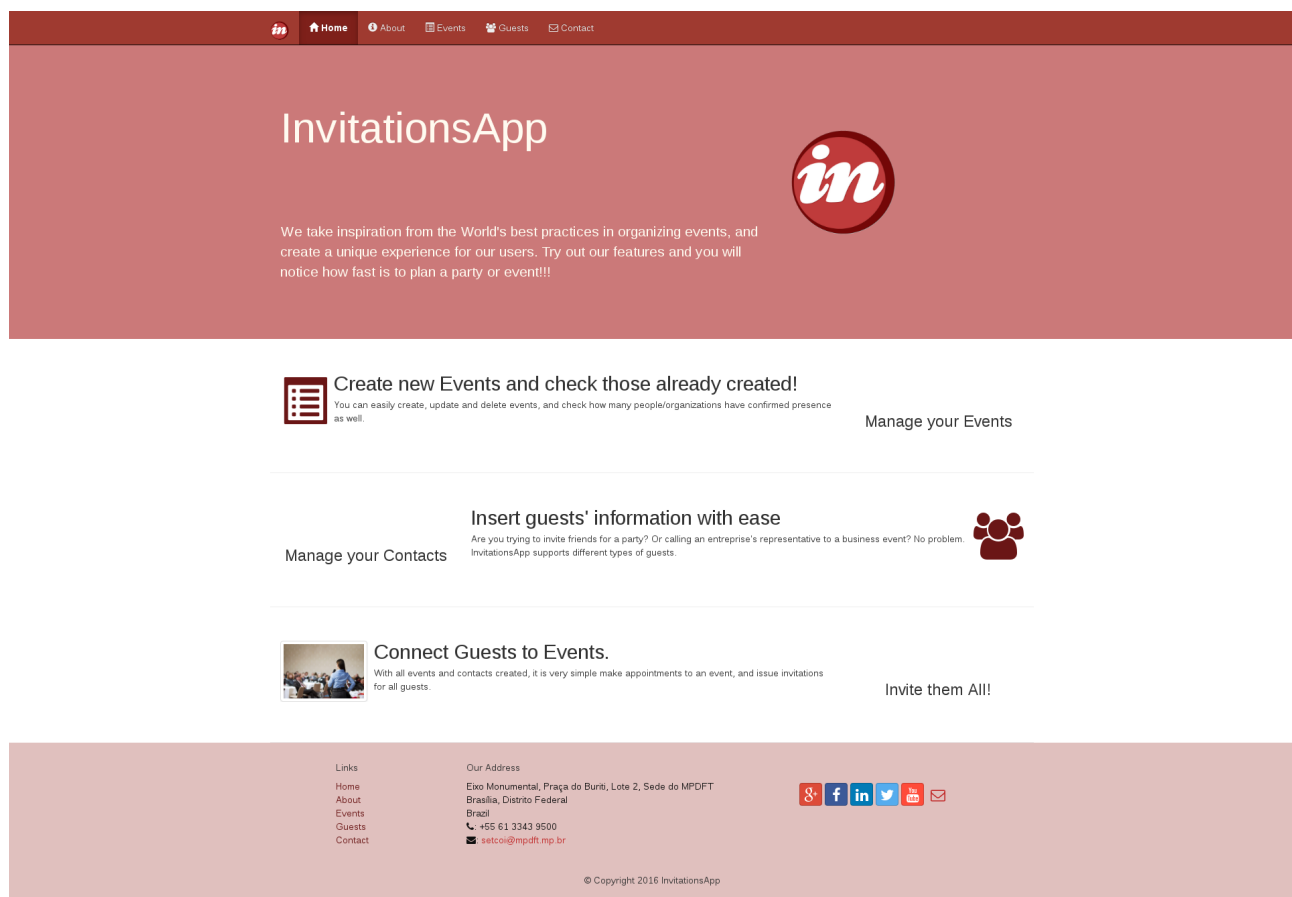
The next step is translate the structure plan designed before into a wireframe, which is the skeleton plane in the UX design<sup>[2]</sup>, and will describe how the interface would be designed and aspects about information positioning and user interaction.

As this project will consist of two types of interfaces, one for web, and another for mobile devices, so it will be presented two different prototypes, corresponding to these two approaches:

Finally, these wireframes will support the design of the interface plane, which will be the last layer in the UX design. In that part, the wireframes will be improved to provide aspects related to appearance in the application, like the look and feel, and the final product would be the prototypes for the application, which can be seen below:

- WEB:

a) Home Page:



b) Events Page:

in

Home

About

Events

Guests

Contact

InvitationsApp

in

We take inspiration from the World's best practices in organizing events, and create a unique experience for our users. Try out our features and you will notice how fast is to plan a party or event!!!

Create/Update Event

Name

Enter Name

Date

Enter date

Contact Tel.

Area code

Tel. number

Email

Email

Event Description

Save Event

Your Current Event:

Contact Tel.: 0

Contact Email:

Description:

Events

Name	Date	Address	Phone	Status	Confirmed	Action
New years eve	2017/01/01	Home	+556112345678	Email sent	80	/ ✕ ☰
Carnival	2017/03/01	Salvador	+556112345678	Email sent	8000	/ ✕ ☰
Formula One	2017/11/10	São Paulo	+556112345678	Email sent	80	/ ✕ ☰
Christmas	2017/12/25	Home	+556112345678	Email sent	80	/ ✕ ☰

Links

Home

About

Events

Guests

Contact

Our Address

Exo Monumental, Praça do Buriti, Lote 2, Sede do MPDFT

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c) Guests Page:

in

Home

About

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Guests

Contact

InvitationsApp

in

We take inspiration from the World's best practices in organizing events, and create a unique experience for our users. Try out our features and you will notice how fast is to plan a party or event!!!

Create/Update Guest

Name

Enter Name

status

Enter status

Contact Tel.

Area code

Tel. number

Email

Email

Save Guest

Current guest:

Contact Tel.: 0

Contact Email:

Guests

Name	Status	Phone	Email	Action
João Tavares	Friend	+556112345678	joao@gmail.com	/ ✕ ☰
Joseph	Friend	+556112345678	joseph@gmail.com	/ ✕ ☰
Abraham	Friend	+556112345678	abraham@gmail.com	/ ✕ ☰
Noah	Friend	+556112345678	noah@gmail.com	/ ✕ ☰

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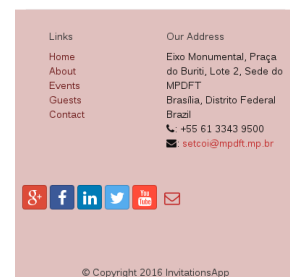
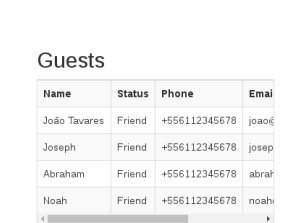
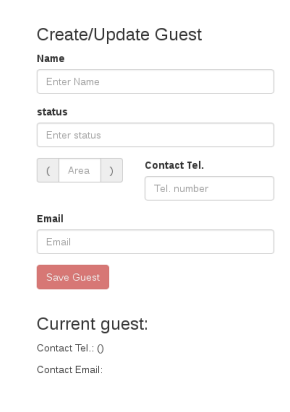
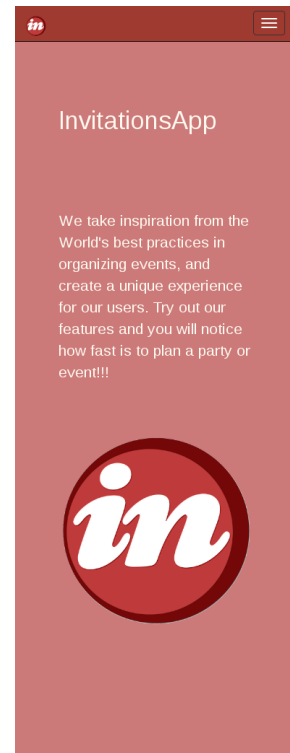
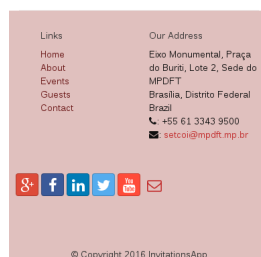
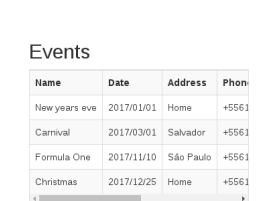
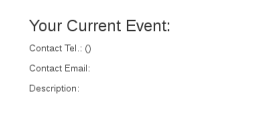
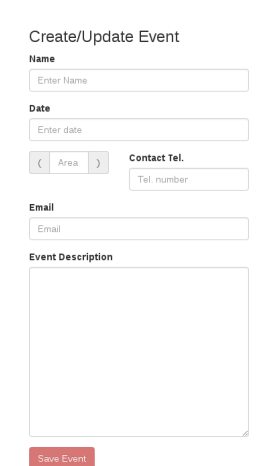
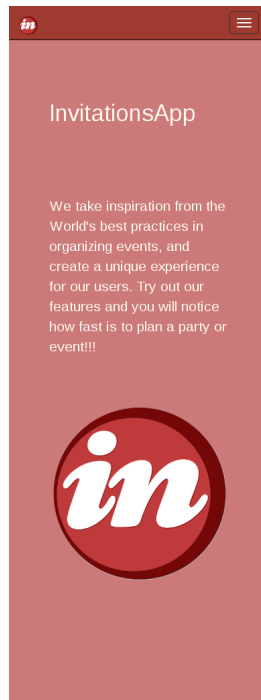
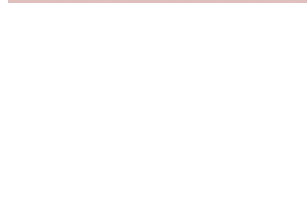
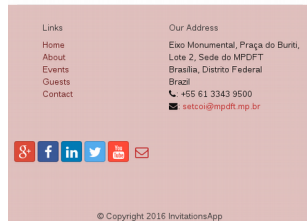
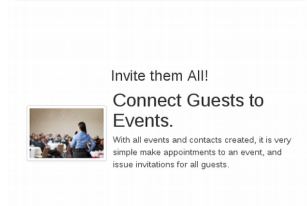
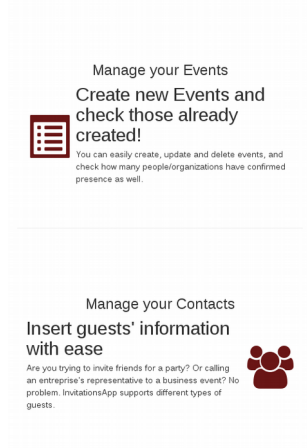
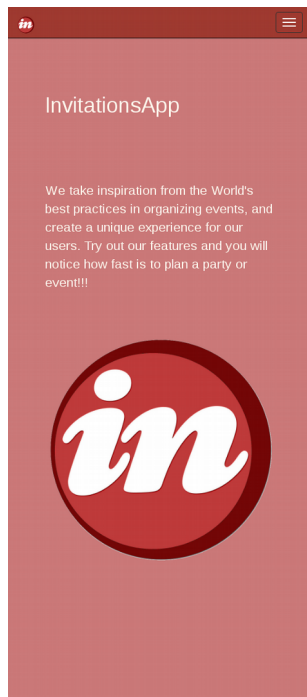
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# - MOBILE: Home Page -----Events Page-----Guests Page



## 4. References

1. *The Elements of User Experience: User-Centered Design for the Web and Beyond, Second Edition* - Garrett, Jesse James (March 21, 2005). New Riders Press. ISBN 10: 0-321-68368-4.
2. The Elements of User Experience Diagram - <http://www.jjg.net/elements/pdf/elements.pdf>
3. [https://s3.amazonaws.com/coursera-uploads/peer-review/DzdXURoCEeWg\\_RJGAuFGjw/2c0253fc01ae77d1c2e231abc0bfee00/Assignment-1---Ideation-Report.pdf](https://s3.amazonaws.com/coursera-uploads/peer-review/DzdXURoCEeWg_RJGAuFGjw/2c0253fc01ae77d1c2e231abc0bfee00/Assignment-1---Ideation-Report.pdf)
4. <http://www.jjg.net/ia/visvocab/>