

Interaction Design Lab – Week 06 – Individual Assignment

Mobile UX for a University Bookstore App

Full Name:

Student ID:

Deadline: 23:59 28/10/2025

Submission File Name: Interaction Design Lab – Week 06 – StudentID.docx

Academic Integrity: **This is an individual assignment. Any form of copying will result in a grade of ZERO. Copy and paste from AI tools is prohibited and will result in a grade of ZERO.**

Learning Outcomes

- Sketch an IA mockup (site map / user flow) from requirements.
- Produce low-fidelity wireframes for critical tasks.
- Assemble a clickable prototype (Axure, Balsamiq, Figma, or Penpot).
- Identify and apply design patterns appropriately and label them in the prototype.

Tooling (Choose One)

- Axure RP (recommended for interactions)
- Balsamiq (fast low-fi)
- Figma or Penpot (component libraries; quick linking)

Deliver low-fi (grayscale, simple shapes). Avoid high-fi visuals and typography polish.

Deliverables

- IA mockup (PNG/PDF).
- Wireframe set (at least 8 key screens).
- Clickable prototype link or file.
- Pattern mapping table (one page).

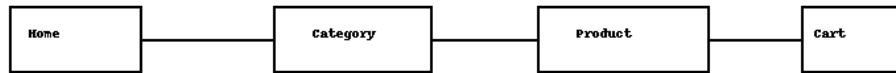
Scenario

Design a mobile app for a University Bookstore that sells textbooks, stationery, merch, and electronics. Users should be able to browse, search, filter, view product details, add to cart, and check out.

Part A — IA Mockup & Task Flow

1. Sketch the Information Architecture (IA) showing how users navigate between main sections such as Home, Category, Product Details, Cart, and Checkout.
2. Use simple boxes and arrows to represent screens and navigation flow.

3. Label each node and interaction clearly. Include both navigation and key task flows.



Sample IA flow diagram illustrating the navigation between pages.

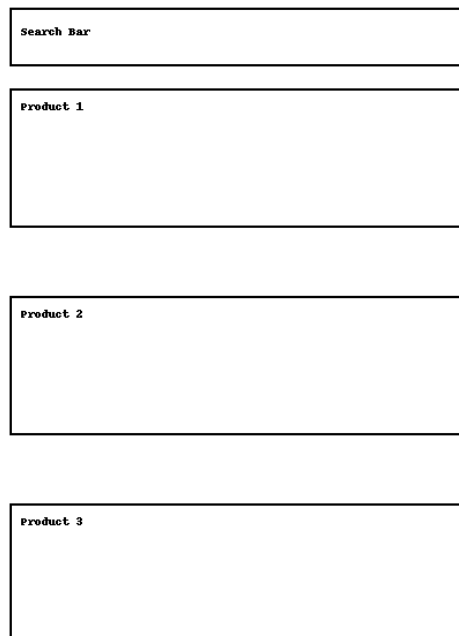
Part B — Low-Fidelity Wireframes

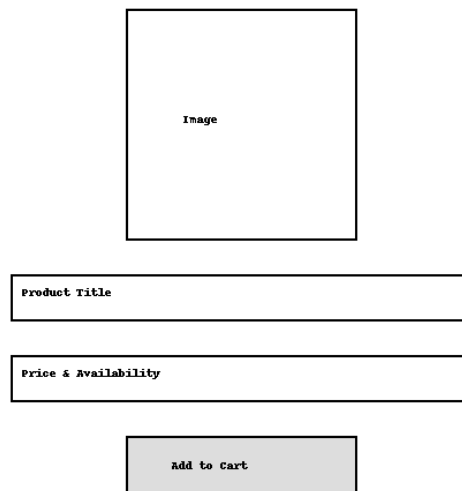
1. Create at least 8 wireframes representing main screens (Home, Category, Search Results, Product Details, Cart, Checkout, Confirmation, and Account).

2. Keep them grayscale. Use rectangles and text placeholders for layout and content. Avoid colors or decoration.

3. Use consistent alignment and clear spacing to indicate hierarchy. Annotate key interaction areas.

Samples below show a Home page and a Product Details page wireframe:

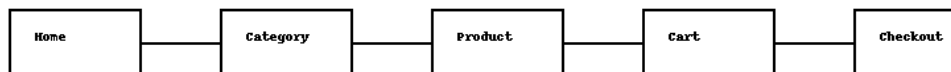




Each wireframe must be labeled (e.g., WF01_Home) and exported as PNG or PDF.

Part C — Clickable Prototype

1. Import your wireframes into Axure, Balsamiq, or Figma.
2. Add interactions to simulate the shopping flow: Home → Category → Product Details → Add to Cart → Checkout → Confirmation.
3. Include back navigation and at least 2 micro-interactions (e.g., filter panel slide-in, cart badge increment).



Sample prototype linkage showing connected screens in sequence.

Part D — Design Pattern Mapping

1. Review your prototype and identify at least six UX/UI design patterns applied.
2. Document them in a simple table with 'Pattern Name', 'Screen(s)', and 'Rationale'.
3. Examples include: Search Box, Faceted Navigation, Card Layout, Stepper, Progress Indicator, Toast/Badge.

Below is an example pattern mapping table:

Pattern	Screen(s)	Why it fits
Search Box	Home, Results	Quick access to product search
Faceted Navigation	Results, Filters	Helps users narrow down options
Card/Grid List	Category	Visual scan of items
Stepper	Cart	Adjust quantity
Primary CTA	Product, Checkout	Guides next step
Progress Indicator	Checkout steps	Shows progress completion

Extended Requirements

- Justify Pagination vs Infinite Scroll trade-off (5–7 bullets).
- Add a 'Save filter set' interaction for frequent shoppers.
- Show two screens in dark mode with accessibility annotations.
- List accessibility considerations (contrast, labels, hit areas).