CS 350: UI Design

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A sketch of a website

Description automatically generated

I decided to redesign a unique app that is used in my job and does not exist on any normal phone. I have had a lot of issues with it so it felt right to redesign it. I will break down what I did in each section by section.

* Top toolbar: I kept the title but moved the classification label out and moved the home button up here to put it in a more noticeable spot as well as moved the options button to a common location for apps.
* Main body: The original had icons with labels underneath. Clicking the icons took you to a new screen where you had sub item options to click. You could get back to the home screen by clicking the button but there was no backing up just one menu and the back button fully exited the app. I decided to change the screen to three fragments. The top fragment will hold the top-level items in a drop-down list setup. Selecting one will affect the next fragment which will hold all the sub-items for that top-level item in another drop-down menu. Selecting a sub-item will then affect the last fragment which will be filled with the data on the sub-item which is what the app is used to learn about.
* Bottom toolbar: I moved the home and option buttons out of here and put a menu tree showing where you are in the app as well as placing the classification in the bottom right so it is out of the way but still visible as it is required to be.

I think overall this new UI is more functional since you can get through the menu faster and change what you are looking at without having to back out to the home screen when you just wanted to move through sub-items. This would also allow the user to compare different sub-items or top-level items more quickly. Finally, I think moving the home and option buttons to the top is more user friendly while moving extra information like software number or classification to the bottom and right keeps it visible but not distracting.