

Project Analysis

UI/UX Redesign of an Offline Book App



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Problem Description

- Although the application provides offline access to reading content, the overall user experience does not fully support efficient and comfortable interaction. The current design does not adequately align with user needs, which can lead to confusion, reduced clarity, and unnecessary cognitive effort during use. As a result, users may find it difficult to maintain focus and continuity while reading.
 - The existing interface and interaction patterns limit the effectiveness of the application as a reading tool, preventing users from having a smooth and engaging experience. These limitations highlight the need for a more user-centered design approach that better supports usability and interaction quality.
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Project Objectives

- The primary objective of this project is to redesign the application to enhance the overall user experience in accordance with Human-Computer Interaction principles. The project aims to create a clearer, more intuitive, and more consistent interface that better supports user interaction.
- Additionally, the redesign seeks to improve ease of use and reading comfort while maintaining the application's offline nature. The ultimate goal is to provide a user-centered reading experience that is efficient, engaging, and suitable for prolonged use.



Main Page– Issues

01

Inconsistent Typography

Multiple font styles are used within the same screen.

02 Repetitive Visual Elements

Book covers and icons are visually identical across different novels.

03 Truncated Content

Book summaries are partially hidden and not fully displayed

04 Incorrect Progress Representation

The progress indicator is not updated per book and remains fixed to a single novel.

05 Missing Search Feature

No search functionality is provided for locating books

06 Unclear Reading Status

There is no distinction between completed, in-progress, and unread books.



Main Page- UX Issues

	Issue	UX Issues
01	Inconsistent Typography	Creates visual noise and lack of visual hierarchy. Users may perceive the application as unprofessional, and distinguishing between books requires extra effort as titles must be read individually.
02	Repetitive Visual Elements	Makes it harder to quickly identify and differentiate books
03	Truncated Content	Causes frustration. Users cannot access complete information and must take an extra step to open the book to read.
04	Incorrect Progress Representation	Violates system feedback principles. Users cannot track their real progress across multiple books, which can be confusing.
05	Missing Search Feature	Reduces findability. With a large number of books, locating a specific title becomes time-consuming and inefficient.
06	Unclear Reading Status	Users cannot quickly identify their reading progress, causing confusion and making it harder to choose what to read next.

Chapter List Page– Issues

01 Outdated Visual Style

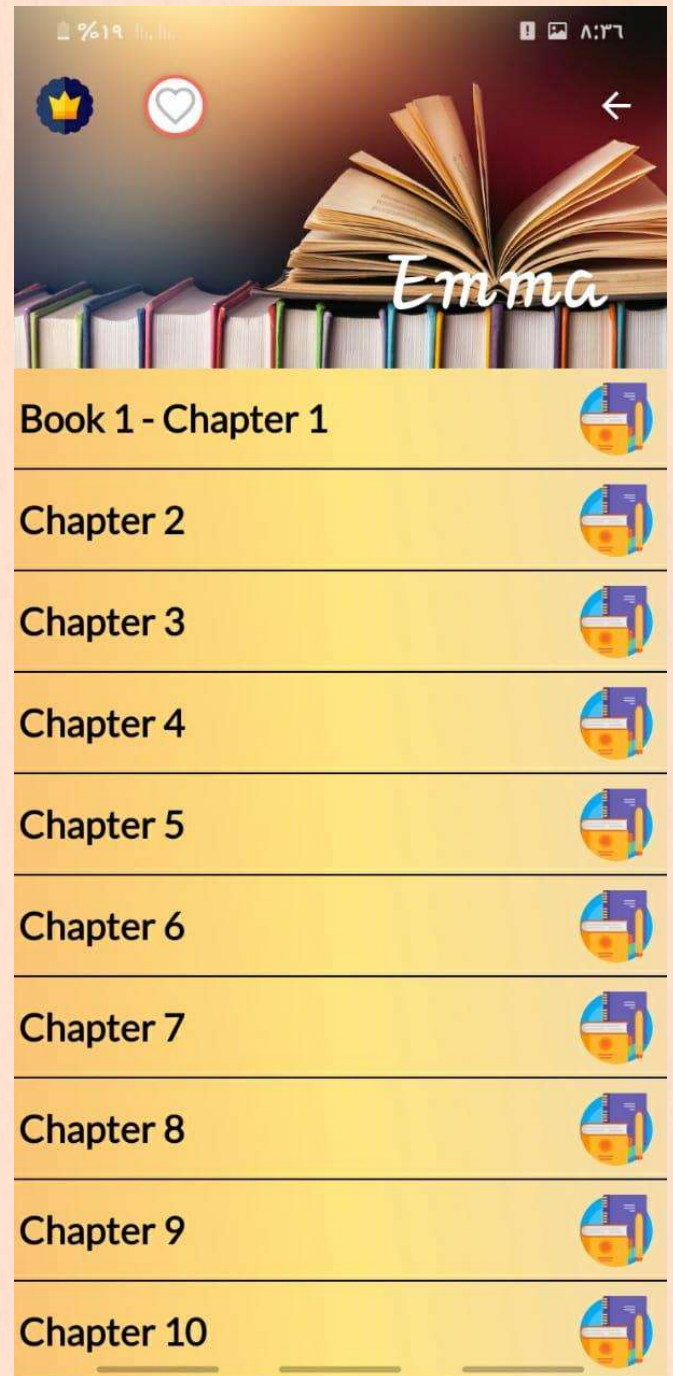
The interface follows an old design pattern

02 No Chapter Progress Indicator

The system does not highlight the last accessed chapter.

03 Redundant Imagery

Repeated images are used without functional purpose



Chapter List– UX Issues

	Issue	UX Issues
<i>01</i>	Outdated Visual Style	Reduces engagement and makes the app feel less appealing
<i>02</i>	No Chapter Progress Indicator	Increases cognitive load. Users must remember their reading position manually, making navigation cumbersome.
<i>03</i>	Redundant Imagery	Reduces emotional appeal and perceived system quality. The visual style feels old and unengaging.

Reading Page– Issues

01

Chapter Swipe Navigation

Horizontal swipe gestures are used to switch between full chapters.

02

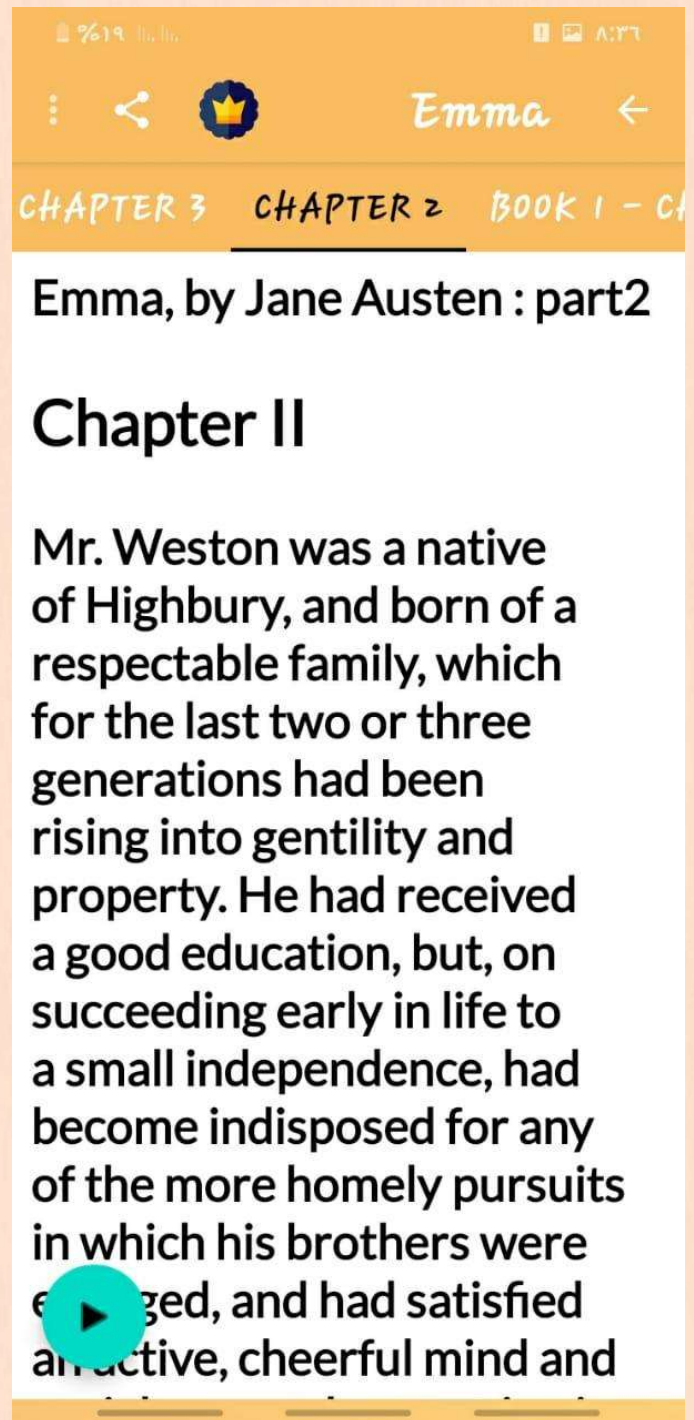
No Text Adjustment Options

Font size and text settings cannot be modified

03

Low Visibility

The audio playback button is small and visually unobtrusive





Reading Page– UX Issues

	Issue	UX Issues
<i>01</i>	Chapter Swipe Navigation	Leads to errors and accidental actions. Users may unintentionally move to a different chapter while reading, breaking their flow.
<i>02</i>	No Text Adjustment Options	Reduces accessibility. The application does not accommodate individual differences in vision or reading preferences, limiting usability for some users.
<i>03</i>	Low Visibility	Makes the feature invisible. Users may not discover the audio functionality, despite its potential value.



Home Screen (Discover)



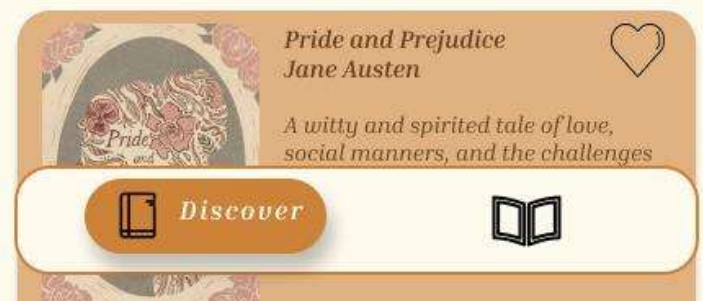
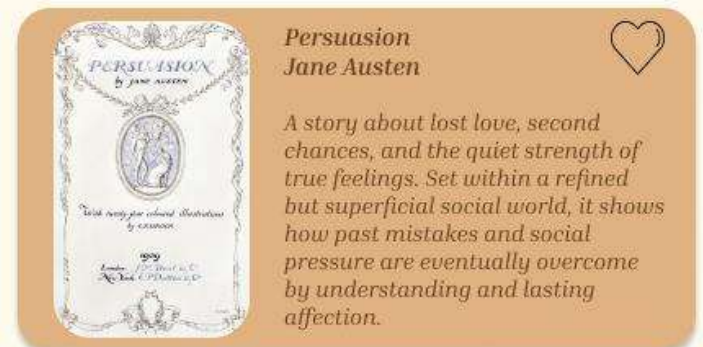
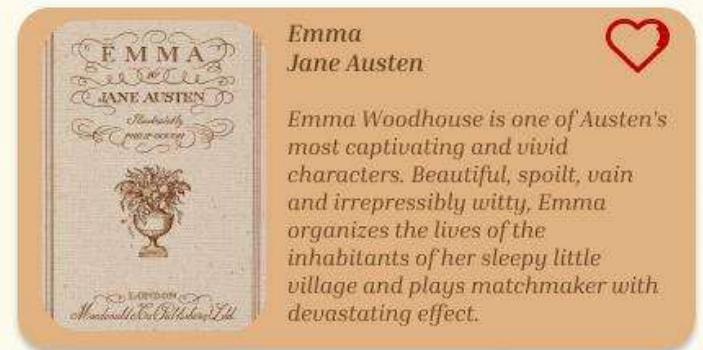
Changes

- ✓ Each book is now a separate card with a light shadow.
- ✓ Book description is visible next to the card.
- ✓ Bottom navigation bar in the Thumb Zone.
- ✓ Favorite (heart) button on each card



UX Impact

- ✓ **Visual Hierarchy & Clarity:** Cards make each book distinct and reduce visual noise.
- ✓ **Immediate Feedback:** Description gives the user quick info about the book..
- ✓ **Ease of Navigation (Usability):** Bottom bar allows one-handed navigation.
- ✓ **Micro-interactions:** Favorite button enables fast interaction.



My Books(new page)



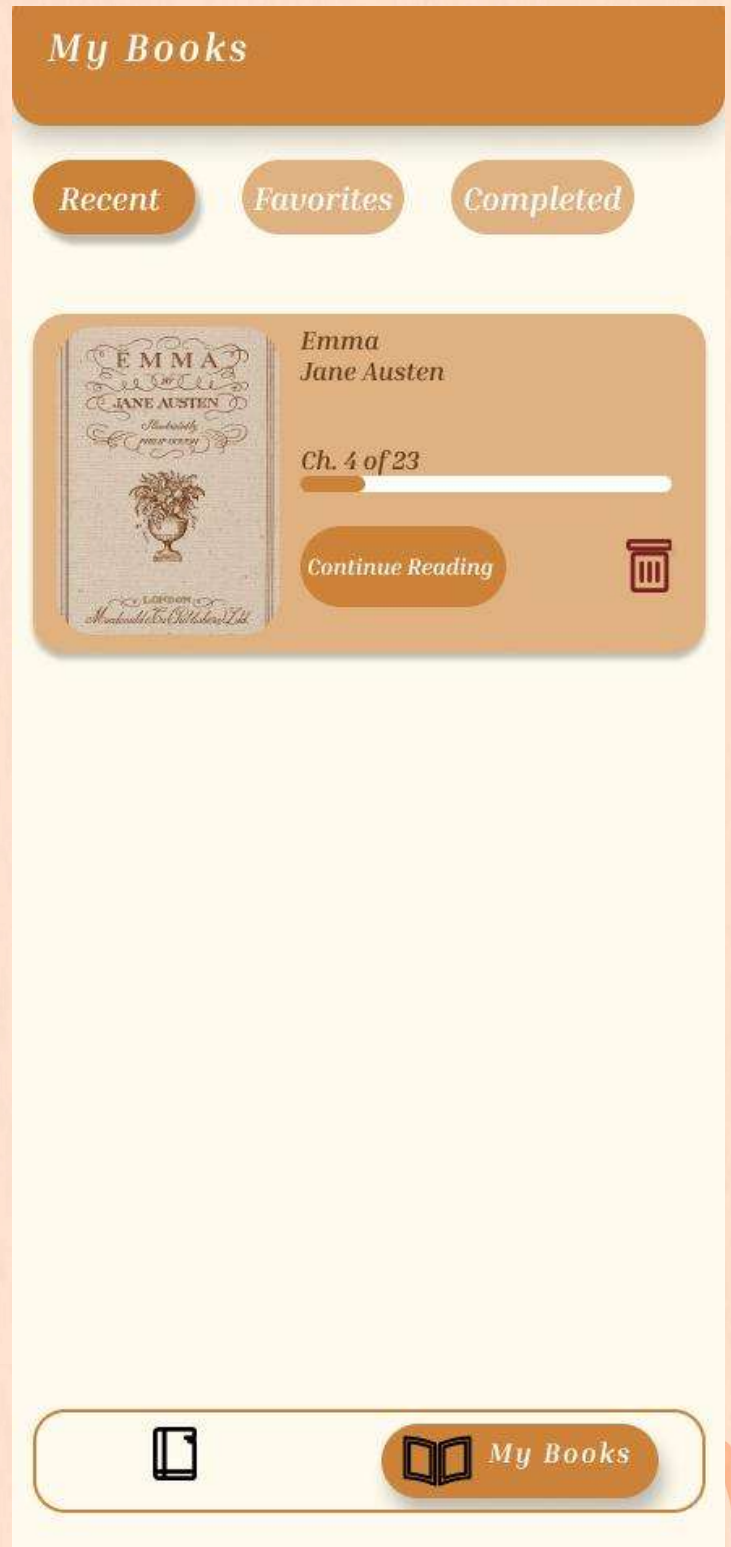
Changes

- ✓ Books divided into Recent, Favorites, Completed.
- ✓ Progress bar with current chapter.
- ✓ Buttons: Continue Reading and Delete.



UX Impact

- ✓ **Personalization:** Users feel this is their personal space in the app.
- ✓ **Cognitive Load Reduction:** Division of books helps users remember which books they are reading.
- ✓ **User Control:** Continue and Delete buttons give full control over the library.
- ✓ **Memorability:** Users can easily resume reading without having to recall where they left off.



Chapter List



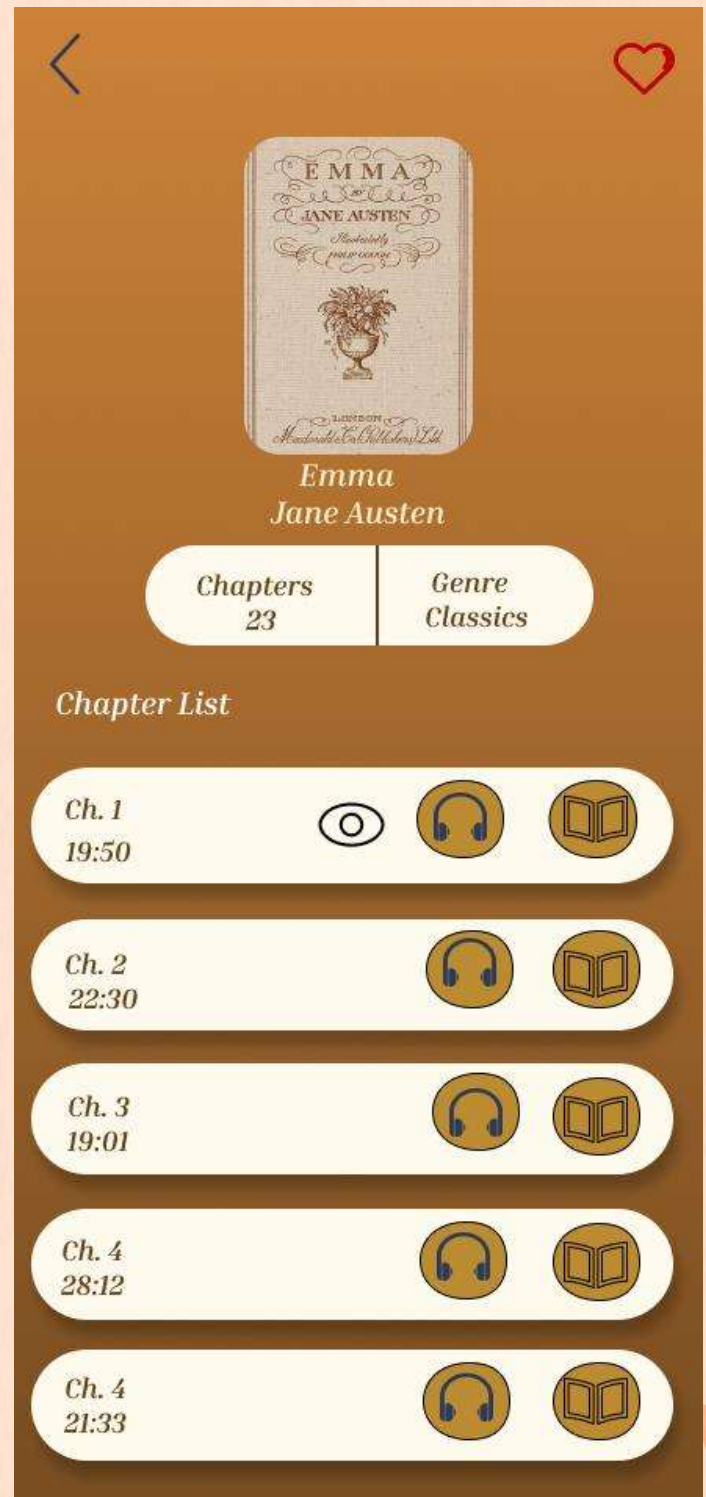
Changes

- ✓ Icons: Read (book), Listen (headphones), Seen (eye).
- ✓ Each chapter shows estimated duration.



UX Impact

- ✓ **Multimodal Interaction:** Supports both reading and listening.
- ✓ **Cognitive Load Reduction:** Eye icon shows which chapters are completed.
- ✓ **Time Management:** Duration helps users plan their reading or listening.



Reading Interface



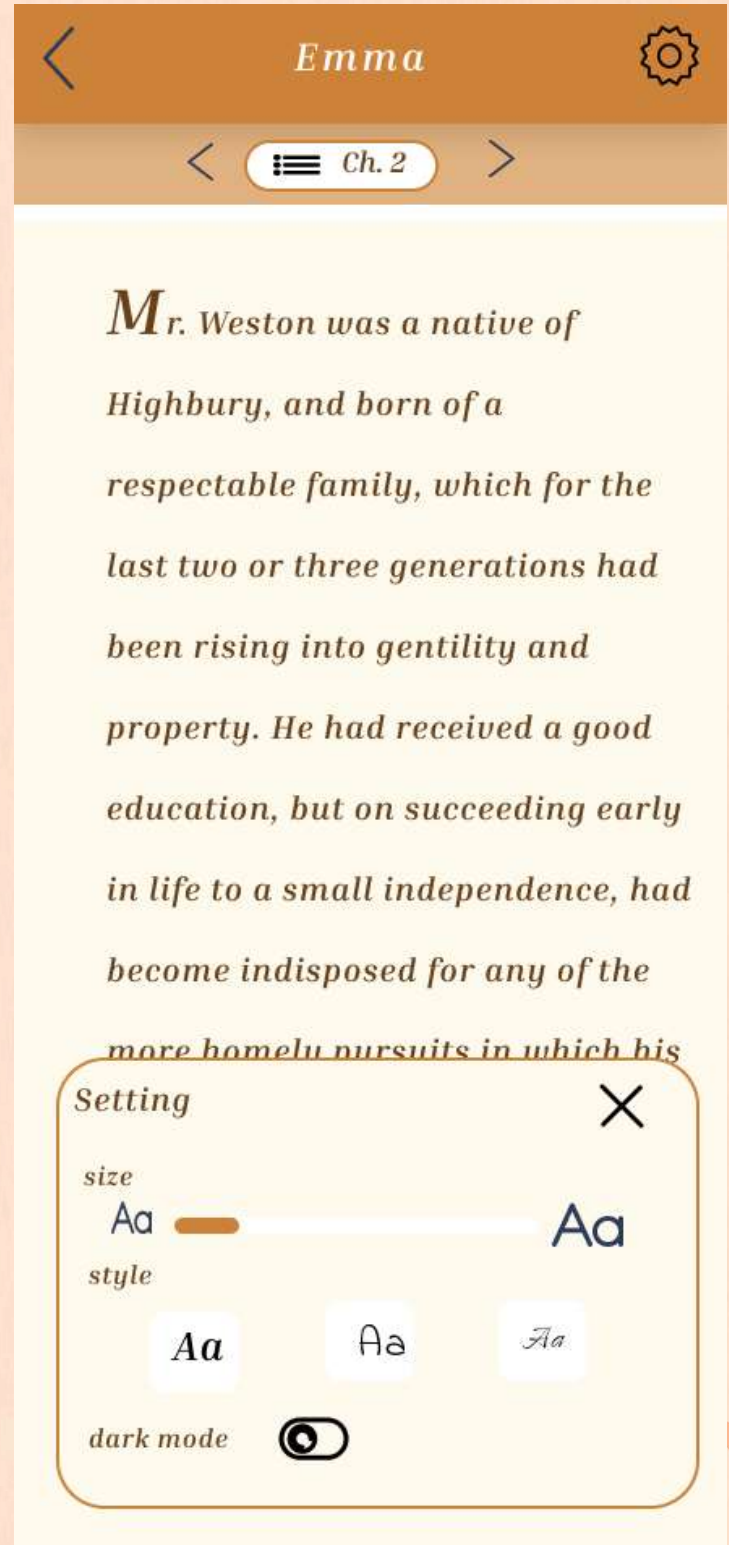
Changes

- ✓ Text has margins away from edges.
- ✓ Settings pop-up for font size, font type, and night mode.
- ✓ Navigation via arrows and dropdown chapter list instead of swipe.
- ✓ Indicator shows how far the user has read in the chapter.



UX Impact

- ✓ **Readability & Physical Comfort:** Margins reduce eye strain.
- ✓ **Customization (Accessibility):** Font and night mode improve accessibility.
- ✓ **Navigation Clarity:** Provides a clear sense of location inside the content, helping users navigate without confusion.
- ✓ **Logical Navigation:** Arrows and dropdown reduce errors and make navigation easier.



Audio Interface(new page)



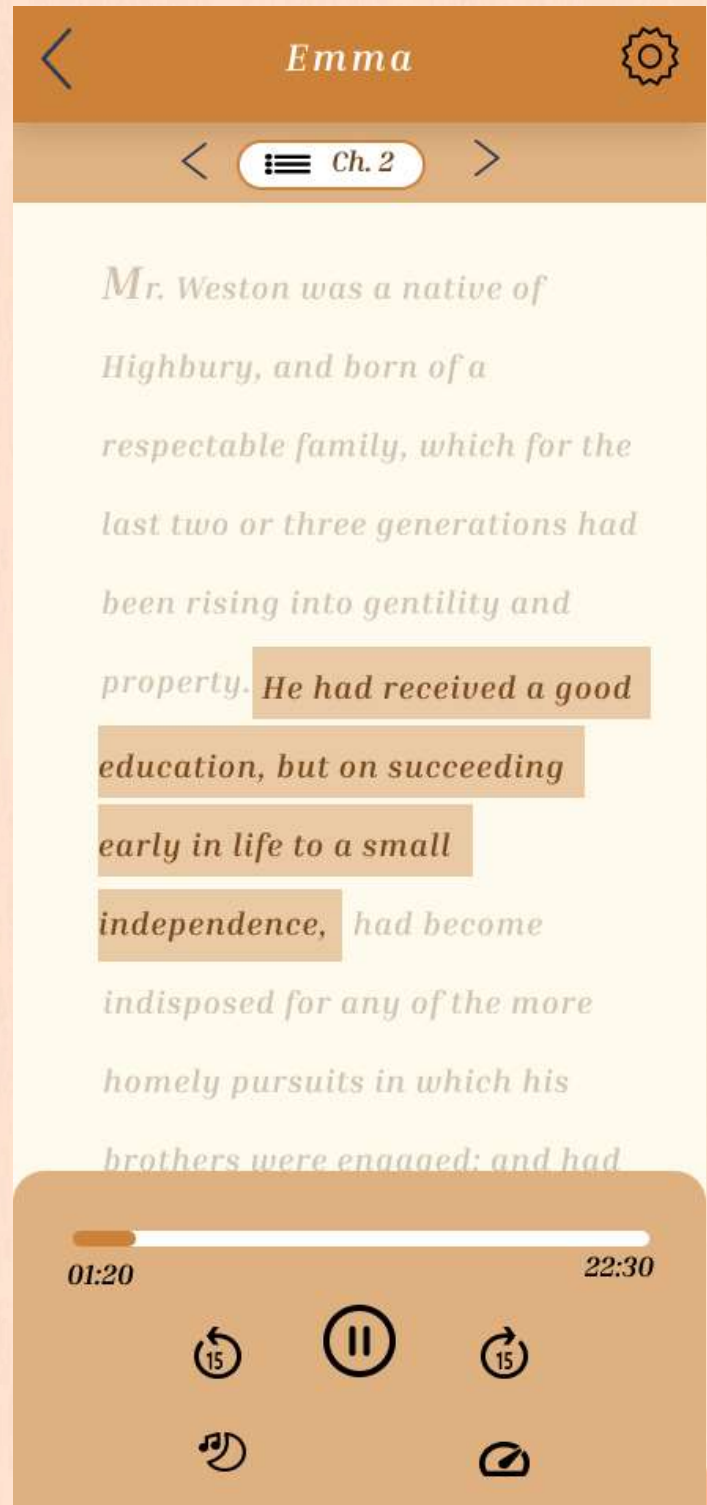
Changes

- ✓ Currently read text is highlighted.
- ✓ Controls: Sleep timer, speed control, forward/backward.
- ✓ Book title and chapter displayed clearly.



UX Impact

- ✓ **Focus & Attention:** Highlighted text links visual and auditory senses.
- ✓ **User Control & Flexibility:** Audio controls allow users to adjust their experience.
- ✓ **User Orientation:** Title and chapter show the user's position in the app.



Overall UX Improvements



- ✓ **Usability:** fo tnemecalp lacigoL .noitagivan ysae ‘stnemele
- ✓ **Aesthetic Appeal :**Modern design, readable fonts, calm colors.
- ✓ **Reduced Friction:** Fewer steps to get information, clear progress indicators..
- ✓ **Personalization & Control:** Users feel ownership of their library and reading experience.