

Student Designs Sample 2

Course name: User Interface Design (Mobile App-Design)

Candidate's role and responsibility: Module Leader & Instructor

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The objective of this assignment is to apply foundational UI/UX principles by designing a mobile app that demonstrates user-centered design, effective navigation, and clear interaction design. Students conducted user research, created wireframes and prototypes to address user needs and enhance usability.

IND 116

User Interface Design

Topic: Sustainable life



My Garden

The design concept of the app is based on the daily to-do list to help college students understand sustainable living and help them develop green living habits.



School and Students

Although the concept of sustainable living has been proposed for many years, people's awareness is still weak. For college students, most of them actually know that protecting the environment is a positive thing, but they don't know how to do it. For people who have consciously started green life, they also need to find groups and encourage each other.

Group C

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Project Overview



COMPETITIVE RESEARCH

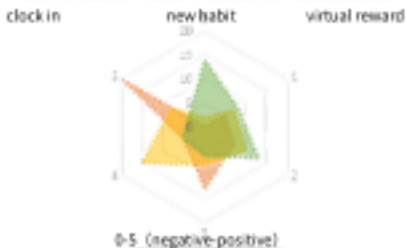
Competitive Research helped to understand the existing market and identify good practices. Three applications with a similar profile were compared, especially their strengths and weaknesses. Results defined optimal and attractive functionalities but also indicated which mistakes should be avoided

We compared several sustainable living apps and summarized their features. Then we found attractive app will have knowledge popularization and reward mechanism.

						
Knowledge popularization				✓	✓	✓
Derivative industry chain		✓		✓		
Interaction between users	✓	✓			✓	✓
Using GPS technology		✓		✓	✓	
Paid version					✓	
Barter system	✓	✓			✓	
Reward system	✓	✓	✓	✓	✓	✓

INVESTIGATION SUMMARY

打卡签到习惯养成 通过APP养成刷牙习惯 虚拟奖励的态度



From this radar map, it can be seen that it is effective for most people to develop habits through punching in and using apps, but their love for virtual rewards is not strong. This result is greatly beyond our expectations, so after more interviews, we decided to weaken virtual rewards, and then gave birth to achievements. The idea of gamification, which is the most unique part of our app, grows a flower on campus.

At the same time, we found that we have a strong willingness to participate in environmental protection actions, but there is a lack of methodological guidance, so we decided to play a guiding role. The last 90% of people said that they would download such apps, which made our development full of motivation.

Number of people investigated: 50



If there is an APP that can help me live a green life, I will try to download and use it.

yes

no



USER PERSONA



Name: LUCY

Age: 21

Role: University students in XJTU

Locations: Suzhou

GOAL:

1. She wants to protect the environment by living sustainably.
2. She wanted to find some like-minded environmentalists.

Journey:

1. Sometimes she doesn't know **what behaviors she can change** to create a sustainable lifestyle.
2. In her daily life, she sometimes feels that what she does is particularly **meaningless**, because she can't do anything to save the environment through **her own efforts**.
3. She want to participate in some **environmental protection activities** on weekends, but there is no platform to provide it.

Motivation vs. ability

Motivation factors: Every time I do things conducive to environmental protection, I will feel very meaningful, and I contribute to sustainable development.

Inhibiting factors: Believe that a person's behavior may not change anything, and sometimes there will be negative emotions leading to a **lack of motivation** to live a green life.

Possible triggers: Have a **friend** who has the same interests and **triggers each other** to make what you're doing more fulfilling.

Storytelling

The school is a big waste producer...



Design

Foam, steel wire, etc.



Calculate and Test

Paper, ink,



Takeaway

Juices, drinks, scraps of food

Although there are many cleaning staff to maintain the campus environment, I have always advocated environmental protection and saving actions, but sometimes I may lack of motivation....



INFORMATION ARCHITECTURE

(ORIGINAL -----ADJUST----- FINAL)



to do list



information



community



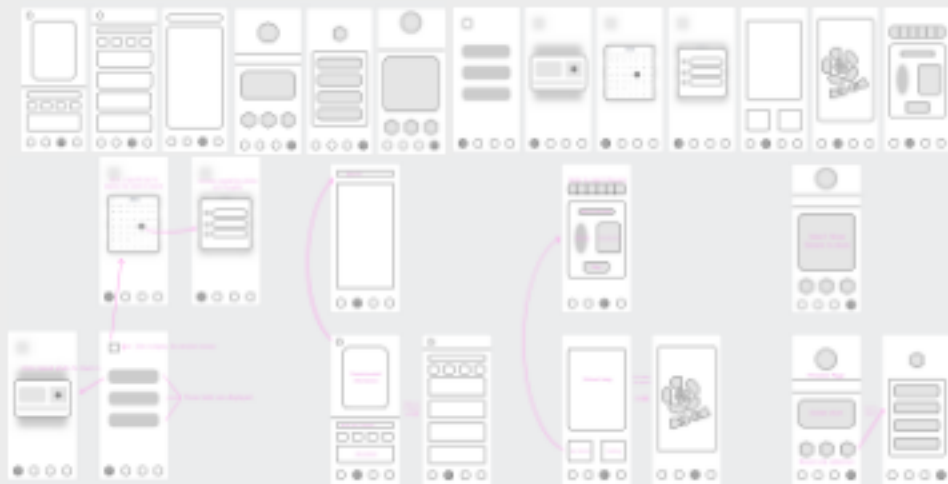
low- fidelity wireframe

At this stage, we determined the basic form of the app, theme color, basic functions, highlights, style

mine



High-fidelity wireframe



Based on the user's feedback, we made some adjustment. Below are the interface for final



Most of them meet the needs of users, and there is no need to change.



- Users find the reward system fun
- Different users have different views on ranking features



- Simplified the Activity part, so that campus activities and extracurricular activities combined.
- Delete the forum section and merge social and information.



- The function of school activities has been moved to the information section to learn and discuss one-stop.
- The way to participate in the activity is simplified to reply to comments directly at the bottom of the activity page, which is not only simple but also improves interaction and participation.



- Users said that they may not often click on each category to view relevant information, so we canceled the section classified by content.
- Users say that if this section only provides information, they may not use it often, so the knowledge we want them to know and the information they want to convey cannot be accepted by users. So we added the discussion function.



- Simplified interface (easy for users to operate)
- Functional partitions, highlighting themes
- Added interesting interaction design



- Message function (biased from app positioning)
- The interface is redundant (users feel a strong sense of oppression)
- There are too many parts to click on the interface (poor interactive experience)

USER INTERFACE

Typography

NAME	FORM	SIZE
Heading1	思源黑体	25
Heading2	思源黑体	20
Paragraph	思源黑体	16

UI ELEMENTS



COLORS



Style keywords: cute, slow life, simple, pleasant, environmentally friendly

LOGO&APP ICON



Like a leaf and like a rose. The main body of the logo is green and pink, these are main color of the app. The shape of the logo is full of lines, which is consistent with our concept of simplicity. The two 's' shapes respectively represent the students and the school, which is also in line with our concept of building an environmental bridge between the campus and the students.

To do list



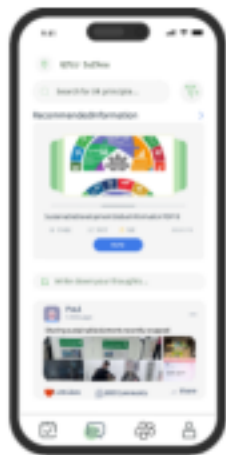
To help people who want to live sustainably but don't know how, our system will launch three random habits a day. Users can click on the symbol on the right to change the habit if they can't do this.

← If you want to do a habit for a long time, you can swipe left and tap to lock it. Then the color of this habit will become darker, and it will not change until you think you have developed this habit and turn off the lock



In order to promote the formation of habits, after users click on each habit, there will be tips on how to complete these habits. Users must upload pictures to complete the habit, or write down the user's experience in completing the habit, and then click Finish to get the corresponding petals award. The more difficult the task, the more petals you get, and the petals can be exchanged for flowers.

information—main page

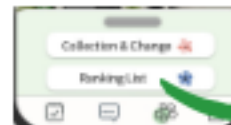
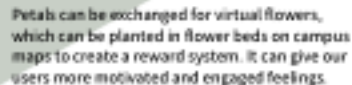


you can search for any information about sustainability
「A rich information base dedicated to providing sustainable information, which is more convenient and accurate than search engine searches」

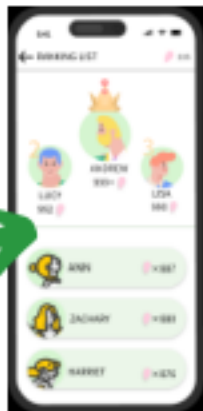
from there you can read lots of articles or news

You can easily enter your thoughts and observations, or discuss questions you want to discuss and share with university students around the world

Collection & Exchange



The goal of Ranking List is to motivate people to participate more in sustainable living. Early user testing gave us different feedback from different users, but in the end we decided to keep it.



USER CENTER



3 main functions:

- social connect
- DIY Dashboard
- Recording

