UI/UX Design samples

In this document, you can find my design samples created during the UI/UX design courses offered by the California Institute of the Arts on Coursera.

Table of Contents:

- "UI first" approach: GoSushi app 1
  - GoSushi mood board 2
  - GoSushi sample pattern library 3
  - GoSushi design 4
- "UX first" approach: RePicks app 5
  - Sitemap 6
  - Wireframe map 7
  - (in process: prototype)

"UI first" approach:

App: **GoSushi**

Description: A smart phone app for young adults and families who love sushi. The main activity is to check the map for sushi places that are closest to the user's location.

Program used: Inkscape

What I'm proud of:

All graphic elements in the sample pattern library and app (except the map) were drawn by me and I'm happy with the overall color scheme. I think that the design elements work well together. The app has a consistent playful and approachable style.

While things could be improved from the perspective of usability, I think the design elements have a mostly logical placement and users have easy access to key information. They also have visual information of where they are in the app and how to navigate it.

What I would still improve:

Since Inkscape had some limitations, especially the appearance of the icons could still be improved.

The placement and use of some buttons and icons could still be polished. For example, the "+ add to favorite" element could be replaced with a heart icon, since this is a universal approach used in many apps.

I might also add some kind of an icon to the restaurant information window to show that by swiping, the user could access more information, reviews etc.

I hope to make these and other revisions to the portfolio once my knowledge of UX and UI design is deeper.

sushi time
LOVESUSHI
SUSHI
sushi and rolls
Test Type
ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz

Button with text label

Image icons

Other elements

normal/passive

touch and hold

tap

inactive

Search

Search

Search

Search

1

2

3

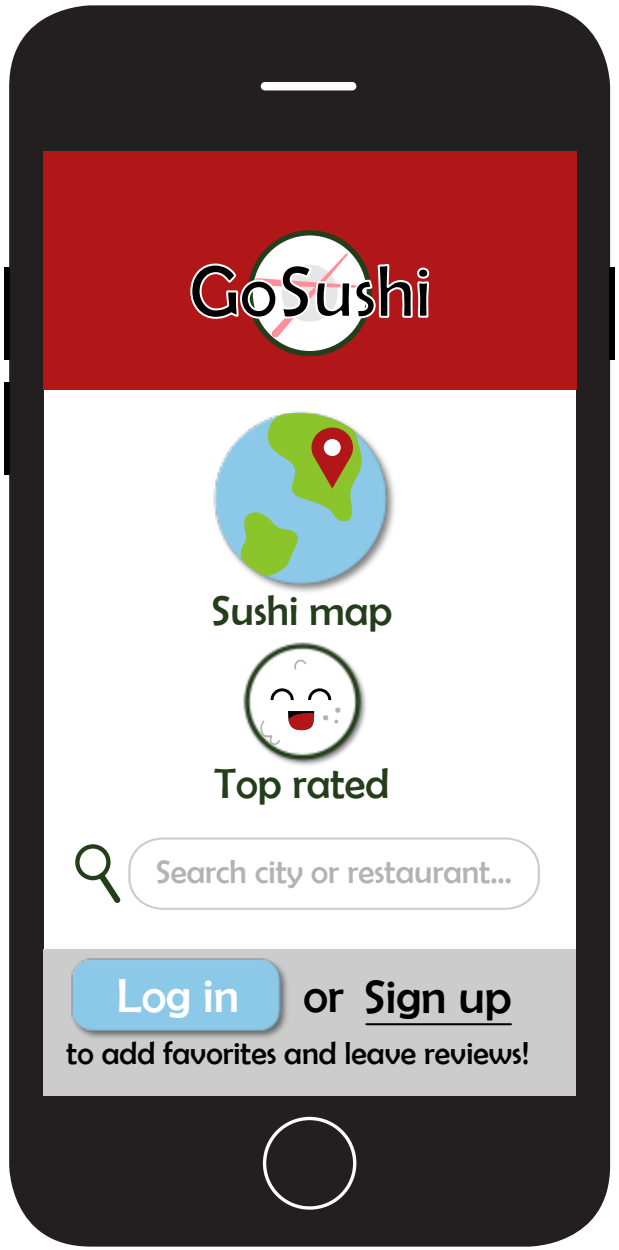
4

1

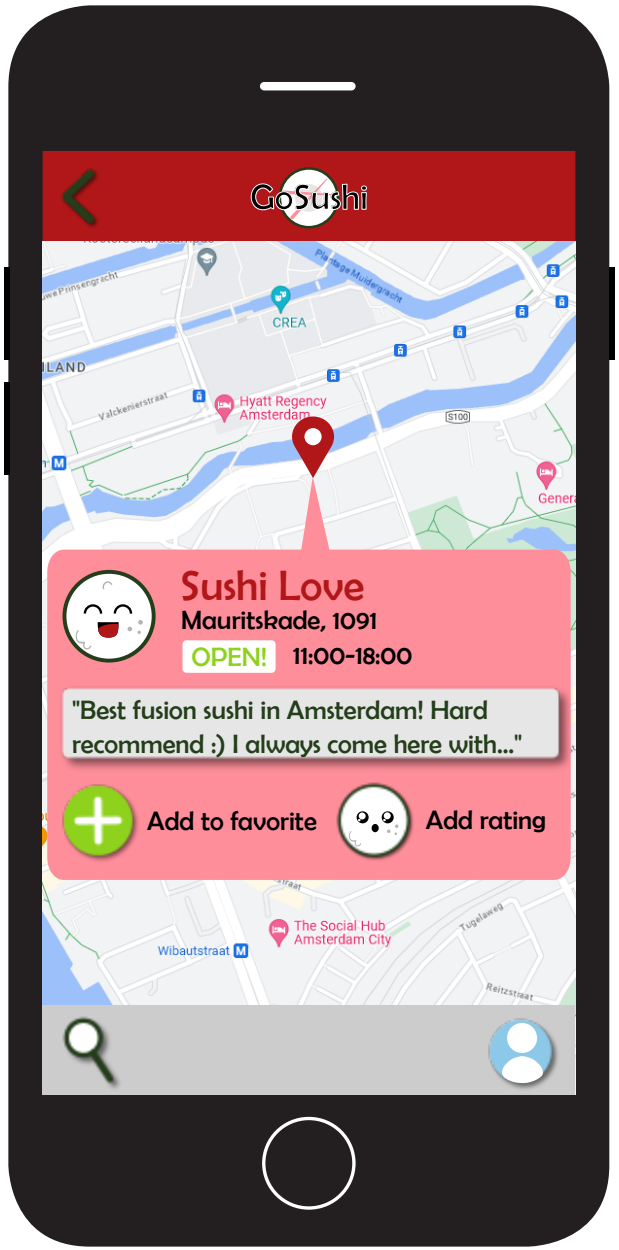
2

3

4



Main / Home Screen



Lower Level Screen

Sari Piittinen

“UX first” approach:

App: **RePicks**

Description: RePicks offers a service that picks up recyclable trash and items from people’s homes for an affordable price. The remote drop-off locations for certain types of waste cause problems for users who are busy, don't have a car, lack a local support network, or are disabled or elderly. This pickup service app makes recycling easy for them.

Target group: Eco-conscious, thrifty, pragmatic, urban

The main goals of the app are to make recycling easy and to reduce waste. That’s why, for example, the app doesn’t require the user to create an account or login to place an order. This way users who do not wish to create an account or use another login like Google can still make use of the service. This shows in the various options in the sitemap and wireframe map for entering required information or logging in.

Process

The app project started with drafts of content and interaction maps, including a paper version for user testing. Below, you can find images of:

- a sitemap (created with draw.io)
- a wireframe map (created with wireframe.cc & Inkscape)

The different stages resulted in some changes of the map’s overall design.

What I’m proud of:

- Focusing on each step and understanding its purpose in the design process.
- Making changes when I noticed that something would work more logically in another way, even if the main functions of the app remain the same.
    - For example, understanding that in terms of navigation, not everything requires its own button, since users are used to swiping or using the phone’s operating system’s own “back” function.
    - Remembering that information can be entered in the same screen or appear in a pop-up window instead of taking the user to an entirely new screen.

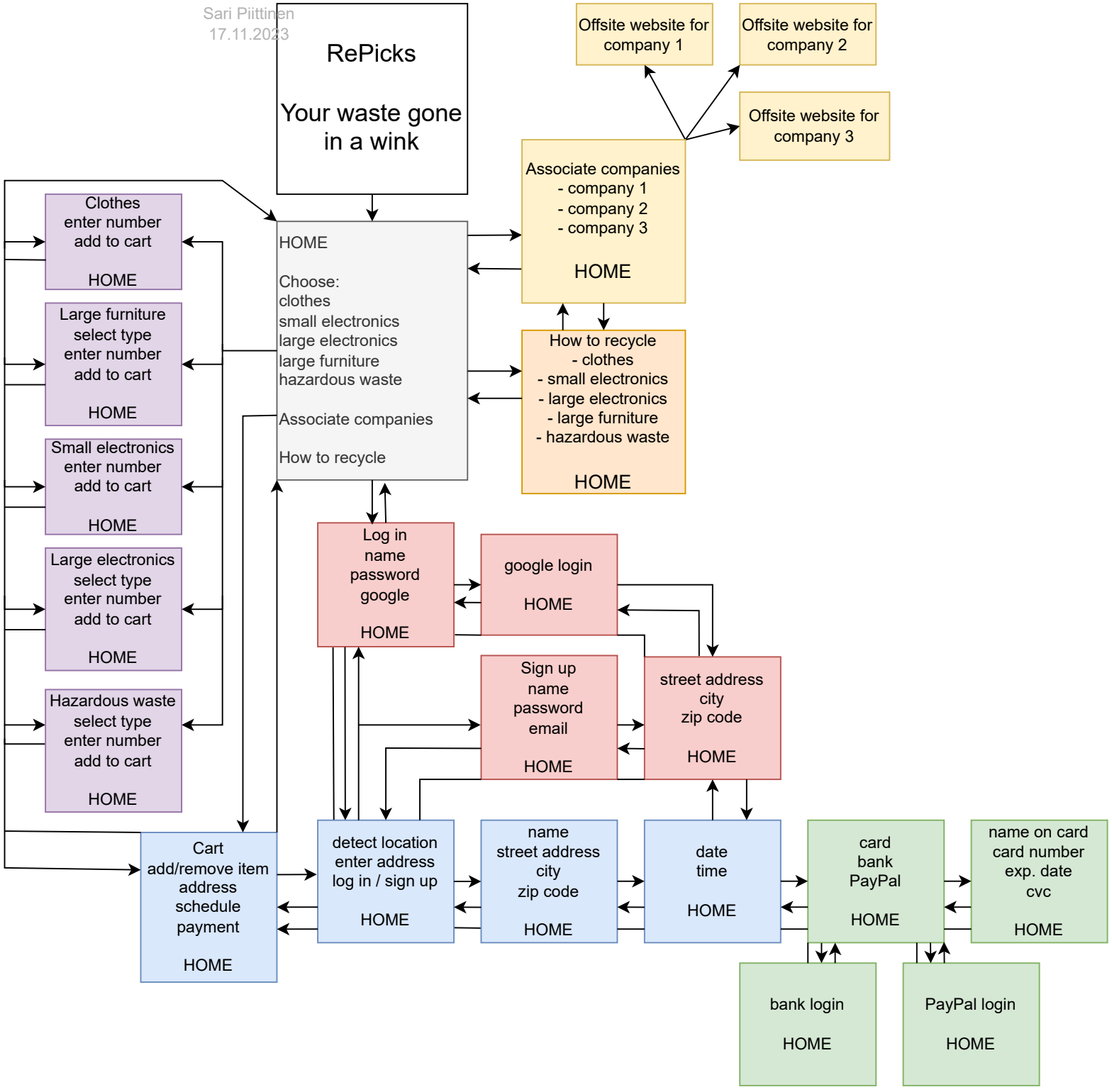
Challenges:

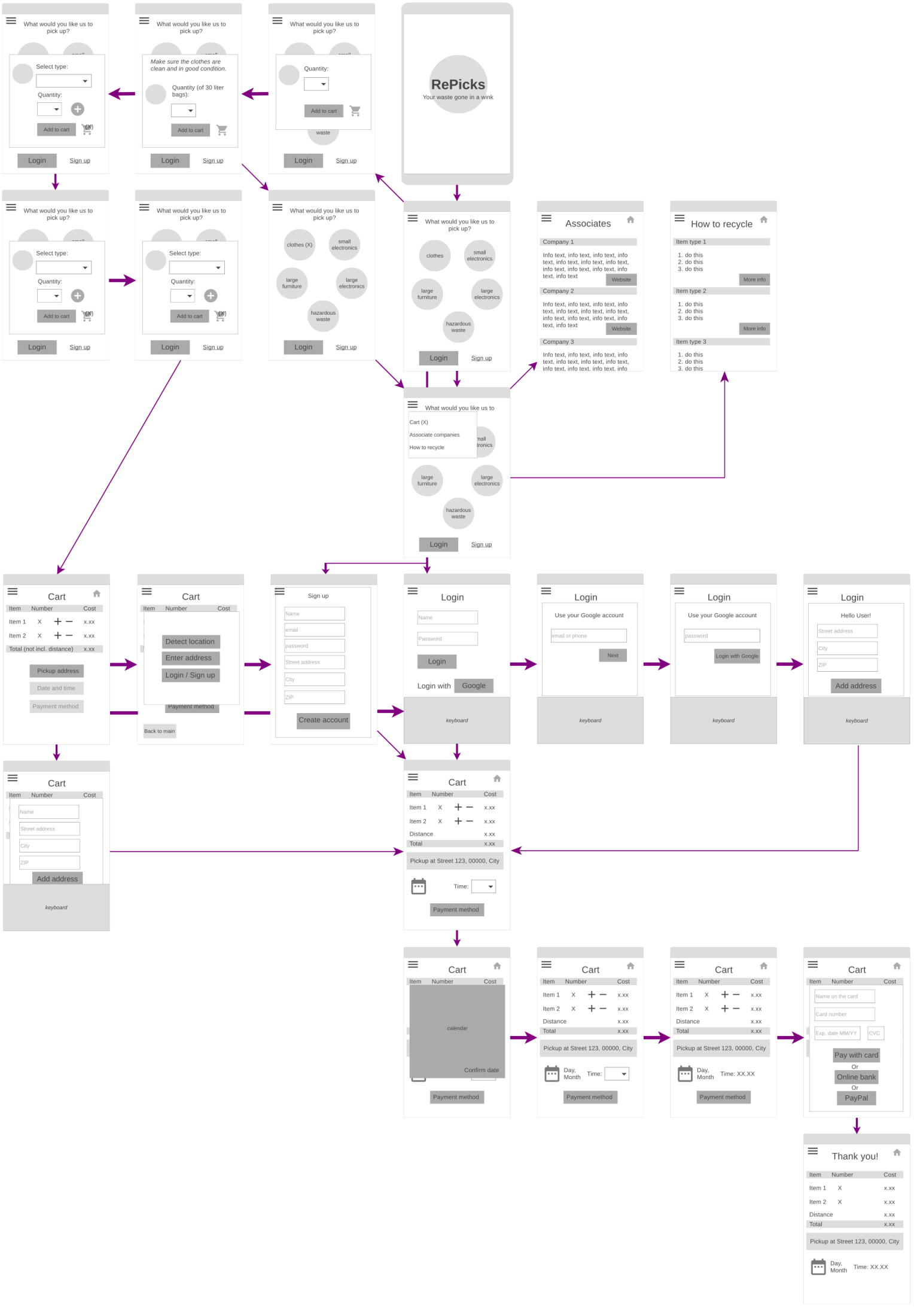
Limited user testing. Receiving more feedback would help to ensure that the sitemapping, for example, makes sense and is user friendly.

Working with Inkscape. The arrows in the wireframe map differ in shape because creating arrows on Inkscape is not very intuitive. I ended up copying and editing arrows from the sitemap file.

While the sitemap includes more directional arrows for navigation, the wireframe map is more limited with what pathways are presented.

Sari Piittinen
17.11.2023




What would you like us to pick up?
Select type:
Quantity:
Add to cart
Login
Sign up
Make sure the clothes are clean and in good condition.
Quantity (of 30 liter bags):
RePicks
Your waste gone in a wink
clothes (X)
small electronics
large furniture
large electronics
hazardous waste
Associates
Company 1
Company 2
Company 3
Website
How to recycle
Item type 1
Item type 2
Item type 3
More info
Cart (X)
Associate companies
How to recycle
Cart
Item
Number
Cost
Item 1
Item 2
Total (not incl. distance)
Pickup address
Date and time
Payment method
Detect location
Enter address
Login / Sign up
Back to main
Sign up
Name
email
password
Street address
City
ZIP
Create account
Login
Login with
Google
keyboard
Use your Google account
email or phone
Next
Login with Google
Hello User!
Add address
Distance
Total
Pickup at Street 123, 00000, City
Time:
Payment method
calendar
Confirm date
Day, Month
Time: XX.XX
Name on the card
Card number
Exp. date MM/YY
CVC
Pay with card
Or
Online bank
PayPal
Thank you!