

6 June 2025

# **AY2025 Sem1 T383**

## **CA1 – Mobile Application UI Design**

|               |                      |
|---------------|----------------------|
| Student ID:   | 24032013@myrp.edu.sg |
| Student Name: | Ong Kai Feng, iain   |

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Do not submit work that is not original or work that is not your own. If we discover that you did either of these things, we may:

- Give you a 0 grade for this exam
  - Initiate disciplinary proceedings
- .....

**Please show that you understand the rules of this assessment by acknowledging and signing the declaration below.**

- ☒ I understand the consequences of receiving help from other people in this assessment and I confirm:
- ☒ The work in this assessment is solely my own.
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  - ☒ I have provided references/citations and proof of receipt of copyright clearance for any elements in this graded assignment that are not directly my own work.

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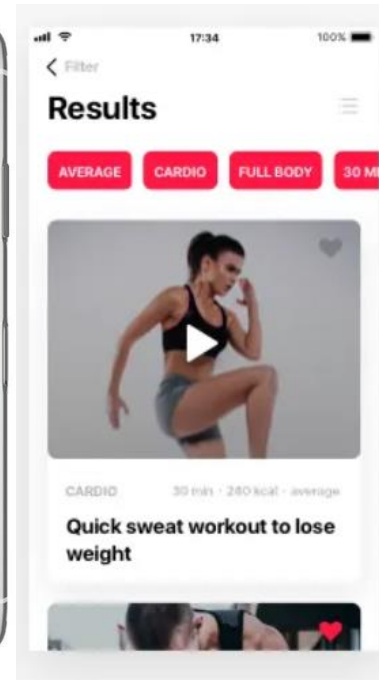
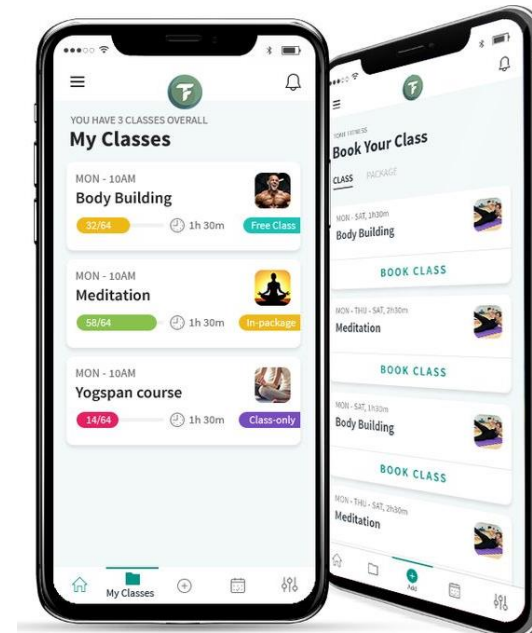
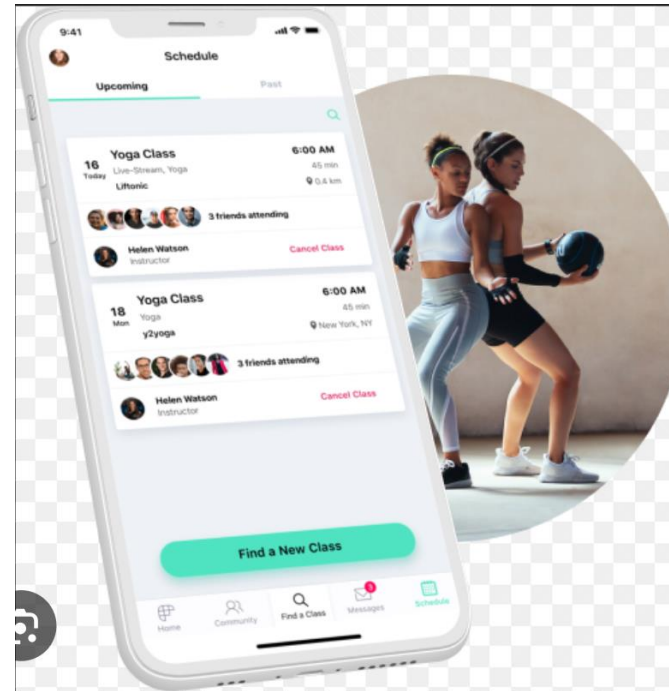
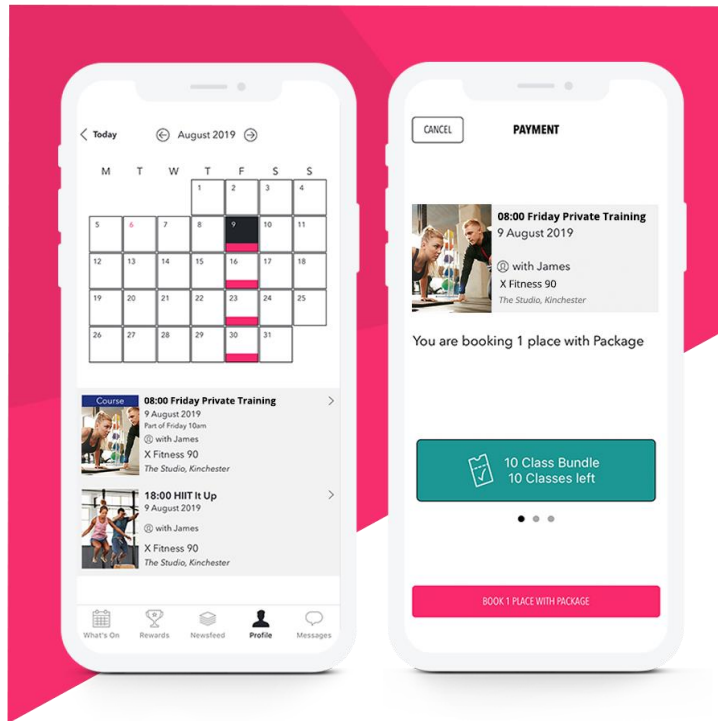
# References

- Pinterest Pictures
- Anytime Fitness
- ActiveSG
- GymCatch

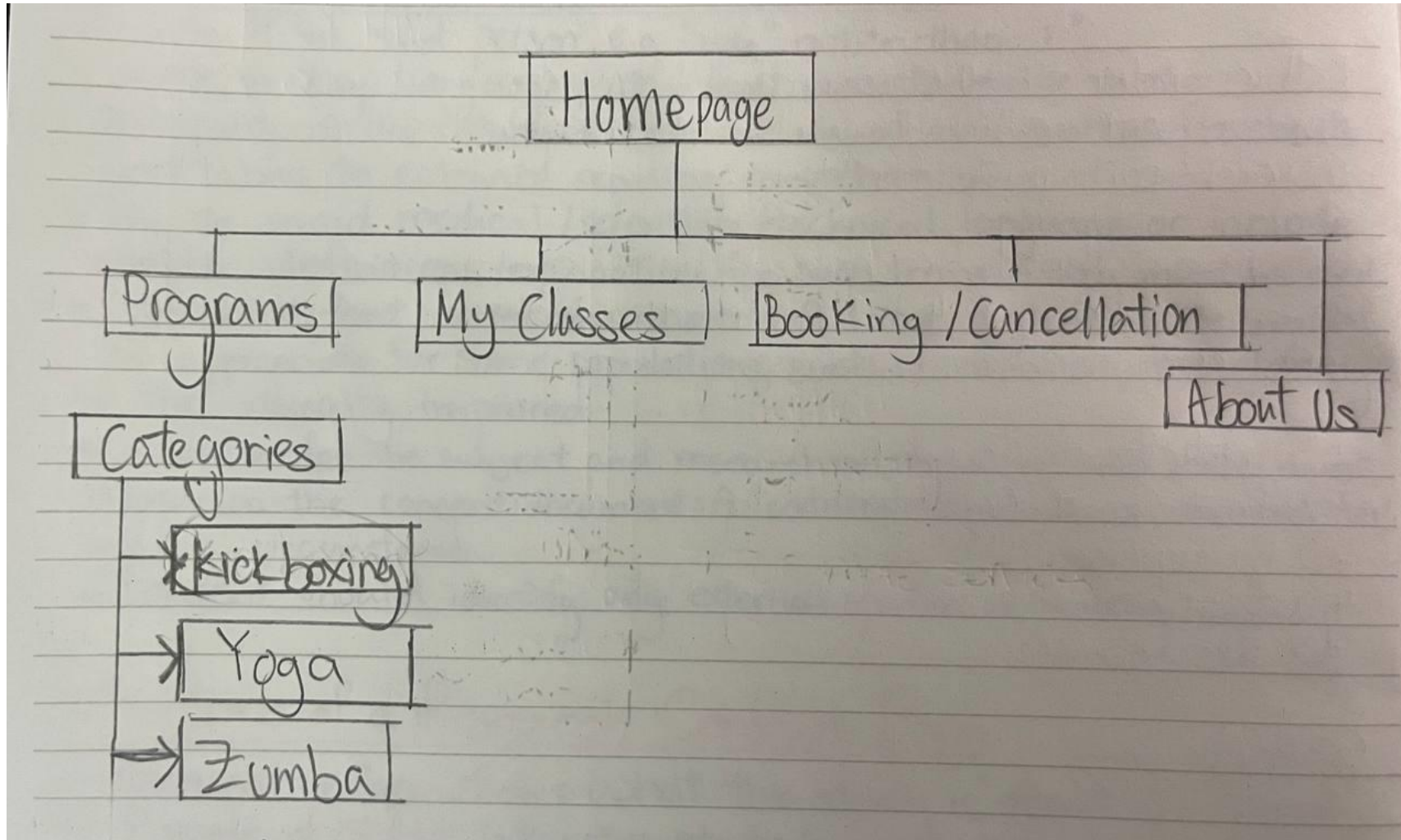
# Content, Users, Context of use

- A mobile application of a fitness centre offering various exercise programs/classes such as Personal Training , Pilates, Yoga, Kickboxing and Muay Thai for its youth members of age 18 to 30. The purpose of the app is to allow the members to view the booked programs including date, time, and venue.
- It also consists of four pages, home, programs, booking and cancelling booking. It also allow users to browse, filter, and search desired programs.

# Inspirations

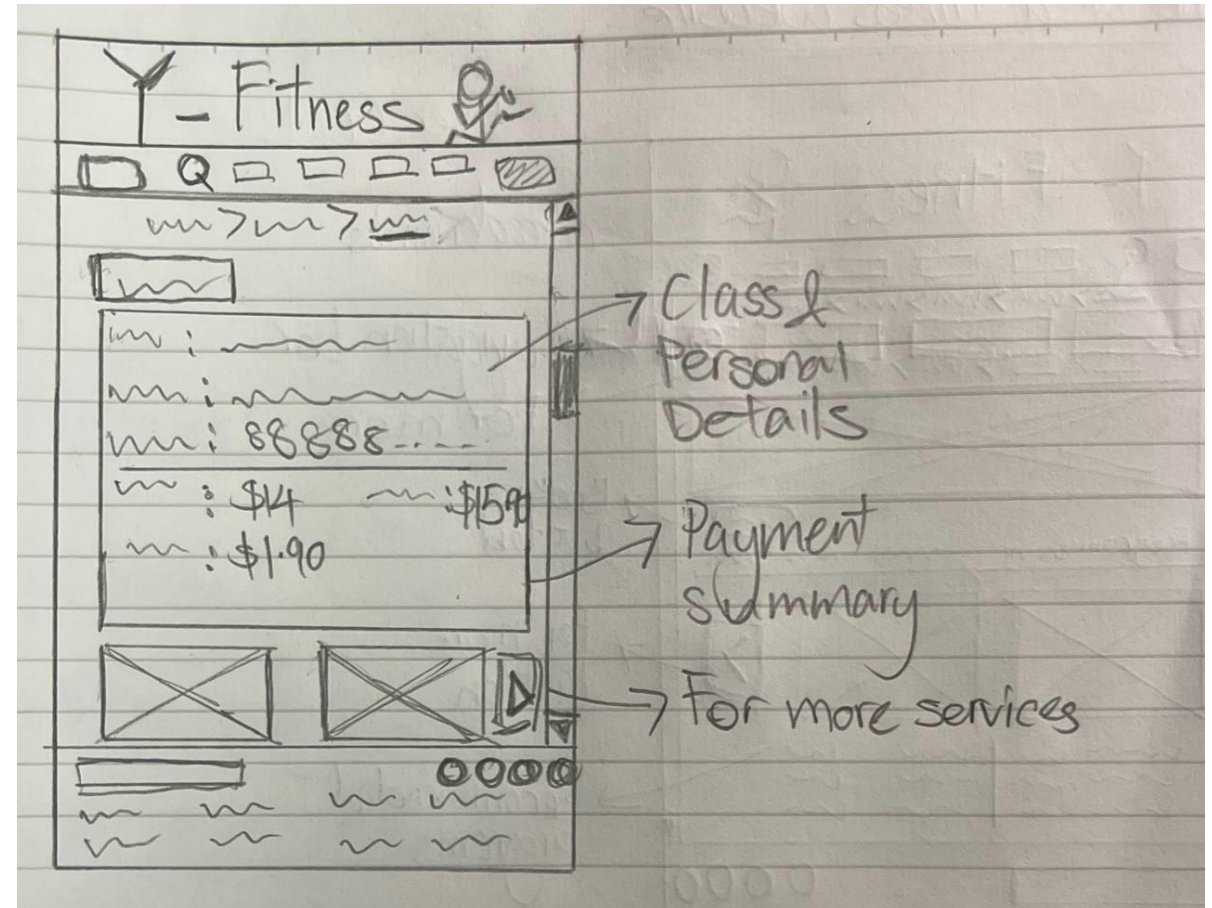
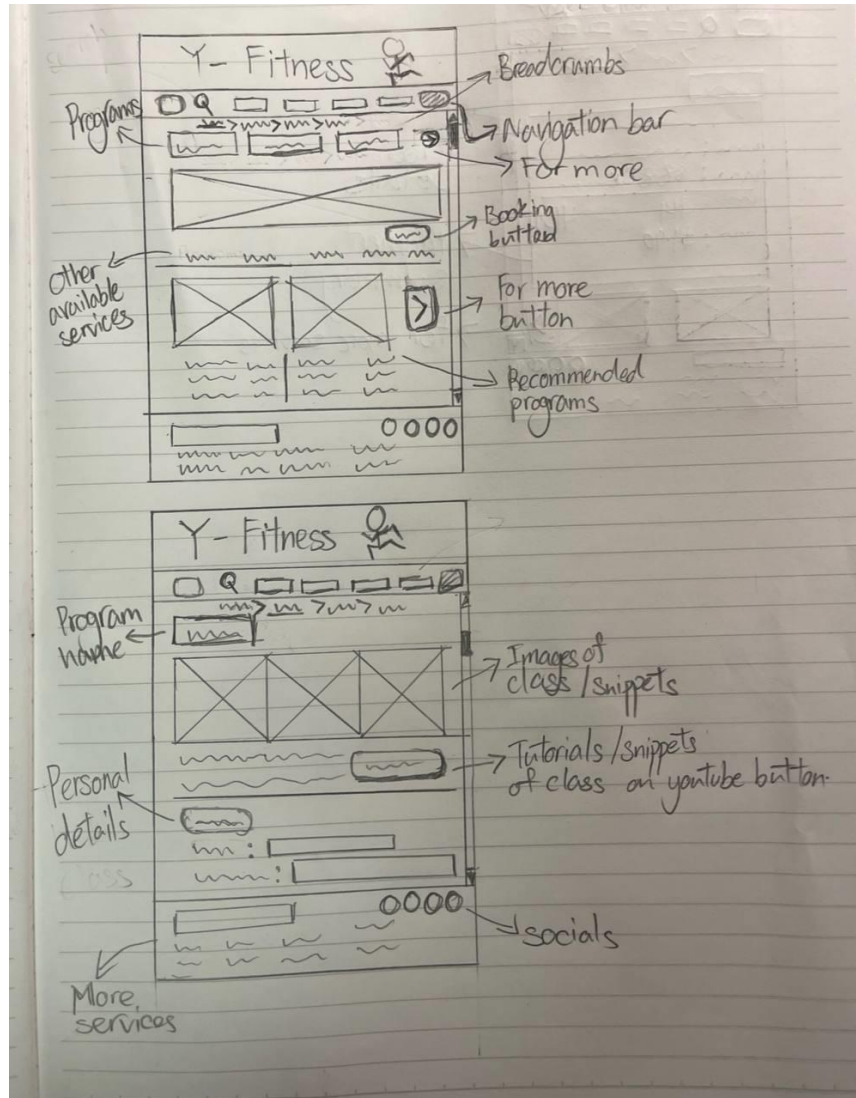


# Sitemap





# Sketches of wireframes



# Justification of design choices

## **Colour Scheme:**

I chose a dark blue background as it represents professionalism, strength and trust, which fits the motive of a fitness app. Furthermore, it also prevents user from feeling overwhelmed due to its consistent colour scheme of dark blue, cream white and black which is most used. It offers contrast, keeping buttons and text clean and easy to read. Whereas the least used colour, red is used to highlight key information or bring urgency to certain headers.

## **Use of visuals:**

Large images were used for each program to quickly relay to users what exercise it is, even without reading. Each program has its own section, providing users with the understanding of the programs offered.

## **Accessibility and Usability:**

- Buttons are large enough for mobile touch screens
- Text is contrasted well against backgrounds
- Icons used in the navigation are recognizable and supported by context

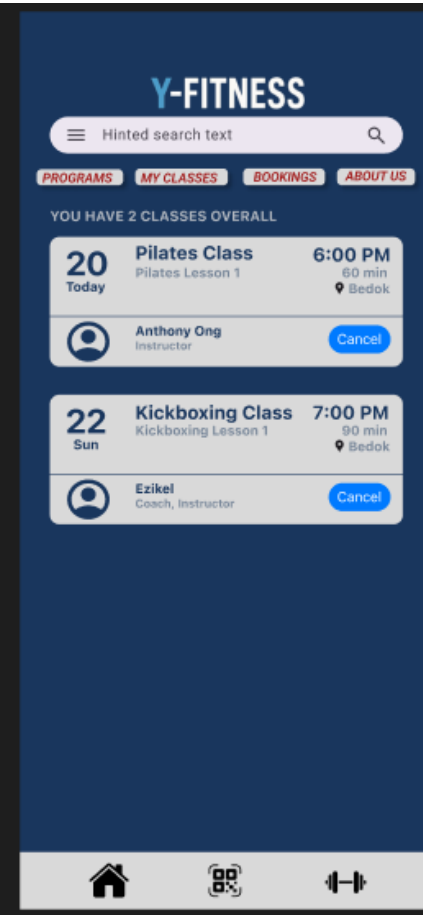
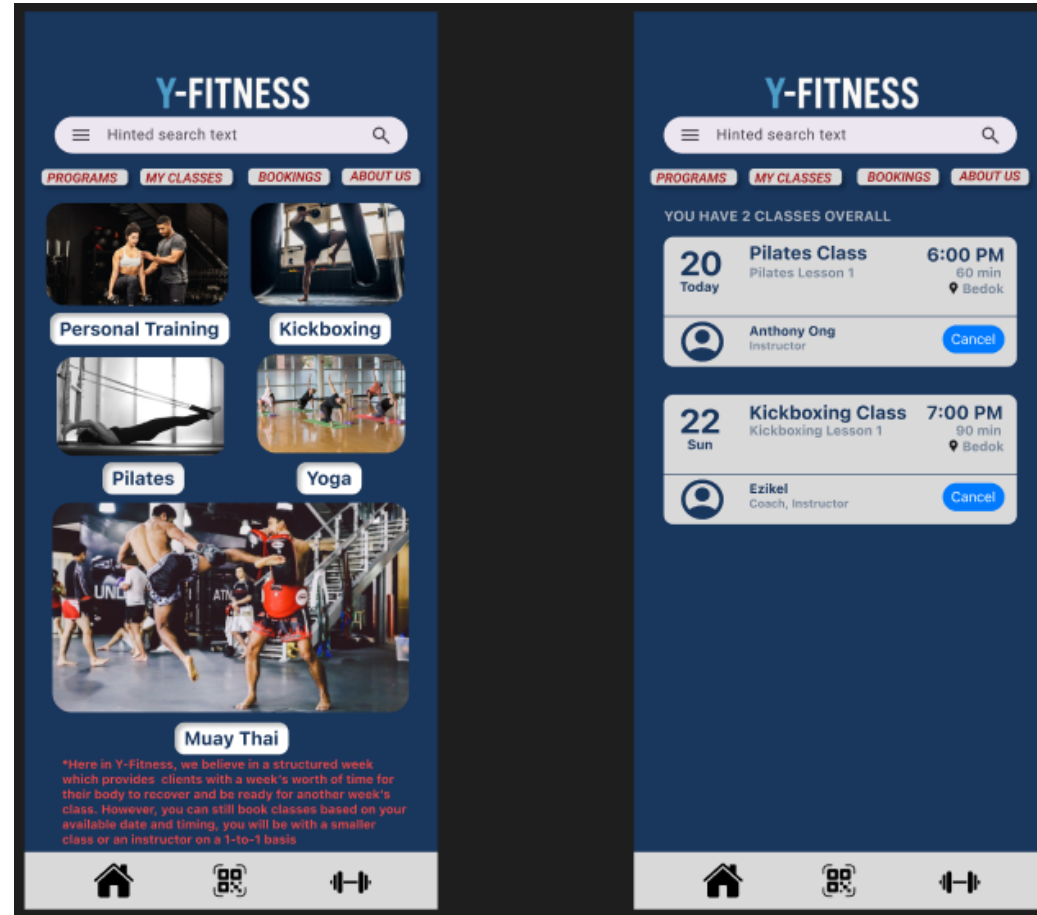
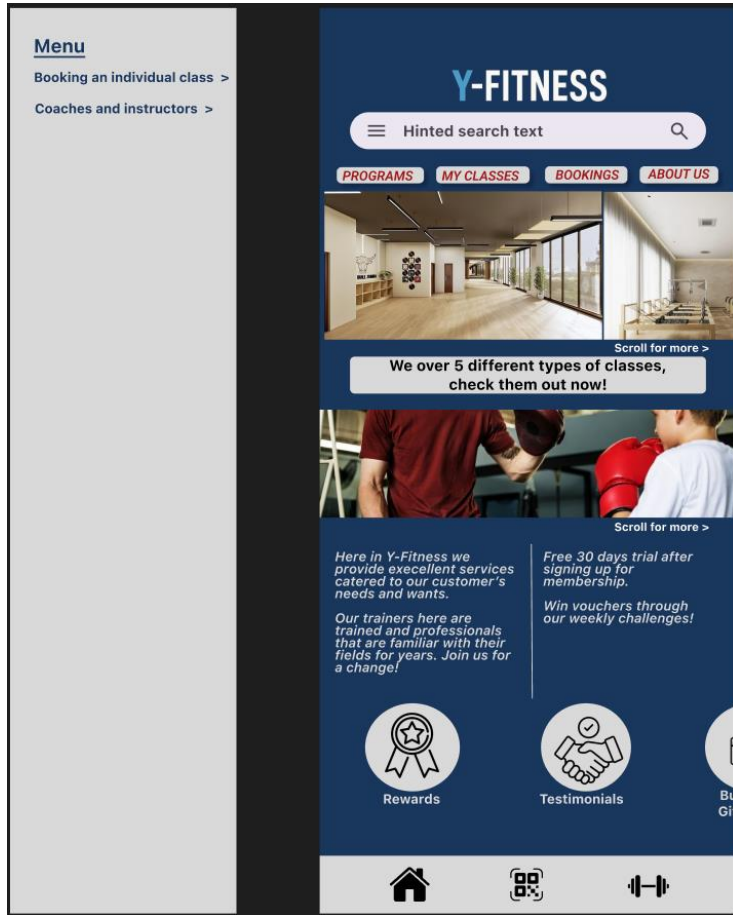
Hence, these ensure usability across different age groups and device sizes.



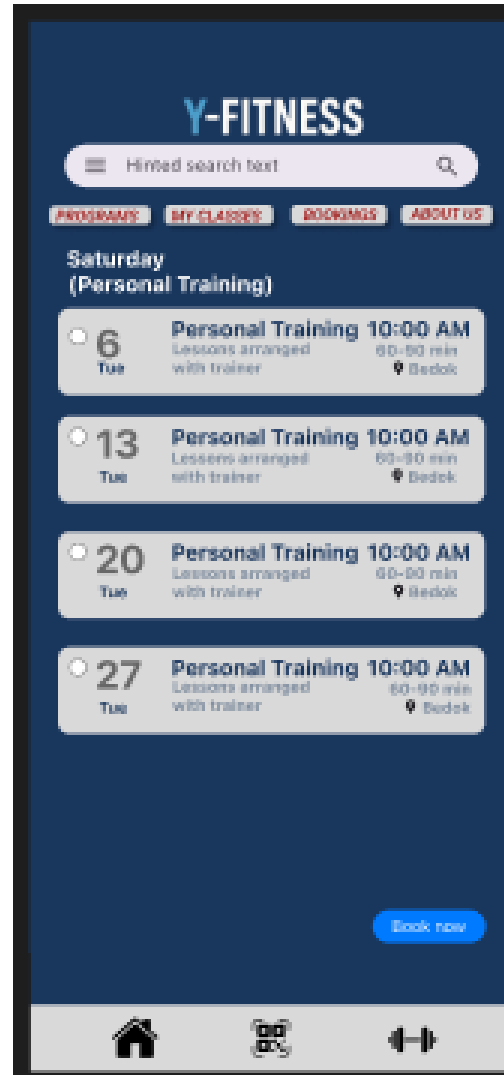
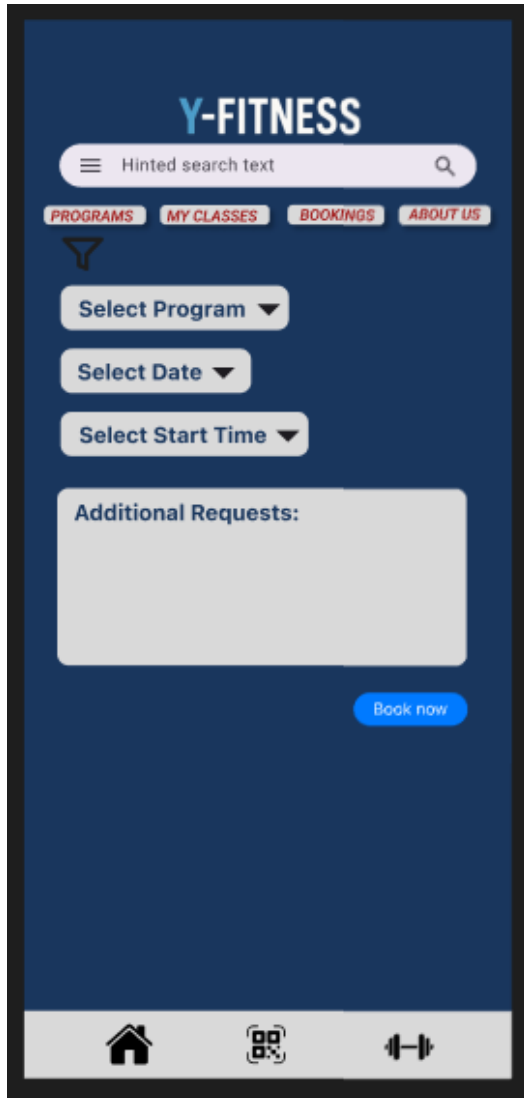
# Figma wireframe – URL

- <https://www.figma.com/proto/PUVGfUqagGEtCnHtut2p9y/T383-CA1-L08?node-id=0-1&t=i9RlrxtRjtbpdnpW-1>

# Figma wireframe – screenshots



# Figma wireframe – screenshots



# Wireflow

User Goal: Book a Pilates Class

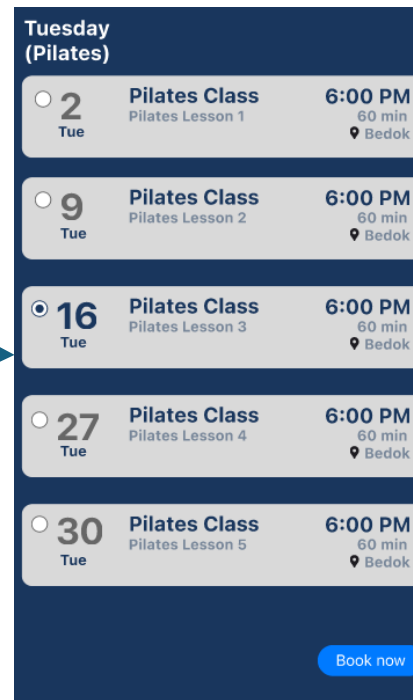
Select pilates class



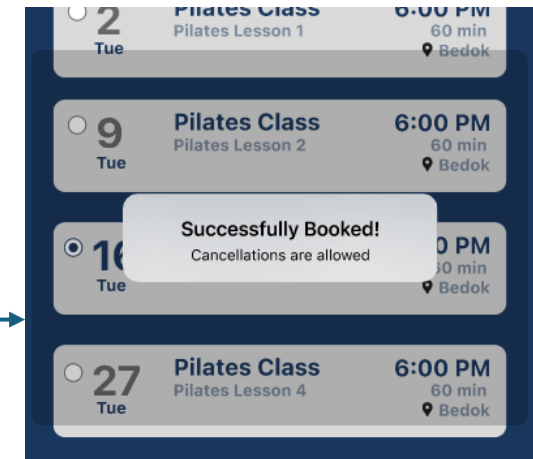
Read through the class and find for vacant class



Select preferred date and day and book now



System displays successful booking

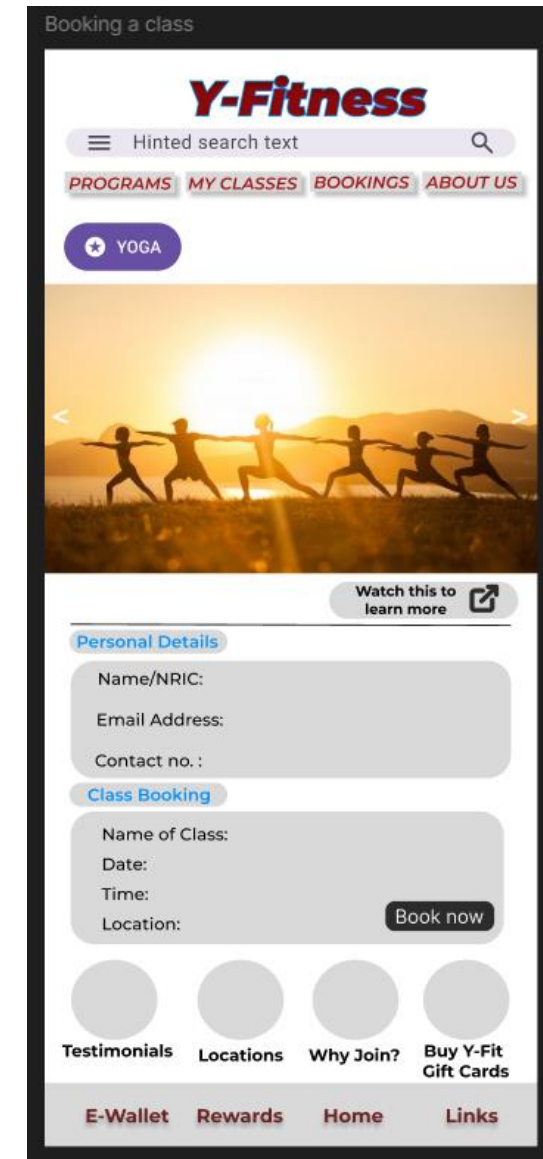
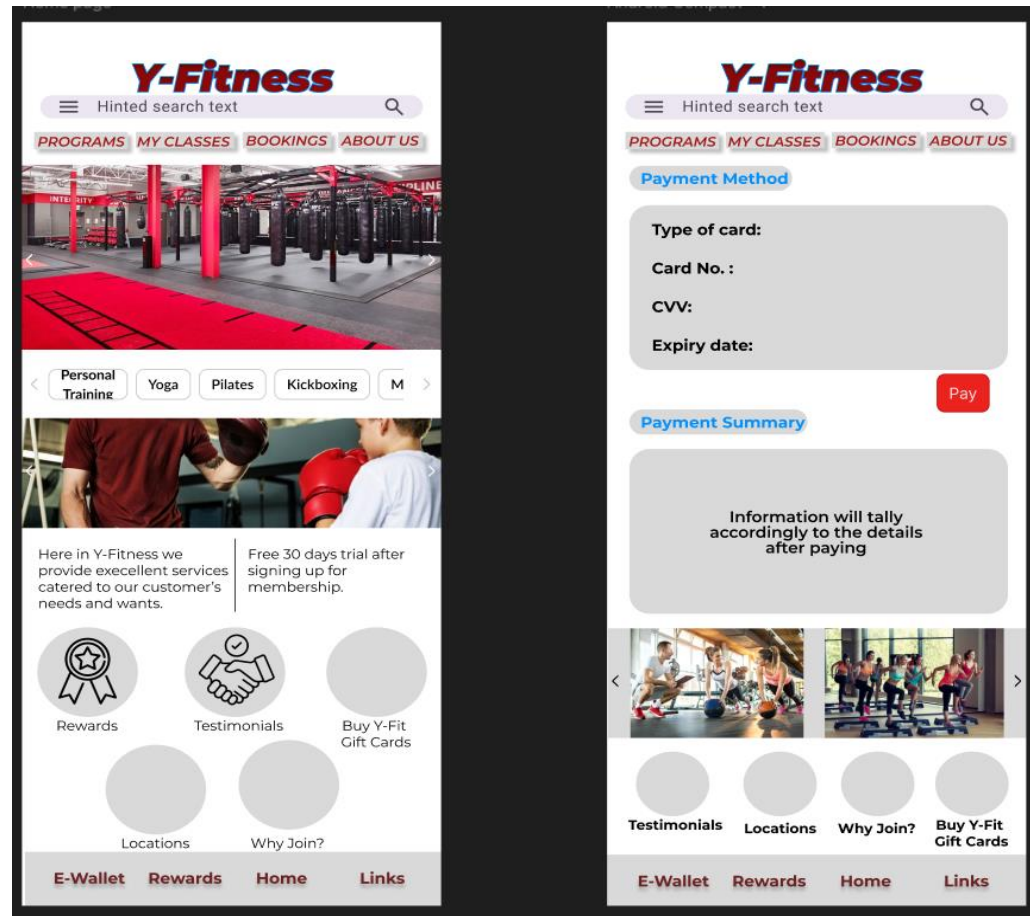


# Figma mock-up – URL

- <https://www.figma.com/design/PUVGfUqagGEtCnHtut2p9y/T383-CA1-L08?node-id=247-787&t=2ql878koHtba8Nkm-1>

One of the mock up pages was deleted by accident but there are screenshots of it in the slide below.

# Figma mock-up – screenshots



# Design patterns

- **Navigation**

The buttons enables user to navigate the website forward and backward, enabling them to back track their action

- **Layout**

The layout of the app is well organized in a sequential manner which does not complicate user's vision, and it allows user to focus on task

- **Buttons**

Buttons on the header and a home button situated at the top and bottom enables user to navigate the app with ease



# Figma interactive prototype – URL

- <https://www.figma.com/design/PUVGfUqagGEtCnHtut2p9y/T383-CA1-L08?node-id=0-1&t=2ql878koHtba8Nkm-1>

# UX interactions

- Browsing
- Booking
- Managing fitness classes with minimal friction
- Dropdowns, filters and booking buttons
- Visual feedback on actions like “Cancel” and “Book now”
- Accessible and responsive touchpoints throughout

# UI style guide

- Typography

18 and 20 SF Pro

- Colour

Dark Blue hex: #19365D

White hex: #FFFFFF

Cream white hex: #D9D9D9

Red hex: #A11818

- Spacing

8 px

- Icons

Mainly Apple IOS theme

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# End