

T383 User Interface Design

AY2025 Semester 1 Graded Assignment FA

Student ID:	TAN XIANG YI AMELIA
Student Name:	24016982
Class:	Mon

Note:

- It is **IMPORTANT** you refer to "**AY2025 Semester 1 Graded Assignment FA**" on the assignment brief and submission details.
- This template serves as a **guide** for Milestone and Final submissions.
- **Add more slides where needed** and give the slide an appropriate heading clearly indicating the part of the brief you are answering.
- Indicate your full name, student ID and class clearly on slide 1.
- Complete and sign the Declaration of Originality form on slide 3.
- Label all Figma working files appropriately.
- Zip this PPT and your Figma working files for all your submissions accordingly.



**Graded Assessment
Declaration of Originality**

WARNING

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.
 - I did not seek or receive assistance from anyone in producing this assignment.
 - 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.

Student Name:TAN XIANG YI
AMELIA.....

Student ID:24016982.....

Signature:amelia.....

Date:4/7/25.....

References

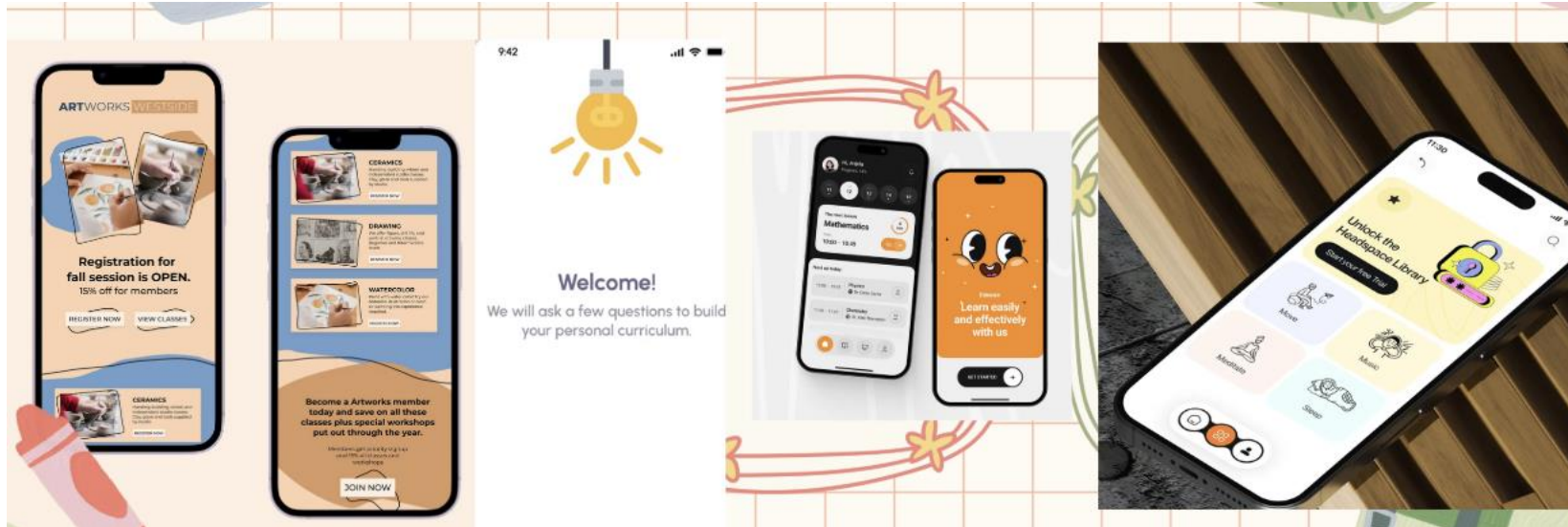


Part A: UI Design Plan and UI Wireframe

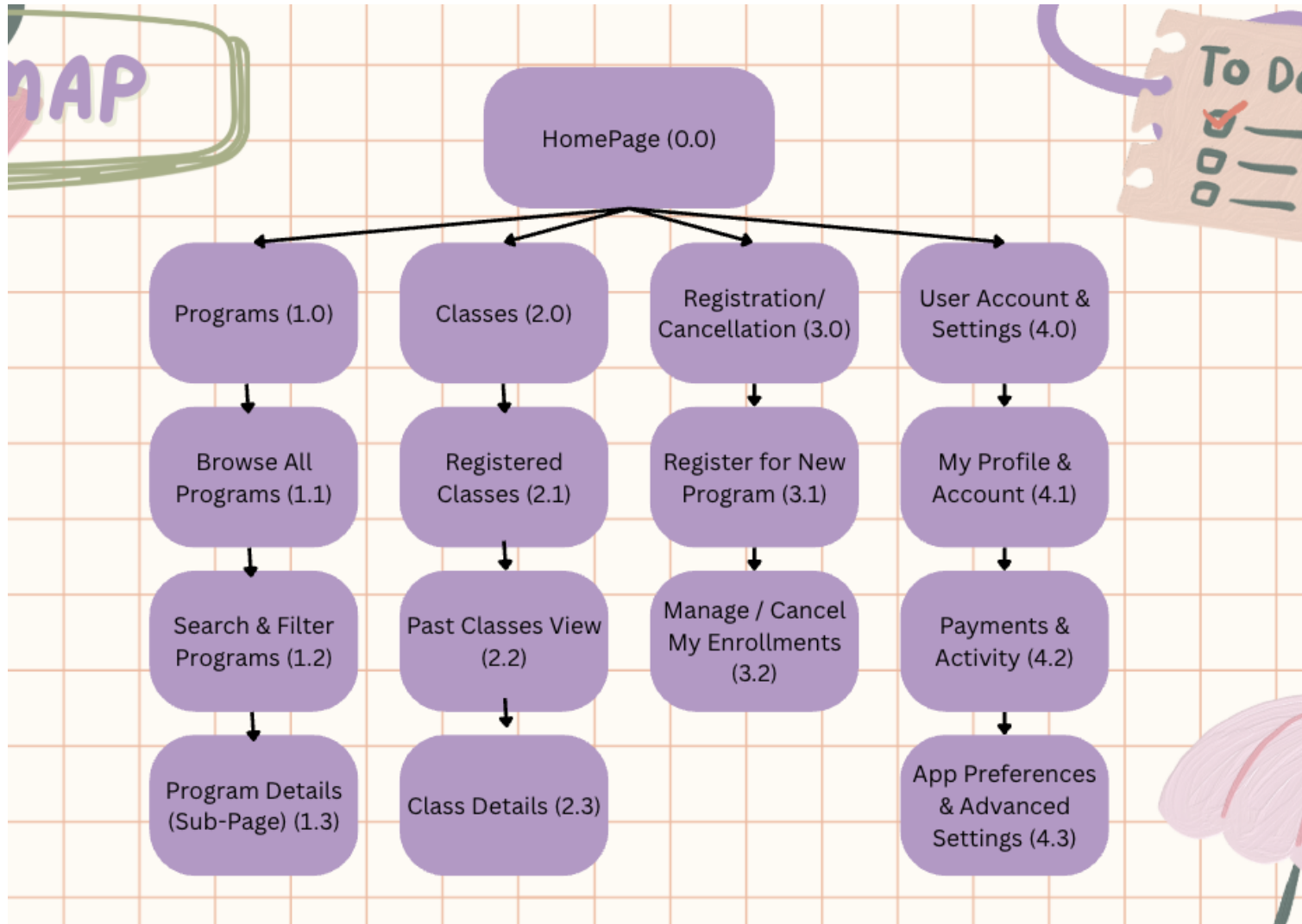
Content, Users, Context of use

- **Content : The content within the mobile application will primarily revolve around the programs offered by the enrichment centre and the user's interaction with them. With key context elements such as Program Information, User-Specific Information and Application Navigation & Interface Elements**
- **User and context of use : The primary users of this mobile application are young adults interested in self-enrichment through music, art, and dance programs.**
- **When : leisure time, decision-making, on the go, before/after class**
- **Where : anywhere with an internet connection, potentially on-site at the enrichment centre**

Inspirations



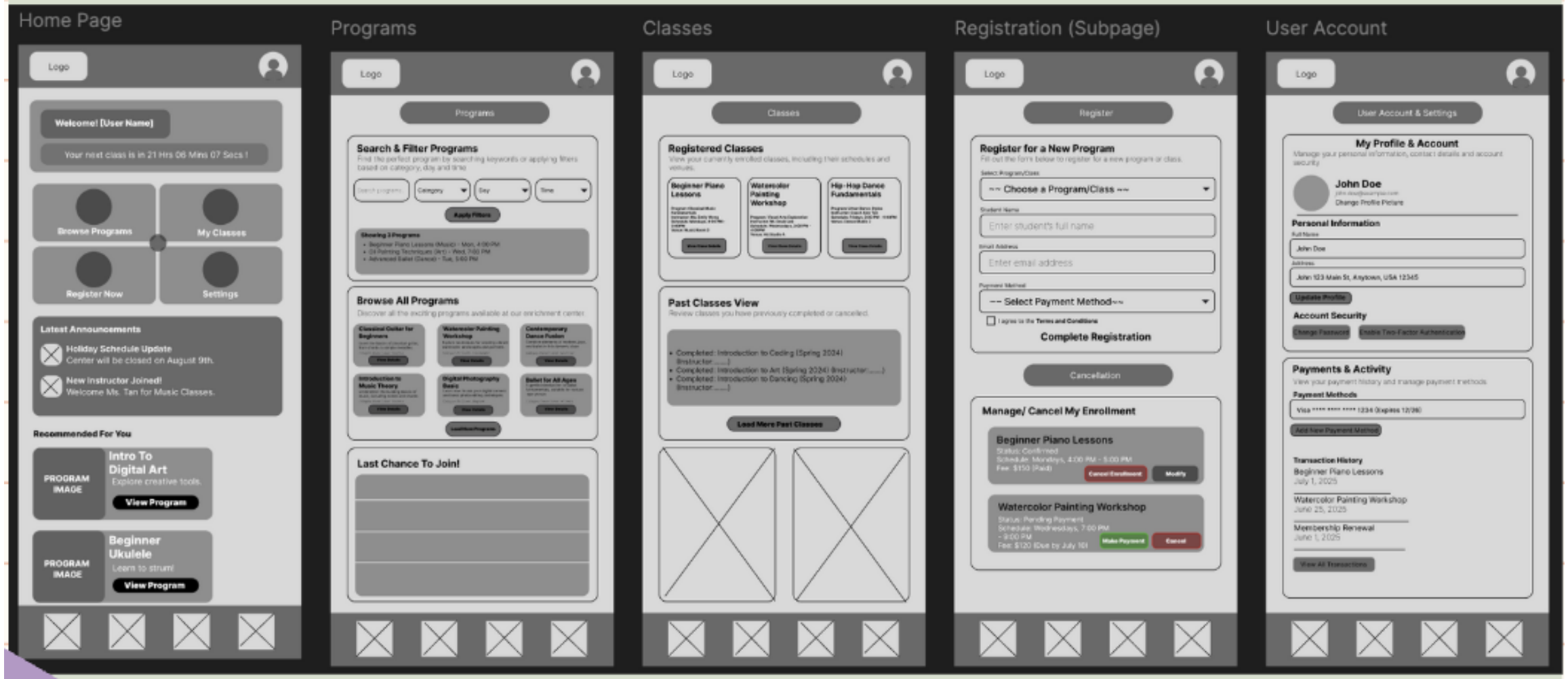
Sitemap



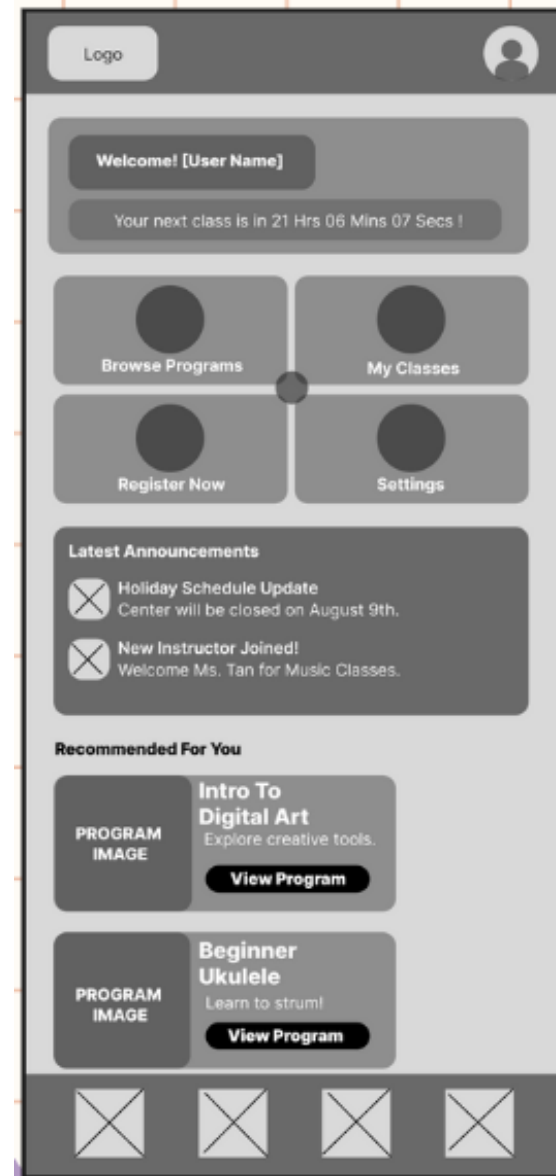
Figma wireframe – URL

- <https://www.figma.com/design/y9ommZsZI5ichZrw7mEdXU/T383-FA--Wireframe?node-id=0-1&t=Z5nVaMpLL2RbYFhP-1>

Figma wireframe – screenshots



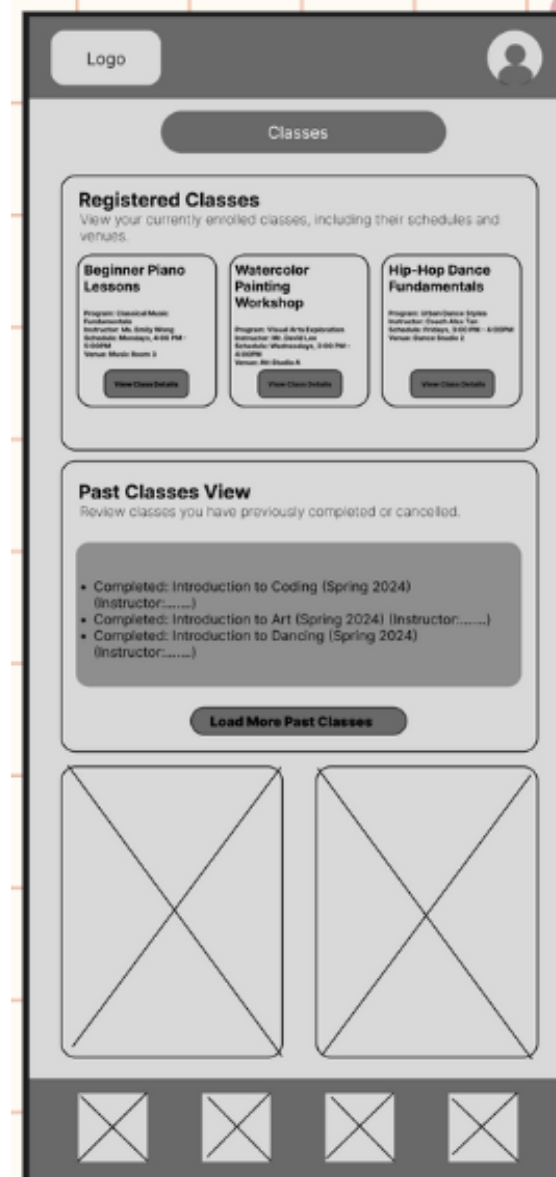
Screenshots (Homepage)



Screenshots (Programs)



Screenshots (My Classes)



Screenshots (Registration)

The image displays two screenshots from a mobile application. The top screenshot is a registration form titled "Register for a New Program". It includes a "Logo" and a user profile icon at the top. The form fields are: "Select Program/Class" (dropdown menu with "Choose a Program/Class"), "Student Name" (text input), "Email Address" (text input), and "Payment Method" (dropdown menu with "Select Payment Method"). There is a checkbox for "I agree to the Terms and Conditions" and a "Complete Registration" button. Below the form is a "Cancellation" button. The bottom screenshot is titled "Manage/ Cancel My Enrollment" and shows two enrollment entries. The first is "Beginner Piano Lessons" with status "Confirmed", schedule "Mondays, 4:00 PM - 5:00 PM", and fee "\$150 (Paid)". It has "Cancel Enrollment" and "Modify" buttons. The second is "Watercolor Painting Workshop" with status "Pending Payment", schedule "Wednesdays, 7:00 PM - 9:00 PM", and fee "\$120 (Due by July 10)". It has "Make Payment" and "Cancel" buttons. At the bottom of the app, there are four placeholder icons represented by squares with an 'X' inside.

Logo

Register

Register for a New Program
Fill out the form below to register for a new program or class.

Select Program/Class
~~ Choose a Program/Class ~~

Student Name
Enter student's full name

Email Address
Enter email address

Payment Method
~~ Select Payment Method~~

I agree to the Terms and Conditions

Complete Registration

Cancellation

Manage/ Cancel My Enrollment

Beginner Piano Lessons
Status: Confirmed
Schedule: Mondays, 4:00 PM - 5:00 PM
Fee: \$150 (Paid) **Cancel Enrollment** **Modify**

Watercolor Painting Workshop
Status: Pending Payment
Schedule: Wednesdays, 7:00 PM - 9:00 PM
Fee: \$120 (Due by July 10) **Make Payment** **Cancel**

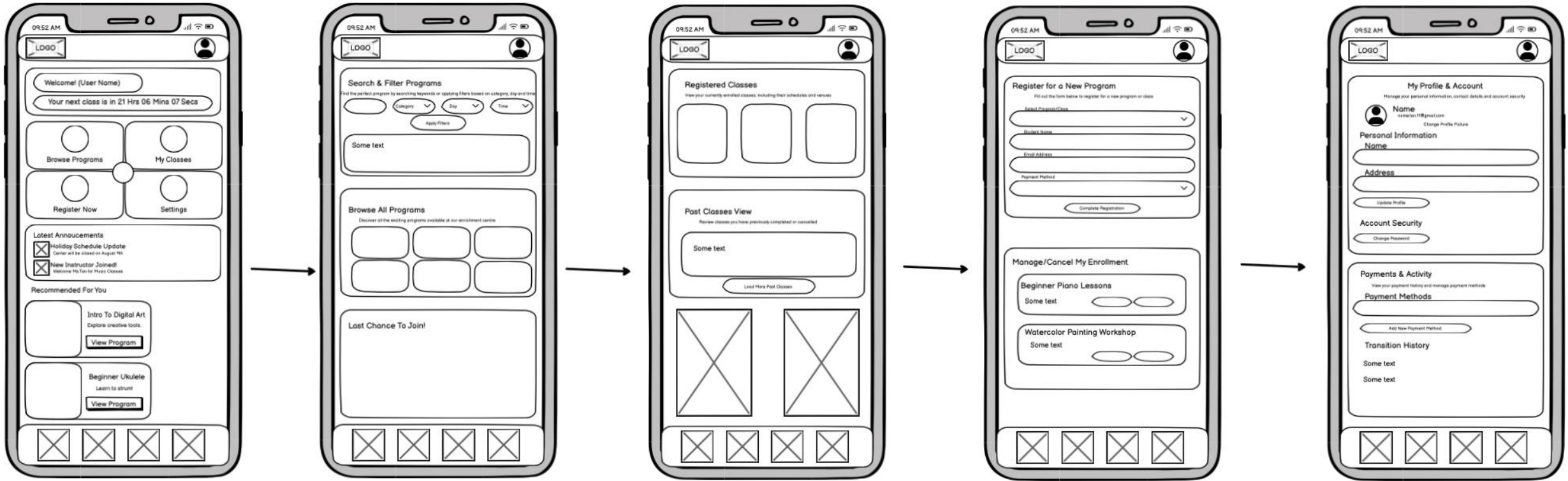
Screenshots (User Account)



UI design principles

- **Efficiency** : The design aims to allow users to accomplish tasks quickly and with minimal effort, reducing unnecessary steps and cognitive load. From the Home Page (0.0), users have immediate, one-tap access to the four most critical areas (Programs, Classes, Registration/Cancellation, User Account & Settings). This "flat" primary navigation reduces the number of clicks required to reach core functionalities, enhancing task completion speed.
- **User Control & Freedom** : The dedicated "Manage / Cancel My Enrollments (3.2)" section within the Registration/Cancellation (3.0) page provides users with the explicit ability to modify or undo their commitments. This ensures they feel in control of their class schedule and financial commitments, fostering trust and reducing anxiety.
- **Error Prevention** : The design strives to minimize the chances of users making mistakes and to guide them through complex processes safely. While "Registration" and "Cancellation" are under one logical umbrella (3.0), their specific sub-sections "Register for New Program (3.1)" and "Manage / Cancel My Enrollments (3.2)" are distinct. This clear separation helps prevent accidental cancellations when a user intends to register, or vice-versa, by guiding them to the correct workflow from the outset.

Wireflow



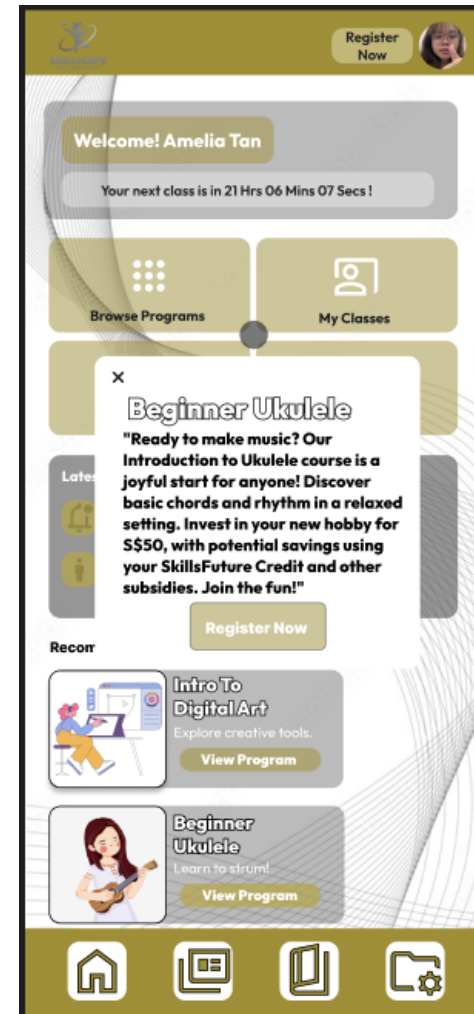
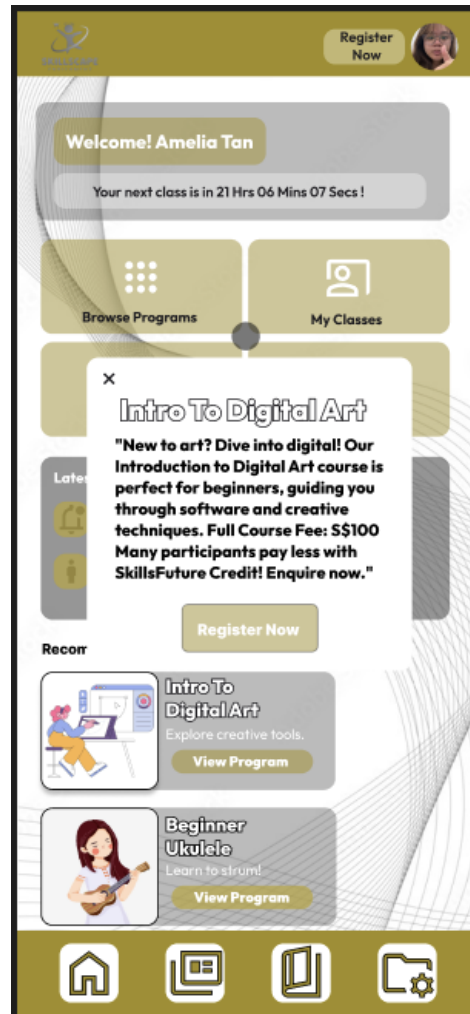


Part B: UI Mock-up, Interactive Prototype and UI Style Guide

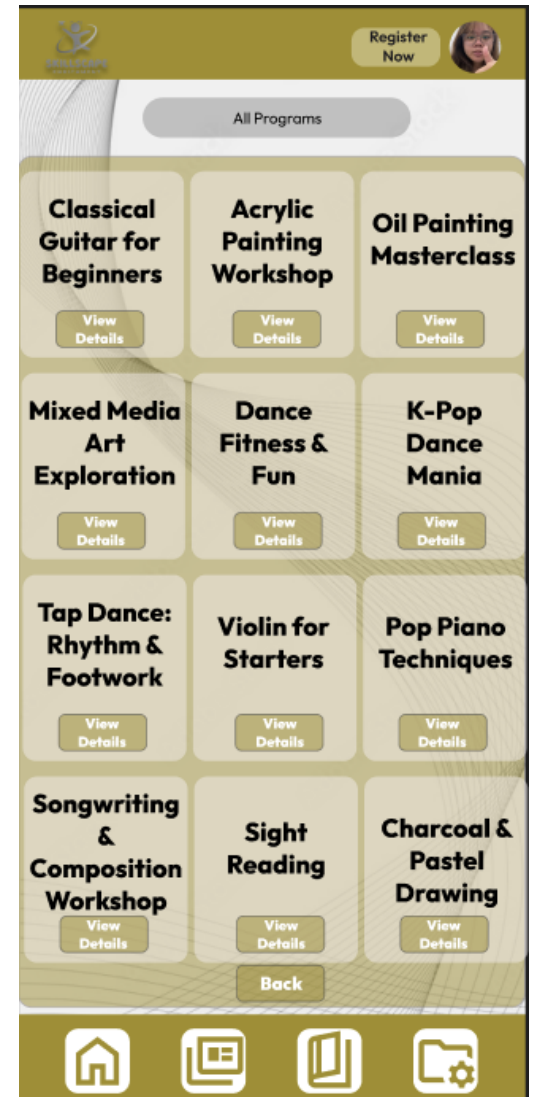
Figma mock-up – URL

- <https://www.figma.com/design/YjFoVYEu2uEvKaPjs30E3M/FA-MOCKUP?node-id=0-1&t=CUyFqzg2oT8yf9vZ-1>

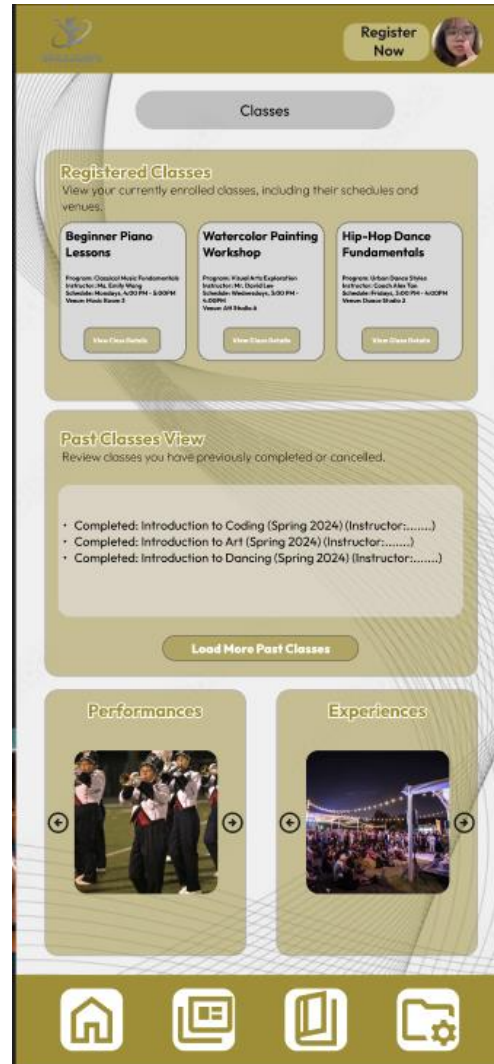
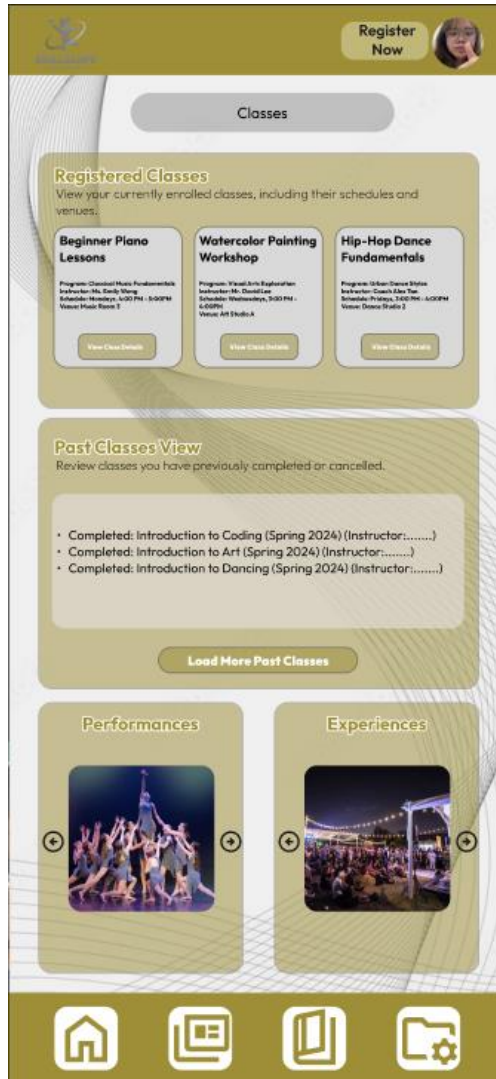
Figma mock-up – screenshots (HOME)



Figma mock-up – screenshots (Programs)



Figma mock-up – screenshots (Classes)



Figma mock-up – screenshots (Registration)

Register Now

Register

Register for a New Program
Fill out the form below to register for a new program or class.

Select Program/Class
-- Choose a Program/Class --

Student Name
Enter student's full name

Email Address
Enter email address

Payment Method
-- Select Payment Method --

I agree to the Terms and Conditions

Complete Registration

Cancellation

Manage/ Cancel My Enrollment

Beginner Piano Lessons
Status: Confirmed
Schedule: Mondays, 4:00 PM - 5:00 PM
Fee: \$150 (Paid) Cancel Enrollment Modify

Watercolor Painting Workshop
Status: Pending Payment
Schedule: Wednesdays, 7:00 PM - 9:00 PM
Fee: \$120 (Due by July 10) Make Payment Cancel

Register Now

Register

Register for a New Program
Fill out the form below to register for a new program or class.

Select Program/Class
-- Choose a Program/Class --

Student Name X
Enter stu

Email Address
Enter em

Payment Method
-- Select Payment Method --

I agree to the Terms and Conditions

Complete Registration

Cancellation

Registration Successful!

Manage/ Cancel My Enrollment

Beginner Piano Lessons
Status: Confirmed
Schedule: Mondays, 4:00 PM - 5:00 PM
Fee: \$150 (Paid) Cancel Enrollment Modify

Watercolor Painting Workshop
Status: Pending Payment
Schedule: Wednesdays, 7:00 PM - 9:00 PM
Fee: \$120 (Due by July 10) Make Payment Cancel

Register Now

Register

Register for a New Program
Fill out the form below to register for a new program or class.

Select Program/Class
-- Choose a Program/Class --

Classical Guitar for Beginners

Acrylic Painting Workshop

Oil Painting MasterClass

K-Pop Dance Mania

Dance Fitness & Fun

Payment Method
CARD NFC

Complete Registration

Cancellation

Manage/ Cancel My Enrollment

Beginner Piano Lessons
Status: Confirmed
Schedule: Mondays, 4:00 PM - 5:00 PM
Fee: \$150 (Paid) Cancel Enrollment Modify

Watercolor Painting Workshop
Status: Pending Payment
Schedule: Wednesdays, 7:00 PM - 9:00 PM
Fee: \$120 (Due by July 10) Make Payment Cancel

Register Now

Register

Register for a New Program
Fill out the form below to register for a new program or class.

Select Program/Class
Oil Painting MasterClass

Student Name
Enter student's full name

Email Address
Enter email address

Payment Method
PAYPAL/PAYNOW

Complete Registration

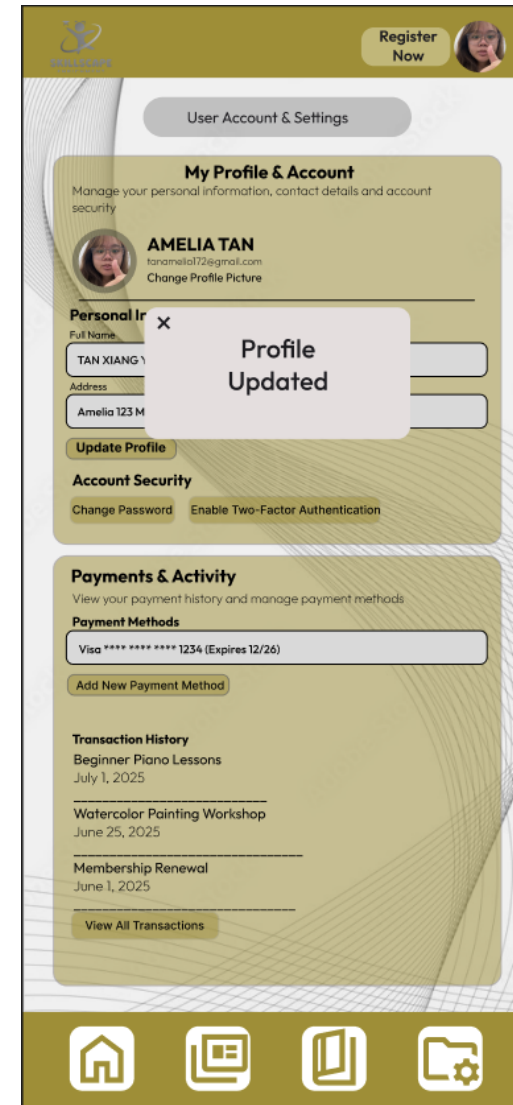
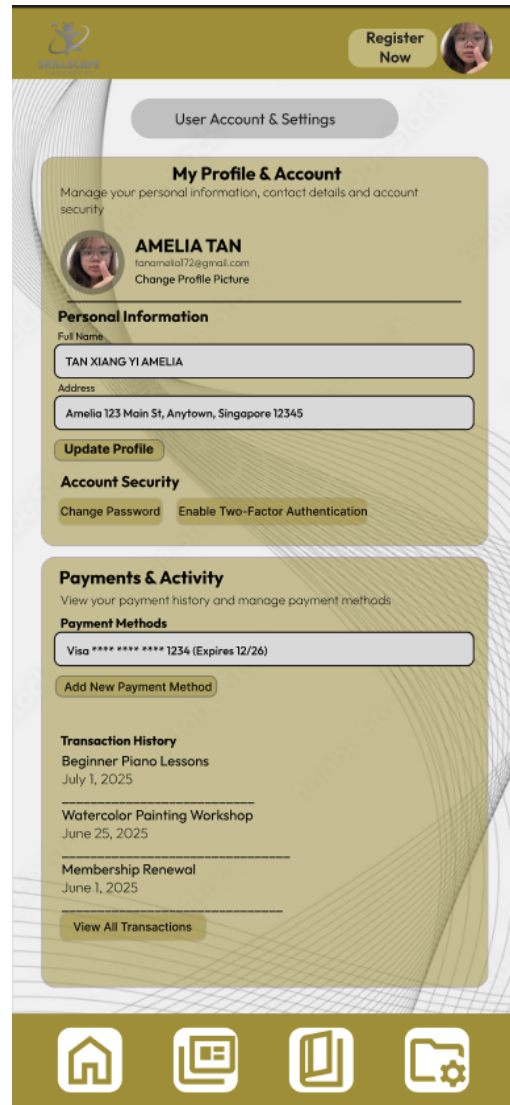
Cancellation

Manage/ Cancel My Enrollment

Beginner Piano Lessons
Status: Confirmed
Schedule: Mondays, 4:00 PM - 5:00 PM
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Watercolor Painting Workshop
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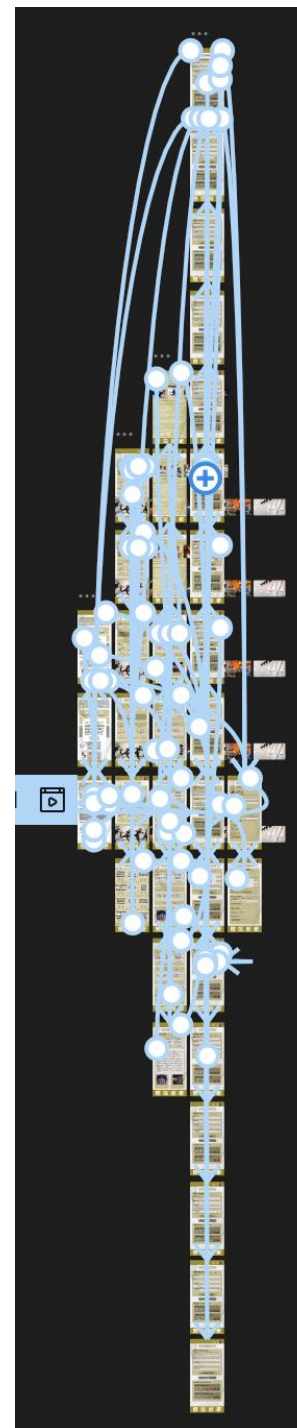
Figma mock-up – screenshots (User Settings)



Figma interactive prototype – URL

- <https://www.figma.com/proto/S8itN5UrLwRKWdevKwMFi0/FA-PROTOTYPE?node-id=0-1&t=psuGBfpeLTikYvkV-1>

UX interactions



Design patterns

Key Design Patterns Observed:

- **Consistent Navigation:**
 - **Bottom Tab Bar:** Provides primary navigation to core sections (Home, Programs, Classes, Profile/Settings) from any screen.
 - **Persistent Top Bar:** Features a global "Register Now" call-to-action and user profile access.
 - **Contextual Titles & Back Buttons:** Clearly indicate the user's location within the app and allow easy navigation back.
- **Structured Content Display:**
 - **Card/Tile Layouts:** Used for displaying programs and classes, making them easily scannable and digestible.
 - **List Views:** Employed for announcements and past classes, suitable for brief textual information.
 - **Horizontal Carousels:** Present "Recommended For You" and "Registered Classes," optimizing vertical space.
 - **Dedicated Detail Pages:** Provide comprehensive information for individual programs with relevant images and action buttons.
- **Intuitive User Input & Actions:**
 - **Standard Forms:** For registration and profile updates, featuring various input fields like text boxes, dropdowns, and checkboxes.
 - **Dropdown Selectors:** Used for choosing programs, categories, types, and payment methods, saving screen space.
 - **Prominent Call-to-Action Buttons:** Guide users through key tasks (e.g., "Register Now," "View Details," "Complete Registration").
 - **Search and Filter Functionality:** Enables users to efficiently find specific programs.
- **Clear Feedback Mechanisms:**
 - **Temporary Overlay Notifications (Toasts/Snackbars):** "Registration Successful!," "Filter Applied Successfully!," and "Profile Updated" messages provide immediate, non-intrusive confirmation of user actions.
- **Overall Impression:**
 - The app prioritizes **consistency, clear hierarchy, and action-oriented design**. It effectively uses visual separation and common UI elements to guide users through Browse programs, managing classes, registering for new ones, and handling account settings. The design ensures a streamlined and intuitive experience for users looking to engage in various learning activities.

UI style guide

COLOR PALETTE

Presentations are ommunication tools that can be used as demonstrations, lectures, speeches, reports, and more.

TYPOGRAPHY

FONT : OUTFIT

Outfit Regular
Outfit Regular

Outfit Thin
Outfit Thin

Outfit ExtraLight
Outfit ExtraLight

Outfit Light
Outfit Light

Outfit Medium
Outfit Medium

Outfit SemiBold
Outfit SemiBold

Outfit Bold
Outfit Bold

Outfit ExtraBold
Outfit ExtraBold

Outfit Black
Outfit Black

GOLD
Hex: #f5f5dc

GREY
Hex: #CCCCCC

WARM GOLD
Hex: #ad8330

OVERALL TONE AND IMAGERY

UI style guide

Imagery

- **Profile Avatars:** Circular, often with a thin border.
- **Program/Class Thumbnails:** Rectangular with rounded corners, often featuring a relevant image.
- **Backgrounds:** Subtle, often blurred or desaturated imagery is used in the background to add texture without distracting from content.

Overall Tone

The UI conveys a sense of warmth, professionalism, and user-friendliness. The muted color palette and clean design suggest a focus on content and ease of use, while the rounded corners and subtle shadows add a modern and inviting feel.

COMPONENTS

Components

A. Buttons

- **Primary Buttons** (e.g., "Register Now", "Complete Registration"):
 - Shape: Rounded corners (e.g., 8-12px border-radius).
 - Background: Rich Gold/Yellow (#D4AF37).
 - Text Color: White.
 - State: Subtle shadow or slight color change on press.
- **Secondary Buttons** (e.g., "View Program", "View Progress"):
 - Shape: Rounded corners.
 - Background: Often a lighter gold/beige or white with a subtle border.
 - Text Color: Dark Grey (#333333) or the accent gold.
- **Icon Buttons:** Used in the bottom navigation bar and some action items.
 - Style: Simple, outline or filled icons.
 - Active State: Icon and/or text changes color to the accent gold.

B. Input Fields

- Shape: Rounded corners (e.g., 4-8px border-radius).
- Background: White or very light beige.
- Border: Thin, light grey border.
- Text Color: Dark Grey (#333333).
- Placeholder Text: Lighter grey.
- Focus State: Border color changes, possibly to the accent gold, or a subtle shadow.

C. Cards/Containers

- Shape: Rounded corners (e.g., 8-12px border-radius).
- Background: Lighter gold/beige or white, often with a subtle shadow for depth.
- Content: Organized with clear headings, text, and sometimes icons or images.
- Separators: Thin lines often used to divide content within a card.

D. Navigation Bars

- **Top Navigation Bar:**
 - Background: Darker gold/beige or a gradient.
 - Elements: App logo/title, user avatar, hamburger menu icon.
 - Icons/Text Color: White or light gold.
- **Bottom Navigation Bar:**
 - Background: Light gold/beige.
 - Elements: Icons with text labels.
 - Active State: Icon and text for the active screen are highlighted in the accent gold.

ICONOGRAPHY

ICONOGRAPHY

- **STYLE:** PREDOMINANTLY OUTLINE ICONS, CLEAN AND SIMPLE.
- **COLOUR:** DARK GREY FOR INACTIVE STATES, ACCENT GOLD FOR ACTIVE STATES.
- **CONSISTENCY:** ICONS MAINTAIN A CONSISTENT VISUAL WEIGHT AND STYLE THROUGHOUT THE APP.

End