T383 User Interface Design
AY2026 Semester 1 Graded Assignment FA

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Class:	T383-001

Note:

- It is IMPORTANT you refer to "**T383 FA Graded Assignment**" 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.
- Label all Figma working files appropriately.
- Zip this PPT and your Figma working files for all your submissions accordingly.

Part A:
Proposal of
User Interface Design Plan

References

- https://www.onepa.gov.sg/
- https://dfacademy.com.sg/
- https://www.onepa.gov.sg/courses/lifestyle-leisure/dance
- https://www.aureusacademy.com/
- https://ixdf.org/literature/article/fitts-s-law-the-importance-of-size-and-distance-in-ui-design?__cf_chl_f_tk=u5jHlYnHGmexdMOC_qRoRy_RnUoK4yl4_EfDId5gzrc-1783006221-1.0.1.1-Zdz8tkF86koMgzh_qRwW4bu6ft8EakUJYWXYfVX9XvY
- https://www.justinmind.com/web-design

Content

The website will include:

- Homepage (youth engagement & local culture)
- Programme listings (Music, Art, Dance)
- Programme Classes (Music)
- Programme Classes (Art)
- Programme Classes (Dance)
- Class details (Class info, Timetable selection, Experience, venue, instructor)
- Booking page and payment system
- Confirmation popup (lightbox)
- Confirmation Page (Schedule summary, Location map, suggested classes)
- Detailed Schedule info popup (lightbox)
- Locations Page
- About Us Page

Users

Target users:

- Primary: Youths (15–30 years old in Singapore)
- Secondary: Students, young adults
- Tertiary: Parents (for younger users)

User traits:

- Mobile-first users
- Visually driven
- Prefer fast, simple interactions
- Interested in creative/self-development activities

Context of use

Users can access the website via mobile and desktop

Used during:

- Free time browsing (discover programmes)
- Quick booking sessions
- Checking schedules on-the-go

Environment:

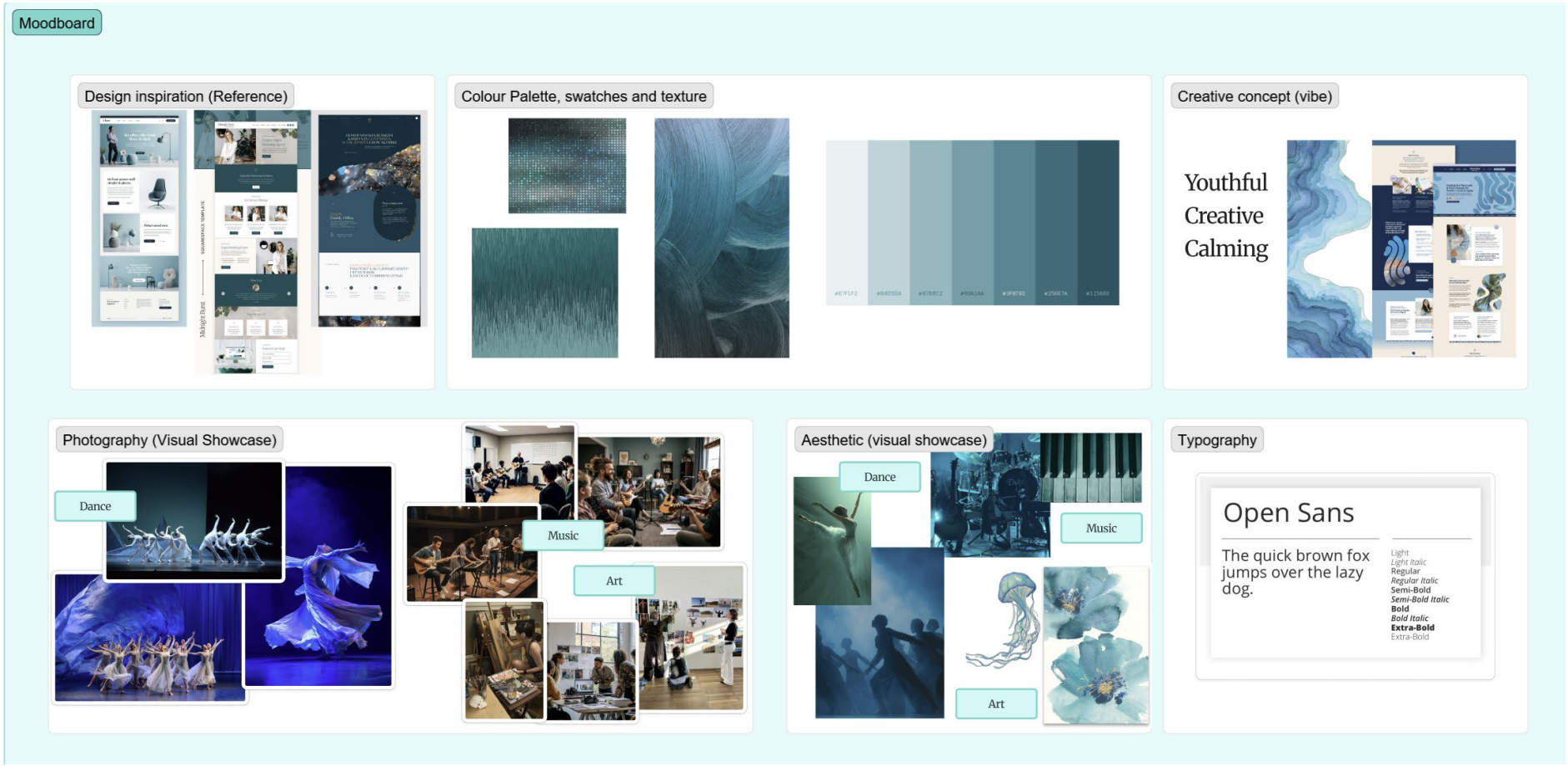
- At home, school, or commuting

Goal:

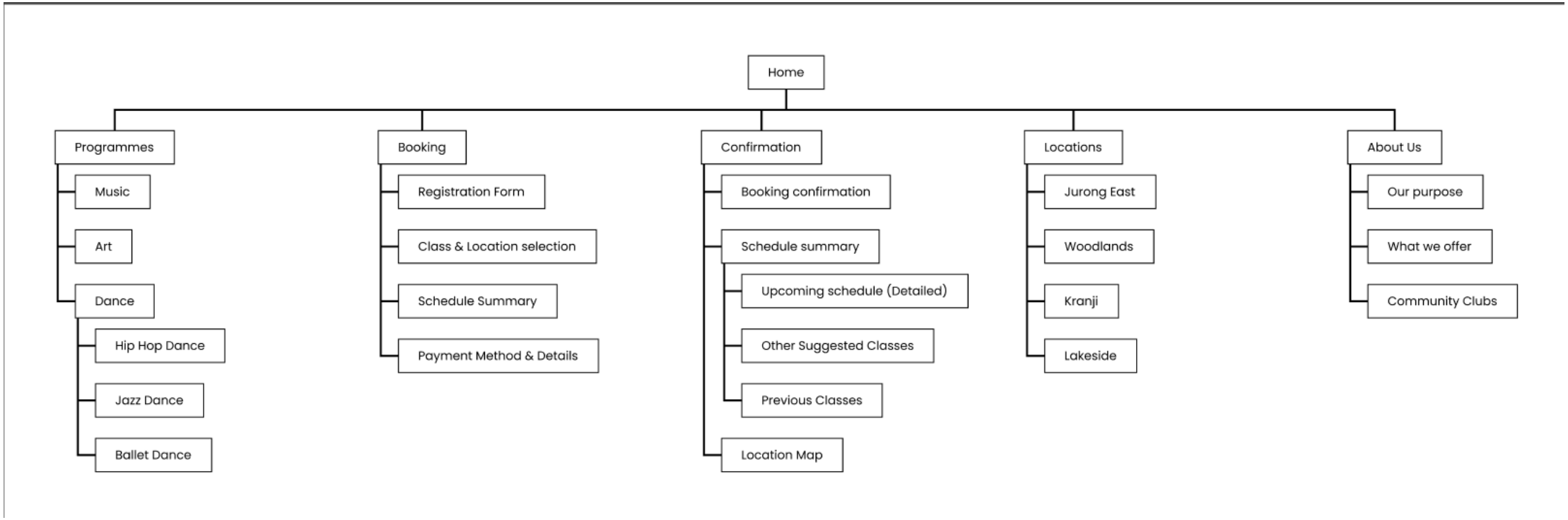
- Users book a youth programme at a community club.

Mood board

[Mood board URL]



Sitemap



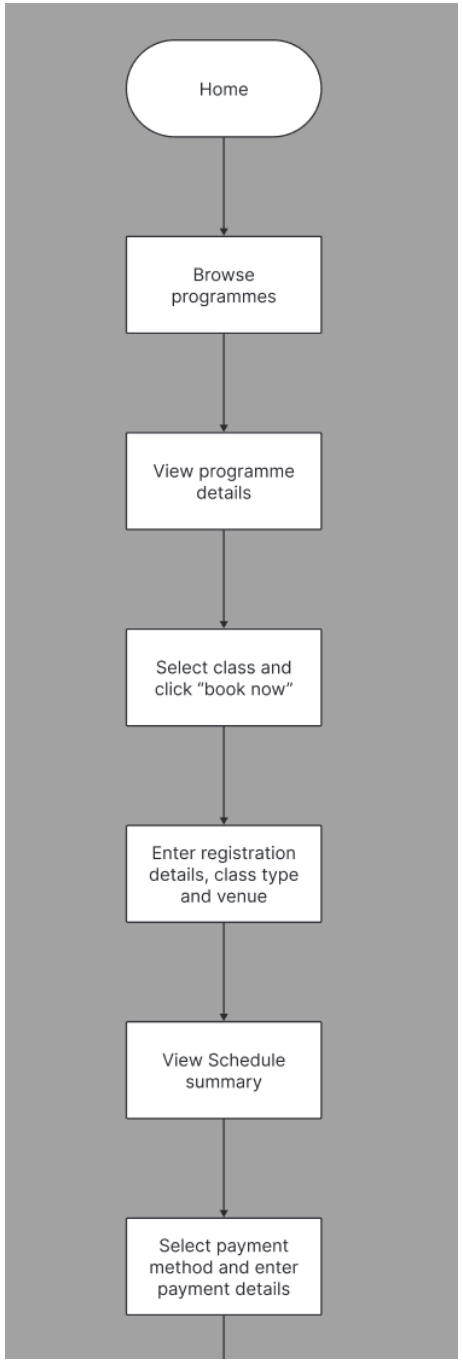
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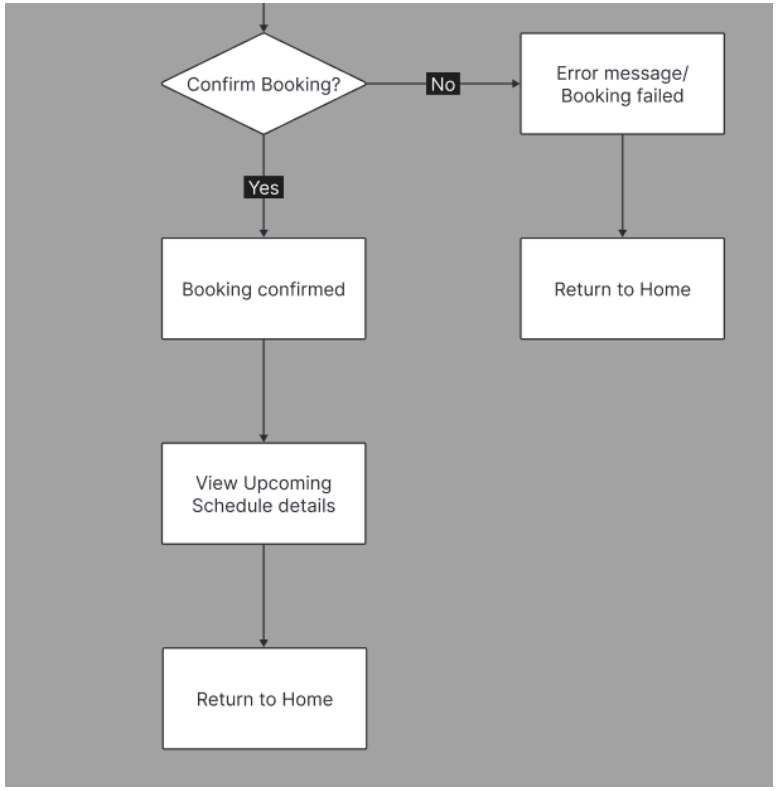
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Flowchart

[Figma Flowchart]

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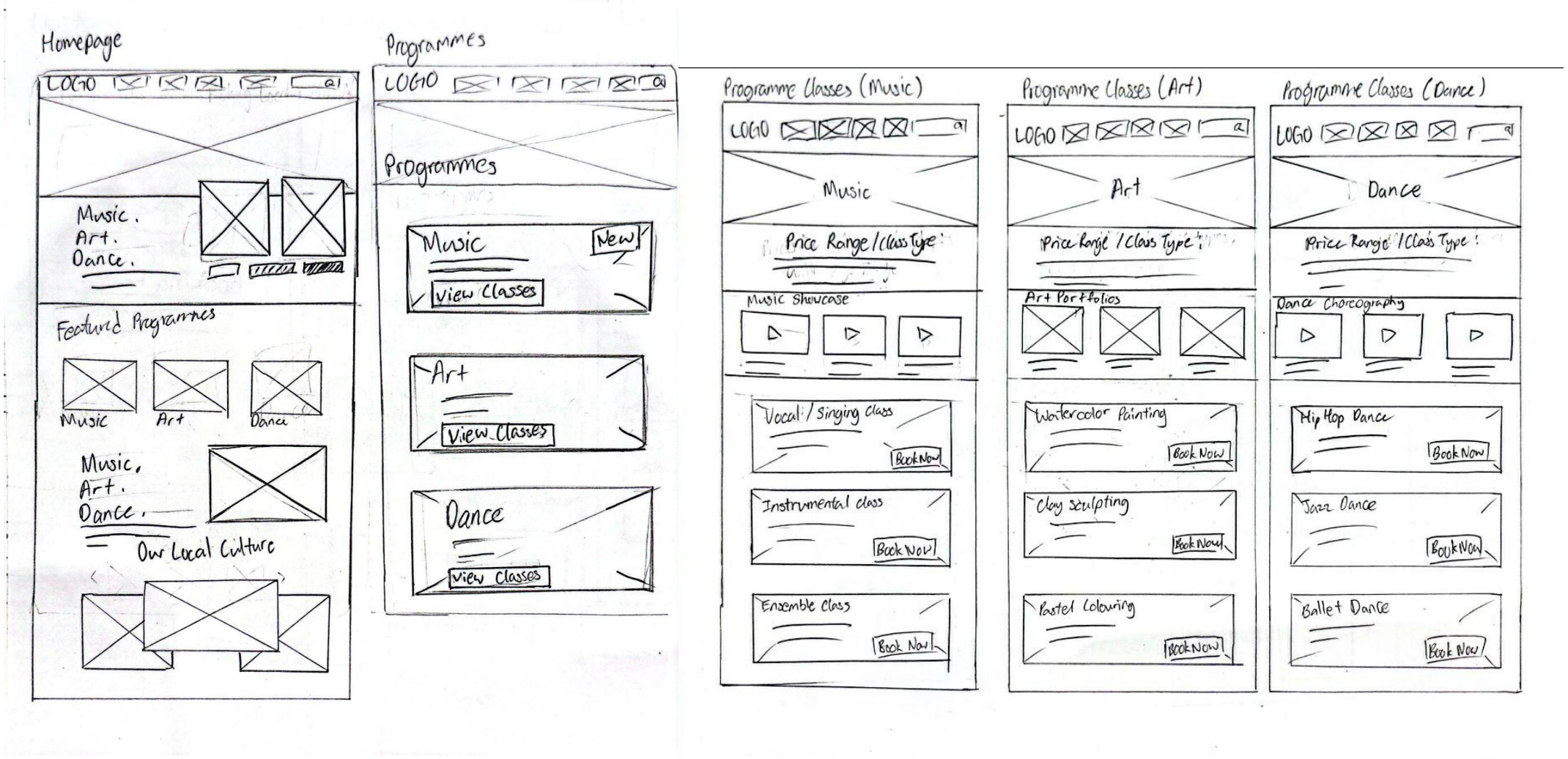
Rationale of design choices

Based on the Gestalt theory, then content used for the webframe is grouped into clear sections such as “Featured Programmes,” “What We Offer,” and “Youth Stories.” Programme cards (Music, Art, Dance) are placed together, making them visually related and easy to scan. For the sitemap, the pages are logically structured (Home → Programmes → Classes → Booking) such that it helps users form a clear mental model of the website. For the flowchart, the user journey follows a simple and predictable flow (Browse → Select → Book → Confirm), reducing confusion.For the moodboard, the consistent colours, typography, and card layouts create visual similarity, allowing users to recognise patterns across pages. Overall, this makes the interface clean, organised, and easy for users to process quickly.

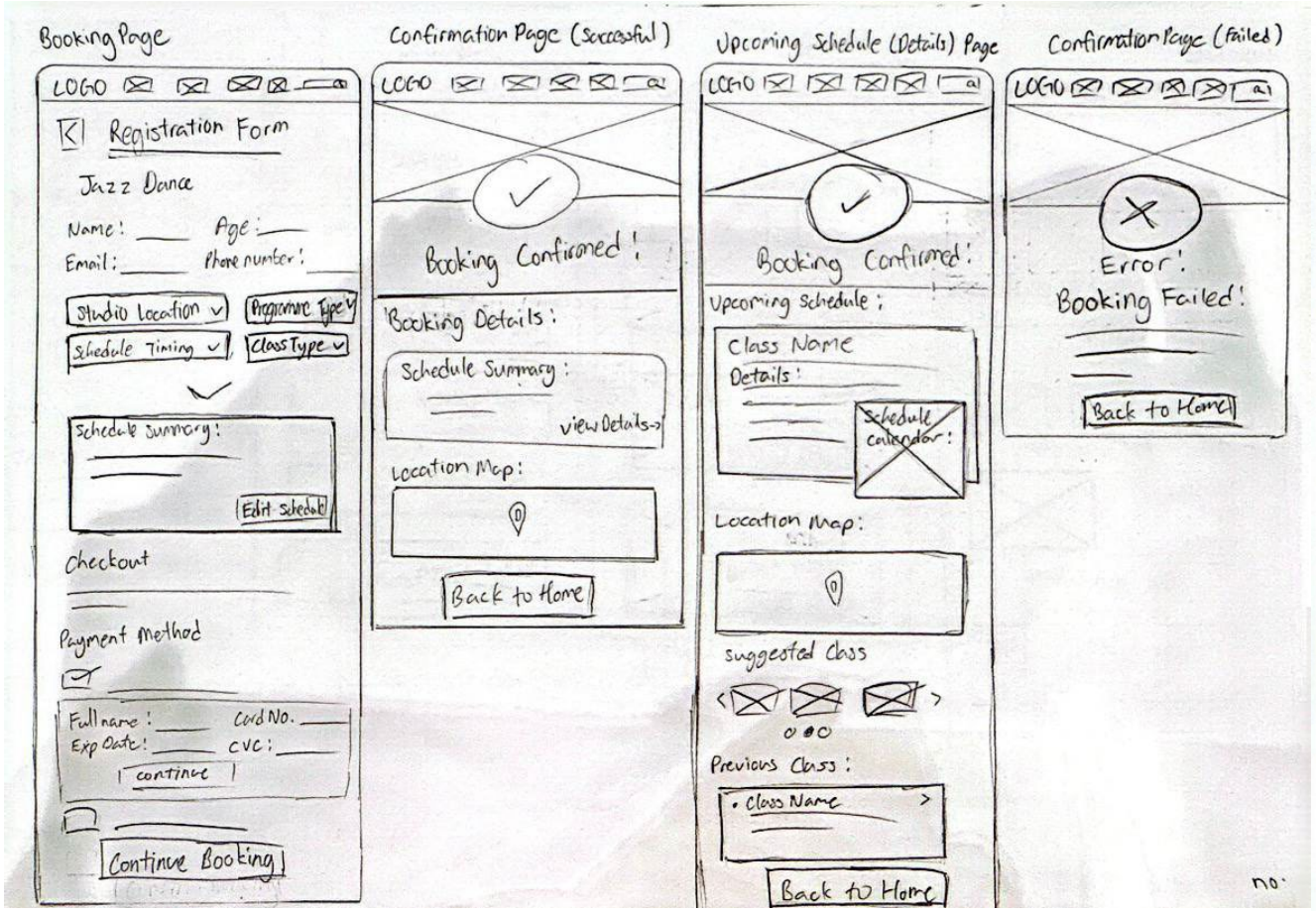
For the second principle, Hick’s Law is applied to reduce the number of choices and simplify decision-making. For the wireframe, the homepage highlights only key options (Music, Art, Dance) instead of overwhelming users with too many categories. Each page focuses on a single task (e.g., booking, browsing, confirmation). The sitemap shows only essential pages are included, avoiding unnecessary layers and keeping navigation simple. For the flowchart, the booking process is broken into step-by-step actions (select class → fill form → payment → confirmation), making it easier to complete. For the moodboard, clean layouts with minimal clutter ensure users focus on important actions like “View Classes” and “Book Now.” This helps users make faster decisions and improves overall usability.

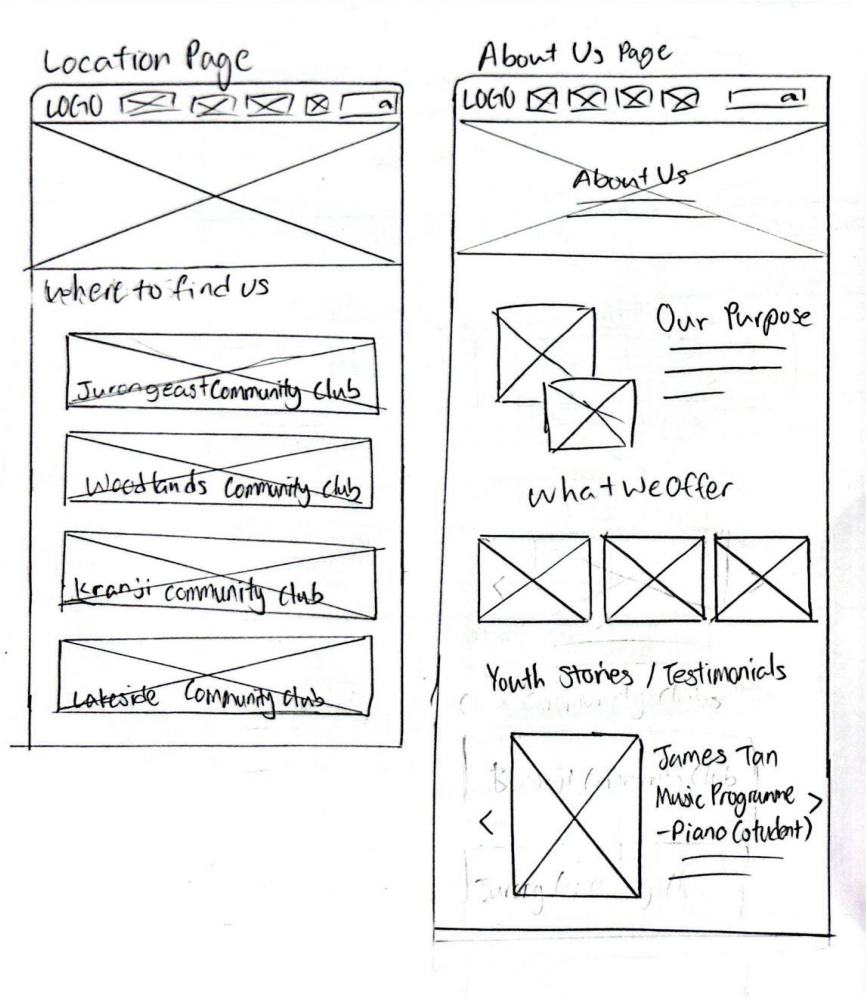
For the third principle, Fitts’s Law ensures that buttons and interactive elements are easy to access and use. So for the wireframes,important buttons such as “View Classes,” “Book Now,” and “Continue Booking” are large, clearly visible, and placed near relevant content. The sitemap shows key actions are accessible within a few steps, reducing effort needed to complete tasks. The flowchart shows each step includes a clear call-to-action, guiding users smoothly from one page to the next. The moodboard has bright, contrasting colours are used to highlight buttons, making them stand out and easy to click. This improves efficiency and makes the website more user-friendly, especially for mobile users.

Sketches of wireframes



Sketches of wireframes





Figma wireframe – URL

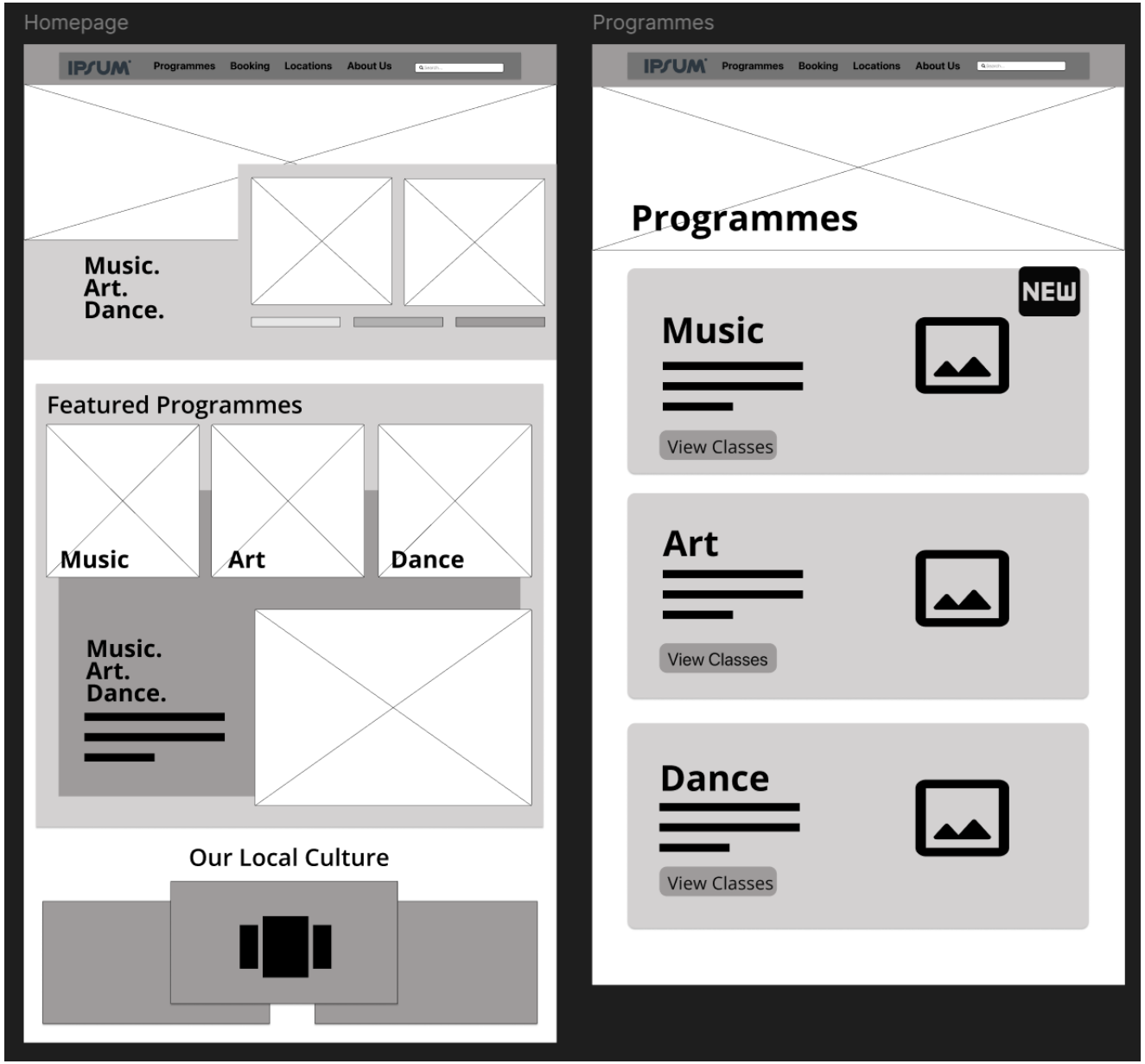
- Figma Wireframe



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Figma wireframe – screenshots

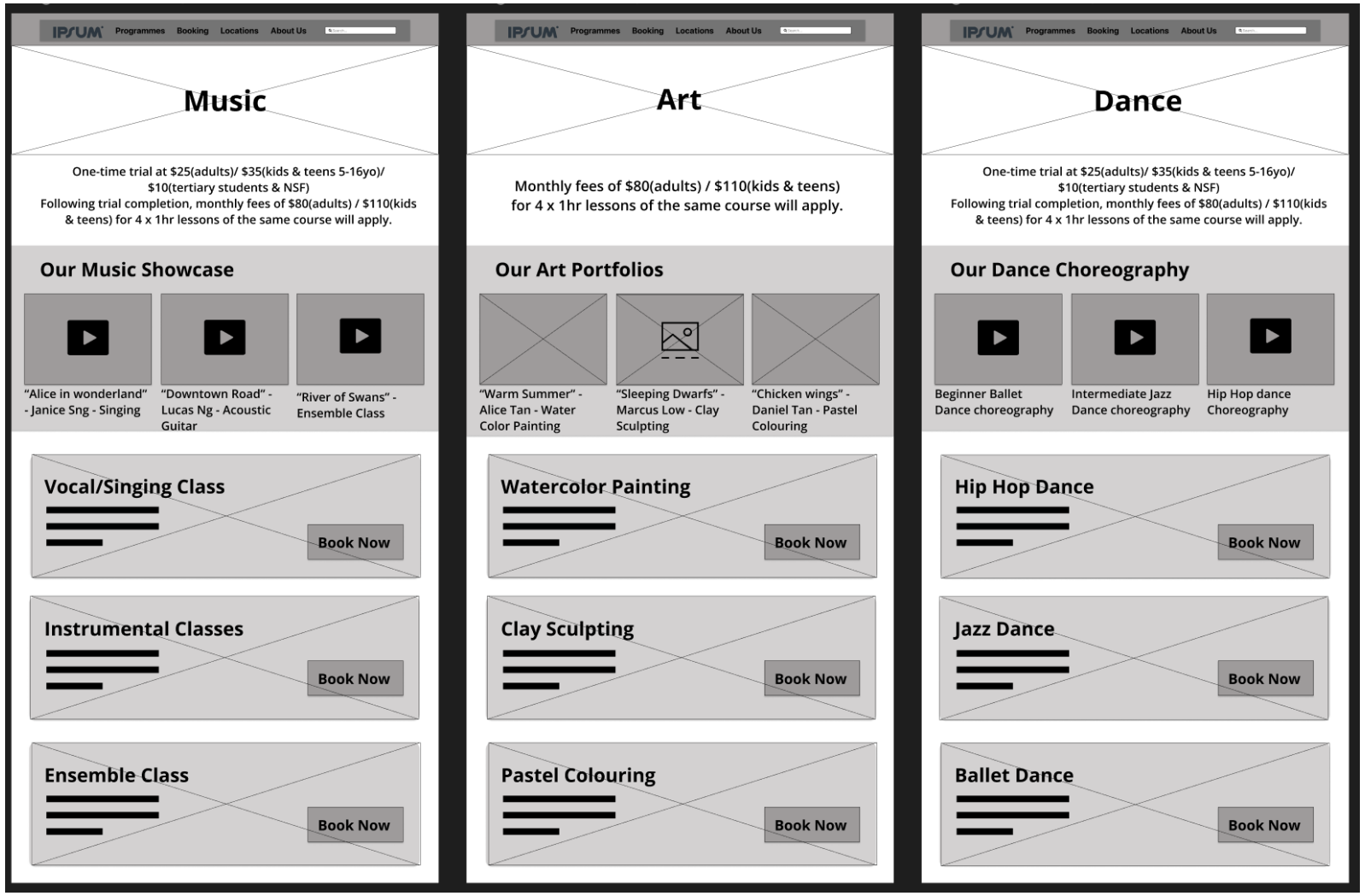
- Homepage
- Programmes Page



Figma wireframe – screenshots

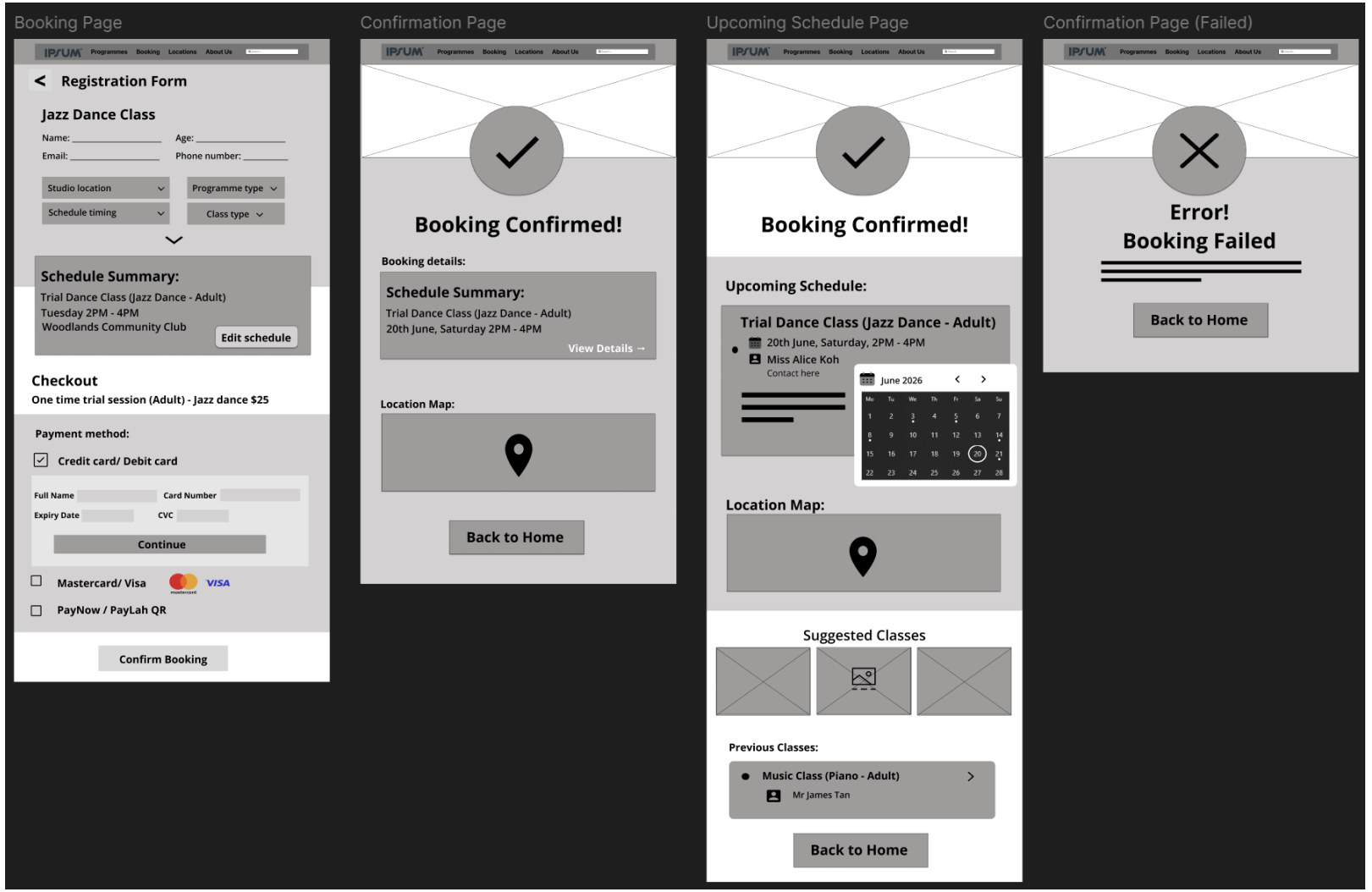
Programme Classes page:

- Music Class
- Art Class
- Dance Class



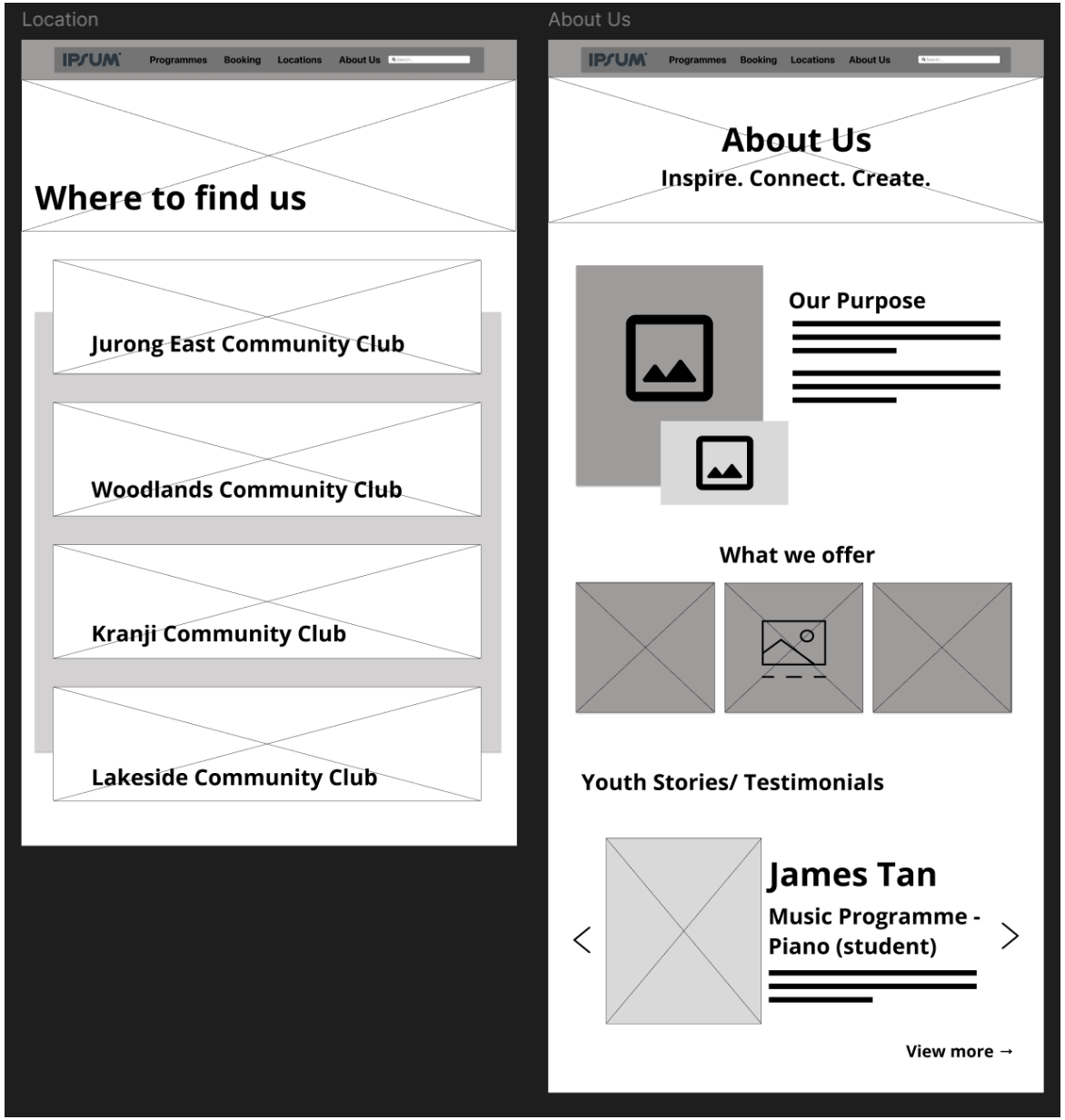
Figma wireframe – screenshots

- Booking Page
- Confirmation Page (Successful)
- Upcoming Schedule Page
- Confirmation Page (Failed)

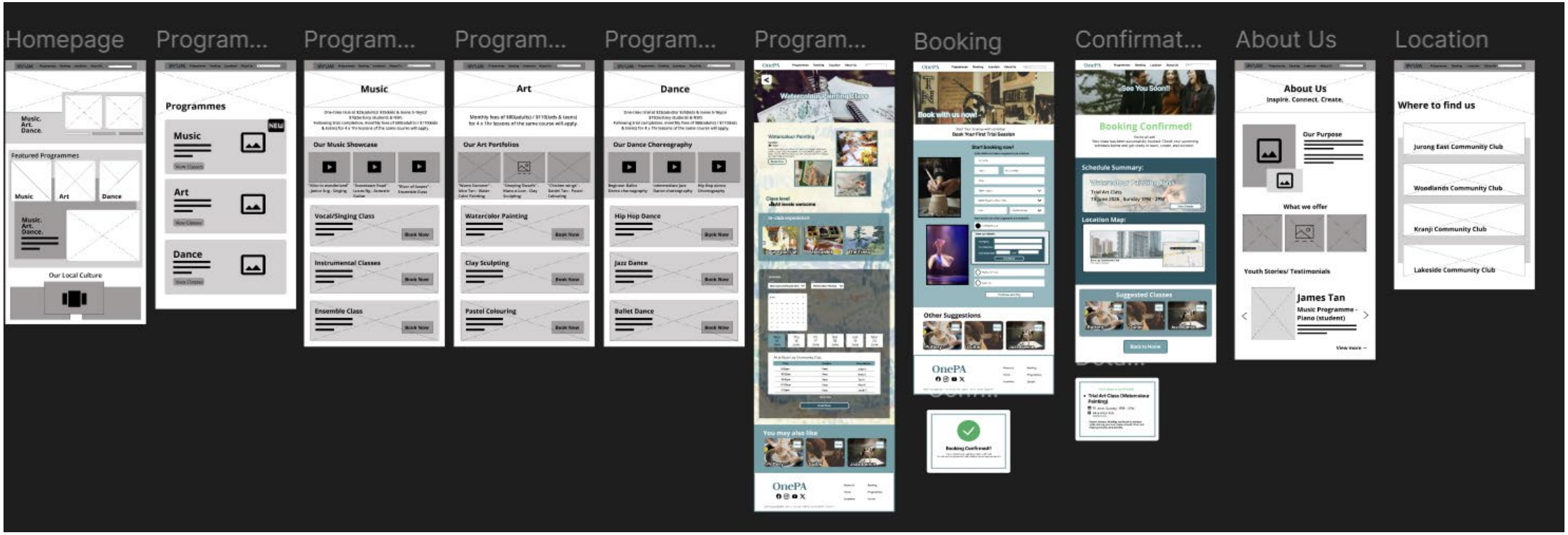


Figma wireframe – screenshots

- Locations Page
- About Us Page



Changes I made for wireframe



I added a programme details page, confirmation pop up and detailed schedule pop up and changed the booking and confirmation page. This improvement is so that the website flow is now more complete, structured, and closer to a realistic user journey.

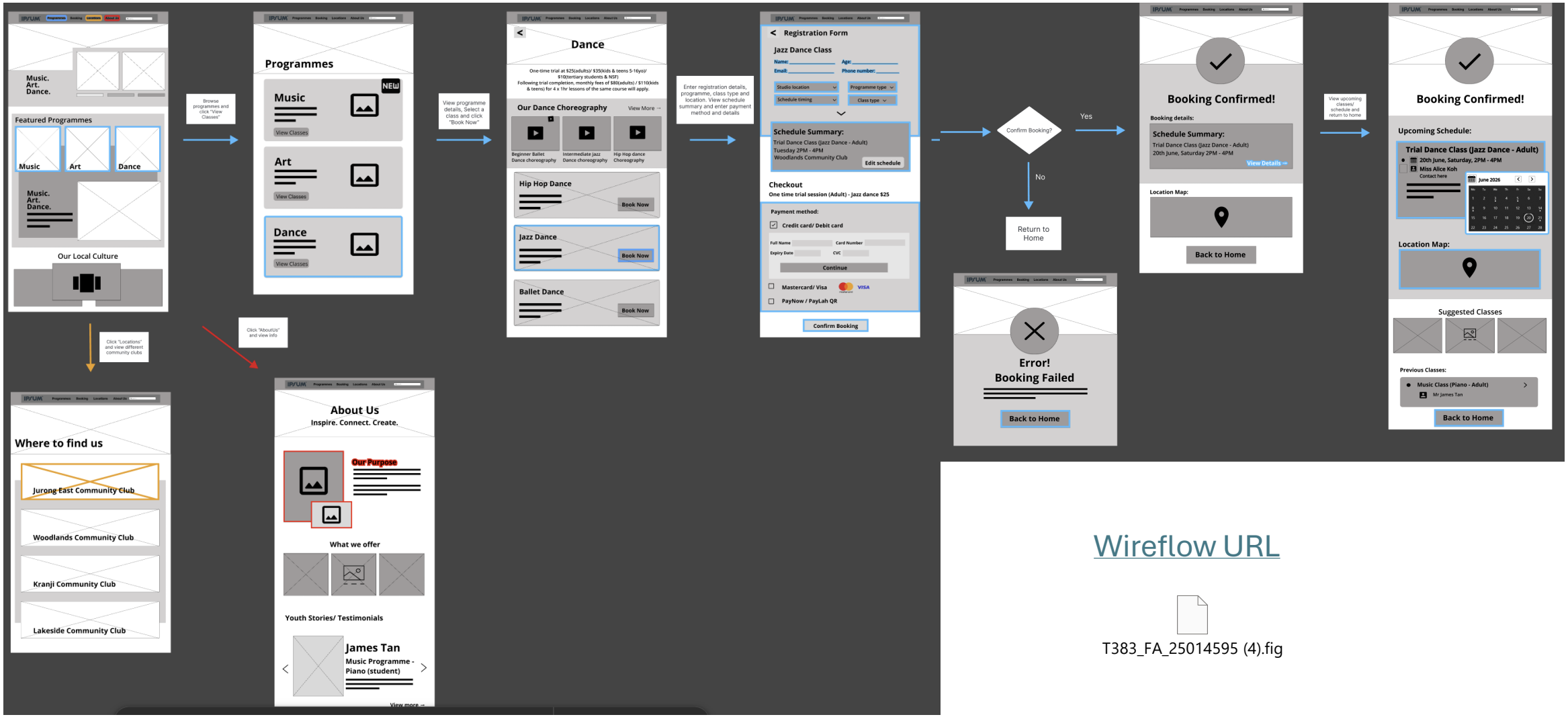
Changes I made to the wireframe

1. Programme details paged *added*: The flow is separated into **Programme Details → Booking → Confirmation**, allowing users to first understand the class, select their schedule, enter their details, and then receive confirmation. This is so that users can make an informed decision before booking instead of being immediately presented with a form.

2. Confirmation/schedule details popup *added* and confirmation page *edited details and layout* : The confirmation page provides a clearer Schedule Summary, Location Map, Suggested Classes, and a Back to Home button. This allows users to immediately know what they booked, when it is happening, and where it is located, while also being given a clear next action.

3. Booking page *edited details and layout*: The booking process is more organised and clear which creates a more logical progression and reduces cognitive load because users complete one stage at a time.

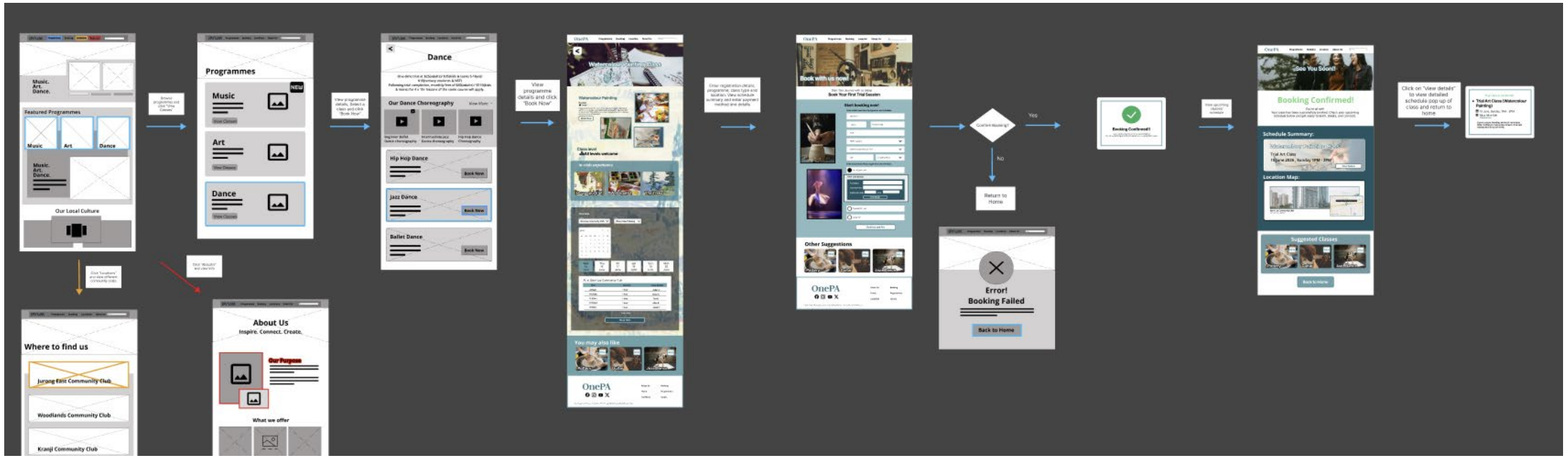
Wireflow



[Wireflow URL]

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Changes I made to the wireflow



I added Programme Details before the Booking page so that users can view the class information then proceed to select their schedule in the booking page. This is so that the flow of the navigation would be clearer and users can make an informed decision before booking instead of being immediately presented to the booking page.
Overall the programme navigation is more organised and the flow is clearer: Programmes → Individual Class → Programme Details → Booking. Users can gradually narrow down their interests instead of being overwhelmed with too much information on one screen. This is better because it supports the main goal of exploring an activity and successfully registering for it, while providing useful information at each stage. It also reduces unnecessary back-and-forth navigation and gives users clear actions throughout the flow.

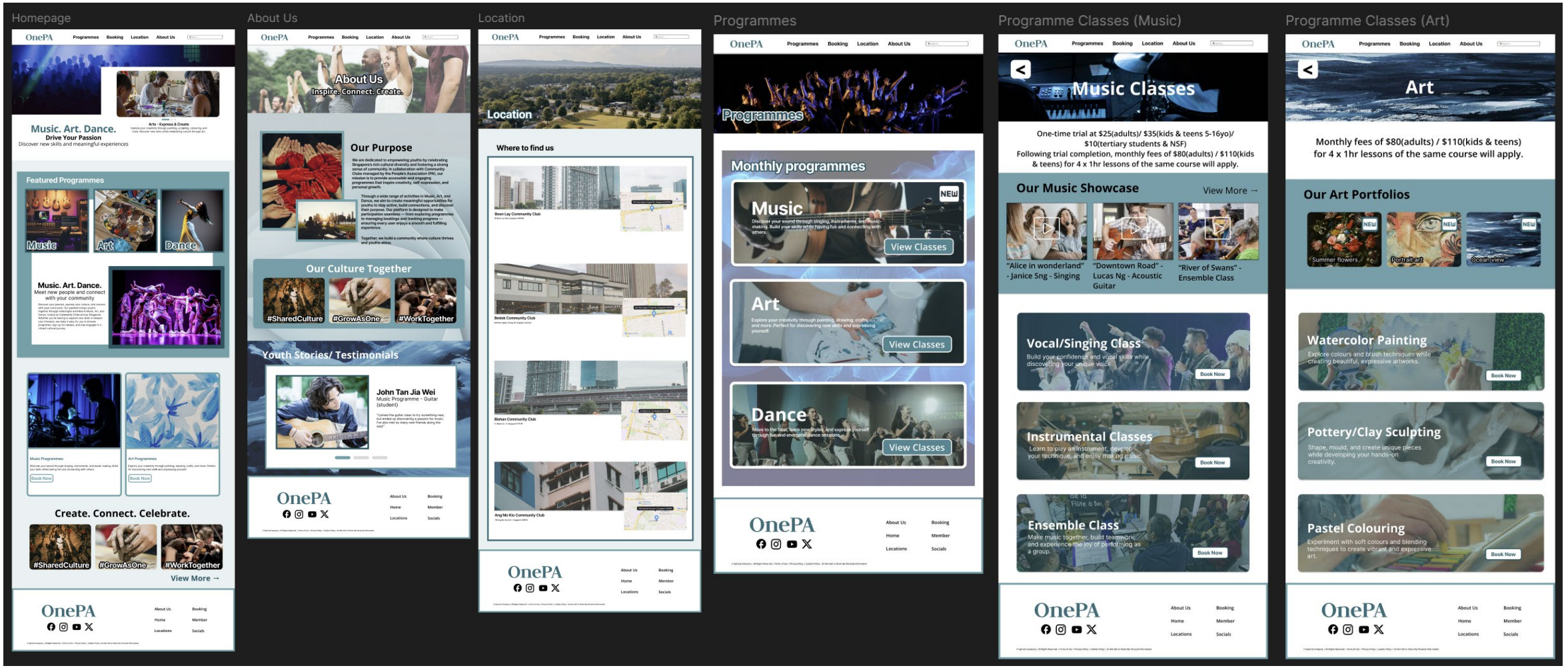


Part B: UI Mock-up, Interactive Prototype and UI Style Guide

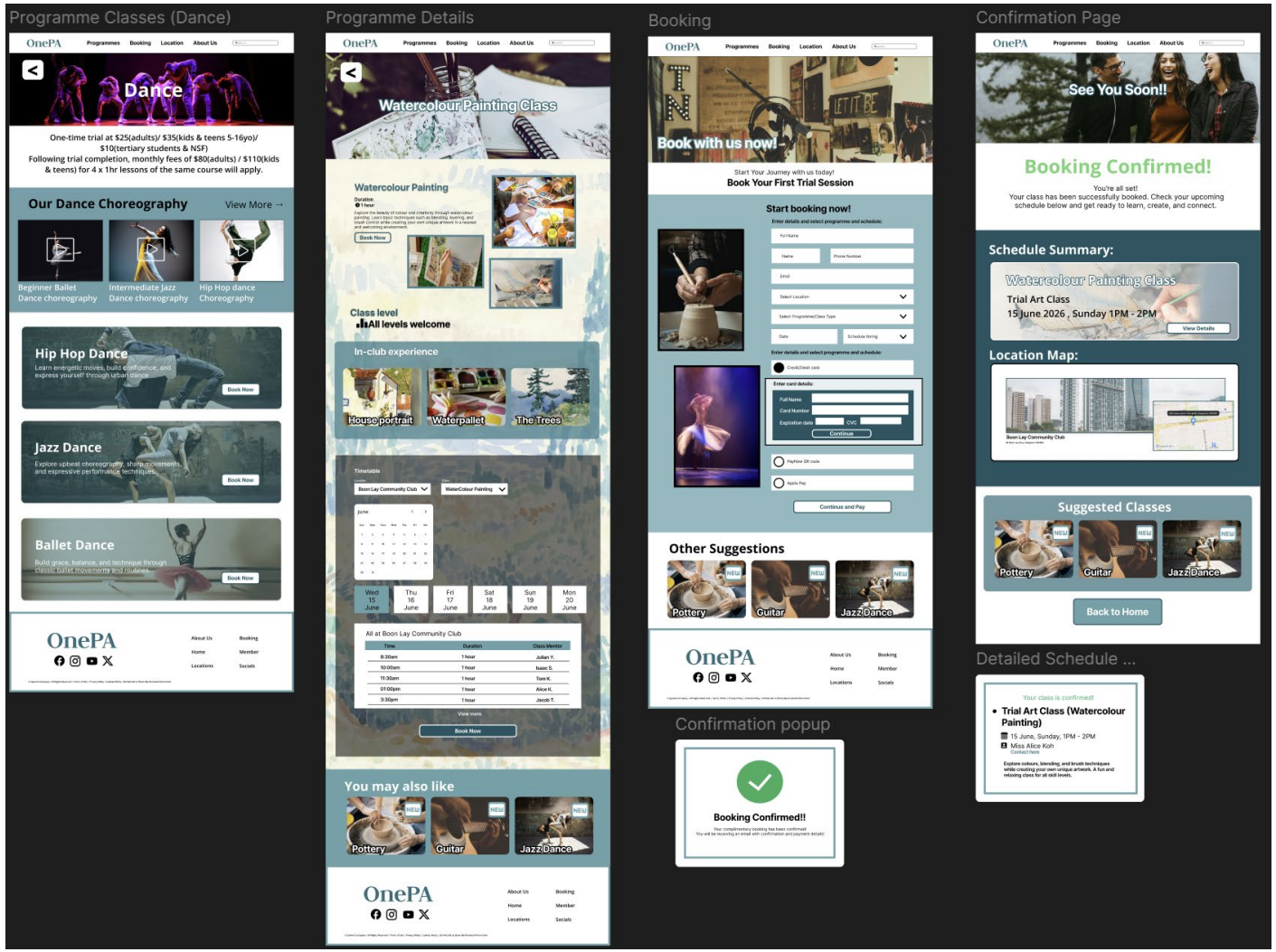
Figma mock-up – URL

Figma Mock Up URL

Figma mock-up – screenshots



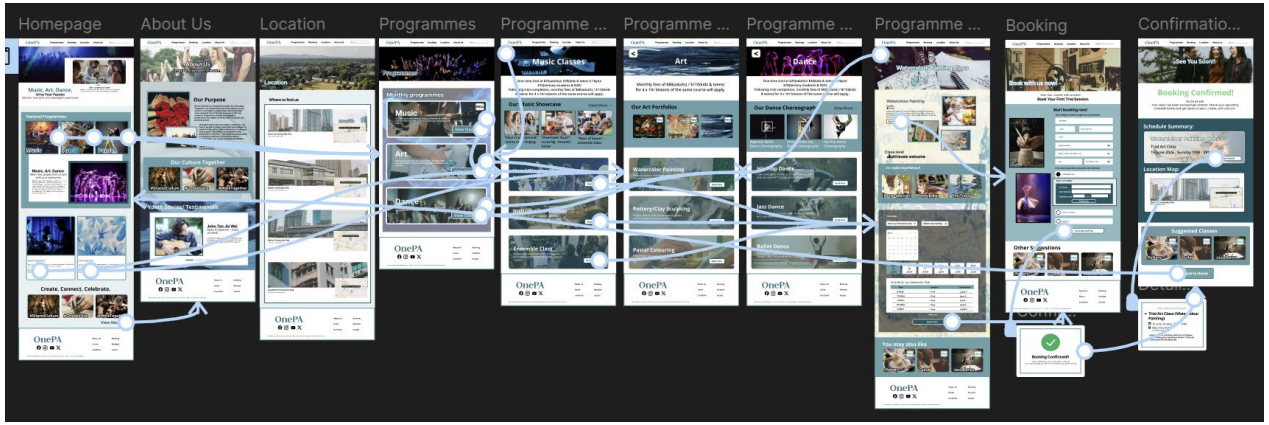
Figma mock-up – screenshots



Figma interactive prototype – URL

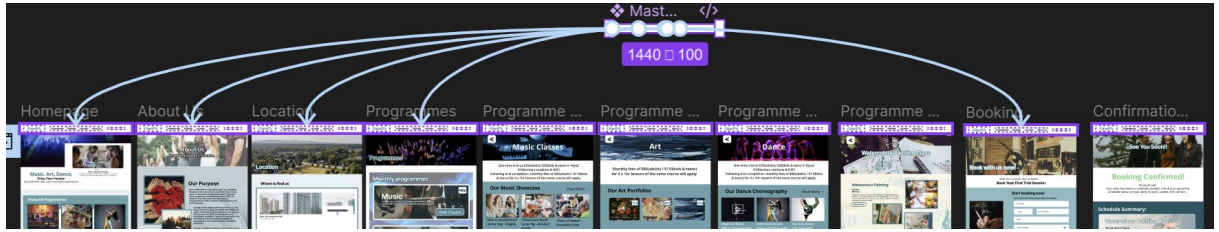
Figma Interactive Prototype URL

UX interactions

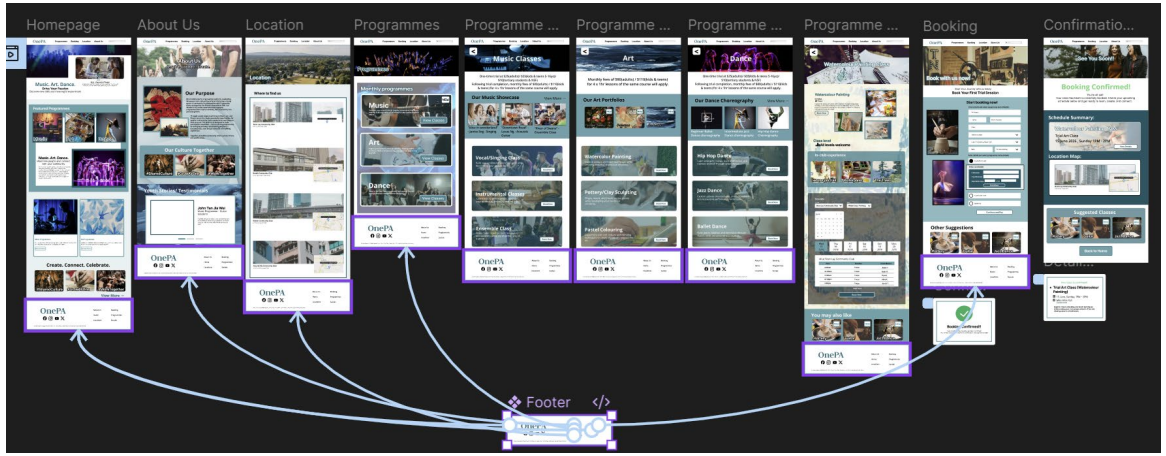


Interactions points in each pages: users can click on these interaction points to navigate through the website

Interactions of Navigation Bar: Users can navigate to different pages in the website using the navigation bar.



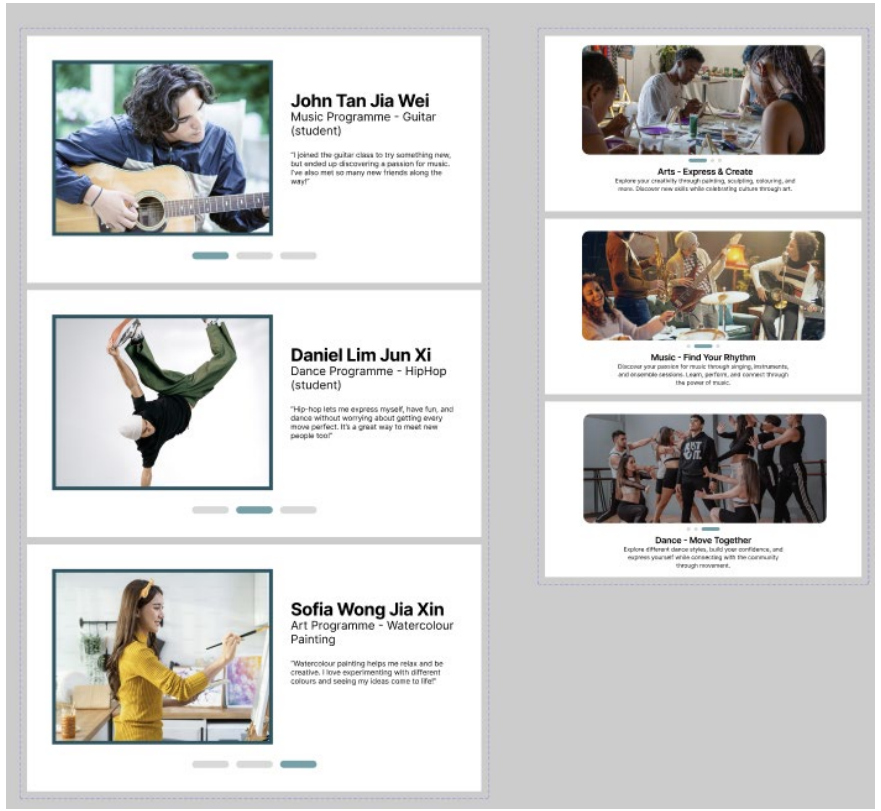
Interactions of Footer: Users can navigate to different pages in the website and view socials.



UX interactions



Interactions for lightbox: users can focus on the information without forcing them to load a new page.



Interactions for carousel: users can swipe left or right to view the images and visual representations.



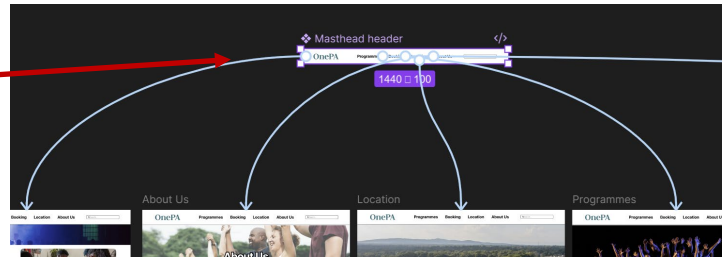
Interactions for interactive calender: users can select the dates to book the class using the interactive calender

Rationale for Design patterns

- **Navigation pattern (menu, category browsing)**: A structured way for users to move around the app/website (e.g. home, categories, cart, profile). Users can navigate through pages using the navigation bar and this allows them to find content easily and move between pages, making the interface intuitive.
- **Navigation - Home Link:** User can navigate or go back to safe start location of site. This home link acts as a reset button for users and they won't get lost in the website.
- **Dealing with data - Slideshow:** A collection of media needs to be displayed in a presentation as sequence of still images. Users can explore and view different visual representations/ images such as facilities, programs.
- **Actionable results:** There are buttons like "Confirm and Pay" or "Book Now" shows directly on result items. This enhances efficiency by reducing the number of steps needed and allow users to perform actions directly (e.g., save, share, click, interact).
- **Cards:** I use image-based cards to organise programmes and classes, with a title, description and "Book Now" / "View Classe" button. This makes information easy to scan and compare.
- **Carousel:** The testimonial section and homepage uses multiple slides with navigation indicators, allowing users to view different youths' experiences without taking up too much space.
- **Calendar picker / Schedule:** Users can select a date from the calendar to view available class schedules and choose a suitable session. This matches the Calendar Picker pattern for selecting dates.
- **Getting input - Forms:** Your booking page uses text fields, dropdowns, payment options and other input controls to collect the information required to register for a class.
- **Modal - confirmation popup:** After completing the booking, a confirmation pop-up appears over the page to immediately inform the user that the booking was successful.

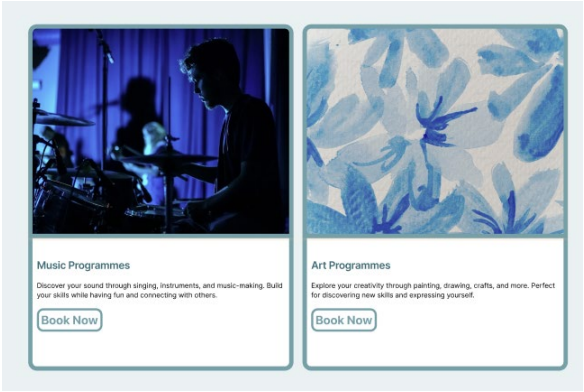
Screenshots of where its been used

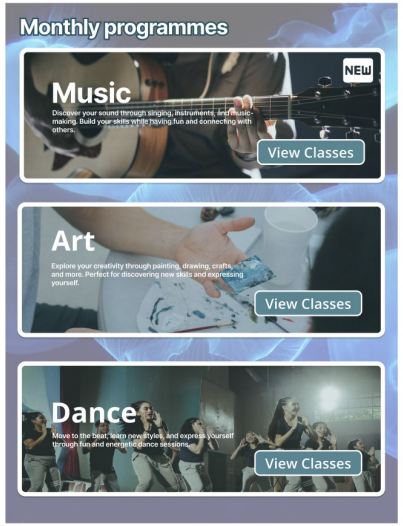
- **Navigation pattern (menu, category browsing)**
- **Navigation - Home Link**
- **Dealing with data - Slideshow**
- **Actionable results**
- **Cards**

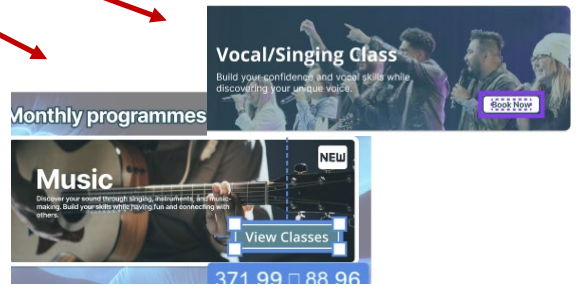






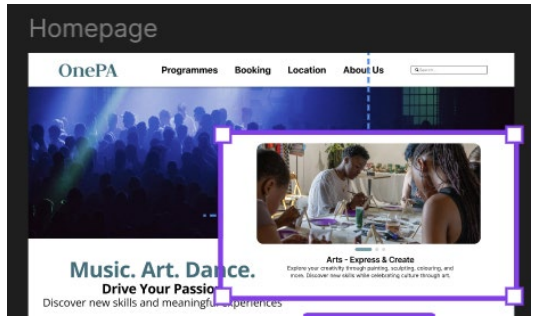




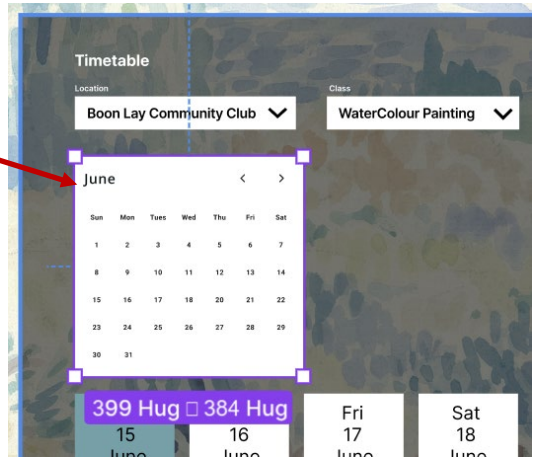


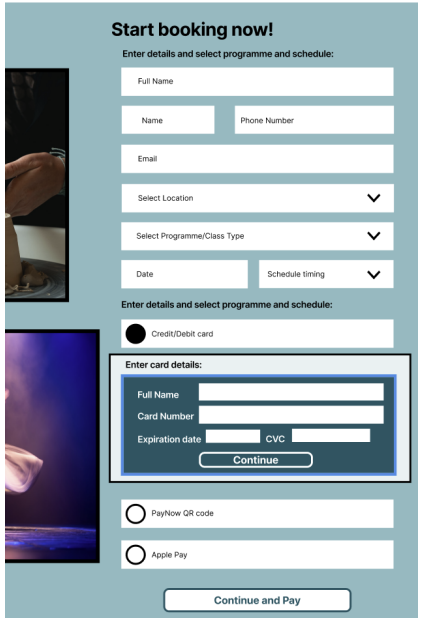
Screenshots of where its been used

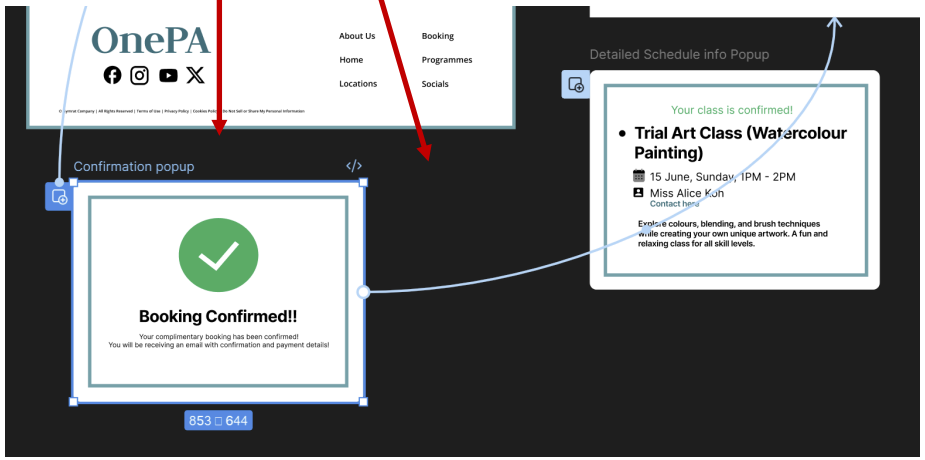
- **Carousel**
- **Calendar picker / Schedule**
- **Getting input – Forms**
- **Modal - confirmation popup**





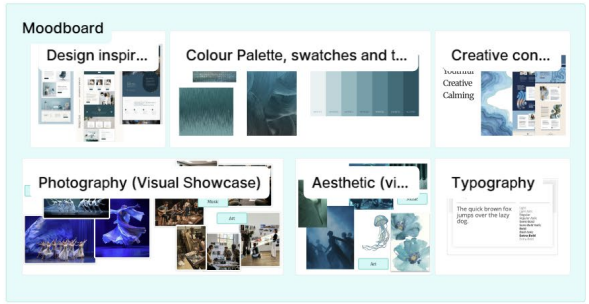




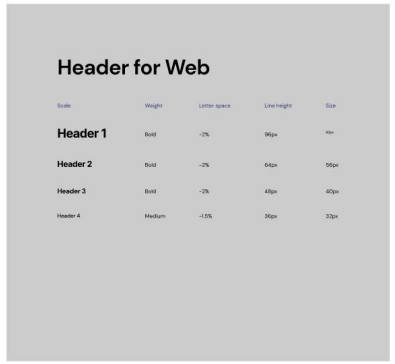


UI style guide

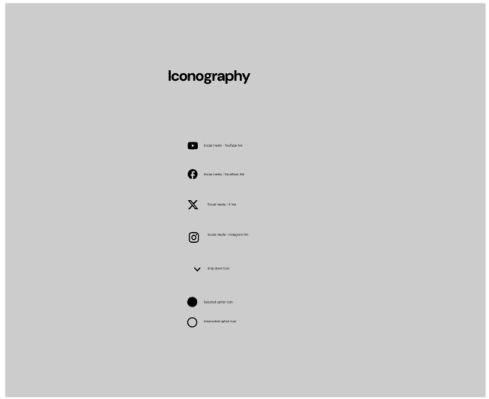
Moodboard



Typography style

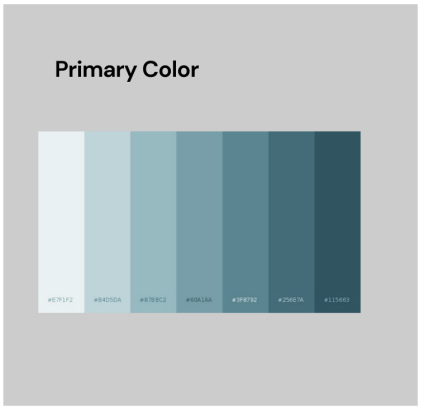


Iconography

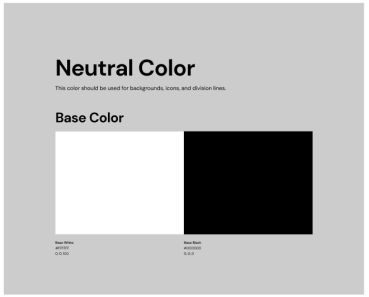


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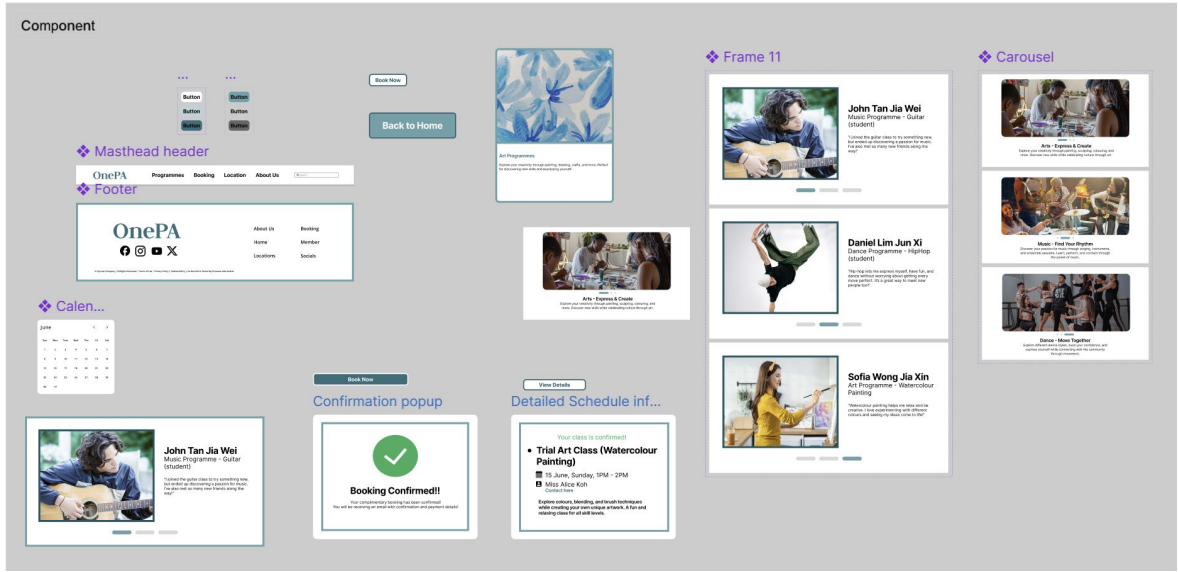
Primary Color



Neutral Color



Figma Component



End