Conceptual design of a browser-based frontend for the Gossik Mobile App

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Objective: A piece of software is only as useful, as the supports it provides to their users and organization to fulfill their goals. The challenging process of building software can dilute the initial goal of any application, which is to serve the user and support them in reaching their goals. Focusing only on the technical aspects of software bares the risk of forgetting the user and their motivations. The result of leaving the user out of the design process of a system can lead to a feature-polluted application with a tedious-to-operate UI, serving no one. The goal of this thesis is to create a conceptual design of a browser-based frontend for the Gossik mobile app in a user-centered manner. This is achieved through multiple UX design iterations and user interviews.

Approach: The conceptual design was created through a multiphase design and improvement process. Through user interviews, the target group's wants and needs were revealed and gave the base for the personas used as orientation in the further process. Over the course of three design iterations, the concept evolves through user feedback and research.

Conclusion: A component-based web prototype was created as the final prototype of the conceptual design. The prototype provides users with multiple ways to reach their goals and is designed to allow them quick access to actions and controls.
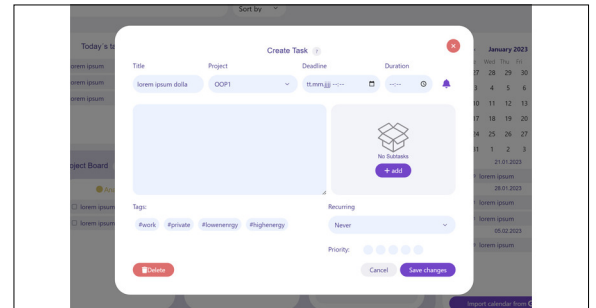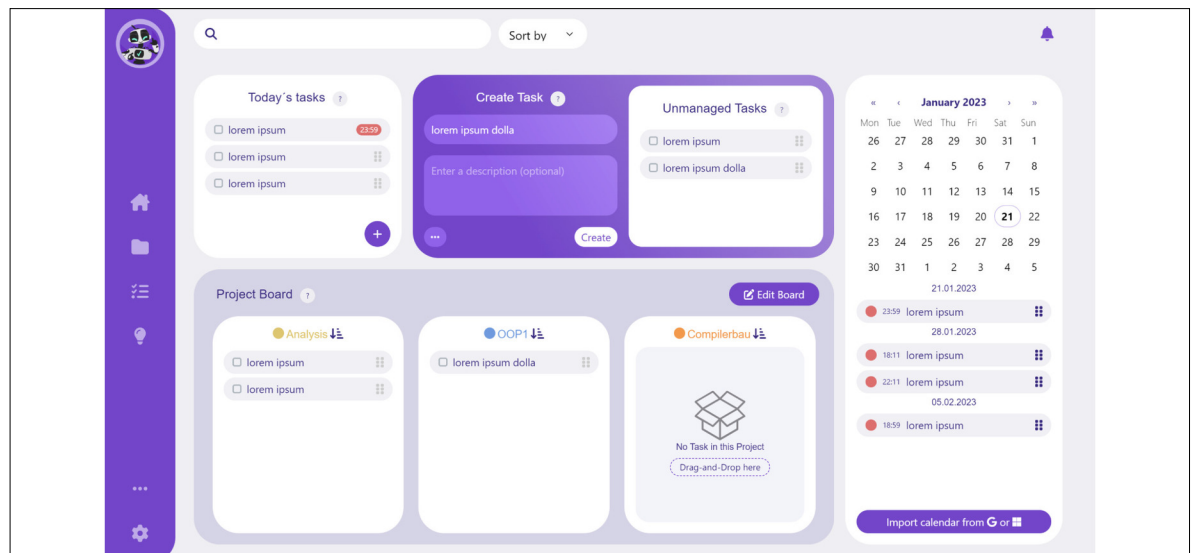
UI sketches
Own presentment
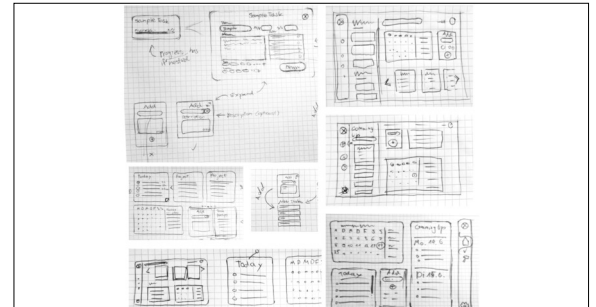
Task view Screenshot
Own presentment

Home dashboard screenshot
Own presentment

Advisor
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Subject Area
Application Design, Software