

Design a helpful mobile app



Designer



Date

1 DEFINE

Frame your design challenge

Our target user is called

We want to help them to

This is important because

2 EMPATHISE

Create a profile of your user

Age Hometown

Outgoing Shy Generous Selfish

Serious Fun Academic Creative

Our user needs to

3 IDEATE

Brainstorm ideas

How might we help...

My rough ideas are

4 PROTOTYPE Sketch the start screen and three key screens – Prototype using marvelapp.com *Marvel*

Four mobile phone screens for sketching. Each screen has a dotted grid for drawing. The first screen is the start screen, and the next three are key screens.

5 TEST **Conduct a quick user test**

Person I'm testing with What worked well? What could be improved?
