Project 10
Define navigation for mobile

Overview

In this project, you're going to go one level deeper and start designing the elements that will appear on the actual screens for users. This is the beginnings of interaction design.

Based on your flow diagrams, we want you to define a navigation style that you think will accommodate the users flow through the mobile app.

You don't need to start from scratch. Review your benchmarking exercise, and see what are the common styles from best-in-class airlines. Will any of those styles work for you?

You'll first need to define what type of app your software is going to be. Is it a utility, process, consumption or ecommerce app. This decision will help you choose the appropriate style.

As you go further into your designs in the next projects, you might change your mind and choose a different style. But we always find that defining the navigation up front helps.

Note, this is largely a sketching exercise. We don't expect you to produce polished designs at this point. But we do expect to see your thinking expressed via the photos of your sketches.

And don't worry if your sketches look ugly. It's the thought process that really counts.

Objectives

- Define the navigation style for the Fly UX mobile app
- Sketch how the navigation will behave at different points through the flow
- Learn how valuable sketching is for clarifying your thoughts and your designs
- Have great material for your portfolio

Tasks

The decision made here should be based on your own judgement, your benchmarking exercise, and the different navigation options shown to you in the previous video lessons.

You'll need to "stress test" the navigation style to make sure it works at various points through the user flow. This usually involves several iterations sketched out until you've arrived at an option that works. Of course, nothing is carved in stone, and you can change the style depending on the design details that you will define in later projects.

1. Decide on a navigation style that you think will work for mobile
2. Sketch out how your navigation will work at each step of the user flow
3. Assume that you won't get it right the first time. Keep iterating until you are happy that the system works
4. Finalise the sketches and photograph them

Key considerations

- If you're following the desktop path, you are free to skip this project. Review the project paths diagram in the **Project Paths** document which is available to download in the 'Introduction to the Diploma' section of the course
- You are free to sketch the screens in any language
- Projects are not graded but reviewed to ensure a sufficient level of work has been done

What do you need to upload to your Dropbox folder?

Upload the photos of your sketches to your Dropbox folder. If you paste them into a Keynote or Powerpoint file and include commentary, this will be even better for your portfolio.