

Reflecting on My Low-Fidelity Prototype Design

I chose to create a low-fidelity prototype of the Microsoft To-Do List app on the Motorola Razr V3. The first and most crucial decision when trying to figure out what to do for this project was selecting the app to prototype. I chose the Microsoft To-Do List because it is an important part of my daily life, helping me manage school tasks, errands, etc. The app's significant daily impact helped me make my choice, and I also thought it would be easier to transfer to an older phone based on it not needing wifi or data to function. As well as its relatively simple and professional design there wasn't a lot of detailed design that was necessary to make it recognizable as an app once transferred to the Razr V3 layout.

The next step was acknowledging the constraints of the Motorola Razr V3. This phone was in an era of mobile tech being relatively new so transferring the app to fit this design was a challenge. With a small screen, no touch screen, and slow 2G internet I had to pick and choose what was important to include and what was unnecessary and or incompatible with the tech on the app, and understanding these limitations was crucial. I had to focus a lot more on layout, text size, readability, and accessibility whereas now with a touchscreen phone, it is a much simpler process and there are fewer steps for doing something as simple as adding a task to a to-do list.

One of the most important changes I made to this prototype decision I made was to emphasize icons over text. In modern-day app design, text is often favored for clarity. However, when revisiting designs from the early 2000s, I noticed that icons played a significant role in conveying information effectively on small screens. This inspired me to increase the size of icons, making the app design more user-friendly. The limited screen size of the Razr V3 made the organization of the app content extra important. To make sure users could navigate the app easily, I decided to organize content into rows with distinct separations between categories. This approach was intended to simplify the experience and enhance usability, especially with the small screen size.

When looking at the low-fidelity prototype you can see some buttons and numbers/letters are highlighted in a light grey. Adding dark grey shading to the buttons that would be used for the task of adding a task to the day tab helps to show what it served to direct the user's attention to the interactive elements of the interface.

The most unique factor for this app is the "My Day" feature. This unique aspect of the Microsoft To-Do List app is my favorite and why I use it regularly. I chose this unique feature to stand out as my completion of a task for this prototype so it wasn't just another to-do list app and was more unique as well as it being a very user-friendly function.

In conclusion, every decision made in the design process had a specific purpose, whether it was to accommodate the limitations of the Razr V3 technology or to create a more personal user experience. This assignment has reminded me of my appreciation for the ease of modern-day tech advancements that have a user-centered design and has shown me how over time different user experience features gain and lose importance based on the tech.