



FitTravel II
Interaction

Introduction Assignment

In this assignment we have to create an interaction prototype of the screens using the past High-Fidelity app designs: Fit Travel. This assignment will help us to learn how to create flow interactions with a High-Fidelity Prototype. The document follows the next parts:

Wireframes sketches: Before we started with the interaction I did a ideation session creating Low-fidelity wireframes. During this session we focused to choose a flow interaction and we created the missing screens.

High-Fidelity Wireframes: We we had the wireframes done we created a High-Fidelity prototype screens with sketch following the design system from the past prototype.

Flow Interaction: Here we show the actions we have created the Interaction prototype and I explain the decisions made during the process. To create the high-fidelity wireframes we have used InVision Studio.

Prototype: At the end of the document you will find the link to access to the prototype.

The assignment ends with conclusion where I evaluate the learnings I achieve with this week assignment.

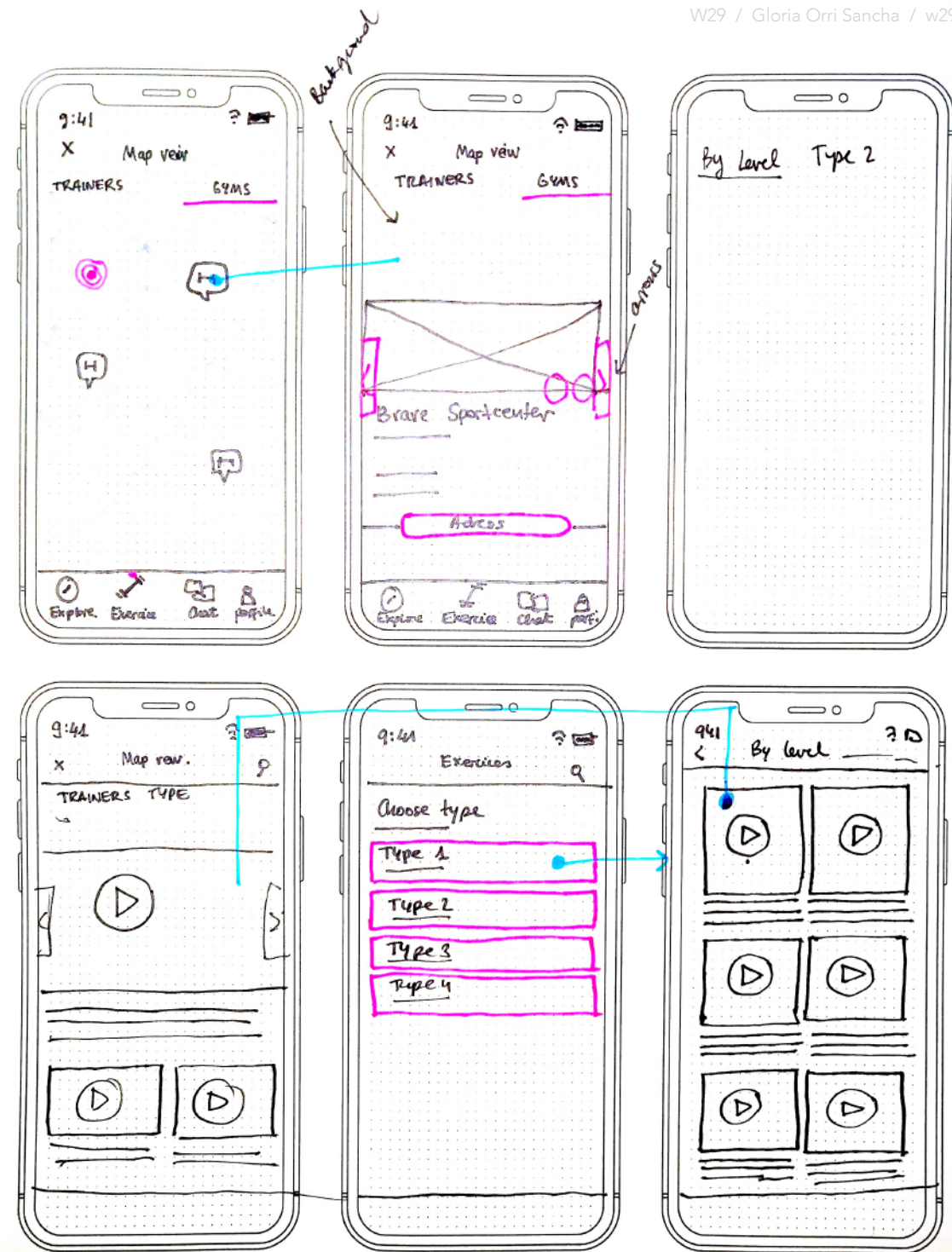
Ideate Wireframes Sketches

First I did an ideation sketch session regarding the interaction that the application mobile could have.

In this stage I didn't change too much the wireframes I did in the last assignment but I created two new screen interfaces: the video gallery and the video training response.

I choose this two new wireframes because they perform a big change in the interface that could be interesting to animate.

When the wireframes was done I pass to the second stage: create the High-Fidelity Wireframes.



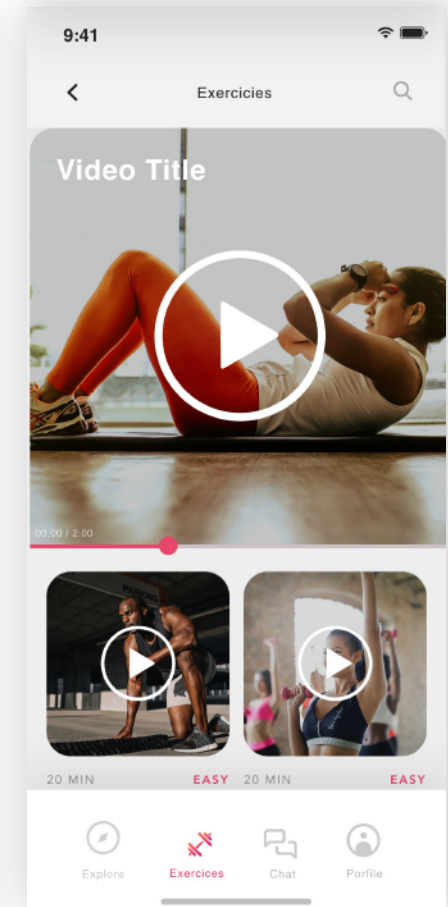
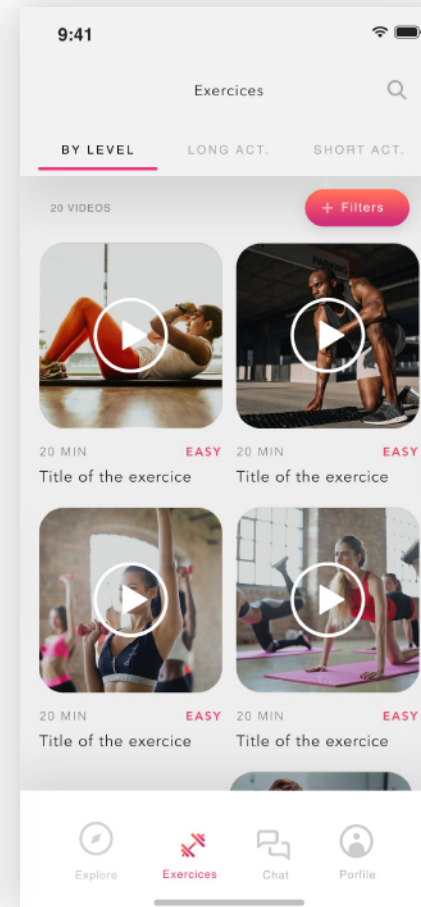
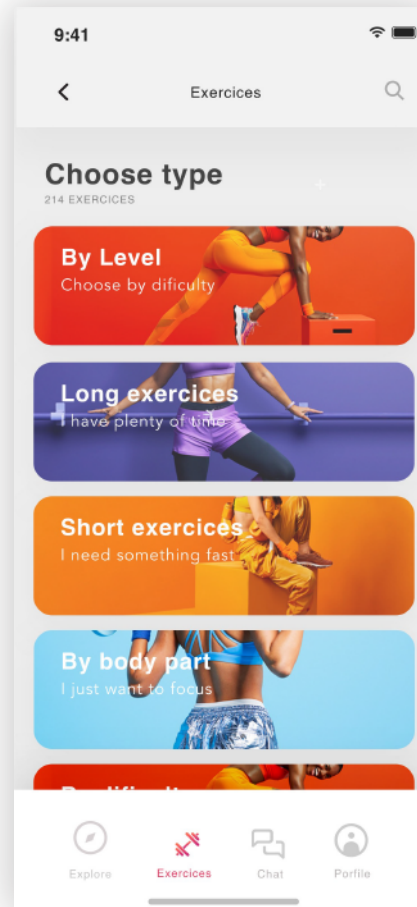
Ideate High-Fidelity Wireframes

On the right you can see the three new wireframes I created.

To do so I used sketch following the wireframes I created in the ideation part.

In my new design wireframes I added an app bar in the top to display the information and actions relating to the video gallery (2). That App bar works also as a screen indicator to help users to know the current group they are looking. On the right I also added a Filter bottom to give the maximum control to the users about the kind of content they would like to display.

On the video screen interface design (3) is a simple interaction: after the user chooses the video that video displays in a big display where they can watch but also they can have a fast access to the other videos if they slide on the sides.



Prototype Flow Interaction

On the top right you can see the interaction flow you will have to follow in the Prototype to see the interaction decisions I made.

The interaction prototype have been done with InVision Studio software.

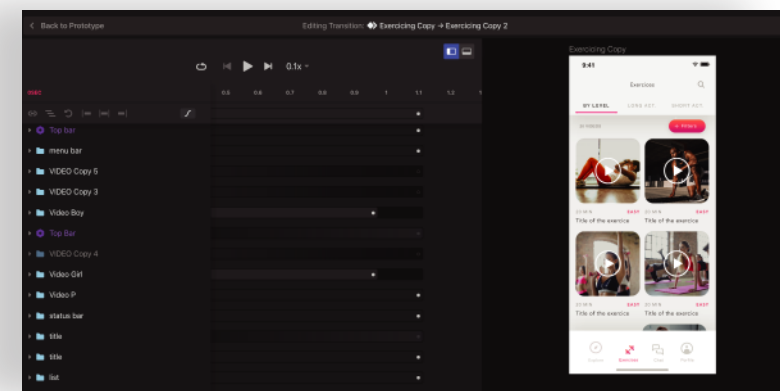
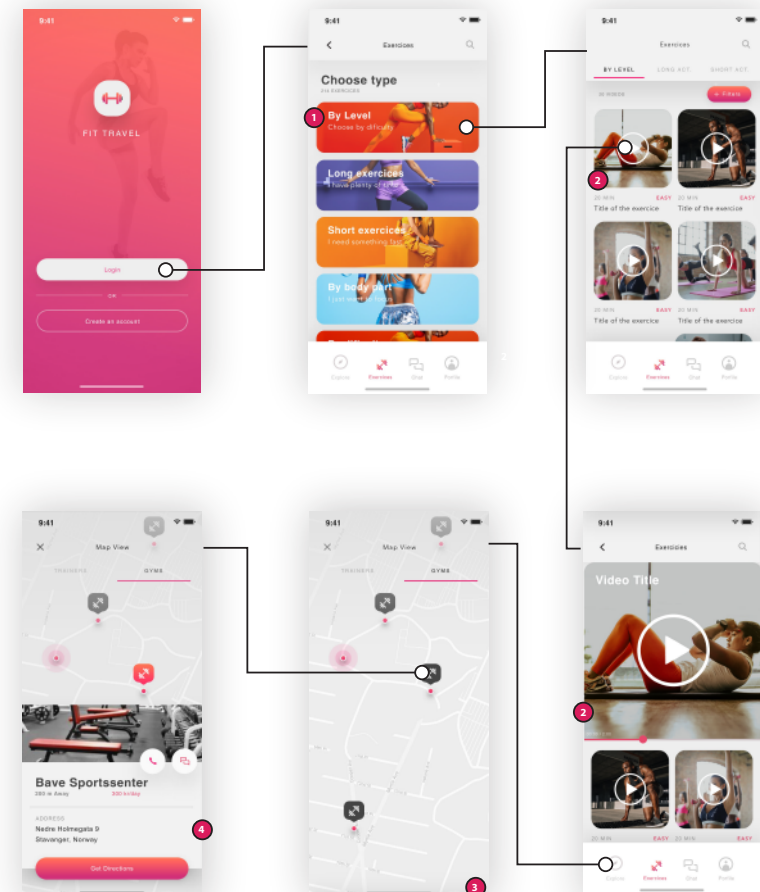
To know more about the decisions you can see bellow the arguments about the decisions made regarding the interaction.

1 Scala disappearance:
To create a visual interaction comfortable for the user when the user clicks on the bottom the menu bottoms disappear in Scala way. That helps the user to know that the click was done correctly and that he is getting to the next screen.

2 Video selection interaction:
When the user clicks to the video selected there is a related connection with some components in the screen. **The first one** are the two next videos that appears in the bottom on the video selected on the next screen. To make easy to the user understand what are the components the interaction shows the motion movement of the videos moving from original state to the second state. **The second one** are the components that disappears (Filter Bottom, Menu bar and Information). To make it smooth for the user this components disappears on the sides on the screen.

3 App bar bottom disappearance:
When the user press the Map option in the App bar in the bottom this one leads to a completely different screen interface. To switch the screen the bar menu has to disappear. To create a visual transition the App Bar disappears from the bottom.

4 Card appearance:
When the user clicks to the location tag a card with the information of the gym and the actions bottoms should appear. To do it a smooth and compressible way for the user we created the appearance by the bottom (in the same way that the App Bar disappears).



The edition of the prototype interaction have been done with InVision Studio. Here and screen shoot from the process.

Prototype Interaction prototype

After all the explanations you can access here to the prototype and see how the interactions have been made. Remember to check the user flow (past slide) to see where you need to click.

Go to prototype



<https://gloriaorrisancha312027.invisionapp.com/prototype/ckg3sh8su00a81301mhqacwut/play>

Conclusion **Assignment**

With this assignment I created my first interaction Hight-Fidelity wireframe with InVision Studio.

I believe that to create good user experiences with an app or website is really important to find interactions that can help the user on his understanding of the product.

This assignment helped me to think about the design in ther aspects as interaction and behavior of the product. I learned also to use InVision to create hight fidelity wireframes and I feel really satisfied with the results.

| References

(WAI), W., 2020. Accessibility Fundamentals Overview. [online] Web Accessibility Initiative (WAI). Available at: <<https://www.w3.org/WAI/fundamentals/>> [Accessed 17 September 2020].

Spillers, F., 2020. What Are Design Principles?. [online] The Interaction Design Foundation. Available at: <<https://www.interaction-design.org/literature/topics/design-principles>> [Accessed 4 October 2020].