**The Design Process - Lesson 6**

Name(s)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Period \_\_\_\_\_\_ Date \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

|  | **Activity Guide - Improve a Screen** |  |
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## Potential Improvements

Using the feedback you categorized in the last activity, what improvements could your group make to the app? For each improvement, identify which category of feedback you are addressing.

| **Proposed Improvement** | **Feedback Addressed** |
| --- | --- |
| Allow users to add more grandchildren and allow them to edit the information for their grandchildrenAdd a home button on every screenChange the name of the appCan change the text size in the settings of the app | Adding and changing grandchildren informationMaking it easier to get back home without all these stepsWould make it easier to find the app to downloadPeople who have trouble reading and seeing it would have a better time. |

## Screen Redesign

Each group member will select one of the screens, and one of the improvements. Using the page for your chosen screen, sketch out what your improved user interface will look like. Describe changes to the user experience by writing descriptions or drawing arrows to the changes you’ve made in the space below. How will buttons, inputs, etc. work differently on this updated screen?

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