

ACTIVITY: Add a Feature to an Existing App

OVERVIEW

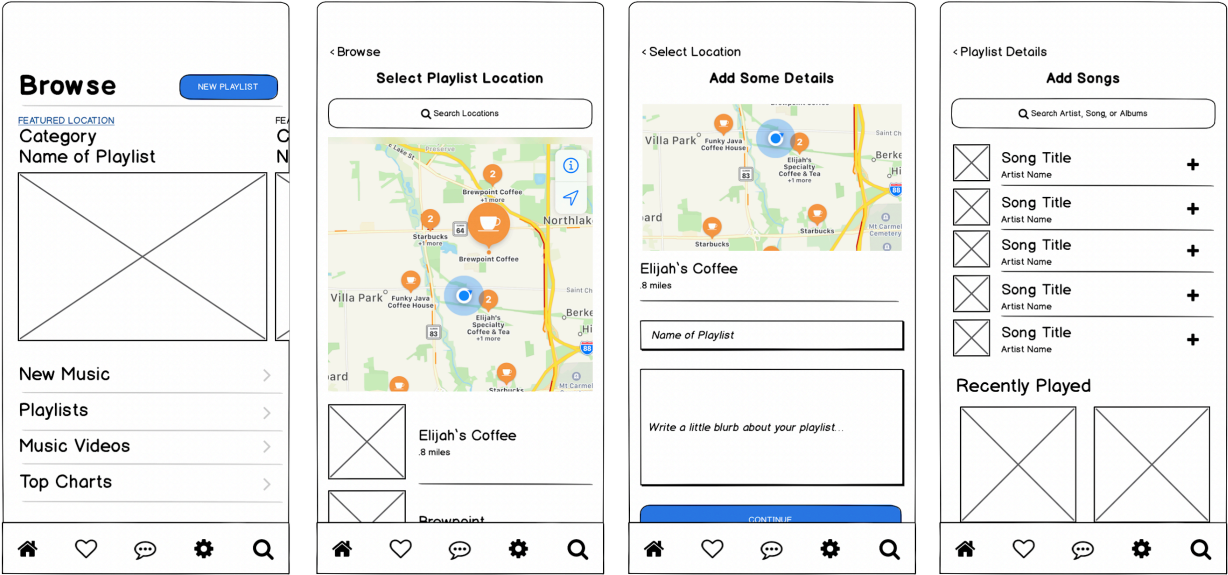
When working as a designer most real-world projects involve adding a feature to an existing product, not creating something totally new. Learning how to leverage existing design patterns to make something new, yet familiar takes skill and plenty of practice.

For this activity you can choose to build off of our Copy to Learn exercise to create a whole new feature to add to Apple Music (or a music app of your choice).

You can download the project file [here](#).

PROMPT

You are tasked with creating a new feature within Apple Music (or other music app) that allows you to create, share and discover custom playlists based on a location. You can create a special playlist for the gym, one for the office, and one for your favorite coffee shop. Use it as a way to share the love of music with others in real life.



Example of the process of creating a location based playlist

ACTIVITY

User flows

To start this project, you'll need to create a few **user flows** to better understand how the user will use this new feature.

Why do we create user flows in the first place?

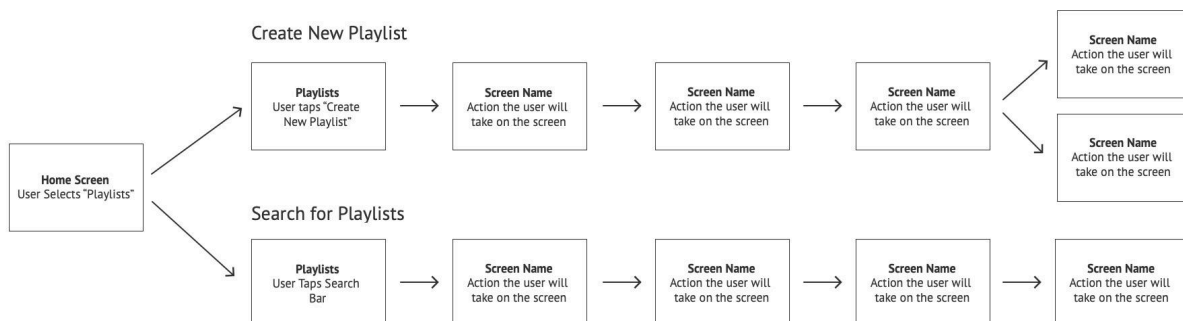
They help you understand the experience from the user's perspective. Building on that, they help identify pain points or friction users may run into. This will also help uncover the complexities in your design. Use it as a way to ensure the experience accomplishing tasks is as simple as it can be.

Create one for the **process of creating a playlist** then **specifying its location** and one for **discovering playlists based on location**.

This can be achieved by using Balsamiq or simply sketching it out with paper and a marker.

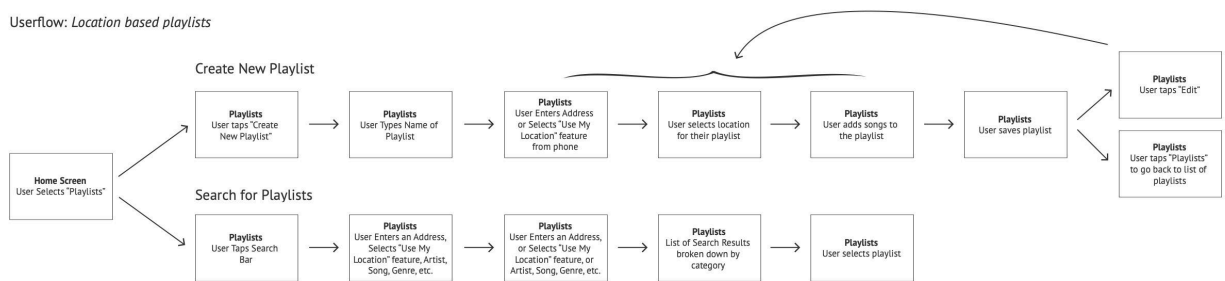
We created this template to help the students get started:

Userflow: Location based playlists



Here are examples of completed user flows for the instructor:

Userflow: Location based playlists



These user flows are included in the project file.

Give the students 5-10 minutes to sketch user flows. Answer questions as needed.

Following this, allow a few students to present their user flows and discuss. There are different ways to accomplish the user goals. A few key pieces to remember are:

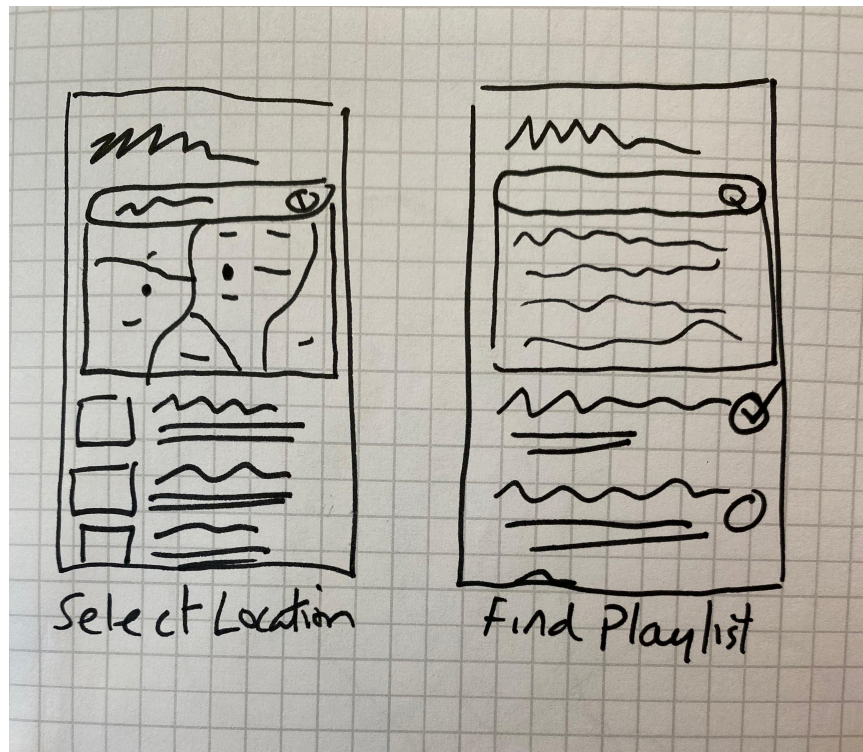
- Ensure it is a simple solution
- Design solutions for the user to make edits, or delete their content

Wireframing

Start the wireframing portion of this activity by opening up the exercise file. We've included wireframes of various screens of Apple Music. Review the screens included along with the user flows you've created. **Identify which screens or parts of the screen that you currently do not have** that you will need to complete your design.

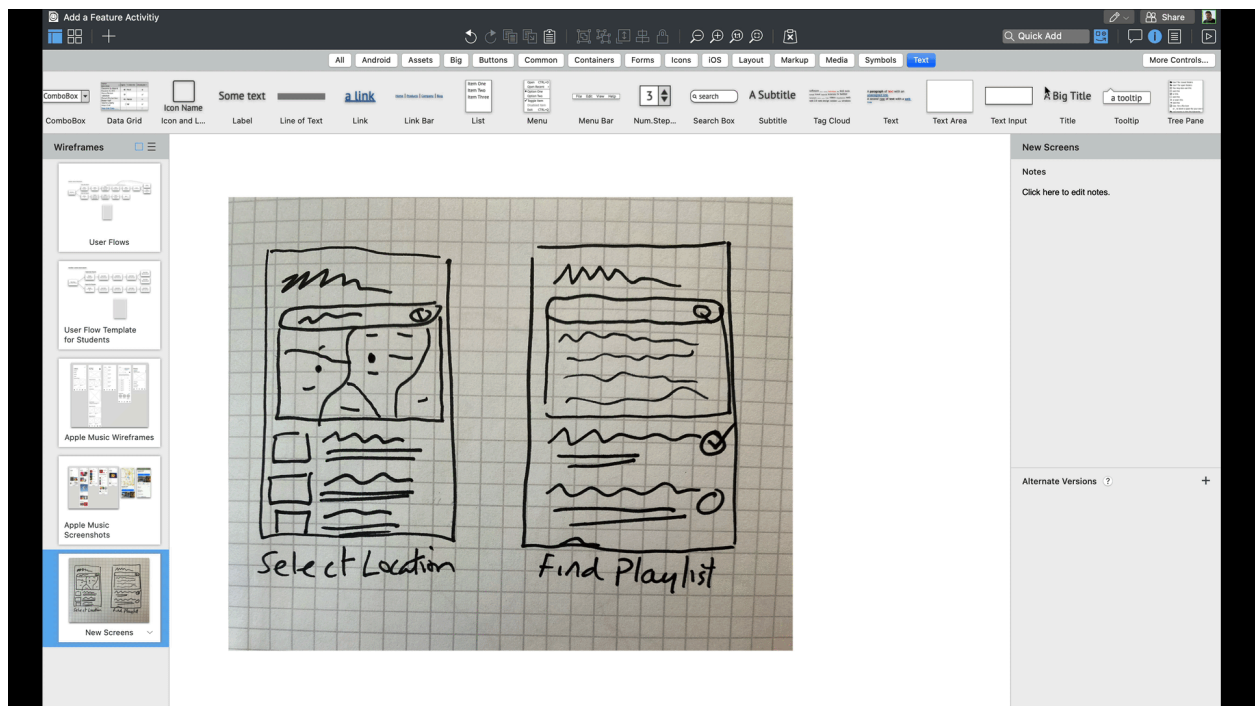
Once you have your list, begin to **sketch out possible layouts** within Balsamiq or using paper and a marker.

- List of features or screens missing
- Sketches of new screens in marker form and in Balsamiq



Sketches of new screens needed for the feature

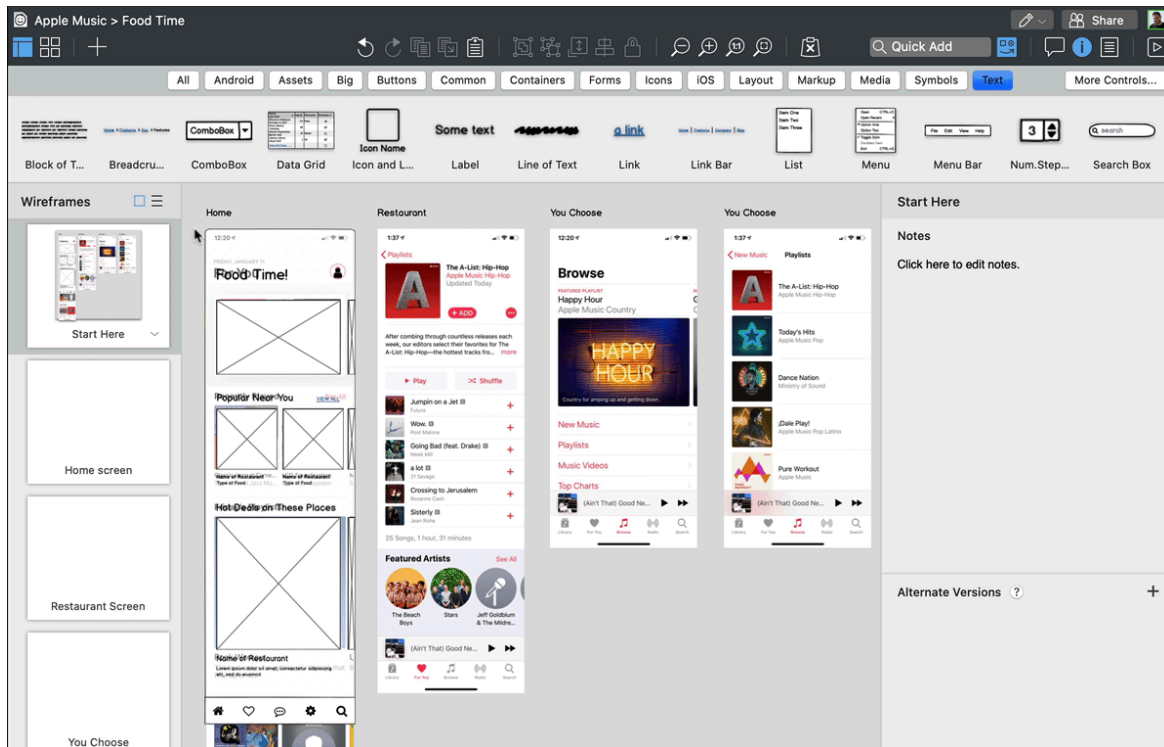
Choose which sketches you will turn into mid-fidelity wireframes and begin designing.



Place as many elements from the UI Library as you need, then delete or move the sketch. You'll need to adjust your design a bit to ensure everything is lined up properly. Take some time to design it the best you can.

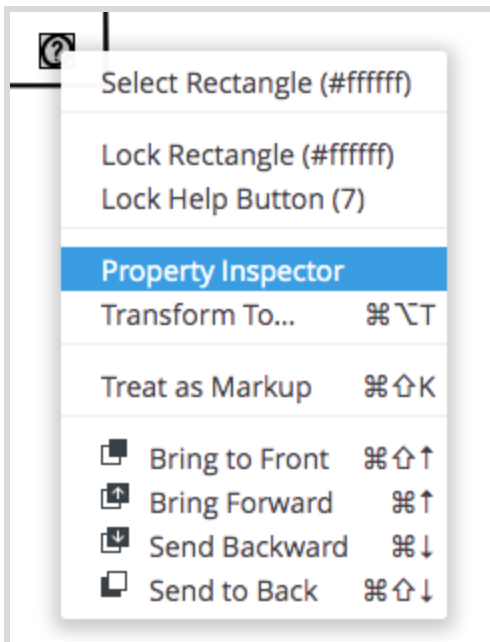
Once you've created all of the new wireframes, prepare your file for linking each wireframe together.

Add one wireframe for each interaction

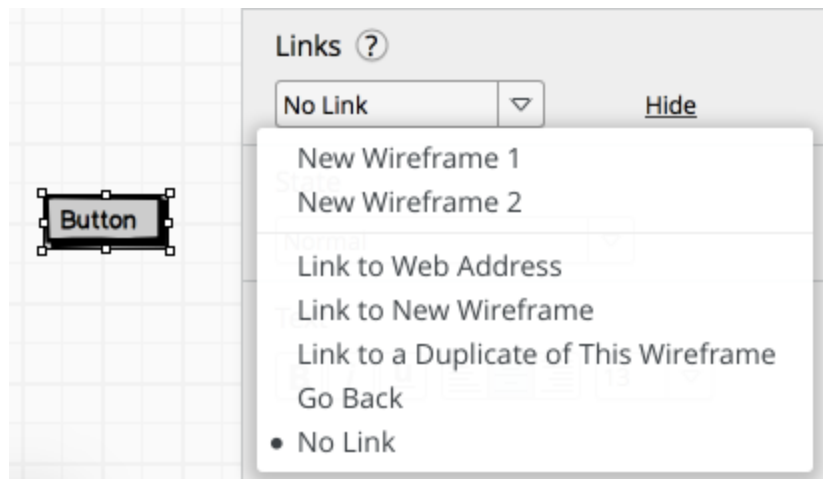


Using the linking feature, link each wireframe together and use the Play feature to click through your new feature

1. Select an element in the canvas. Right click on it and select *Property Inspector*.



2. go to the **Properties** panel and under **Links**, select the next wireframe and link it.



3. Go through all of your wireframes and link them together following these steps.
4. Use the **Full Screen Presentation** mode to click through your wireframes

Details on how to link wireframes here:

<https://balsamiq.com/wireframes/cloud/docs/linking/#linking-to-a-new-wireframe>