**The Design Process - Lesson 6**

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

|  | **Activity Guide - Improve a Screen** |  |
| --- | --- | --- |

## 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** |
| --- | --- |
|  |  |

## 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?

|  |
| --- |
|  |
|  |

|  |
| --- |
|  |
| ProfileSuzette.png |

|  |
| --- |
|  |
| ChatSuzette.png |

|  |
| --- |
|  |
| DefLol.png |

|  |
| --- |
|  |
| Help.png |

|  |
| --- |
|  |
| Settings.png |