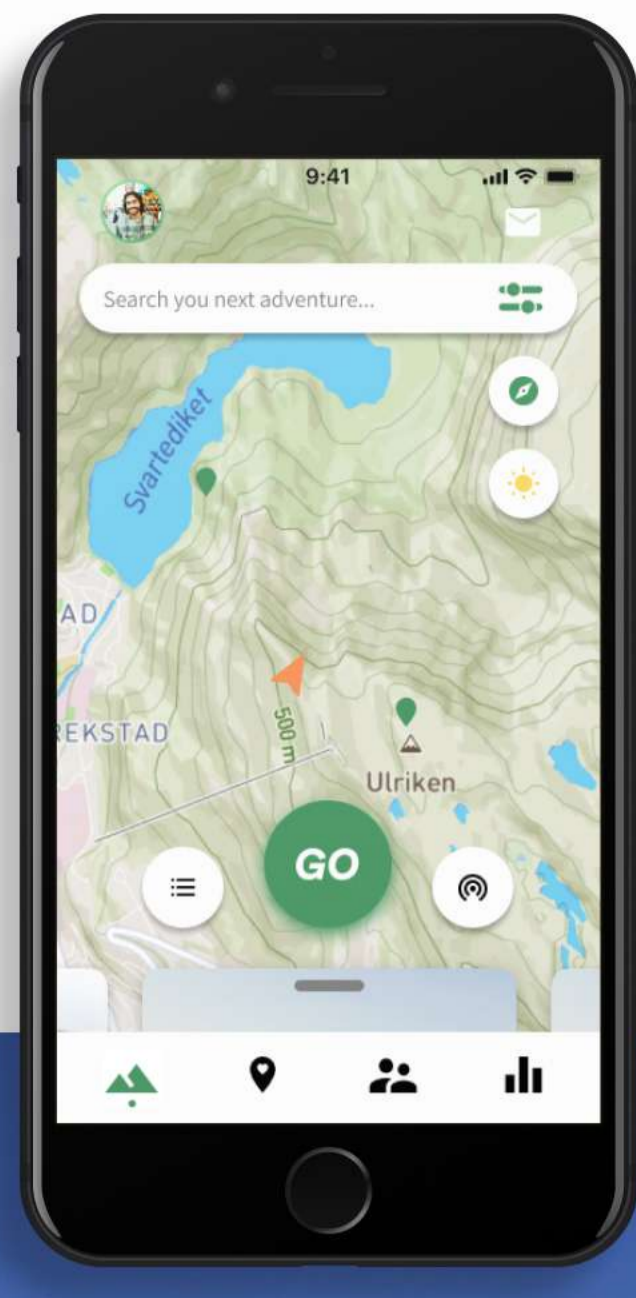




# Hikky.



Canelle Mairre

## Brief.

Project carried out within the framework of an Interaction Design course at the University of Bergen. The goal was to follow a **UX process** starting with an idea and working toward a High-Fidelity prototype. We chose to create a social app for hikers that would allow them to share this outdoor activity.



## Process.

We started to work on a defined problem space and our target group. At the same time, we took a look at similar products and methods used by hikers in order to track their hikes.

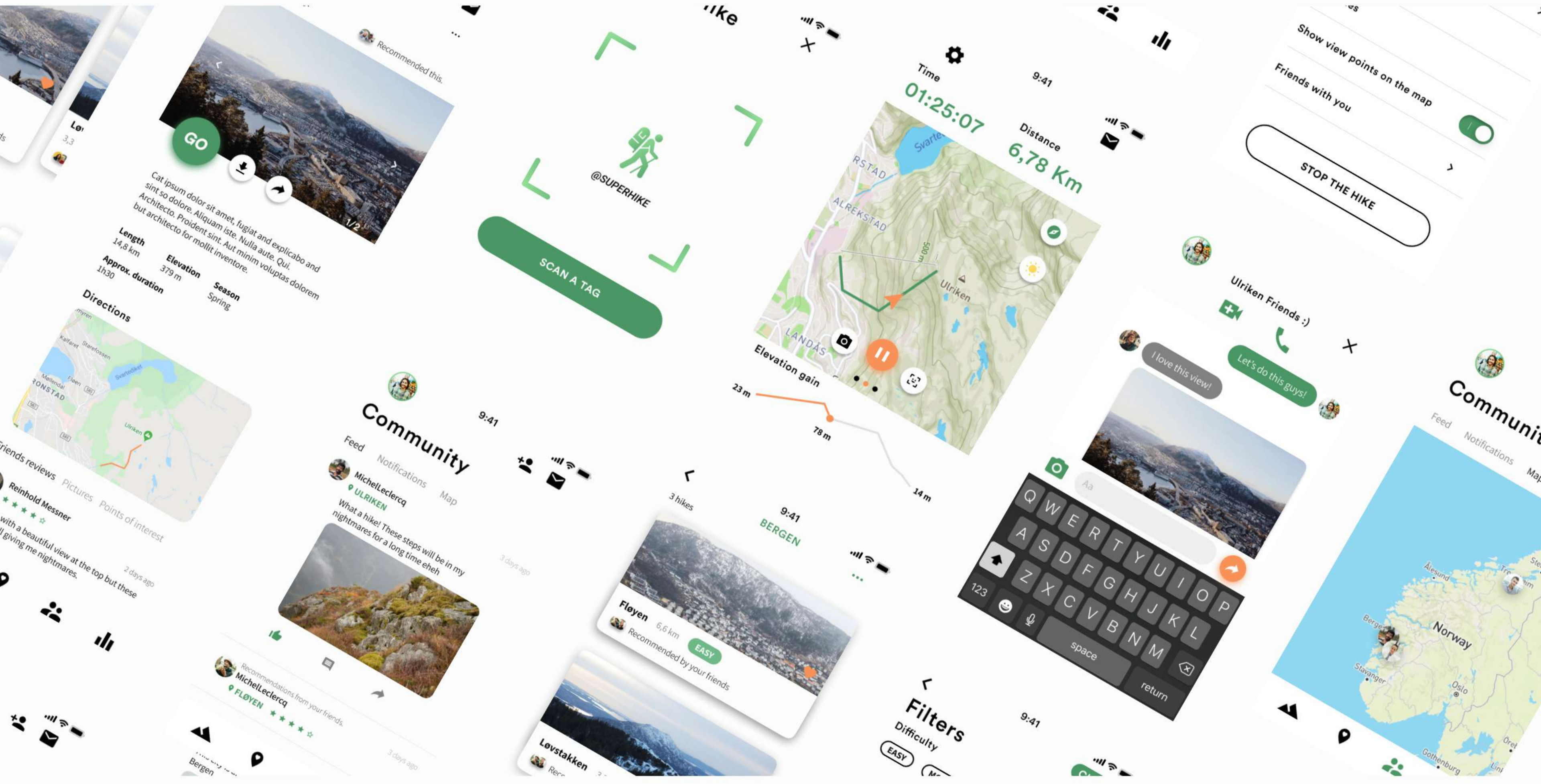
Then we gathered some data in order to create persona, experience maps and a list of requirements. To do so, we created an online survey and did several interviews.



## Methods and tools.

We decided to use Brad Frost's Atomic Design method to create our app. This method is very convenient as we add more features and pages after our user tests.

To design our app, we used Figma so we could create an interactive prototype for our users to test.



## UI Components.

Here are some of the components we created for our app.

In order to make our app accessible for everyone we paid attention to details such as adding an icon on our field in addition to the color stroke. In the same way, we added a dot underneath the selected page icon so users know which page they are looking at.

