## 5  Interaction Design (hg410)

Many young adults are starting to explore career opportunities, apply for jobs, or prepare for internships. However, many lack guidance on resume building, interview skills, networking, and job search strategies. To bridge this gap, your company has been tasked with developing a mobile app (for Android and iOS) that helps young adults in this area of their life.

(a)  Think about the interactive product you are designing, and identify and describe with rationale three key requirements that the application must meet.

[3 marks]

(b)  Sketch out a design for this app with relevant screens and details (2–4 screens depending on the detail provided on each screen), illustrating how it meets the set of requirements you have listed in (a) by providing labels and explanatory captions, and descriptions of the interactive aspects.          [6 marks]

(c)  Describe what information architecture is and then create a diagram outlining the information architecture of the app you have designed.          [3 marks]

(d)  Choose a major task that a potential user can perform with the app you have designed in (b), and undertake a Cognitive Walkthrough using the screens you have created.          [6 marks]

(e)  Using the outcome of the CW you have conducted, provide one suggestion for re-designing your app.          [2 marks]