

USER EXPERIENCE DESIGN SERVICES

ITERATING INTO DIGITAL REMINDER X

PREPARE BY:

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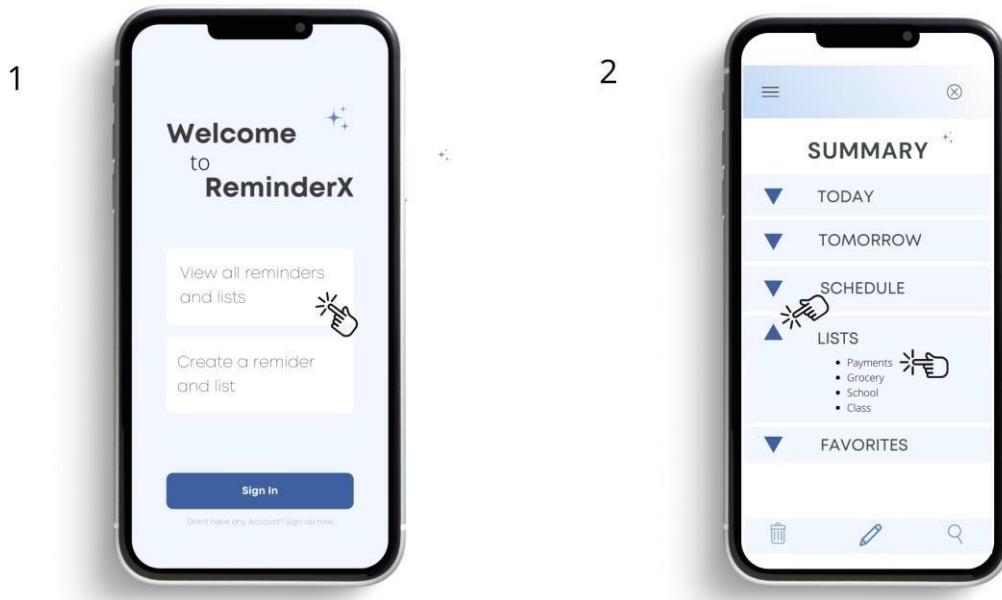
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INTRODUCTION.

In base of the information obtained through my interviews, this is how I decided to design the workflows and wireframes.

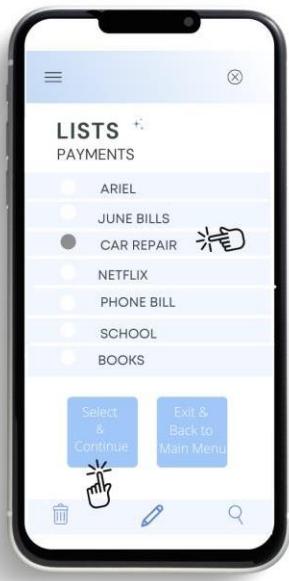
- The first workflow shows how the user signs up to the app. ReminderX's features can be used without signing up except when the user allows ReminderX access to other apps to protect the user's information.
- The second workflow is the "getting started experience" and shows how the user views and creates reminders and lists.
- The third one is a wireframe explaining in detail the user's journey through the app while creating a new reminder and all the options the user can add to it. I tried to include all the important features mentioned by the interviewees in the wireframes and the explanations of how to use the app on each page.
- The fourth wireframe shows how the user can view and edit a previous reminder; I also included some explanations on the same page.



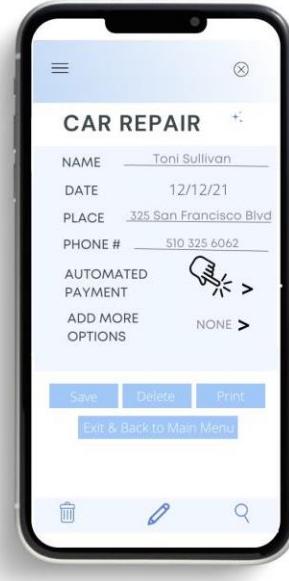
1.- Welcome Page.

2.- The user can view the summary of all the reminder and lists. Choose "View all reminders & lists"

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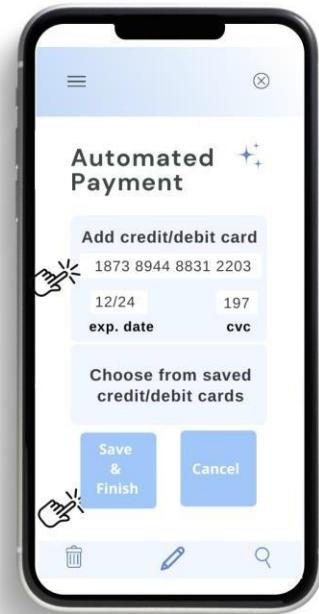
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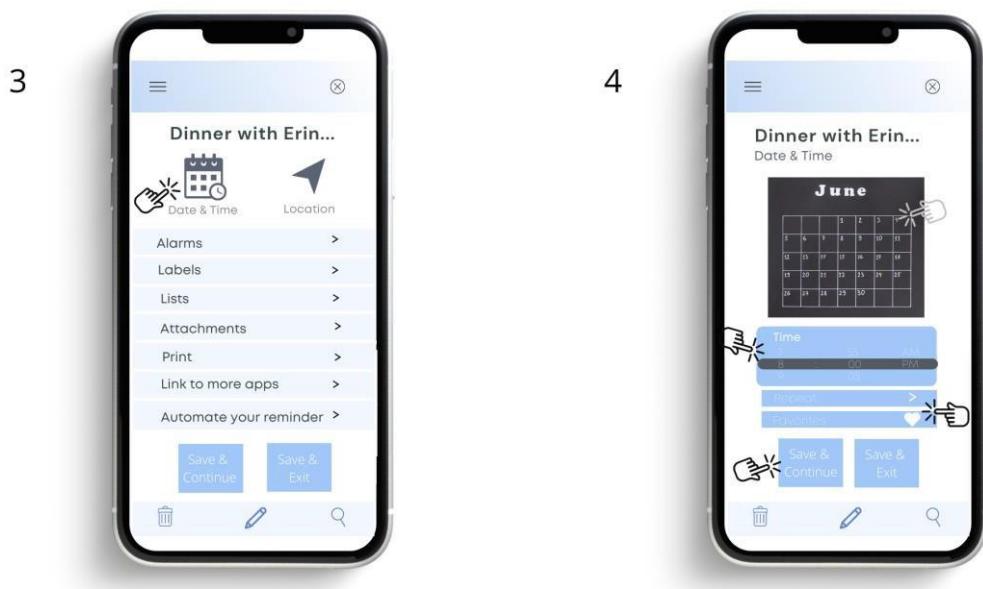
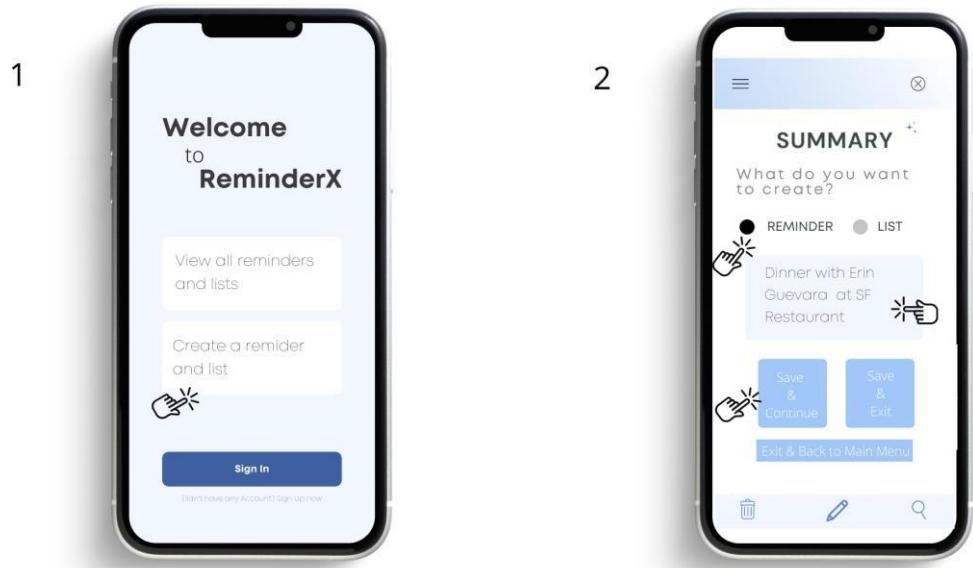
3.- The user chooses “Payments” and the user can view all the information on that list.

4.- The user adds “Add Automated Payment”. On that screen the user can edit, delete, print, or exit.

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5.- The edit to the reminder is completed after add the payment information.



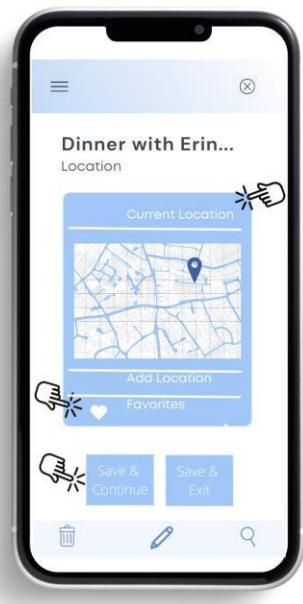
1.- The Welcome page only has 3 options to simplify the tasks and save the user time while using the app. “Save & Exit” button was added in case the user is running out of time, by clicking it the user can save as much information as they need and exit the app.

2.- The user creates a new reminder.

3.- The user has the option to personalized each reminder with multiple options or write a reminder and exit the app. (After each option is completed the app will take the user back to this screen to complete the next option).

4.- I decided to give the “Date & Time” option a full screen so the user can add all the options if the reminder needs it.

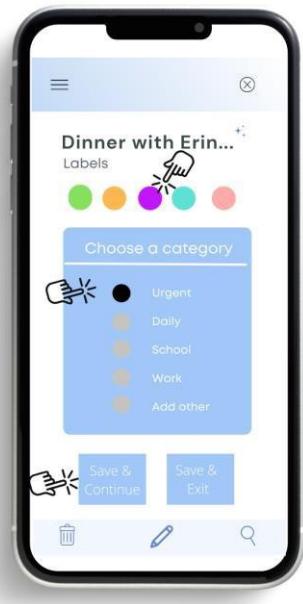
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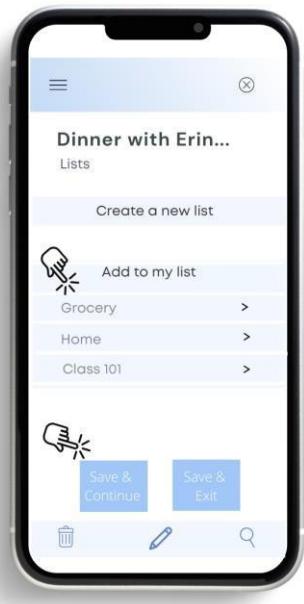
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5.- I used a full screen to design the “Location” option because the user will be able to see addresses in google maps or any other app, add new locations, and choose favorite addresses.

6.- The user chooses the volume of the alarm, when the alarm starts, and frequency.

7.- This screen shows how to choose labels for your reminders.

8.- With this option the user will be able to add reminders to lists or create a new one.

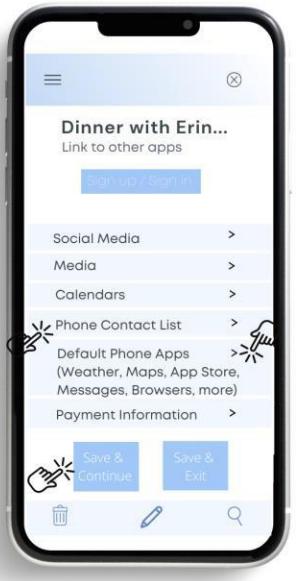
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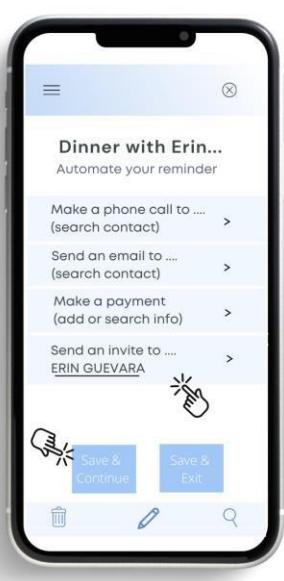
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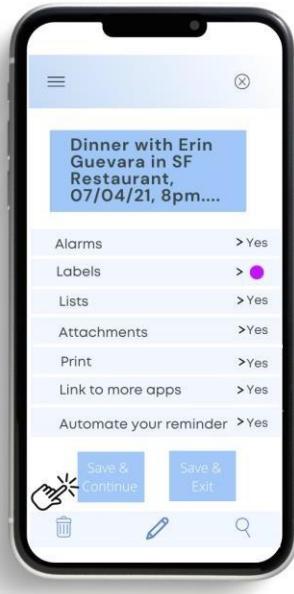
9.- This section is for people how uses the app for work, with this option users can attach documents, music, photos, and more to their reminders.

10.- The print option will be useful for users that need their notes in paper.

11.- Linking ReminderX to other apps will help to access important information and personalize reminders.

12.- Automate the user's reminders will help to share information with more people. It will allow the app to make automated payments, phone calls, and send emails.

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13.- The reminder is finish, you can review the information, if everything is correct the user can “Save & Continue” or edit it again.

14.- The day of the reminder the user will see a notification like this one with different options to help remind the user the event.