



SPORTKEUR 2.0: REDESIGNING THE UI/UX OF A UNITY 3D MODEL ANNOTATION/VIEWER MOBILE APPLICATION

Locations and events need to regularly apply for risk inspections to assess whether they are allowed to conduct their activities. These inspections are done on-site by trained inspectors who make use of a mobile app developed by Go2Sure to annotate potential problems and make an assessment. This mobile app can also be used by clients of Go2Sure to visualize their buildings in 3D, along with the safety annotations, without having to visit the actual location.

The previous student who worked on developing the mobile 3D annotation/viewer app focused solely on the functionality of the application based on the client's requirements. Therefore, the current user interface is only there to provide a convenient way to test the implemented functionality with no regards to graphic design theory or UI design guidelines. Likewise, the interactions available to the user are functional in nature and have not been designed to be intuitive or easy to learn. The goal of the Sportkeur 2.0 project is to adopt a user-centric approach to improve the current version of the application, and in this particular assignment, improving the UI/UX of the application.

TASK DESCRIPTION

We expect the student to follow a user-centric iterative approach to redesign the user interface of the mobile application and the way users interact with it. The student will have to conduct user research on the target audience of the application, define the most important aspects of the interaction, iterate over multiple concepts/prototypes of the interface using a prototyping tool, and validate whether the final proposed solution (implemented in Unity) has been well designed in terms of UI/UX principles with the appropriate end users. The student will very likely not need to implement new functionality in the final mobile application.

The student will be working directly for the Ambient Intelligence research group and will have weekly meetings with a contact person from Ambient Intelligence, but regularly scheduled meetings with the software engineer of Go2Sure

PRACTICAL INFORMATION

- **Student profile:** SE Graduation student
- **Contact person(s):** Alejandro Moreno <a.m.morenocelleri@saxion.nl>
- **Payment:** The student will be reimbursed according to the standard rate provided by Ambient Intelligence for students doing graduation at the research group.
- **Lectoraat Ambient Intelligence:** saxion.nl/ami