The Brief

Community and peer to peer sharing platforms are becoming more popular in the current climate. Kala are a new digital startup business that offer skill sharing via a downloadable application from google and apple storefronts.

Kala want to create a skill sharing economy that will allow people to join and share their skills for free, where the only currency used is time. The business model will allow people to share skills such as learning to play a musical instrument or teach yoga in return for someone else sharing their skills, whether a teachable skill or performing a service, e.g. painting or gardening.

getting to know your community and skill sharing in a safe environment. The app uses a skill sharing system for payment where the currency is time. Members begin with a credit of 2 hours and more hours can be earned when you share your skills with another member. The target audience is both males and females in the 18-55 age range and open to

Kala values empowering people to breakdown financial barriers, sharing, time,

the sharing economy. The target audience are expected to value being part of a community, feeling valued, empowerment around financial restrictions. Changers, people wanting to make a difference and who value social change and helping others. You must include Onboarding screens.

Deliverables:

• Competitor Analysis • User Persona

- Navigation Map • Wireframe Prototype
- Style Guide • Full Colour Prototype

The Client has chosen you to design a prototype for the app. They require you to do some initial planning. Download from google play store / apple app store the following apps: BarterchainLinks to an external site.

Competitor Analysis

KeseroLinks to an external site. (this is a web app) You are then going to do some UX analysis of each app and write down your

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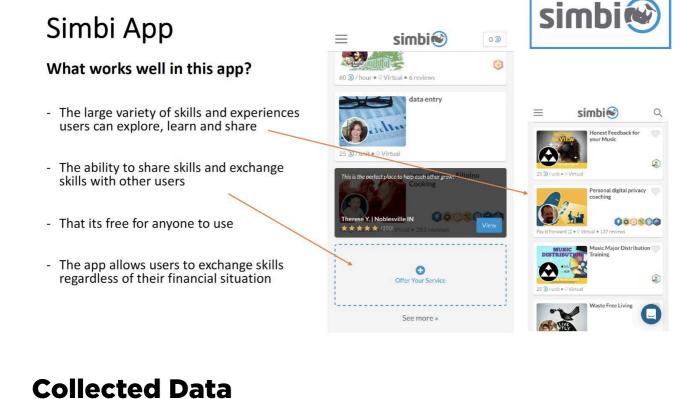
Kesero

findings.

signup, onboarding etc) was it easy or frustrating?

3. Give some examples of improvements that could be made to each app? 4. Present as a slide deck (pdf or powerpoint) include visuals. (minimum 6 slides) Include a title for your presentation.

1. What are the features / functions of each app? Show in a comparison table. 2. Describe the UX design (Think about your design principle research) How many steps/ screens did it take to complete the key tasks (e.g. setup skills,



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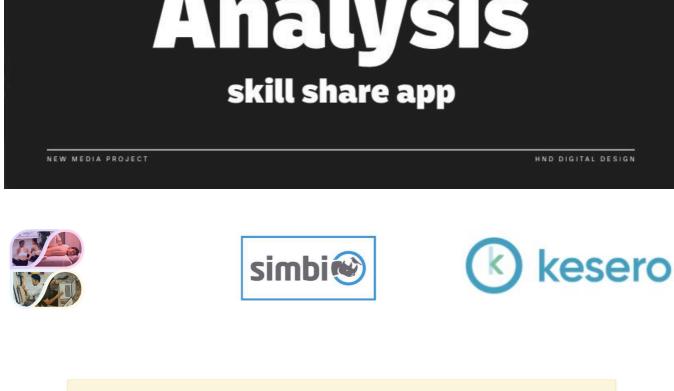
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App Name Barterchain

OISIN OMUIRI



compe



Attributes

In real life Jacob spends a lot of time with his family and his dog. He enjoys taking the dog out for a run, but doesn't enjoy picking up the droppings.

On technology not working like wifi and gaming.

To write a novel capturing a huge fantasy world. To have a tv show created on his book.



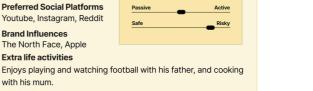
lands, and built computers.

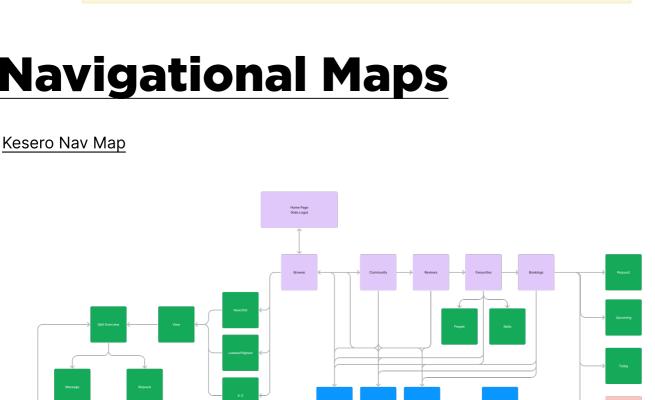


Jacob Bale

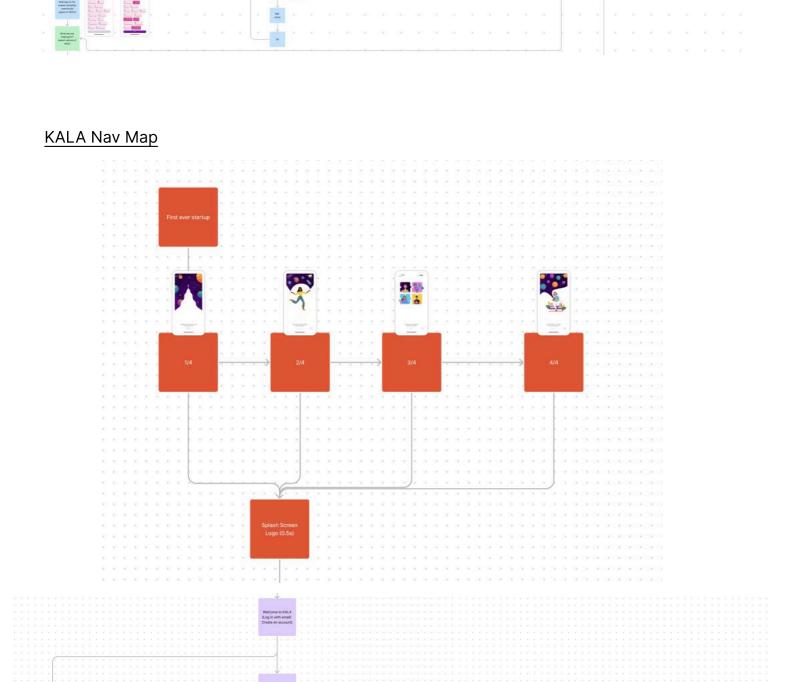
and his family. At this stage in his studies he is seeking accessible

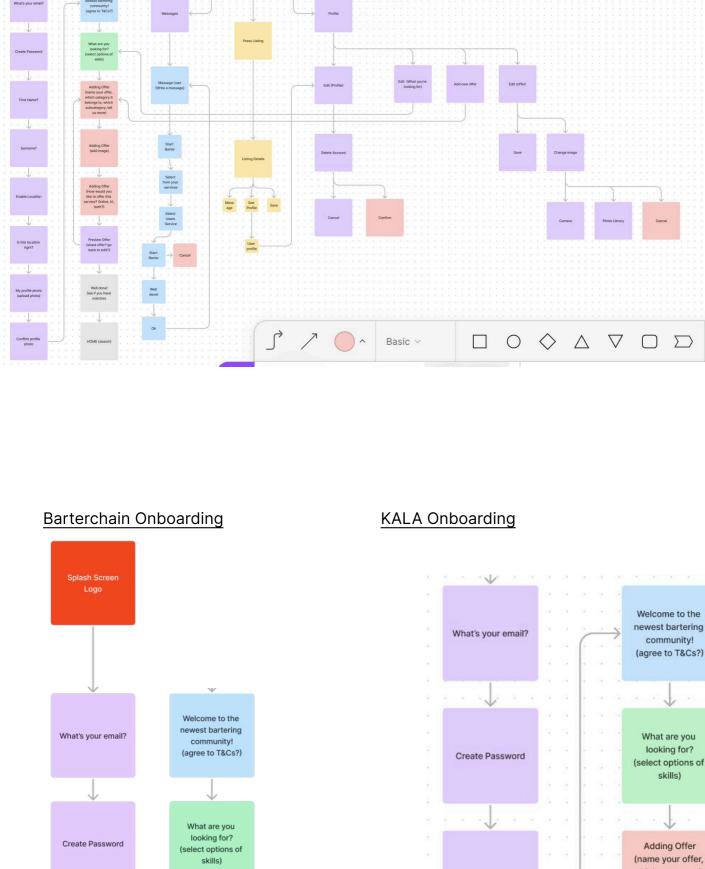
ways of improving his skills and becoming a better graphic





Barterchain Nav Map





Adding Offer (name your offer, which category it First Name? belongs to, which subcategory, tell us more) Adding Offer (add image) Adding Offer **Enable Location** like to offer this service? Online, Irl, both?) Preview Offer Is this location (share offer? go right? back to edit?) Well done! My profile photo See if you have (upload photo) matches Confirm profile HOME (search)

