Ads

Ux Case Study

Typography & Colors

#0DADE1 #E51A3F #37B77B #F2762C

Poppins

The Poppins font is legible and geometric. We used it to make the typography easy to read for all users. It is the perfect font to be used in mobile app.

Aa Poppins Regular

Aa Poppins Medium

Aa Poppins Bold

About serviceo

An application through which it is possible to watch a lot of ads and collect points easily, and then win a prize depending on the number of points that the person has collected, and he can go and receive the prize from the place designated for it

The Product

Ads mobile app is designed to help customers of a business easily access and manage their Ads points, rewards, and other promotional offers. Customers can view their Ads points balance, redeem rewards, and get notifications about new rewards and offers. The app also allows customers to easily connect with their favorite businesses to get exclusive offers and discounts. The app is designed to be user-friendly and secure, and it can also be used to track customers purchases and reward them accordingly.

Goal

The goal of a Ads mobile app is to help businesses increase customer loyalty by providing a rewards program that encourages customers to make repeat purchases. Through the app, customers can earn points, redeem rewards, and access exclusive discounts. Additionally, the app can be used to send personalized notifications and offers to customers, helping businesses to stay top-of-mind for their customers.

Design Process

I went through the 5 stages shown below accordingly to complete the project.

Competitive Analysis

A competitive analysis was done to identify the strength and weaknesses of companies similar to Homely. The gaps and opportunities identified though this process gave room for further ideation.

Getting Started

In order to build my idea, I came up with three crucial steps that, when carried out properly, lead to a successful outcome.

1 Research

To add context and value to the process of building this app, I gathered all the information.

2 Sketch

I can generate many concepts and iterate them using sketches before settling on one.

3 Design

It's time to begin the design of my app after compiling all of my data and creating my final designs.

Get Started

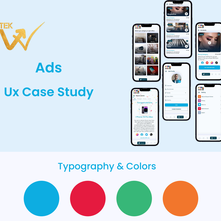
Getting started with Onboarding, Sign In or Sign Up

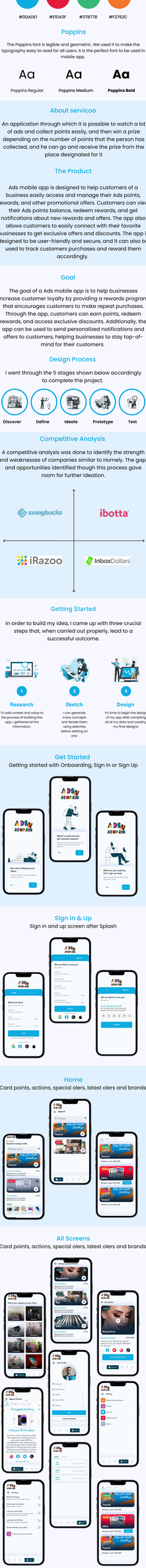
Sign in & Up

Sign in and up screen after Splash

Home

Card points, actions, special olers, latest olers and brands.



All Screens

Card points, actions, special olers, latest olers and brands.