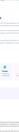
UX Case Study

All Museum App

Mobile App

Tag

- UX Design
- Prototyping
- Usability Test



Problem Statement

Background

Museum is a place where people can see, learn, and experience something interesting. Museum is a place where people can see, learn, and experience something interesting. Museum is a place where people can see, learn, and experience something interesting. Museum is a place where people can see, learn, and experience something interesting.

Problem

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Goal

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Design Processes

- Research
- Ideation
- Prototyping
- Usability Test
- Design Iteration
- Final Design

Competitor Analysis

Direct Competitor

Google Arts & Culture

Strengths

Museum is a place where people can see, learn, and experience something interesting. Museum is a place where people can see, learn, and experience something interesting. Museum is a place where people can see, learn, and experience something interesting. Museum is a place where people can see, learn, and experience something interesting.

Weaknesses

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Indirect Competitor

Google Maps

Strengths

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Weaknesses

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Analogous Competitor

Yelp

Strengths

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Weaknesses

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Project Goals

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Unique Selling Points

- Museum is a place where people can see, learn, and experience something interesting.
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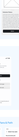
User Flow

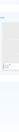
Information Architecture



Wireframes

Splash & Onboarding

Login & Signup



Home & Search

Your Profile

Scanning

Photo & Text Detect & Scan

Account

Style Guide

Museum is a place where people can see, learn, and experience something interesting.

Typography

Aa

Aa

Aa