



Mobile App Redesign

# Unhack

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Visual Design for Interactive  
Systems

## Existing Design

# Rudimentary & unorganized

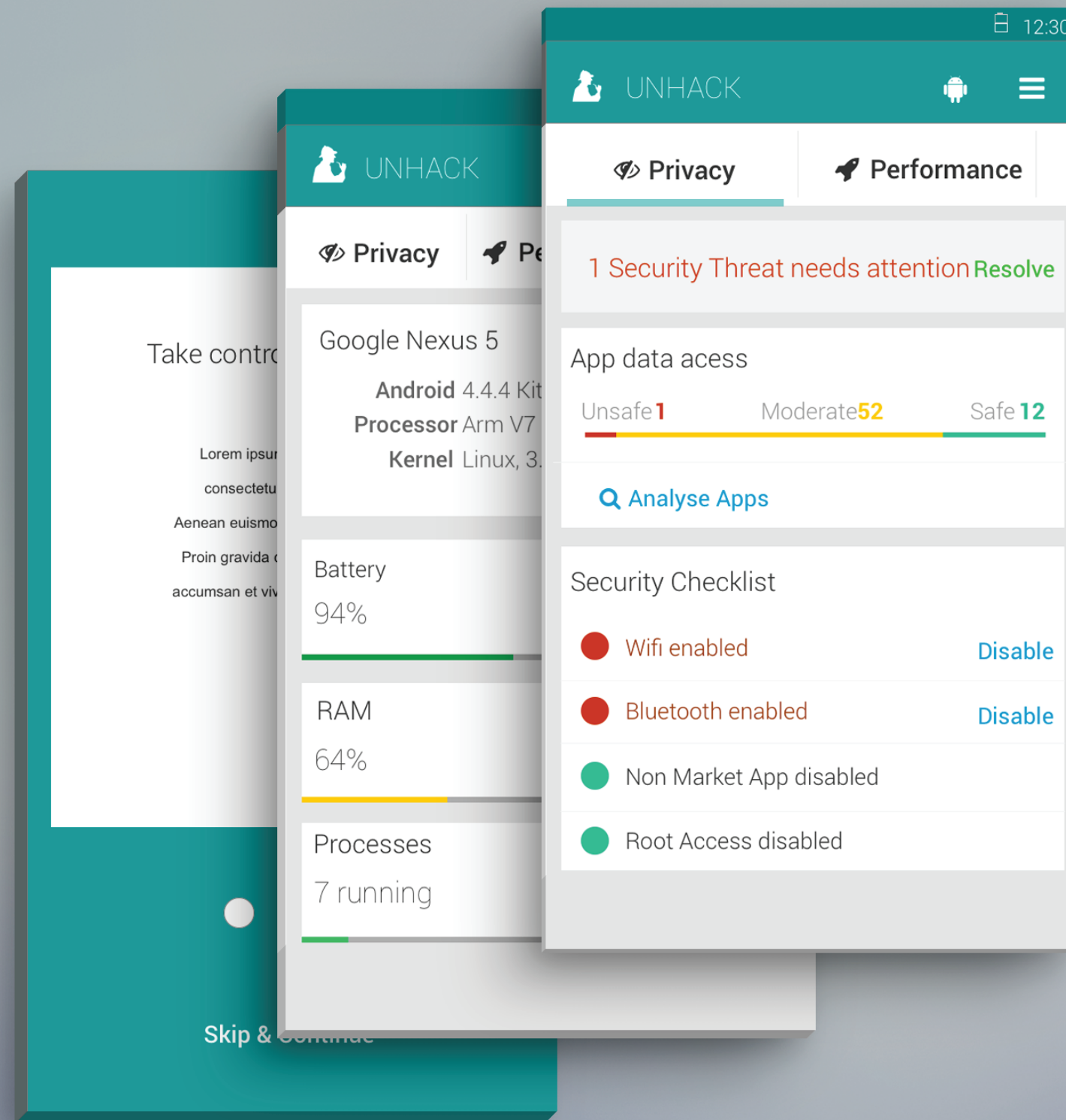
UnHack is an android application which is meant to secure people from Data Theft and Several other security issues with their Mobile Phones.

The original design of the app can be seen on the right. The redesign process was more than just the visual design.

The app had fundamental design issues so it was re- modled from ground up.







## New Design

# Clean & simple User interface

The new designed was aimed at keeping things simple and easy to use.

Shallow and understandable information architecture and a minimal design were main focus areas of the redesign.

Colors were used for status information

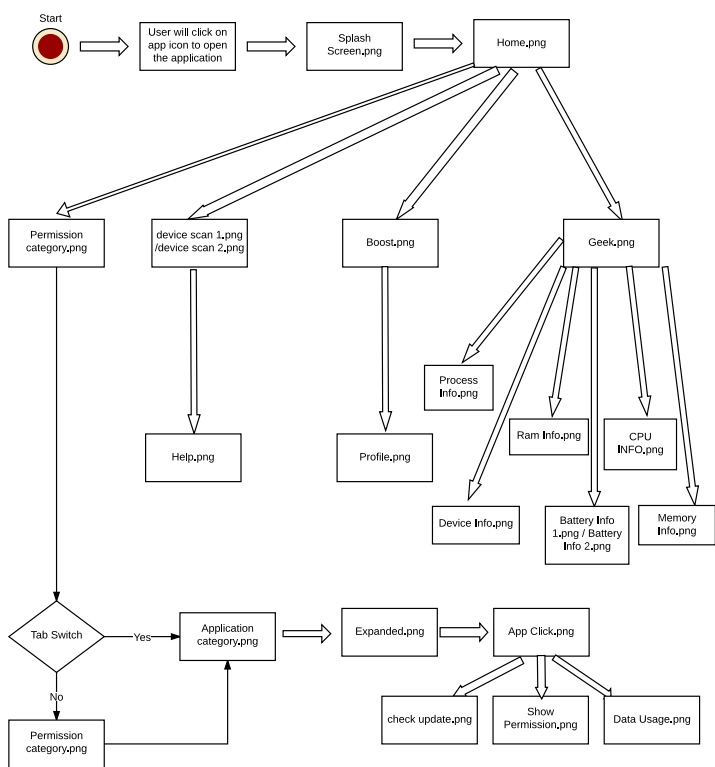
Focus Areas

# From Deep IA to Shallow IA

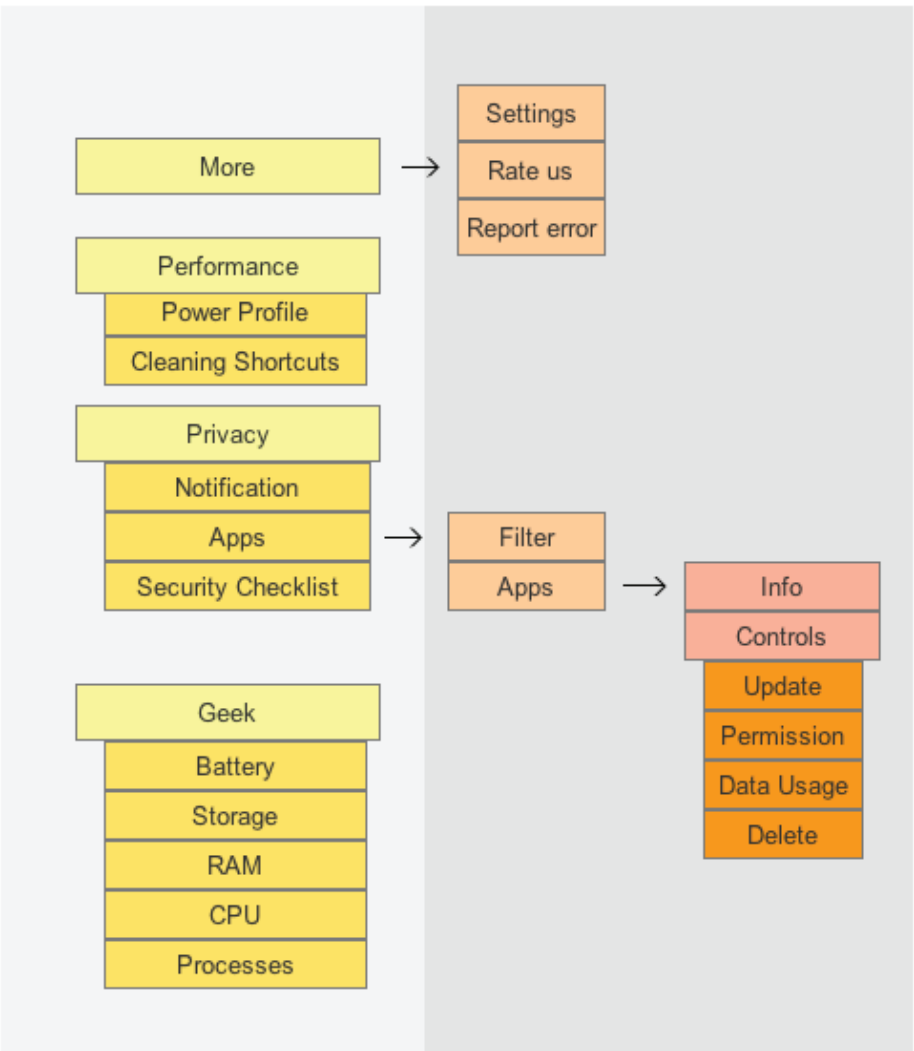
A mobile app is hard to navigate due to its real estate, and therefore a more shallow navigation structure is preferable because that makes it harder for the user to get lost in the site structure.

The user does not need to follow too many steps to reach somewhere.

Original



Redesigned



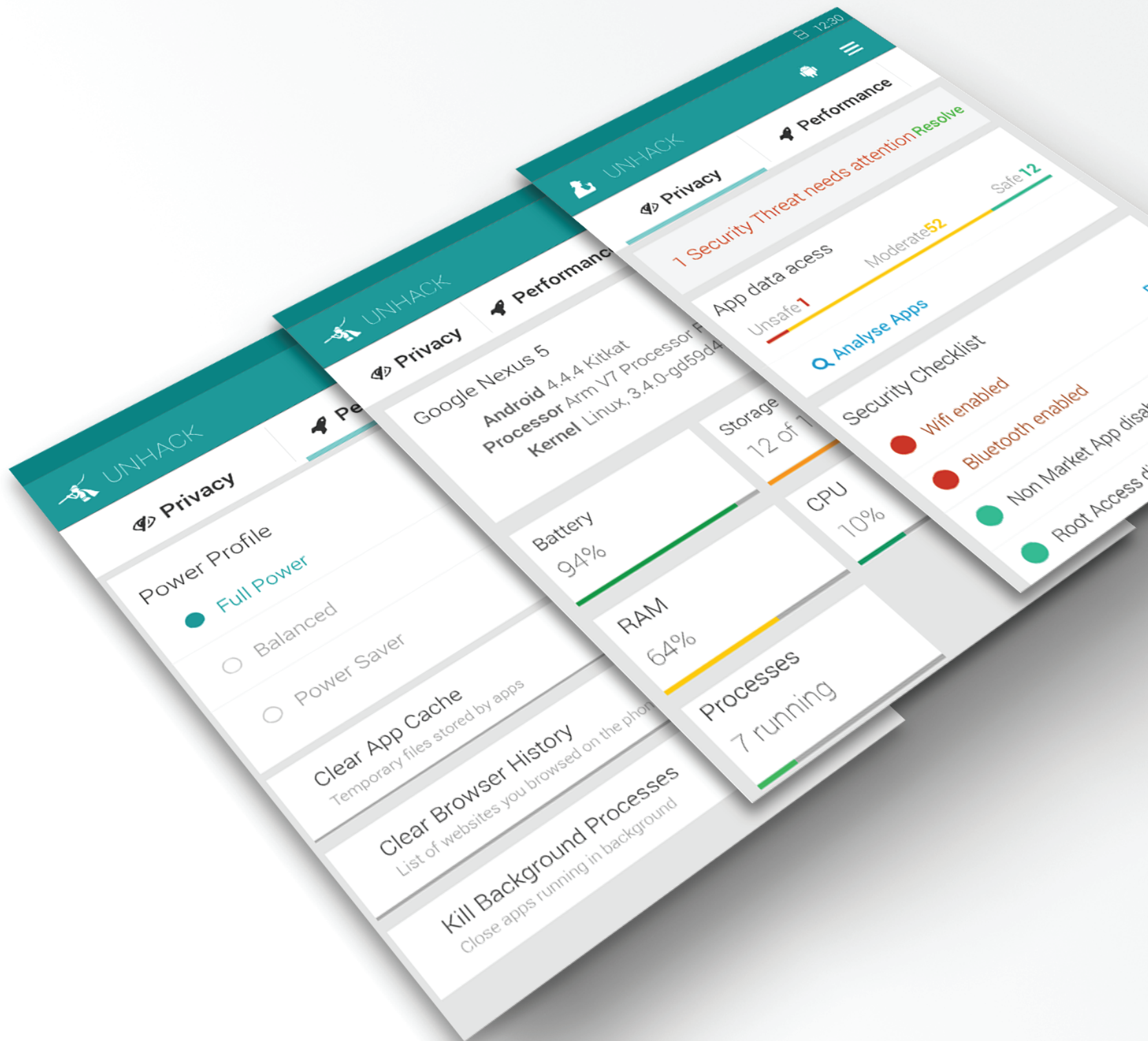


## Focus Areas

# Visualising Information

Data visualisations reduce cognitive load on the people consuming the information. IT also helps people in receiving important information without going too deep.

To emphasize and prioritize information we need to bring up data. This reduces the number of steps for most common tasks.



## Focus Areas

# Consistent User Interface

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