

Designing an engaging origami mobile app by using UX and Interaction Design Principles

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Abstract

Mobile technologies are spreading fast. We use different mobile applications to perform different tasks in our daily life. These technologies and applications can open up new possibilities in introducing origami and origami authors to new audience.

This paper presents an origami mobile app that improves the experience and engagement of the users by applying UX principles and Interaction Design methodologies. It also discusses the design process and the analysis of the usability tests in designing the Origami mobile application.