American Univeristy of Beirut

خبر - KHABAR

A mobile application

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Special thanks to Lina Ghaibeh, my FYP advisor, for fully supporting my project and for her constant support and motivation.

Khabar is a mobile application that creates informative news-related visual content. I chose this topic after being involved in the October 17 revolution and after realizing the importance of social media and its role in spreading news, since it was everyone's main source of information.

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Thesis Approval Form

AMERICAN UNIVERSITY OF BEIRUT

UNDERGRADUATE SENIOR PROJECT
IN
GRAPHIC DESIGN

SUBMITTAL FORM

[خبر-KHABAR]

by
[AYA KHALIFEH]

GD 406/407 – FINAL YEAR THESIS & PROJECT
[FALL/SPRING 2019-2020]

ADVISOR: [LINA GHAIBEH]

Approved by Thesis Advisor:

Lina Ghaibeh, Associate Professor
Department of Architecture and Design

Signature]

[Full Name, rank]
[Department]
(as listed in AUB Catalogue of current year)

Date of Thesis final presentation: [MAY 14, 2020]

Thesis Release Form

AMERICAN UNIVERSITY OF BEIRUT

THESIS, DISSERTATION, PROJECT RELEASE FORM

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Background

We went through situation that required information spreading on a daily basis using visuals. My idea is to have a mobile application that allows the users to create informative newsbased videos or posts either by customizing the project or by using one of the available templates provided by the app. The templates are filtered based on category. However, the application is not just about creating visual content about the revolution. It could still be useful nowadays with videos or posts about the economy, COVID19 or any news-related update.

The app makes the process of creating visual content quick and accessible without the need of a computer. Speed and urgency play an important factor in this application as the user can create a project on the spot wherever he/she is.
With this app I am allowing the public to create visual content. The application also provides a database in which the public is allowed to upload their own content, be it videos, pictures, audios, or articles. By uploading content to the database, the user will be providing everyone access to use this content in their projects. This allows easier access to information and therefore a more rapid process.

During the revolution, it was difficult for a designer to work with someone with certain expertise (for example, an economics expert) on the same project. Therefore, the application also allows users to collaborate with other users. Hence, two people could work simultaneously on the same project while the app provides a smooth collaboration process.

Design Decisions

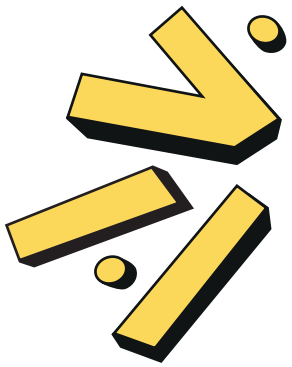
My application is called «خبر» meaning news. The two main words that represent the app are urgency and speed. I explored with the visual representation of these words and their meaning.

Later I studied street signs since they are all about urgency and speed. I realized the different shapes and the color palette that I later adapted to my icons and visual language.

As for the logo, I experimented with different lettering styles and designs that eventually lead to the final logo.

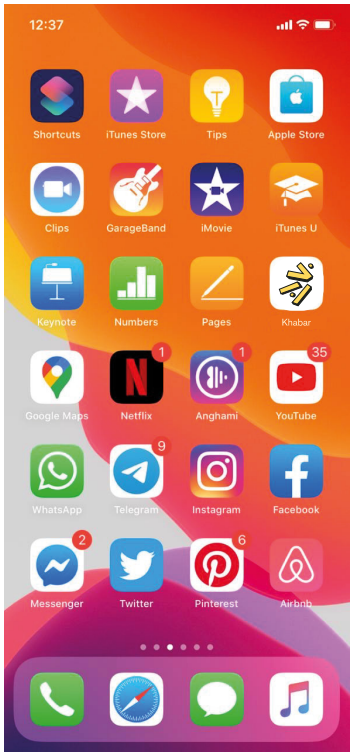
In the process, I tried to focus on the letter خ since I wanted the application to stem from something local, yet it could branch out to become international. Therefore, the mobile application would be used internationally among non-arab speakers. Thus, the logo becomes a symbol rather than a word.

main logo



another adaptation

icon application simulation



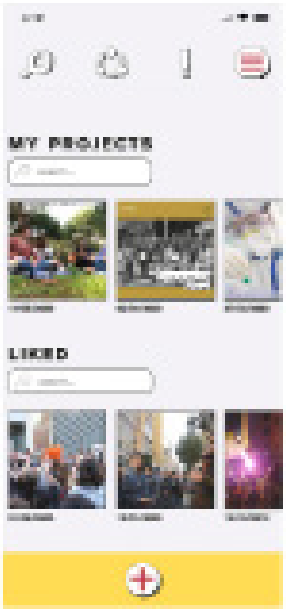
Final Result

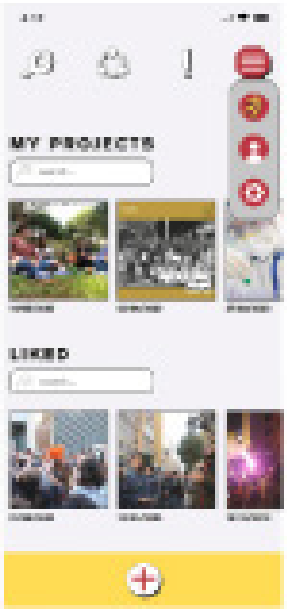
The following are the application wireframes.

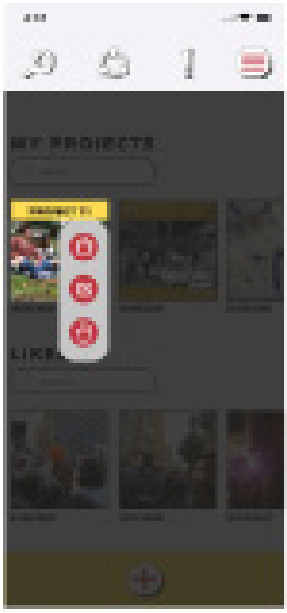
A wireframe is a visual mockup that outlines the basic structure the application. The process started with a simplistic wireframe. Basic shapes and elements are used to block out where each piece of content and UI element will go. Later, I started adding design elements to visually what the outcome would look like.

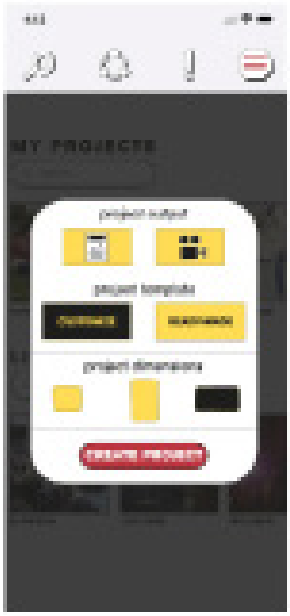
The landing page is the page that views the user's projects and where he/she can create new projects. When the user hold presses on one of the projects, the title of the project shows along with options that could share, edit or delete the project.

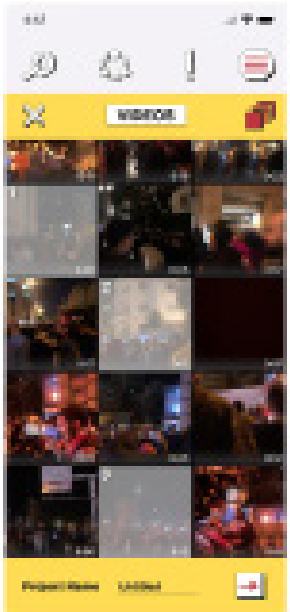
After choosing the plus icon, the user can start creating their new project after deciding what type of project he/she wants to create.

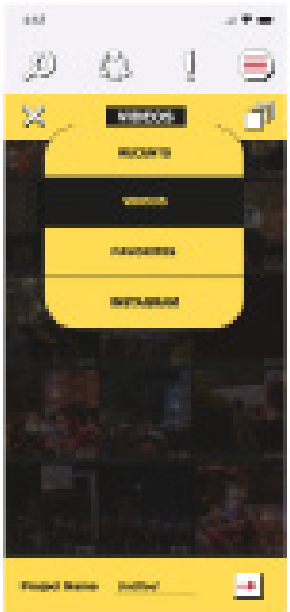




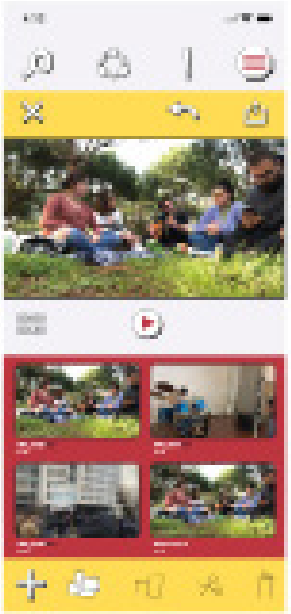


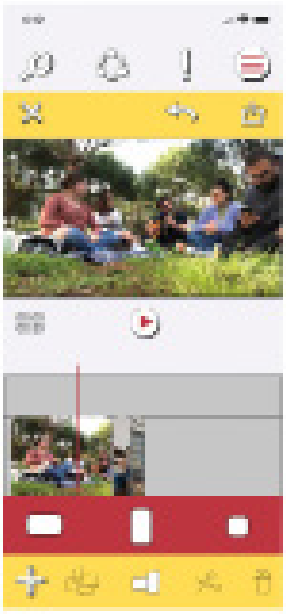


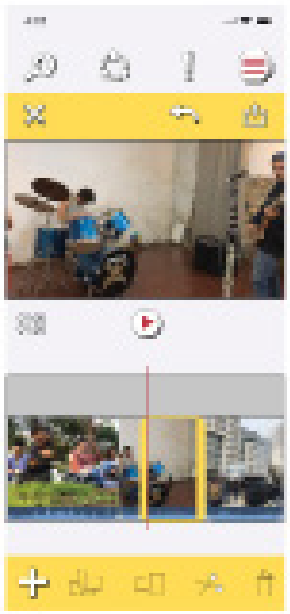


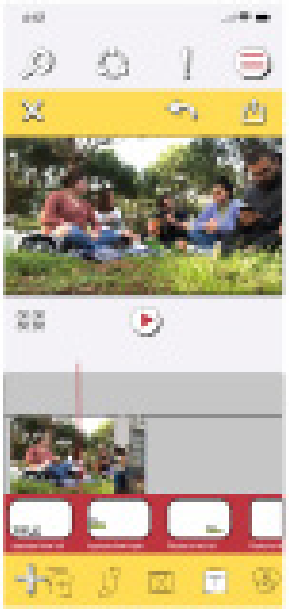


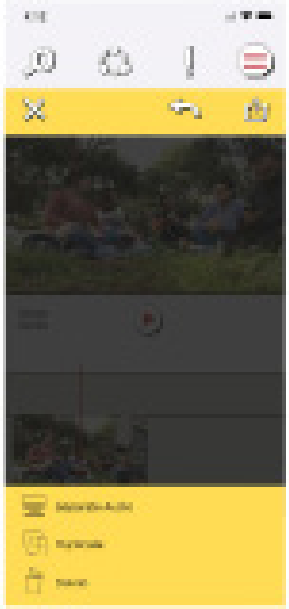
After choosing the content, the user can start editing their project. The user can play his/her video and easily edit it by choosing the different editing icons on the bottom of the screen.







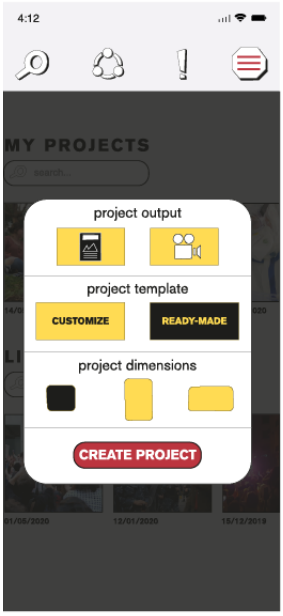


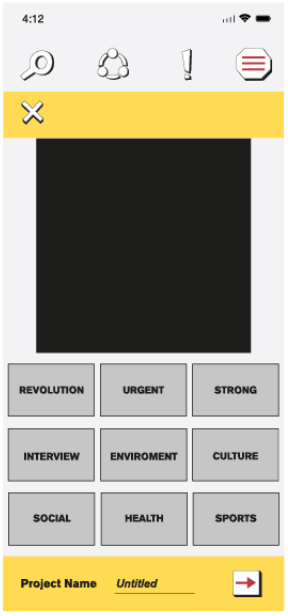


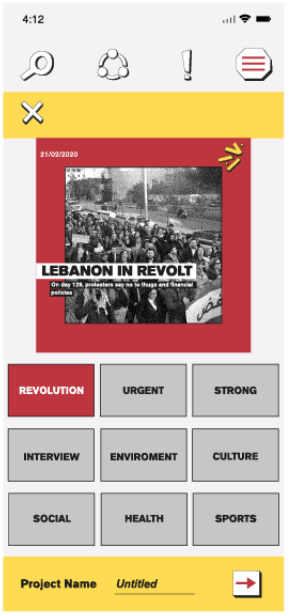
The user can also choose to create a post or a video using a ready-made template, in which the templates are categorized based on the need. They user can view an example of one of the templates by selecting a category.

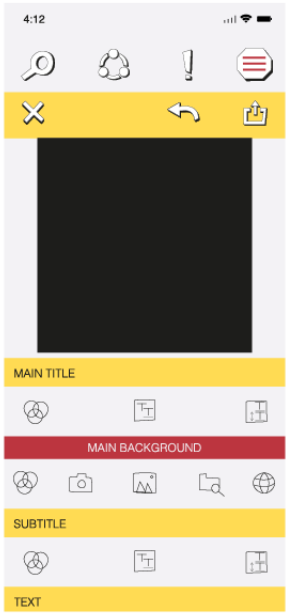
After deciding the category, the user can go ahead and start editing their project.

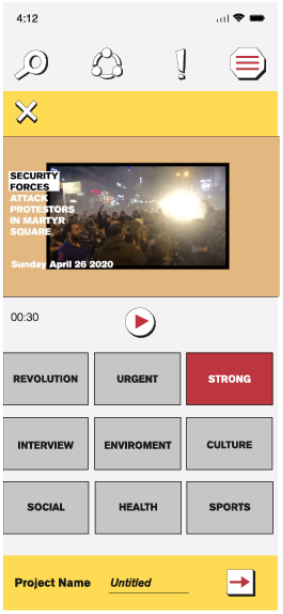
Once the user selects on where the footage is required to be added, he/she can choose where they want to add the content from.

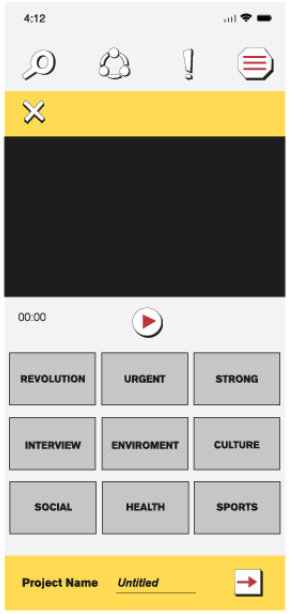


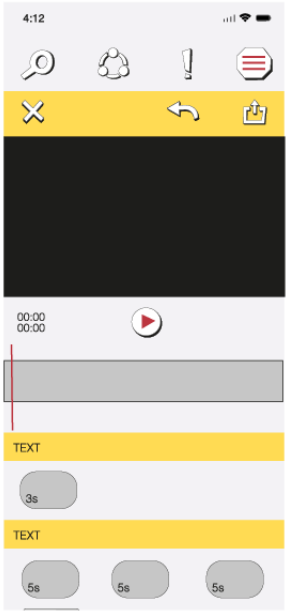


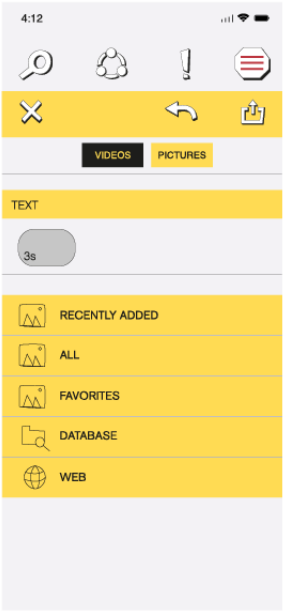










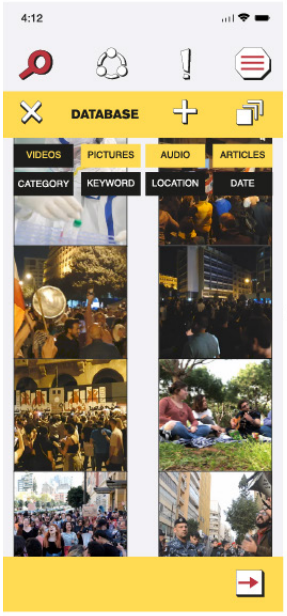


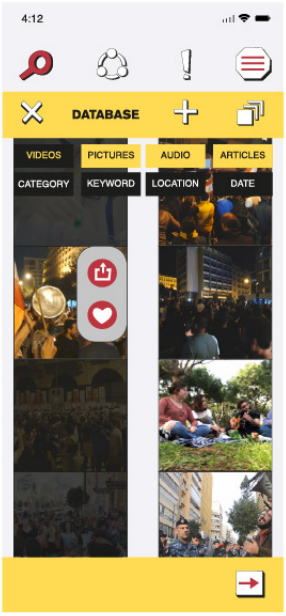
The database is a network where users share content that can be used in creating their projects. When the user hold presses on one of the available content, he/she can save the content to their mobile or like it for later use.

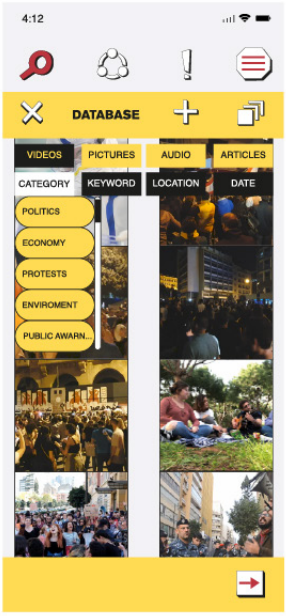
The content is filtered based on category, keyword, location and date.

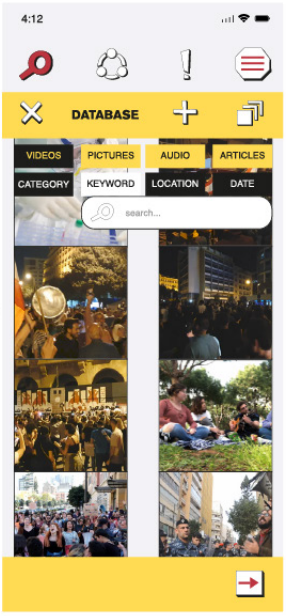
The user can also collaborate with other users on the same project. If he/she selects an old collaboration they did, they can edit or share the project. The user can also view the conversation they had with the person they collaborated with.

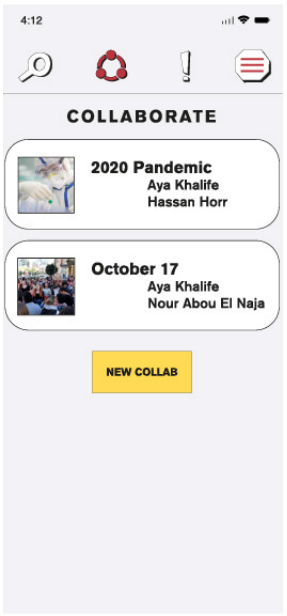
The user can choose to collaborate with someone on an existing project or create a new project. If he/she selects the create icon, they can choose who they want to collaborate with. Later, they can choose what type of project they want to create.

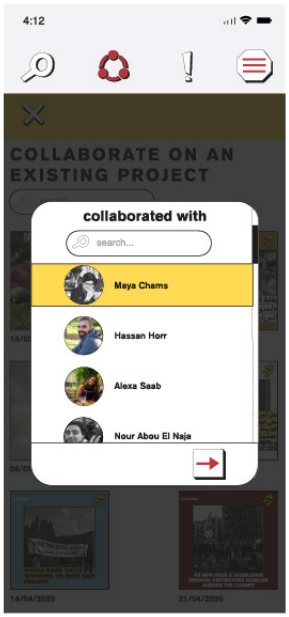


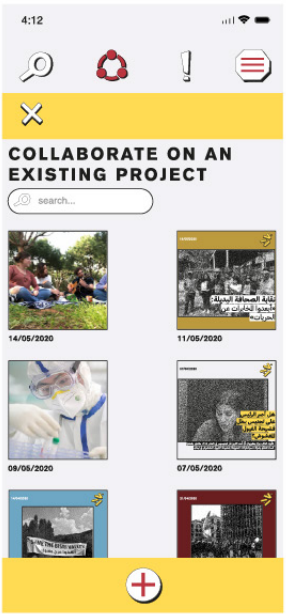


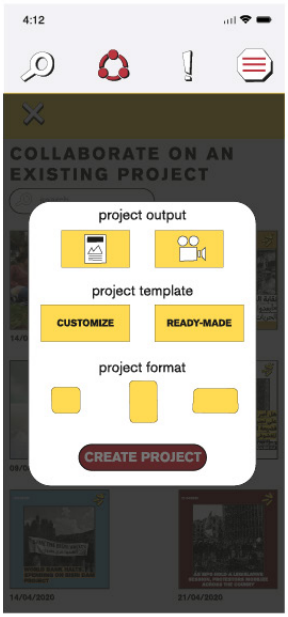
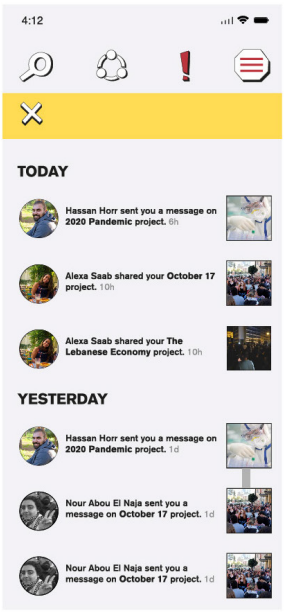
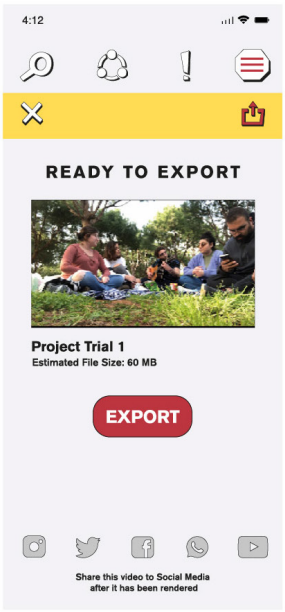
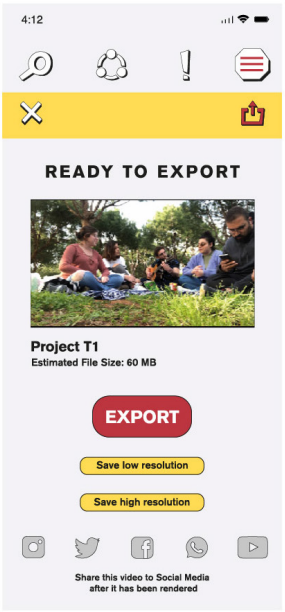












To save & export the project, the user-first selects the save icon then he/she chooses either to save in high or low resolution