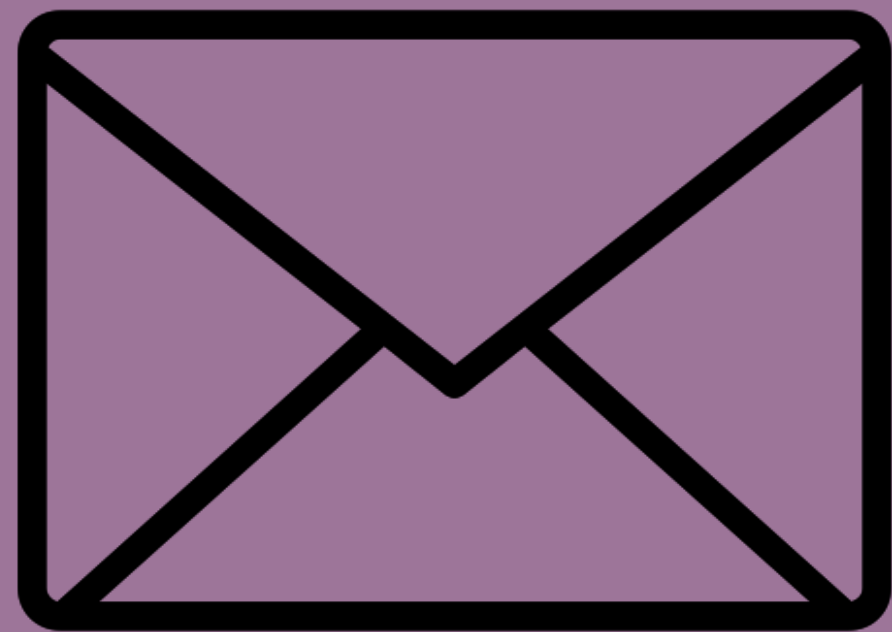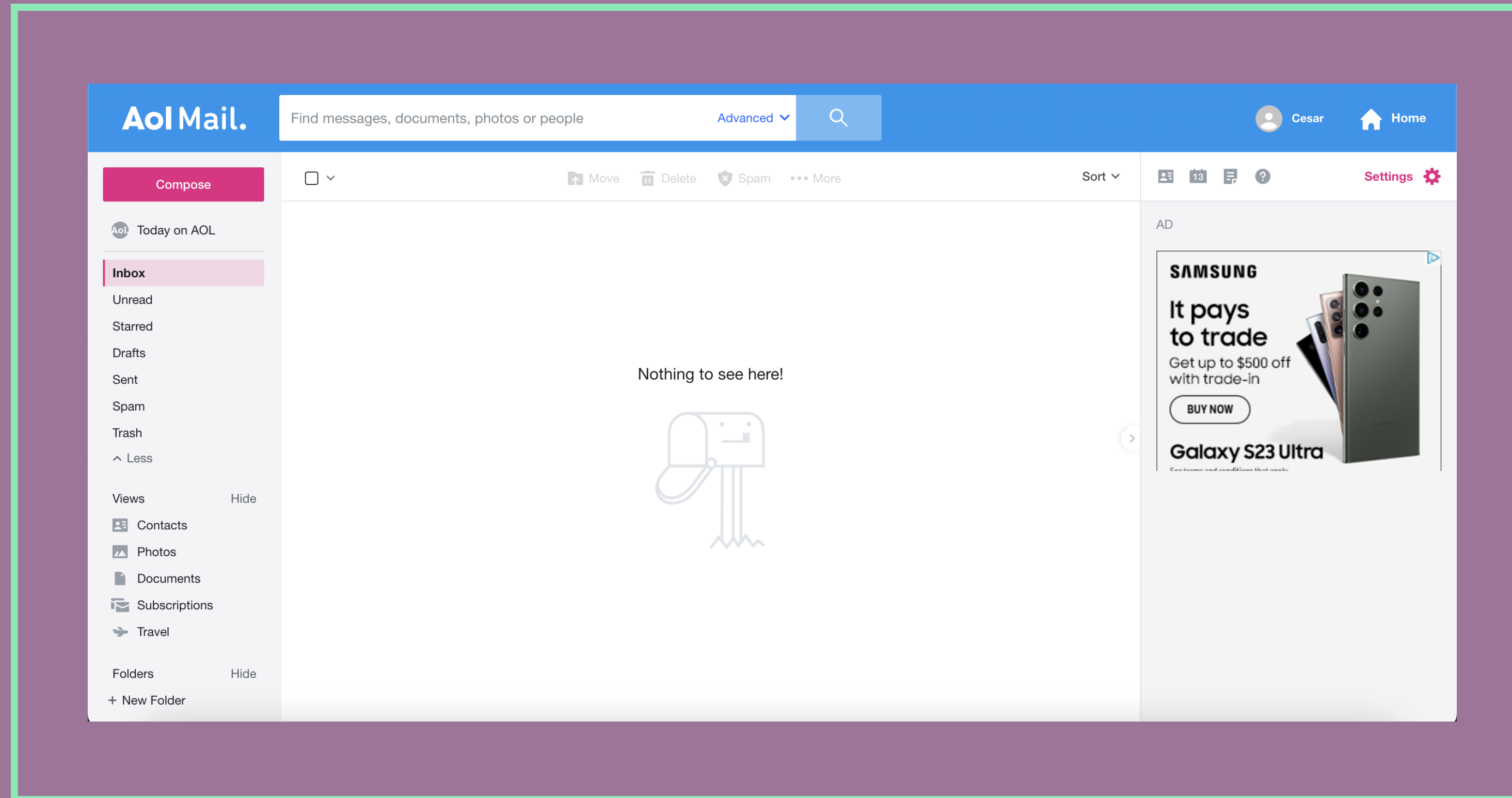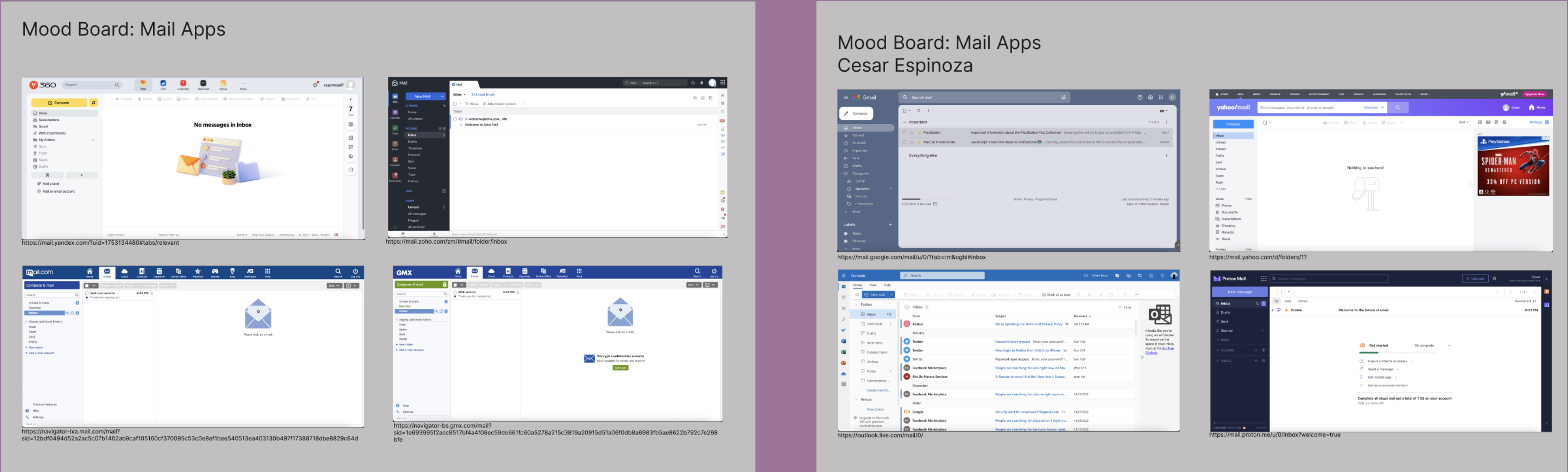# AOL Mail App Redesign

AOL was a pioneer in the rising internet space around the late 1990's. Their products, especially email services, were very popular and launched thousands of competing services. Today they are one of hundreds of options competing against the likes of major tech companies like Google.
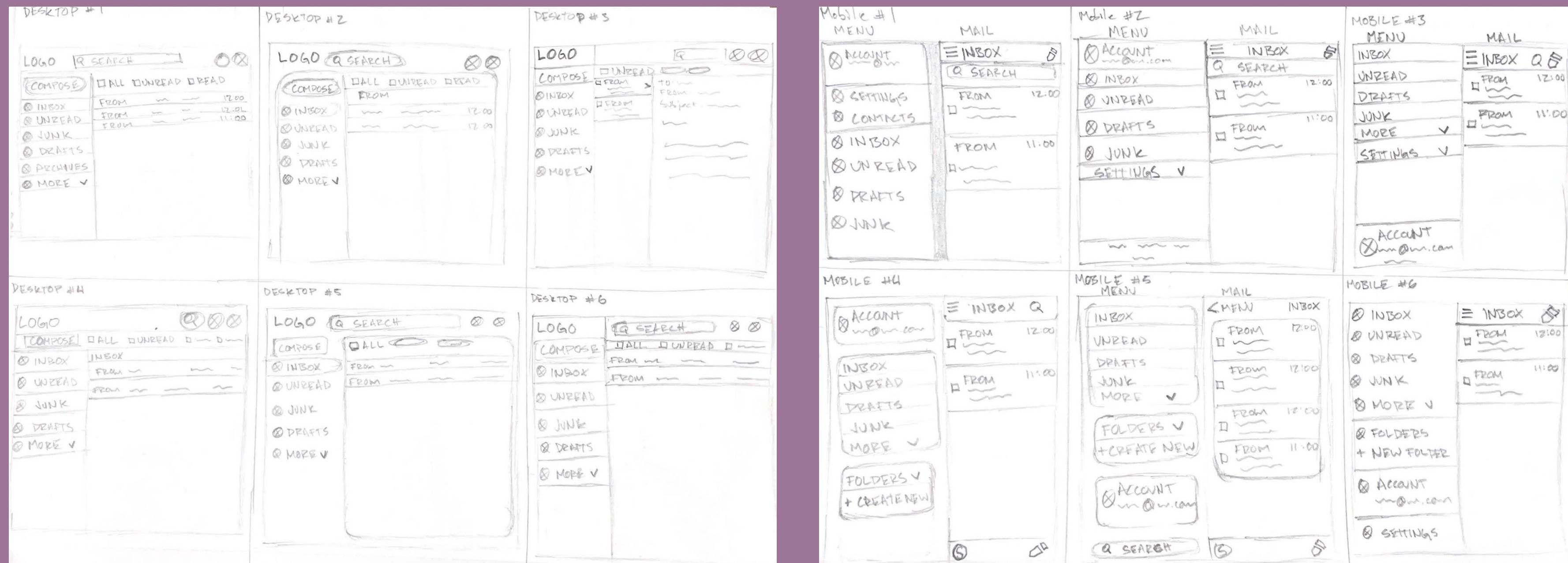
For my Communicating Digital Design class, I was tasked with redesigning AOL's mail application. The purpose of this assignment was to identify design features in existing products that could be improved and to get hands on experience using essential design tools like Figma.

I completed this project on my own, I had around 3-4 weeks to research, brainstorm, and plan out various designs.
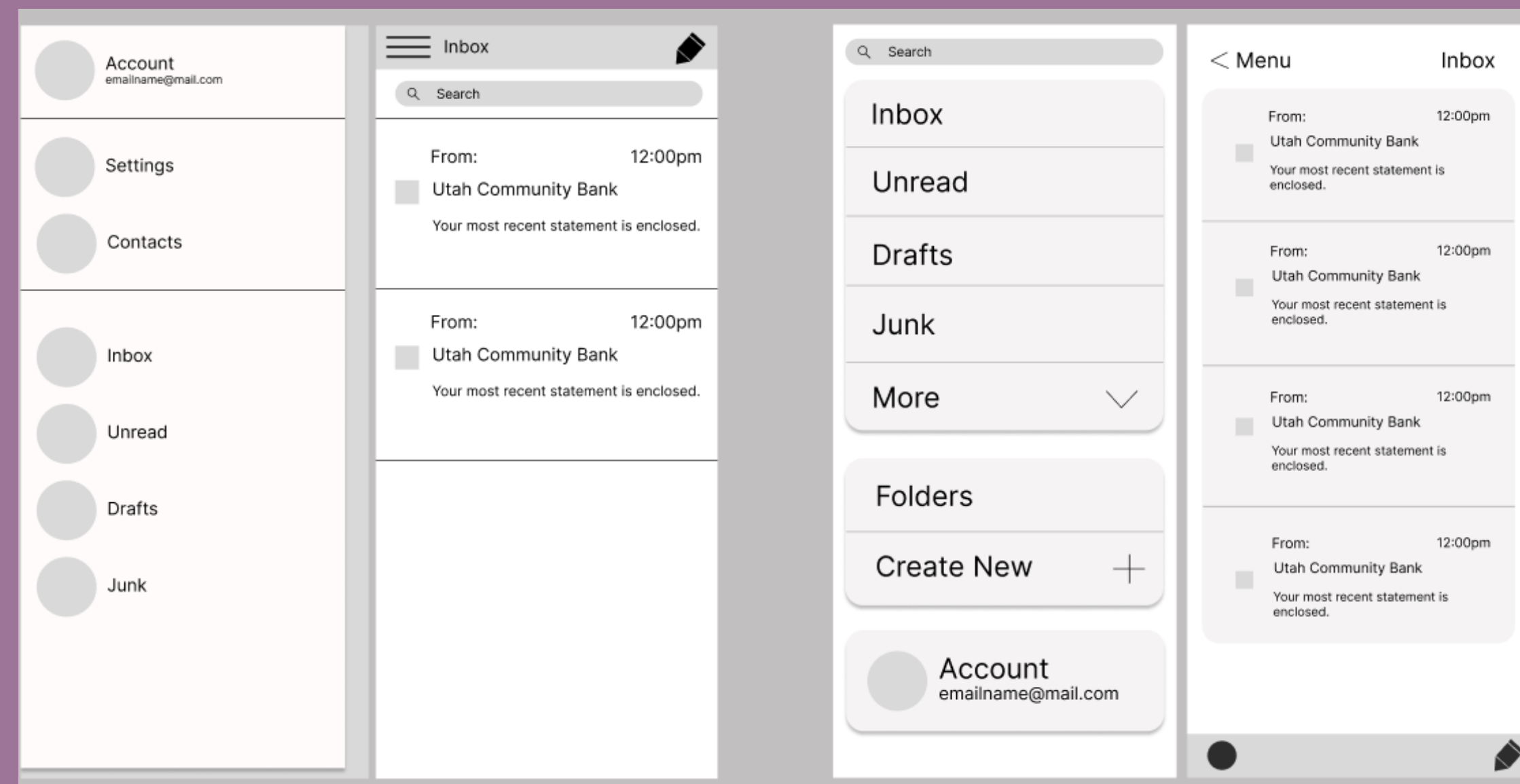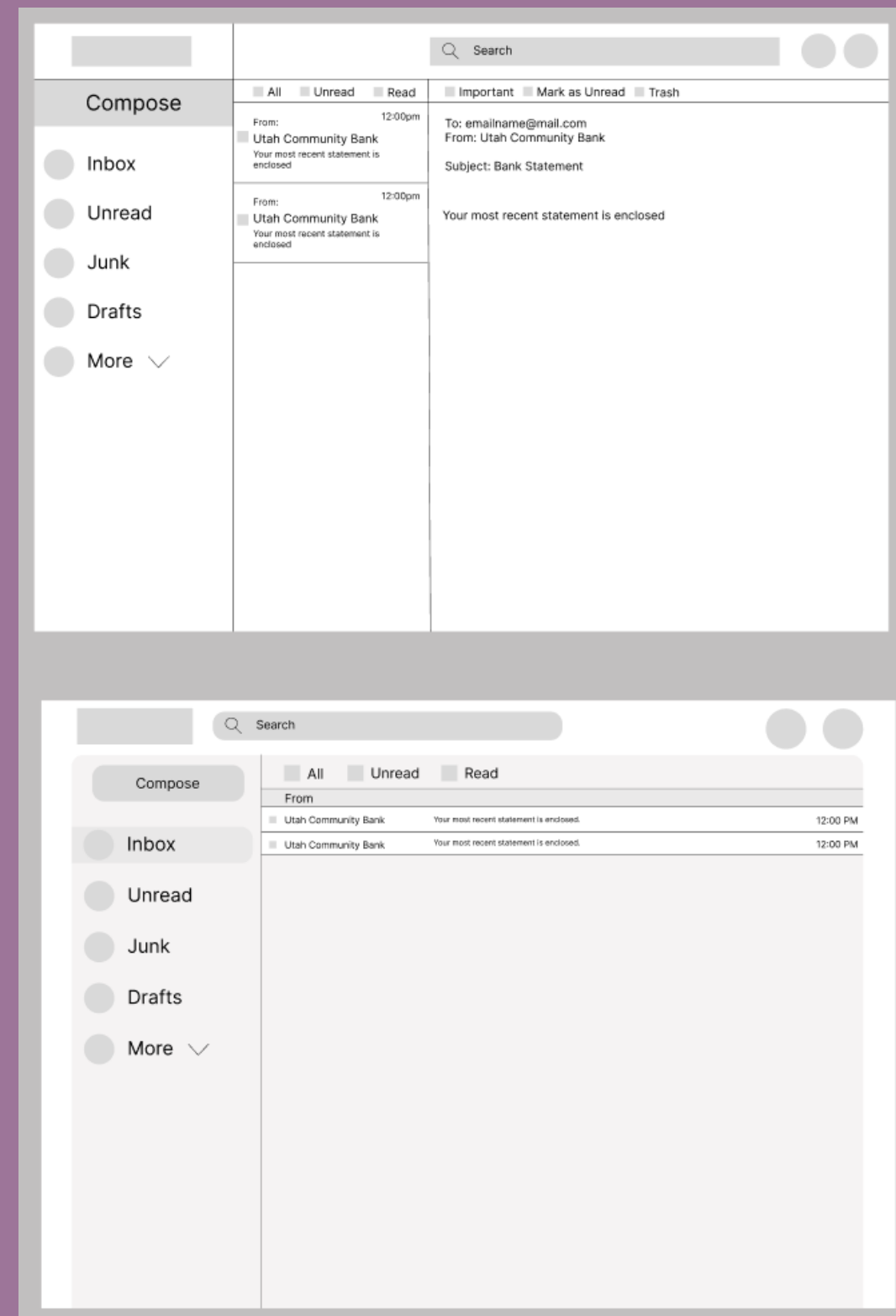

To start I began by looking at the existing AOL app and other popular alternatives. Mail apps like Gmail, Outlook, and others. This research helped me see what essential functions mail apps need and how those are best implemented.

Once I completed research, I began brainstorming specific ideas by sketching out some rough drafts. I made sure to include: inbox and other critical folders, compose button, search function, and settings. I sketched out six desktop and mobile designs each.

After sketching out ideas I then proceeded to make wireframes. This was my first experience doing wireframes and I enjoyed the opportunity to rough-drafts on Figma before moving to surface comps. I felt like it game me a chance to really visualize my designs without fully committing to one

The final step in this assignment was to convert my wireframes into surface comps. I felt like this part of the design process was the hardest because a part of me felt like I wasn't making enough changes to the wireframes. Ultimately though I received full points on this assignment and learned a lot about the design flow.