

SOLUTION DOSSIER

UI/UX Design

Product design for websites, web apps, mobile apps, dashboards, portals and internal tools — starting from users and workflows rather than from visual style.

<https://www.apporix.lu/solutions/ui-ux-design-luxembourg>

What distinguishes it

- **Designed by the team that builds it** — Apporix designs and develops, which keeps design choices realistic and makes the Figma handoff implementable. Designs that cannot be built are the most expensive art in a product project.
- **Build-ready handoff** — Figma files, reusable tokenised components, interaction states and implementation notes — not static screens. Tokenised components keep future screens consistent without redesigning each one.
- **Accessibility scoped to Luxembourg** — WCAG principles and the Renow checklist applied where relevant for Luxembourg public-sector contexts, and considered during design rather than discovered during review.
- **Workflow analysis first** — Researching how users use the product, on which device, and what they need to complete — including where existing screens slow people down. Clickable prototypes test wireframes, flows and key interactions before development effort is spent.
- **Internal tools taken seriously** — Internal tools benefit disproportionately from workflow analysis: fewer clicks, clearer forms, better data layout and faster decisions. They are usually the screens nobody designs.

Scope of design work

Responsive products across desktop, laptop, tablet, smartphone and foldable screens. Web app dashboards, portals and workflow tools for repeated business use. Websites that explain offers clearly and guide visitors to action. Design systems of reusable, tokenised components. Existing products can be audited and improved — screens, flows and information structure — without rebuilding from scratch, and Apporix can work with existing brand assets or define a product design system where none exists.

How a project runs

01. Understand	Users, workflows, devices, accessibility needs, goals and existing pain points.
02. Structure	User journeys, information architecture, core screens and interaction states.
03. Design	Wireframes, clickable prototypes, polished interfaces and reusable components.
04. Review	Responsive behaviour, edge cases, accessibility, content length and handoff detail.
05. Support	Developers supported with Figma files, components, tokens, states and implementation notes.