

Station 02:

The Concept

Goal: Create a prototype on the basis of your idea!

Approach:		
Step 01 [ca. 45 min.] – Persona		
 ☐ Make up a virtual representative of your target audience. ☐ Make bullet points of the characteristics of that person. (see persona pre-print) ☐ In bulletpoints, describe the world your person lives in. 		
Step 02 [ca. 45 min.] – Utilisation		
Come up with ONE example of how the person from Step 01 would use the app. (see journey pre-print)		
☐ Sketch the steps on the pre-print or the provided flipchart. (see journey pre-print)		
☐ Which features play a role in the steps? (see journey pre-print)		
Step 03 [ca. 60 min., + open end] – Clickdummy		
Start with the first step of your journey and determine the necessary features of the starting page. (see dummy pre-print and exemplary stencils)		
\square Once this is finished one member of your group may start rebuilding it in Balsamiq.		
Now go through the remaining steps of the journey and determine the necessary features for all of the screens.		



L	Once all steps have been created in Balsamiq, link them to a click-
	dummy so you can click through the journey once again.
Г	Now it's time to test, improve and work up your app.

Central Questions:

- Does your app have the effect you desire?
- Does your app actually supply the original need?
- Does the usability fit the habits of your persona?
- How easily can the app be utilised? Is there a way to make it even easier?

Hints:

- It's not about the looks! It's the content that counts.
- K.I.S.S. Keep it solid and simple! (You may go further into detail if there is time.)
- Post your screens and features on the wall first. Arrange them afterwards.
- Re-enact the user-journey on a piece of paper or on the wall.
- Use pen and paper before switching to the Computer.
- Split up and work on different sketches and projects in Balsamiq.

