



DESIGN THINKING

Design Sprint Briefs 2/2

Day 3: Storyboarding and Prototyping

- We will select the best ideas from the previous day and create a storyboard of the onboarding flow.
- We will also create a low-fidelity prototype of the onboarding flow.

Day 4: User Testing

- We will conduct user testing with the prototype and gather feedback.
- We will use the feedback to make improvements to the onboarding flow.

Day 5: Finalize and Present

- We will finalize the onboarding flow based on the feedback from user testing.
- We will present the final onboarding flow to the team and stakeholders.

Here are a few examples of what the solutions could look like:

1. A step-by-step guide that walks users through the video creation process with clear instructions and prompts.
2. A template-based approach that allows users to easily customize pre-made video templates.
3. An AI-assisted video creation tool that suggests edits and improvements to the user's video.

Please let me know if you have any questions or concerns.