Week 16

This week, we had a session by Ms. Engie Bashir on User Experience (UX) & Prototyping. She started her session by explaining that UX is about understanding users' needs, values, abilities, and limitations when using digital products. She also pointed out the importance of prototyping and explained it as a concrete showcase of abstract ideas.

Ms Engie presented different tools we can use to prototype our ideas, be it making a Low-Fidelity (L0-Fi) or High-Fidelity (Hi-Fi) prototype of our project. She Highlighted using Paper or Cardboard prototypes for Lo-Fi and Digital or Virtual prototyping (i.e., Modelling and Simulation) for Hi-Fi prototypes. She stressed building the prototypes to highlight the product's functional requirements and implementing a good information architecture to allow the product to be easily used by the clients. She ended the session by providing tools we could use for prototyping, e.g., Marvel, Figma, Tinker CAD, etc.

# Reflection

This week, after the session on UX and prototyping, I started thinking of how I wanted my project to look; I highlighted the functional requirements and made some rough sketches of the project's different parts. Hopefully, I can start making some 3D designs of the project using Tinker CAD or Free CAD.