

**Lab 3 Designing Alternatives.
Developing Low-Fidelity Prototypes. Rubric**

Names:

2.1 Planning Content. Create a concept map: outline how the system will work at a higher level. Document the content in sketches and writeups.

/3

2.2 Designing Structures to house information. Define system's component sections, the organization of content in the sections, and labeling. Document the results in the form of sitemap.

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2.3 Designing Navigation. Levels of navigation for the pages, location within the interface, navigation labels. Document the navigation solutions within sitemaps.

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2.4 Designing pages, page components, and functional elements. Individual page components of a system presented in the most effective way (order within the screen, call to action elements, elements groups). Use UX principles and guidelines for designing displays for your system. Document the results in sketches.

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2.6 Use personas from the previous lab to create **task analysis or user journey map.**

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2.7 Create sketches and wireframes

Create paper based **sketches** for the displays of the system. Ideate and sketch out several design concepts. Evaluate the sketches concepts. Create **digital wireframes.**

/12

Total:

/35