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Professional Foundations ⌄
Average: **97.56%**

Week 6 ☰

Week 6 Module Flow

Here is an overview of what you can expect in content this week! We hope this will help you plan and manage your time!

Module	Lesson
Intro	Week 6 Overview
	Preview Milestone # 6 & Test # 6
	Reminders for Week 6
	Team Communication Reminder
Daily 3	Daily 3: Tracker
	Refresher: Morning Pages
Being an Outstanding Teammate	What Makes a Teammate Truly Outstanding?
	Teammate Skill #1: Dependability
	Teammate Skill #2: Flexibility
	Teammate Skill #3: Problem-Solving
	Teammate Skill #3: Communication
	Communication: The 7 C's
	Proactive Communication
	Communication: Listening
	Communication: Building Consensus
	Communication: Giving Feedback
	Communication: Receiving Feedback
Team Skills	Conflict Management: Approaches
	Conflict Management: Methods
	Conflict Management: Methods Explained
	Scenario: Conflict Management
	Conflict Management Tips
	Negotiation: BATNA x Rapport
	Negotiation: Listening & Tradeoffs
Understanding the User	Human Centered Design
	The BUILD Framework
	Design Thinking
	Case Study: Apple and the Design of the iPhone
	Getting to Know Your User
	Case Study: The Rise of Slack
	Creating an Empathy Map
	Drawing Insights
	Defining User vs Customer
User Interviews	Empathy for Problem Solving Recap
	Preparing for a User Interview
	Types of Interview Questions
	Consent Form
	Choosing Interviewees
	How to Conduct a User Interview
	Insights from User Interviews
Wireframes & Prototypes	What is a Prototype?
	Why is Prototyping Important
	Getting Inspired: Cardboard Prototype
	What are Wireframes?
	Getting Inspired: Fun with Wireframes
	Popular Tech Wireframing Tools
	Steps to Create 3D Prototypes
	Steps to Create Wireframes
	Prioritizing Features
	Team Activity: Create Your 3D Prototype or Wireframes
Weekly Test	Test # 6
Weekly Milestone	Milestone # 6

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✓ Mark as complete

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