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Lo-Fi Rapid Prototyping

REVIEW

HISTORY

Meets Specifications

Congratulations 🎉🎉🎉🎉🎉,

Learning early and continuously helps to iterate quickly and minimize risks and this is exactly what you have done in this case study, you have learnt the user's needs and pain points. You learn from this feedback to prioritize ideas and came up with a digital solution based on the user's needs. Good job, I really love how you have neatly presented your findings. Here are some resources on affinity mapping. I hope you find them interesting:

- <https://www.nngroup.com/articles/affinity-diagram/>
 - <https://www.interaction-design.org/literature/article/affinity-diagrams-learn-how-to-cluster-and-bundle-ideas-and-facts>
- Best wishes on your next adventure.

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Step 1: Research Synthesis

✓ A link to a Miro board is submitted.

The link has the `can comment` permission.

The project should be organized logically and neatly.

Your Miro board has can comment permission. Good job.

✓ The design board has a frame labeled `Interview Notes`.

The frame should include separate sections of notes for all *NUMBER* of provided interviews. Each respondent should have their own color note card.

The notes should describe the highlights, pains, opportunities, or other observations.

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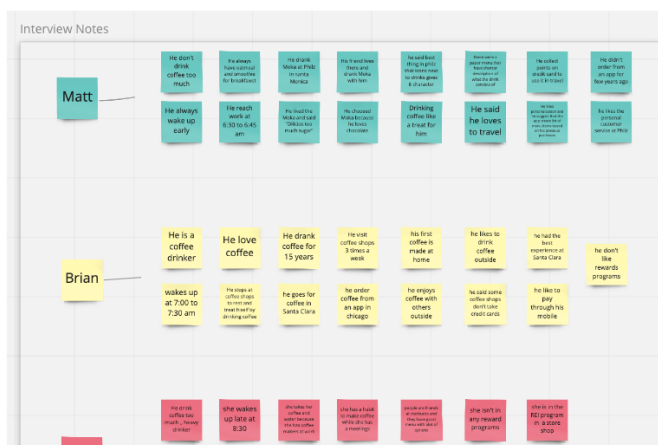
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Your interview notes indicate that you have empathised with respondents during the interview.

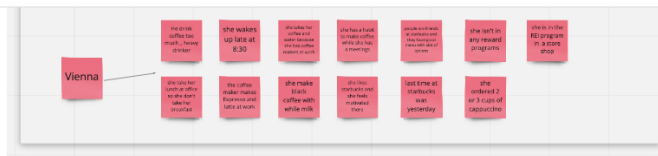
Interviews can be a great way to empathize with your users since they can give you an in-depth understanding of the users' values, perceptions, and experiences.

- The frame includes separate sections of notes for all NUMBER of provided interviews. ✓
- Each respondent has their own color note card. ✓
- The notes describe the highlights, pains, opportunities, or other observations. ✓



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[illegible]

- ✓ The design board has a frame labeled Themes and Opportunities .
- The notes from the Interview Notes section are copied to the Interview Synthesis section.
- The notes should be grouped and have clearly defined labels representing themes and opportunities
-
- Uncovering themes in qualitative data can be sometimes daunting and difficult, I am really impressed with how you have identified patterns within your notes and clustered them based on their relationship.
- The design board has a frame labeled Themes and Opportunities. ✓
 - The notes from the Interview Notes section are copied to the Interview Synthesis section. ✓
 - The notes should be grouped and have clearly defined labels representing themes and opportunities. ✓

- ✓ The design board has a frame labeled **Feature Ideation**.
- The **Feature Ideation** frame should include at least 10 feature ideas.
- The ideas should be self-contained and the notes should contain enough information to communicate what it is.

The features you have mentioned are achievable and geared towards creating an end-product that people will actually use. 🙌🙌🙌

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The Windows taskbar at the bottom of the screen displays a series of application icons on the left, including the Start button, File Explorer, Google Chrome, and several other programs. On the right side of the taskbar, the system tray shows the current time as 4:08 PM, the date as 7/28/2021, and the language set to ENG.

The features you have mentioned are achievable and geared towards creating an end-product that people will actually use. 🙌🙌🙌

- ✓ The design board has a frame labeled `Feature Prioritization`.
- The `Feature Prioritization` frame should copy the idea notes from `Feature Ideation`.
- The features should be within the realm of development based on the client's engineering capacity.
- The notes in `Feature Prioritization` should be organized using one of the following frameworks:
- Feature Prioritization Matrix
 - Value vs Complexity Quadrants
- Selected features should be clearly marked using a different colored note. These notes should include text describing the reason the feature is important based on the research.
- Knowing whether you are on to something requires feedback and contribution from all stakeholders and value vs complexity frameworks help you not only take account of feedback from stakeholders but also make a meaningful decision when selecting a feature to work on based on the value they offer to users and the business, as well as the complexity involved in completing them.
- You have done an outstanding job by prioritizing your ideas using the value vs complexity quadrants and including a rationale for the selected features.

Step 2: Rapid Prototyping

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- ✓ The design board has a frame labeled `Paper Sketches - Iteration 1`.
- The frame should include scans of completed ultra-lo-fi paper sketches. Recall sketching techniques:

- Crazy-8s (8 small, rough sketches on a single sheet of paper)
- Detail Sketches by drawing your best ideas multiple times.
- Layout Sketches to show how everything will fit together on screen.

Each sketch should include a short paragraph text description of the functionality.

Cool!

The Crazy-8s an ideation tool where you can generate and cycle through different ideas quickly. I love how you have sketched some really cool ideas. The idea of the Crazy-8s is for you to visually represent 8 ideas in 8 minutes using sketches.

- ✓ The design board has a frame labeled `Digital Prototype - Iteration 1`.
- The frame should include exported images of a wireframe prototype created using Figma.
- Each screen should include a short paragraph text description of the functionality.
- The prototype should be lo-fidelity and be limited to 3-4 screens.
- The prototype should include common UI design patterns like buttons, navigation, and links.

- ✓ The `Digital Prototype` frame should include a URL to the published figma prototype
- The prototype should include clickable regions that follow basic UI principals.
- Low fidelity takes less time to prepare, you can easily make changes during the test and do not put the users under much pressure. I love how your designs follow design principles and look intuitive. 🙌🙌

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