



[Return to Classroom](#)

# Lo-Fi Rapid Prototyping

REVIEW

HISTORY

Meets Specifications

WOW, WHAT AN EXCELLENT PROJECT! 👏 🔥 👏

I haven't seen a submission like this! Your MIRO board is absolutely stunning and so well organized. WOW. I've mentioned some takeaways for your deeper understanding. 🚀 💡

Some tips for UI that'll make you a PRO-

- a. [9 tips to Quickly Improve Your UI designs](#)
- b. [21 UI Design Tips you Need to Know](#)
- c. [10 UI Design Tips Every Professional Should Keep In Mind](#)

Congratulations on passing this project and achieving a new milestone. 🎉 🚀

Do drop feedback if you found the learning helpful. 👏 🚀

Happy learning. Keep improving 🧐

## 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.

**AWESOME, You've got this ALL RIGHT!** 🚀

Excellent work on making this project so detailed. You successfully met all the rubric requirements -

- 1 A link to a Miro board is submitted ✅ - the link is functional. Very good.
- 2 The link has the can comment permission ✅ - the board has both comment and edit access. Good work.
- 3 The project should be organized logically and neatly ✅ - very well presented. Highly organized and detailed.

### Facts to know about MIRO

Remote work makes it more important than ever for teams to communicate and collaborate effectively. Much amazing collaboration, task management, communication, and more software tools are available that make this possible. One such tool is Miro (pronounced like "Hero") is a digital "whiteboard" platform that can make it easy to brainstorm and collaborate with members of your team or innovation program. Find below some amazing tips and tricks!

#### 💡 Future learning sources:

- a. [Practical Miro tips and tricks](#)
- b. [10 Tips for Getting Started With Miro](#)
- c. [How to Use Miro: Everything You Need to Know](#)

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

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

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

Nice! 🙌

Good job on presenting this segment so well. You have accurately mentioned what users want, what are their pain points and most importantly, how these relate to the project you're working on. Interviews are subjective and require good amount of hard work but you have done it so well :)

- 1 The design board has a frame labeled Interview Notes ✓
- 2 The frame should include separate sections of notes for each of the provided interviews. Each respondent should have their own color note card ✓
- 3 Each interview has a separate color for easy understanding ✓
- 4 The notes should describe the highlights, pains, opportunities, or other observations ✓

### Interview notes



### Takeaway

User interviews are one of the most commonly used methods in user research. They can cover almost all user-related topics and be used, for example, to gather information on users' feelings, motivations, and daily routines, or how they use various products. The interviews often follow the same methodology as qualitative interviews in other fields, but with the specific purpose of informing a design project.

The design board has a frame labeled **Themes and Opportunities** (or **Interview Synthesis**).

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

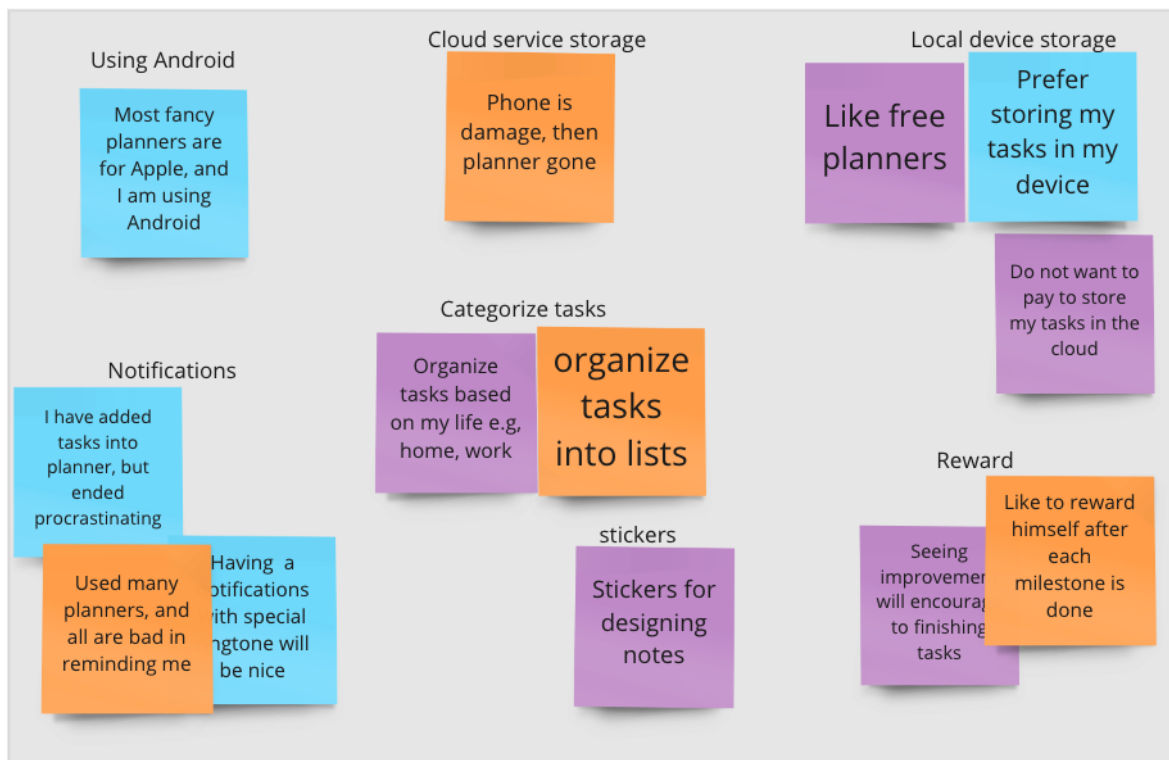
## Lovely! This is awesome!

The design board has a frame labeled Themes and Opportunities (or Interview Synthesis) ✓

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 ✓

### Interview Synthesis



### Are interviews worth this much effort?

Our understanding of user needs is constrained by our own biases and mental models. The process of looking for patterns in what the users are saying — helps us in thinking about why they might be saying those things. By figuring out those reasons, you unlock the underlying opportunities, unmet needs or pain points that your users really care about.

💡 Future Readings:

Making Sense of User Interviews in 5 Steps  
Guide to User Research: Interview Synthesis  
How to analyze user interviews?

The design board has a frame labeled **Feature Ideation** .

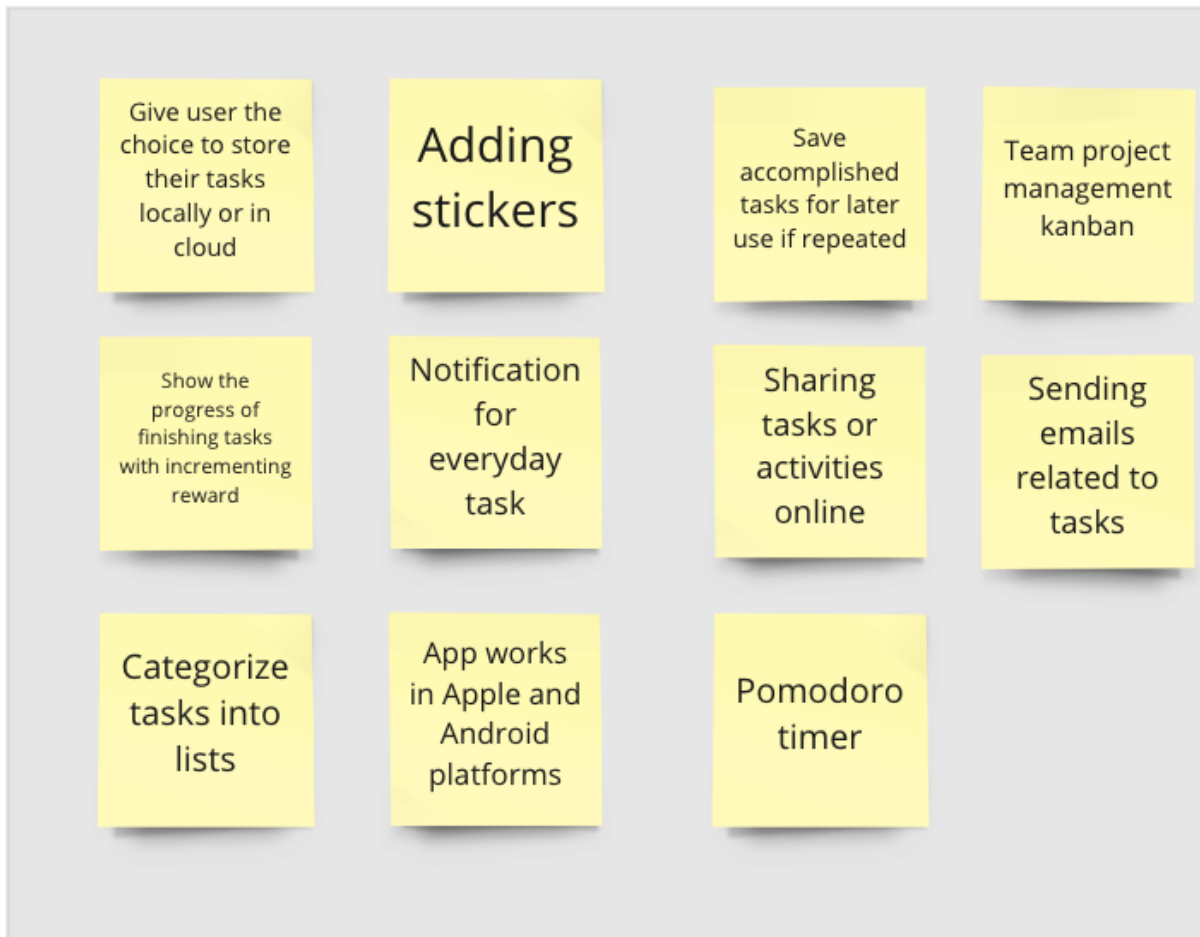
The **Feature Ideation** frame should include at least 10 feature ideas.

The ideas should be self-contained and the notes should contain enough information to communicate what it is.

Awesome work till now! 🧐

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

## Feature Ideation



### Takeaway -

Ideation is the process where you generate ideas and solutions through sessions such as Sketching, Prototyping, Brainstorming, Brainwriting, Worst Possible Idea, and a wealth of other ideation techniques. Ideation is also the third stage in the Design Thinking process. Although many people might have experienced a “brainstorming” session before, it is not easy to facilitate a truly fruitful ideation session. In this article, we’ll teach you some processes and guidelines which will help you facilitate and prepare for productive, effective, innovative, and fun ideation sessions.

### Resources

- [What Is Ideation in Design Thinking? An Ideation Techniques Guide](#)
- [5 Ideation Techniques](#)
- [What is Ideation – and How to Prepare for Ideation Sessions](#)

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.


## Outstanding!

You have selected some really high-value features to prototype. It project is showing how creative and dedicated you're!

"The most popular feature and the second most popular feature don't necessarily belong together in the same product. You've got to have a deliberate strategy where you go: We have a particular type of customer that we're trying to serve and we are trying to solve their biggest problems in a way that makes us money. That's a complex problem of finding the overlap in multiple different areas, not to mention things that a team can reasonably do technologically."

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 

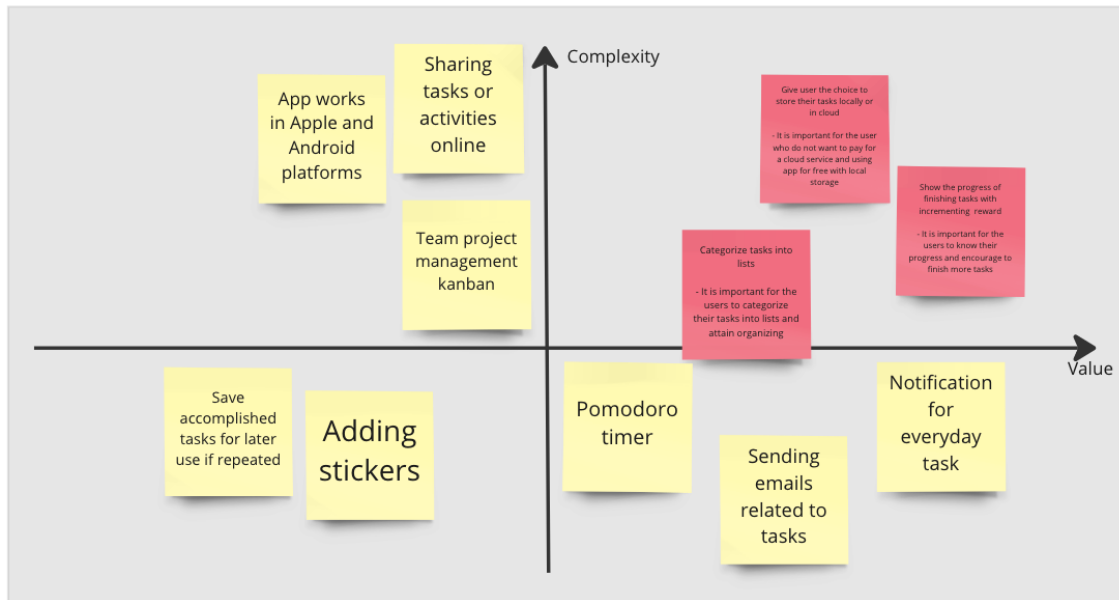
The notes in Feature Prioritization should be organized using one of the following frameworks:

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 

## Feature Prioritization



Very clean, neat, and tidy. You're an amazing organiser.



### Resources:

- [9 product prioritization frameworks](#)
- [8 product prioritization frameworks](#)
- [How to Analyze Qualitative Data from UX Research](#)

## Step 2: Rapid Prototyping

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.

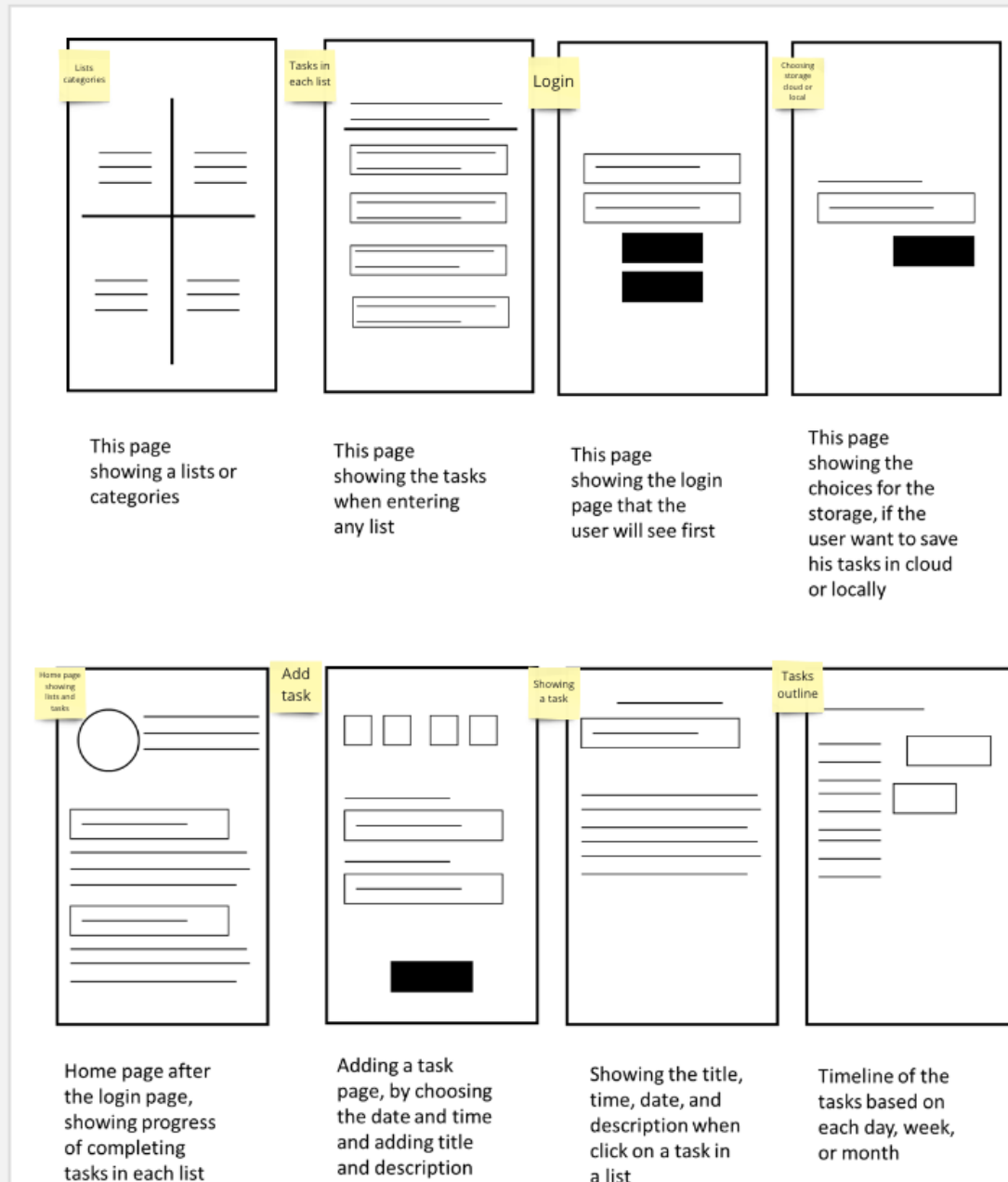
**WOW, Great work!**

Good work, the design artifacts an ability to sketch concepts in extreme low fidelity ✓



- 1 The design board has a frame labeled Paper Sketches - Iteration 1 ✓
- 2 The frame should include scans of completed ultra-lo-fi paper sketches. Recall sketching techniques:
  - a. Crazy-8s (8 small, rough sketches on a single sheet of paper) ✓
  - b. Detail Sketches by drawing your best ideas multiple times ✓
  - c. Layout Sketches to show how everything will fit together on screen ✓
- 3 Each sketch should include a short paragraph text description of the functionality ✓

## Paper Sketches - Iteration 1



Very nicely drawn - concepts are clear and well defined.

Takeaway

Paper prototyping is developing ideas and designing user flows using hand-sketched "screens" representing a digital product. Paper prototypes test on a high-level user experience rather than interaction design. Paper prototypes are low-fidelity because they don't have any functionality. For this reason, paper prototype designers rarely share paper prototypes outside the department. The primary goal of paper prototyping is to map our information architecture and visualize user flows.

## Guide - [Paper Prototyping: The 10-Minute Practical Guide](#)

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.

## Mindblowing

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 low-fidelity and be limited to 3-4 screens 

The prototype should include common UI design patterns like buttons, navigation, and links 

**Clearly shows the hard work you have put into this project! Very impressive!**

### Points to Remember -

A low-fi prototype is a computer-based visual representation of a digital product with little resemblance to the final design. It can take on a lot of different forms, from simple black&white sketches to colorful layout drafts. When designing a low-fi prototype, we ignore font types and colors or rigid grid systems as long as they are not completely necessary as they tend to get in the way of actually solving a design problem. In low-fidelity prototypes, our most important mission is to visually represent an understandable setting in which a certain problem can be solved. It can be completing a specific task or just a guide to how a user can navigate between sites.

## Guide - [13 best Figma tips and tricks for designers in 2022](#)

The **Digital Prototype** frame should include a URL to the published figma prototype

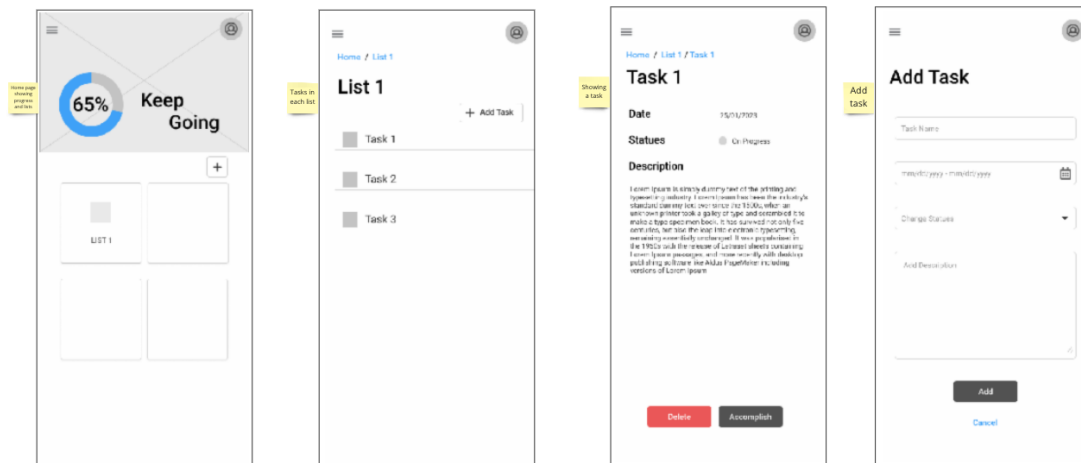
The prototype should include clickable regions that follow basic UI principles.

## Lovely!

Digital prototypes allow us to build a realistic, clickable proof of concepts that allow users and stakeholders to get a feel for what we're building. These prototypes enable us to test our assumptions and move progressively towards finished solutions. Clickable prototypes also allow us to test our designs with users and other stakeholders, bringing them into the design process in a meaningful way, and allowing us to test information architecture, layout and visual hierarchy, and interactive elements.

### Digital Prototype - Iteration 1

Figma Prototype link: <https://www.figma.com/proto/ZhlFio3dlitclPgdjcsEEez/App-design?node-id=102172%3A4510&scaling=scale-down&page-id=102168%3A4344&starting-point-node-id=102172%3A4510>



Showing progress with the lists or categories that contain tasks. User can add list.

By clicking on a list, it will show tasks in the list. User can add task in the list.

By clicking on a task, it will show date, statues, and description of that task. User can accomplish it or delete it.

To add a task, user should fill the form.

1 The Digital Prototype frame should include a URL to the published Figma prototype ✅ - Your interactive prototype URL is easy to use and very smartly made

2 The prototype should include clickable regions that follow basic UI principles ✅

Guide - [High-Fidelity Prototyping vs. Low-Fidelity Prototypes: Which to Choose When?](#)

## Step 3: Usability Study and Design Iteration

The design board has a frame labeled **Usability Study - Iteration 1**.

The frame should include a link to a shared Google Drive.

NOTE: Ensure the link-sharing setting for the folder is set to **anyone with link can comment**.

The provided Google Drive should include:

A copy of the Usability Guide Template with the completed task section to match your study.

At least one copy of the Usability Guide Template with notes from a session.

## Fantastic!

Good job while conducting a usability study. We do Usability testing as it allows researchers to uncover any problems with their product's user experience, decide how to fix these problems, and ultimately determine if the product is usable enough. Identifying and fixing these early issues saves the company both time and money: Developers don't have to overhaul the code of a poorly designed product that's already built, and the product team is more likely to release it on schedule.

- 1 The design board has a frame labeled Usability Study - Iteration 1 ☒ Labeling has been done well.
- 2 The frame should include a link to a shared Google Drive - ☒ the URL is accessible and working fine

Ensured the link-sharing setting for the folder is set to anyone with a link can comment ☒

## Usability Tasks

**@TODO Create your task flow note guide using the following template as a guide.**

Section	Task Point	Notes	Pass/Fail
	Login to Application	User easily sign in into the App	Pass
	Lists or categories cards	User have understood how lists are organized	Pass
	Adding task	User have easily created a task	Pass
	Task page	User did not notice that 'delete' button is removing task	Fail
	Register or sign up	User have registered successfully	Pass

- 3 The provided Google Drive should include:

a. A copy of the Usability Guide Template with the completed task section to match your study ☒

b. At least one copy of the Usability Guide Template with notes from a session ✓

I know this has been a bit of hard work but you did this so well. Very good work!

💡 Future Reading:

a. Usability Tetsing

b. The Beginner's Guide to Usability Testing [+ Sample Questions]

The **Usability Study** frame should include a journey map with each stage broken into smaller tasks.

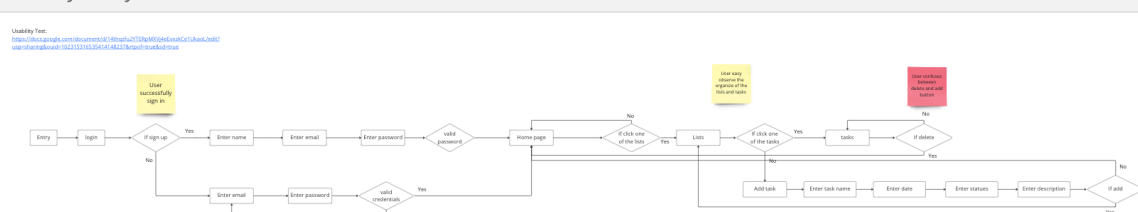
Comments from each usability study should be added under each relevant stage. Comments should include things like misunderstandings, pains, frustrations, delights, ideas.

Selected areas of improvement should be clearly marked using a different colored note. These notes should include text describing the reason the area is important based on the research.

Brilliant

Letting another person review and possibly criticize your work takes courage -- no one likes criticism. But most of the time, when you allow people to constructively criticize or even rip apart your article or product design, especially when your work is intended to help these people, your final result will be better than you could've ever imagined. This is where usability study comes into play.

Usability Study - Iteration 1



1 The Usability Study frame should include a journey map with each stage broken into smaller tasks ✓

2 Comments from each usability study should be added under each relevant stage. Comments should include things like misunderstandings, pains, frustrations, delights, and ideas ✓

3 Selected areas of improvement should be clearly marked using a different colored note. These notes should include text describing the reason the area is important based on the research ✓

Very well done!

The design board has a frame labeled **Iterated Prototype - Iteration 2**.

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 prototype should include changes based on the usability study.

## WOW, You Did It 🚀👏

For a UX professional it all starts with an understanding of the product vision, i.e. the reason for the product's existence from a business perspective. Written in simple terms, the statement should include the problem being addressed, the proposed solution, and a general description of the target market. It should also describe the delivery platforms and touch lightly upon the technical means by which the product will be delivered.

- 1 The design board has a frame labeled Iterated Prototype - Iteration 2 ✓
- 2 The frame should include exported images of a wireframe prototype created using Figma ✓
- 3 Each screen should include a short paragraph text description of the functionality ✓
- 4 The prototype should be lo-fidelity and be limited to 3-4 screens ✓
- 5 The prototype should include common UI design patterns like buttons, navigation, and links ✓
- 6 The prototype should include changes based on the usability study ✓

### 💡 Future Readings:

- a. [Four UX Design Artifacts That Will Help You Win Design Challenges](#)
- b. [The 10 UX Deliverables Top Designers Use](#)
- c. [User Experience \(UX\) Design](#)

 PROJECT LINK

RETURN TO PATH