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# UX Tools

for every stage of the

**Design**

**Process**

AN **EXAMPLE** TOOLKIT

@uxgoodies

# RESEARCH

## Gathering data



For remote interviews and video / audio calls.



For video recordings - see the screen, face, voice and touches of your users.



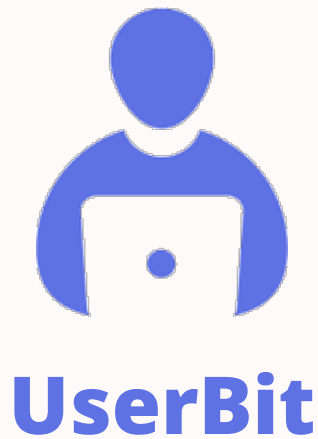
Great for gathering interview notes.



For conducting quantitative research through surveys.

# RESEARCH

## Managing / Organising data



For synthesizing data, affinity diagrams, personas, journey maps.



For posting and organising sticky notes, creating flowcharts & journey maps.



**miro**

For organising feedback and insights using a bunch of useful templates: journey maps, flows, mindmaps, more.

# WIREFRAMING

## Creating low-fi mocks and wireflows

**balsamiq**<sup>®</sup>

For rapid low-fidelity wireframing like sketching on a notepad or whiteboard.

**axure**

A complex and rich tool that enables you to do pretty much everything - quite strong on wireframing capabilities.

 **MockFlow**

Great tool for wireframing, provides samples, is easy to use and quick to pick up.

# DESIGN

## Low-fi to Hi-fi mockups

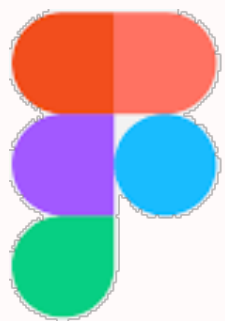


Sketch

My tool of choice so far, I love how with plug-ins you can accomplish almost anything.



The most popular tool right now and rapidly evolving, free and easy to use. Adobe rocks.



Figma

Figma is a highly accessible, collaborative tool, constantly expanding on functionality.

# PROTOTYPING

## Creating clickable tests



Quick to pick-up, super user friendly, fast way to create easy clickable prototypes and more.



Robust and versatile, InVision allows for almost anything design - closest to all you need in 1 tool.



Framer X

A more advanced and sophisticated tool, but by which you can accomplish a whole lot more in interactive prototyping.

# USABILITY TESTING

## Testing and iterating



For easily targeting your audience and getting fast feedback on your prototypes.



Great for automating your usability testing efforts.



Suite of test templates, like the 5-Second-Test or First Click tests.



A great platform to integrate with for feedback both on prototypes and live products.

# HANDOFF

## Design to Development



For handoff of designs and styleguides with accurate specs, assets, code snippets. I also use it fo showcasing design.



Hand-off, inspect, collab and more!  
A nice tool that offers extensive features.



Great for centralising design decisions, building a shared understanding, sharing assets, versioning and handoff.



# MEASUREMENT

## Tracking & measuring success



Google Analytics for capturing complex data that helps you understand usage.



Hotjar for recorded sessions, heatmaps, building funnels, understanding what users do.



For collecting accurate data, capturing trends, understanding and communicating insights.

# AND THE MOST IMPORTANT TOOLS...



## Pen & Paper Your Curious Mind

**Thank you!**

