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GIMM 200

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UX Project Reflection

1. I learned a lot about this project having to implement what I already knew about design and user experience. I used Adobe XD to create my prototype, so learning the basics of the software was informative. I’m sure the skills I learned will come in handy for future projects.
2. If I started the project over, I would approach the wireframes differently because as I was creating the prototype, new ideas and screens were coming to me and I had to create them on the fly. Laying out everything that I was going to create, as well as labeling which parts of my project would be scrollable or buttons. It would save me a lot of time when eventually creating the prototype.
3. UX is used in so many areas, but the most important one for the place I am in right now is probably within games. Keeping information buried under cluttered menus or behind a million screens is a bad way to keep a player from getting frustrated. Creating prototypes and having people test them is a good way to get feedback and is an excellent way to edit as you go. In GIMM, this is an excellent idea considering most students are already familiar with video games, some with good UX and some with bad UX.
4. I’m glad that I went with the idea to create my own app because the ideas for it kept flowing out into Adobe XD. I did more than I imagined I would, but I think it was for the better because my prototype came out good. It was fun to create, and adding all of the silly details felt appropriate considering this app could never become real, given what it is for.