

1.



## Activity introduction

*This practice activity is an opportunity for you to apply the concepts that you learned throughout the course. We provide a completed example activity so you can compare and contrast your ideas, designs, and grow as a user experience designer.*

This activity will help you understand how to create low-fidelity prototypes using paper. A low-fidelity prototype is a simple, interactive model that provides a basic idea of a product's design, so it can be tested early in the design process. Paper prototypes allow you to quickly draw and compare multiple design ideas. This makes paper prototypes great tools for brainstorming sessions.

In this activity, you will use the paper wireframes you created for the CoffeeHouse app in the activity [Practice creating paper wireframes](#) to build your paper prototype. After completing this activity, you'll have the opportunity to compare your work to a completed exemplar in the following course item.

You can use the research you conducted for the CoffeeHouse app to determine the user journey or user flow your prototype follows, or you can use the research exemplars provided here.

CoffeeHouse app research

Below are the CoffeeHouse App user journey maps for example users Ali and Anika:

### Persona: Ali

Goal: A comfortable work environment with access to quality food and beverages

ACTION	Place initial walk-up order	Find a workspace	Order another coffee	Find less crowded workspace	Submit lunch order
<b>TASK LIST</b>	Tasks A. Take a place in line B. Submit order and pay cashier C. Receive items	Tasks A. Locate quiet table near electrical outlet B. Connect to Wi-fi	Tasks A. Wait until there's no line B. Submit order and payment to cashier C. Return to workplace	Tasks A. Save work in progress B. Collect belongings C. Locate a table outside, near electrical outlet	Tasks A. Wait in line to order B. Retrieve items from pick-up order area
<b>FEELING ADJECTIVE</b>	Disappointed that the line is long  Pleased with the good coffee selections  Impressed by how quickly the order is prepared	Satisfied with working conditions	Annoyed about waiting in line again  Happy to have a great cup of coffee	Irritated by increased foot traffic as day progresses  Frustrated with interrupted workflow	Nervous about leaving workspace and belongings to get lunch
<b>IMPROVEMENT OPPORTUNITIES</b>	Create an app for advance ordering		Offer a way to order from tables using an app		Offer tableside delivery for orders from an app

## Persona: Anika

Goal: A fast and easy way to place and pick up group orders

ACTION	Collect orders	Go to Coffeehouse	Submit group order	Wait for order completion	Pick up order
TASK LIST	Tasks A. Collect orders from coworkers B. Collect payment from coworkers	Tasks A. Go to Coffeehouse B. Wait in line	Tasks A. Relay order to barista B. Double-check order for accuracy C. Initiate checkout	Tasks A. Gather any extra items (napkins, coffee sleeves, etc.)	Tasks A. Pick up order B. Check that order is correct
FEELING ADJECTIVE	Excited to connect to coworkers  Worried about making order errors	Anxious about getting back to work in time	Stressed about entering each order one by one	Anxious about time	Relieved that order is ready  Hopeful that everyone's orders are correct
IMPROVEMENT OPPORTUNITIES	Offer a way to easily collect multiple orders	Create an app for advance ordering	Offer a way to easily collect multiple orders	Create an app that offers order status updates	



## Step-by-step instructions

### Step 1: Gather materials and tools

Gather the following materials and tools:

The paper wireframes you created for the CoffeeHouse app in a previous course activity

A pair of scissors

A pen or pencil and paper, in case any screens are missing from the user flow

If you skipped the [Create paper wireframes](#) activity, go back and complete it so you can use the paper wireframes for your paper prototype.

### Step 2: Cut out each screen

Using a pair of scissors, cut out each paper wireframe screen. All of the screens should be their own separate pieces of paper that can be placed beside each other in a sequence.

### Step 3: Select the user journey to prototype

Review the user journey maps from your CoffeeHouse app research, and select the user journey you want to prototype and test, like placing an order for coffee through the app.

### Step 4: Arrange the screens in order

Think about the order a user will experience the screens in the user journey. Arrange the screens in a row to follow this user journey sequence: Begin the order with the screen the user will start on and end the order with the last screen in the journey.

### Step 5: Review your paper prototype's sequence

Now that your paper screens are arranged to follow the user journey, try to imagine your new paper prototype as an actual app. Then perform the sequence as a user would. This can help you determine whether screens need to be rearranged, or if any screens are missing in the user journey.

If any elements in the paper screens would need to be tapped or clicked to progress in the mobile app, it's best practice to tap them on the paper screens during your review as well. This could include any elements like menu icons or buttons. It might seem silly at first, but it's a great way to figure out whether these elements are in the best locations for the user journey.

Feel free to rearrange screens to make sure the order you've decided creates a clear, focused user journey. If any screens are missing in the user journey, use your pen or pencil and paper to draw these missing wireframes.

After you've drawn any missing wireframes, repeat steps 2–5 to add the missing screens to your prototype.

### Step 6: Reflect on the completion of this activity

For your low-fidelity paper prototype, did you:

Cut out each screen of your paper wireframes for the CoffeeHouse app?

Choose a specific user journey to test, like ordering coffee through the app?

Arrange the screens in the sequence of the user journey?

Ensure all screens for your chosen user journey were included?

Test your user journey by interacting with your prototype? For example, physically pressing the buttons on the screen in order to advance to the next screen.

Resolve any missing steps to your user journey?