# Peer-graded Assignment: Weekly challenge 4: Update low-fidelity prototype based on usability study insights

DeadlineAug 6, 11:59 PM +08

**Ready for the assignment?**
You will find instructions below to submit.

## Instructions

## My submission

## Discussions

In this peer review, you will practice the **design-test-iterate** cycle for your portfolio project. **Iterating** means revising the original design to create a new and improved version. The cycle is an important part of the workflow for UX designers, and it can be repeated as many times as necessary.
To complete this cycle, you should:
*Create* a low-fidelity prototype
*Test* the user flow and functionality of your low-fidelity prototype with participants in a usability study
*Synthesize, analyze and convert* the data into actionable design items
*Iterate* on the design based on the actionable design items

Once you iterate on your designs, you'll save your work and submit a workable link to your updated low-fidelity prototype. It should include at least three screens and at least four connected wireframes.
As you review your peers' work, consider how the designs change based on insights gained from the usability study, and evaluate how well your peers indicate the interaction in the user flow of the prototypes.

**Review criteria**

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Your submission must include a link to your prototype designs for your portfolio project. If you've done the self and peer reviews in this course, you should have completed activities related to low-fidelity prototyping, writing a research plan, and conducting a usability study. Use this work to help iterate on your prototypes. If you haven't done these activities yet, do them before starting this peer review.
Your submission will be assessed out of 7 points using the following criteria:
1 point: Link to the low-fidelity prototype works and includes at least 3 screens.
1 point: At least 4 wireframes are connected in a simulated navigational flow.
1 point: Users can proceed forward and backward within the flow.
1 point: Users can enter the flow from different starting points.
1 point: Cues for navigation are clearly indicated.
1 point: Successful completion of simulated activity is indicated.
1 point: Users are returned to a sample origin after successfully completing the simulated activity.

**Step-By-Step Assignment Instructions**

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**Iterate on designs based on insights from your usability study**

In this peer review assignment, you'll complete the last step in the design-test-iterate cycle for your portfolio project: iterating on designs based on insights from your usability study.

Step 1: Complete the design and testing steps

There are four steps to complete ***before iterating on your design***:

. Transition your designs from digital wireframes to low-fidelity prototypes. You should've completed this step earlier in the Create a low-fidelity prototype activity.
. Create a detailed research plan that identifies how the study will be conducted based on the goals of the research. You should've completed this step earlier in the Plan a UX research study activity.
. Complete a usability study that assesses how easily participants can complete specific tasks using the prototype. You should've completed this step earlier in the Conduct a usability study activity.
. Organize the feedback and observations. Look for patterns in the data that can help generate themes and insights using tools like affinity diagrams. You should have completed this step earlier in the Review, analyze, and synthesize data from your study activity.

Step 2: Modify your low-fidelity prototype based on research results

After you've tested your prototype and generated a few actionable design items, you can go back into Adobe XD and begin making changes to the design. To do this,

. Open the design tool you used to create the low-fidelity prototype.
. Click the **Design** tab at the top left.
. Modify the low-fidelity prototype based on the actionable design items.
. Save the modified version.

If you're not able to download Adobe XD, you can iterate on your designs in Figma. Feel free to revisit this video on how to make changes to designs based on research.

For more guidance on how to modify your prototype based on usability study feedback, revisit the reading on iterating on low-fidelity designs.

Step 3: Save your designs and provide a working link for your portfolio prototype

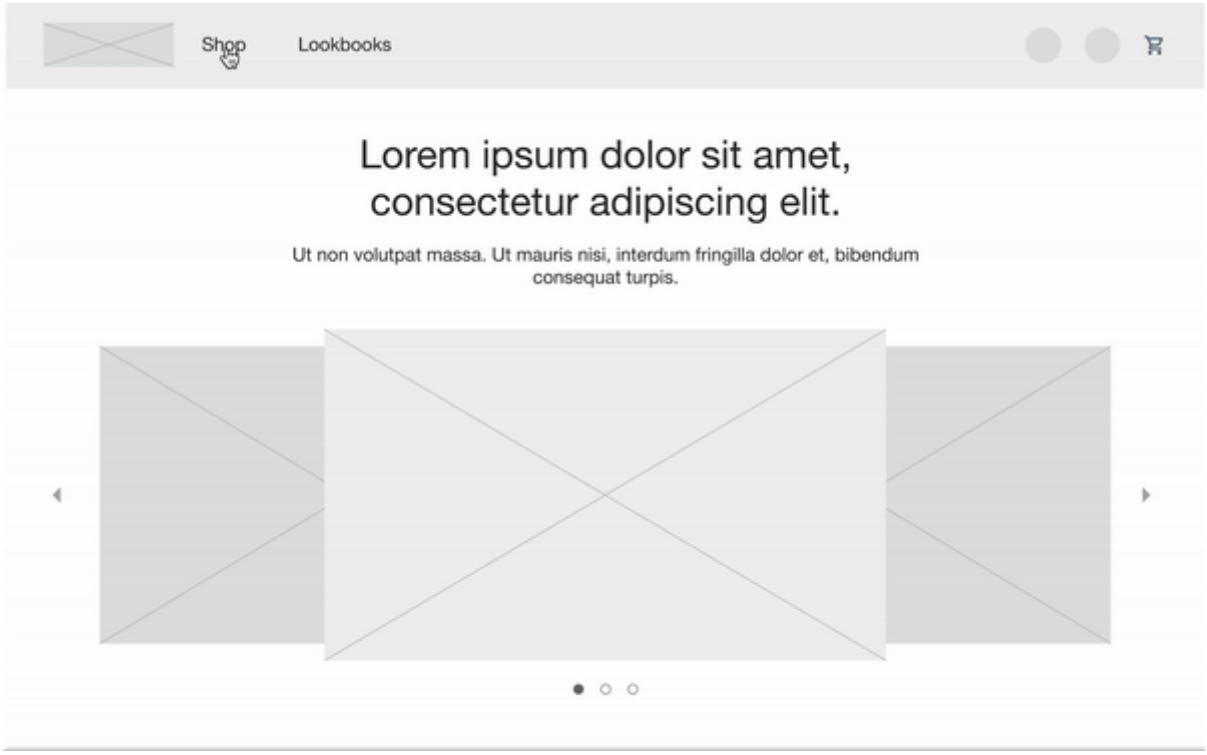
Save a copy of your prototype for the portfolio project and then create a link for your work. To do this:

. Click **File** at the top left.
. Navigate down the menu to **Save As**, choose a name, and save the new version.
. Click the **Share** tab at the top left.
. Go to the **Link Settings** menu at the top right.
. Select "Presentation" under the **View Setting** menu.
. Select "Anyone with the link" under the **Link Access** menu.
. Click the blue **Create Link** button at the top right.

Congratulations! You've just created a shareable link for your designs. Your peers will be reviewing the low-fidelity prototypes and giving you feedback on it. After you've submitted your own prototypes, review the work of two of your peers following the rubric at the bottom of this activity.

**Example Submissions**

Here is an exemplar based on the Tee's Shirts example used in the course. You can also click this link to view the prototype. **less**




Now compare your updated prototype to the matching exemplar above. As you compare, ask yourself:
Did you create an interactive and clickable low-fidelity prototype updated based on usability study findings?
Did I iterate on my original low-fidelity prototype?
Did I save my work and create a working link to share with my peers?

Your prototype should:
Have at least 4 wireframes connected in a simulated navigational flow.
Allow users to proceed forward and backward within the flow and enter the flow from different starting points.
Have clearly indicated cues for navigation and successful completion of a simulated activity.
Return users to a sample origin after successfully completing the simulated activity.