

1.



Activity introduction

This activity is one that you may have seen in the past. The first time you refined a prototype, you made updates to your low-fidelity prototype. This time, you'll be updating your high-fidelity portfolio project prototype based on your most recent usability study results.

In the first part of this activity, you'll determine which insights from your research you should incorporate into your design. In the second part of this activity, you'll update your design based on your choices from part one. Once you have updated your design, you'll update your prototype.

Your goals for this activity are to:

Determine which research insights to apply to your designs based on priority.

Update your design based on P0 and P1 insights (P2 insights are optional).

Update your high-fidelity prototype to reflect changes made to your design.



Step-by-step instructions

Part 1: Determine which insights from your research you should incorporate into your design

Step 1: Access your research insights

To get started, open your research themes and insights for the usability study conducted on the mockups for your portfolio project. You'll organize these insights from most urgent to least urgent to determine which updates to make to your design in the second part of this activity.

Step 2: Prioritize research insights from the most urgent to the least urgent

How do you know which insights to use to update your design? Prioritizing your research insights from most to least urgent is the way to go. It is most helpful to identify these priorities with at least a couple of stakeholders in the project—such as a fellow designer, project manager, an engineering lead, or all of the above. Be prepared to advocate for some of the research insights that stakeholders may not immediately grasp the importance of, as they are likely to approach this process with their own biases and perspectives.

Step 3: Identify Priority Zero insights

There will likely be a few key insights that must be fixed. You can consider this kind of insight a Priority Zero (P0). An insight like this must be resolved for the project to work.

For example, were there any parts of the user flow that prevented the user from completing their task? A roadblock this significant would be considered a P0.

Another example of a P0 would be if any part of the user flow made the user feel tricked or misled. For example, the user could have purchased an item online, but there was no confirmation that their payment was successfully submitted. This lack of confirmation might confuse the user as to whether or not their order went through.

A final consideration when deciding if an insight is a P0 or not would be to think if any part of your project was inaccessible or difficult to access by a user. It is essential that our designs are accessible to people of all abilities, backgrounds, and experiences. It is your responsibility as the designer to advocate for accessibility, as other stakeholders may not have the awareness and insight to do so.

Step 4: Identify Priority One insights

Now that you've identified the most urgent insights to address, you'll likely have some other insights that didn't fit the description for a P0 insight. These additional insights may be separated into buckets based on priority. In addition to P0, you may have buckets labeled Priority One (P1) and Priority Two (P2).

Let's start with what might be considered a P1 insight. We'll use our dog walking app as an example. You may have noticed that a few of your users asked if it would be possible to create a recurring dog walking appointment. Although this feature would likely improve the users' overall experience, the lack of this feature does not prevent the user from accomplishing their primary task, so it does not fall into the P0 bucket. This would make a great P1 insight, where it can be added to a prototype to be tested in a future research study.

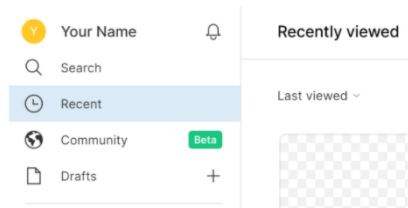
Step 5: Identify Priority Two insights

Now, you are probably wondering what makes an insight a P2? This would be an insight that could wait to be addressed after all the P0 and P1 insights have been taken care of. These insights might make more sense to address in a later sprint of the project.

Part 2: Update your portfolio project prototype based on insights from your research

Step 1: Open your project in Figma

Go to the Figma website or start the Figma desktop app. Make sure you are logged in and click on Recent in the upper left-hand navigation bar, then click on your project to open it.



Ensure that you have a clear plan of action for updating your design based on the insights you prioritized in the first part of this activity. Remember, the first updates you should make on your design are from your Priority Zero (P0) insights. Then, make updates from your Priority One (P1) and optionally, Priority Two (P2). The faster you can test, the quicker you can understand what updates need to be made or not.

Step 2: Update designs based on insights

Before you can edit your prototype, the first thing you need to do is update your mockups. Once you've made all of the necessary updates to your mockups, your screens will be ready to be connected to form your prototype.

Step 3: Update prototype

Now that you've updated all of your screens based on your prioritized insights from your research, it's time to bring it all together and update your high-fidelity prototype. Begin making connections from one screen to the next, just like you did the first time you created your prototype. As a refresher, you can look back at the course 3 reading

[Build low-fidelity prototypes in Figma](#) and the activity

[Practice creating a low-fidelity prototype in Figma](#). For an in depth review of digital prototyping, you can revisit all of [week 3 in course 3](#). While these resources cover updates to low-fidelity designs, the same principles and strategies can be used when making changes to high-fidelity prototypes!

Step 4: What to include in your response

Be sure you've addressed the following criteria in your completed deliverable. Your deliverable should:

Determine which research insights to apply to your designs based on priority.

Update your design based on P0 and P1 insights (P2 insights are optional).

Update your high-fidelity prototype to reflect changes made to your design.

Step 5: Add to your case study

Great work so far! You're almost finished with your first portfolio project. Now that you've refined your project prototype, you're ready to add your designs to your portfolio case study slide deck.

If you need access to the template for the case study slide deck introduced at the beginning of [Course 2](#), click the link below and select "Use Template."

Link to template: [Case study slide deck template](#).

OR

If you don't have a Google account, you can download the template directly from the attachment below.

PPTX File

First, on slides #17 and #18, add screenshots that demonstrate how you iterated on your designs. Choose one screen of your app to showcase on each slide, and highlight the changes you made to your designs with a before and after.

Next, on slide #19, choose four main screens you'd like to display. Screenshot each mockup and add them to the slide.

Then, on slide #20, add a screenshot of your prototype connections or a GIF of the primary user flow. You should also include a link to view your prototype—and make sure the access is set so that anyone with the link can view it.

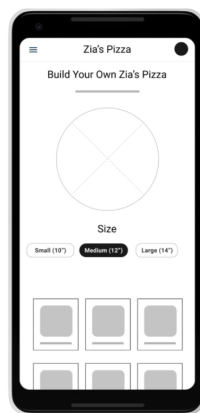
Finally, fill out slide #21 with at least two accessibility considerations you applied in your designs. This might include considerations about color combinations, gestures and motions, or the inclusion of icons and imagery.

Here are examples of these completed slides for Zia's Pizza:

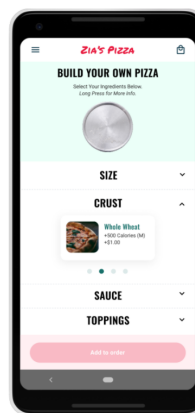
Mockups

Early designs allowed for some customization, but after the usability studies, I added additional options to **choose pizza crust and sauce**. I also revised the design so users see **all the customization options** when they first land on the screen.

Before usability studies



After usability studies

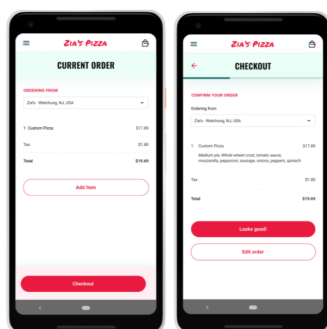


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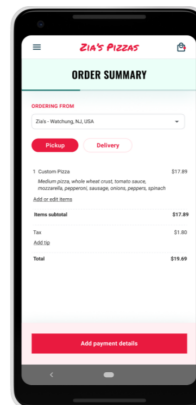
Mockups

The second usability study revealed frustration with the checkout flow. to streamline this flow, I consolidated the "Current order" and "Checkout screens" to **one "Order summary" screen**. I also added the **pickup or delivery option** to this screen.

Before usability study 2

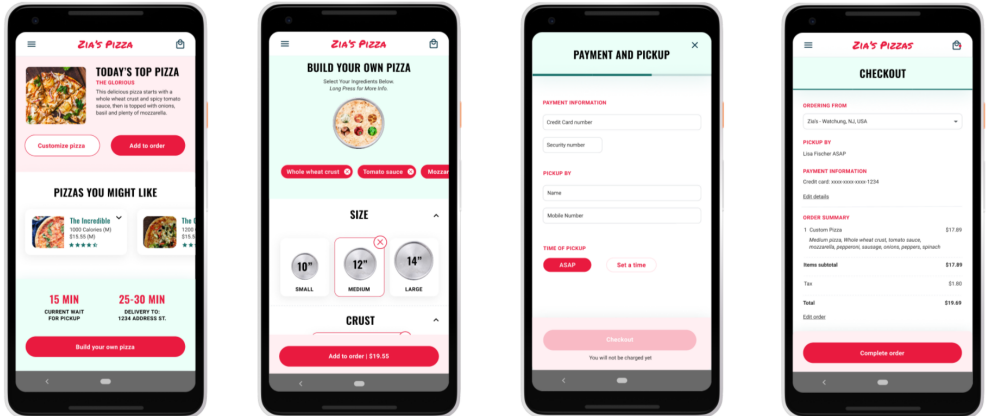


After usability study 2



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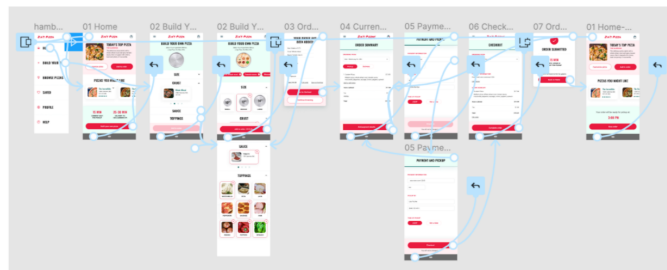
Key mockups



Google

High-fidelity prototype

The final high-fidelity prototype presented cleaner user flows for building a pizza and checkout. It also met user needs for a pickup or delivery option as well as more customization.



View the Zia's Pizza [high-fidelity prototype](#)

Google

Accessibility considerations

1

Insert one to two sentence summaries describing each accessibility consideration applied in your designs.

2

Insert one to two sentence summaries describing each accessibility consideration applied in your designs.

3

Insert one to two sentence summaries describing each accessibility consideration applied in your designs.