

- Begin to design a responsive website
- Create information architecture
- Ideate a responsive website
- Create wireframes for a responsive website
- Build and test a low-fidelity prototype for a responsive website

- Video:** Build a low-fidelity prototype for a responsive website  
1 min
- Practice Quiz:** Activity: Build a low-fidelity prototype for a responsive website  
1 question
- Reading:** Activity Exemplar: Build a low-fidelity prototype for a responsive website  
10 min
- Video:** Optional - Test a low-fidelity prototype for a responsive website  
1 min
- Reading:** Optional - Revisit planning and conducting usability studies  
20 min
- Practice Quiz:** Optional - Test your knowledge on planning and conducting usability studies  
3 questions
- Practice Quiz:** Activity: Optional - Plan and conduct a usability study for a lo-fi prototype  
1 question
- Discussion Prompt:** Optional - Share learnings from your usability study about a lo-fi prototype  
10 min

- Create mockups and a high-fidelity prototype for a responsive website
- Create a UX portfolio case study
- Week 4 review

# Activity Exemplar: Build a low-fidelity prototype for a responsive website



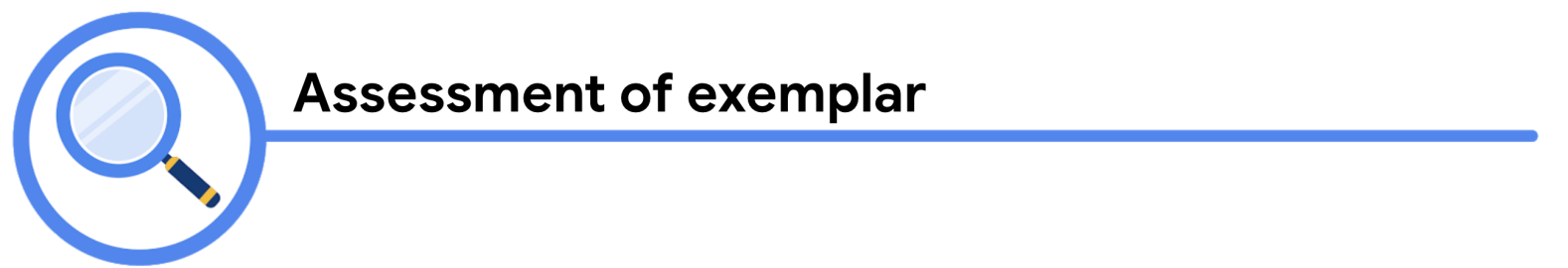
## Exemplar

Here is a completed exemplar along with an explanation of how the exemplar fulfills the expectations for the previous activity.

### Completed Exemplar



Review the prototype [here](#)  



## Assessment of exemplar

This prototype allows a user to view a food item that's close to expiring, choose a recipe to use, and add used food items to **My List**. This basic level of fidelity would let the designer evaluate whether a potential user understands wording and concepts before spending too much time at a higher, more time-intensive fidelity.

Now compare the exemplar above to your completed deliverable. Self-assess what you've done using each of the criteria listed above to evaluate the exemplar.

Ask yourself:

- Did you connect all the wireframes required to complete the main user flow?
- Did you provide a means for users to proceed forward and backward within the flow?
- Are cues for navigation clearly indicated within your prototype?
- Did you indicate successful completion of the simulated activity?
- Did you return users to a sample origin after completing the simulated activity?

These are the basic criteria for any successful prototype. At this stage, another way to evaluate your prototype would be to imagine your persona using this prototype and asking yourself how they would receive it.

What do you do well? Where can you improve? Take this feedback with you as you continue to progress through the course.

Mark as completed

