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 apply the prototyping skills you've learned. In this activity, you will build a low-fidelity prototype of your complete user flow for the CoffeeHouse app. Then, you can begin testing basic functionality and usability.

After completing this activity, you'll have the opportunity to compare your work to a completed exemplar in the following course item.

Step-by-step instructions

Before you begin, make sure you have the Figma project containing the wireframes you created in the activity

Practice creating digital wireframes in Figma for your CoffeeHouse project open.

Step 1: Change from the Design tab to the Prototype tab

In the upper-right corner, there's an option to change from designing wireframes to connecting them in a prototype. Switch over to the Prototype tab.


Step 2: Select an element's connection node

In Figma's prototype mode, when you click on an element of your wireframe, you will notice a small blue circle. When you hover over it, a plus sign appears. This is called a connection node. With it, you can tell Figma what screen to show next when that element is clicked.


Step 3: Make a connection between an element and a screen

Using that connection node, drag to make a connection to the following screen. When the connection is made, you'll have a few options available in the Interaction details pop-up. As this is a low-fidelity prototype, the standard interaction ("On Tap - Animation: Instant") will work well. If you accidentally connected the wrong screen, you can change it in the dropdown in the Interaction details pop-up as well.

As you're working on this process, think critically about the element you're connecting. You can connect any element to any page in Figma, but make sure that a user can tell that they can or should interact with an element. Ask yourself: "Do my buttons look like buttons?" Navigation cues help to guide a user through your product and are the foundation that your prototype is built on.
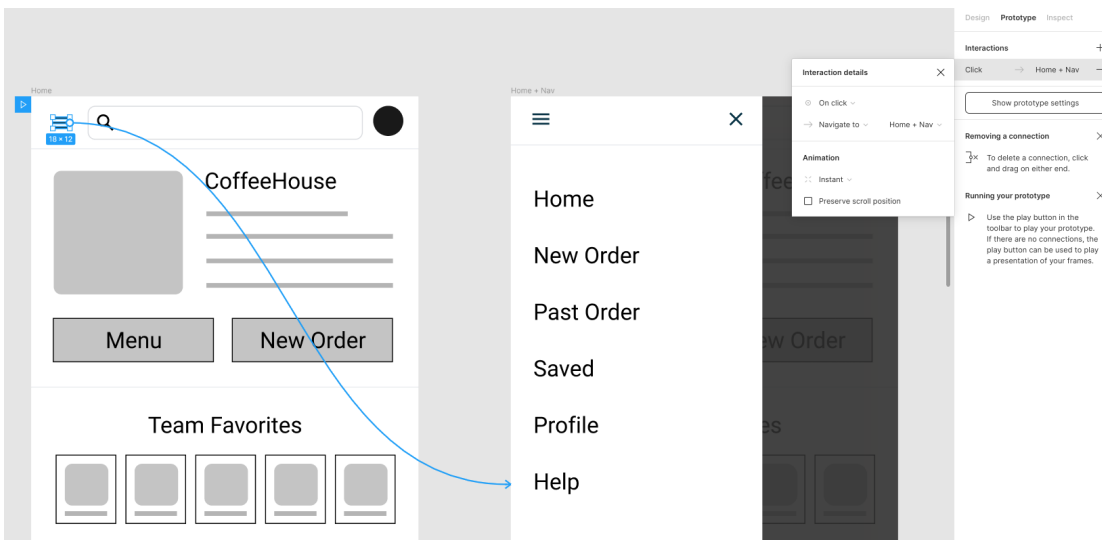
Repeat steps 2 and 3 until you've connected all elements to their respective screens. It might end up a little messy, but that's fine! You're just observing all the ways a user can navigate your prototype.
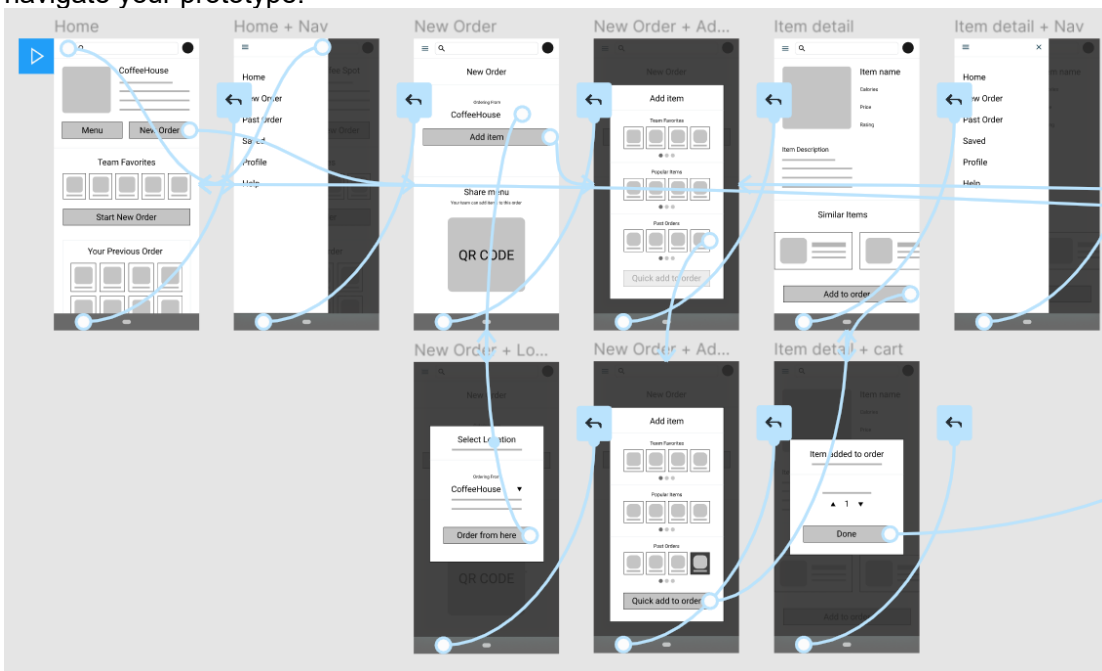
Step 4: Preview your prototype in action

With your connections made, click the Play button in the upper-right corner to ensure everything is working as expected. When viewing the prototype, you can also share it; this will be an asset to you when you want feedback on your prototype.

Congratulations! You've built your first low-fidelity prototype. Producing an interactive digital product is a big deal.

Step 5: Reflect on the completion of this activity

Be sure to address the following questions in your completed deliverable:

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?

Step 6: Save your work

As you complete these activities, remember to:

. Take photos of your progress and save them. These can include progress photos of sketches, photos of different stages of the activity, pictures of brainstorming sessions, and even photos of you working.

. Save all of your work to your computer, a hard drive, or a Google Drive folder to make sure you have all the resources you'll need later in the course for your portfolio.