

Create a low-fidelity prototype in Adobe XD

- Video: Welcome to week 4
59 sec
- Video: Understand low-fidelity prototypes
2 min
- Practice Quiz: Test your knowledge on wireframes versus prototypes
2 questions
- Video: Create a low-fidelity prototype in Adobe XD
5 min
- Reading: Learn more about creating a low-fidelity prototype in Adobe XD
20 min
- Reading: Optional - Create a low-fidelity prototype in Figma
10 min
- Practice Quiz: Activity: Create a low-fidelity prototype for your responsive website
1 question
- Reading: Activity Exemplar: Create a low-fidelity prototype for your responsive website
10 min
- Reading: Check a low-fidelity prototype in Adobe XD
20 min

Plan and conduct a usability study for a low-fidelity prototype

Iterate on designs based on research findings

Week 4 review

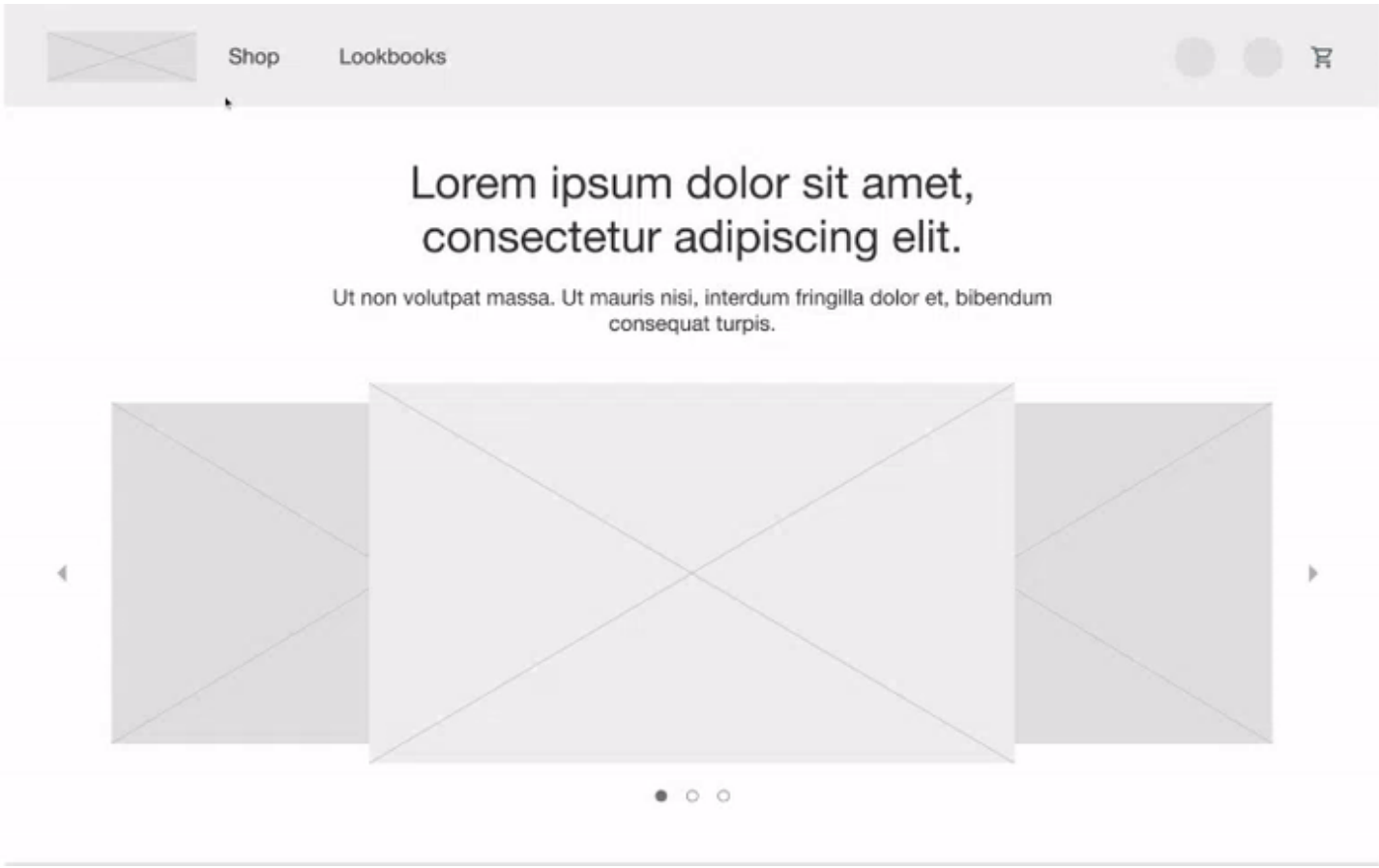
Activity Exemplar: Create a low-fidelity prototype for your responsive website



Exemplar

Below is a completed exemplar of the desktop version of a low-fidelity prototype for an online clothing store called Tee's Shirts. The exemplar contains the *homepage and checkout user flow*.

This exemplar is a completed version of the activity we asked you to do earlier in the exercise. We have provided an exemplar so that you can compare your own work with an example that meets all the criteria. We also include an explanation of how the example fulfills the expectations for the activity that we outlined. The low-fidelity prototype below is based on the digital wireframes that were created earlier. You can also click and view the [low-fidelity prototype](#).



Assessment of exemplar

Here's how we created our low-fidelity prototype.

Step 1: We sketched our ideal user flow for purchasing an item from the website:

- Go to "Shop" in the navigation bar
- Select "Tees" from the dropdown menu
- Choose a t-shirt
- Select the color and size
- Add it to the cart
- Continue to checkout
- Fill in e-mail address information
- Choose shipping option
- Enter payment and billing information
- Click "Place order now"

Step 2: We opened our design program, Adobe XD or Figma. Then we opened the digital wireframes that we'd created earlier.

Step 3: We selected **Prototype mode**.

Step 4: We set the homepage as the entry point for the main user flow.

Step 5: We began building in the interactivity between the pages.

Step 6: We repeated Step 5 to create a user flow that allows multiple interactions for the user. We checked the interactions as we worked by previewing our prototype.

Step 7: We double-checked the interactions in preview mode before finalizing the prototype and saving our work.

Now compare your low-fidelity prototype to the matching exemplar above. As you compare, ask yourself:

- Did you remember to design in **Prototype mode**?
- Did you draw out your user flow? How many did you do?
- Which entry point did you choose? Does the entry point match the exemplar? Why do you think they are different or the same?
- Which interactions did you consider for the prototype? Do they match the exemplar? Why or why not?
- Did you use wires to connect the start and destination items for each interaction?
- Did you create multiple interactions for the user in the flow of the prototype?
- Did you include at least four connected wireframes in a simulated navigational flow?
- Is there a way for users to proceed forward and backward within the flow?
- Is there a way provided for users to enter the flow from different starting points?
- Are the cues for navigation clearly indicated?
- Is the successful completion of the simulated activity clearly indicated?
- Are users returned to an origin point after successfully completing the simulated activity?

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

Mark as completed

