

Create low-fidelity prototypes on paper

- Video:** Welcome to week 3
1 min
- Video:** Learn about low-fidelity prototypes
2 min
- Practice Quiz:** Test your knowledge of low-fidelity prototypes
3 questions
- Video:** Create a paper prototype
8 min
- Reading:** Creative ways to make paper prototypes
20 min
- Reading:** Marvel's Prototyping on paper tool
10 min
- Practice Quiz:** Practice Activity: Practice creating a low-fidelity prototype for the CoffeeHouse project
1 question
- Reading:** Activity Exemplar: Practice creating a low-fidelity prototype for the CoffeeHouse project
10 min

Build low-fidelity prototypes digitally

Understand ethical and inclusive design

Week 3 review

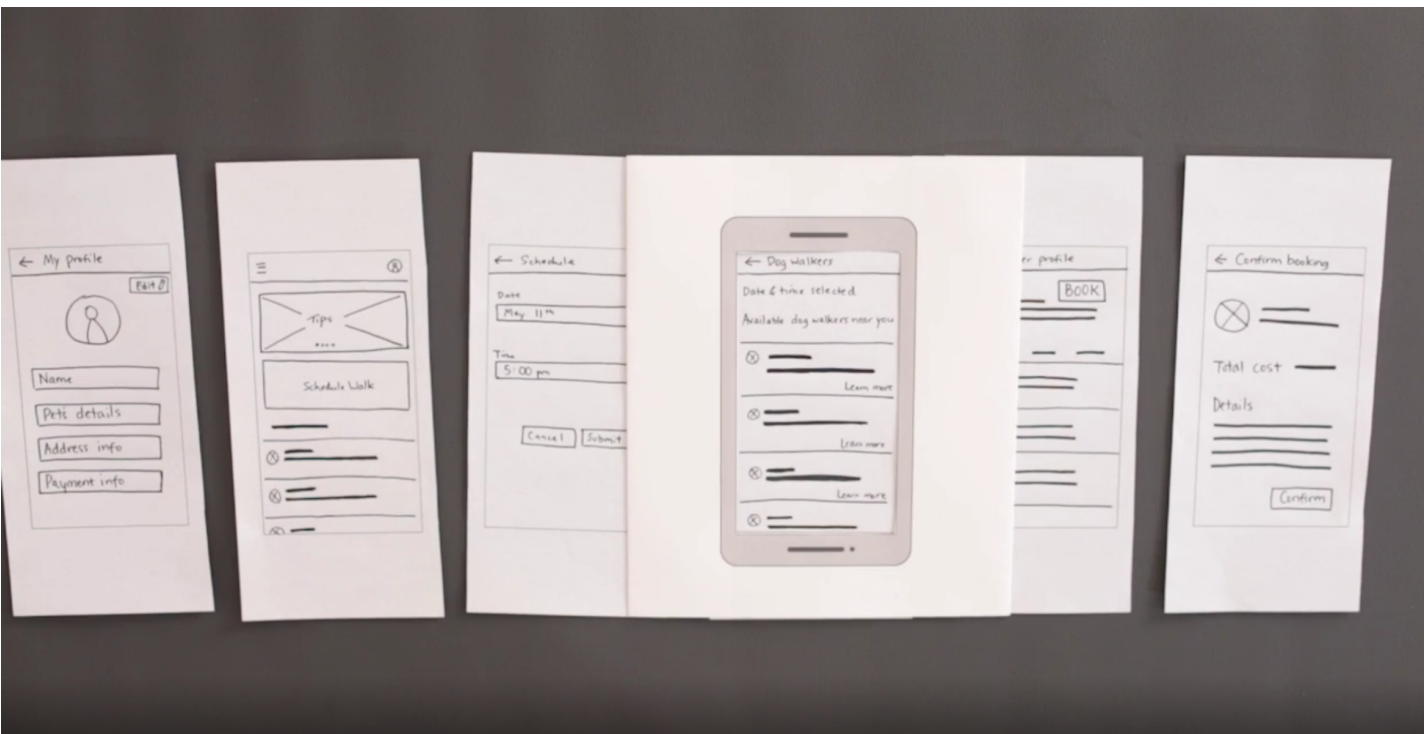
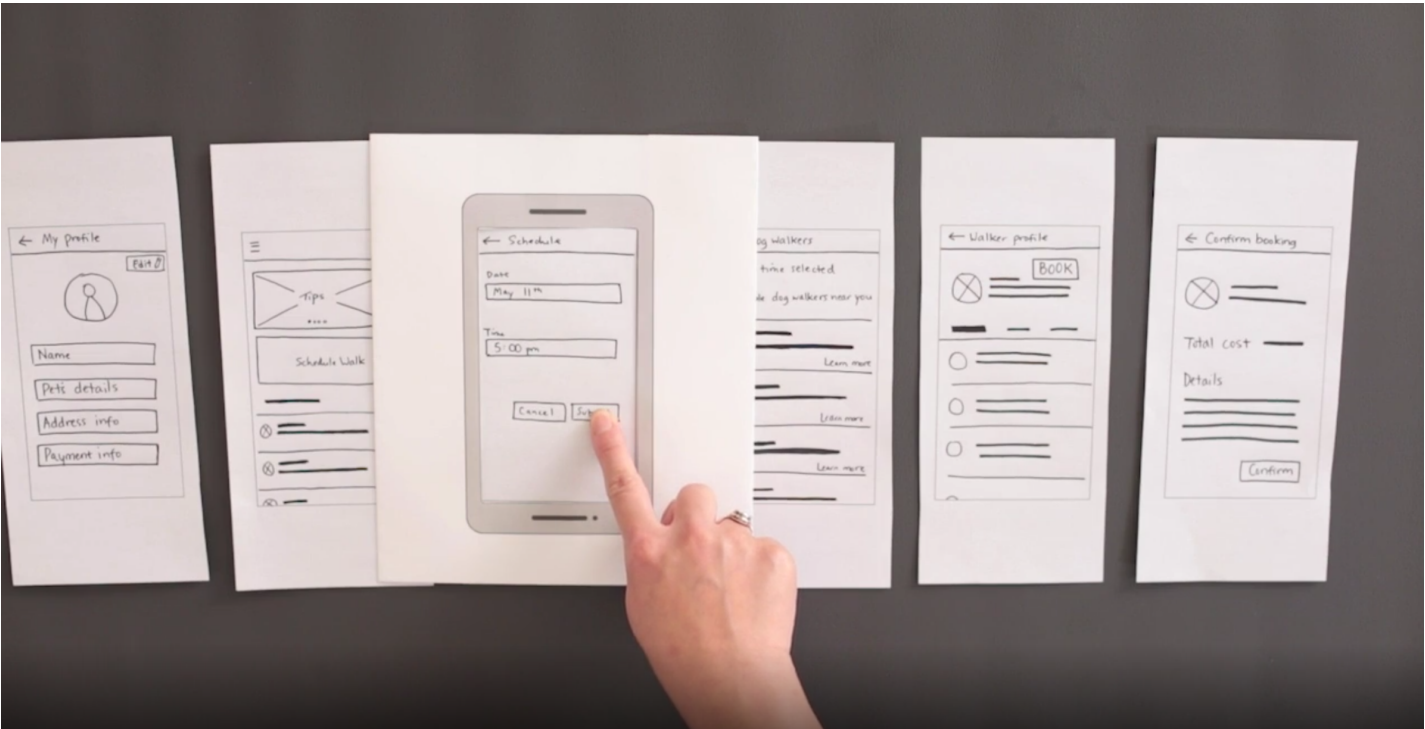
Course review

Activity Exemplar: Practice creating a low-fidelity prototype for the CoffeeHouse project

Here is a completed exemplar using the dog walking app from the course videos, along with an explanation of how the exemplar fulfills the expectations for the previous activity.

Exemplar

In this exemplar, each screen was cut out individually and placed sequentially from left to right. The order was based on the chosen user journey of scheduling a dog walker with the app. The images depict an example of how you users interact with this prototype by pressing the schedule button to advance to the next screen.



Assessment of exemplar

The paper prototype follows a clear user journey through at least four frames in a navigational flow (frames pictured as an example). Navigation cues are clearly indicated in the prototype, and the successful completion of the flow's activity is indicated.

Now compare the exemplar above to your completed deliverable. Assess what you've done using the criteria used here to evaluate the exemplar.

As you evaluate your work, review the following criteria and make sure it fulfills each one:

- The prototype is made of paper wireframe screens for the CoffeeHouse app.
- A specific user journey is being tested.
- All screens for the chosen user journey are included.
- The screens are arranged in the same sequence as the user journey.
- Navigation cues are indicated to the user.
- Successful completion of the user flow is indicated to the user.
- Any missing steps in the user journey have been addressed.

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

