Optional - Read this if it's your first course in the certificate program

If this is your first course in the Google UX Design Certificate, welcome! This reading will provide you with the information you need to decide if you should continue in this course or begin with an earlier course of the program.

This is the **third of seven courses** in the certificate program. The content and projects in each course of the program build on information that was introduced in earlier courses. For the best learning experience, you should complete the previous two courses of this certificate program, before completing this third course.

- Course 1: Foundations of User Experience (UX) Design ↗
- Course 2: Start the UX Design Process: Empathize, Define, and Ideate ↗

Keep in mind that if you want to obtain the Google UX Design Certificate, you must complete all graded materials in all courses of the certificate program and earn a score of 80% or higher. Graded materials are located at the end of each week and are indicated with the name "weekly challenge."

Test your knowledge of concepts taught in prior courses

If you choose to enroll in this third course of the Google UX Design Certificate without completing the previous two courses, you should take the optional quiz that follows this reading. The quiz will test your knowledge of content that was taught during previous courses of the certificate program.

Following the quiz, there is a reading that will explain your quiz score. The reading will help you understand if you have the knowledge necessary to succeed in this course, or if you should complete earlier courses of the certificate program and work your way to this course.

Design a mobile app

In this course, you will design wireframes and prototypes for a mobile app. Learners who have been taking the courses of this certificate program in order already selected a project prompt in the previous course of the program and will continue to develop that design project in this course. However, if this is your first course of the program, you have two ways to select a project prompt: using a prompt generator or building from starter materials. More information on each option is below.

Choose a prompt using Sharpen

Sharpen is an online tool that creates randomized design prompts. Using a design prompt is a great way for up-and-coming designers, like you, to get started in the field. Why? Well, the prompt you select for the project in this course is similar in style to the prompts you'll be asked in real job interviews!

For this project in the Google UX Design Certificate, you can choose from a custom list of tens of thousands of unique prompts on Sharpen. Your first project will focus on designing a mobile app, and the prompt generator provides lots of ideas to choose from.

Check out the Google UX Design Certificate - Project 1 prompt generator ↗. You can **click the "New Challenge" button** to generate project prompts, and refresh the prompt as many times as you want to find one that gets your creative energy flowing! When you find a prompt that you like, take a screenshot or write it down, so that you can submit your choice of project prompt in an upcoming quiz.

If you already have an idea for a design project in mind, you will have the opportunity to work on the project of your choice in Course 7 of the certificate program. For this first project, please use a prompt from Sharpen to ensure your project has an appropriate scope and aligns with the course materials presented.

After you select a project prompt, you need to catch up with where learners in the certificate program are at in the design process. Since this is the third course of the certificate program, you have a lot of ground to cover! You need to conduct user interviews, develop personas, create user stories, and develop user journey maps before proceeding with this course. If any of these topics are unfamiliar to you, please complete the first two courses of the certificate program, which are linked at the start of this reading.

Build from starter materials

Alternatively, if you'd like to complete only this course of the certificate program, you can utilize prepared starter materials. The starter materials consist of designs that the Google team has created, in alignment with the activities from previous courses of the certificate program. In other words, you can complete this course based on an example persona, user story, and user journey map, if you don't want to create your own portfolio project. To get started, follow the link to the Course 3 starter materials ↗.

If you build your project in this course from the starter materials provided, you will not be able to include the designs in your professional portfolio. Utilizing the starter materials is helpful if you only want to learn the concepts taught in this course: sketching storyboards, creating paper and digital wireframes, and developing paper and digital prototypes in Figma.

No matter which way you decide to design a mobile app, we're excited to have you along for the journey of this course. Go ahead and get started!

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