Sketch paper wireframes

Create digital wireframes

Build a low-fidelity prototype

- Video: Build a low-fidelity prototype
 1 min
- Reading: Learn more about building low-fidelity prototypes
 20 min
- Reading: Check and share lowfidelity prototypes
- Practice Quiz: Activity: Build a low-fidelity prototype for a mobile app 1 question
- Reading: Activity Exemplar: Build a low-fidelity prototype for a mobile app
- Discussion Prompt: Share your low-fidelity prototype
 10 min

Test a low-fidelity prototype

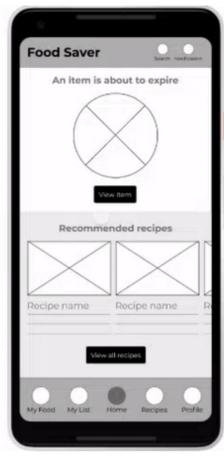
Week 2 review

Activity Exemplar: Build a low-fidelity prototype for a mobile app



Exemplar

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



You can view the prototype here ∠. ∠



Assessment of exemplar

This prototype allows a user to identify a food item that's close to expiring, choose a recipe to use, and add used food items to **My List**.

Notice how this prototype:

- Connects all the screens required to complete the primary user flow.
- Allows users to move backward and forwards within the design.
- Includes navigational cues that highlight elements that can be interacted with.
- Includes a user flow that has an end and sends users back to the home screen after completion of the user flow.

Next, compare the exemplar prototype shown above to the prototype you created. As a reminder, the questions for this self-assessment are:

- 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 the prototype?
- Did you indicate successful completion of the user flow?
- Did you return users to a sample origin after completing the simulated activity?

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

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