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
Learn more about iterating on low-fidelity designs

You've made it through the test phase of the design process for the low-fidelity prototype of your dedicated mobile app! By planning and conducting a usability study and analyzing feedback from study participants, you were able to come up with a list of insights from your research.

Now, it's time to **iterate**, or revise the original designs to create a new and improved version. Remember, the goal is to improve the user experience of your dedicated mobile app, based on the insights you generated. It's totally normal if you end up reworking more of your designs than you originally anticipated!

Whether you're working on this project in Figma or Adobe XD, here's what you'll need to do:

1. Make a **copy** of your wireframes, and **paste** the copy below your original wireframes.
2. **Name** the two versions of wireframes, such as "Round 1" and "Round 2," to help you easily track each round of designs and reference previous designs, if needed. You might also want to show these rounds of designs in your portfolio case study later.
3. **Make changes** to your designs, including editing wireframes and the interactive components of the prototype, based on insights from your research.

To learn more, review this video about [changing designs based on research insights](#)  from earlier in the certificate program. Or, to check out a demo from a Googler, revisit this video about [iterating on low-fidelity designs in Figma](#)  or this video about [iterating on low-fidelity designs in Adobe XD](#) .

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