

1.



Activity introduction

This activity will help you apply your prototyping skills. You'll convert the high-fidelity mockups you made in the [Create mockups for a responsive website](#) activity into a prototype.

As you build your prototype, remember to focus on the main user flow that will get tested in a future usability study. As you develop your prototype, you may realize that you need to change a few things or create additional screens. That's okay, and to be expected.

Remember, design is an iterative process.

After completing this activity, you'll have the opportunity to compare your work to a completed exemplar in the following course item.



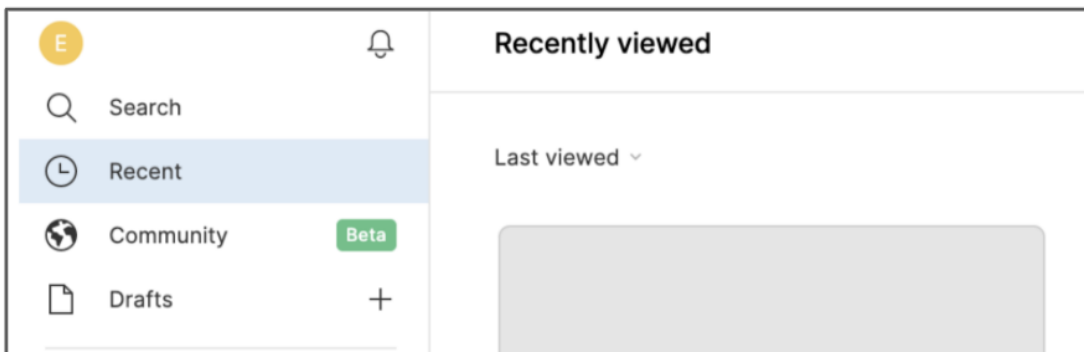
Step-by-step instructions

Step 1: Open the mockups for your portfolio project

Open your mockups in Figma or Adobe XD.

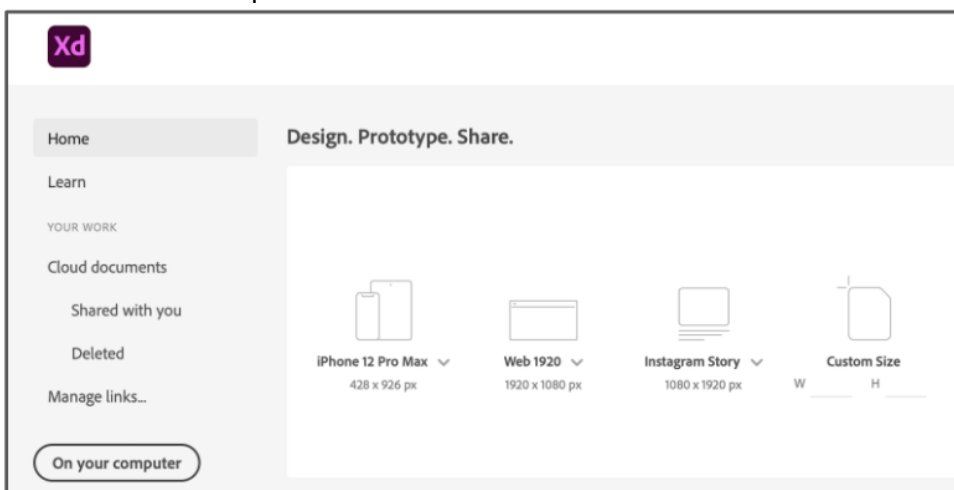
In Figma:

Go to the Figma website or start the Figma desktop app. Make sure you are logged in and click on Recent in the upper left-hand navigation bar, then click on your project to open it.



In Adobe XD:

Start the Adobe XD desktop app. Make sure you are logged in and click on your project in the Recent section to open it.

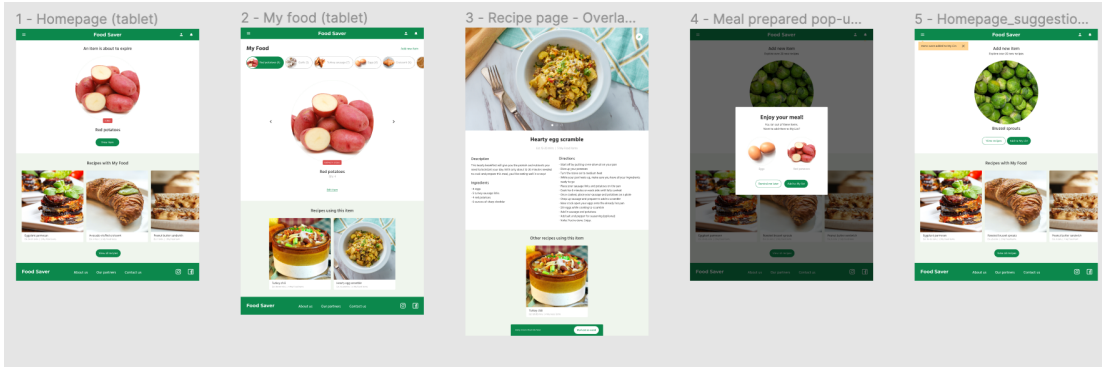


Step 2: Prepare the design for prototyping

Organize all of your screens before you begin to prototype your design.

Notice how, in the example below, all of the screens have titles and have a numerical order? This helps anyone accessing the file know the order of steps without clicking through the prototype itself.

Organizing like this will make creating the connections in your prototype very simple.



In Figma, be sure to change from the Design tab to the Prototype tab. In the upper-right corner of your screen, you'll notice the option to change from designing wireframes to connecting them in a prototype. Switch over to the Prototype tab.



In Adobe XD, be sure to change from the Design tab to the Prototype tab. In the upper-left corner of your screen, you'll notice the option to change from designing screens to connecting them in a prototype. Switch over to the Prototype tab.



Step 3: Make a connection between an element and a screen

Using the connection node, you can drag to make a connection to the following screen.

In Figma:



In Adobe XD:

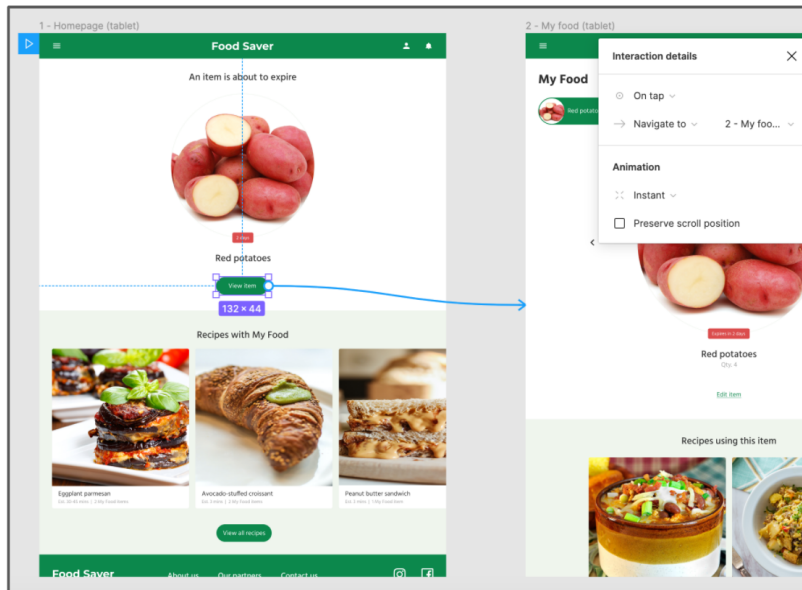


When the connection is made, you'll have a few options available in the Interaction Details pop-up in Figma or the Interaction panel in Adobe XD. The standard interaction ("On Tap - Animation: Instant" in Figma and "Tap - Animation: Dissolve" in Adobe XD) will work great. If you accidentally connected the wrong screen, you can change it in the dropdown of the Interaction Details pop-up and Interaction panel as well.

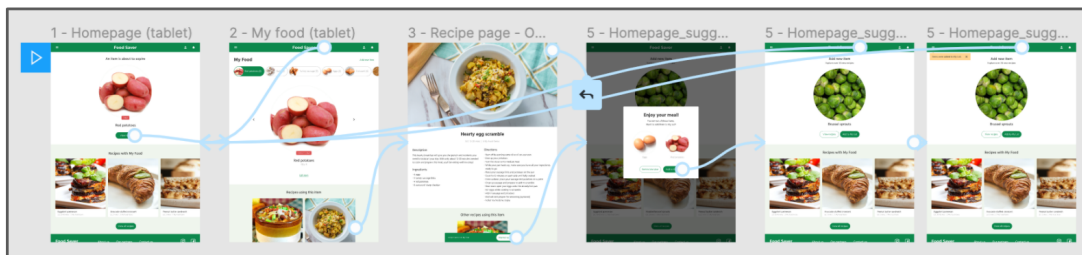
As you're working on this process, think critically about the element you're connecting as well. You can connect any element to any page, but make sure that users can tell what they can or should interact with. Ask yourself, "Will my users be able to tell which elements they should click?" Navigation cues are the foundation of your prototype and help guide a user through your product.

Begin building your prototype one connection at a time

We recommend starting with the home screen. From there, ask yourself what a user can click on to progress to the next part of the task on this page. Take your time and do this for every screen. This process will ensure minimal obstacles during user testing. You'll be continuing this process for all the screens you have built across all three of the different screen sizes you've built. Don't forget to provide links back to previous pages, and back to the homepage. The user needs to be able to navigate around the UI as naturally as possible.



After all your connections are made, your prototype should appear something like the image below. You will notice a web of connections going all over the place, from one screen to the next.

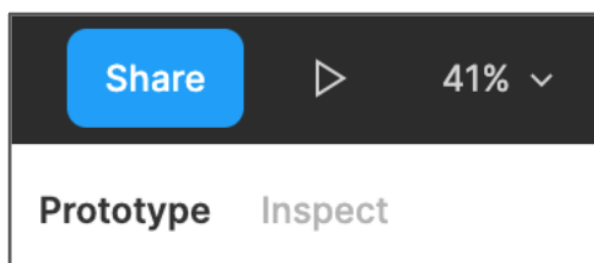


Step 4: Test your prototype

Before finishing this activity, ensure that you have successfully tested your prototype and make sure that it works properly and that the user's task or tasks are possible to complete.

You can launch your prototype by pressing the Play button to the right of the Share button on the top-right corner of the screen. Here's how it appears in Figma. It's in the same location and represented by the same icon in Adobe XD.

In Figma:



In Adobe XD:

