

# Day 6



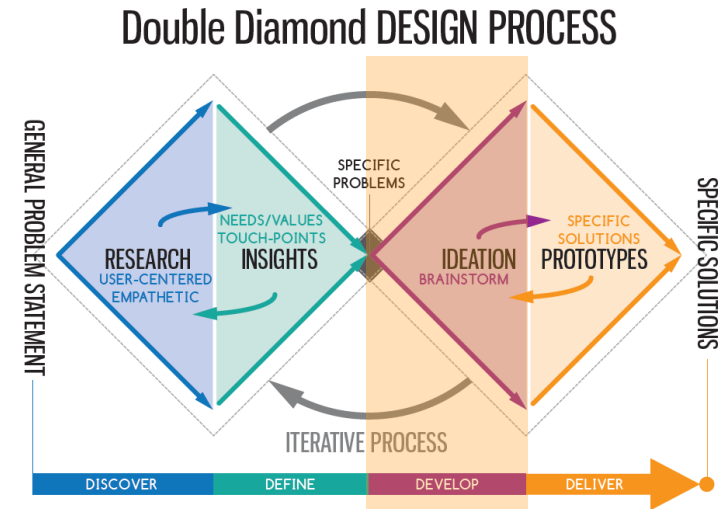
# Agenda

- ▷ Ideation
- ▷ Sketch (Low-fidelity prototype)
- ▷ Feature prioritization

# Ideation

# Develop

- ▶ Give different answers to the clearly defined problem, seeking inspiration from elsewhere and co-designing with a range of different people.
- ▶ Methods
  - Sketching
  - Wireframing
  - Prototyping
  - Task scenarios



# Ideation (envisionment)

- ▷ Ideation (envisionment) is fundamental to effective human-centered design, to enable designers to see things from other people's perspectives and to explore design concepts and ideas with others.

# Ideation techniques

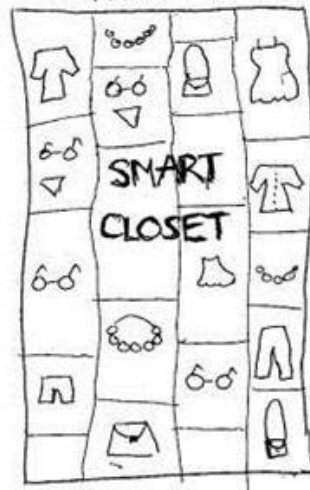
- ▷ There are many techniques that can be used for ideation.
- ▷ In this course, we will cover the following techniques.
  - Sketch (Low-fidelity prototype)
  - Wireframe (Medium-fidelity prototype)
  - HF Prototype (High-fidelity prototype)

# Sketch

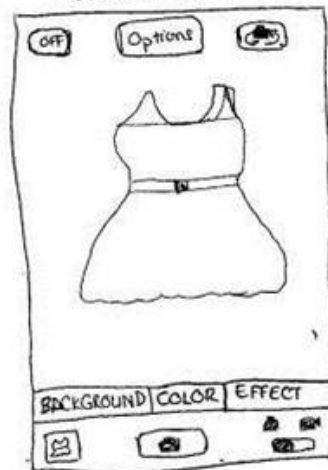
- ▷ The art of sketching is something that all designers should practice.
- ▷ Sketches are quick, timely, inexpensive, disposable and plentiful.
- ▷ Sketches are there to encourage people to question and to fill in the gaps.



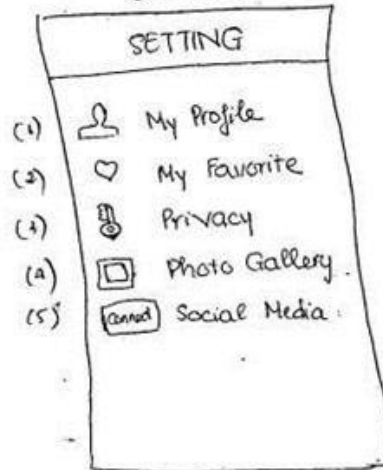
FRONT PAGE



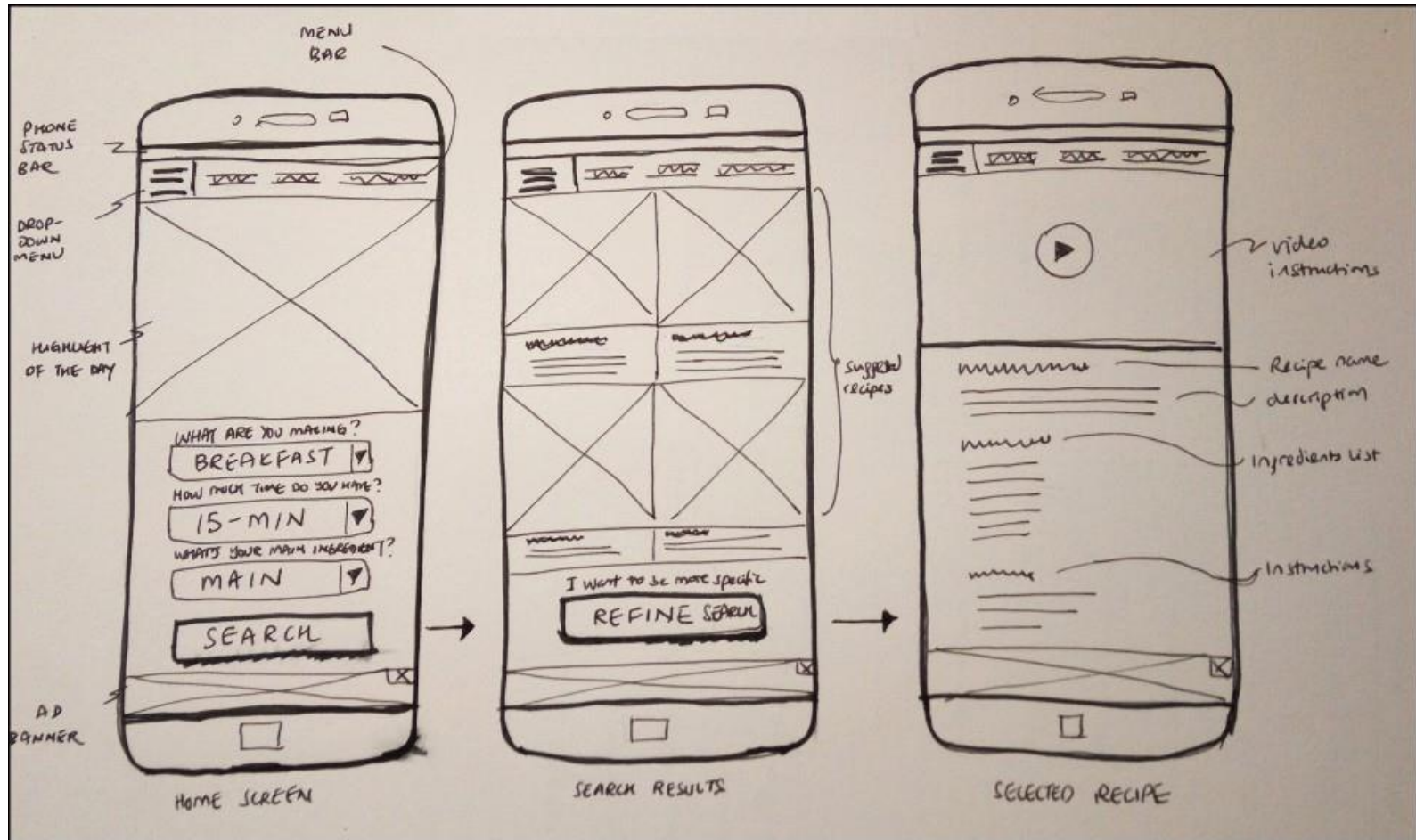
CAMERA



SETTING







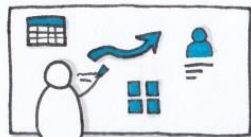
# Usefulness of sketch



YOU CAN DRAW,  
IT IS NOT ABOUT  
BEING ARTISTIC!



JUST START IT, YOU'LL  
BECOME MORE CONFIDENT  
OVER TIME!



① FACILITATING MEETINGS &  
DESIGN WORKSHOPS,  
PROJECT PLANNING

## UX Knowledge Base Sketch #52 SKETCHING

FOR UX DESIGNERS

TOOLS:

JUST GRAB THE NEAREST  
PEN & PAPER!



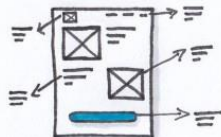
IN CASE OF USER INTERFACES:  
VARY THE FIDELITY/  
DETAIL LEVEL BASED ON



YOUR  
GOAL  
(DELIVERABLE?  
QUICK CONCEPT?)



YOUR  
AUDIENCE  
(CLIENT? TEAM?  
YOURSELF?)



② WIREFRAMING  
DON'T FORGET:  
ANNOTATIONS ARE GREAT!



③ PAPER PROTOTYPING -  
VALIDATING IDEAS,  
TESTING OUT CONCEPTS



④ IDEATION  
QUICK IDEA GENERATION  
(E.G. DURING A DESIGN SPRINT,  
OR JUST ON YOUR OWN)



SHARED  
UNDERSTANDING!

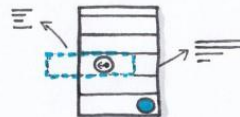
⑤ TEAMWORK, ANY KIND OF  
COLLABORATION  
(E.G.: "TALKING SKETCHES")



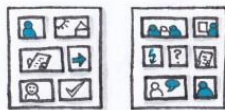
⑥ USER FLOWS  
SITEMAPS  
INFORMATION ARCHITECTURE



⑦ MAPPING: EMPATHY MAP,  
JOURNEY MAP,  
PRODUCT ROADMAP ETC.



⑧ UI ANIMATIONS  
WHAT CHANGES, HOW,  
WHAT THE TRIGGER IS



⑨ STORYBOARDING  
VALIDATING  
ASSUMPTIONS



⑩ APPLYING ICONS, VISUALS  
IN UX RESEARCH NOTES  
(E.G. USER INTERVIEW,  
CONTEXTUAL INQUIRY)



⑪ DOCUMENTATION,  
PRESENTATION  
TO CLARIFY &  
TO MAKE IT MORE ENGAGING

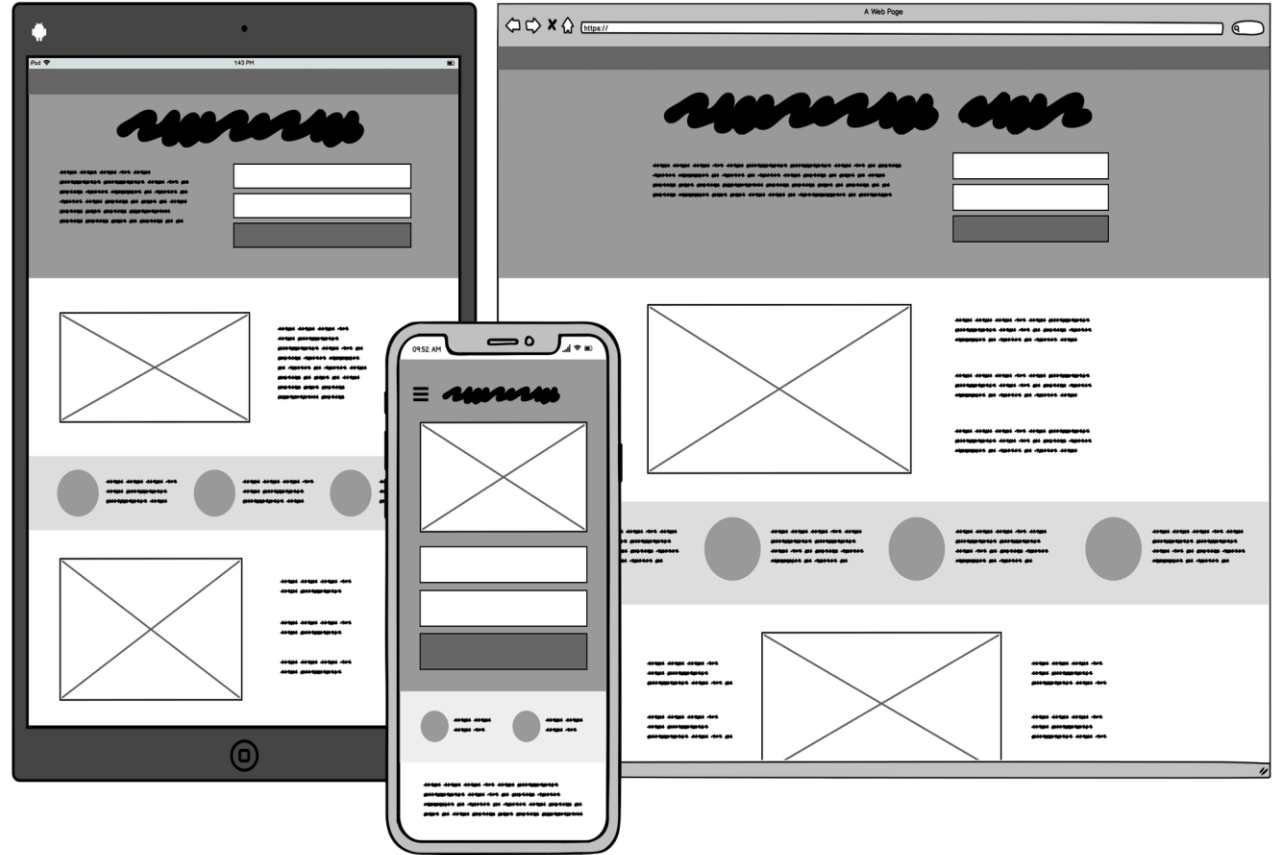


⑫ SKETCHNOTING  
- CONFERENCE TALKS  
- BOOKS  
- MEETINGS

# Wireframe

- ▷ Wireframes are outlines of the structure of a software system.
- ▷ Wireframes focus on the structure of particular types of pages and on the navigation between pages.
- ▷ Wireframes work because they focus on general elements of a design without worrying about final detail.

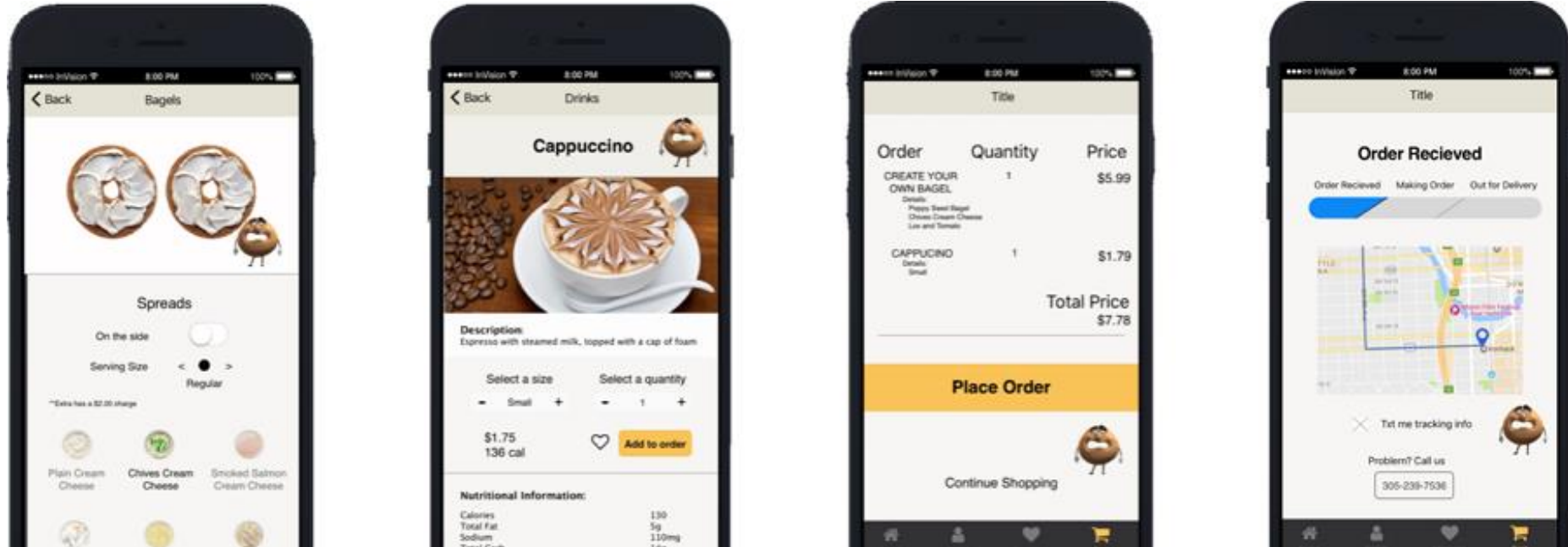
# Example of wireframe



# High-Fidelity Prototyping

- ▷ Uses materials that you would **expect to be** in the final product.
- ▷ Prototype **looks more like the final system** than a low-fidelity version.
- ▷ High-fidelity prototypes can be developed by **integrating existing hardware and software** components.

# Example of HF prototype



# Individual assignment: Sketch your app (5%)

## ▷ Objective

- To sketch the interfaces of the final project.

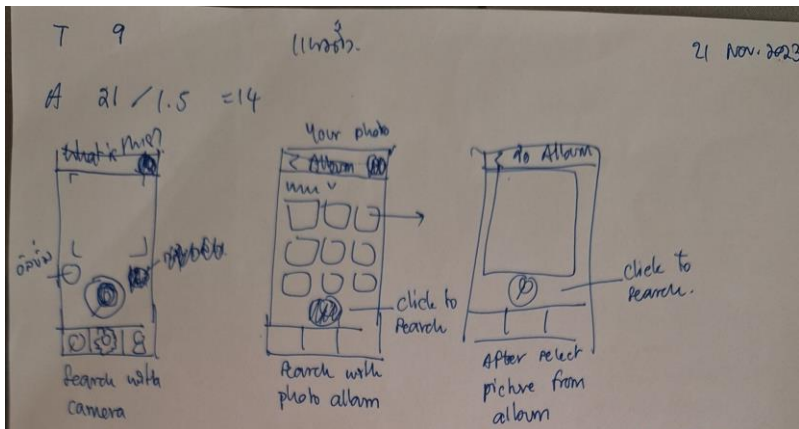
## ▷ Instructions

- For **each team member**, **sketch a page** of the application that you think can solve the user's problem on a paper. **Write your ID and name on your sketch.**
- Annotate the important objects on your sketch.
- Once finished, take the picture of your sketch.
- Then, insert the picture of your sketch and your name in the worksheet.
- **Note:**
  - A team is required to have at least 4 important sketches.
  - You can insert more slides in the worksheet (if any).

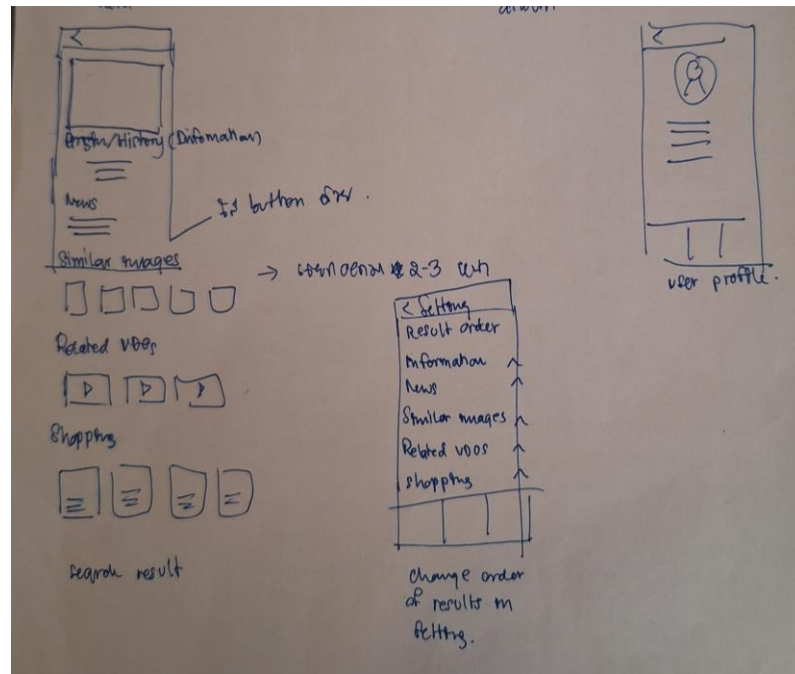




# Sketch (example)



(6615000 John Smith)



(6615000 John Smith)



# Individual assignment: Sketch your app



## Grading Criteria

- 0 = No submission
- 1 = Sketch is incomplete or is subjective.
- 3 = Sketch is complete but is not explained or annotated.
- 5 = Sketch is complete, clearly explained, and clearly annotated.



## Sketch (1)

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Replace this message by your sketches.

(Creator ID and Name)

(Creator ID and Name)



## Sketch (2)

---

Replace this message by your sketches.

(Creator ID and Name)

(Creator ID and Name)

# Feature prioritization

# What is feature?

- ▷ **Feature** means something important, interesting or typical of a place or thing.
- ▷ Examples
  - **Car**: heated seat, airbag, parking sensor, navigation, etc.
  - **Smartphone**: internet connection, camera, gyroscope, NFC, etc.
  - **Application**: push notification, search feature, social media integration, face scanning, etc.

# What is feature prioritization?

- ▷ Feature prioritization is planning out the **order of features** your team works on, based on your product roadmap.



# Why is feature prioritization important?

- ▷ It's important to prioritize features because you have **limited time and money** and **too many potential features**.
- ▷ Sitting down and figuring out which features to work on and at what point of your schedule is absolutely necessary to **prevent delays** and a **poorly executed product**.

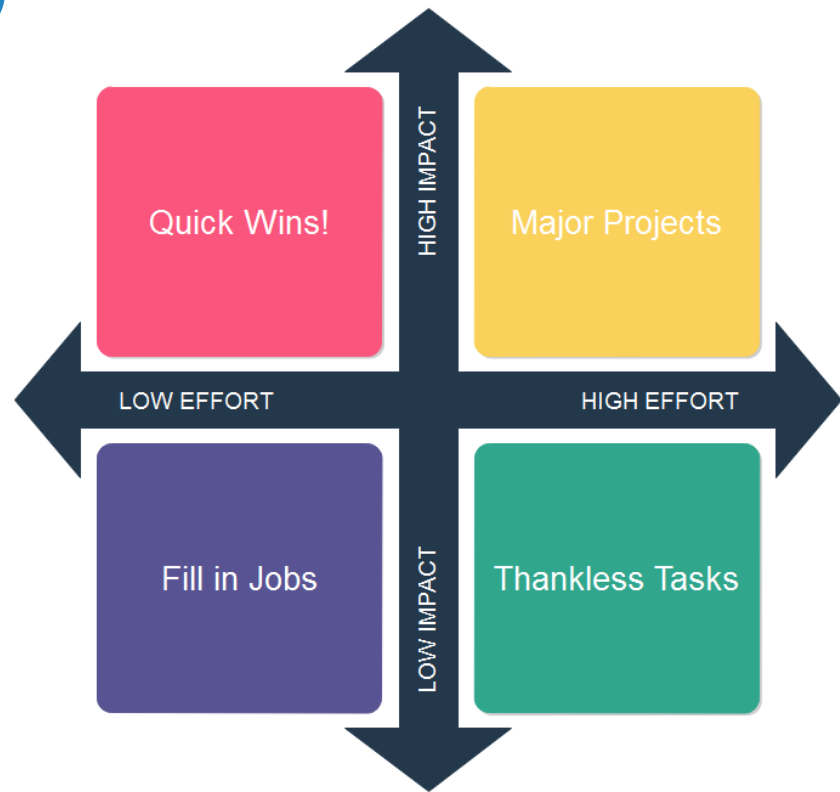
# Feature prioritization methods

- ▶ There are a number of methods used in the feature prioritization, such as
  - Impact-effort matrix
  - Feasibility, desirability, and viability scorecard
  - RICE method
  - MoSCoW analysis
  - Kano model
- ▶ However, we will cover only impact-effort matrix and MoSCow analysis.



# Impact-effort matrix (1)

- ▶ An impact-effort matrix is a 2D-visual that plots relative **user value** against **implementation complexity**.
- ▶ The resulting matrix captures the **relative effort** necessary to implement candidate features and their **impact on the users**.



# Impact-effort matrix (2)

These are the things you should focus on first.



These are worth doing if you have the time and resources.

These are the tasks you can attack when your team is idle, as they are usually quick fixes in your application.

These are the things that you should spend the least amount of time on.

# MosCow (1)

- ▶ The MoSCoW analysis is a four-step approach to prioritizing which project requirements provide the best return on investment (ROI).
- ▶ MoSCoW stands for
  - must have,
  - should have,
  - could have, and
  - won't have(the o's make the acronym more pronounceable)

# MosCow (2)

## ▷ Must have

- This category includes **all necessary requirements** for the successful **completion of the project**.
- These are **non-negotiable elements** that provide the **minimum usable** subset of requirements.

## ▷ Should have

- Should-have elements **are important** to project completion, **but they are not necessary**.
- If the final product **doesn't include** should-have requirements, then the **product still functions**.
- It can prepare **requirements for future release** without impacting the current project

# MoSCoW (3)

## ▷ Could have

- This category includes requirements that have a **much smaller impact when left out of the project**.
- An example of a could-have is a desirable but **unimportant element**.

## ▷ Won't have

- This category includes all the requirements the team recognizes **as not a priority for the project's time frame**.
- It helps setting realistic expectations for **what the final product does not include**.

# MosCow (3)

## Must Have

Product title

Product images

Product description

Sizing options

Add to cart options

Check out button

Delivery information

Site navigation

## Should Have

Store availability

Reviews

Product story

Wishlist addition

Items that are similar

## Could Have

Social media sharing

Pinterest integration

Reminders about stock

Styling examples for inspiration

## Won't Have

Ads

Coupon pushing

Videos

Banners

Custom colors

# Assignment: Do feature prioritization by using MoSCow analysis

40  
mins

## ▶ Objective

- To understand and be able to do the feature prioritization by using the MoSCow analysis.

## ▶ Instructions

- Refer to your final project, list all features that you must have, should have, could have, and won't have in your worksheet.



# Feature prioritization (example)



## Must Have

- Search by camera
- Search by image
- Use AI to summarize information
- Remove redundant information
- Show one latest news
- Show similar images
- Show related videos
- Show shops with min, max, and average price
- Custom order of information

## Should Have

- Provide more currencies
- Add to favorite
- Save search history

## Could Have

- Crop image
- Provide more languages
- Custom order of similar images
- Custom order of related videos
- Custom order of shops

## Won't Have

- Search by text
- Links to websites



# Assignment : Do feature prioritization by using MoSCow analysis



## Grading Criteria

- 0 = Blank
- 1 = Less than 3 features are listed in must have and could have categories.
- 2 = Three or more features are listed in must have and could have categories.
- 3 = Three or more features are listed in must have and could have categories and other features are listed in could have and won't have categories.



# Feature prioritization

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## Must Have

- Feature 1
- Feature 2
- Feature 3
- ...

## Should Have

- Feature 1
- Feature 2
- Feature 3
- ...

## Could Have

## Won't Have

# Q&A



End