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Lo-Fi Rapid Prototyping

REVIEW	HISTORY

Meets Specifications

Hi there!

Awesome work with the second submission of this project! User experience (UX) design needs to be creative to truly connect with users. UX designers solve problems, and the only way they can do so effectively is to think of innovative solutions. Your research and prototypes in the connection of developing a diabetic mate highlight the process nicely. Also, good job in collecting the interview notes as per the needs and behaviors. It truly reflects your quality of being a good UX designer. Good work! It was a pleasure going through your work! You have done a pretty good job along those lines!

Further, I would like to share few blog posts with you:

- This is a good read on How to create a user flow. The article explains the easy and detailed steps to understand and create an effective user flow.
- Another great read 7 Great, Tried and Tested UX Research Techniques which I found very helpful. Few things mentioned here regarding different techniques are really good and can't be overlooked.

Keep up the awesome work!

Step 1: Research Synthesis

A link to a Miro board is submitted.

The link has the `can comment` permission.

The project should be organized logically and neatly.

The design board has a frame labeled `Interview Notes`.

The frame should include separate sections of notes for all *NUMBER* of provided interviews. Each respondent should have their own color note card.

The notes should describe the highlights, pains, opportunities, or other observations.

Great! Interviews are self-contained describing the highlights, pains, opportunities. It is easy to get through your notes across the room. You have collected notes from 5 participants. You have collected a good amount of notes from the participants. This will help you in gaining deeper insights/pain points, and observation. The advantage is that the more the observation is, the much better and concrete insights will be obtained.

You may also want to go through the post on - Note-taking for beginners: a brief guide on taking notes in user interviews

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The design board has a frame labeled `Themes and Opportunities`.

The notes from the `Interview Notes` section are copied to the `Interview Synthesis` section.

The notes should be grouped and have clearly defined labels representing themes and opportunities

Themes can be ambiguous. You did a great job here by identifying the relevant themes and opportunities and grouping the interview notes under high-level and sub-themes.

The design board has a frame labeled `Feature Ideation`.

The `Feature Ideation` frame should include at least 10 feature ideas.

The ideas should be self-contained and the notes should contain enough information to communicate what it is.

The design board has a frame labeled `Feature Prioritization`.

The `Feature Prioritization` frame should copy the idea notes from `Feature Ideation`

The features should be within the realm of development based on the client's engineering capacity.

The notes in `Feature Prioritization` should be organized using one of the following frameworks:

- Feature Prioritization Matrix
- Value vs Complexity Quadrants

Selected features should be clearly marked using a different colored note. These notes should include text describing the reason the feature is important based on the research.

Step 2: Rapid Prototyping

The design board has a frame labeled `Paper Sketches - Iteration 1`.

The frame should include scans of completed ultra-lo-fi paper sketches. Recall sketching techniques:

- Crazy-8s (8 small, rough sketches on a single sheet of paper)
- Detail Sketches by drawing your best ideas multiple times.
- Layout Sketches to show how everything will fit together on screen.

Each sketch should include a short paragraph text description of the functionality.

Ultra lo-fi sketches are very neat and easy to understand. Each functionality is well described. They form the basis of prototypes and having a clear vision at this early stage helps in the long run. Good job!

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The design board has a frame labeled `Digital Prototype - Iteration 1` .

The frame should include exported images of a wireframe prototype created using Figma.

Each screen should include a short paragraph text description of the functionality.

The prototype should be lo-fidelity and be limited to 3-4 screens.

The prototype should include common UI design patterns like buttons, navigation, and links.

Well done! Each and every element and component of UI design patterns are used appropriately. Definitely, at this stage, we are not expected to go into many details and wire up everything. But you have managed to bring the most in your designs while maintaining the idea of Lo-fidelity prototypes.

A great article: [Creating a design system in Figma: a practical guide](#)

The `Digital Prototype` frame should include a URL to the published figma prototype

The prototype should include clickable regions that follow basic UI principals.

Step 3: Usability Study and Design Iteration

The design board has a frame labeled `Usability Study - Iteration 1` .

The frame should include a link to a shared Google Drive.

> NOTE: Ensure the link-sharing setting for the folder is set to `anyone with link can comment.`

The provided Google Drive should include:
A copy of the Usability Guide Template with the completed task section to match your study.
At least one copy of the Usability Guide Template with notes from a session.

The `Usability Study` frame should include a journey map with each stage broken into smaller tasks.

Comments from each usability study should be added under each relevant stage. Comments should include things like misunderstandings, pains, frustrations, delights, ideas.

Selected areas of improvement should be clearly marked using a different colored note. These notes should include text describing the reason the area is important based on the research.

A user journey map is a visualization of an individual's relationships with a product/brand over time and across different channels. While user journey maps come in all shapes and formats, commonly it's represented as a timeline of all touchpoints between a user and a product. Your user flow managed to highlight the process nicely. Great Job!

The design board has a frame labeled `Iterated Prototype - Iteration 2` .

The frame should include exported images of a wireframe prototype created using Figma.

Each screen should include a short paragraph text description of the functionality.

The prototype should be lo-fidelity and be limited to 3-4 screens.

The prototype should include common UI design patterns like buttons, navigation, and links.

The prototype should include changes based on the usability study.

⎘ PROJECT LINK

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