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<div><div>Course Tips _ User Experience Design</div><div>C856 D479</div></div>	
<div><div>Reasons Why Most Tasks are Returned!</div><div>Task One</div><div><div><div>• Submitting task 2 before task 1 is passed.</div><div>• Creating a timeline longer than 4 weeks, 30 days.</div><div>• Not including all the attributes needed for your Persona.</div><div>• Not including the flow (flow lines) for your Wireframe.</div></div><div><div>• Not including placeholders</div></div><div><div>• Not providing Objective Usability Tasks</div><div><div>• Form tasks in a question (EX: What types of cuisine are served on the island)</div></div></div><div><div>• Not stating whether your guerrilla testing is an actionable or non-actionable item.</div><div><div>• I have created a table in the template.</div></div></div><div><div>• Inactive Prototype link</div></div></div><div><div>Your Prototype should be completed using the “About the Island “document.</div></div><div>Task Two</div><div><div><div>• Submitting task 2 before task 1 is passed.</div><div>• Not including the proper Peer Review links</div><div>• Not separating the Peer Reviewer’s Feedback</div></div></div></div>	<div><div>About Evaluation and Resubmission</div><div>Should I resubmit all task attachments with my resubmission?</div><div><div>• This is not required, only the Task elements that did not meet competency need to be resubmitted.</div></div><div>How do I access task requirements and submit files?</div><div><div>• Review this <a href="#">Knowledge document</a> for details on submitting files, canceling submissions, and accessing evaluation reports.</div></div><div>My Task requires approval...what do I do?</div><div><div><div>• Begin working on revisions.</div><div>• Schedule a call with your Instructor to work through the evaluation feedback. If the feedback is clear and you have already addressed each item, contact your Instructor to discuss.</div></div></div><div>Locked Task: Your Instructor has to review before resubmission.</div></div>
<div><div>Reference</div><div>Please take a look at the <a href="#">Task 1 example files</a> available on the course OneDrive for reference, these are formats previously accepted for the task and are good formats to follow. <b>(use WGU credentials to log in)</b></div></div>	
<div>Task 1: Tips and Examples</div>	
<div>A) <b>Timeline: Create a timeline of the UX design activities that will take place during this project.</b></div>	
<div><div>The Timeline is Must be 4 Weeks, not to exceed 30 days</div><div><div>• There is no design requirement for the timeline:</div><div><div>• a table</div><div>• a flowchart with descriptions of the work each</div><div>• a bullet list</div></div></div><div>The "UX design activities for the project" are the other required aspects of Task 1.</div><div><div><div>• Personal profile research task</div><div>• Wireframe development</div><div>• Guerrilla testing</div></div></div></div>	

- Prototype design
- Creating usability tasks
- Modifications needed

DESIGN PROCESS TIMELINE



B) User Persona: Create a user persona for visitors of the Project website.

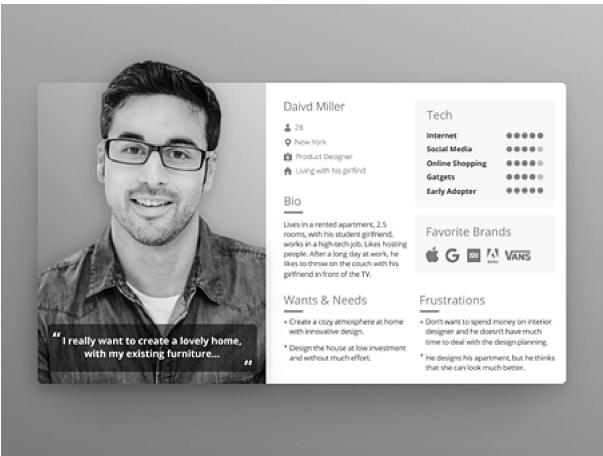
Submit **ONE Persona** profile and will make up the appropriate information for each of the columns in the survey.

The attributes/details included should match the parameters of the Survey Results document provided.

- Review Section 5 of the course material.
- Refer to supporting documents on the task requirements: "Survey Results.xlsx"
  - The Attributes needed for the Persona are the **Subheadings** in the Survey Results spreadsheet:
  - Age
  - Transportation to Island
  - etc.

Additional Resources

- [User Persona Examples](#)
- [Persona How-To](#)



C) Wireframe: Create a low-fidelity wireframe showing the suggested flow of your new design for the Tanitian website.

A wireframe is a visual representation of the layout & design of an interface, with no real content. It is created during the Planning phase of a project to determine the best way to present site information visually. The wireframe for this project is low-fidelity, meaning it is the first digital version of a basic sketch of a page.

Review Sections 3 & 4 of the course material

This is a low-fidelity wireframe and can have boxes instead of figures, and lorem ipsum filler text

Mobile or Desktop: it's up to you! Choose the format that suits the audience best

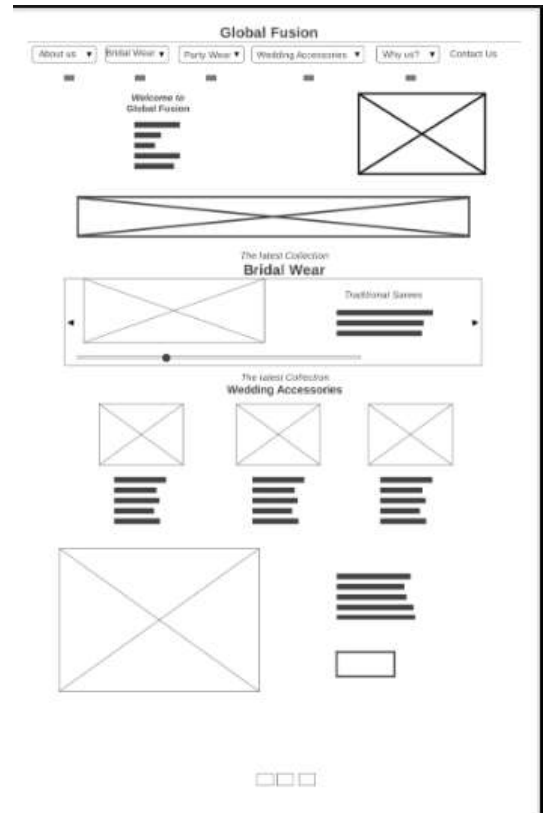
Any tool can be used to create the wireframe

Please make sure to label your wireframe

There are no page requirements for the wireframe or prototype

Include one wireframe for each page in the prototype AND a flow diagram

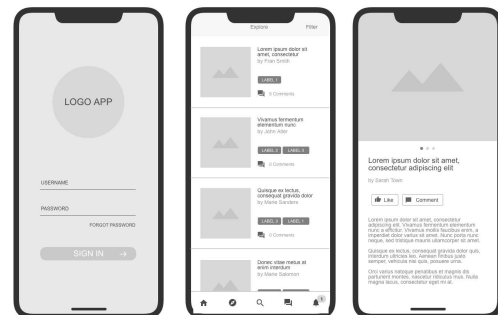
### Wireframe for a Desktop site



### Wireframe resources

- [A guide to wireframe fidelity](#) provides excellent examples of wireframes and what should be included.
- [What is Wireframing?](#)
- [Difference Between Wireframe, Prototype, and Mockup](#)
- [Creating Wireframes in InVision and a wireframe template](#) (InVision has a wireframe tool called Form you can use)
- Using [SketchApp](#) and [Adobe XD](#) for wire framing;
- Online Wireframing tool: <https://wireframe.cc/>

### Wireframe for a Mobile site

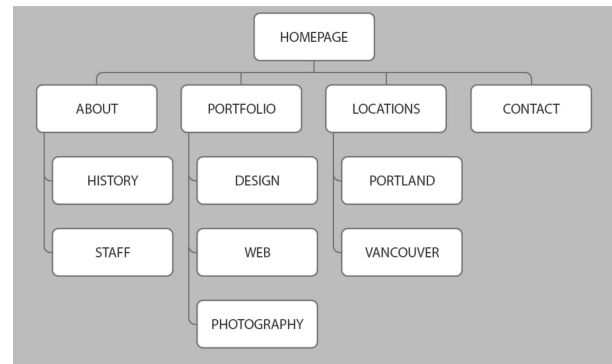


### Flow Diagram resources

A flow diagram shows the basic path that a user would take from the homepage through the other pages of the site. This can be included as the first page in your wireframe submission.

- [A step-by-step guide to creating your first user flow diagram](#)

- [Popular charting tools to show site flow](#)
- [How to draw flow in Microsoft Word \(4 min\)](#)



#### D) Guerrilla Testing: Conduct Usability testing with three other users and compile your feedback.

Review Section 7 of the course material

Guerrilla testing is to be done with family or friends you choose

Each piece of feedback must be labeled **actionable** or not **actionable** and explain this decision.

Explain how you will incorporate the feedback you received to improve your design

If you intend to make changes, outline what those changes are and how they will improve the design.

#### Testing Resources

[How To: Guerrilla Usability Testing](#)

[How to Conduct a Wireframe Review](#)



#### E) Interactive Prototype: Create an interactive Prototype for the Taniti website that follows your wireframe design and incorporates the feedback you indicated in your Feedback document.

Review Section 6 of the course material.

A prototype is not a fully functioning website.

Include enough content for users to perform the usability tests you are designing. For example, if you want users to locate information about beaches, include that information.

When using online images, include a caption or acknowledgment with the submission. See: [How to cite materials properly in APA format](#)

The prototype should reflect the design of your wireframe and include changes from guerrilla testing.

Any tool can be used to create the prototype as long as there is a URL to access the prototype online.

If you build the prototype in HTML and CSS, it must be published online. See hosting options below.



## Prototyping Options

Any tool can be used to create the prototype as long as you can URL for the completed work. Before you begin creating, **ensure that your chosen software can export to a format that will load into a browser window.**

**Note:** We are not advocating the use of any one tool or production process for prototyping.

**You should explore options and decide for yourself what works best for you.**

## Prototyping resources

Before obtaining an account for any software that will be used to create your prototype,

please wait until you are ready to start your prototype.

**Most software subscriptions have attached fees after a week or 30-days.**

## Prototyping with a GUI Editor

Many developers use GUI or advanced editors to build web prototypes, here are some examples to explore

- Adobe Dreamweaver: an advanced GUI authoring tool (trial version available)
- Just in Mind: a Design and Prototyping tool

### Exporting to HTML | Justinmind Q&A

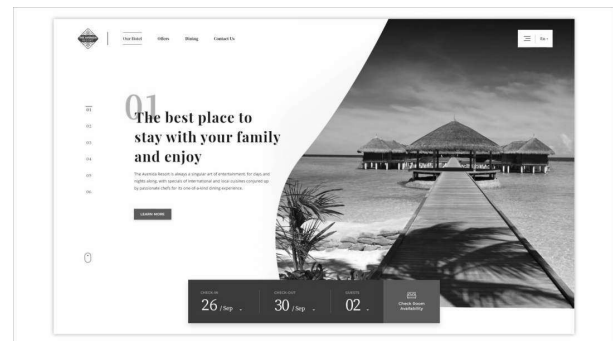
- To export to HTML, go to File -> Export to HTML.
- If you would like an export with only the essentials, go to Preferences and uncheck 'Optimized', and then export to HTML again.
- The folder generated by exporting to HTML will contain an index.html file that you can use to view the simulated version of your prototype.

- WebFlow: an online Design and Prototyping tool

### Prototyping in an Authoring Environment

Authoring environments provide a variety of features but with restricted coding options.

- Figma: <https://www.figma.com/> |



- **Standard for UX Design Google Cert**

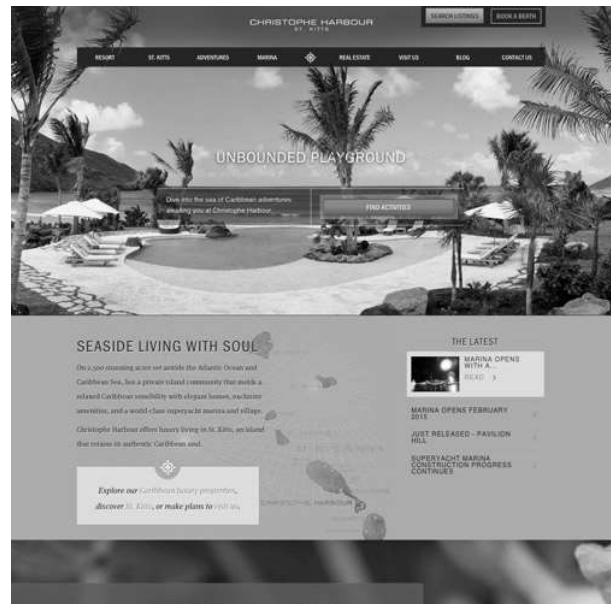
- Weebly: <https://www.weebly.com/>

### Prototyping with a Code Editor

Code editors are popular with developers who understand HTML, CSS and JavaScript for prototyping. Here are some examples:

- **Brackets:** a free code editor with browser preview features
- **VisualStudio Code:** a free editor from Microsoft
- **Sublime Text:** a popular free code editor.

There are numerous other editors available to use, search online for the large variety of options.



Visit the [Prototype and Peer Review Dashboard](#) for prototype examples from other students.

### Generating a Prototype URL for Task submission:

**Below are some options for getting your Prototype online.**

- W3Schools: <https://www.w3schools.com/spaces/> (you can create a free hosting account @ w3schools.com to generate a URL for your project)
- Infinity Free: <https://www.infinityfree.net/>
- Netlify has a free hosting trial: [www.netlify.com/](https://www.netlify.com/)

### F) Usability Tasks: List five objective usability tasks you want users to test in Task 2 for your prototype.

- Review Section 7 of the course material.
- Functional testing validates a system's functionality and asks if something *can* be done, like working links and images loading.
- Usability testing validates the ease of use and intuitiveness of a system. In other words, *how* is it done and does it make sense.
- These should be usability tasks that allow the user to complete without prescriptive directions.

#### Additional Resources

- [Functional Testing vs. Usability Testing](#)
- [Differences Between Functional Testing and Usability Testing](#)

#### GOOD Objective Usability Tasks:

- What is the drinking age at the resort?
- Locate a phone number for the hotel?
- Identify two things you could do on the island.
- What are the transportation options to and on the island?

#### POOR Usability Tasks:

- Navigate the website.
- Click on lodging and navigate to the hotel information.
- Verify the navigation works.
- Review transportation options.
- Test the "learn more" link.
- Click on the FAQ page and then scroll down to find the drinking age.

### G. Acknowledge resources used from other sources

Since this is a fictitious resort and there are no reviews of lodging and other aspects of the island, there are likely no in-text citations or references you will include in your site content.

However, you should acknowledge photos and other media used on the site. There are two main ways of doing this:

- Caption each photo including the name and location of the source
- Put an acknowledgement in the footer of the home page if coming from one source.

See this article on Bibliography.com for more info: [How to Cite a Picture in MLA](#)



### H. Professional communication in content and site presentation

- Use Spellcheck on your site documents before submitting for evaluation;
- The Writing Center has [resources on in-text citations here](#);
- You may [schedule an appointment with the Writing Center](#) if you need assistance with professional communications or citations.

#### Task 2: Tips and Examples

#### Usability Testing and Peer Reviews: Record yourself giving feedback to three different student prototypes

#### Submitting your Prototype for Review

- See the [Task 2 Overview](#) document for a description of the task submission process.
- Take a look at the [Task 2 template file](#) on the course OneDrive for reference, this will help to organize your files for submission.
- You can post a request for your Prototype review in the Course Chatter; include your REQ number in the request.

#### Using Panopto for Peer Reviews

- Setup your Panopto account prior to doing Peer Reviews, see instructions here: [Panopto FAQs](#)
- **END OF TERM students:** If your term is ending in the next 7 days, email your instructor for assistance. We cannot guarantee that reviews will be provided at the end of the term, but we will solicit assistance.
- **Permissions :** Make sure to set the appropriate permissions when done.
- **Help Fellow Students:** If you have the time, *please consider doing more than three* as there is always someone looking for a timely review to their project.

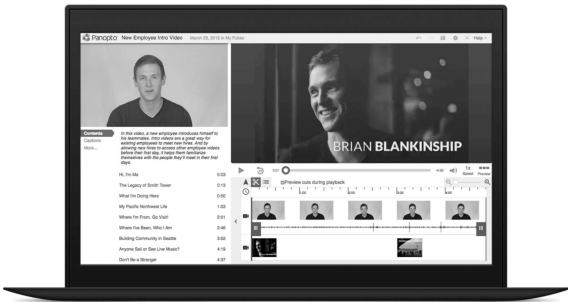


*Note:* This Task aspect will be assessed on the three videos you provide, NOT the videos you receive.

**Additional Resources**

**Panopto Tips**

- If you have recording access issues [according to this document](#), contact [AssessmentServices@wgu.edu](mailto:AssessmentServices@wgu.edu) for assistance.
- Review [The Think Aloud Protocol](#) before starting.



**Making your Peer Reviews available for viewing**

Students in C856 should upload videos to this folder:

***User Experience Design HJP1 | HJP2 | HJP3 | C856 (student creators) [assignments].***

Students in D479 should upload videos to this folder:

***User Experience Design HJN1 | D479 (student creators) [assignments]***

- If student videos are uploaded to the correct folder, others should be able to access and view.
- When uploading to folders, the *permissions should not be set to Public*.
- Contact [AssessmentServices@wgu.edu](mailto:AssessmentServices@wgu.edu) for assistance.

**Prototype Feedback Summary**

Summarize the feedback from the three reactions you received on your design



- Summarize the quantitative and qualitative data collected for each usability task.
- Identify each piece of feedback as actionable or not actionable.
- This is assessed on your summary, not the feedback provided by other students.

Test Case Type	Description	Test Step	Expected Result	Status
Functionality	Area should accommodate up to 20 characters	Input up to 20 characters	All 20 characters in the request should be appropriate	Pass or Fail
Security	Verify password rules are working	Create a new password in accordance with rules	The user's password will be accepted if it adheres to the rules	Pass or Fail
Usability	Ensure all links are working properly	Have users click on various links on the page	Links will take users to another web page according to the on-page URL	Pass or Fail

### Design Changes

Summarize how your design changed throughout the entire UX design process

- Summarize the entire testing process (wireframe, guerilla testing, prototype, usability testing) and explain how the design changed throughout the process.
- There is no need to update your prototype after this Task element is complete.

Page-Specific Task	Goals	Person Responsible	Target Delivery	Date Completed
Update Page Layout	follow heat maps & user eye patterns	Designer, Project Manager	June 21st	
Update Visuals	better branding & more enticing images	Designer	June 21st	
Improve CTA color & placement	increase conversion rate	Designer	June 21st	
Update Content	Entice reader to stay on page, more informative, better SEO headlines	Content Writer	July 12th	
Maintain SEO Backend	keep organic ranking & PPC quality scores high	Search Manager	August 23rd	

Take a look at the [Task 1 example files](#) available on the course OneDrive for reference, these are formats previously accepted for the task and are good formats to follow. (use WGU credentials to log in)

#### Article Link:

<https://srm--c.vf.force.com/apex/CourseArticle?id=kA00c000000hKMHCA2>