# Audiencia, viabilidad y factibilidad





# ¿Por qué fallan los proyectos o dejan de existir?



















# ¿Por qué fallan los proyectos?



Not enough cash or cash flow



Product didn't have a market



Not a good business model



Issues with pricing and cost



Poor marketing



Ignoring customers



Bad timing

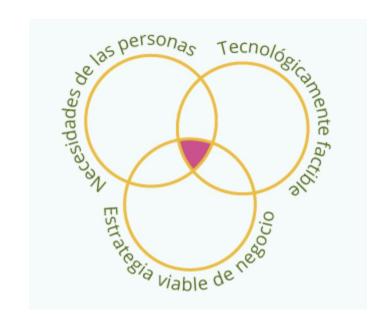


Lack of focus





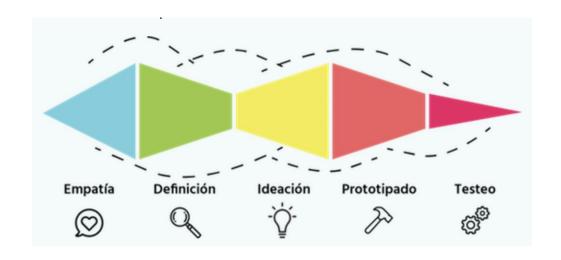
# Design thinking







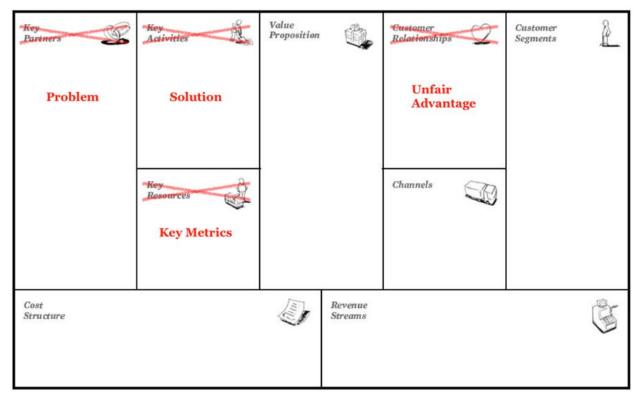
# Design thinking







### Business model canvas or Lean canvas





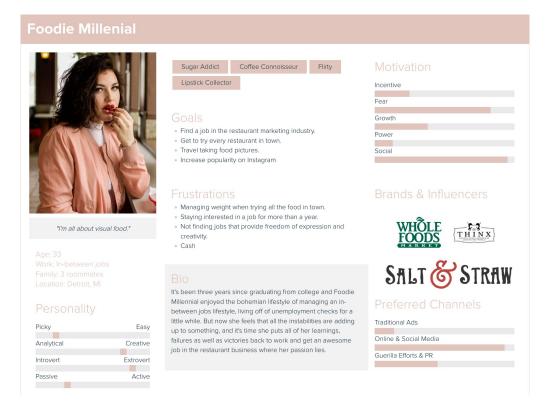


### **User Persona:**

- ¿Quién eres?
- ¿Cuál es tu principal objetivo?
- ¿Cuál es tu principal obstáculo para alcanzarlo?

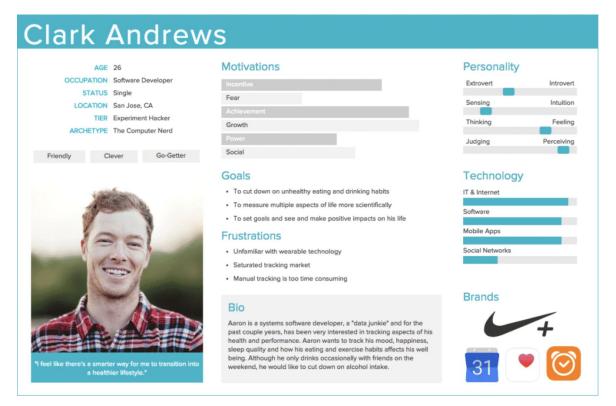














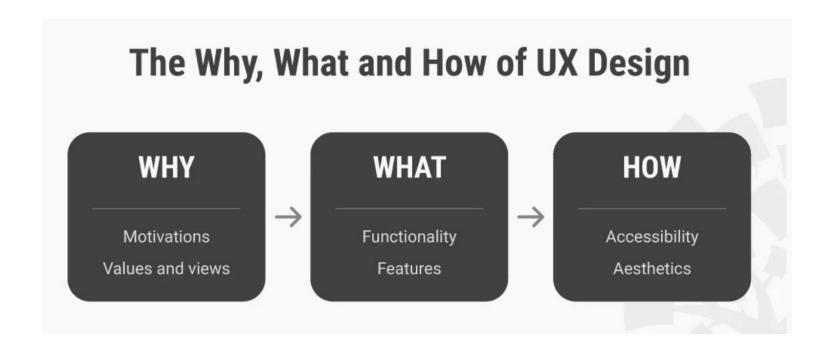


- Los 5 por qué
- Value proposition design
- Business model





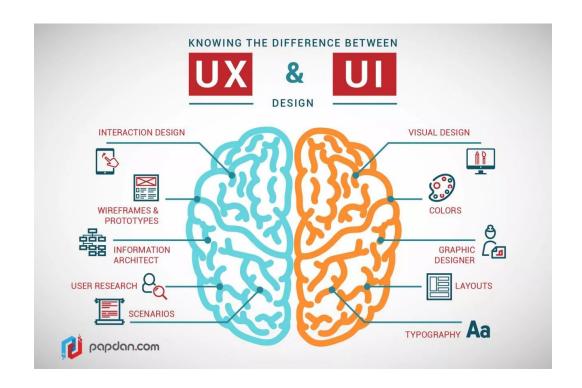
# **UX** Design







## UI / UX

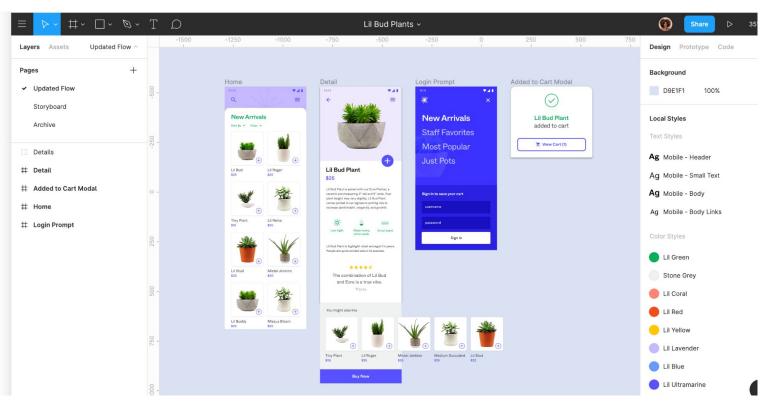






### UI / UX Tools

- Adobe
- Figma
- Zeplin
- Miro







# Design Guides

Material Design: <a href="https://material.io/design">https://material.io/design</a>

Material 3: <a href="https://m3.material.io/">https://m3.material.io/</a>

Material You: <a href="https://material.io/blog/announcing-material-you">https://material.io/blog/announcing-material-you</a>

- Consistencia
- Simpleza
- Intuitivo
- Rapidez y fluidez
- Coherente



