Skilling Architect

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Project overview



The product:

Prototype Learning experience management system

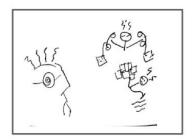


Starting the design

- Paper strory boards
- Digital wireframes
- Low-fidelity prototype

Paper storyboards (big picture)

Scenario: A product that provides learning management & experience system - big picture



Jastin decides that his employees needs new skills



Finds a product with build in tools & library from certified courses from vendors



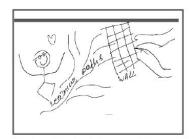
He has an idea: find a learning
experience software where can add
and build in courses and creates
learning paths



Follows instructions and how to videos He starts creating learnings paths



Has to decide among popular products. He has to choose the one that meets today's needs and future plans

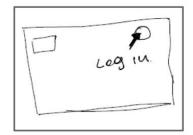


He has his first demo path ready © Needs to overcome some obstacles.

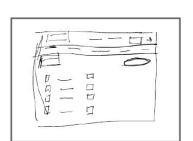


Paper storyboards (close-up)

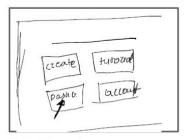
Scenario: A product that provides learning management & experience system - close up



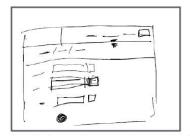
Jastin logs in his account



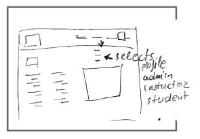
Selects features and customizes products



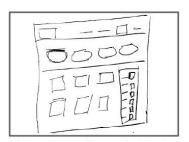
Select the category



He starts creating learnings paths & categories etc



Selects profile (admine-instructor-learner) & features

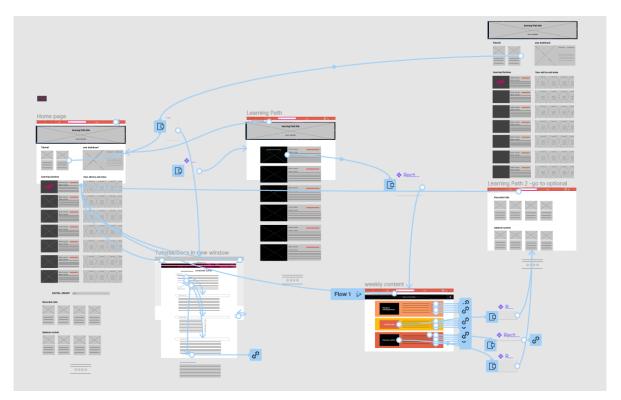


He has his first learner's interface ready.



Digital wireframes (Desktop learner interface)

Digital wireframe in Figma
The learning path is
completed by the instructor
and this is what the learner
gets.





Digital Prototypes

Run prototype in Figma

