Lesson Review

📺 https://youtu.be/1zmc99PI2jQ

What we've learned:

- Why it's important to test our designs before launch.
- Different usability testing methodologies including **moderated and un-moderated sessions**.
- How to run a moderated usability session using a **Usability Guide**.
- Helpful tips to use **Zoom** for remote moderated sessions.
- Techniques for making sense of usability test results on our **User Flow Diagram**.
- Examples on how to iterate your design based on feedback.
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What we'll do next: Demonstrate your skills in a Low-Fidelity Rapid Prototype Sprint 🙌🎉📈

Next, you'll start the project where you'll implement all of the skills we've covered in this course—from understanding research through to creating and testing prototypes!