Product Management DevC

Week 6 - Lab

Objective: Learn to make prototype

Main Objective: Learn how to use Figma to create prototype

We learned how to create simple wireframes last week. For this week, we are going to learn how to make prototype. As you have known, prototype is the early iteration of your product, to demonstrate its core functionality. In a nutshell, the prototype is pretty close to your finished product.

Activity 1: Learn to create prototype by using Figma.

Milestone 1:

- Learn how to create prototype with our teachers.

Activity 2: Last week, we created wireframe for Instagram. Therefore, this week, you are going to create prototype for it.

Milestone 2:

- Create prototype for Instagram based on the wireframes that we created last week.

Activity 3: Pick a product and make a prototype for it.

Milestone 3:

- Apply what you have learned and create a prototype for a product that you can freely pick.

Activity 4: Presentation

Milestone 4: Present your prototype.