

General info

Grouping: in pairs of two

Entry Requirement: finished version of assignment 1

Time indication: +/- 13hrs per week, per student

Timeframe: week 4, 5, 6, 7 and 8

Learning objectives:

- (GI/ONT/1) The student can design and implement a UX prototype.
- (GI/ONT/1) The student can test a UX prototype.
- (SW/ONT/1) The student can create a technical design, using existing components and best practices.
- (GI/REA/1) The student can construct and facilitate user tests using UX testing methodologies.
- (GI/REA/1) The student can design an app focused on the user experience.

Prerequisites to get a grade:

- The full-prototype is connected and a working and accessible Figma link is provided
- The Nielsen and Norman heuristics are applied
- The UX design is tested with at least 3 research methods
- Presentation is included
- References are included
- The entire document is 10 pages at maximum

Goal

The goal of this assignment is to create a full featured frontend design based on UX research. The main goal is to learn how to bring your ideas to life in a substantiated solid theoretical manner. To do that you need to work on the crossroads of technical details, UX research and design thinking. An important part of this process is testing your UX design.

Planning and organisation

You've started in week 1 with a problem definition and target group and did research how to solve the problem of your target group. This has lead to a low-fidelity prototype which serves as the basis for the weeks 4-8. The workshops will help you to iterate your idea/design, to create a full featured frontend design and to test your prototype.

Hand in

- Fully designed and clickable prototype in Figma (with **WORKING** link, make sure access is correct).
- First iteration of you presentation of all three modules that is needed for assessment (maximum 15 minutes).
- Research report on design choices you made with a **strict** maximum of 10 pages that contains at least
 - Your design choices (use references!)
 - User stories based on your requirements list from assignment 1
 - How you applied Nielsen and Norman usability heuristics
 - Evaluation of your UX design using at least three research methods