

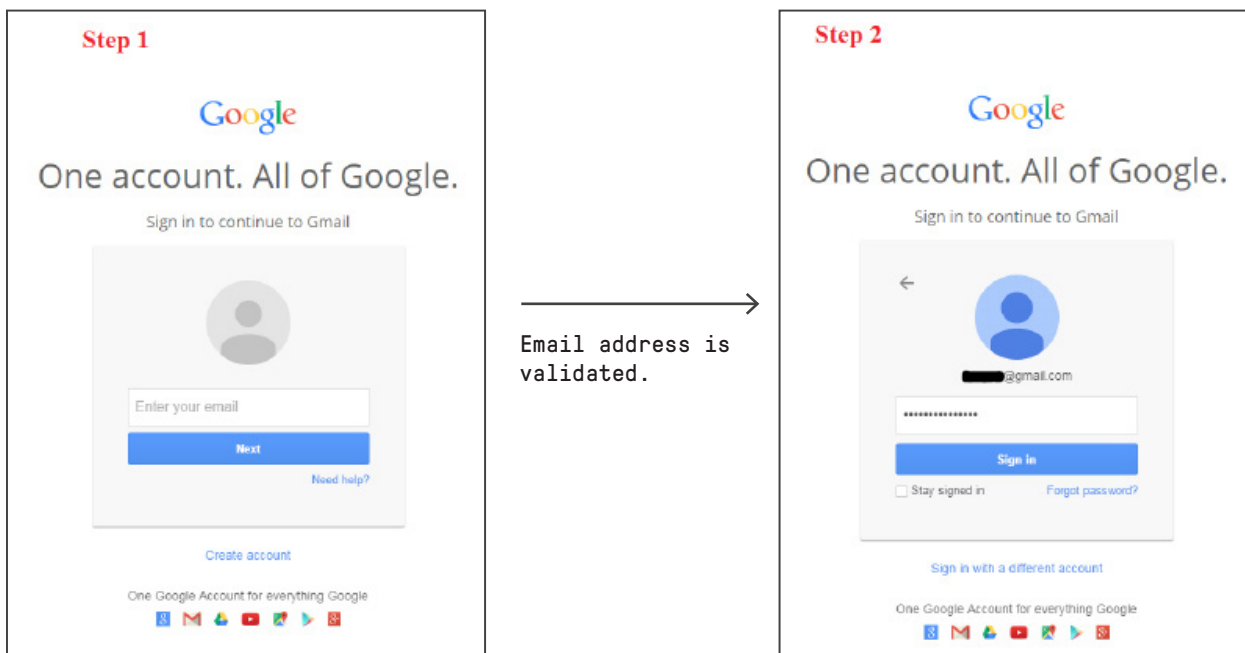
## WEEKLY PROJECT: USERFLOWS

Learning to think through a variety of user flows and interface possibilities is critical to being a good UX designer. Each week, you'll download one app (or apps you've already download and use) and walk through a userflow for the primary action. (Some weeks may have specific requests such as onboarding or account creation.)

## PROCESS

1. **Select an application.** This can be a phone app, or a website/app. If the app has multiple instances, like Netflix, you could do each platform a different week (one week for the web, one for mobile, one for television, etc.).
2. **Build a flow diagram with screenshots.** Walk through the process of the app's primary interaction (EXAMPLE: Netflix searching for a movie and watching it)
3. **Brief Analysis.** Write at least three points of criticism. Is it confusing? Is it easy? Clever? Too many steps? Tell me what do you make of the interactions.
4. **Submit PDF.** Turn in a PDF that includes the above before class. We'll talk about one or two at the beginning of each class.

## USER FLOW EXAMPLE



Google's login page prompts the user to enter their email address.

On a second page, Google surfaces the user's avatar and email address. This allows for a check before typing in the password to ensure you've typed your own email address and not someone else's.