

< Return to Classroom

Lo-Fi Rapid Prototyping

REVIEW	
HISTORY	

Meets Specifications

WOW, WHAT AN EXCELLENT PROJECT! 🦥 🔥 🙌

I'm your old reviewer again. So happy to see you pass this project!

I haven't seen a submission like this! Your MIRO board is absolutely stunning and so well organized. WOW. I've mentioned some takeaways for your deeper understanding. 🚀 💡

Some tips for UI that'll make you a PRO-

- a. 9 tips to Quickly Improve Your UI designs
- b. 21 UI Design Tips you Need to Know
- c. 10 UI Design Tips Every Professional Should Keep In Mind

Congratulations on passing this project and achieving a new milestone. $\frac{1}{2}$



Do drop feedback if you found the learning helpful. 🙌 🚀



Happy learning. Keep improving 🙌

Step 1: Research Synthesis

A link to a Miro board is submitted.

The link has the can comment permission.

The project should be organized logically and neatly.

This was passed in previous review

The design board has a frame labeled Interview Notes.

The frame should include separate sections of notes for each of the provided interviews. Each respondent should have their own color note card.

The notes should describe the highlights, pains, opportunities, or other observations.

This was passed in previous review 🔽

The notes from the Interview Notes section are copied to the Interview Synthesis section.

The notes should be grouped and have clearly defined labels representing themes and opportunities

This was passed in previous review 🗸

The design board has a frame labeled Feature Ideation.

The Feature Ideation frame should include at least 10 feature ideas.

The ideas should be self-contained and the notes should contain enough information to communicate what it is.

This was passed in previous review 🗸

The design board has a frame labeled Feature Prioritization.

The Feature Prioritization frame should copy the idea notes from Feature Ideation

The features should be within the realm of development based on the client's engineering capacity.

The notes in | Feature | Prioritization | should be organized using one of the following frameworks:

- Feature Prioritization Matrix
- Value vs Complexity Quadrants

Selected features should be clearly marked using a different colored note. These notes should include text describing the reason the feature is important based on the research.

This was passed in previous review 🔽

Step 2: Rapid Prototyping

The design board has a frame labeled Paper Sketches - Iteration 1.

The frame should include scans of completed ultra-lo-fi paper sketches. Recall sketching techniques:

- Crazy-8s (8 small, rough sketches on a single sheet of paper)
- Detail Sketches by drawing your best ideas multiple times.
- Layout Sketches to show how everything will fit together on screen.

Each sketch should include a short paragraph text description of the functionality.

This was passed in previous review 🗸

The design board has a frame labeled Digital Prototype - Iteration 1.

The frame should include exported images of a wireframe prototype created using Figma.

Each screen should include a short paragraph text description of the functionality.

The prototype should be lo-fidelity and be limited to 3-4 screens.

The prototype should include common UI design patterns like buttons, navigation, and links.

This was passed in previous review 🗸

The Digital Prototype frame should include a URL to the published figma prototype

The prototype should include clickable regions that follow basic UI principals.

This was passed in previous review 🔽

Step 3: Usability Study and Design Iteration

The design board has a frame labeled Usability Study - Iteration 1.

The frame should include a link to a shared Google Drive.

NOTE: Ensure the link-sharing setting for the folder is set to anyone with link can comment.

The provided Google Drive should include:

A copy of the Usability Guide Template with the completed task section to match your study. At least one copy of the Usability Guide Template with notes from a session.

This was passed in previous review 🔽

The Usability Study frame should include a journey map with each stage broken into smaller tasks.

Comments from each usability study should be added under each relevant stage. Comments should include things like misunderstandings, pains, frustrations, delights, ideas.

Selected areas of improvement should be clearly marked using a different colored note. These notes should include text describing the reason the area is important based on the research.

This was passed in previous review 🔽

The design board has a frame labeled Iterated Prototype - Iteration 2.

The frame should include exported images of a wireframe prototype created using Figma.

Each screen should include a short paragraph text description of the functionality.

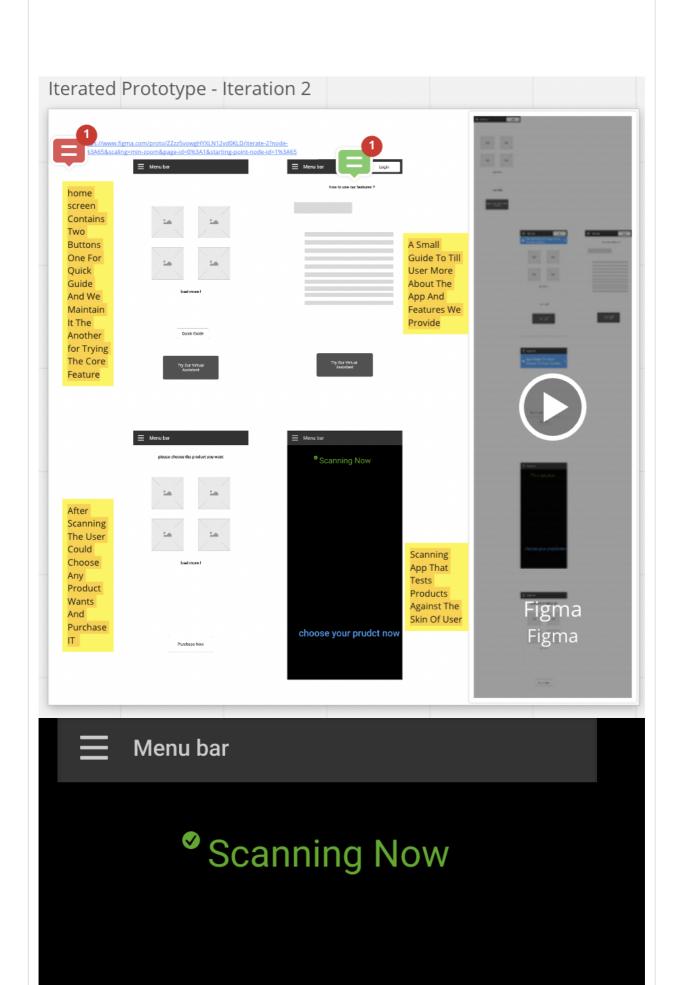
The prototype should be lo-fidelity and be limited to 3-4 screens.

The prototype should include common UI design patterns like buttons, navigation, and links.

The prototype should include changes based on the usability study.

WOW, You Did It 🚀 🦥

For a UX professional it all starts with an understanding of the product vision, i.e. the reason for the product's existence from a business perspective. Written in simple terms, the statement should include the problem being addressed, the proposed solution, and a general description of the target market. It should also describe the delivery platforms and touch lightly upon the technical means by which the product will be delivered.



choose your prudct now

- 🔟 The design board has a frame labeled Iterated Prototype Iteration 2 🔽
- ☑ The frame should include exported images of a wireframe prototype created using Figma ☑
- 🛐 Each screen should include a short paragraph text description of the functionality 🔽
- The prototype should be lo-fidelity and be limited to 3-4 screens
 ▼
- 互 The prototype should include common UI design patterns like buttons, navigation, and links 🗸
- 🚺 The prototype should include changes based on the usability study 🔽

Future Readings:

- a. Four UX Design Artifacts That Will Help You Win Design Challenges
- b. The 10 UX Deliverables Top Designers Use
- c. User Experience (UX) Design

🗗 PROJECT LINK

RETURN TO PATH

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