



Overview

MONDAY

Kick-Off Meeting on Zoom, 5-7 PM EST

TUESDAY

Team Introductions
Choose Your Approach
Sketching

WEDNESDAY

Review and Critique Finalized Sketches
Start Prototyping
Recruit Usability Testing Participants

THURSDAY

Finish Lo-Fi Prototype
Create Usability Testing Plan
Usability Testing

THURSDAY

Usability Testing
Process Deck, Findings and Next Steps
Present Solutions on Zoom, 5-7 PM EST



The official **UX Studio** discussion space on the **User Experience Club Discord** is a place to ask questions, discuss the event, and find usability testing participants.

Join Discord: <https://discord.gg/M5F6PmAWAe>





Tuesday Checklist

(SUGGESTED) TO DO'S

- If you haven't already, introduce yourselves! Talk briefly about your major, your interests, and your level of experience. It's okay to not be an expert yet; this is a learning experience!
- Start with making a User Journey Map. Pick a part of the process to focus on.
- Privately jot down some rough ideas. Circle the most promising ones.
- Crazy 8s. Eight minutes. Fold a sheet of paper to create eight frames. Sketch a variation of one of your best ideas in each frame. Spend one minute per sketch.
- Vote for which problem you want to tackle.**

Key Idea: Start at the end. Start by imagining your end result and risks along the way. Then work backward to figure out the steps you'll need to get there.



Wednesday Checklist

(SUGGESTED) TO DO'S

- Heat map. Have each person review the sketches silently and put one to three small dot stickers beside every part he or she likes.
- Speed critique. Three minutes per sketch. As a group, discuss the highlights of each solution. Capture standout ideas and important objections. At the end, ask the sketcher if the group missed anything.
- Straw poll. Each person silently chooses a favorite idea. All at once, each person places one large dot sticker to register his or her (nonbinding) vote.
- Make a storyboard. Use a storyboard to plan your prototype.
- Pick the right tools. Don't use your everyday tools. They're optimized for quality. Instead, use tools that are rough, fast, and flexible.
- Prototype!
- Write down what you did today in your Process Deck, include some pictures!**



Thursday Checklist

(SUGGESTED) TO DO'S

- Pick the right tools. Don't use your everyday tools. They're optimized for quality. Instead, use tools that are rough, fast, and flexible.
- Do a trial run. Run through your prototype. Look for mistakes.
- Write interview script.
- Find 2-3 usability testing participants.
- Write down what you did today in your Process Deck, include some pictures!**

Key Idea: Prototype mindset. You can prototype anything. Prototypes are disposable. Build just enough to learn, but not more. The prototype must appear real.



Friday Checklist

(SUGGESTED) TO DO'S

- Watch together, learn together. Don't disband your team. Watching together is more efficient, and you'll draw better conclusions.
- Ask broken questions. Allow your speech to trail off before you finish a question. Silence encourages the customer to talk without creating any bias.
- Take notes as you watch. Hand out sticky notes and markers. Write down direct quotes, observations, and interpretations. Indicate positive or negative.
- Look for patterns. At the end of the day, read the board in silence and write down patterns. Make a list of all the patterns people noticed. Label each as positive, negative, or neutral.
- Wrap up. Review your long-term goal and your sprint questions. Compare with the patterns you saw in the interviews. Decide how to follow-up after the sprint. Write it down.
- Submit all of your materials!**

Key Idea: A winner every time. Your prototype might be an efficient failure or a flawed success. In every case, you'll learn what you need for the next step.