# UX Research Activities

For this project the following UX research activities will be undertaken, some of them have already been completed.

Completed Activities (See below)

* Survey
* Brainstorming
* Affinity Diagram
* User stories

Activities to be completed

* Low fidelity wireframes
* High fidelity wireframes
* Prototype Feedback and testing
* Usability Testing
* Accessibility Evaluation

## Completed UX Research Activities

Survey

Shared as a Google form, two (2) questions from the survey are shown below

A screenshot of a computer screen

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A screenshot of a web page

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### Empathize and Brainstorm

1. What are some of your challenges with UX design and applying design thinking to your projects?
2. How have you overcome or dealt with these challenges?
3. What would you like to see or expect in a UX design tutorial?
4. Have these challenges really affected the outcome of your projects in the past?

Many colorful post-it notes

Description automatically generated

### Affinity Map

Ideas were organised into an affinity map

Several colorful post-it notes

Description automatically generated

To help arrive at the features of the MVP, the ideas were simplified and prioritized

Several yellow and orange post-it notes

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### User Stories

Graham: As a 1st year design student I want to quickly find instructions on how to write good user stories and create user personas, in a way that is applicable to my course.

Jay: As a developer, I want to be able to understand UX jargon in as little time as possible.

Dawn: As a student-designer, I want a concise, step by step guide to developing wireframes, user stories and ideas, so that I can complete my assignments well.