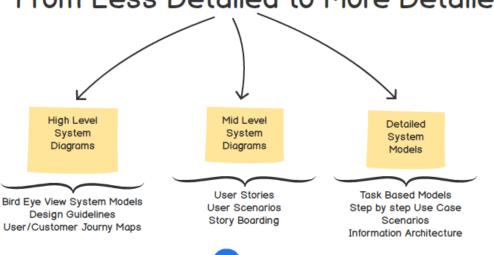


1) Learning about Users & Business

2) Learn about where you stand in your competition

2

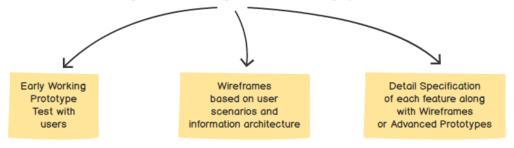
From Less Detailed to More Detailed



Wireframes &
Prototypes to validate
assumptions with users

2) Introduce Paper Prototypes early in the process

Throw Aways Early Prototypes + Iterate



Usability testing and feedback

