

Project 3 - Iterative Design

Description

Select a prompt from the provided list to create an interactive prototype of a mobile or web application for. For this project you will be testing your prototype with users and making revisions based on feedback.

Prompts

Prompt 1

Design a virtual exam study app where students can meet and prepare for the exam along with other students of the same disciplines. The learning can be promoted via study tools, discussions, help, guides, and free study material.

Prompt 2

Design an app for refugees that will help them understand the languages and cultures of new locations so that they can connect with locals and start becoming a part of the community in a better way.

Prompt 3

Design a Startup assistance app to help startups and new entrepreneurs find answers to common questions related to starting a new business, finding clients, getting investment, business tips and everything else.

Prompt 4

Design a goal management and sharing app that will allow you to create life goals, keep track of them, share them with others and find those who share the same goals so that users can support each other in the completion of such goals.

Part 1 - Goals & Paper Wireframe

Step 1

After selecting your prompt, use the [Design Document](#) found below, create a Purpose, Objective, and a bulleted list of what your user's potential goals are with your application. Use these goals to create a step-by-step task list that users will need to complete to reach said goals successfully.

Step 2

Use the PDF templates to sketch a minimum of 5 screens of your experience from start to end. Make sure to annotate your sketches with as much information like ideas/ animations.

Rubric

Design Document	20
Wireframes	20
Interaction Annotations	10
Total	100

Part 2 - Digital Wireframe & Mock-Up

Step 3

Using the paper wireframes and task list from the last step, create a series of black/white/gray digital low-fidelity wireframes in Figma of all screens in the product needed to complete the task list. You will have a minimum of 5, but may need more depending on your product.

Your wireframe should NOT have color or images, and focus ONLY on the layout and placement of your content. You may use labels or annotations to explain what the final content will be.

Step 4

Duplicate your wireframe pages on Figma and rename them Mock-Up, you should now have 2 Figma pages.

Apply visual style to your wireframe and turn it into a more polished mock-up. Use colors, typography, icons, and images to bring your website to life. There should be no placeholder images, icons, or heading text (placeholder body text is okay).

Your mock-up should NOT have any prototyping or interaction at this point. It should be a static set of screens.

Rubric

Create 5 Low-Fidelity Frames	30
Create 2 Components	10
Upgrade Low-Fidelity to Mock-Up	30

Use Minimum 2 Colors	10
Use Minimum 2 Fonts	10
Overall Style	10
Total	100

Part 3 - Prototype

Step 5

Using the polished mock-ups from Part 2, use the Prototyping editor to add connections between all your wireframes to complete your main goal/task and create a working prototype. Your user should be able to interact with any input fields required to complete the task.

All necessary Buttons/Interactions MUST work. Submit the link to the Figma file.

Submit the link to the Figma file.

Rubric

Connect all frames with interactions	40
Create at least 1 Animation using Smart Animate	15
Create at least 2 interactive objects/components (I.E. Dropdown, Toggle, Sidescroll, Text field)	25
Overall Style	10
Heuristic Compliance	10
Total	100

Part 4 - User Testing & Iteration

Step 6

Conduct TWO usability tests with recruited candidates of your choice. You will have them test the main task on your current prototype from project 3. Using the provided templates conduct research to get more insights into their understanding of your product.

Submit your recording of your test (video file or zoom recording link), completed participant packet, moderator packet, data collection, and additional notes to Blackboard.

Participant Packet

https://docs.google.com/document/d/1pDF_dxOMyzoUhZFOF9pvUt-1nNC0qzpYqHzBB8EGGmA/edit?usp=sharing

Moderator Packet

<https://docs.google.com/presentation/d/1LN2Gxx-HmA59GyGYTHTzTkFEt51BDN5bhi3IKXz4Hwk/edit?usp=sharing>

Step 7

Make a duplicate file of your Prototype and call it VERSION 2.

Using the insights gained from your user testing, update your working prototype to Version 2. Include what your notable changes are in the submission text.

Rubric

Moderator Packets	20
Participant Packets	10
Usability Videos	10
Usability Test Notes	10
List of Changes Made	10
2nd Iteration of Prototype	40
Total	100

Examples

[Link-Up](#)
[Business Proposal](#)

[Summit](#)
