**User Experience Design** 

## **Learning Activity: UX Design Tools and Techniques**



Read or review these chapters on Low and High-Fidelity Prototypes:

## **Review three chapters:**

- Chapter 11: Planning and Running Successful Ideation Workshops
- Chapter 16: Using Sketching to Generate and Communicate Ideas
- Chapter 18: Using Prototypes to Bring Your Ideas to Life

Review: Chapters 11, 16 and 18 from <u>Smashing UX Design: Foundations for Designing Online User Experiences</u>



Next >

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