User Experience Design

Learning Activity: Bringing Prototypes to Life



Read or review these chapters on Bringing Prototypes to life:

Review four chapters:

- Chapter 11: Planning and Running Successful Ideation Workshops
- Chapter 16: Using Sketching to Generate and Communicate Ideas
- Chapter 17: Designing Great Wireframes
- Chapter 18: Using Prototypes to Bring Your Ideas to Life

Review: Chapters 11, 16, 17 and 18 from Smashing UX Design: Foundations for Designing Online User Experiences

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