# Section 3 Review

In Section 3 you considered prototypes and wireframes, and everything associated with these UX design tools and techniques.

You read or reviewed the following chapters:

- Chapter 2 Planning UX Projects

- Chapter 11 Planning and Running Successful Ideation Workshops

- Chapter 14 Creating Useful Persona Profiles

- Chapter 15 Designing Usable Information Architectures

- Chapter 16 Using Sketching to Generate and Communicate Ideas

- Chapter 17 Designing Great Wireframes

- Chapter 18 Using Prototypes to Bring Your Ideas to Life

- Chapter 28 Forms UX Deconstructed

What do you recall about running ideation workshops? Can you remember when they should be run, and why they are important? How do you determine the activities and people that should be included? What are some of the exercises you recall from Chapter 11? If needed, go back and review this section of the textbook before moving on.

Think about persona profiles - why are they important? When should you NOT use personas? What are the different methods you can use to gather information for your personas? User testing and analytics are two examples, what are the others? And once you've gathered all of this information, what do you do with it? How do you develop effective personas?

Next, it's time to design the information architecture to deliver the objectives to your client. Why is this important? What will you include? Great! Now how will you generate and communicate ideas with your client? Will you use sketching or wireframes? What are the pros and cons of each? When would you use one versus the other? Can you use both? How?

Finally, what are prototypes, and what are some of the prototyping tools you learned about in your text? Can you list some of the pros and cons of prototyping, and the different types of prototypes (low and high fidelity) that you can create?

If you're feeling comfortable with this content, then it's time to move on to the Knowledge Check, where you will check your learning on these chapters.

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