User Experience Design

Section 6 Review

In Section 6 you looked at all things related to homepage UX: some of the questions users have, some top tips and mistakes, and the typical homepage business goals. You should be able to integrate this knowledge into what you already know about creating prototypes to present your ideas.

You read or reviewed the following chapters:

- Chapter 2 Planning UX Projects

- Chapter 11 Planning and Running Successful Ideation Workshops

- Chapter 12 Creating Task Models and User Journeys That Convey Real User Behavior

- 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 20 Homepage UX Deconstructed

In looking back on this learning, what do you remember about the steps to creating prototypes? What is the difference between low-fidelity, high fidelity, prototyping for mobile, and prototypes with code, and when should you use each?

What are some key user tasks and questions when using the homepage and how should you integrate these questions into your design? It is your job to make sure your client's homepage represents their business goals. What are some of these goals? Can you list five or more? What are some of the top homepage tips? Chapter 20 lists seven - can you recall four?

If you feel confident in this learning, test your knowledge in the upcoming knowledge check.

‹ Previous   Next ›

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