User Experience Design

Learning Activity: UX Design Tools and Techniques



Read these chapters on UX Design Tools and Techniques:

- 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
- Chapter 30: Great Client UX Deconstructed (review the tips presented from the client's perspective (short just 5 pages long)

Read Chapters 11, 16, 18 and 30 (tips from the client's perspective) from Smashing UX Design: Foundations for Designing Online User Experiences

Note: the textbook refers to Prototypes in a variety of formats; there is often confusion between what a wireframe is (visual sketch of the interface layout & design) and a prototype (a working version of a project, whether it's a mobile app, a chair, a bicycle or tennis racket). The tools used for designing wireframes and building prototypes are different.

Additionally, prototyping for different platforms and devices are often accomplished in different manners.

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