Learning Objectives

This lesson provides instruction to help you demonstrate:

Competency 4021.2.1: UX Design Processes

Establishes Timeframes: The learner establishes timeframes for user experience projects based on business requirements.

Competency 4021.2.2: UX Design Tools & Techniques

Designs Wireframes and Prototypes: The learner designs application wireframes and prototypes using industry standard tools and techniques.

Competency 4021.2.3: Usability Testing

Conducts Usability Testing: The learner conducts formal and informal usability testing as part of application design prototyping.

Learning Objectives

Consider the following learning objectives as you move through the lesson:

- Identify platform constraints that influence the design process.

- Examine the use of sketches, wireframes, mockups, and prototypes in the different stages of UX design.

- Identify the role of usability testing in an iterative design approach.

- Compare the tradeoffs of manual versus digital wireframes.

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