

User Experience Design

# Learning Objectives

This lesson provides instruction to help you demonstrate:

**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.

**Competency 4021.2.4: Data Evaluation**

Updates Application Design: The learner updates application designs based on user testing analysis results.

## Learning Objectives

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

- Construct interactive prototypes for usability testing.
- Choose the most appropriate level of fidelity prototype for usability testing.
- Analyze usability testing results in order to recommend improvements to the user experience.

◀ Previous

Next ▶

© All Rights Reserved