

Section Introduction



NicoElNino/iStock via Getty Images.

In this section you will focus specifically on designing with prototypes. You first learned about prototypes (what they are, when to use them, how to create them) in Section 2. In this section you will look at some of the constraints, uses and tradeoffs we need to be aware of when using wireframes, sketches, mockups and prototypes in the different stages of UX design. You will also look at persona profiles and information architecture, then take a deeper dive into low and high fidelity prototypes.

This section covers the following competencies:

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.

You'll work through the following three lessons:

- Lesson 1 - Designing with Prototypes
- Lesson 2 - Persona Profiles and Information Architecture
- Lesson 3 - Low and high-fidelity prototypes

[< Previous](#)

[Next >](#)

User Experience Design

© 2020 Western Governors University - WGU. All Rights Reserved.

[Privacy Policy](#) | [Terms of Service](#) | [Honor Code](#)