

# UXD

## User Experience Design

### Lesson 5: Explore UXD — Design a Mobile App

#### Lesson Objective:

Students will design an effective prototype and share their Mobile app for review.

#### Design your Mobile app

##### Step 1: Design

- Design — demonstrate design feature in Adobe XD
- Students will create their wire frame design (no colors, no photos, no design elements — think of it as a digital comp)

##### Step 2: Prototype

- Prototype — demonstrate prototype feature in Adobe XD
- Students will create a simple wire frame prototype  
(no colors, no photos etc... — wire frame prototype should simulate the real and final product w/out the style guide)
- Test, make edits, test again, make edits, test again!

#### Pulling it all together!!!!

- Add your style guide  
Once your testing is complete and your app wire frame prototype is effective you will now go back to the design stage and implement your style guide. (Add your photos, color, texture, typography etc...)
- Demonstrate design stage — how to add colors, import photos etc...
- Demonstrate prototype stage again
- Finalize app and test it! Test again, make edits, test again!

##### Step 3: Share

- Share — demonstrate share feature in Adobe XD
- Upload shared link to classroom
- Critique final Mobile app presentation to class