

UXD

User Experience Design

Lesson 2: Creating a User Flow & Wireframe

Lesson Objective:

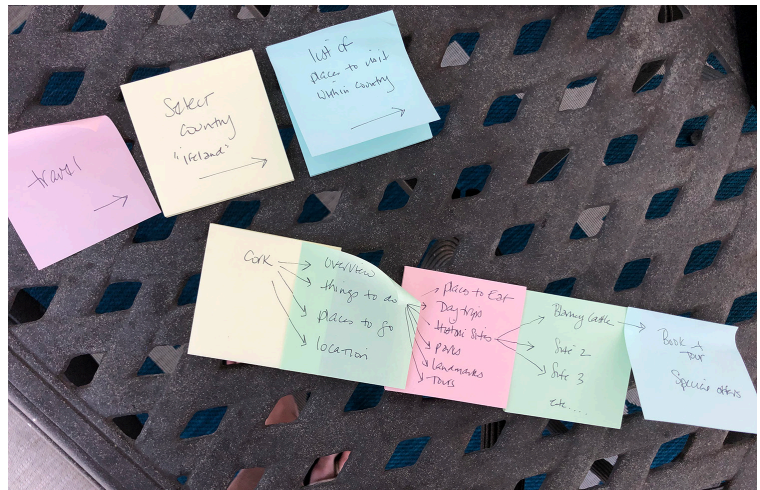
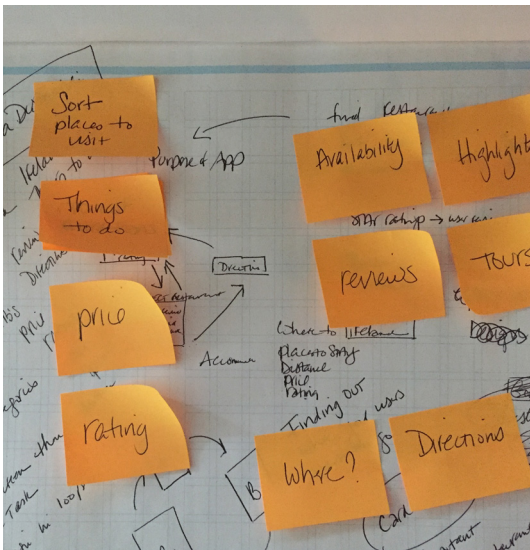
- Learn about the user testing process and conduct a simple user testing exercise
- Start thinking about how your users will interact with your app
- Determine intended functionality in the interface

Create a User Flow & Wireframe Prototype

Using sticky notes or index cards create your user flow.

- First, make a categorized list of any content that you're thinking of including in your product (this will take some thought — focus on your App objective)
- Next, experiment — get a user's input on how best to categorize your content (make changes if necessary)
- You can also start thinking about your Mobile app name

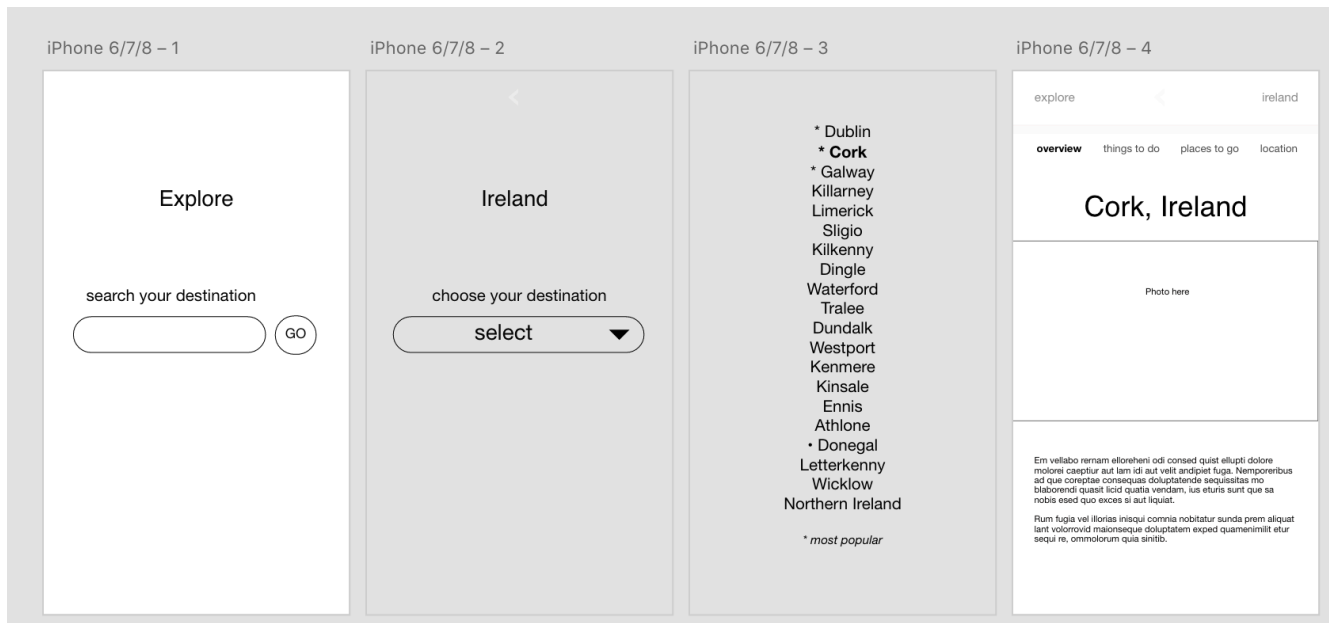
Keep in mind that you don't want to confuse your users, keep the user experience engaging not confusing. When you start planning out your interface, the categories that you come up with will form the basis of a user flow. Test and retest until it works!



User flow for travel app example

Create Your Wireframe Prototype

- Using your user flow content ideas sketch out a simple wireframe user interface on paper and test it with all the other groups. Make necessary edits. *(Use the mobile templates provided to help sketch your thoughts)*
- Then, use your findings to recreate your final wireframe prototype using Adobe XD (or Figma)
- You must include a minimum of 10 frames for your final app
(Think about telling the story the best you can within those 10 frames — you can have more than 10 frames)
- Choose any one of the iphone/android templates in Adobe XD
- Wireframe prototypes are content only, they have no color, no images etc.... it's all about user flow



Wireframe prototype example for Explore - travel app