
Fall
Professional Practice I

Credit Hours: 4

www.evl.uic.edu/mad/

Office Hours:
By Appointment

Lecture/Lab:
Mon/Wed 1.00-6.40pm
EVL / room 2068
ERF / 842 W Taylor st.

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Description

A3 UX Wireframe (Low-fidelity)

Each team member should allocate time to safely test the simulation with household members or conduct virtual testing on Zoom with remote users. Record videos and transcribe notes/ insights from the testing to share with your team. Conducting user testing early allows the designer to get honest feedback and identify key points.

As a team, discuss and compile all your feedback from testing into one document in your Team folder, including contributions from all three teammates and a final summary of conclusions.

Revise your UX sketches to incorporate the feedback from the class review and insights from user studies into one coherent UX wireframe presentation (in a single PDF document). Based on the conducted user studies, original sketches, and the revised hunt statement, create a wireframe that details the user experience (UX) from start to finish. Use a grayscale draft format (no high-fidelity details such as colors, images, typography, etc.).

Ensure that you annotate each screen and include connections to buttons, icons, and other interactive elements.

Submission

One page PDF document

A landscape format is preferred. Please submit your UX wireframe as a PDF in the A3 folder.