
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

Single PDF document for slides and separate document for Wireframe

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