

Online Courses / Creative Arts & Media



NEW

## UX Design: From Concept to Prototype

Better understand the UX design process and learn how to build a user-centred product from concept to prototype.

Join course for free



# My online course

Kosenko V.V.

Mk/m-20-1-o

- I choose this course because it was about media and interesting for me/
- About for course

## What topics will you cover?

- Introduction to Design Process
- Ideation
- Design Constraints and Making Choices
- Building Blocks of User Interaction
- Low to Hi-Fidelity Prototyping
- Conceptual Issues in Prototyping and Design

## Who is the course for?

This course is designed for anyone looking to gain experience in UX principles, techniques and processes, but specifically in the areas of UI design, UX wireframing, and prototyping.

This course is part of the University of Michigan's **User Experience Research and Design** program.

## Who developed the course?

### University of Michigan



As the #1 public research university in the United States, U-M has been a leader in research, learning, and teaching for more than 200 years, with 102 Grad programs in the top 10 — U.S. News & World Report (2019).

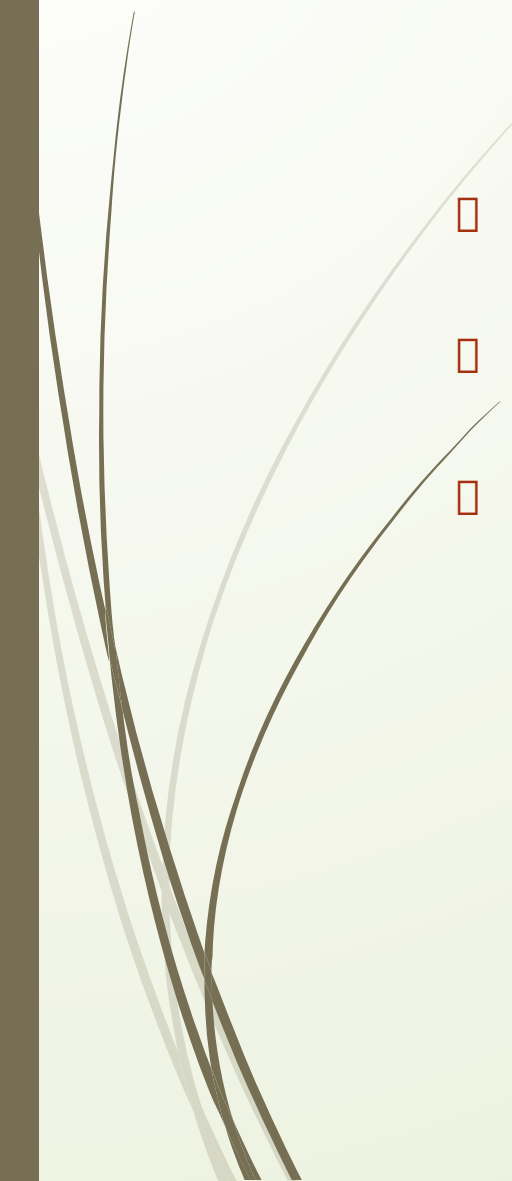
Established  
1817

Location  
Ann Arbor,  
Michigan,  
USA

World ranking  
Top 30  
Source: Times Higher  
Education World University  
Rankings 2020

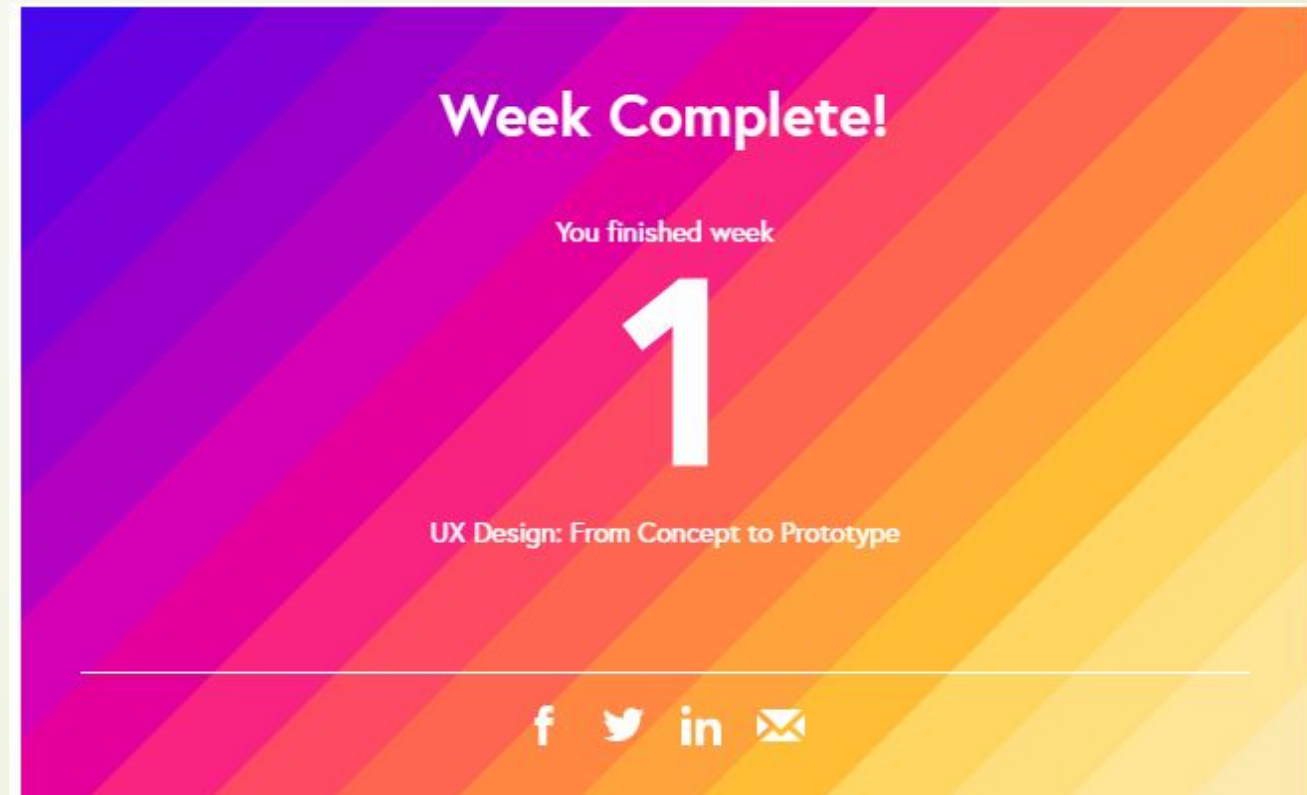


□ Course duration of six weeks. And I be able to:

- Create Wizard of Oz prototypes to efficiently test complex interactions and interactive systems that are not screen-based (e.g., smart assistants)
  - Produce sketches and conduct brainstorming sessions to generate many design ideas from which you can construct a high-quality design solution
  - Produce user stories and storyboards to transform information about user needs into design concepts
- 



# My work



2.1 Lesson 1: Introduction to Ideation VIDEO (06:43)

2.2 Lesson 2: Sketching VIDEO (06:50)

2.3 Lesson 3: Brainstorming VIDEO (09:56)

2.4 Test: Week 2 TEST 

This is a test step, it helps you verify your understanding. If you want to earn a Certificate of Achievement on this course you need to complete this test and any others, scoring an average of 70% or above.

To unlock the test you need to either upgrade this course or buy Unlimited.

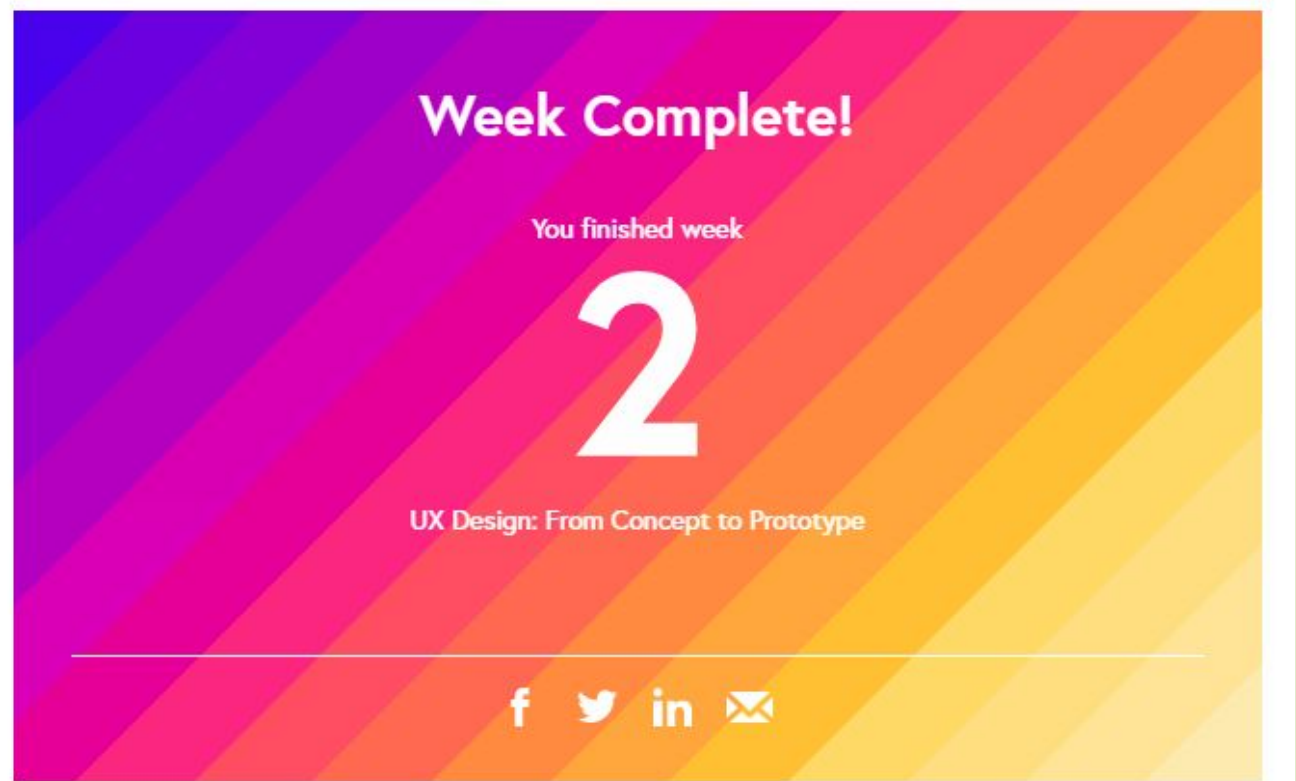
[Find out more](#)

2.5 Introduction to Design Assignments 1 to 3 ARTICLE

2.6 Assignment 1: 20 Sketches EXERCISE

2.7 Self-Reflection and Discussion: Experience with Sketching DISCUSSION

2.8 Week 2 wrap up and discussion DISCUSSION



3.1 Lesson 1: Personas VIDEO (13:04)

3.2 Lesson 2: Scenarios VIDEO (13:45)

3.3 Lesson 3: Storyboards VIDEO (08:58)

3.4 Lesson 4: Design Rationale VIDEO (13:04)

3.5 Test: Week 3 TEST 

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[Find out more](#)

3.6 Personas ASSIGNMENT

3.7 Personas ASSIGNMENT REVIEW

3.8 Personas ASSIGNMENT REFLECTION

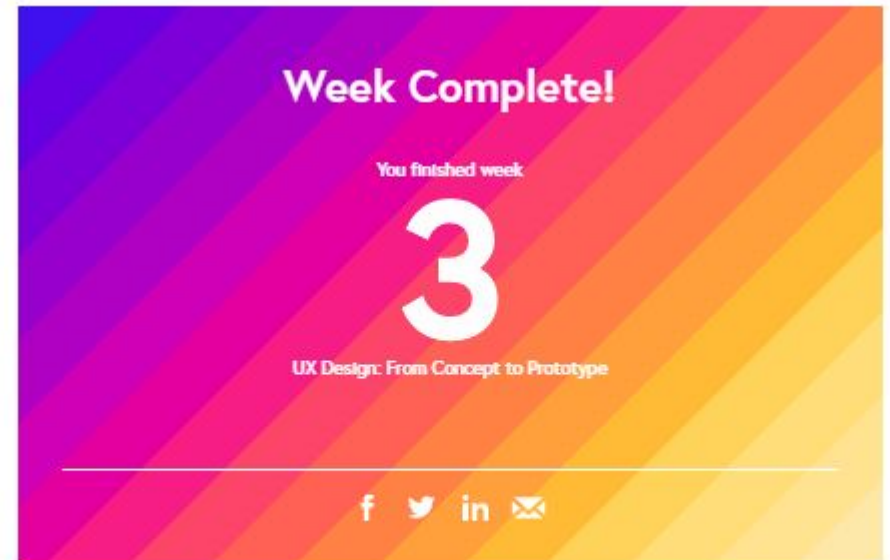
3.9 Scenarios ASSIGNMENT

3.10 Scenarios ASSIGNMENT REVIEW

3.11 Scenarios ASSIGNMENT REFLECTION

3.12 Self-reflection and Discussion: Experience with Creating Personas and Scenarios DISCUSSION

3.13 Week 3 wrap up and discussion DISCUSSION



Well done on finishing Week 3. Now might be a good time to share your achievement with family, friends or colleagues.

4.1 Lesson 1: Lesson Introduction VIDEO (04:50)

4.2 Lesson 2: Elements of User Interaction: Data Input VIDEO (14:20)

4.3 Lesson 3: Elements of User Interaction: Output, State, and Mode VIDEO (13:26)

4.4 Lesson 4: Introduction to Prototyping VIDEO (08:56)

4.5 Test: Week 4 TEST 

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4.6 Introduction to Design Assignments ARTICLE

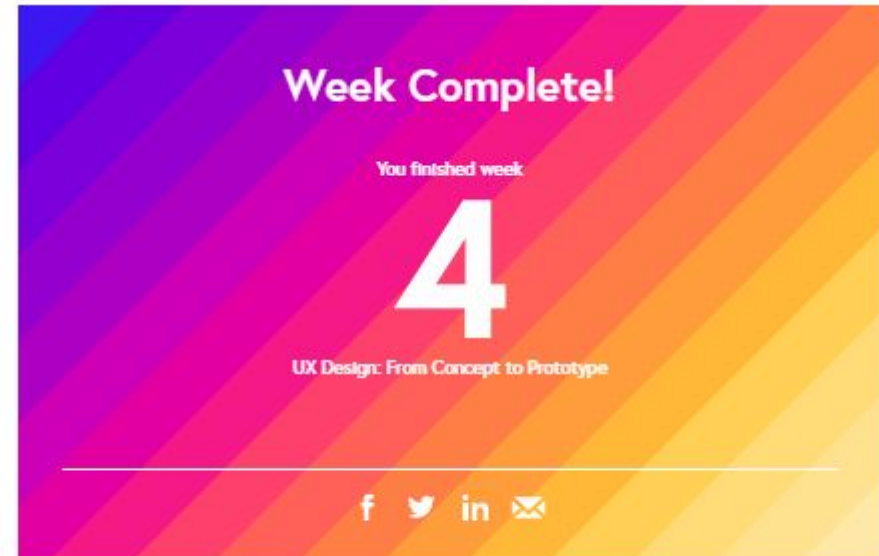
4.7 Mapping Out Inputs and Outputs ASSIGNMENT

4.8 Mapping Out Inputs and Outputs Review ASSIGNMENT REVIEW

4.9 Mapping Out Inputs and Outputs Reflection ASSIGNMENT REFLECTION

4.10 Input Critique DISCUSSION

4.11 Week 4 wrap up and discussion DISCUSSION



Well done on finishing Week 4. Now might be a good time to share your achievement with family, friends or colleagues.

## Low to Hi-Fidelity Prototyping

Key Concepts Describe the characteristics and applications of low-fidelity and hi-fidelity prototypes Determine which type of prototype is most effective for answering a particular design question



5.1 Lesson 1: Wireframes VIDEO (09:53)

5.2 Lesson 2: Low-Fidelity Interactive Prototypes VIDEO (09:01)

5.3 Lesson 3: Testing Lo-Fi Prototypes VIDEO (09:15)

5.4 Lesson 4: Adding Realism to Prototypes VIDEO (12:46)

5.5 Test: Week 5 TEST 

This is a test step, it helps you verify your understanding. If you want to earn a Certificate of Achievement on this course you need to complete this test and any others, scoring an average of 70% or above.

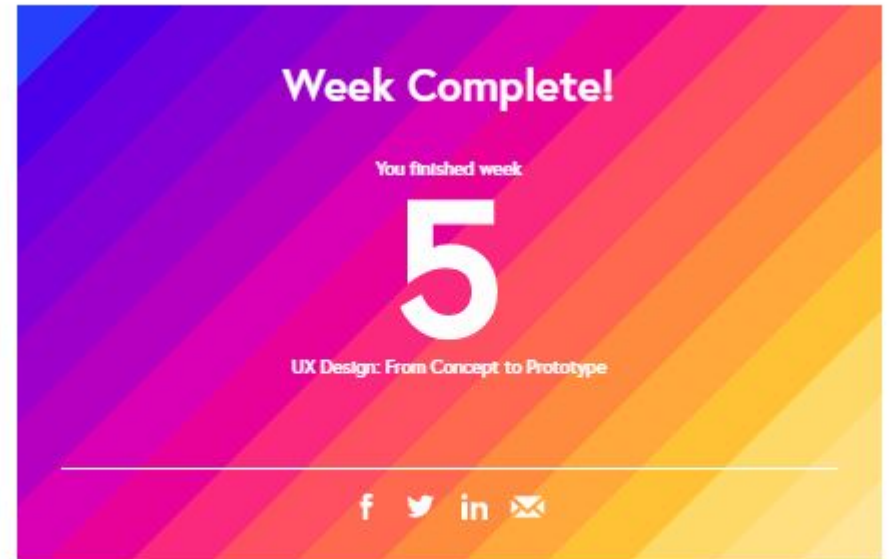
To unlock the test you need to either upgrade this course or buy Unlimited.

[Find out more](#)

5.6 10 Wireframes EXERCISE

5.7 Experience with Wireframing DISCUSSION

5.8 Week 5 wrap up and discussion DISCUSSION



Well done on finishing Week 5. Now might be a good time to share your achievement with family, friends or colleagues.



## Conceptual Issues in Prototyping and Design

Key Concepts Differentiate between the affordances and limitations of interface formats Evaluate how the default features of a design impact the user experience Identify potential consequences of usage beyond the design intentions



6.1 Lesson 1: Key Design Concepts VIDEO (11:02)

6.2 Lesson 2: Defaults VIDEO (10:25)

6.3 Lesson 3: Reflective Design VIDEO (15:23)

6.4 Lesson 4: New Directions in UX Design VIDEO (11:36)

6.5 Test: Week 6 TEST 

This is a test step, it helps you verify your understanding. If you want to earn a Certificate of Achievement on this course you need to complete this test and any others, scoring an average of 70% or above.

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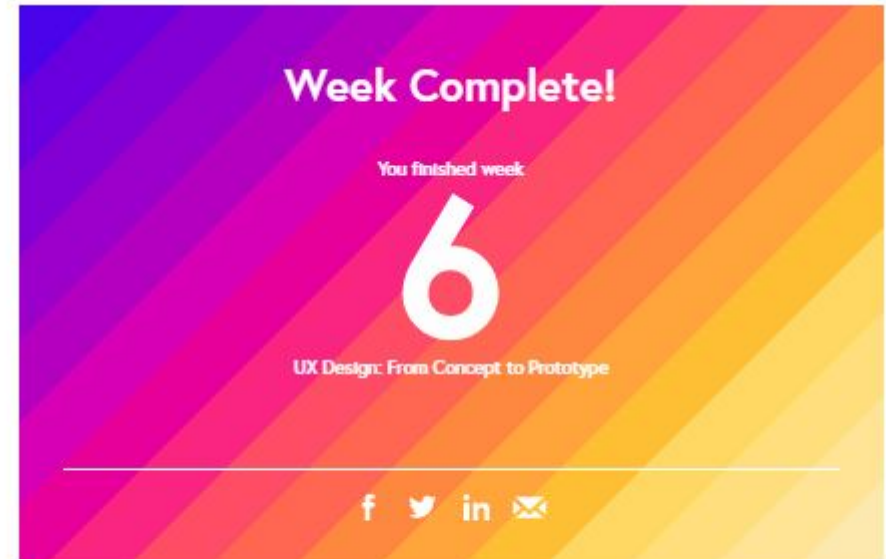
6.6 Paper Prototype EXERCISE

6.7 Experience with Paper Prototyping DISCUSSION

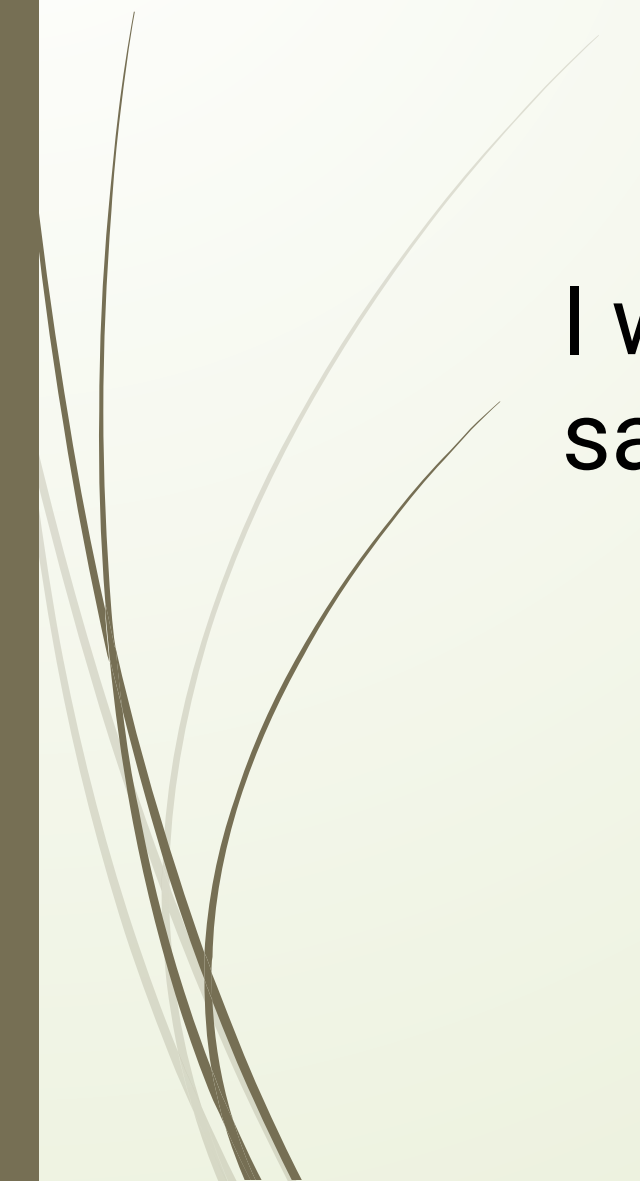

6.8 Course Wrap-Up VIDEO (02:01)

6.9 Closing Message ARTICLE

6.10 Attributions Page ARTICLE



Well done on finishing Week 6. Now might be a good time to share your achievement with family, friends or colleagues.



I went through the whole course and was satisfied