Design Challenge

Week 5 - Day 1
Structure

- Research - talk about existing apps and interactions
- Brainstorm - a few minutes for individual ideas
- User Flow - Define task and steps for user
- Storyboard / Wireframe - Make a visual sequence
- Prototype - Create a low-fi representation
- Capture - Make a user journey through pictures

Credit: Chris Gallello and Katie Hughes
new feedback received!
Activity

- Choose an interaction/level/stage of your potential project
- Create a 3D prototype using the materials on your desks
- Take 6-10 photos summarizing how the desired interaction will be accomplished
- Put photos into Google slides, get feedback from the team next you