

PV 267 – UX workshop

Class #4

Final presentations of your prototypes

Final project

Our last class serves as a presentation of your project. You should be able to create a portfolio piece describing your work and process.

- ▶ You should present:
- ▶ present high fidelity detailed prototype of micro interaction of enhanced (or new) functionality of messaging app of your choice
- ▶ go wild and come up with a new feature or crazy enhancement that can be unrealistic (focus on thinking outside of the box)
- ▶ state clearly what you're showing us (what is your main use case of the enhancement) and what we are seeing (use titles and description to explain), show different options of interactions you considered (demonstrate what worked and what did not - use feedback you got in third class)
- ▶ use Figma for your prototype, use the appropriate design system (if you choose Messenger - find the library for it, same for iMessage, WhatsApp etc.)
- ▶ optional: add low fidelity or even paper sketches, if you have them
- ▶ optional: create mobile view, dark/light view, developer handoff (what if you were sharing a design and all your communication lived in the prototype - add notes that are necessary).

Feedback

- ▶ **You give presentation with your prototype**
- ▶ 7min total
 - 5 min preso
 - 2 min discussion (I will be asking questions, you are encouraged to ask questions)
- ▶ **You share feedback on your classmates prototype**
- ▶ On our [Mural board](#), for each of your classmate, share one positive fact you liked and one idea for an improvement

Agenda

(7 minutes = 5 min of presentation + 2 min of class discussion)

- ▶ 10:00 - 10:10 Intro
- ▶ 1 - 10:10 - 10:17 Natalia Bebjakova
- ▶ 2 - 10:17 - 10:24 Peter Gambos
- ▶ 3 - 10:24 - 10:31 Julka Gonova
- ▶ 4 - 10:31 - 10:38 Georgy Karataev
- ▶ 5 - 10:38 - 10:45 Megi Kejstova
- ▶ 6 - 10:45 - 10:52 Lazar Bence Kis
- ▶ 7 - 10:52 - 11:59 Marketa Kucerova
- ▶ 8 - 11:59 - 11:06 Tomas Linceni
- ▶ 9 - 11:06 - 11:13 Simona Nemcokova
- ▶ 10 - 11:13 - 11:20 Jakub Petrjanos
- ▶ 11 - 11:20 - 11:27 Sarka Portesova
- ▶ 12 - 11:27 - 11:35 Juraj Vavrik
- ▶ 11:35 - 11:50 - Wrap up

Let's start

slido

Tell me one thing you've learned and you're taking away from this class

 Start presenting to display the poll results on this slide.

Let's stay in touch

- ▶ Don't be strangers, if you need any help in the future, feel free to reach out
- ▶ Connect on LinkedIn.

Thank you

- ▶ Thank you for your active participation, I appreciate your time you have devoted to this class.
- ▶ Take care during the rest of the semester.
- ▶ [Feedback form](#)

Slido responses



Join at
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#E596

Active poll

Tell me one thing you've learned and you're taking away from this class

0 1 2

Ukázalo mi to veľa možných spôsobov rozmýšľania nad vecmi a ich vypracovania svojich kolegov, ďakujem všetkým

Uvažovať nad tým ako uvažuje priemerný užívateľ a neprečeňovať ho.

Naučil som sa pracovať vo Figma

Rozpracovať mikrointerakciu do detailov a zamyslieť sa nad plusmi mínusmi každej maličkosti

Dělat rychlý maličký projektík, který nemusím přehrocovat ale vlastně jsou z toho fajn výsledky :D

Feedback discussion after presentation

Ocenenie feedbacku

quite a good intro to ux heuristics

Zamýšlet se nad aplikacemi jinak

Zamýšľať sa do detailov nad mikrointerakciami

Inšpirácia a prehľad o tom, jak to chodí vo veľkej firme/tíme vrámci UX/UI designu

To think more about the details.