

## A3: Semester Projects

Choose a semester-long project, one that you can complete by the Final.

The steps that will lead to the finished project are:

1. A clear and succinct problem statement.
2. Complete list of Stakeholders.
3. Observation and interviews with key stakeholders.
4. Journey Maps and/or Experience Maps
5. Wireframes for interactive projects; other approaches on a case-by-case basis
6. At least 2 prototypes, one early on - very simple
7. Feedback and reworking after first prototype
8. 2nd or 3rd prototype fleshed out and working.

### Notes:

- You can re-work the problem statement throughout the process
- Ask yourself what is the “it” that you can make that will solve the problem
- Make sure you are making the right “it” for the problem. Shifting solutions after the first wireframes and/or prototypes is far more valuable than sticking with the wrong “it”. A central factor in good UX is flexibility and sensitivities to user needs.

### Final Presentations will include:

- Interactive digital presentation that includes some video
- Working Prototype of Design
- PDF of Process
- Pitch Deck for potential Users