UX Design Course: Rapid Prototyping Training Course

The goal of the UX Rapid Prototyping class is to teach professionals how to use sketching and low-fidelity testing in order to ensure that user flows and information architecture is successful before investing time and resources into development.
In this session attendees learn how to easily and quickly build low-fidelity prototypes using both analog and digital tools. Whether creating a website, mobile operating system (iOS, Android, Windows Phone), or a desktop O.S. (Windows, Mac OS, Chrome), you'll learn how to reduce the time to build your project, while improving the experience for your user. Part of this course uses Balsamiq Mockups, an easy-to-use rapid prototyping tool.
This course can be implemented as a corporate workshop for groups of professionals with varied focus and responsibilities. This rapid prototyping workshop serves as not only an excellent learning opportunity, but also a team-building event.

What you'll learn in this training course

Our Rapid Prototyping class is typically a one-day class that allows attendees to create and follow-through a project from start to prototype. Students can choose an app or website, or focus on a work-related project for this class. Many companies set up teams of 5, making this not only a great learning experience, but a team-building opportunity as well. The pace is quick as attendees go through these stages in order to create their prototype:

- Discovering the importance of user research and methods
- Building scenarios
- Aligning features to scenarios
- Structuring an information architecture based on scenarios and user goals
- Building and testing the app or website navigation
- Using type, proportion and spacing to make a more effective design
- Sketching a paper prototype
- Testing your prototype
- Use of interactive prototyping tools such as Balsamiq
- Sharing and distributing your prototype for testing and review

Audience for this training course

This UX Rapid Prototyping training class is for students involved in the app design and development process, including: business analysts, UX designers, application developers, web developers, and product managers.

Training course duration

This class is a one-day in length. It runs from 9:30 am- 4:30 pm. Lunch break is approximately from noon - 1:00 pm.

Training course curriculum

This training course uses provided lesson files and instructor selected resources. Attendees also receive a creative pack of supplies to be used during the class.

Enrolling in this Rapid Prototyping training course

You can register for this training class online at agitraining.com, or by calling 781-376-6044 or 800-851-9237.

Locations for this Rapid Prototyping training course

You can attend classes at your training centers located in Boston, New York City, Philadelphia, on site at your office, or on-line. You can select the course location at the time of your registration.

Private and customized training course options

This training course can be offered as a private class for groups or individuals, and the content can be customized to meet your specific needs. You can call to speak with a training representative at 781-376-6044 or 800-851-9237 to discuss customizing this training course.

Goals and objectives for this training course

American Graphics Institute is focused on providing high-quality training courses for your professional development. We provide regularly scheduled small group courses along with private or customized training.

Rapid Prototyping Course Topics:

Discovering the importance of user research and methods

Find design issues early
Allow you to improve a design concept quickly
Easily compare design variations
Gather design feedback earlier in the process
Be able to perform user testing early on
Encourage collaboration
Work with more complex iterations

Building scenarios

A scenario represents a possible situation
An imagined sequence of possible events
An imagined set of circumstances that help a user reach a goal

Aligning features to scenarios

The UI on your screen
Scenario vs feature

Structuring an information architecture

Based on scenarios and user goals
Building a rough information structure

Building and testing the app or website navigation

Structuring your navigation
Testing your navigation

Using type, proportion, and spacing to make a more effective design

Visual design essentials
Spacing and proportions
Type hierarchy

Sketching a paper prototype

Low-fidelity solutions
Testing your prototype

Use of interactive prototyping tools such as Balsamiq

Introduction to Balsamiq Mock-ups
Building your UI
Creating interactively
Sharing and distributing your prototype for testing and review