

COURSE

INTRODUCTION TO APP DEVELOPMENT



SESSION 6

MVP DESIGN

MODULE 4

PRODUCT DEVELOPMENT

Objectives

CORE

- Be able to create paper design of your app

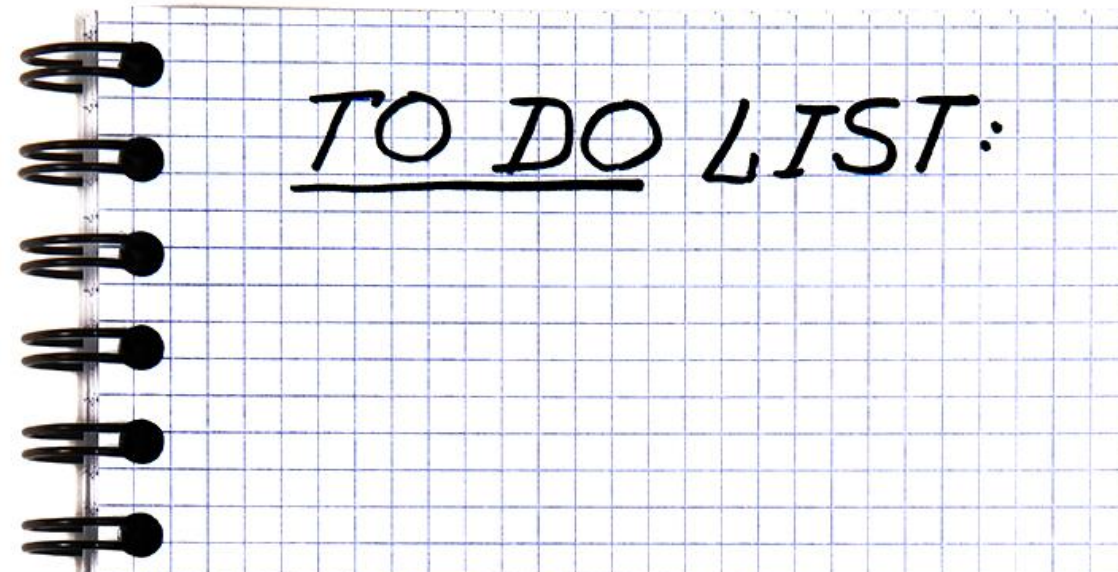
CHALLENGE

- Understand how the design of your app can affect the user experience
- Be able to improve the user experience of your app by considering its design and flow.

Session activity

4.3 – Design MVP

4.3 – Design MVP – *Evaluate user experience*



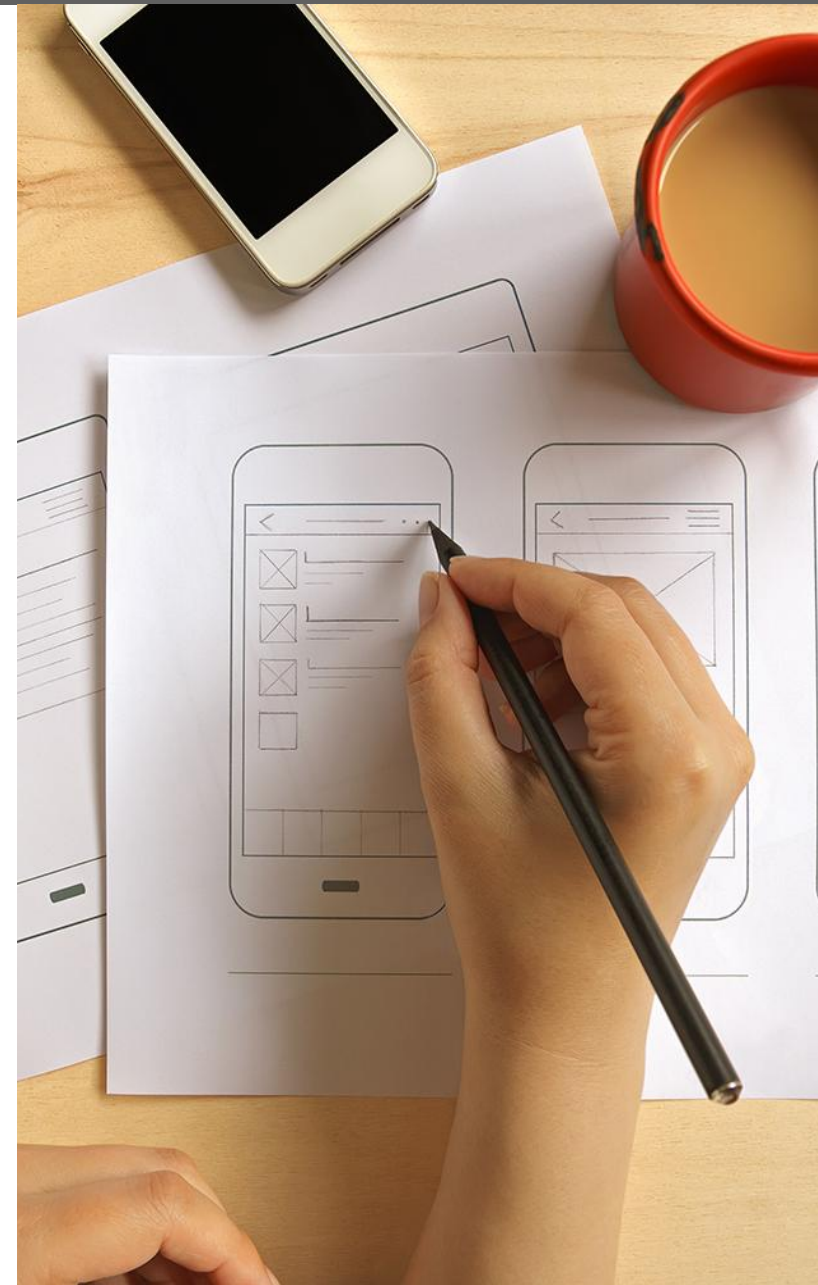
4.3 – Design MVP

Activity

This is where you think about the user experience.

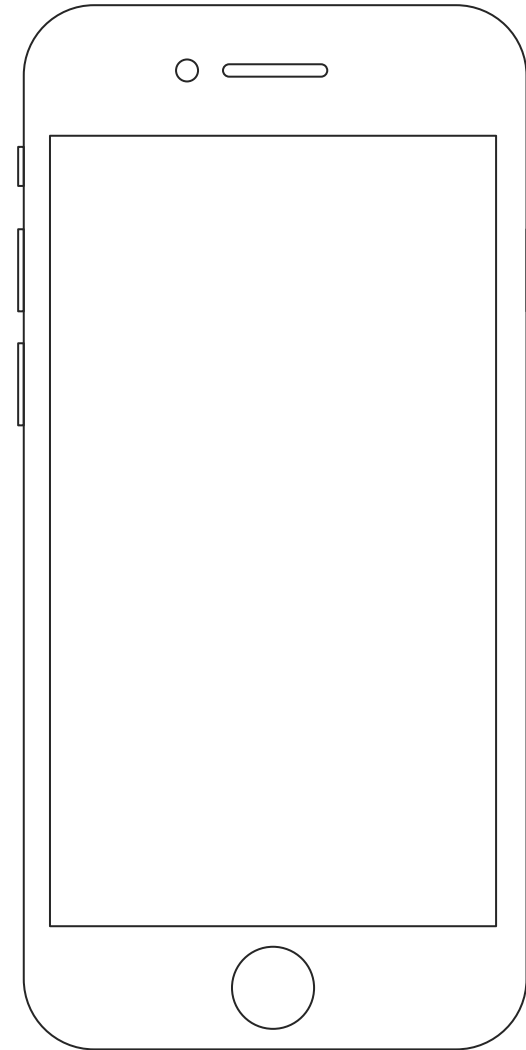
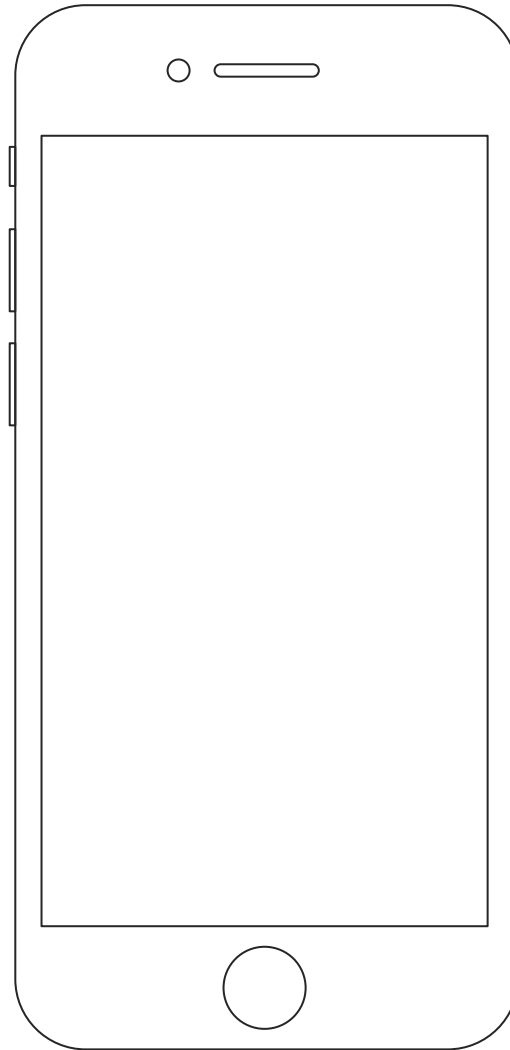
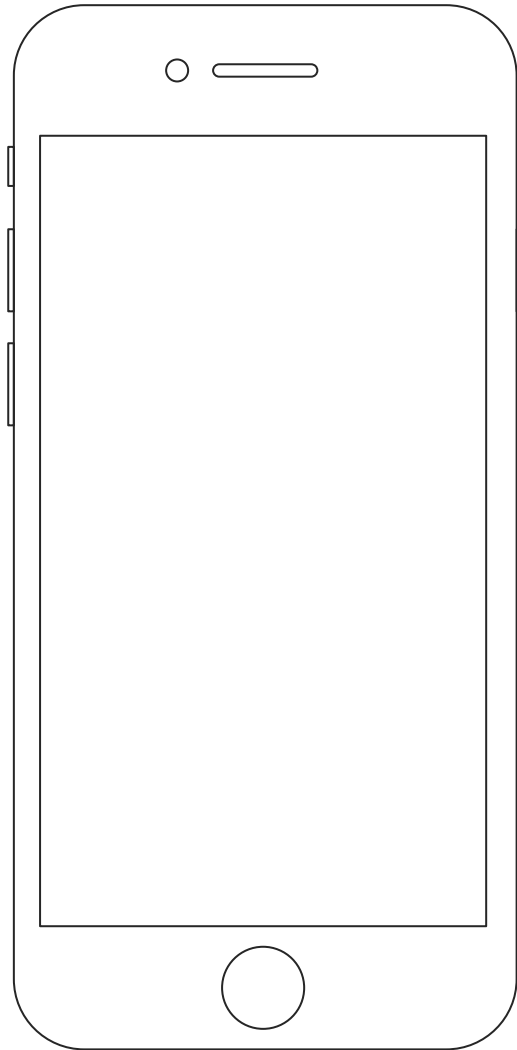
Taking the most important features, sketch wireframes showing the main screens of your app.

Consider how the user will navigate your app, and how they will access different features. Remember to include screens to collect the data needed from the user to make the app work.



ACTIVITY 4.3
DESIGN MVP

MODULE 4
PRODUCT DEVELOPMENT



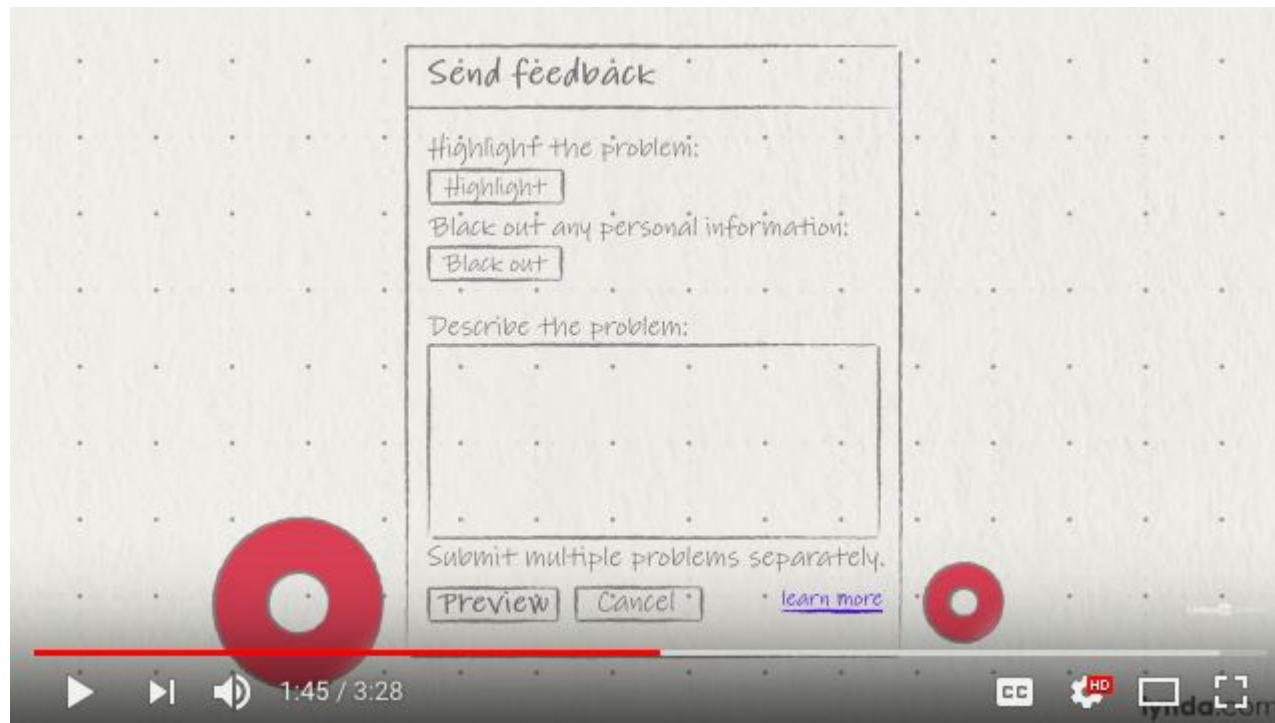
Thinking about essential and feasible features, sketch out how you want your screens to look. Consider what the user sees when they open the app, and how they move through screens and use important features.

NAME

4.3 – Design MVP

Evaluate the user experience

Watch this video (3 mins 28s) that explains how to design easier to use screens.



4.3 – Design MVP

Review your paper prototypes against this checklist

- Have you made the most important buttons/links larger than less important ones?
- Are they in the right place? For example, are commit buttons on the bottom right of the screen?
- For touch screens, is there enough space between the buttons?

Make notes on your paper designs of any changes you need to make to your MVP designs to make the screens easier to use.

NEXT SESSION...



SESSION 7

BUILD MVP

MODULE 4

**PRODUCT
DEVELOPMENT**