



Wireframing and Prototyping without programming

Quick and cost-effective technique for identifying market and user requirements early without programming. Perfect fit for Agile and Lean processes.

Course Overview:

Wireframing and prototyping is a low-cost, rapid iterative design technique that offers one of the best methods for gaining design insight early. Catching major usability issues early means you won't waste precious time, effort and money developing designs that may fail. (In contrast, user studies done late in the development process usually have their findings deferred until "the next release.")

In this course, you'll discover how to use lean application prototyping to test your designs and increase collaboration among multi-disciplinary teams, saving your company substantial time and money.

Learning Outcome:

The learner will learn:

1. Difference between wireframing and prototyping
2. Perform wireframing with sketch and software
3. Develop prototype using software without programming
4. Test prototype to get feedback

Learner profile:

Entrepreneurs, product managers, project managers, business analyst, and managers interested to capture software and app (web, computer and smartphone) requirements in a wireframe and prototype to test and validate business and market requirements prior to developing the product or application.

Workshop: Wireframing and Prototyping without programming

Duration: 1 Day



Course Details:

In this course you will learn and practice six skills for wireframing and prototyping:

1. **Understanding Wireframing and Prototyping:** Learn the difference between wireframing and prototyping and how to apply these techniques
2. **Reduce technology barriers:** Promote inclusivity among team members and focus on creative thinking and discussion
3. **Creating wireframing and prototyping:** Paper and software (no programming) will be used as tools
4. **Conducting user research:** Usability and facilitation techniques to get better feedback
5. **Testing prototypes:** Evaluate scenarios and user feedback
6. **Iterating Your Way Forward:** Get results faster by evolving your prototype to make it more desirable, feasible, and viable

 **Duration:** 1 Day

 **Format:**

This workshop is designed to be practical and give learners an opportunity to create wireframes and prototypes. The hands-on activities are designed to develop wireframing and prototyping skills.

- **Hands-on activities:** Deepen your understanding through hands-on activities and discussions
- **Lecture:** Short lecture segments introduce topics and techniques for applying technique and process.
- **Skills development:** Apply what you learn in project activities
- **Materials:** Create paper and software prototypes for testing

 **Course Fee:** S\$500

*Course fees quoted are subject to GST (Good & Services Tax).

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