Sketches & Low-Fidelity Wireframes

- Storyboard
- Paper wireframes
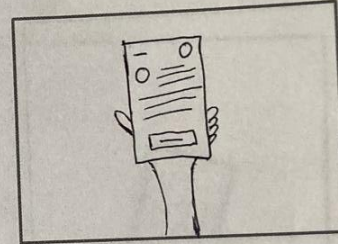- Digital wireframes
- Low-fidelity prototype

Google

UX Design Storyboard (BIG PICTURE)

Scenario: An app that allows parent to connect with to tutor and manage multiple children account easily.
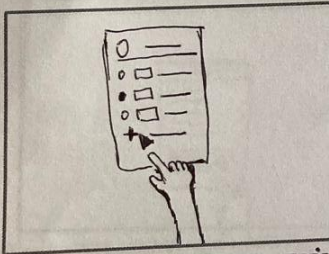

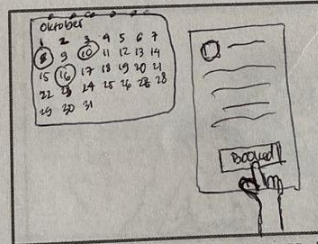Sarina, wants to find tutor for her children in various grades
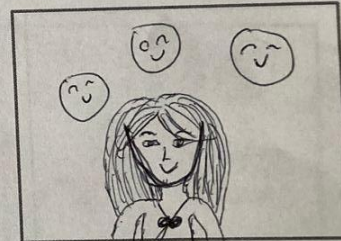

Sarina, finds and opens the tutor app.

Sarina, scrolls through the app and find an experienced tutor for each her children.

In the app, Sarina can manage her children profile in her account.

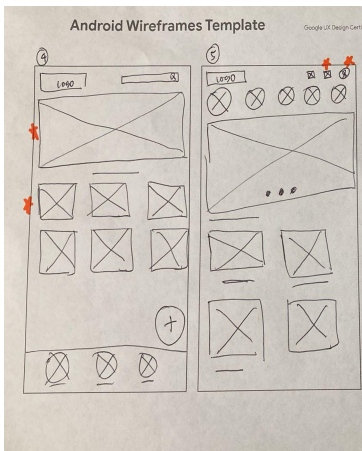Sarina, choose the schedule and booked tutor.

Sarina and her children are Happy.
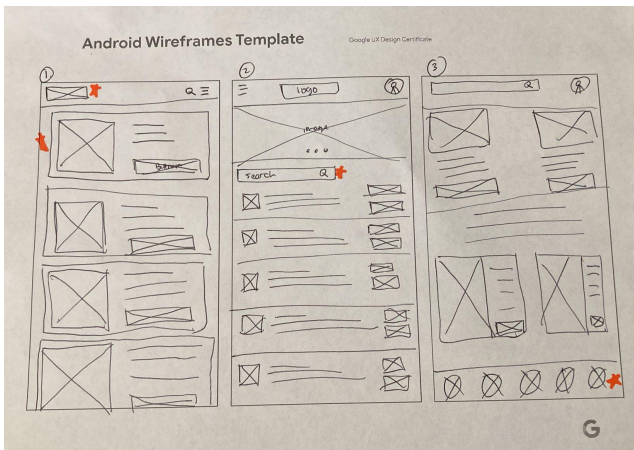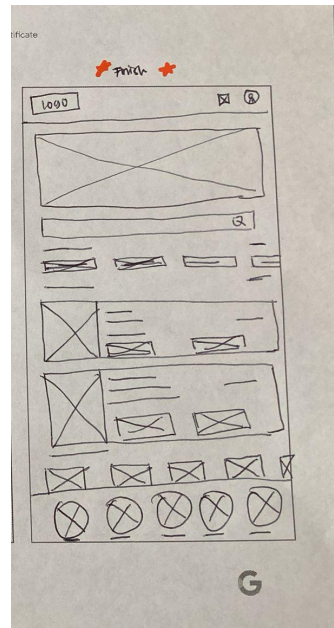
Paper wireframes

After finishing my information architecture, I created paper wireframes, keeping my goal in mind throughout the process.

First, I created five variations for the home screen, carefully selecting what to include and where to place elements to ensure easy navigation for the user.

I sketched five variation to generate ideas.
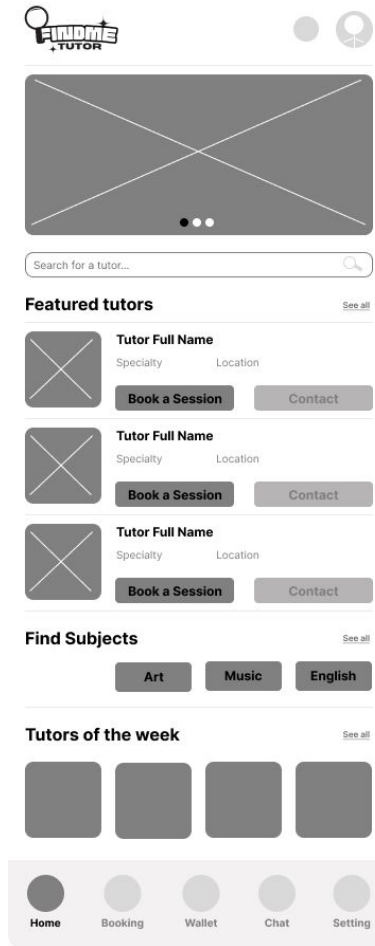
The finish wireframe

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Digital wireframes

As I continued with the initial design phase, after finishing my paper wireframes, I transferred them to digital wireframes to gain a deeper understanding of user pain points.

I ensured that the screen designs were based on feedback and findings from user research.

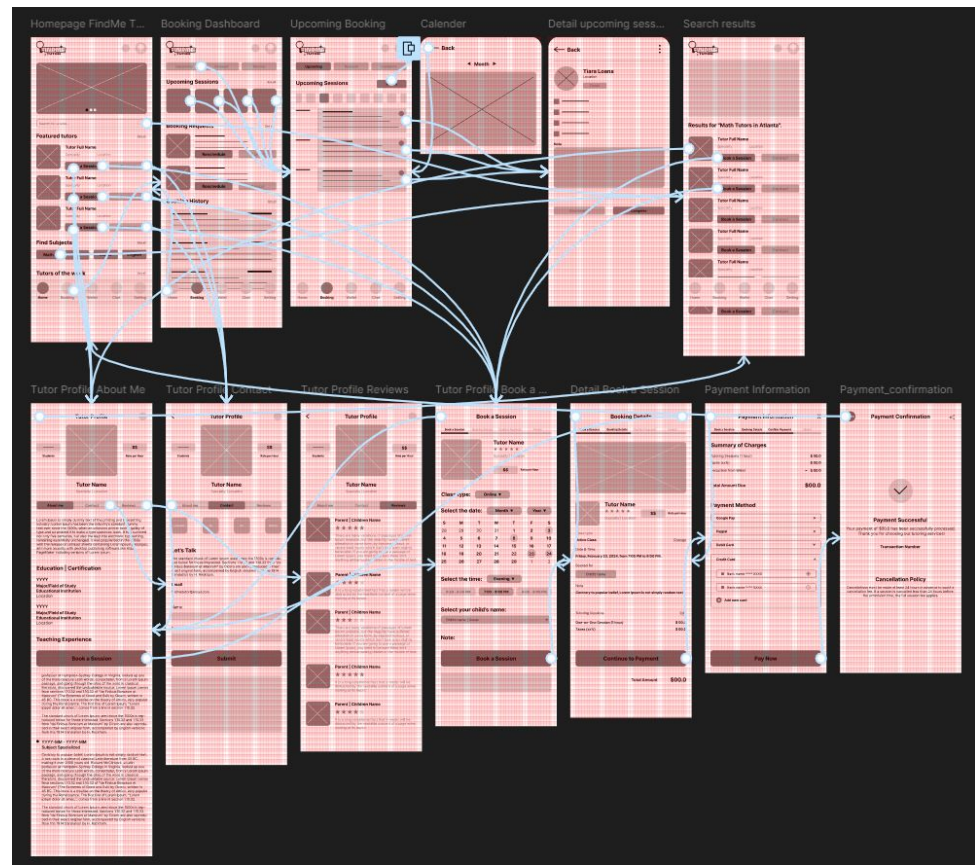*Here, users can type to search for the tutor they need.*

Here, users can see the top tutor of the week

Google

Low-fidelity prototype

The low-fidelity prototype connects the main user flow from the homepage to completing the booking process. This allows the prototype to be tested in a usability study.

Users can find a tutor, view details including background and reviews, book a session, and complete the process seamlessly.

Try FindMi Tutor Low Fidelity Prototype

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