IN230-UNIT 4

JOINING DESIGN SPRINTS

SHORT OVERVIEW

- In this unit, you will explore the world of design sprints, including the phases of a design sprint and how to plan and participate in one. You will also learn about retrospectives, a way to constructively reflect on a design sprint and identify improvements to implement next time.

▪ UX designers often participate in design sprints to define the direction of a product. In this part of the course, you will explore the world of design sprints, including the phases of a design sprint and how to plan and participate in one. You will also learn about retrospectives, which is a way to constructively reflect on a design sprint and identify areas of improvement to implement next time.

- Describe the phases of a design sprint.

- Explain the importance of design sprints.

- Plan a design sprint.

- Explain the role of an entry-level UX designer during a design sprint.

- Describe the importance of retrospectives after design sprints.

UNIT 4 OVERVIEW AND OUTCOMES

Course Outcomes:

IN230-1: Explain foundational concepts in UX design, including user-centered design, the design process, accessibility, and equity-focused design.

UNIT 4 READING

- **Qwiklabs Course: Foundations of User Experience (UX) Design**

- **Module: Joining design sprints**

- **Readings:**

  - Optional – Learn more about design sprints

  - Common retrospective questions

  - Self-Reflection: think through a retrospective for a previous project

  - Glossary

- **Videos:**

  - Welcome to week 3

  - Introduction to design sprints

  - Five phases of design sprints

  - Benefits of design sprints

  - Plan design sprints

  - The design sprint brief

  - An entry-level designer's role in a sprint

  - Jason – All about design sprints

  - Design sprint retrospectives

  - Wrap up week 3

UNIT 4 LEARNING ACTIVITIES

Qwiklabs Course: Foundations of User Experience (UX) Design

Module: Joining design sprints

Learning Activities:

Practice Quiz: Test your knowledge on design sprints

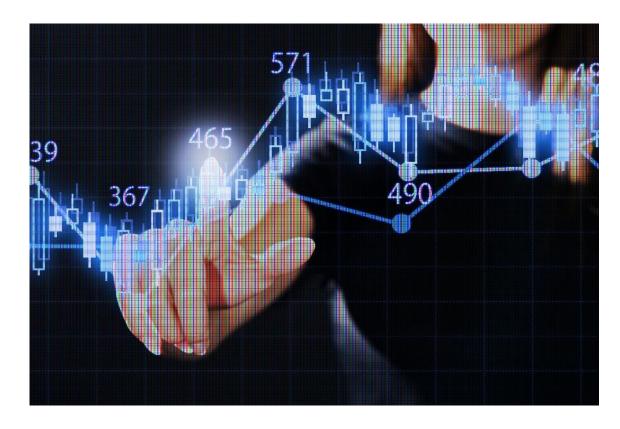Practice Quiz: Test your knowledge on planning a design sprint

Practice Quiz: Test your knowledge on design sprint retrospectives

Graded Quiz: Weekly challenge 3: Design sprints (a score of 80% or higher is required by Google for your certificate, in addition to the Unit 2 Assignment requirement)

UNIT 4 DISCUSSION

- **Topic: Group Work Experience**

- Now that you have learned more about the design sprint process, take a moment to reflect and share an experience you have had while working with at least one other person to complete a project. Consider the following questions:

  - How would the project have benefited from using a process like a design sprint, and why?

  - What design sprint phase would have made the most impact on the project?

- Please include a written response of one to two paragraphs (100-200 words). Be sure to include at least one reference (Qwiklabs is fine) with your initial post. Then, check out what other learners have written and comment on at least two of their posts.

UNIT 4 ASSIGNMENT

- **Introduction**

- **Unit 4 Assignment: Design Sprints**

- **Outcomes addressed in this activity:**

- **Unit Outcomes:**

- Describe the phases of a design sprint.

- Explain the importance of design sprints.

- Plan a design sprint.

- Explain the role of an entry-level UX designer during a design sprint.

- Describe the importance of retrospectives after design sprints.

- **Course Outcome assessed:**

- **IN230-1:** Explain foundational concepts in UX design, including user-centered design, the design process, accessibility, and equity-focused design.

Purpose

This quiz will assess your knowledge of the purpose and process of design sprints.

The graded assessments in Qwiklabs are quizzes and/or hands-on activities. These assessments are meant to enhance your understanding of user experience design. They will also help to prepare you for the Google Certification at the end of the program.

UNIT 4 ASSIGNMENT

- **Instructions**

- Navigate to the Qwiklabs portal in this course and log in to the Google Certification course titled "Foundations of User Experience (UX) Design" to access the graded assessments. As a reminder, you should watch all videos, complete the readings, and complete the practice quizzes before attempting the graded assessments.

1. Please **review the Unit 4 Assignment Rubric** (under Course Resources) before beginning this activity.

2. Complete the following graded assessment:

   o **Graded Quiz: Weekly challenge 3: Design Sprints**

UNIT 4 ASSIGNMENT

REQUIREMENTS

- The graded assessments are timed and **must be passed with a score of 80% or higher.** You will have three attempts on graded quizzes within a 24-hour period and five attempts on graded hands-on lab assignments. The graded assessment **must be completed no later than 11:59 p.m. ET on Tuesday**, so plan your time accordingly if you need to retake the quiz or hands-on lab.

- Complete the following graded assessment:

- **Graded Quiz: Weekly Challenge 3: Design Sprints**

DIRECTIONS FOR SUBMITTING YOUR ASSIGNMENT

Please take a screenshot(s) of the final score(s) you received on the graded Qwiklabs assessment you completed for this unit. Review [how to take a screenshot on a PC or a Mac](#) , as needed.

Place the screenshot(s) in a Microsoft Word Document and save your assignment document according to this convention: IN230_Unit4_LastName_FirstName (use your own name of course).

Submit your completed assignment to the Unit 4 Assignment Dropbox by the deadline.

HAVE QUESTIONS?

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