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# UX DESIGN //

# WORKSHEET //

**>> INTRO**

tools

- > worksheet with ux tools
- > tools are not the answer
- > tools help you to understand
- > tools are created to give context
- > don't get stuck at one specific tool
- > implement the outcome in your design

also

- > create an inspiration board

at last

- > a fool with a tool is still a fool

**>> INDEX**

3 // GET GOING

4 // GET TO KNOW THE FIELD

5 // GET TO KNOW THE BUSINESS

7 // GET TO KNOW THE USER

**>> GET GOING**

company name

field

size

country

vision

**// CIRCUMSTANCES OF USE**

who

what

when

where

why

**>> GET TO KNOW THE FIELD**

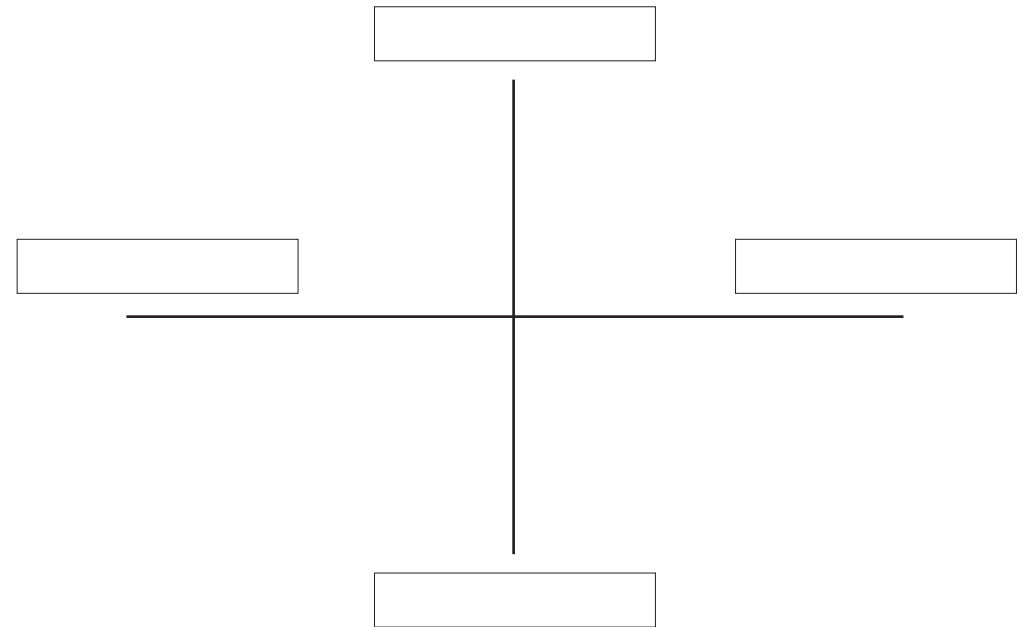
**// COMPETITIVE ANALYSIS**

[list your most important competitors and their unique selling points]

company name	usp	usp
1.		
2.		
3.		
4.		
5.		
6.		

**// COMPARISON CHART**

[compare contrary characteristics > fill in the competitors & the business in focus]



**// UNIQUE SELLING POINTS**

[list the unique selling points of the business in focus]

- 1.
- 2.
- 3.

**>> GET TO KNOW THE BUSINESS**

// MINDMAP ON THE BUSINESS  
[when done > highlight the most important ones]



// SMART BUSINESS GOALS

[specific, measurable, actionable, relevant, time framed]

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.

// LIST OF CLIENT REQUIREMENTS

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.

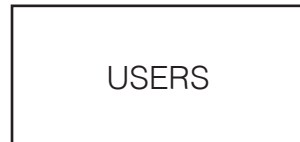
// LIST OF TECHNICAL REQUIREMENTS

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.

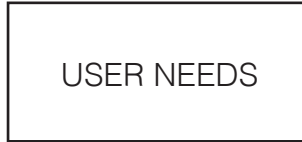
**>> GET TO KNOW THE USER**

// MINDMAP ON USERS

[when done > highlight the most important ones]



// MINDMAP ON USER NEEDS  
[when done > highlight the most important ones]







// USER JOURNEY

[sketch a quick storyboard of the user journey - from the problem to the solution]


// LIST OF USER REQUIREMENTS

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.
- 12.
- 13.
- 14.
- 15.

**>> AND NOW START PROTOTYPING ... =>**