

	School UX	Wine Project	Defund Police	Lecture
1 9/28	Summary of research/Project goals	Summary of research/Project goals	Summary of research/Project goals	RESEARCH/DATA.
2 10/5	Persona Pair/Empathy Map	Persona Pair/Empathy Map	Persona Pair/Empathy Map	DESIGN THINKING
3 10/12	Design System	Mood board. Branding	Content: Key Pillars/Illustration rough	DESIGN SYSTEMS
4 10/19	Wireframe	3 design concepts	3 design concepts	INCLUSION
5 10/26	User testing/Refining V.2	User testing. Webflow rough	User testing Webflow rough	UX STORYBOARDING
6 11/02	Mobile app rough	The Quiz	Social Media Strategy	JOBS TO BE DONE
7 11/09	Mobile app Home screen + the bus task	Mobile app. Like, rate, notes	Video Rough	UI SKILLS
8 11/16	Hifi screens. Polishing website and App	What's in the box. Polishing website and App	Polishing website and video	SPRINT/LEAN UX DESIGN WORKSHOP
9 11/23	Final Presentation	Final Presentation	Final Presentation	PRESENTATIONS
10 11/30	HTML ROUGH DRAFT 3 HOUR DESIGN SPRINT			
11 12/7	HTML FINAL PRESENTATIONS			