

# Process skills overview/Mondelli Francesco Saverio

## Inspiration

## Concept Visualising

### Personas

Set of representative user archetypes based on behaviors, attitudes and goals observed on the user research

### Problem Framing

Co-interpretation and analysis of field data: patterns and insights

### Idea Sketches

Low-fidelity visualization, flows & prototypes

### Trends

Awareness about existing solutions & upcoming technology  
Cross pollination

### Storytelling

User scenarios considering different types of users and context of use

### Design Vision

Envisioning new possibilities beyond the contemporary state of technological development.  
"What if" scenarios

### Wizard of Oz

To stage an illusionary complete user experience to validate its acceptability by the users

### User Research

Co-development of research methodology & collateral

### Information Architecture

Organizing features and functions into a conceptual model that is used as a foundation to interface design

### Physical Prototyping

High-fidelity interactive prototypes

### System Overview Diagram

Communicate how parts of the system and individual stakeholders interact with each other over time. e.g: Service Blueprint

### On-screen Prototyping

Interactive or guided on-screen experience

### Functional Interface Design

Interface wireframes that communicate the function or behavior but not the graphic aesthetic of an interface

### Visual Interface Design

Graphic design applied to interfaces On-screen Prototyping

### Experience Prototyping

Communicate, stage and test rich and immersive experiences that communicate principles, values and brand

### Physical Interaction Design

Designing physical controls and/or spatial interactions

## Implementation

## Concept Detailing

