

Educational Level:

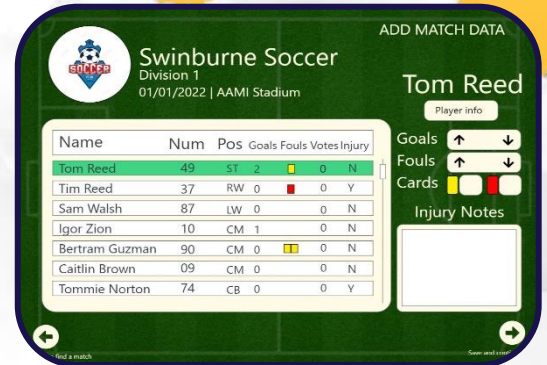
Vocational Education –
Certificate IV

Subject Area (s)

Design, STEM

Time required

6-10 hours



CREATE INTERACTIVE SOFTWARE PROTOTYPES USING ADOBE XD

Overview

In this project students create and demonstrate software prototypes based on a given scenario. Through this, students experience the process of requirements gathering, analysis and UI/UX design. This resource could be adapted for use in other contexts involving design thinking and problem-solving.

Because Adobe XD has built-in collaborative functions and features, this strategy empowers students to demonstrate teamwork and communication in a practical and authentic way. Content creation is a key component of this project allowing students to master the techniques of the prototyping tool during the process.

Students should be advised that Adobe XD prototypes submitted via the LMS will be accessible and potentially shared by anyone with the link (including class members who you will share the link with via discussion boards for peer review).

Supporting tools and resources

- Project brief ([Appendix 1](#))
- List of requirements ([Appendix 2](#))
- Student work sample ([Appendix 3](#))
- [Adobe XD](#)
- [Get Started with Adobe XD](#)
- [Adobe XD User Guide](#)

Outline

Step	Time	Description
1 Analyse	60 min	Release the Project Brief (Appendix 1) outlining the background information of the software development scenario. Students are to form teams of 3-4 and list the requirements of the new system (Appendix 2). Basic wireframes may be drawn on paper or whiteboard to assist with ideation.
2 Learn	120 min	Instruct students to install Adobe XD and go through the online resource titled ' Get Started with Adobe XD '. Arrange workshops to support new users learning how to use this new digital tool.
3 Create	120 min	Provide the collaborative environment for students to create all screens required and add interaction to complete the prototypes of the new system.
4 Feedback	40 min	Schedule time for students to obtain feedback from multiple sources including peer, teachers and Adobe digital coaches.
5 Refine	60 min	Ensure students have made changes to improve the prototype based on the feedback obtained.
6 Share	15 min per team	Set up a final sharing session where each team has 10-15 mins to demonstrate their prototypes in an oral presentation to the whole class. The public link may also be shared for design review purposes.

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Appendix 1

EDSL Project Brief

Eastern Districts Soccer League (EDSL) is a local community sporting organisation.

- The league is separated into 3 divisions: first, second and third divisions.
- The teams that play in these divisions belong to different soccer clubs. A club may have multiple teams competing in the EDSL, but the club can only field one team per division.
- When players join a club, they get allocated to a team. The club sends the information across to EDSL for registration.
- EDSL has one season per year, which consists of home and away games for the regular season and finals.
- A season is divided into different rounds; each weekend one round of games is played, and one round is made up of many games.

Two systems already exist:

1) Competition management system for use by EDSL admin staff -

- Generate season draw for each division and display in printable formats.
- Update results for all games.
- Automatic updating of the ladder after each round.

2) Club admin system -

- Manage clubs, teams, players and divisions data (CRUD).
- The ability to view reports.

They now need a '**Match Day Management**' system for use on mobile devices so that the scores of the games can be entered as soon as a game is finished. The system must also store player statistics. The ability to generate 'Match Day Summary' report is also required.

Appendix 2

List of Requirement

List all available players for a Team
Record Players playing current match
Record player position for a match
Record player Goals for a match
Record player Cards for a match
Record player Fouls (for and against) for a match
Record player Injuries (with notes) for a match
Record Player Best & Fairest votes for a game
Enter Results for a Match (With Validation)
Produce a Player Goals Ladder
Produce a Best and Fairest Ladder

Appendix 3

Student work sample

