KERI MITOFF
UX DESIGN PROCESS 2025

02 RESEARCH
- Conduct User Research.
- Learn about the Target Users
- Users Pain Points
- Users Problems.

04 WIREFRAMES
- Start Sketching Designs (If there is time)
- Start Wireframes
- Prototypes
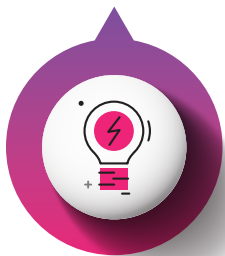- Design Language
- Design systems and Patterns

06 TESTING
- Heuristic Evaluation
- User Testing
- Interactive MockUp Testing
- Validate & Learn From User Behavior and User Pain Points
- Find Functionality Issues

01 UNDERSTAND
- Understand the problem (design problem you are trying to solve.)
- Know the organizations business objectives and goals

03 ANALYZE
- Analyze User Insights
- Create Personas
- Affinity Mapping
- Empathy Maps
- User Flows

05 PROTOTYPING
- Low, Medium and High Fidelity Mock Ups
- Finalize Visual Design, Motion Design
- Finalize Design System

07 LAUNCH & DELIVER
- Create a Well Documented UX Design Solution That Meets User and Business Goals.
- Iterate On Solutions to any and all Probems
- Launch