# Likes and Gripes

### Idea/Introduction

Sticker voting is a simple way to facilitate a collective review process during the design phase. This UX activity brings participants together to review each other's' work.

### Learning Outcome

By the end of this activity, participants should have a list of great features and features they still need to work on. Participants will have a framework in which to give feedback.

### Time

5-10 min

### Definition

UX Design is all about testing and reviewing. Sticker Voting is just one way to gather feedback along the way.

### Activity

After you have worked hard on your wireframe and constructed your paper prototype, it is time to get some feedback from your teammates (classmates). Be sure to frame the activity, explaining to participants that feedback makes our work strong because we can share ideas. This activity is not intended to force participants to criticize each other, but instead is meant to build up participants together and share knowledge freely.

Step 1. Set Up

This is most fun to do with a few people in groups of 3-4.

Prepare two different sections for feedback. This can be on the board or on individual handouts - it depends on the space you have available. One section will have Likes and the other section will have Gripes. Every participant takes turns showing the rest of the group the function of their app. This can be done by laying out their paper prototype or by having students click through each other's App Lab screens. While one participant shows off what they have built the other students will record what they like about the app and what they have some gripes about. What excites them about the app and what confuses them about the app.

Step 2. Sticker Voting

After all the participants have shown their app and received a list of Likes and Gripes it is time to vote. Give participants stickers or markers and have them vote on which comments they agree most with. Which "Like" do they agree with the most? Which "Gripe" do they

agree is the most worrisome? This allows for participants to prioritize their design and redesign ideas with user feedback.

**Framing for slower-paced and faster-paced participants**

This activity's success depends on the maturity and communication capacity of the participants in the class. Match participants of all levels so they can teach each other about feedback. Note constructive feedback and share good comments you hear between groups with the rest of the class.