## **UX401**

# **Design-Led Development with SAP BUILD**

#### **COURSE OUTLINE**

Course Version: 02

Course Duration: 3 Day(s)

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### **Typographic Conventions**

American English is the standard used in this handbook.

The following typographic conventions are also used.

This information is displayed in the instructor's presentation	
Demonstration	<b>&gt;</b>
Procedure	2 3
Warning or Caution	<u>.</u>
Hint	
Related or Additional Information	<b>&gt;&gt;</b>
Facilitated Discussion	
User interface control	Example text
Window title	Example text

### **Contents**

vii	Course Overview			
1	Unit 1:	SAP UX Strategy		
1 1 1 1		Lesson: Explaining the SAP User Experience (UX) Strategy Lesson: Getting an Overview of SAP Fiori Lesson: Understanding Design Thinking Lesson: Explaining SAP's User Experience as a Service		
3	Unit 2:	Business Case Decisions		
3 3 3		Lesson: Understanding innovations regarding the Digital Business Model Lesson: Understanding the Value of UX in a Business Case Lesson: Explaining Different Kind of Devices Lesson: Explaining the Impact of new Technologies		
5	Unit 3:	SAP Build		
5 5 5 5 5 5		Lesson: Using SAP Build Lesson: Explaining Scoping and 360° Research Lesson: Working with a Study Lesson: Defining the Problem Statement Lesson: Creating a Storyboard by Ideation Lesson: Performing Prototyping and Validation		
7	Unit 4:	SAP Build LoFi Prototyping		
7		Lesson: Introducing Prototyping with SAP BUILD Lesson: Explaining Low Fidelity Prototyping		
9	Unit 5:	Unit 5: SAP Build HIFI Prototyping		
9 9 9		Lesson: Explaining Fiori Design Principles & Guidelines Lesson: Creating High Fidelity Prototyping by Cloning Lesson: Adjusting High Fidelity Prototyping		
11	Unit 6:	Additional Material		
11		Lesson: Additional Material		



### **Course Overview**

#### **TARGET AUDIENCE**

This course is intended for the following audiences:

- Business Process Architect
- Business Process Owner/Team Lead/Power User
- Developer
- Development Consultant



### UNIT 1 SAP UX Strategy

#### Lesson 1: Explaining the SAP User Experience (UX) Strategy

#### **Lesson Objectives**

After completing this lesson, you will be able to:

Explain the SAP User Experience Strategy

#### **Lesson 2: Getting an Overview of SAP Fiori**

#### **Lesson Objectives**

After completing this lesson, you will be able to:

• Explain SAP Fiori as part of the SAP User Experience Strategy

#### **Lesson 3: Understanding Design Thinking**

#### **Lesson Objectives**

After completing this lesson, you will be able to:

• Explain Design Thinking in relation to SAP User Experience

#### Lesson 4: Explaining SAP's User Experience as a Service

#### **Lesson Objectives**

After completing this lesson, you will be able to:

• Explain how SAP's User Experience as a Service supports Design & Development of SAP Fiori apps



UNIT 2

### **Business Case Decisions**

### **Lesson 1: Understanding innovations regarding the Digital Business Model**

#### **Lesson Objectives**

After completing this lesson, you will be able to:

• Explain how innovations contribute to the change of digital supported business models

#### Lesson 2: Understanding the Value of UX in a Business Case

#### **Lesson Objectives**

After completing this lesson, you will be able to:

- Explain the elements of UX contributing to a Business Case
- Explain the use of the SAP UX Calculator

#### **Lesson 3: Explaining Different Kind of Devices**

#### **Lesson Objectives**

After completing this lesson, you will be able to:

• Explain the Impact and Possibilities of Devices

#### **Lesson 4: Explaining the Impact of new Technologies**

#### **Lesson Objectives**

After completing this lesson, you will be able to:

Explain the impact of new technologies



### UNIT 3 SAP Build

#### **Lesson 1: Using SAP Build**

#### **Lesson Objectives**

After completing this lesson, you will be able to:

Use SAP Build

#### **Lesson 2: Explaining Scoping and 360° Research**

#### **Lesson Objectives**

After completing this lesson, you will be able to:

• Explain how to gather information of the Users Experience

#### **Lesson 3: Working with a Study**

#### **Lesson Objectives**

After completing this lesson, you will be able to:

Create a Project and a Study

#### **Lesson 4: Defining the Problem Statement**

#### **Lesson Objectives**

After completing this lesson, you will be able to:

• Explain how to define the problem statement

#### **Lesson 5: Creating a Storyboard by Ideation**

#### **Lesson Objectives**

After completing this lesson, you will be able to:

• Define Viewpoints, Brainstorm to be able to create a story board

#### **Lesson 6: Performing Prototyping and Validation**

**Lesson Objectives** 



After completing this lesson, you will be able to:

• Create a Hand Sketched Prototype

### **UNIT 4 SAP Build LoFi Prototyping**

### **Lesson 1: Introducing Prototyping with SAP BUILD**

#### **Lesson Objectives**

After completing this lesson, you will be able to:

• Explain the different kinds of prototyping

#### **Lesson 2: Explaining Low Fidelity Prototyping**

#### **Lesson Objectives**

After completing this lesson, you will be able to:

• Explain building low fidelity prototyping out of hand-sketch prototype

UNIT 5

### **SAP Build HIFI Prototyping**

#### **Lesson 1: Explaining Fiori Design Principles & Guidelines**

#### **Lesson Objectives**

After completing this lesson, you will be able to:

• Explain the Fiori Design Principles and Guidelines

#### **Lesson 2: Creating High Fidelity Prototyping by Cloning**

#### **Lesson Objectives**

After completing this lesson, you will be able to:

• Create a prototype by cloning

#### **Lesson 3: Adjusting High Fidelity Prototyping**

#### **Lesson Objectives**

After completing this lesson, you will be able to:

Adjust a Prototype



## **UNIT 6** Additional Material

#### **Lesson 1: Additional Material**

#### **Lesson Objectives**

After completing this lesson, you will be able to:

• Get additional Material, used in various exercises

