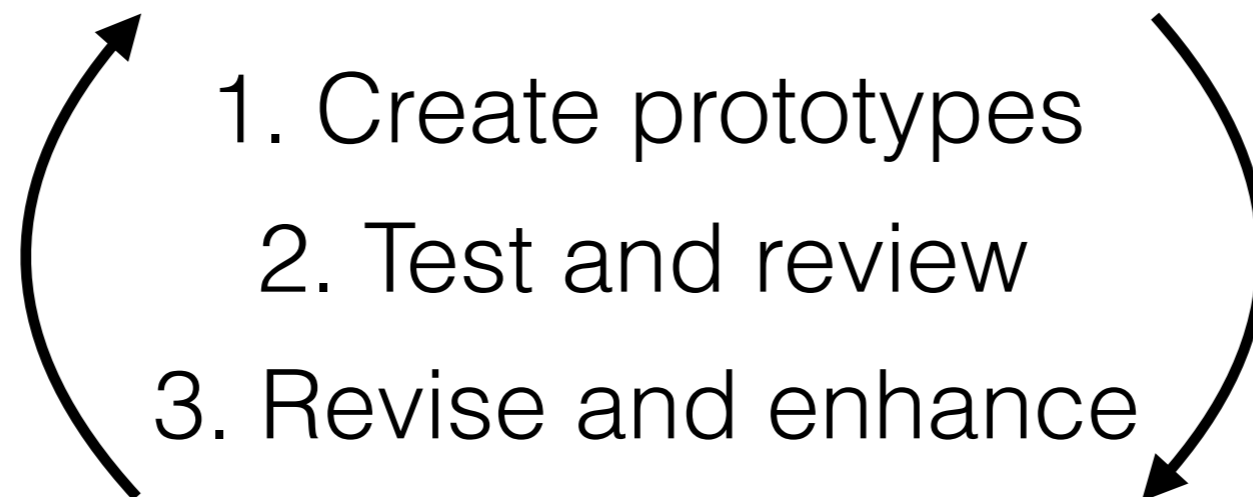


# Digital Prototyping Tools

Interaction design SoSe 2016

# Goals of Today

1. Evaluate & enhance your paper prototypes
2. Make interactive prototypes of your app

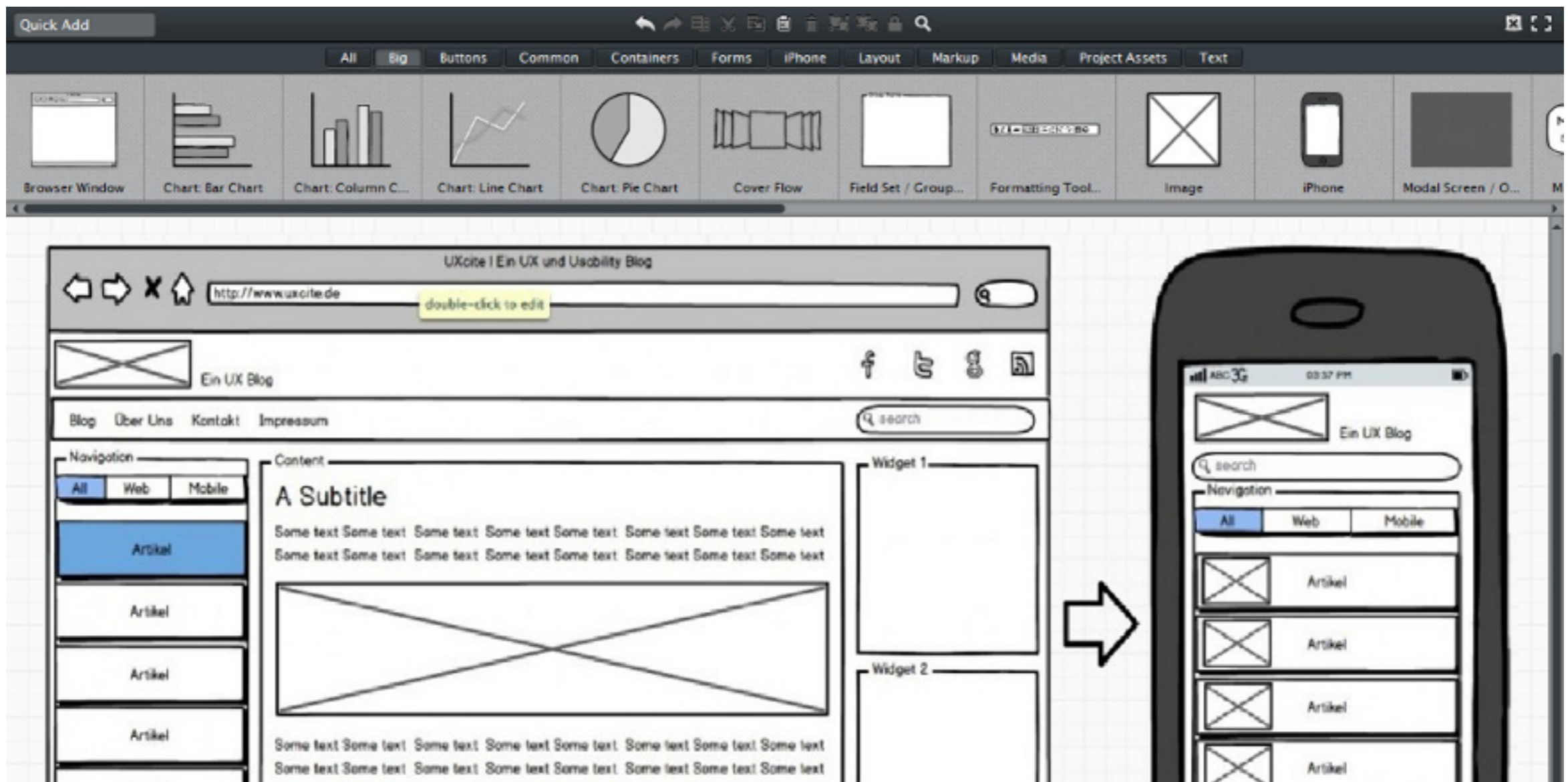


Sketches → Wireframes → Prototypes



# Balsamiq

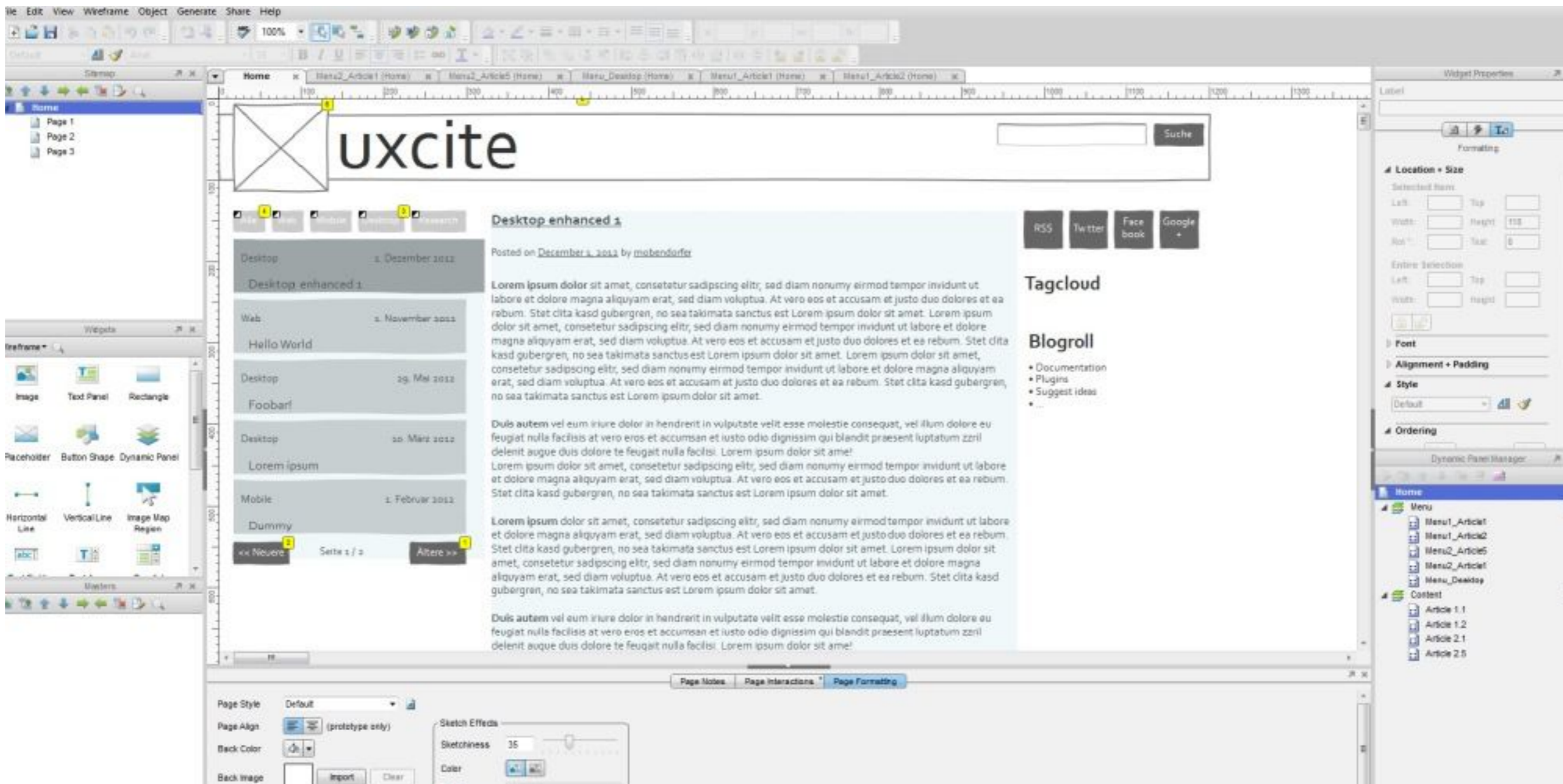
balsamiq



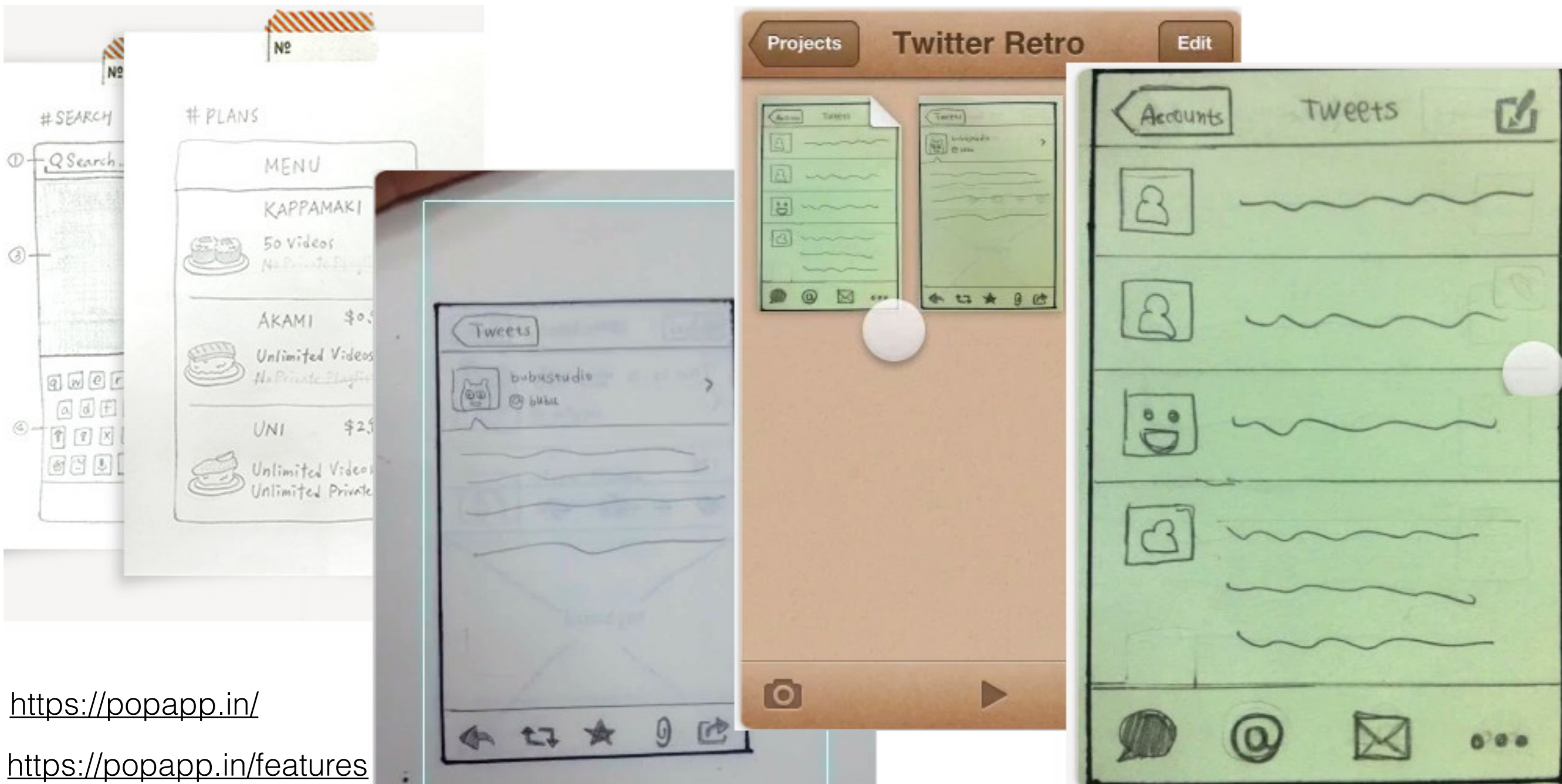
**Demo:** [http://s3.amazonaws.com/build\\_ondock/webdemo/editor.html](http://s3.amazonaws.com/build_ondock/webdemo/editor.html)

# Axure

axure



# POPapp



<https://popapp.in/>

<https://popapp.in/features>

# More tools

- **Marvel app** (free)
- **InVision App / InVision Craft** (free)
- Prott app
- Sketch app
- Flinto
- Principle
- After Effects
- Keynote
- UXPin.com (no free version)
- Adobe Experience Design CC
- **wireframe.cc** (free)
- proto.io/

## Sample internship ad

**IDEO** We are a global design company. We create impact through design.

[Home](#) » [Careers](#)

## ***Interaction Design Intern*** ***San Francisco, CA***

### The basics:

- You understand basic human-centered design philosophy, are comfortable with ambiguity, and want to push design methodologies.
- You have experience with a variety of graphic and UI design tools including Adobe Creative Suite and Sketch.
- You have experience with UX prototyping tools (**Flinto, Invision, Principle, AE, Keynote, etc.**)
- You're great at turning human behavior and needs into real concepts.
- You are obsessed with what design and technology could do for people.
- You're a systems thinker; you can logically visualize complex systems, user interaction flows and beautiful user interface.
- You are passionate about building, prototyping, and continually evolving digital products throughout the product life cycle.
- You love collaborating with others.

Read more at [https://www.ideo.com/careers/job/179408/?gh\\_jid=179408#6qSQQgFoFpDhyir6.99](https://www.ideo.com/careers/job/179408/?gh_jid=179408#6qSQQgFoFpDhyir6.99)



# Task

- Present your prototypes in teams and gather feedback
- Continue working on your paper prototypes – improve them or add more features!
- Create a mockup in POP: <https://popapp.in/>

**Email your interactive prototype** (ideally POP) to  
[hanna.schneider@ifi.lmu.de](mailto:hanna.schneider@ifi.lmu.de) until  
**Wednesday 29.06.2016, 23:59 pm**