

# Prototyping I

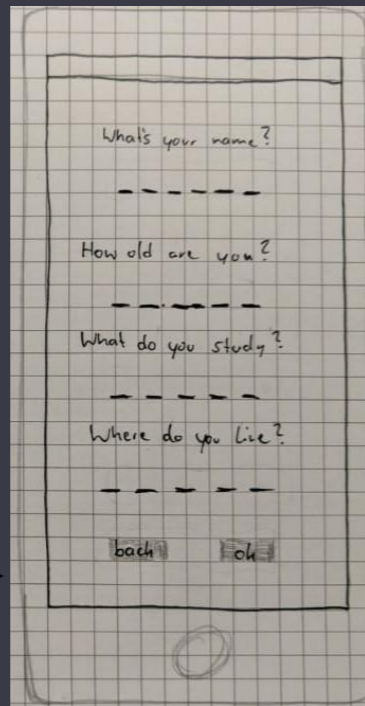
User Experience Design I (Interaction Design)  
SoSe 2018

# Prototyping I

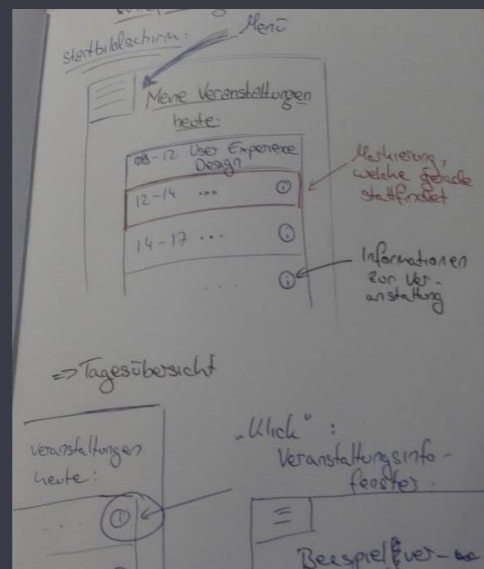
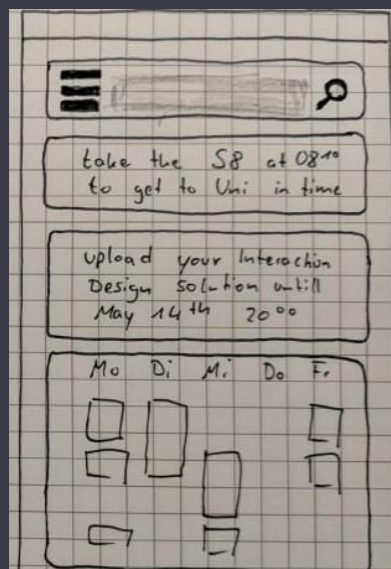
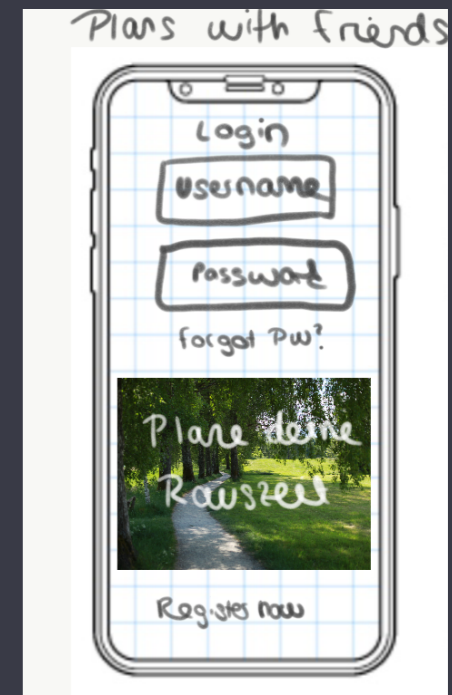
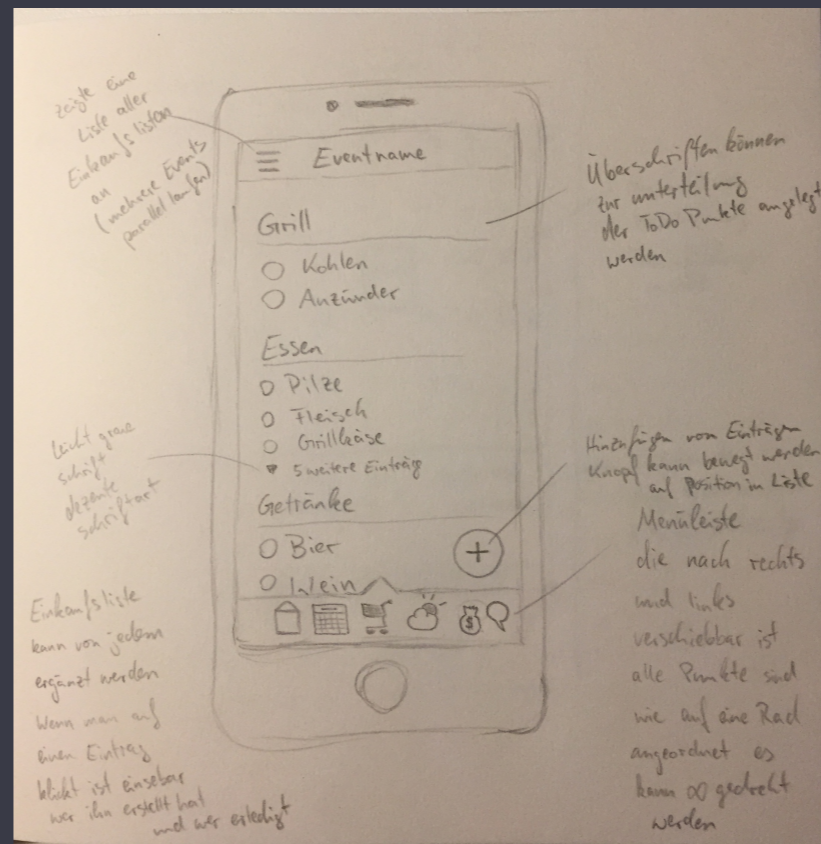
## Goals for Today:

1. View Wireframes
2. Get to know prototyping techniques
3. Start with paper prototype

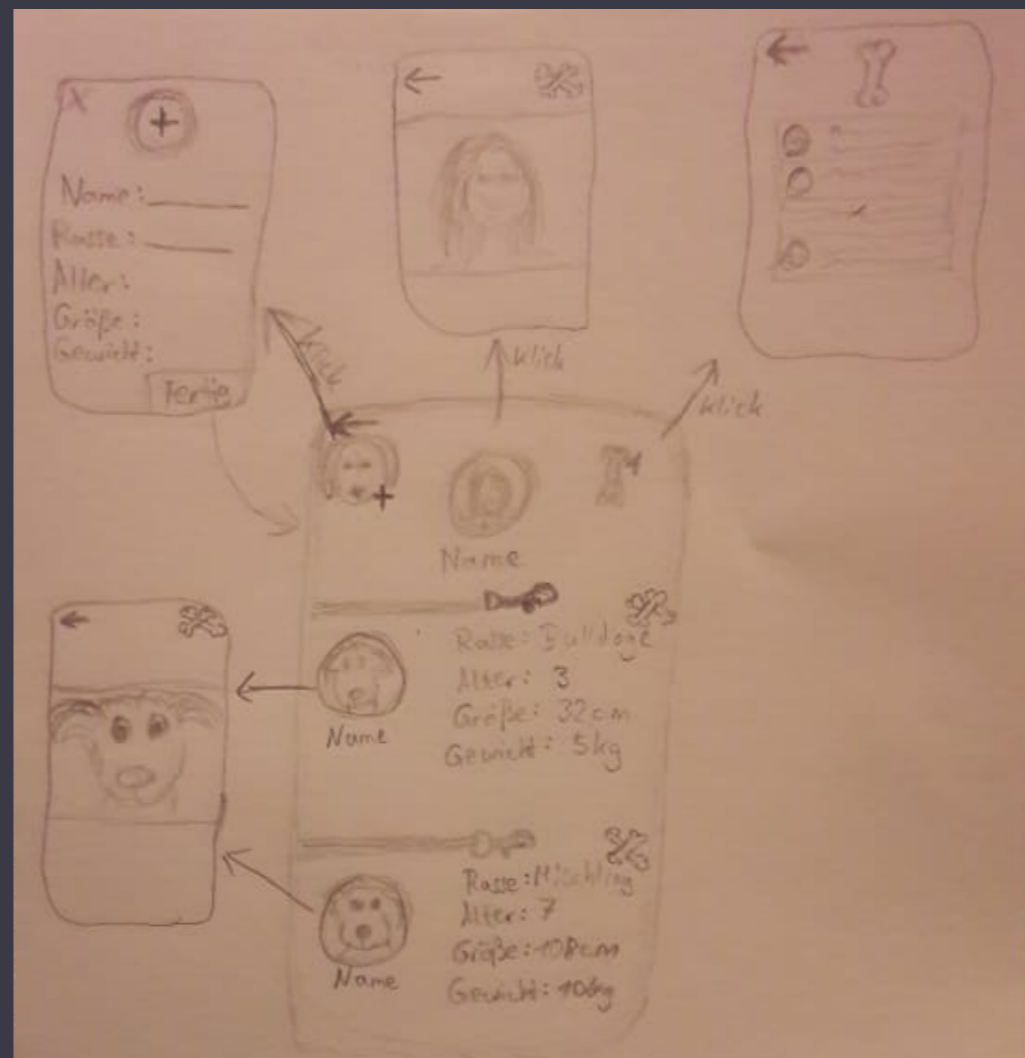
# Wireframes



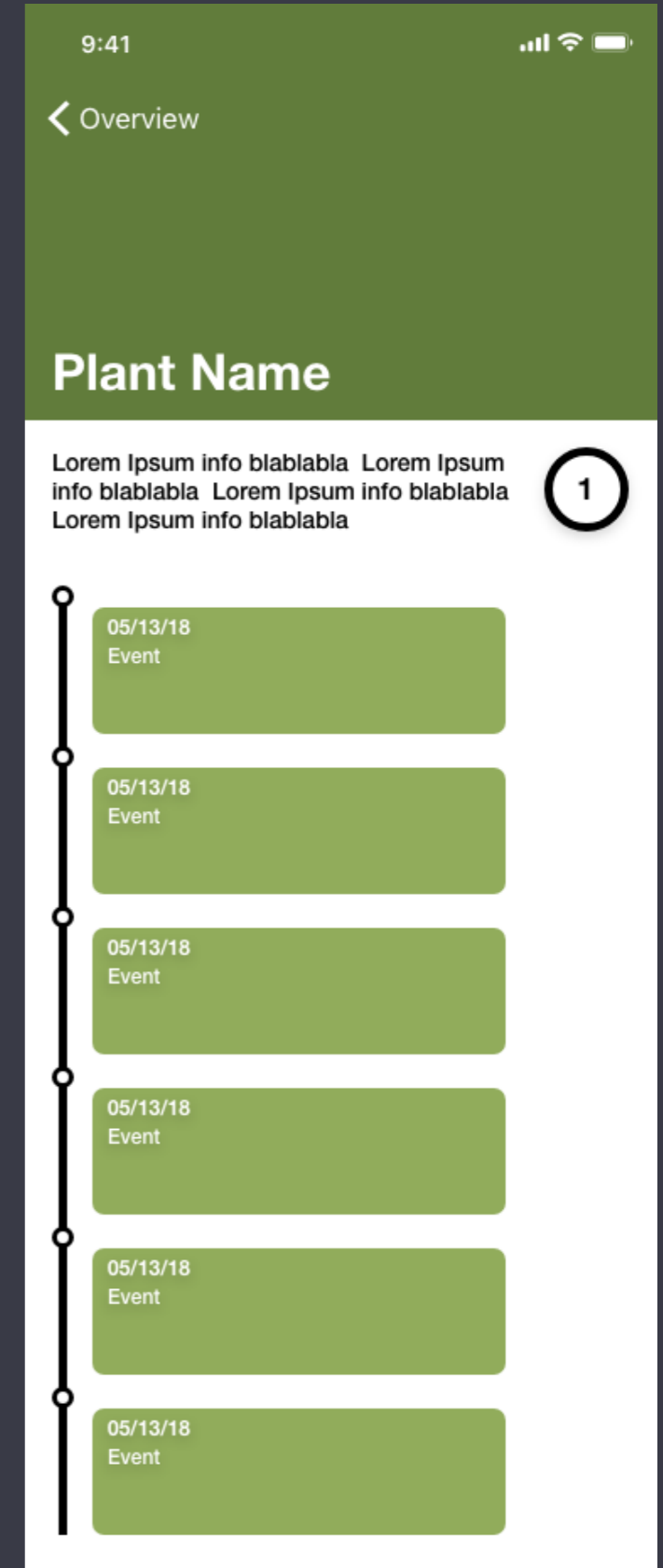
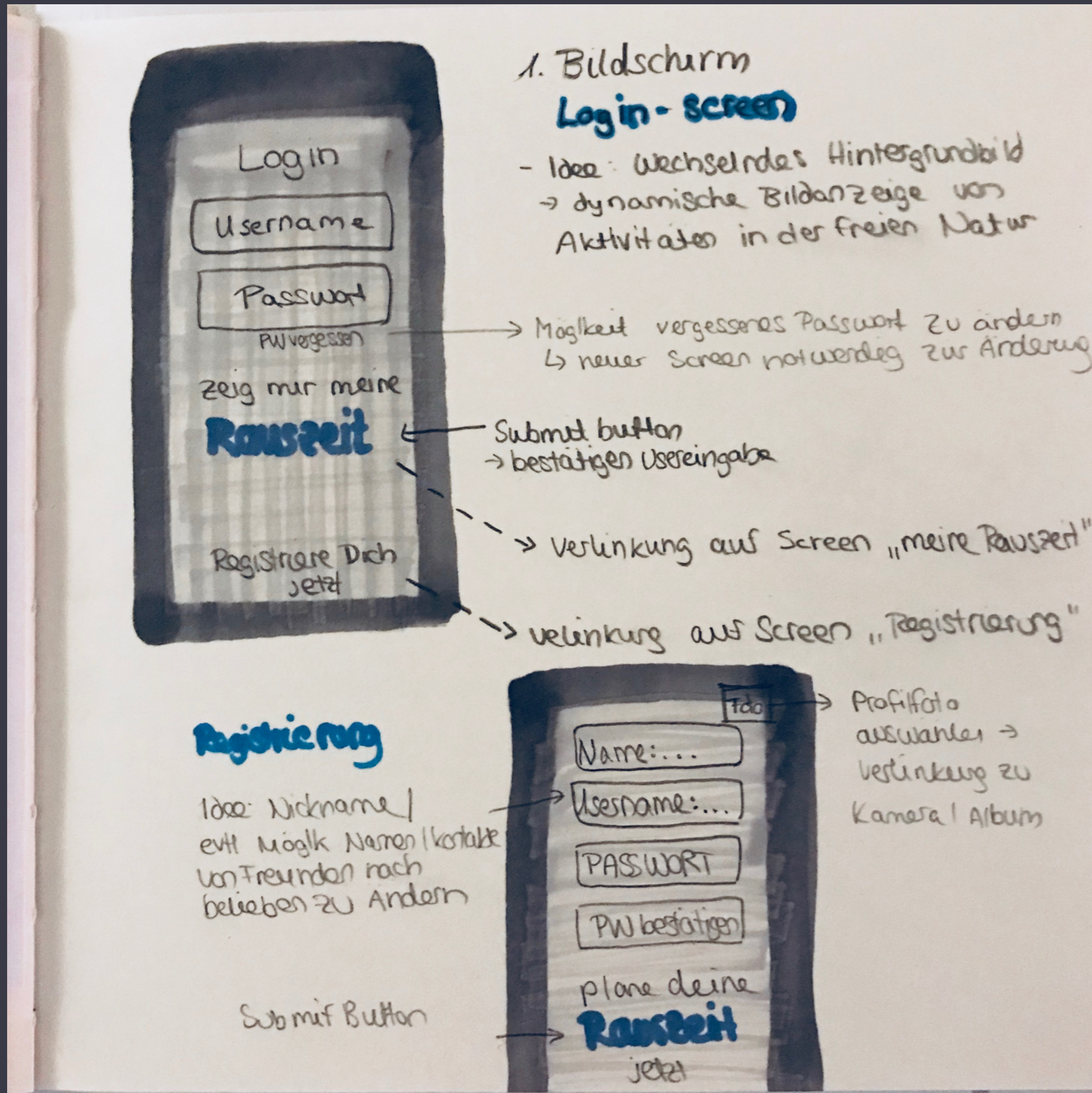
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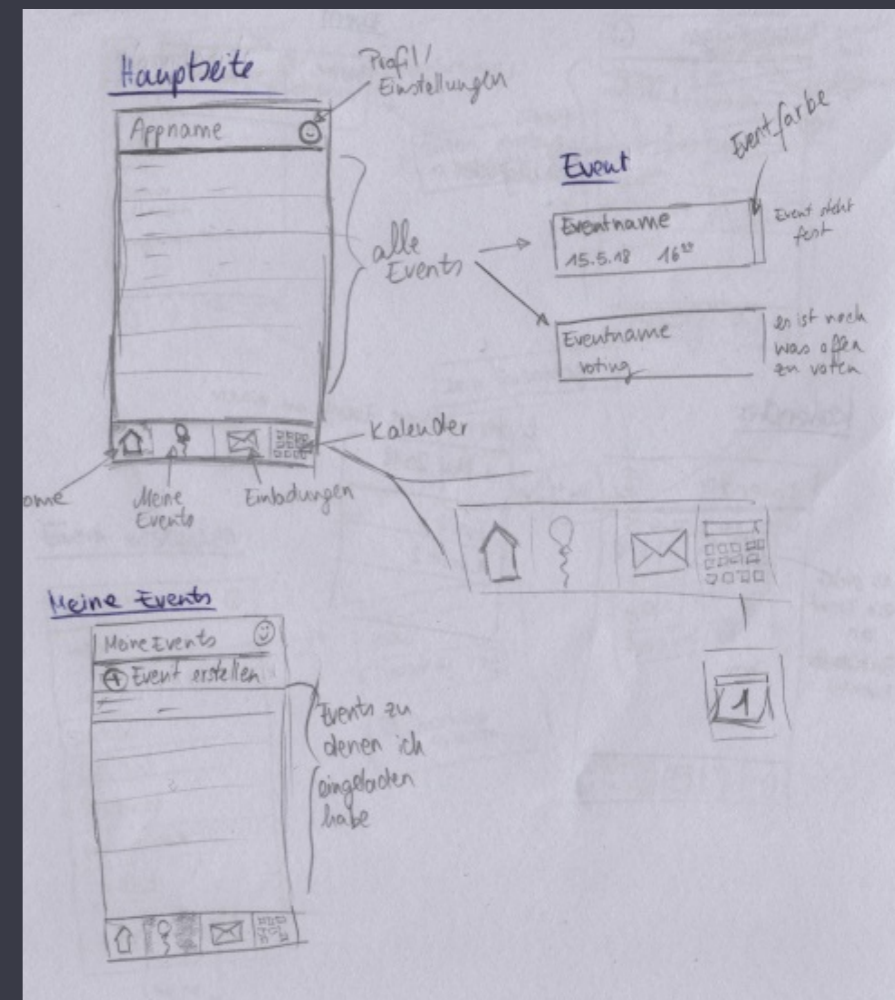
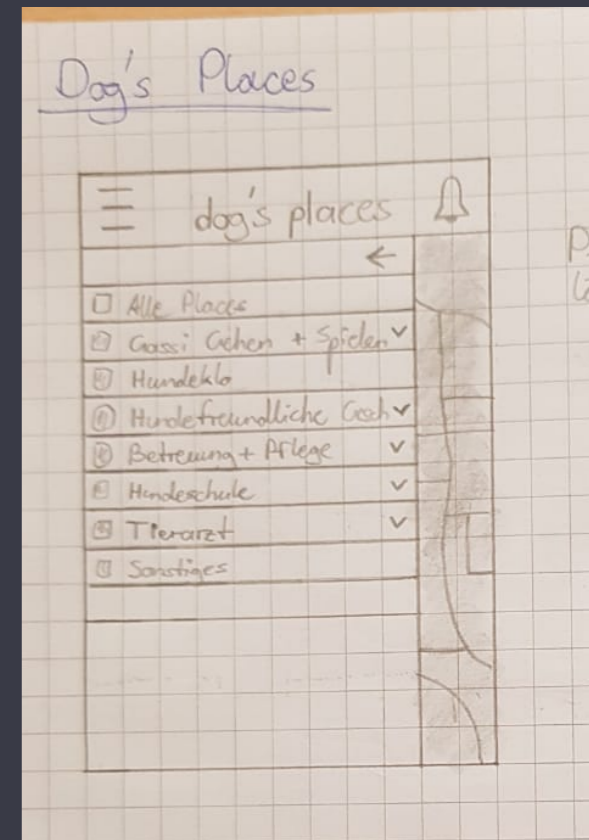
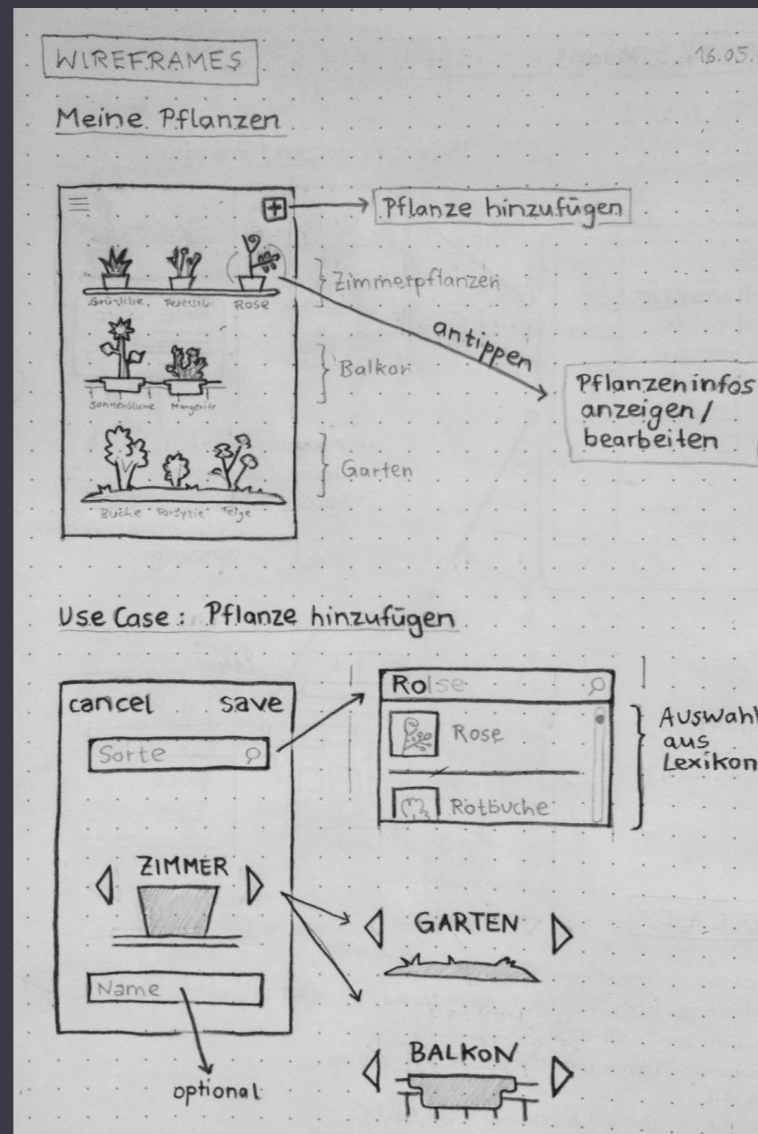
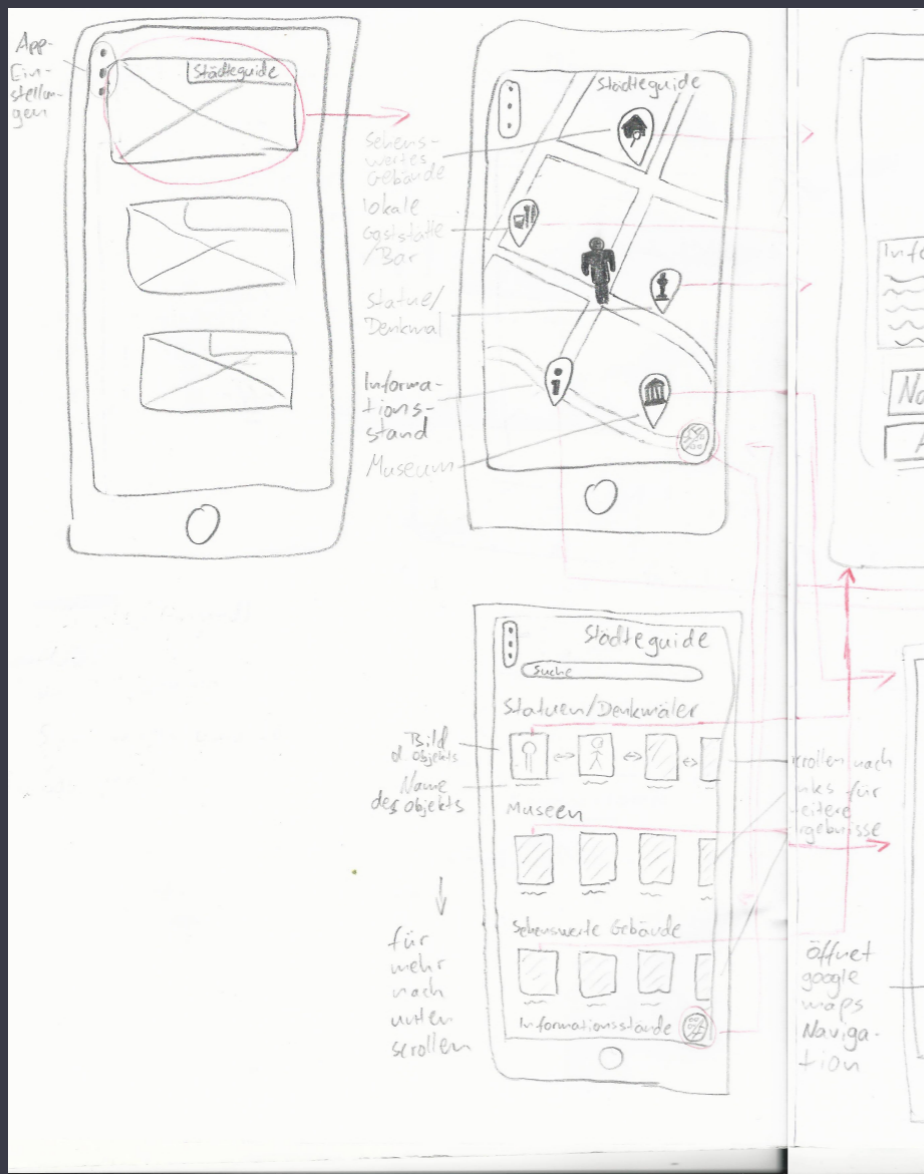
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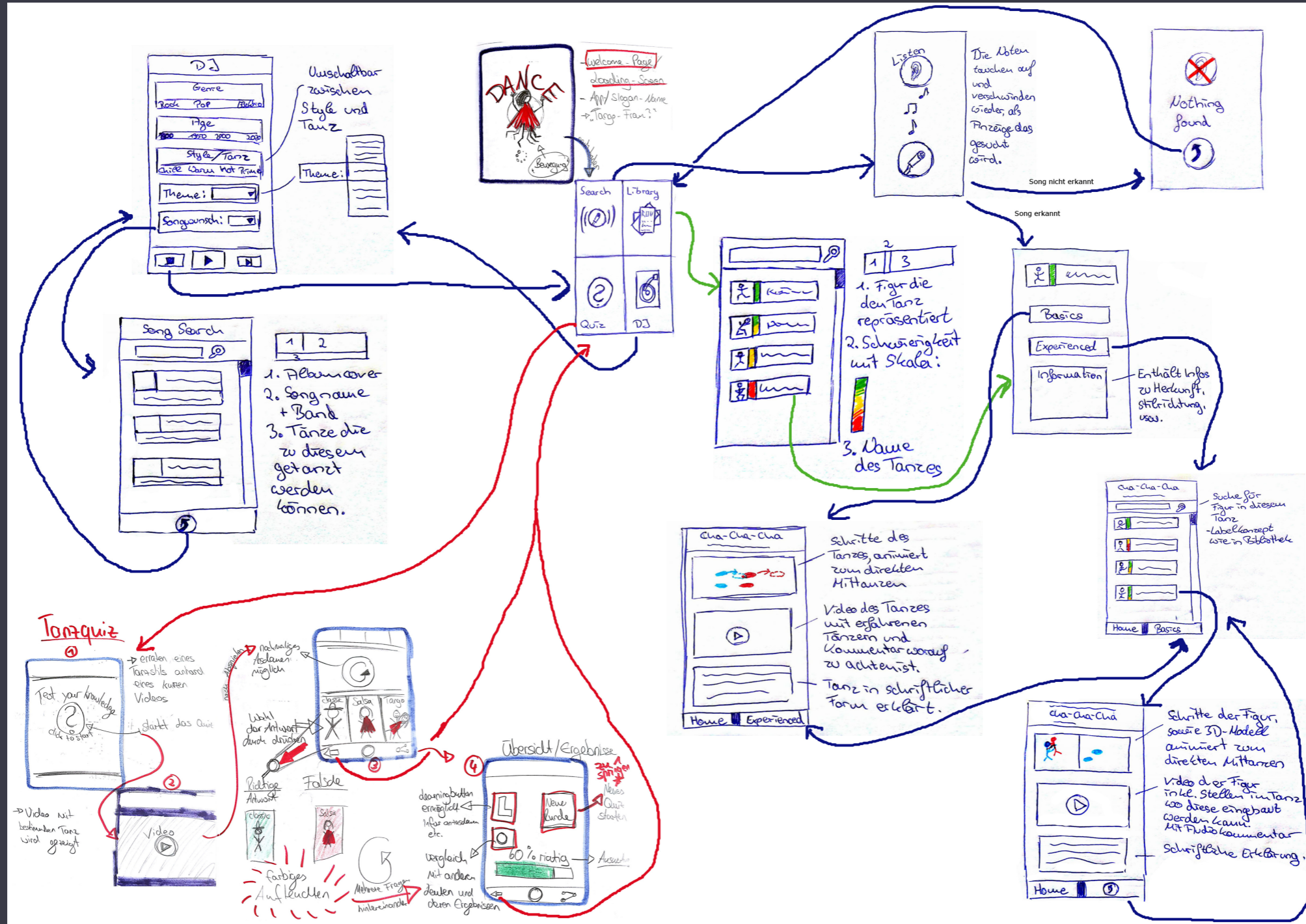
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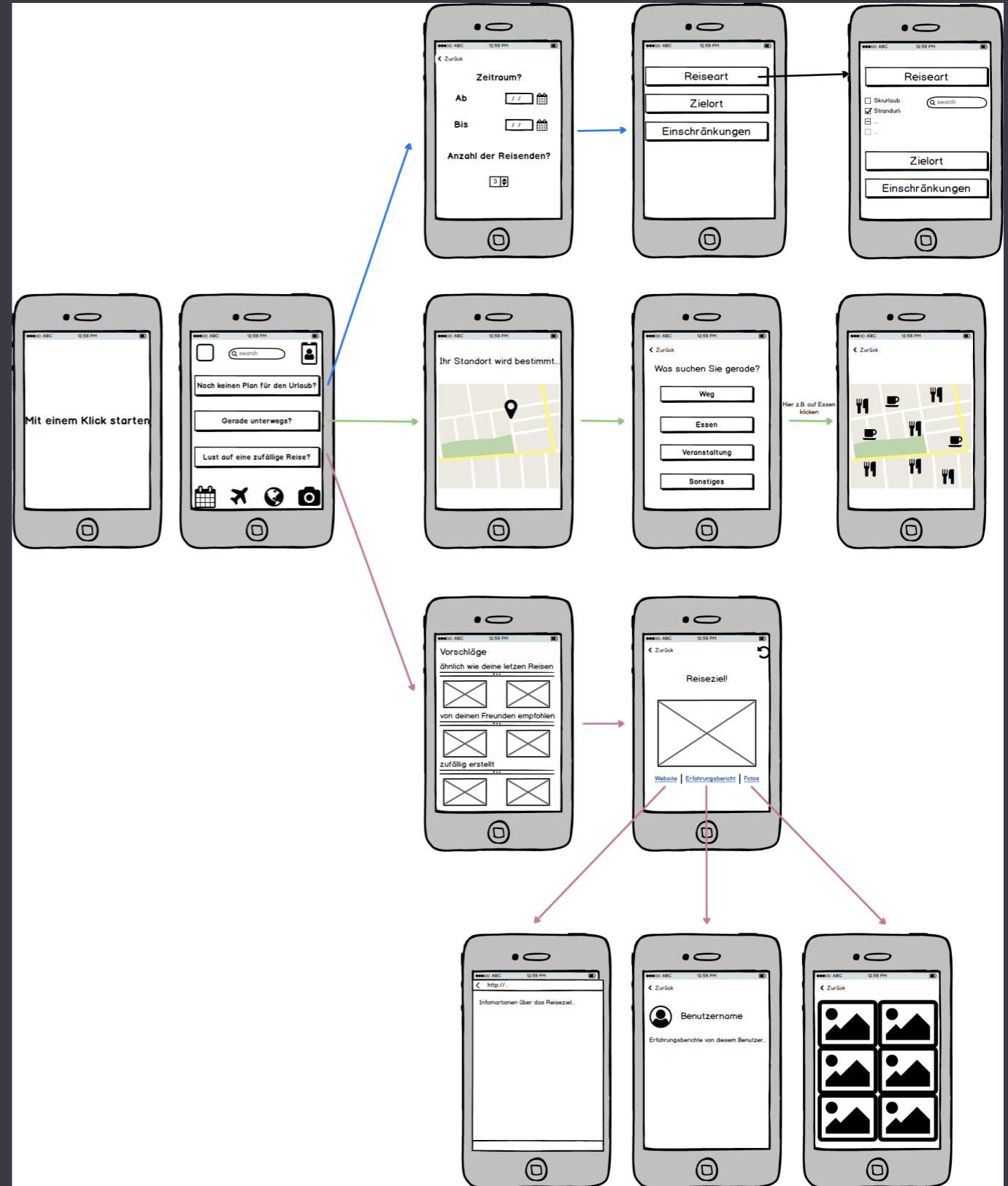
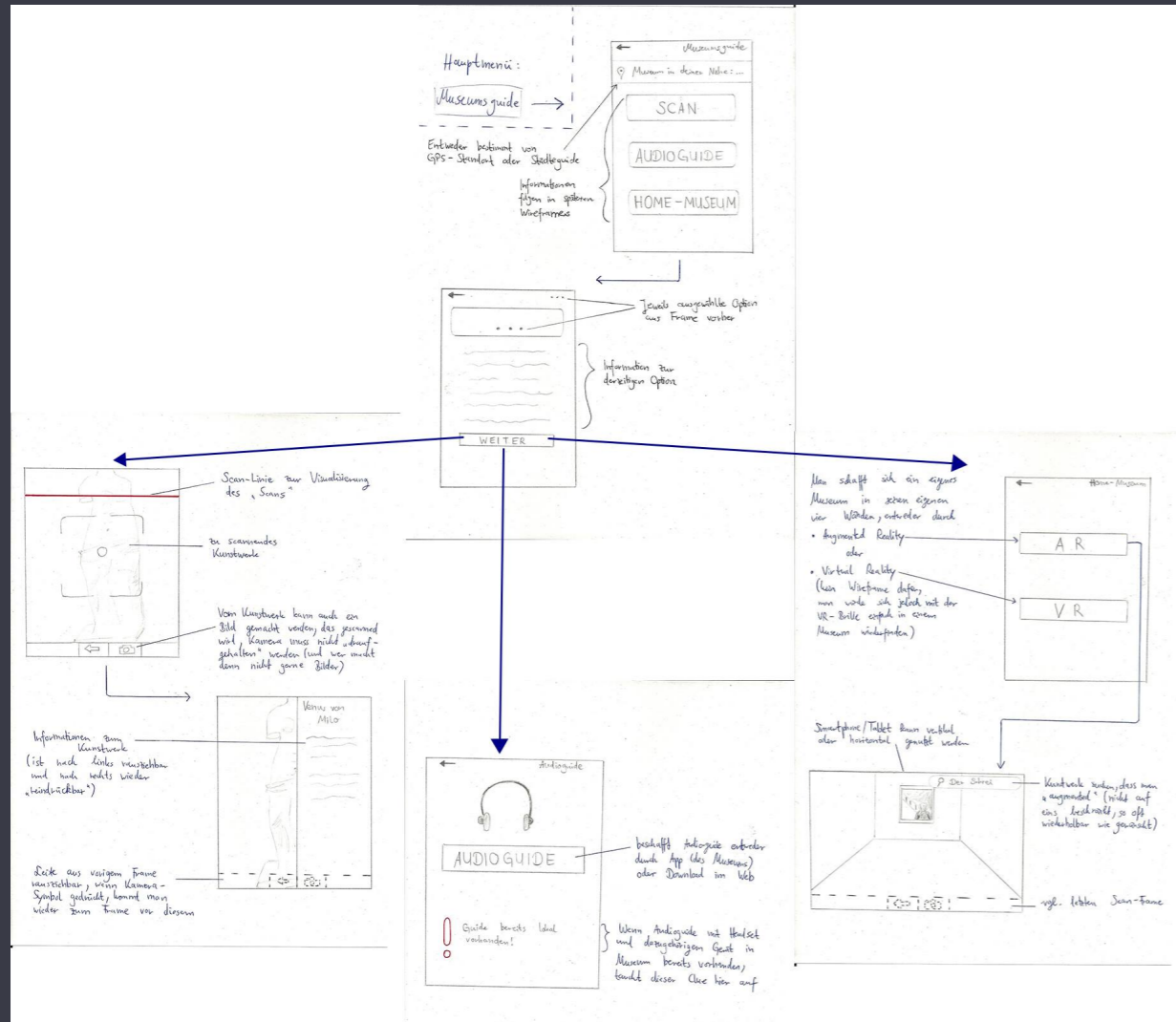
# Wireframes



# Wireframes



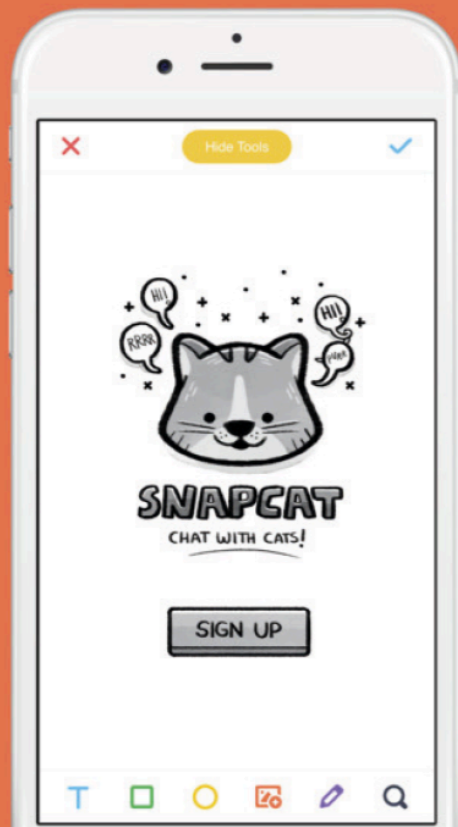
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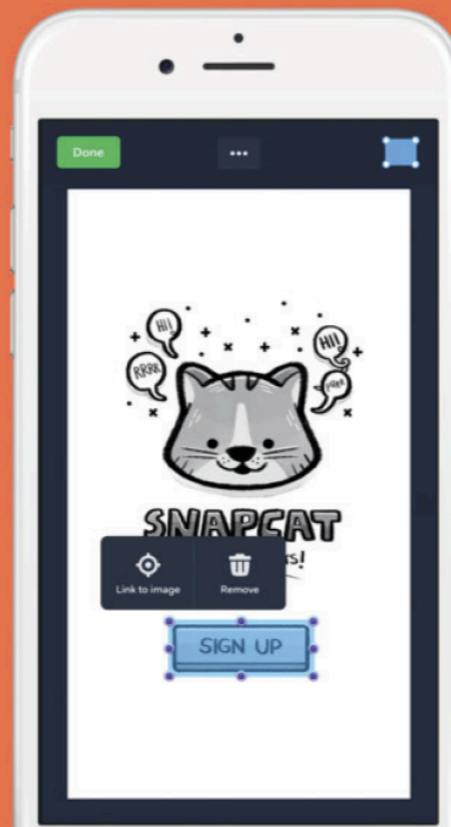
# Prototyping I

## PAPER PROTOTYPING POP

Take photos of your sketches or design in the app



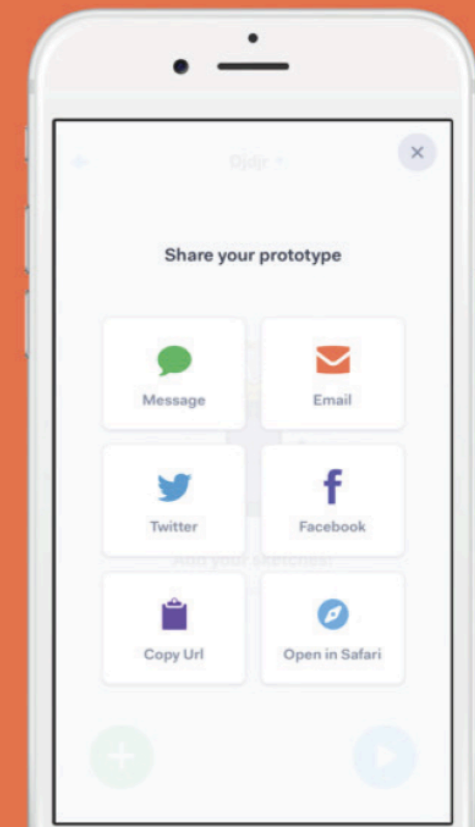
Link your screens together using hotspots



Play with your app idea or test it out on friends



Or share with others by using Facebook, Twitter, Email...

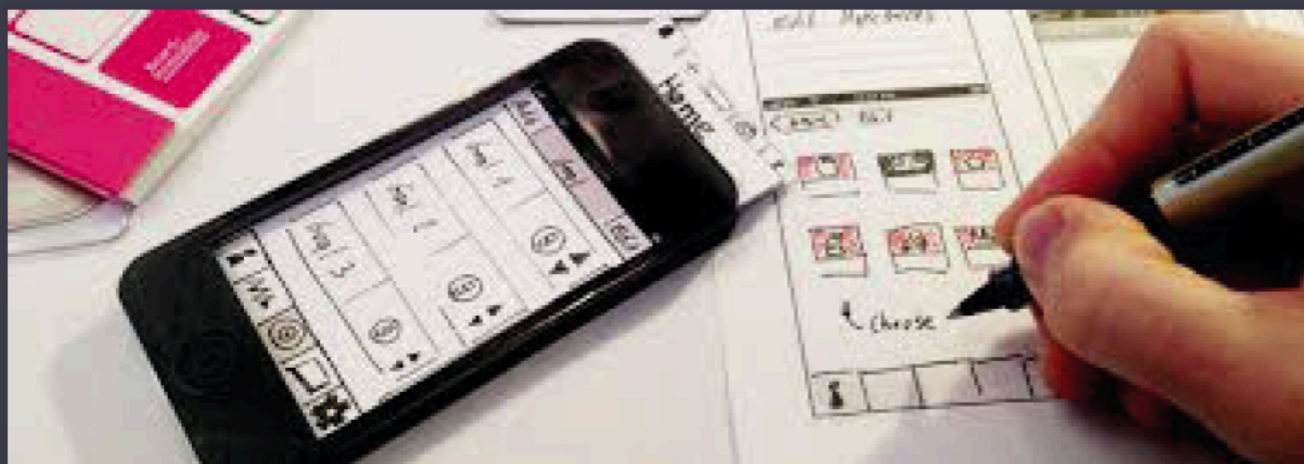




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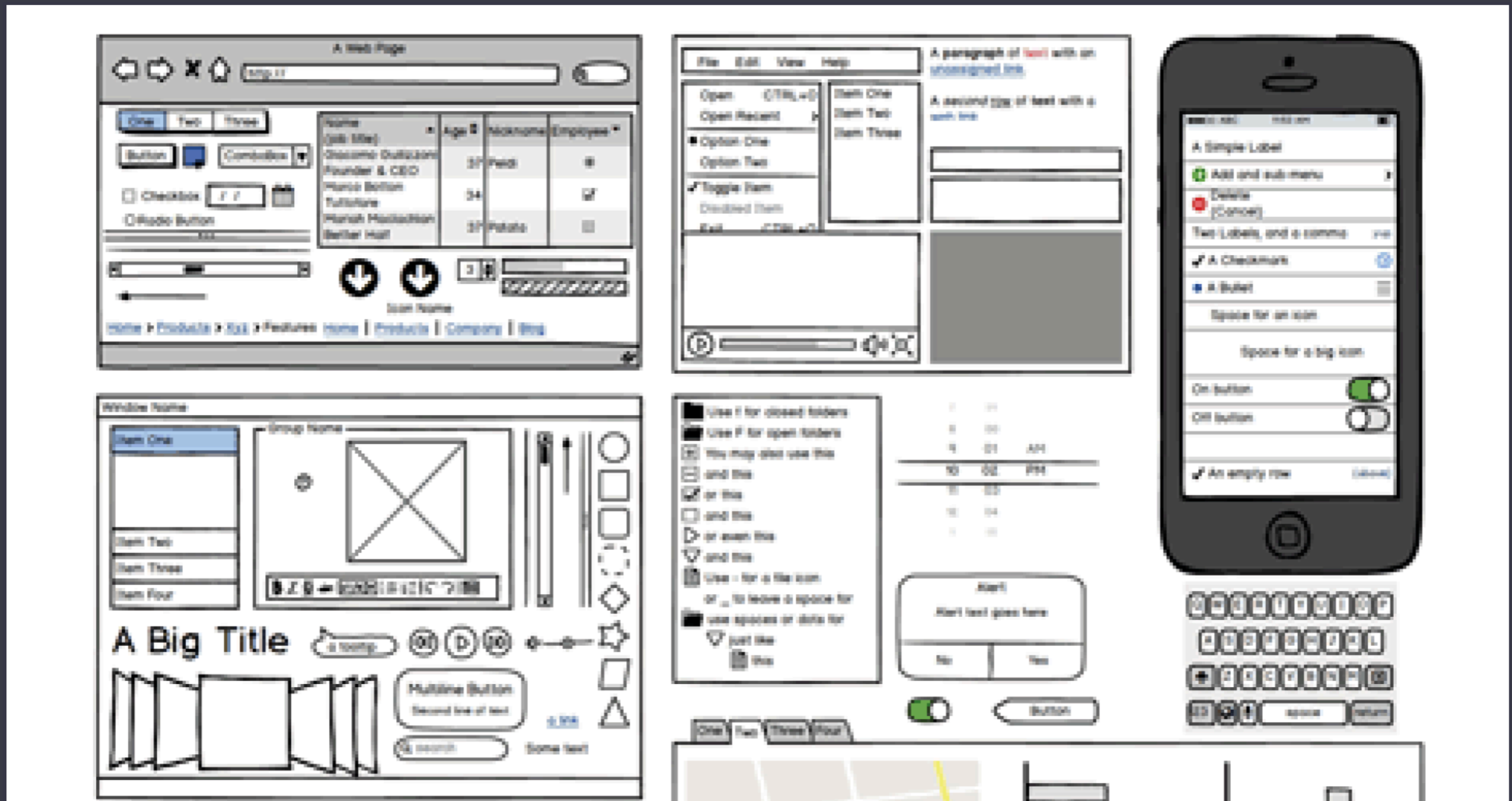
## PAPER PROTOTYPING POP

- choose from a wide range of interface modules
- import your sketched wireframes
- turn sketches into clickable prototypes



# Prototyping I

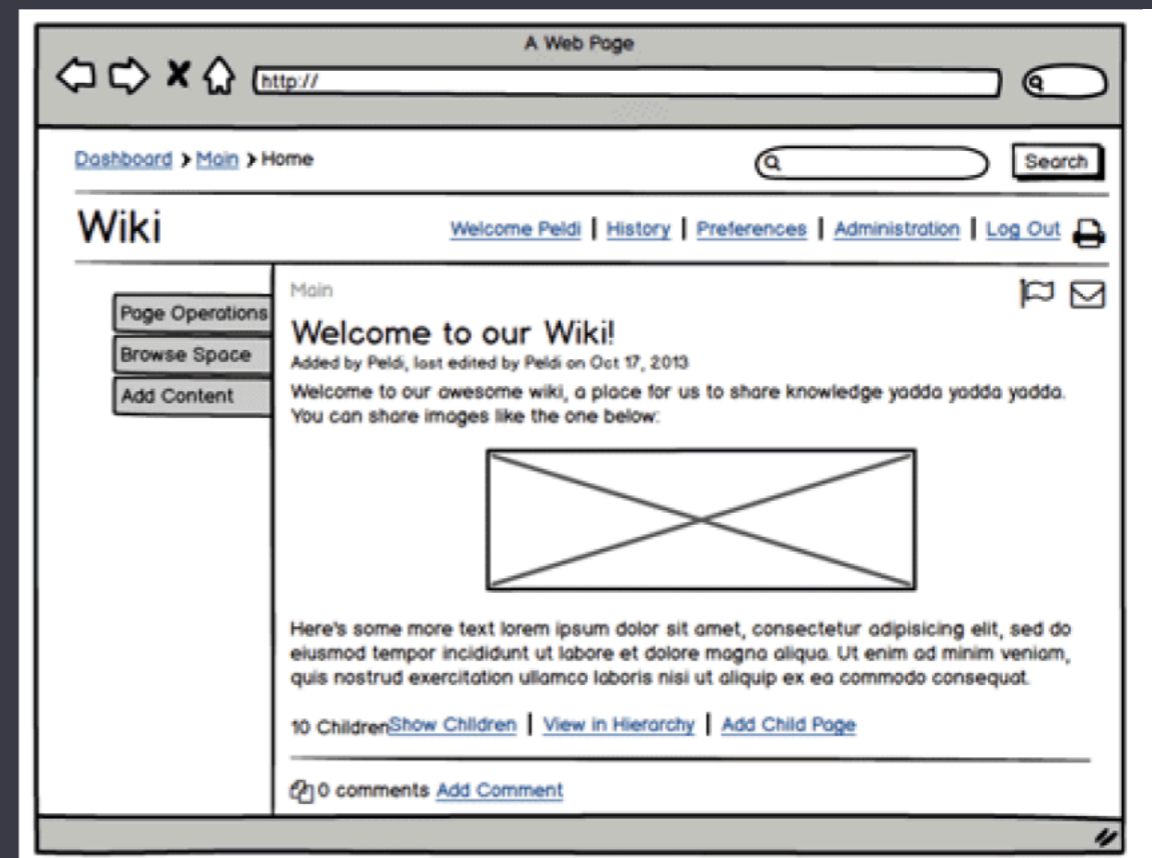
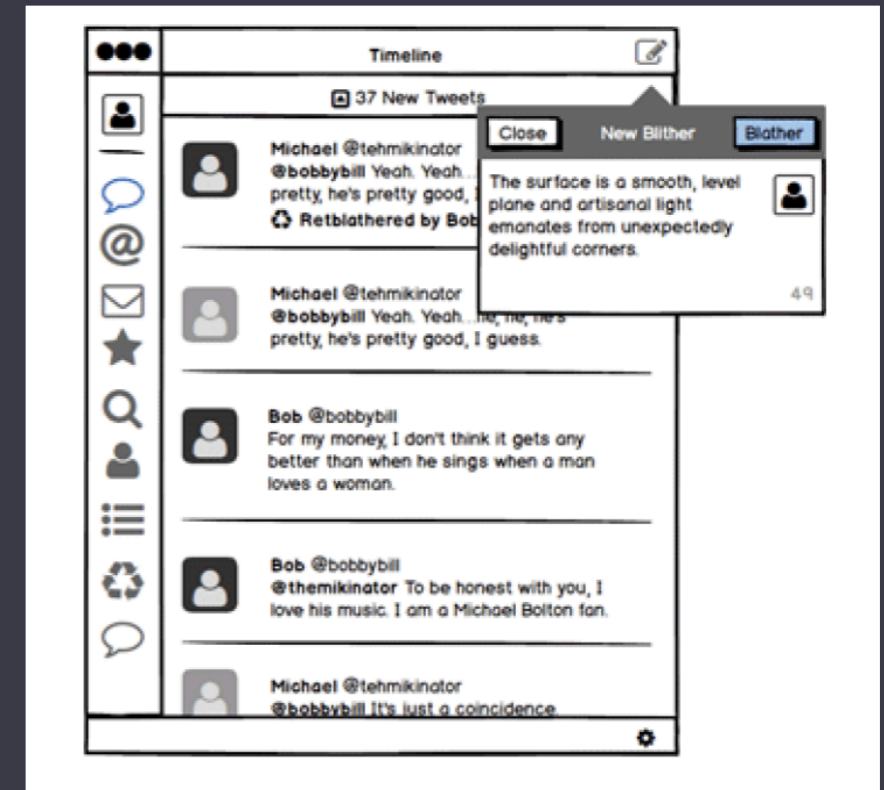
## PAPER PROTOTYPING BALSAMIQ



# Prototyping I

## PAPER PROTOTYPING BALSAMIQ

- choose from a wide range of interface modules
- create fast low fidelity clickable prototypes



# Prototyping I

## POP VS. BALSAMIQ

### POP

- + Use your own sketches
- + Fast and easy prototyping
- Limited UI elements

### BALSAMIQ

- + Create new mockups directly from the “Create New” menu
- + Simply click to edit wireframes
- + Sketch-based wireframes allow designers to focus on functionality
- + 30 days free trial
- Limited functionality
- No options for creating interactive prototypes
- Limited UI elements

# Prototyping I

## Overview Prototyping Tools

### Low Fidelity

- POP
- Balsamiq

### Average Fidelity

- Sketch
- Proto.io
- Pixate
- axure
- Mockplus

### High Fidelity

- InVision
- Marvel
- Justinmind
- Framer
- Adobe XD

# Prototyping I

## Overview Prototyping Tools

Prototyping Tools		Mockplus	Axure	Balsamiq	JustInmind	Sketch	Adobe XD (Preview)	Invision
Productivity	Learning Curve	Very Easy	Complex	Very Easy	Complex	Average	Average	Easy
	Integrated Efficiency	Fast	Average	Fast	Slow	Average	Average	Fast
	Interaction Design	Fast	Average	-	Average	Plug-in Required	Fast	-
	Build Widgets	Fast	Slow	Fast	Average	Slow	Slow	-
	Device Testing	Fast	Slow	-	Average	Plug-in Required	Average	Fast
Fidelity	Visual Fidelity	Average	Average	Low	High	High	High	High
	Interactive Fidelity	Average	High	-	High	High	High	Average
Professional Skill Requirement	Product Experience	Required	Required	Required	Required	-	-	Required
	Visual Design	-	-	-	Required	Required	Required	Required
	Programming Knowledge	-	Basic Knowledge	-	-	Basic Knowledge	-	-
Sharing		Average	Great	Average	Great	-	-	Great

<https://www.quora.com/What-prototype-tools-do-UX-designers-use>

# Prototyping I

## Homework

Create your first low fidelity prototype

Each group has to create one functional low fidelity prototype with multiple use cases (one use case per student) to click through.