

# Prototyping II

User Experience Design I (Interaction Design)  
SoSe 2018

# Prototyping II

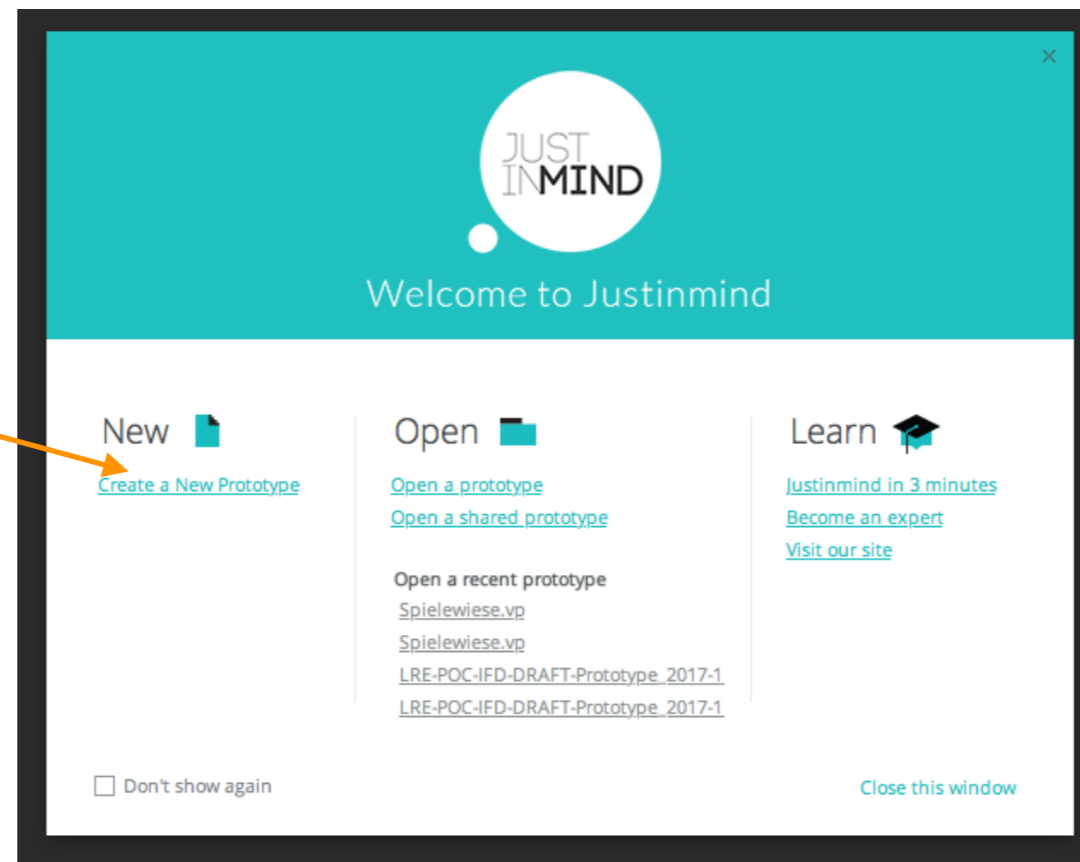
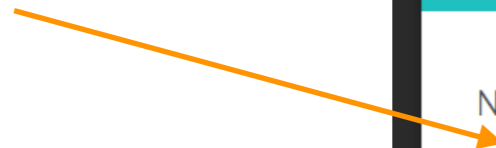
## Goals for Today:

1. Get an introduction into working with the prototyping tool „JustinMind“
2. Work on your own projects to create your high fidelity prototypes

# Prototyping II

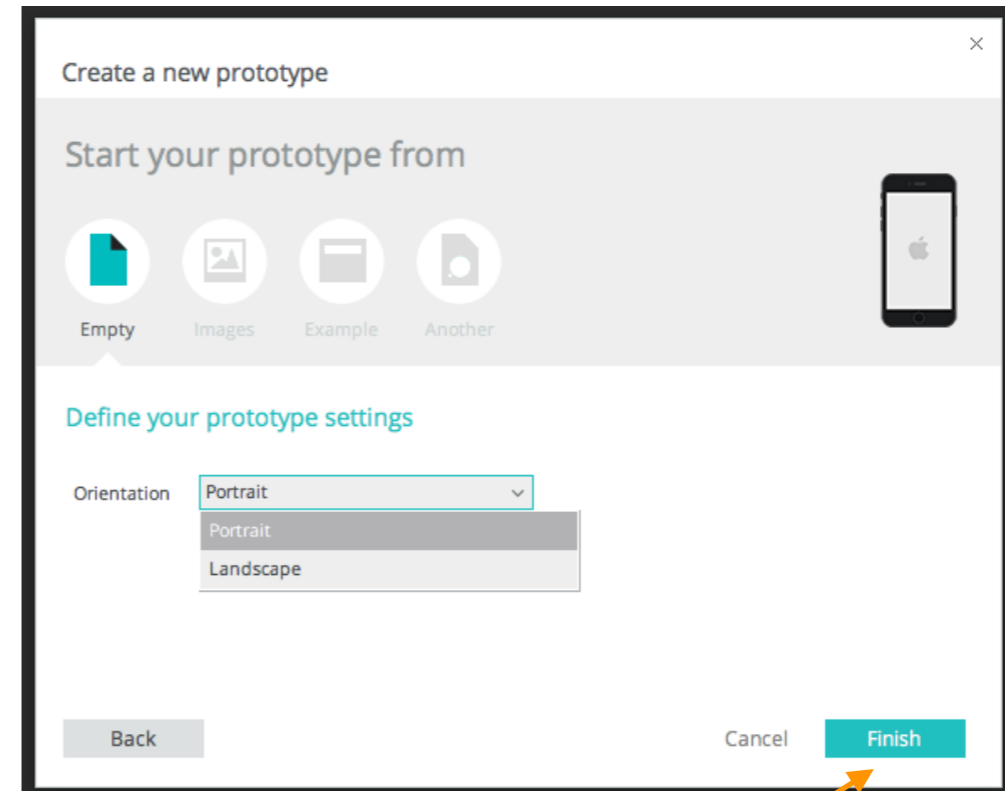
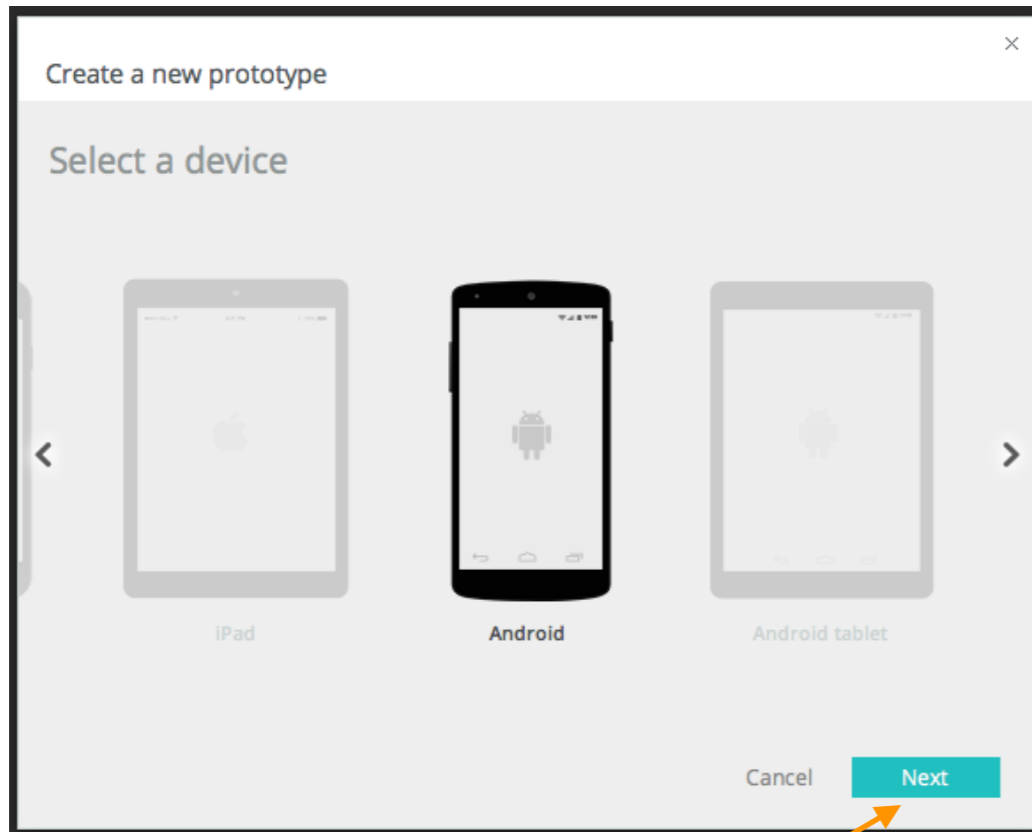
## Startscreen

Create a new project



# Prototyping II

## Select Basics



**Select between:**

- Smartphones
- Tablets
- Web interface
- Customized

**Choose orientation or start from images / or other prototypes**

# Prototyping II

## Screen overview

Tools

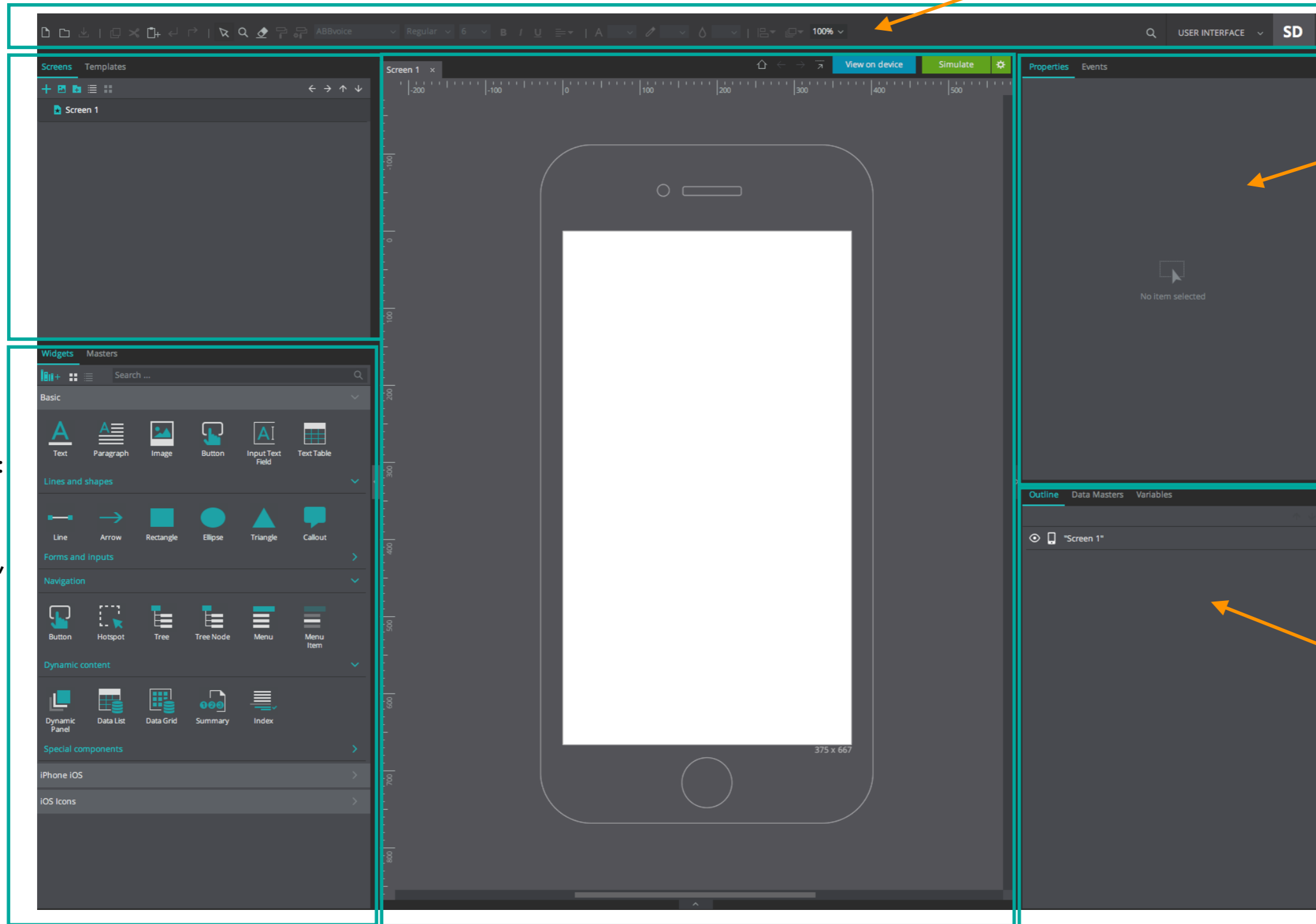
Screen Overview with tasks (Startscreen, Main Menu...)

Properties and configurations of each element (Height, spacing...) or event

Widget Library: graphical Elements (Icons, Textinput...)

Screen Layout (Hierarchy)

Your Prototype (WYSIWYG)

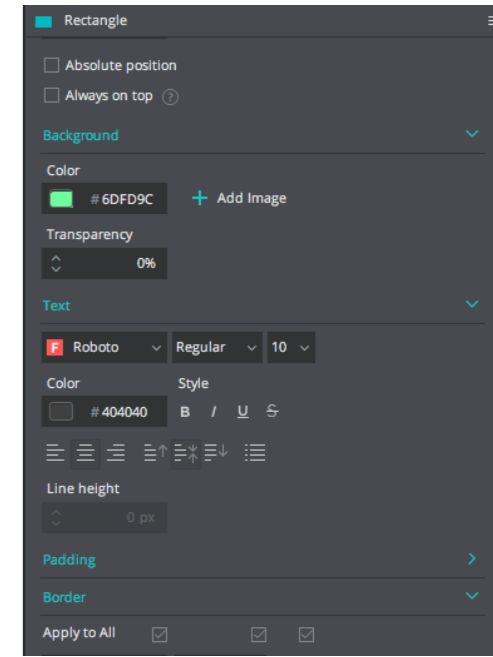
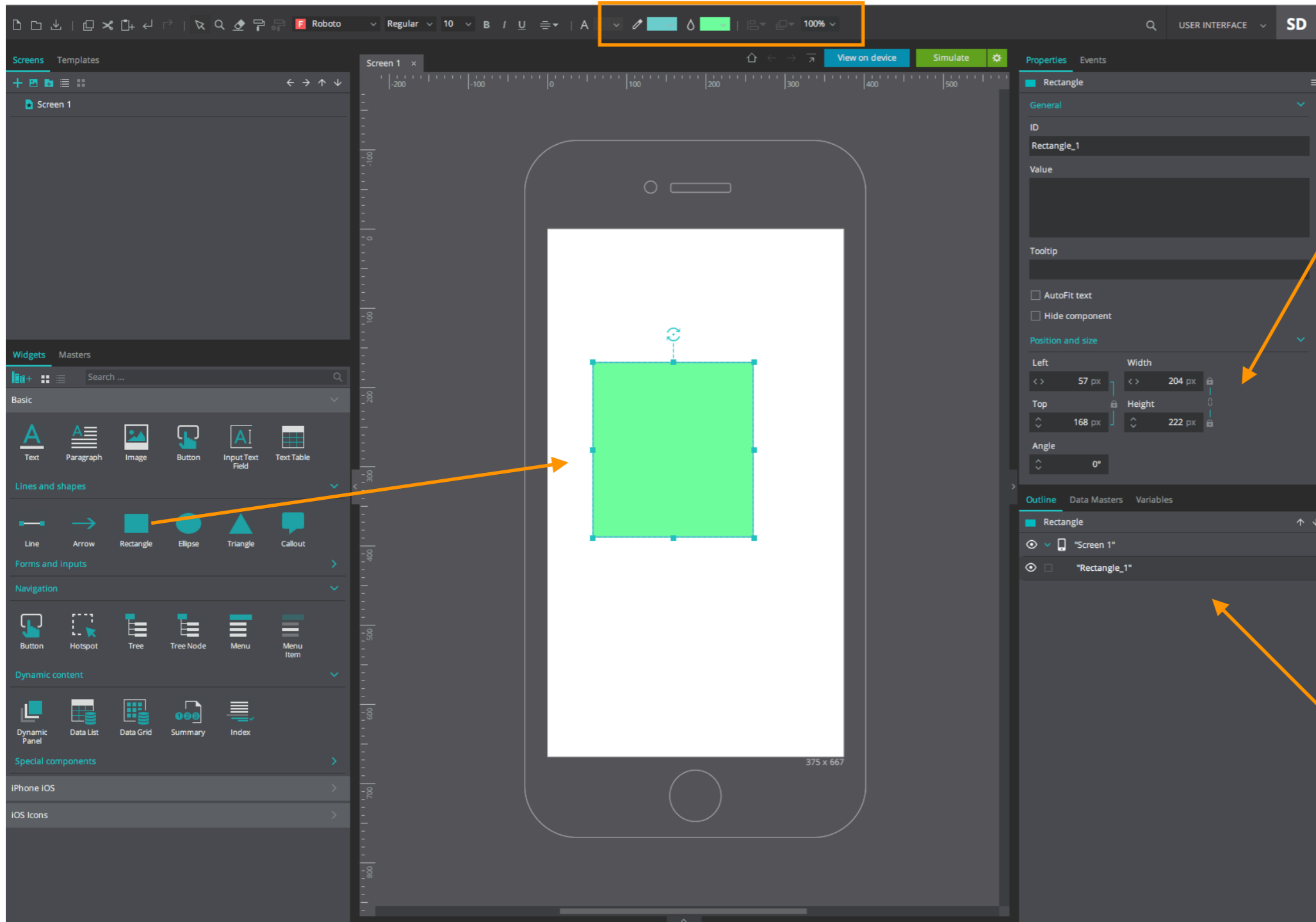


# Prototyping II

Add elements via drag&drop

Tools

Change values and parameters



Elements in Layout (reordering, renaming, deleting....)

# Prototyping II

## Task No 1.

Layout your screens in JustinMind (user your predefined graphical elements).  
Create all screens that are related to your use case.

# Prototyping II

## Events

### Link to

Change Screens

E.g. User types in credentials for log in - screen changes to new one

### Change Style

Change style of components e.g. background or font color...

### Show/Hide

Changes visibility of screen components. e.g button for log in after credentials were typed in

### Set active panel

More complex way to change screen content without changing the whole page e.g. Tabs in a browser mock up, each tab would be a new panel (mask)

### Set Value

Changes values, gives possibilities for requirements. e.g. type in values that need to be saved and made visual in another screen.

### Select Value

Fetches the value, set before. e.g. see above

### Pause

Includes pauses between interactions or transitions - e.g. for throbber visualizations (loading screens)

### Move

Moves specific elements e.g. loading animation

### Resize

Changes width and heights of elements. e.g. bar graphs

### Insert into

Inserts e.g. widgets to another container

### Set focus on

Sets focus on a specific element on the screen. E.g. for text input

### Scroll to

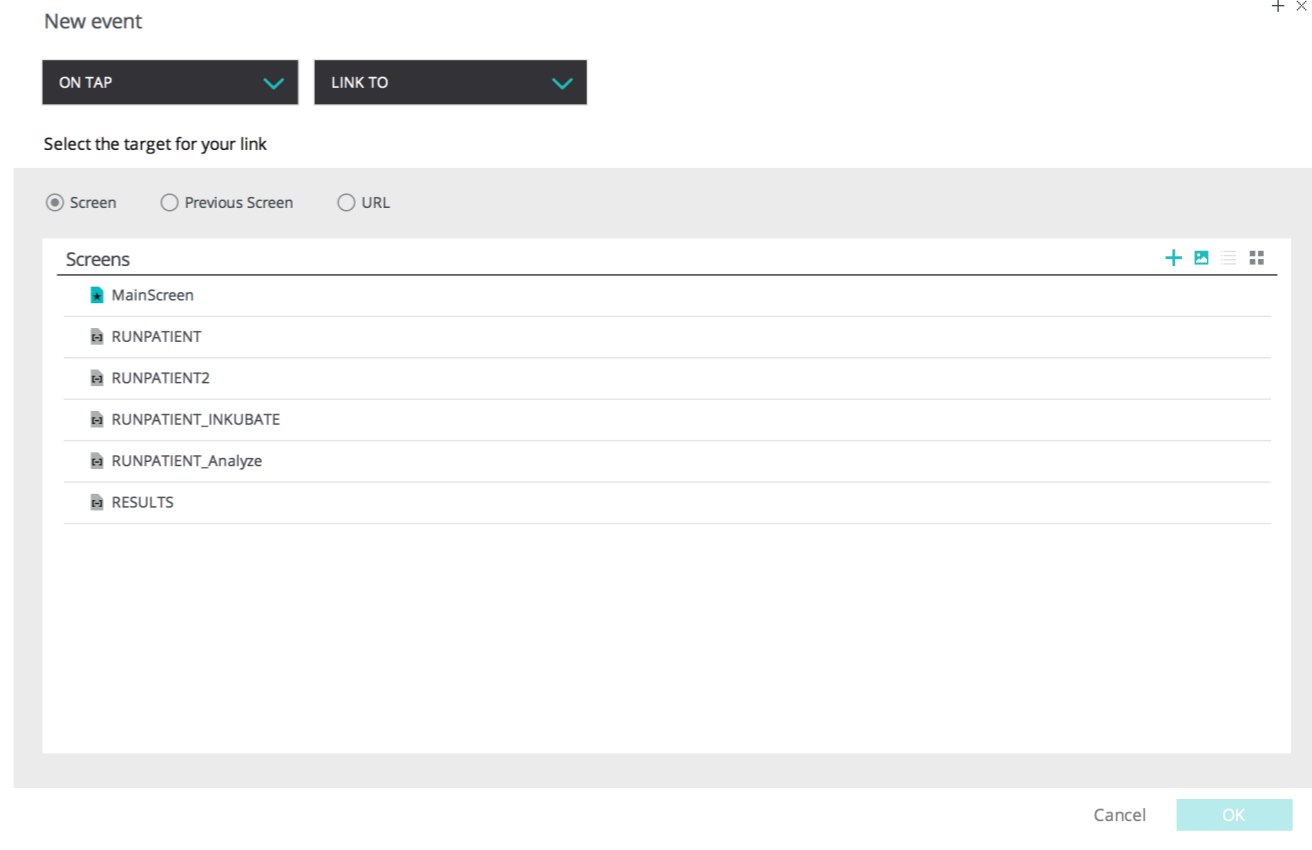
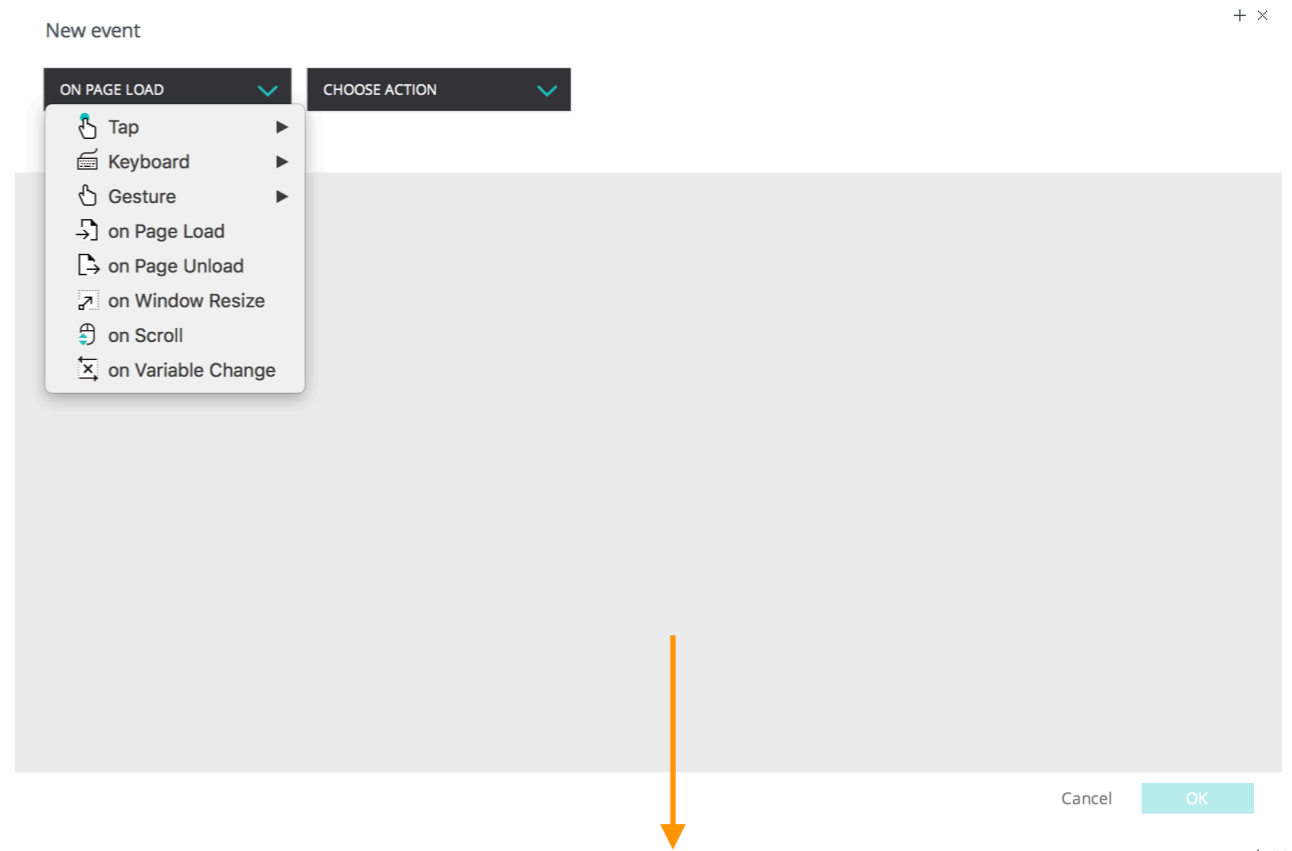
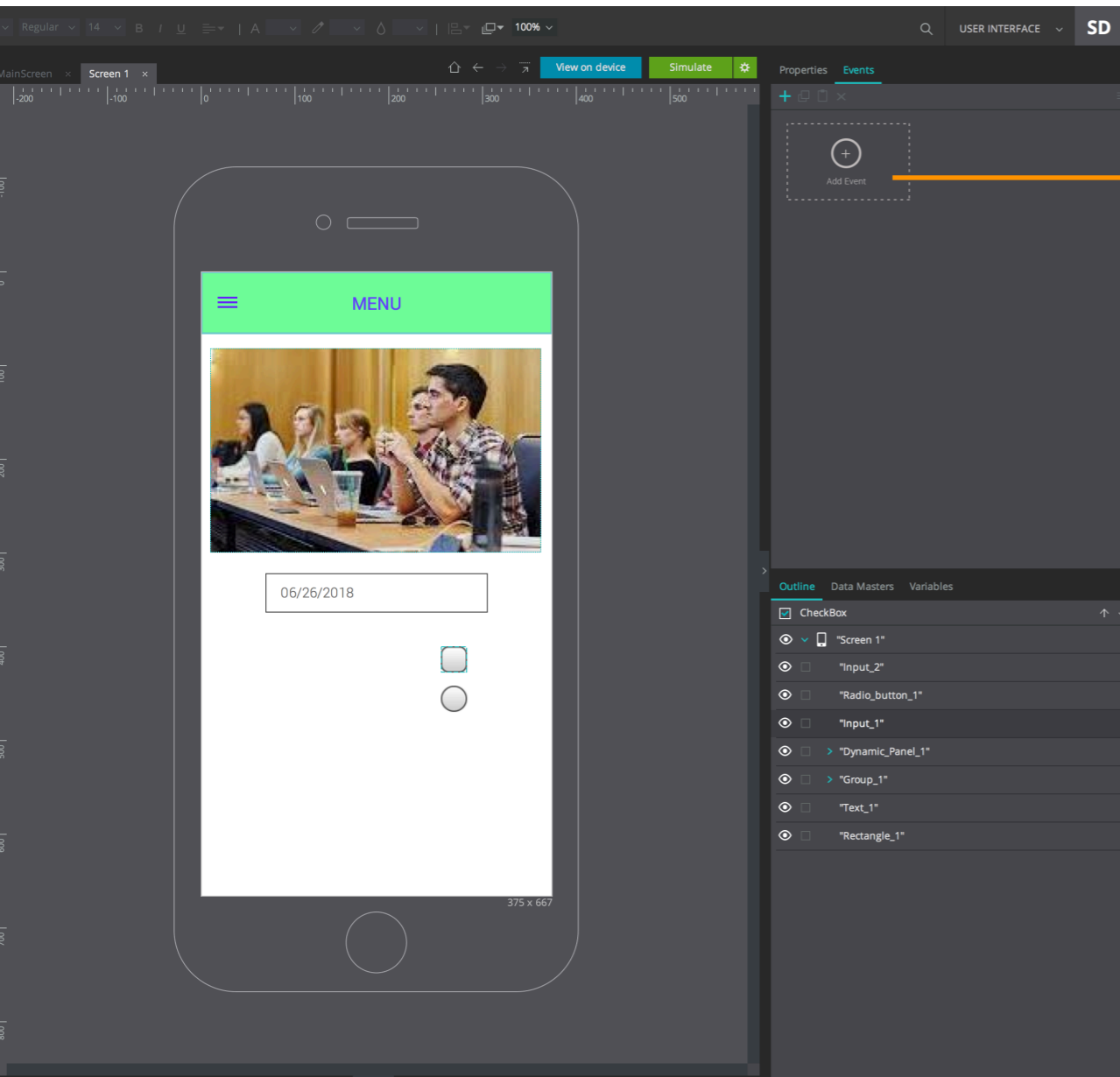
Scrolls to a specific location on the screen e.g. forced scroll to the end of a page

### Enable/Disable

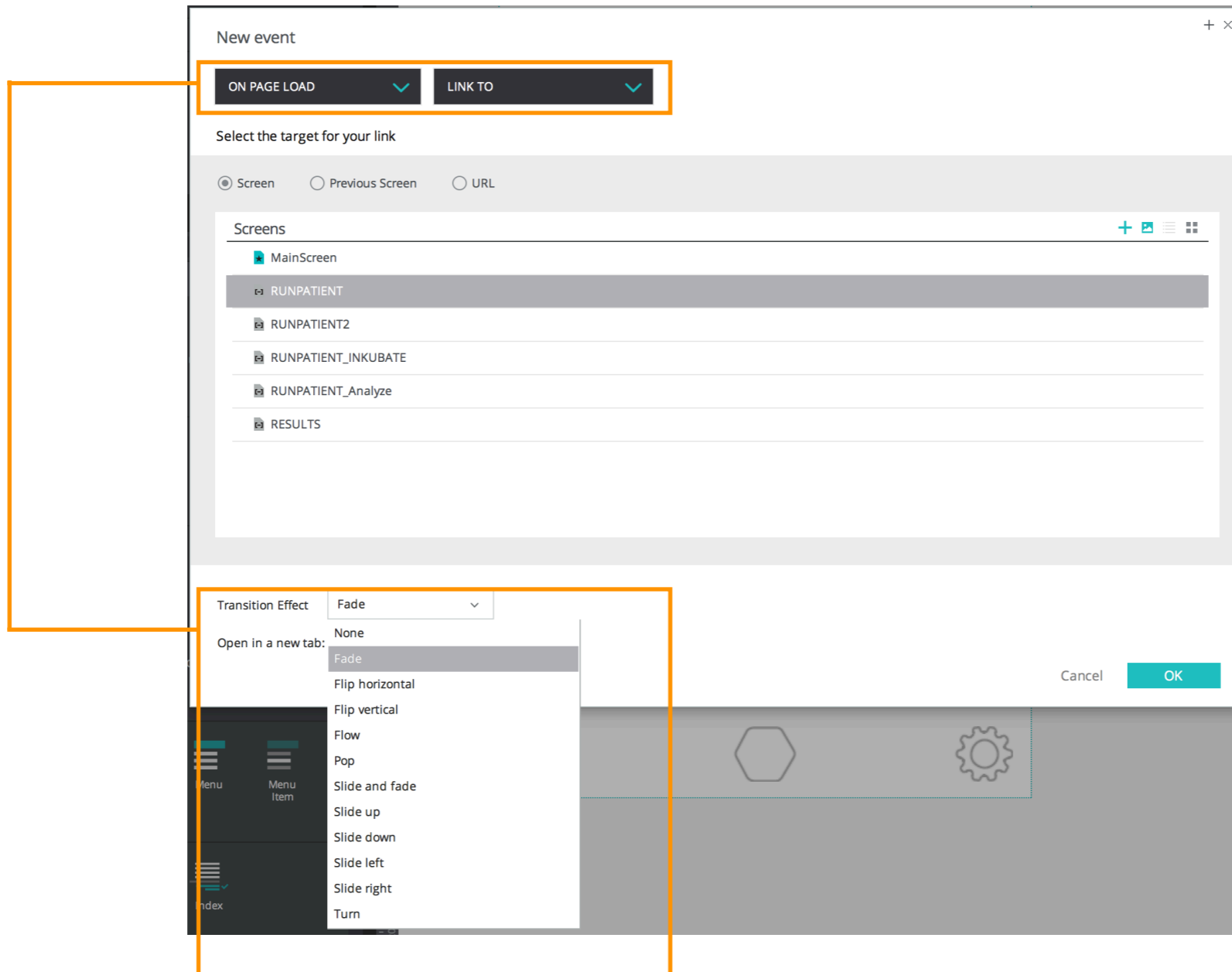
Makes an element (not) clickable e.g. log in button clickable after credentials were typed in



# Prototyping II



# Prototyping II



# Prototyping II

## Effects

### Slide

Effekt animiert die Höhe und Breite eines ausgewählten Elements. Die Dauer kann auch hier in Millisekunden festgelegt werden. Höhere Werte zeigen logischerweise eine langsamere Animation.

### Blind

Blendet das Element aus bzw. ein

### Bounce

Lässt das Element mehrere Male auf und ab hüpfen

### Clip

Clipt das Element ein und aus

### Drop

Das Element fällt in das Layout

### Explode

Eine Art Explosionsanimation

### Fold

Faltet das Element wie ein Papier

### Highlight

Animation mit farbigem Hintergrund

### Puff

Fade Out Animation mit einem „Puff“ Effekt

### Pulsate

Pulsiert die Lichtdurchlässigkeit mehrere Male

### Shake

Schüttel

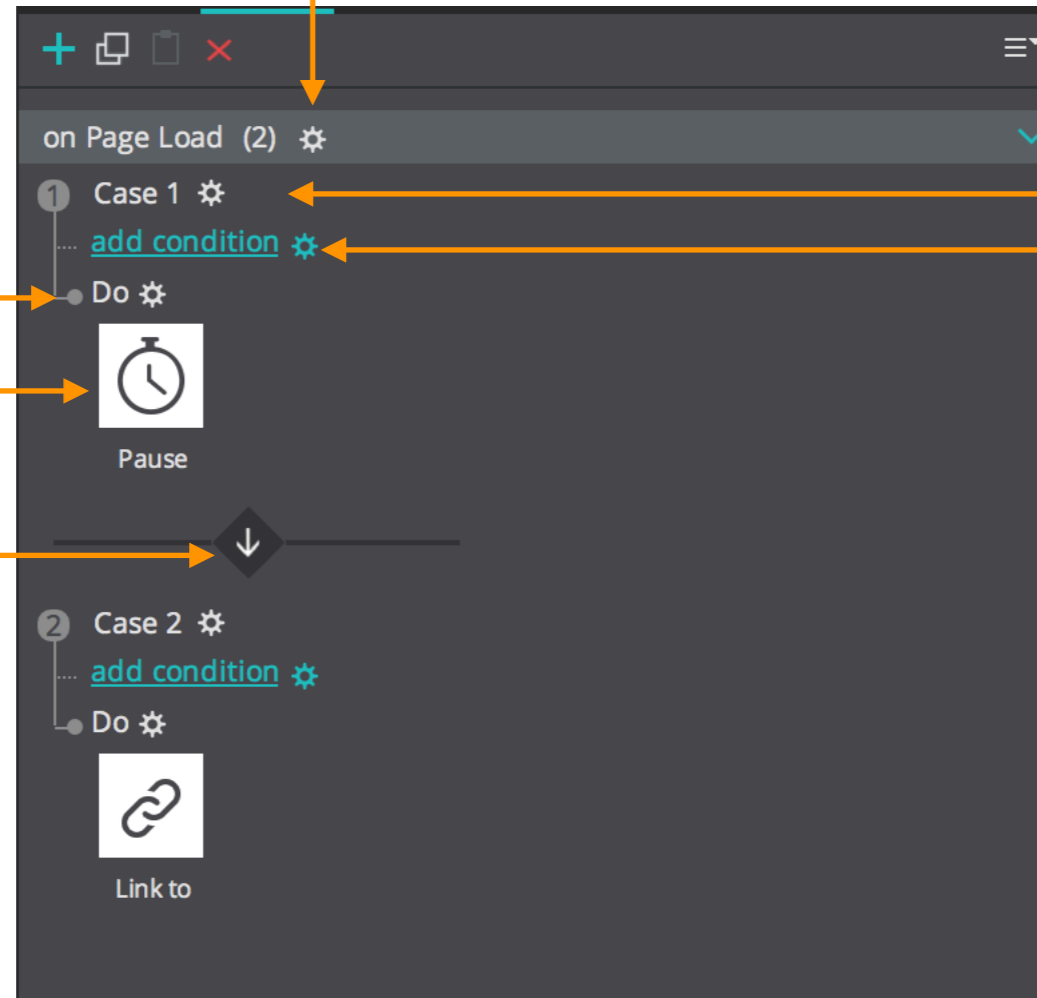
# Prototyping II

Copy, delete, duplicate...EVENT

Copy, delete, duplicate...ACTION

Event

AFTER previous  
WITH previous  
Or time AFTER  
previous



Modify INTERACTION

Add condition

The 'Add Condition' dialog box shows a 'When...' field with a condition: PatientID = Counter. Below are tabs for Functions, Constants, Screens, Variables, and Data Masters. The Variables tab is active, showing a list of variables including Counter, PatientID, and SampleID.

# Prototyping II

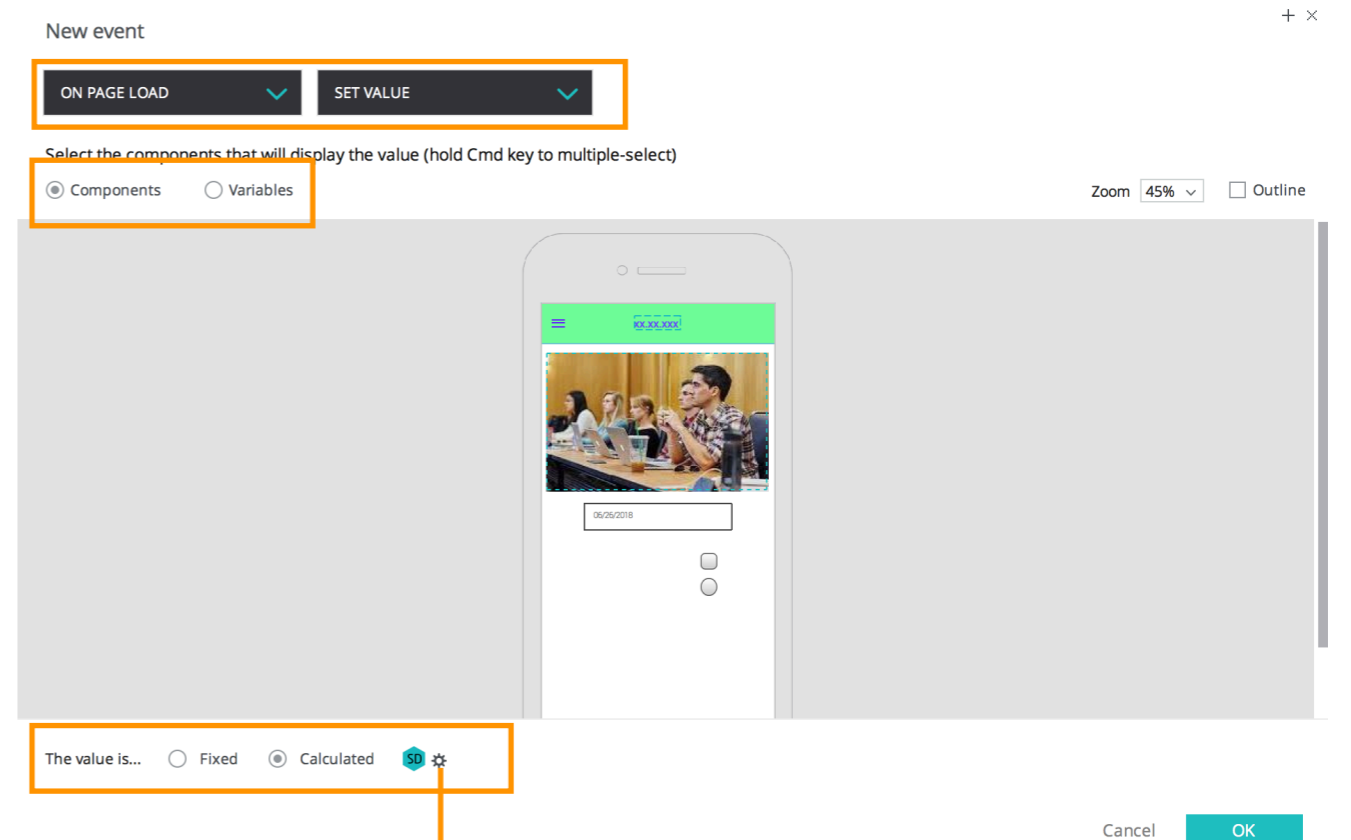
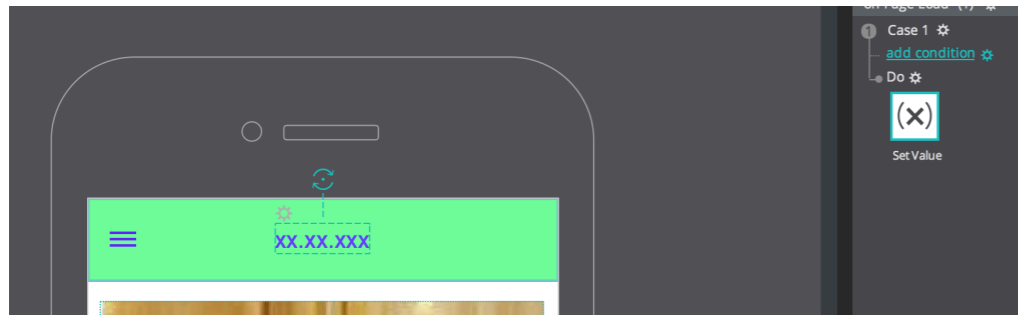
## Task No 2.

Now link your screens in JustinMind (user your predefined graphical elements). Create a harmonious user flow.

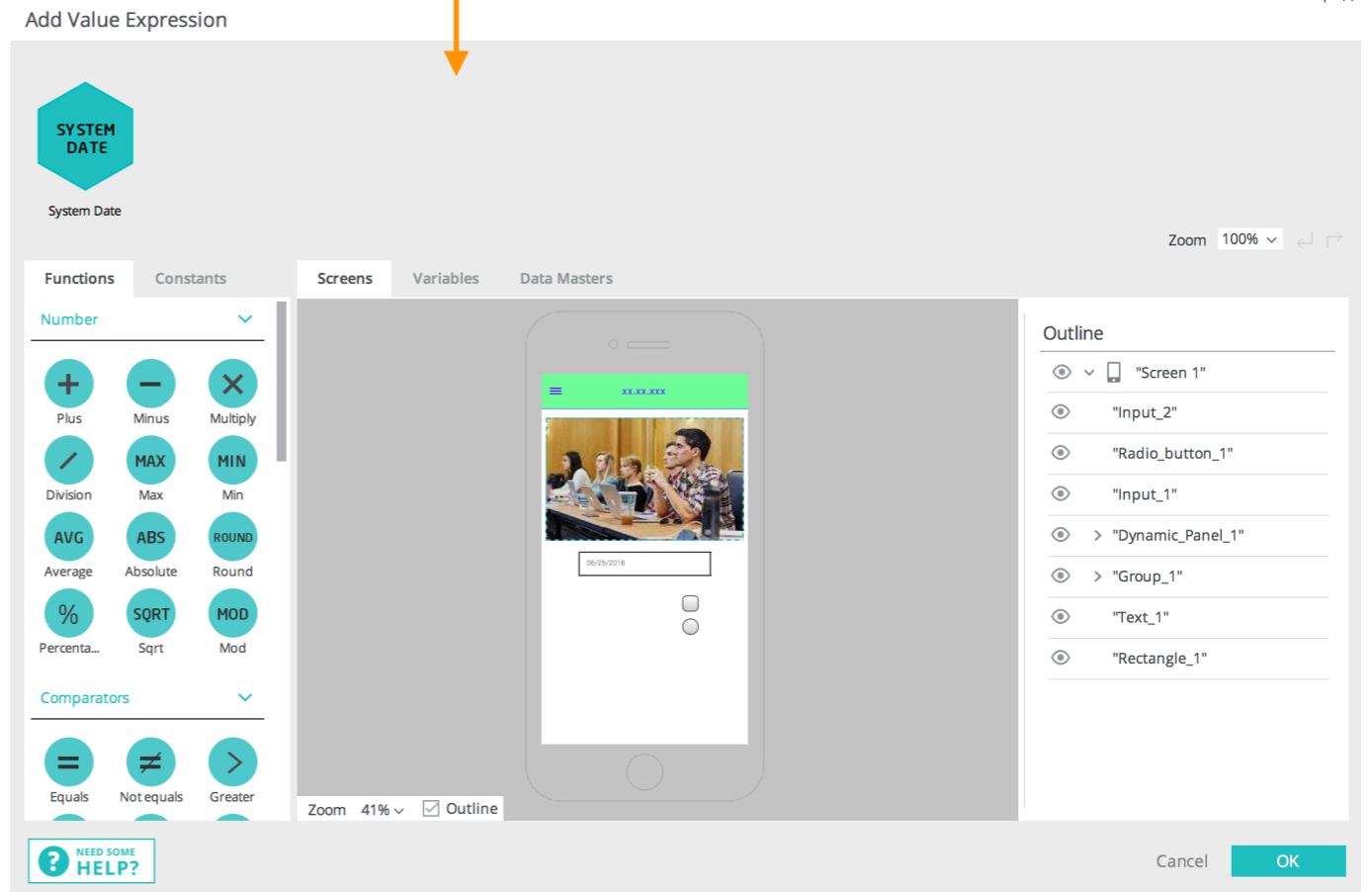
# Prototyping II

## Working with values and variables

Add Events

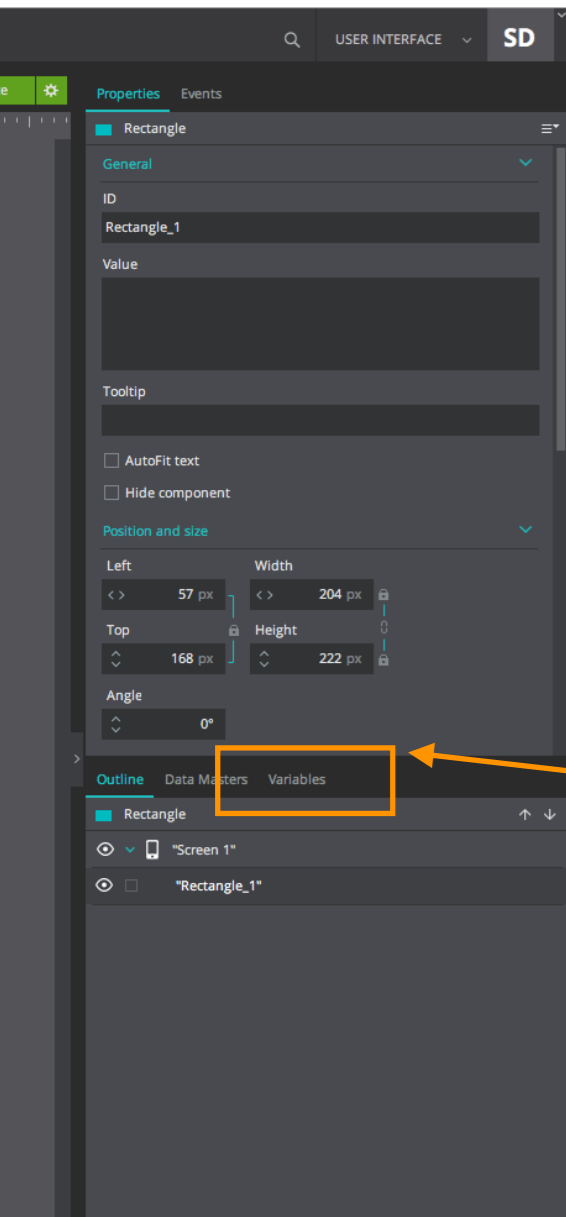


Define value

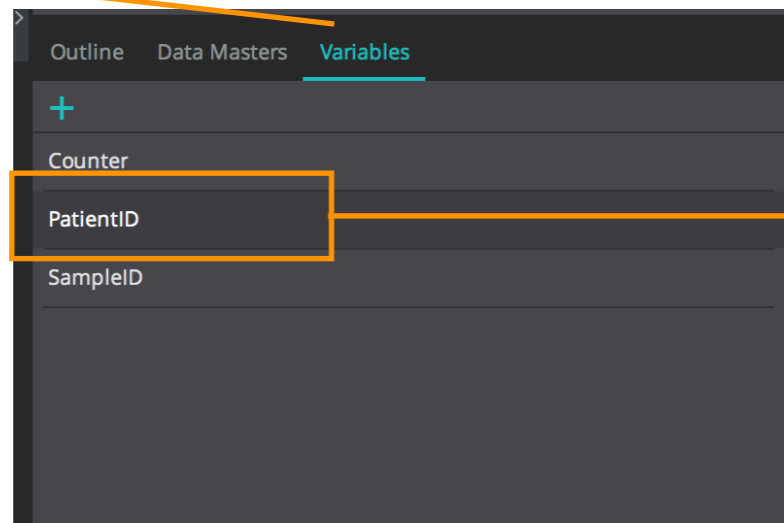


# Prototyping II

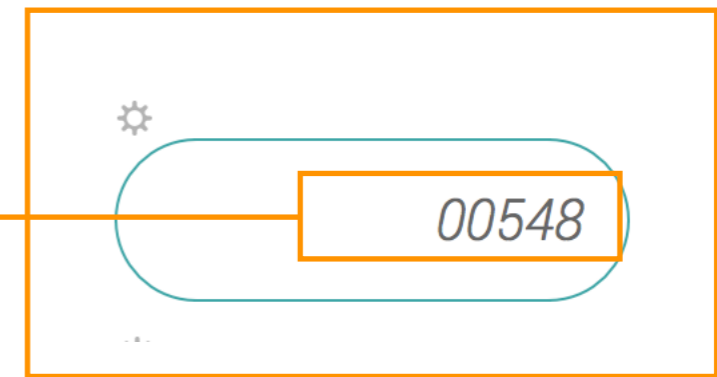
## Working with values and variables



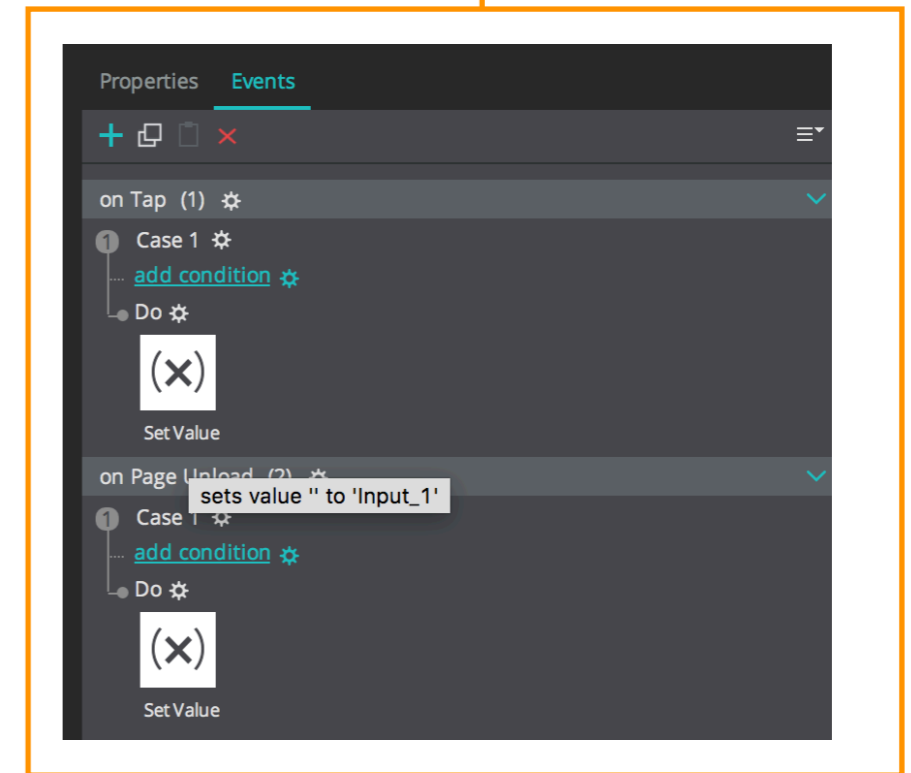
Add variables (global)



Patient ID



Linked e.g. text box

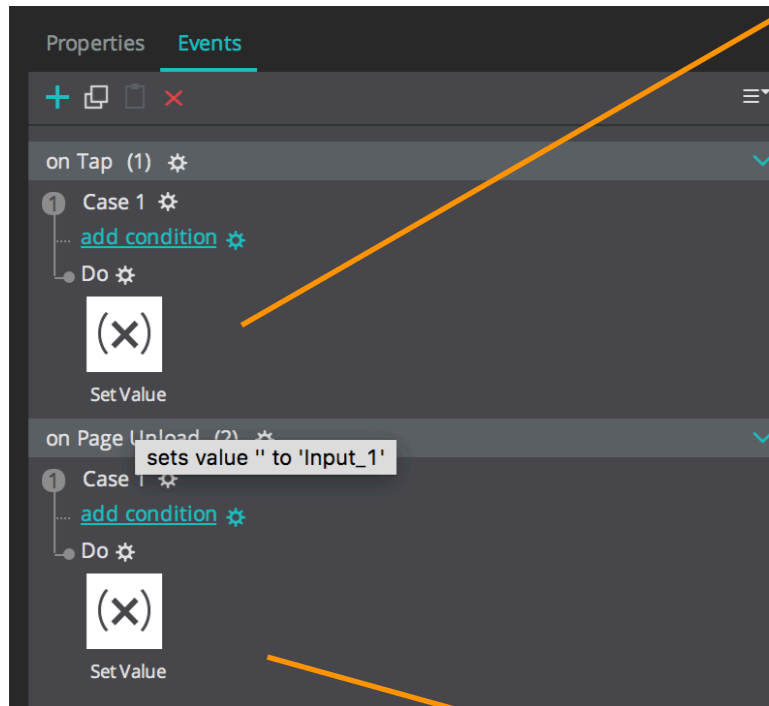


Overview of events in list - related to the selected element

# Prototyping II

## Working with values and variables

Define first event (enter values)



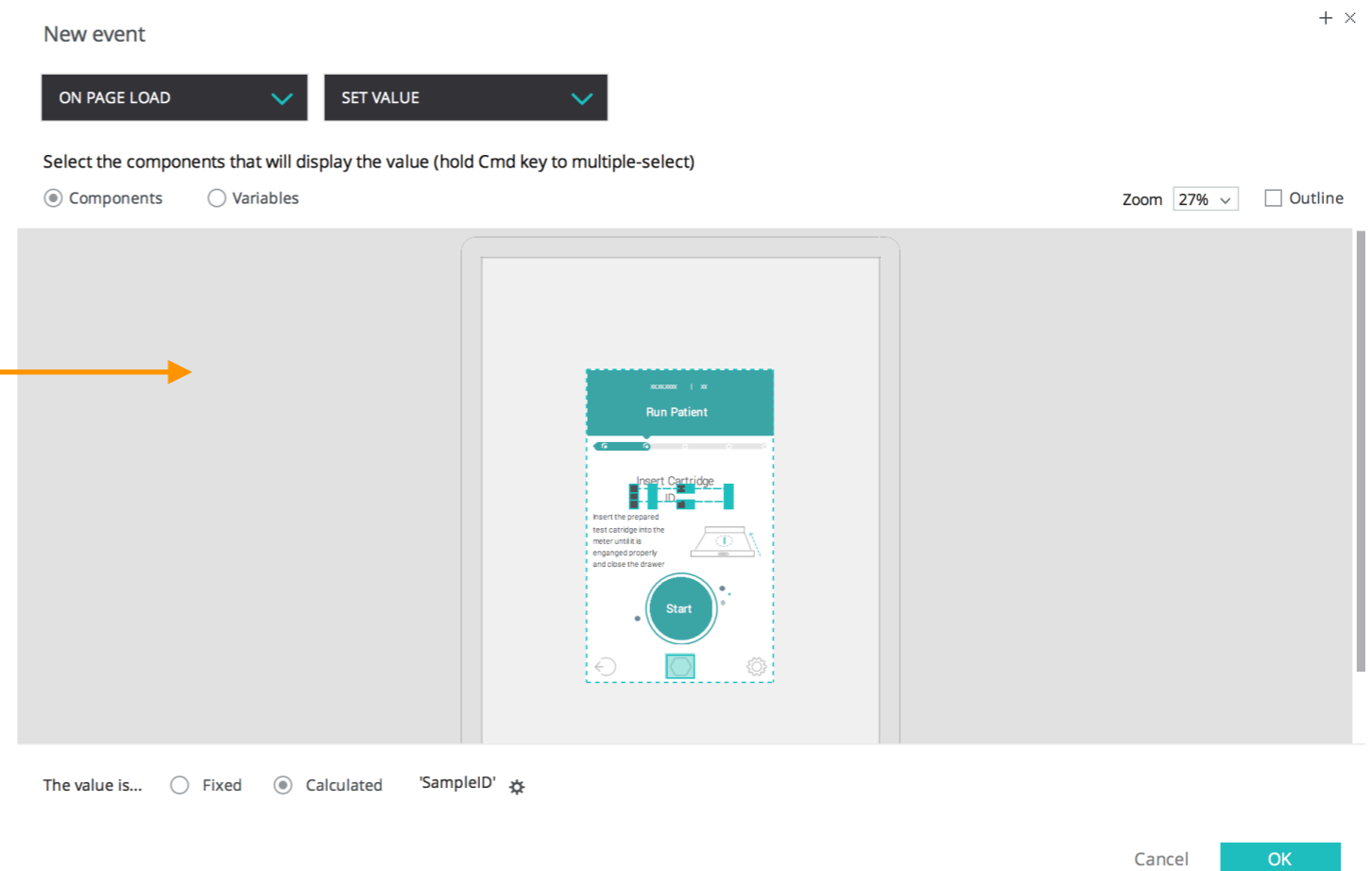
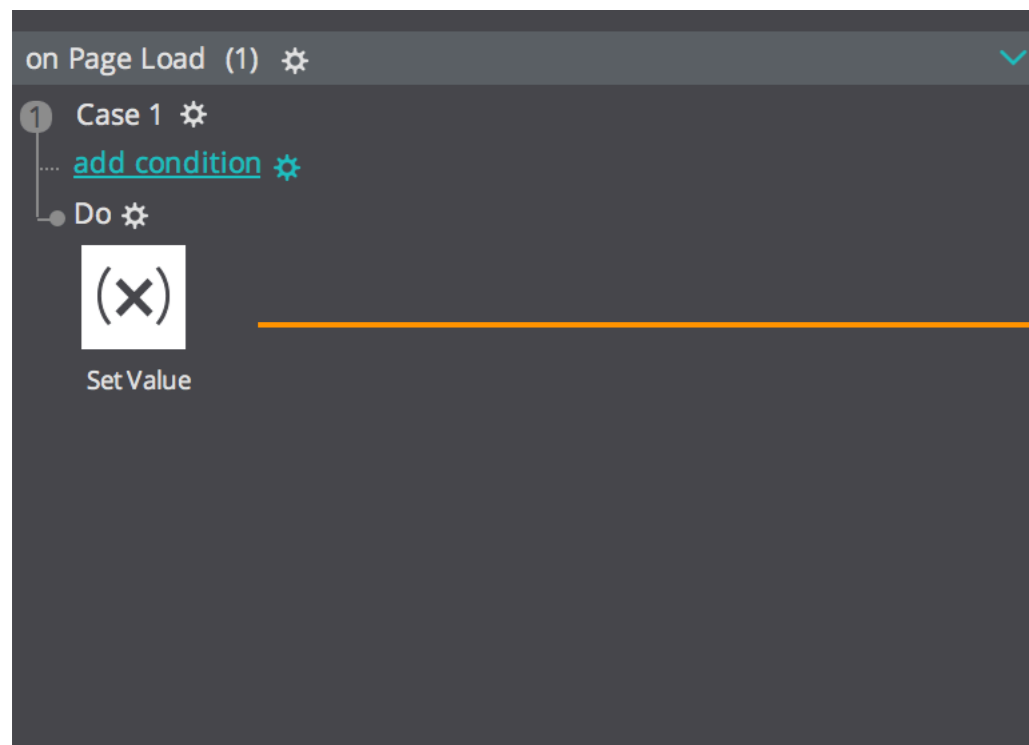
Save values for next page



# Prototyping II

## Working with values and variables

### Set variable in next screen



# Prototyping II

## Task No 3.

Create a Login Use case with password validation. Create more interactions that need variables for your prototype, if necessary.

# Prototyping II

## **HOMEWORK:**

**Finish and send me your prototypes until Wednesday 11.07.2018**

**We present your prototypes to the course in our last session on 12.07.2018**