

Design Prototyping: Bringing Wireframes to Life

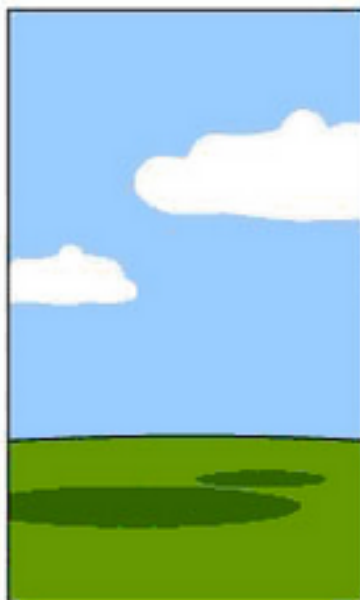
-Arindam Ghosh



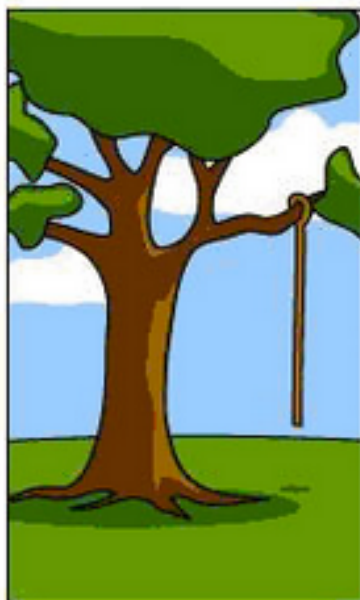
How the customer explained it



How the Project Leader understood it

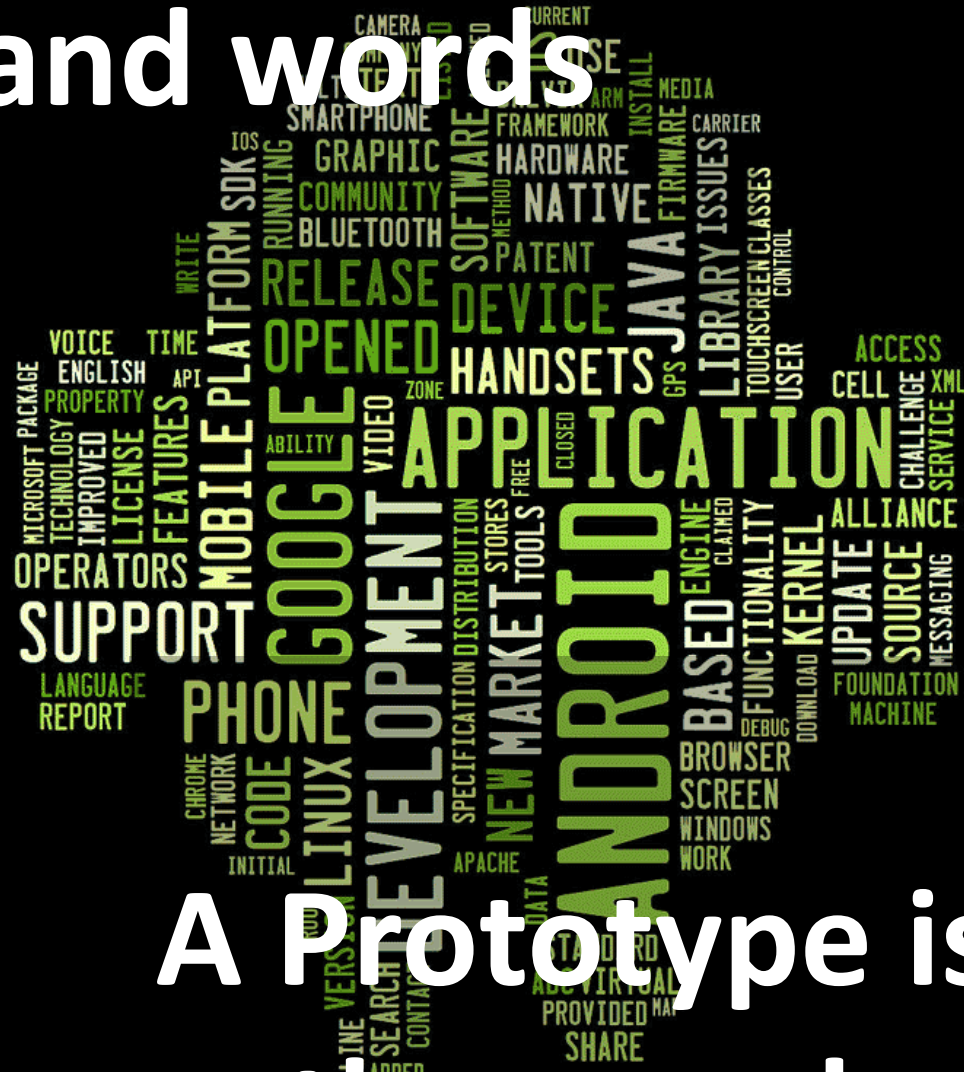


How the project was documented



What operations installed

thousand words

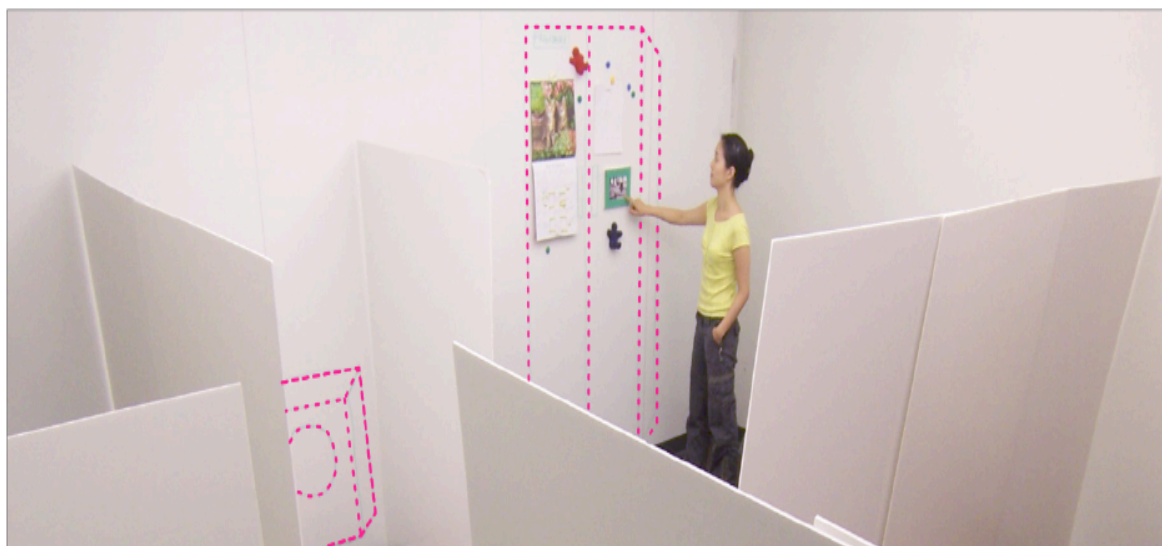
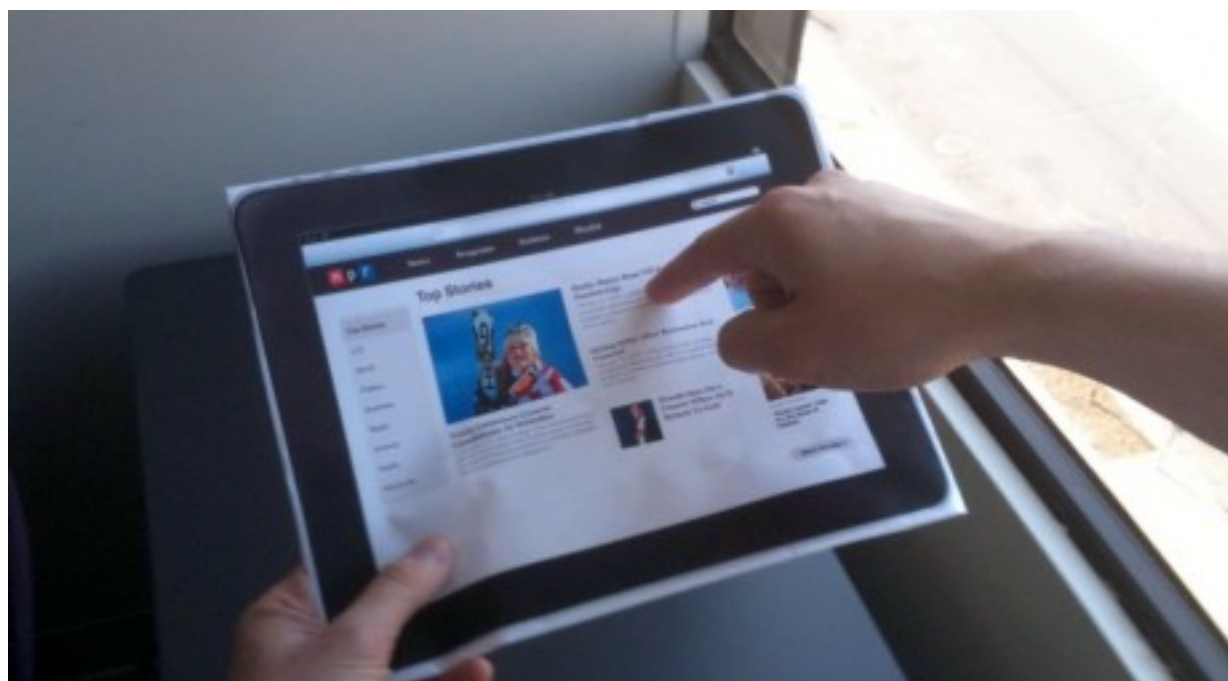


A Prototype is worth a thousand pictures

What is a Prototype?

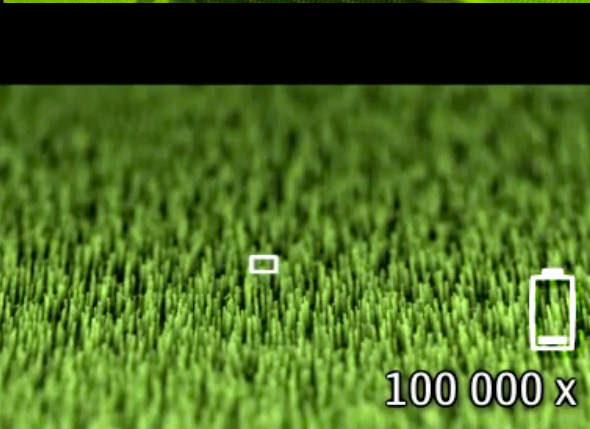
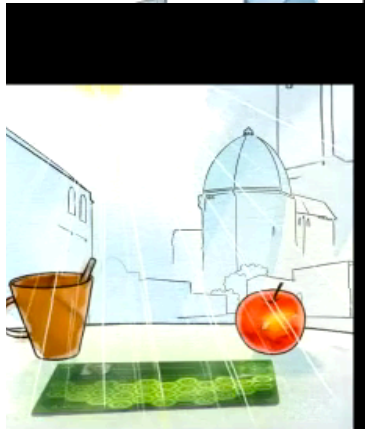
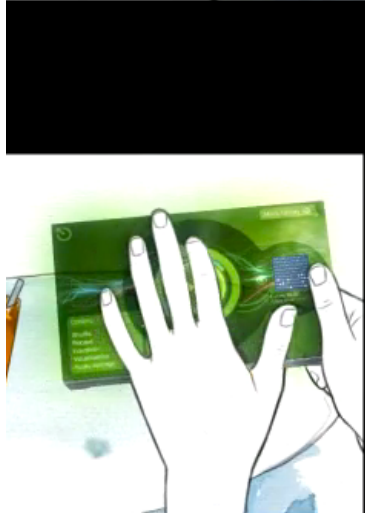
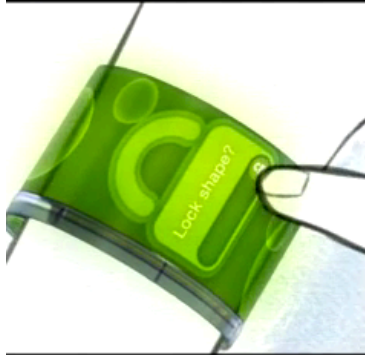


A Testable, Early
version of an idea



Why Prototype?

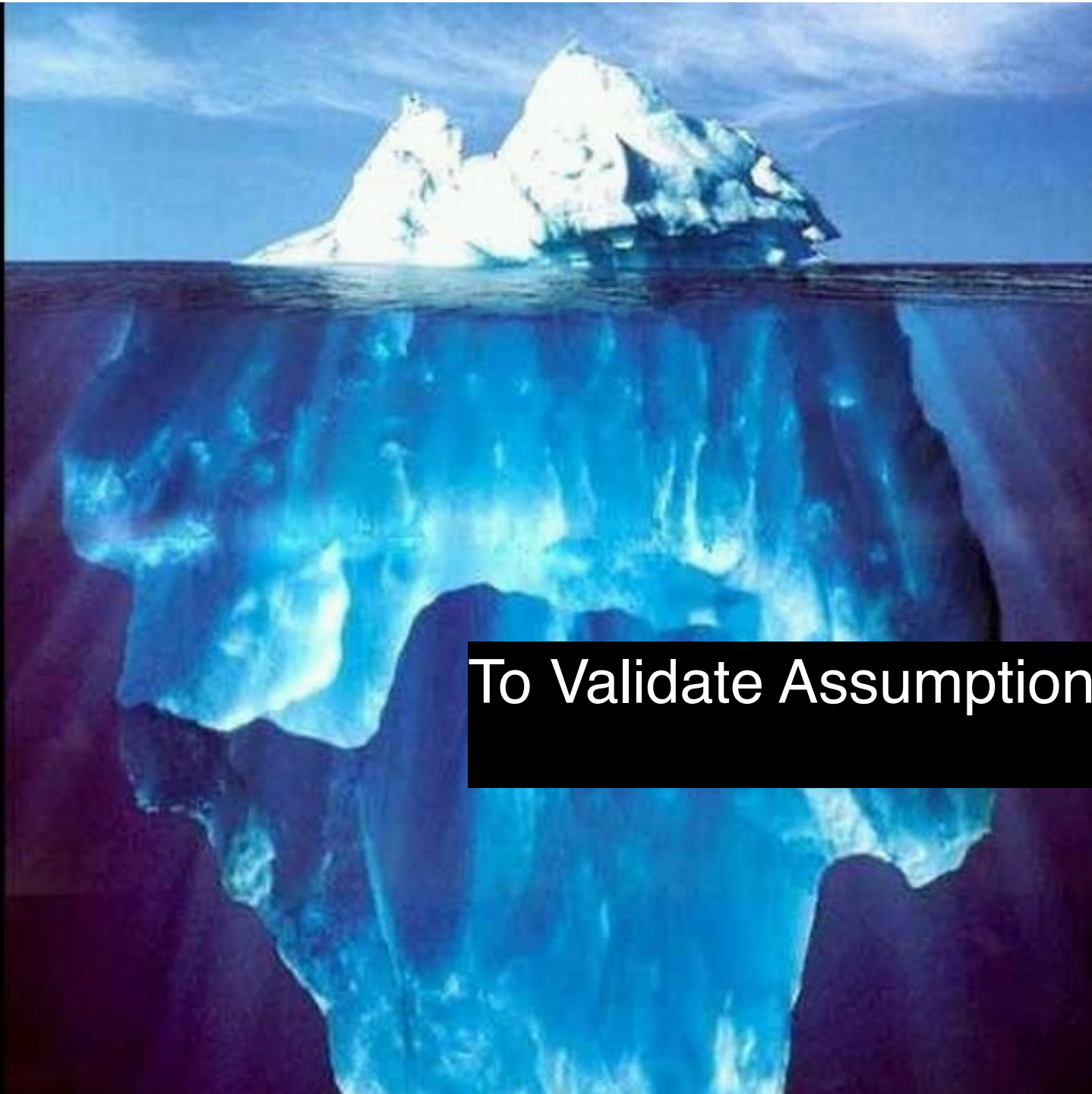
To Communicate an Idea or Experience



We want to build the next cool
gadget...

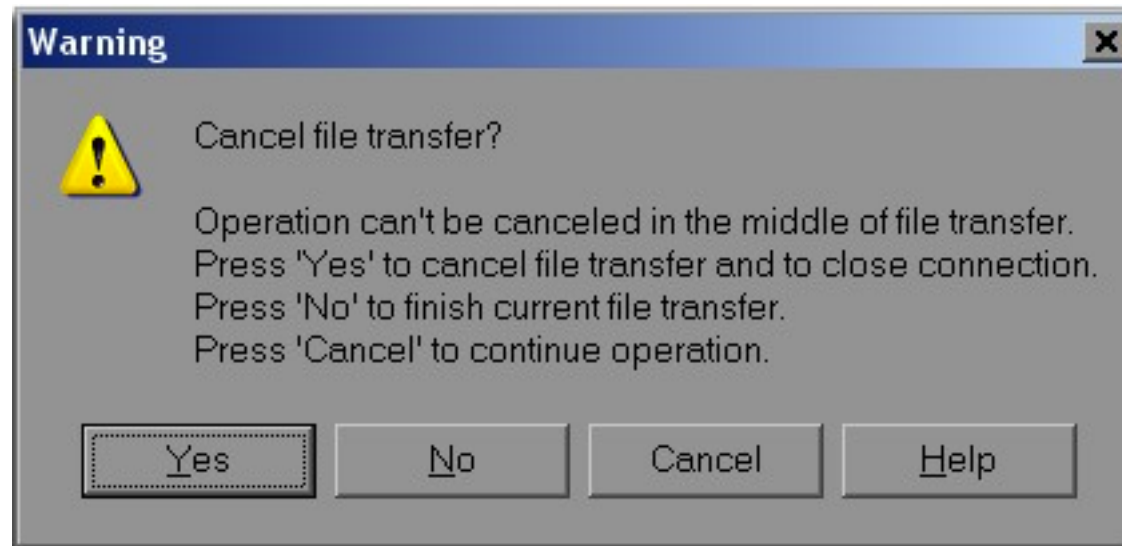


But What do people think about it?
Lets show them a video



To Validate Assumptions

Does the User Understand you?

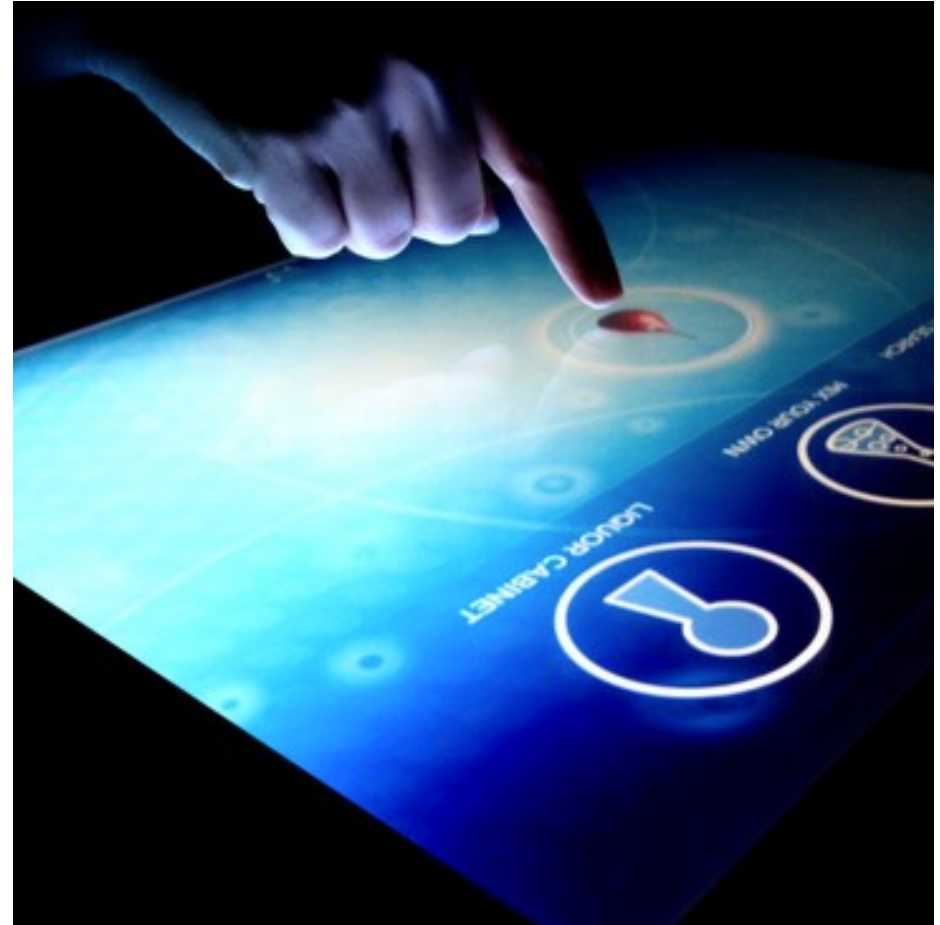


Press *Yes* to Cancel” – “Press *Cancel* to Continue ????

To compare alternatives



Stylus or Touch Screen ?



STOP

A fatal exception 0E has occurred at 0020:00011E36 in 000 (0001) +
00010E36. The current application will be terminated.

- * Press any key to terminate the current application.
- * Press CTRL+ALT+DEL again to restart your computer. You will
lose any unsaved information in all applications.

Fail early to

To Visualize
your ideas
And share them
with others



Team



Investors



Clients



Users

A Pitch with a demo is better than one without

"I definitely love the software!" - C. Mooney

"Great demo. Impressive." - A. Longo **"Awesome!"** - A. Zakharenkov

"Thank you. This was great." - D. Seibel **"Thanks, great demo!"** - A. Arora

"Lots of info in less than an hour!" - M. Hays

"Excellent demo, thank you!" - B. Howe **"Perfect - thanks!"** - D. Schlittler

"Great demo, good looking product" - D. Swisher

"Thank you very much, great product." - M. Macgari

"Very impressive" - J. Wright

"Excellent overview - thank you."

- C. Hilson **"Thanks a lot - great demo"**

- G. Zobel **"A most informative session"** - E. Roux



Get Feedback Early

- Design the **concept** before you build it.
- Get Feedback.
- Redesign.
- Keep it fast and simple.
- Review Early.

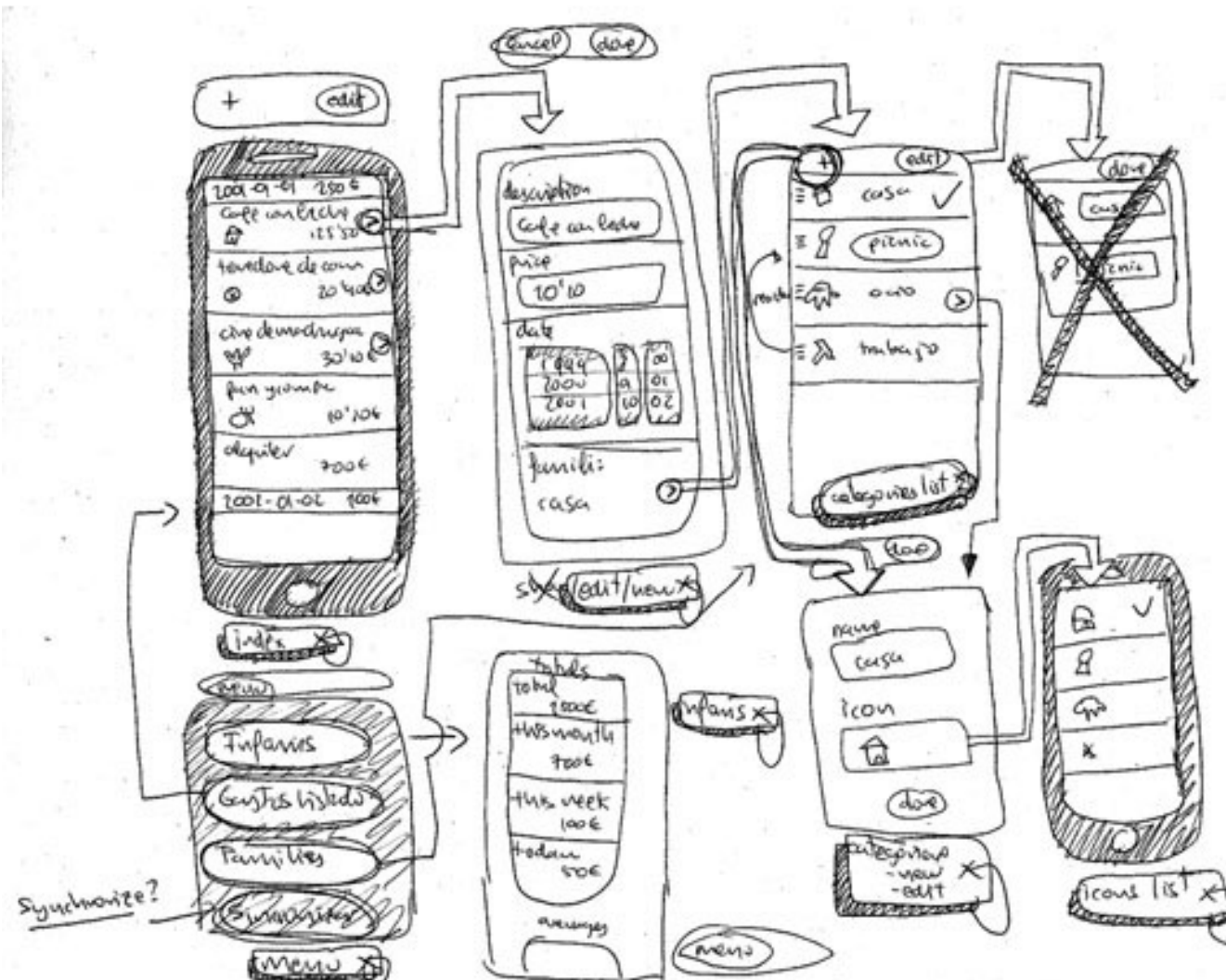
Common techniques

- Paper prototyping
- Wireframes and page schematics
- HTML wireframes
- Interactive prototypes

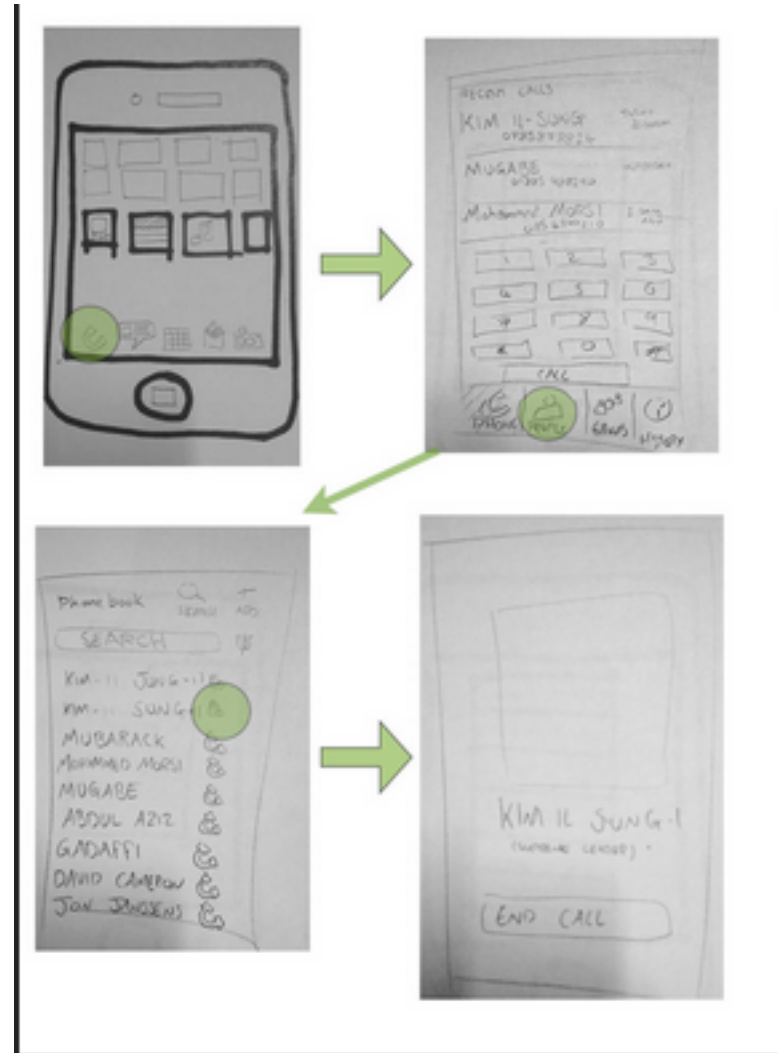
What is Paper Prototyping?

- Paper: materials of paper-and-pencil alike.
- Prototyping: The design and evaluation of the concept.
- Low-fidelity visual representation
- Test Usability.
- **Representative users** perform real tasks by **interacting with a paper version** of the interface.

Example Paper Prototypes



Example Paper Prototypes



Advantages

- Quick to build/refine, thus enabling rapid design interactions.
- Requires minimal resources and materials.

Disadvantages

- Its paper not a real app/webpage

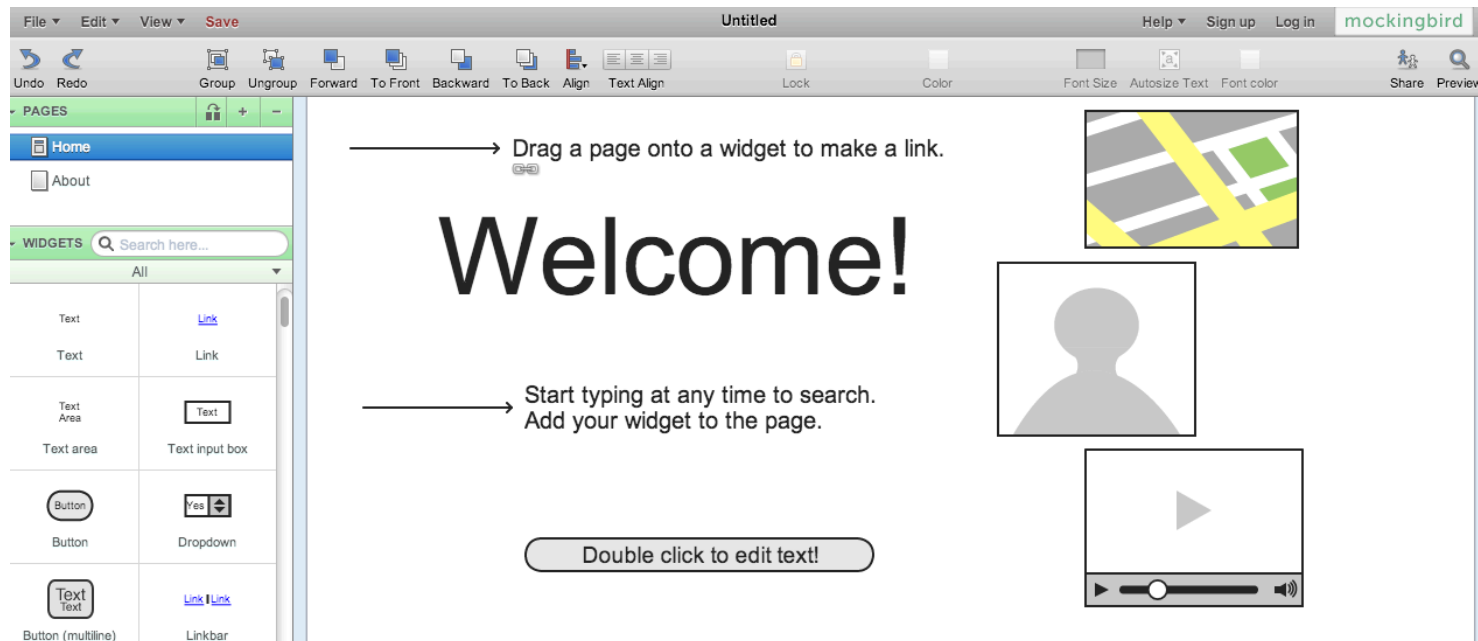
Wireframes

- **Wireframes** – *basic illustrations* of the *structure and components* of a web page or Mobile Application
 - Real Proportions
 - Includes basic page/screen layout
 - Includes navigation
 - May include:
 - headers, footers, content areas, sidebars
 - dynamic widgets, search box, graphics, links

Wireframing examples



HTML Wireframes



Advantages

- Better than paper prototypes
 - Feels real
 - Things happen when you click

Disadvantages

- Just a skeleton
 - Not really how the real interfaces looks
 - Not really how the real interface behaves

Interactive Prototyping

Importance of transitions and movements

How did this?



...become this?



How did this?

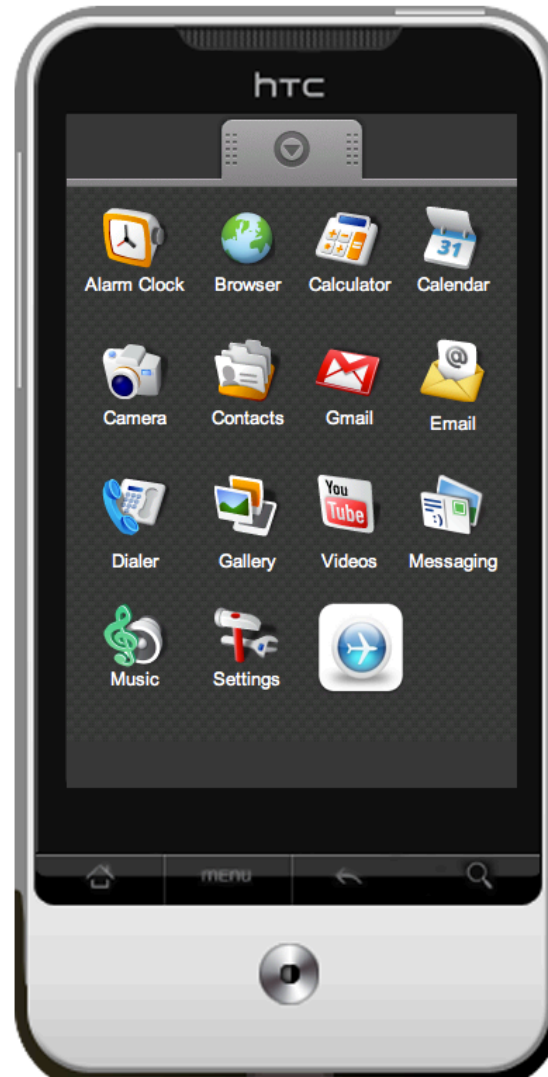


...become this?

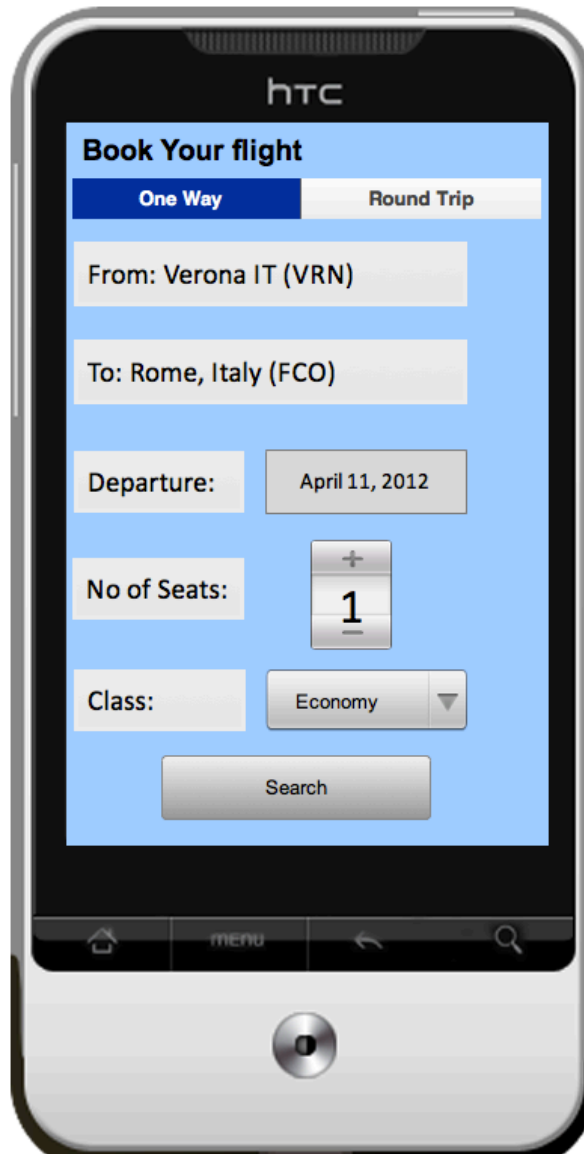
**Optimus
Prime**



How did you go from this?



...to this?



Interactive Prototyping tools



Works both as a Firefox plugin and standalone installation on windows, mac, and Linux

<http://pencil.evolus.vn/Downloads.html>



Works both as an Eclipse plugin and Standalone installation on windows, mac, and Linux

<http://wireframesketcher.com/download.html>



Standalone installation on windows, and mac

<http://www.justinmind.com/prototyper/download>

Justinmind Prototyper Free

Justinmind Prototyper free

Download and Install the Justinmind Prototype





Prototyper

Free edition

Create a new prototype

Select the type of prototype you are going to build.

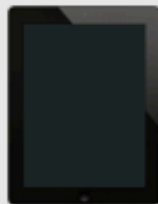
IOS:



iPhone 4



iPhone 5



iPad

Android:



Android 320 px



Android 360px



Android tablet

Other:



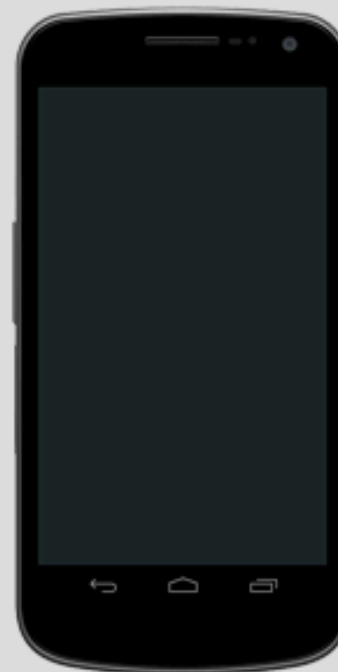
Web



From image files

Portrait

Landscape



Android 360px

Create a prototype of an Android app using a 360px width phone case. Build your prototype adding Android 4.0 (Ice Cream Sandwich) UI elements from the 'Mobile -> Android 4.0' widgets libraries.

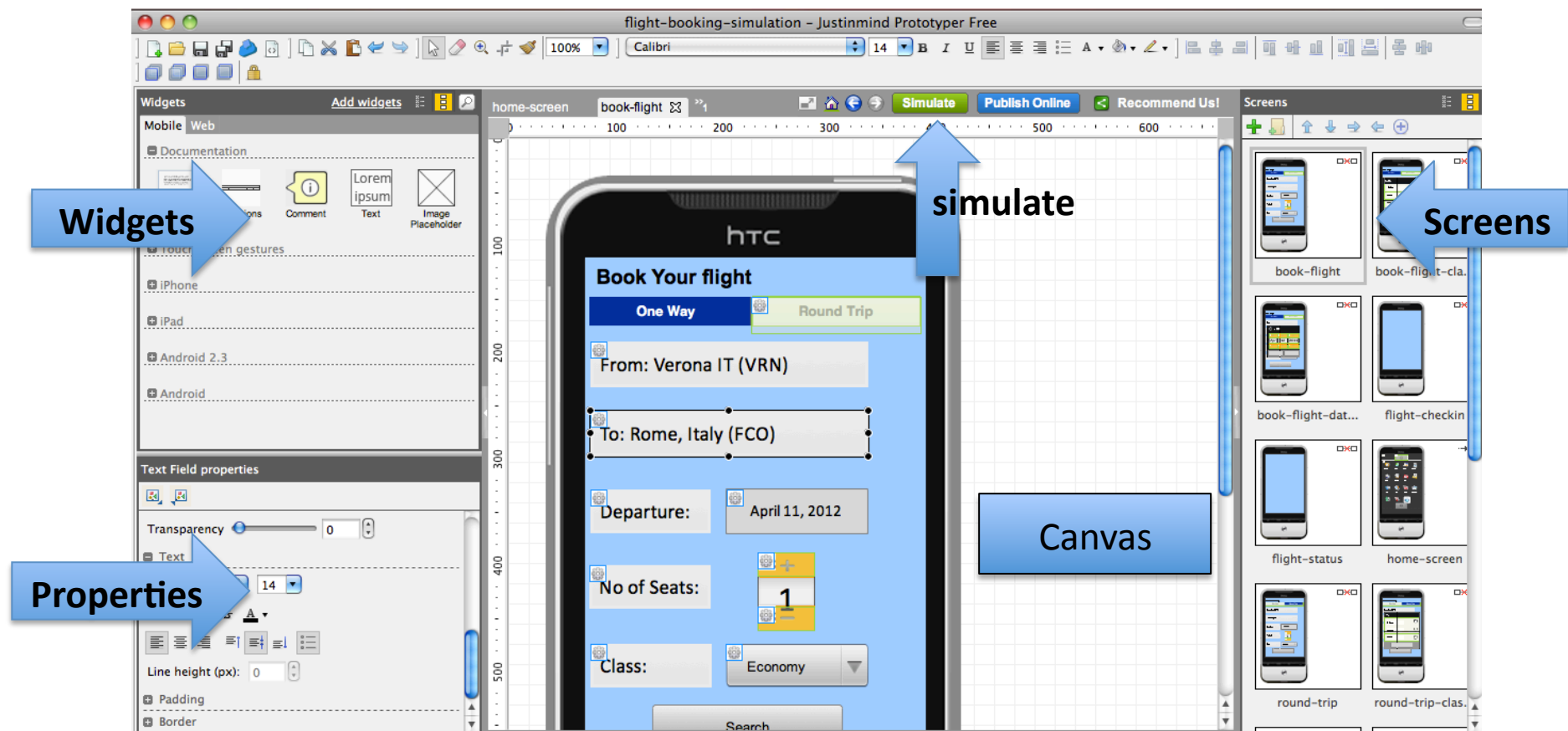
Create

Cancel

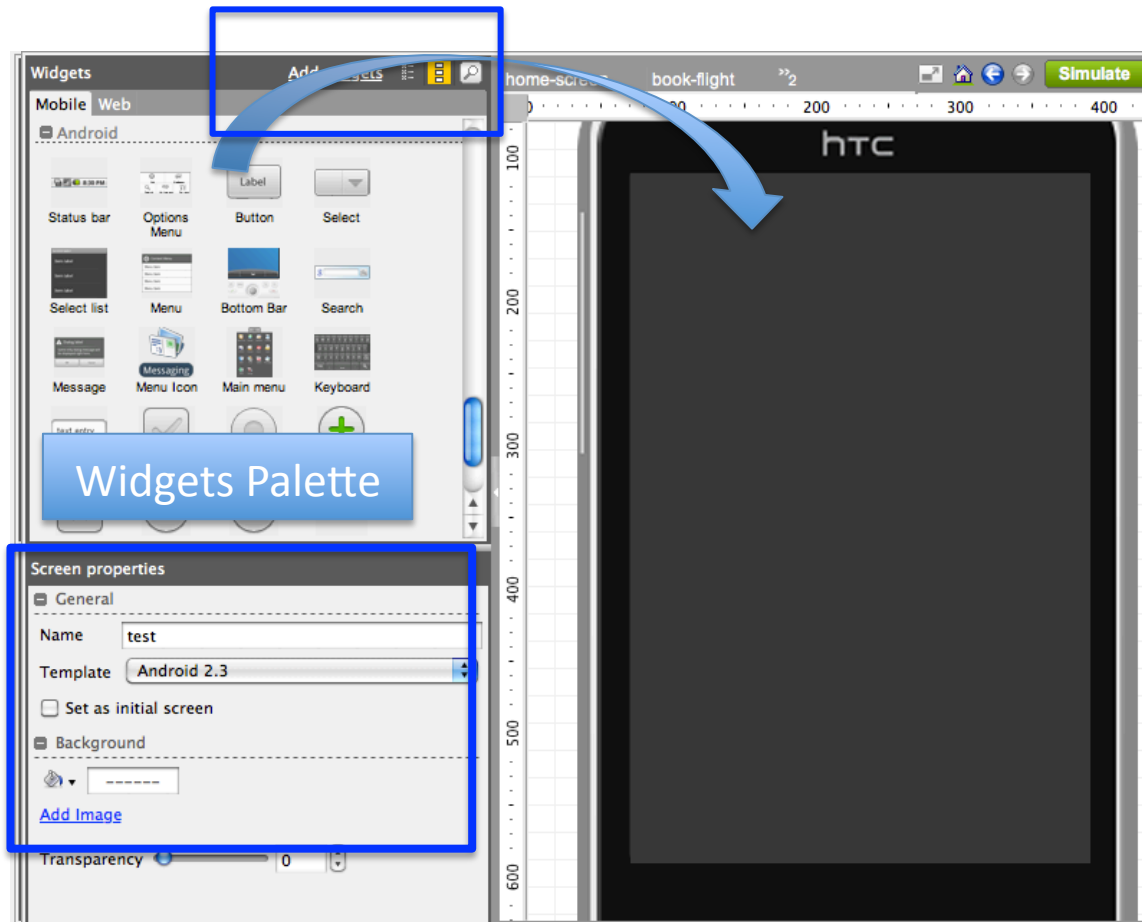
Features

- **No programming required.** Justinmind Prototyper is an intuitive tool. Just drag the components or interactions that you need from the palettes to the work area.
- **Instant Simulations.** See your application's prototype in action by simply clicking the Simulate button. No waiting required.
- **Exportable to HTML.** Export to HTML effortlessly, so that your clients or users can see it work online and give you their opinion.

The Tool



Prototyping



1) The Widgets Palette contains the main widgets for mobile and web prototyping.

2) Once you add the Android Widgets from the website, you should get various Android Controls.

3) Drag and drop them to the Canvas.

4) Change the Properties to adjust the look and feel.

Add Screens



Click on the **+** symbol under the Screens Palette to add a new screen

Enter the name of the new Screen

Add Controls to the new Screen

Add Transitions

Requirements:

- a) On Clicking on the input box you should pop up the keyboard
- b) On Clicking the button open a new page with a Menu

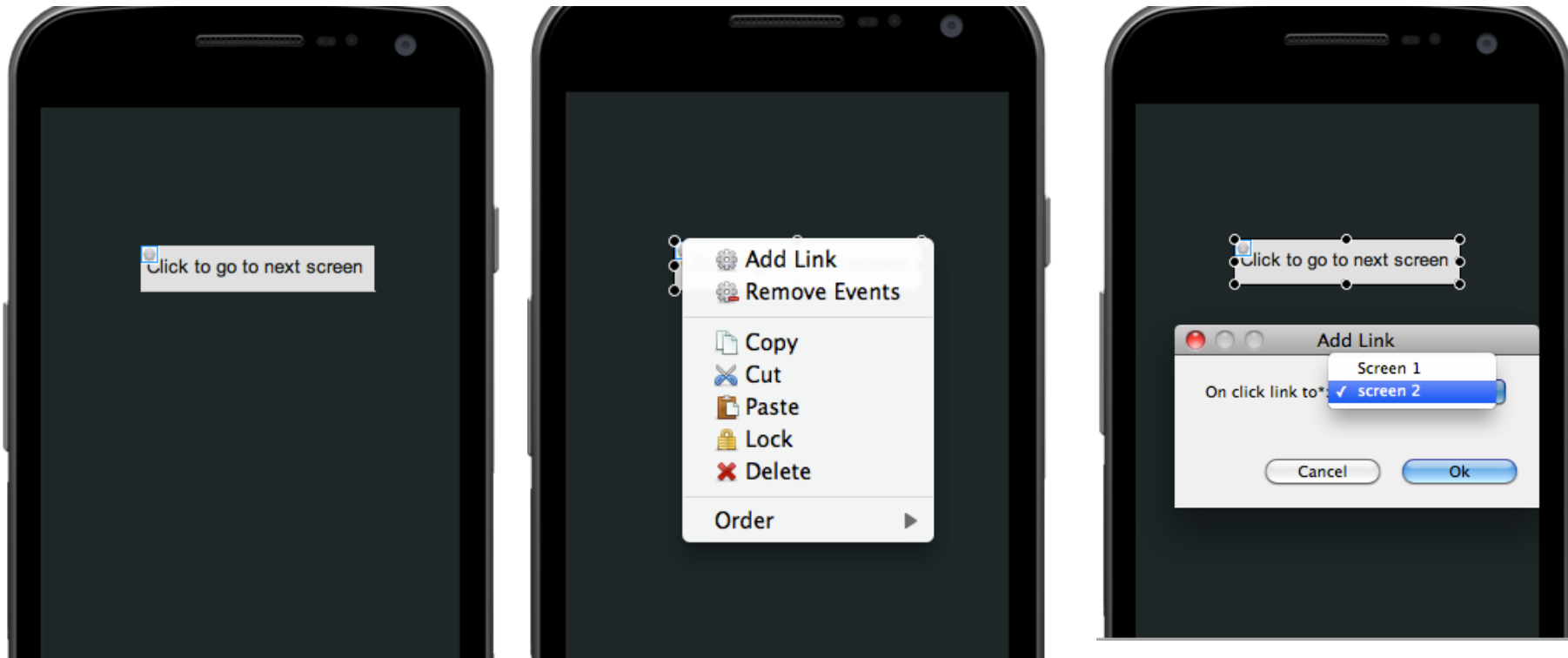


Create all three Screens

- Create the Screens Separately

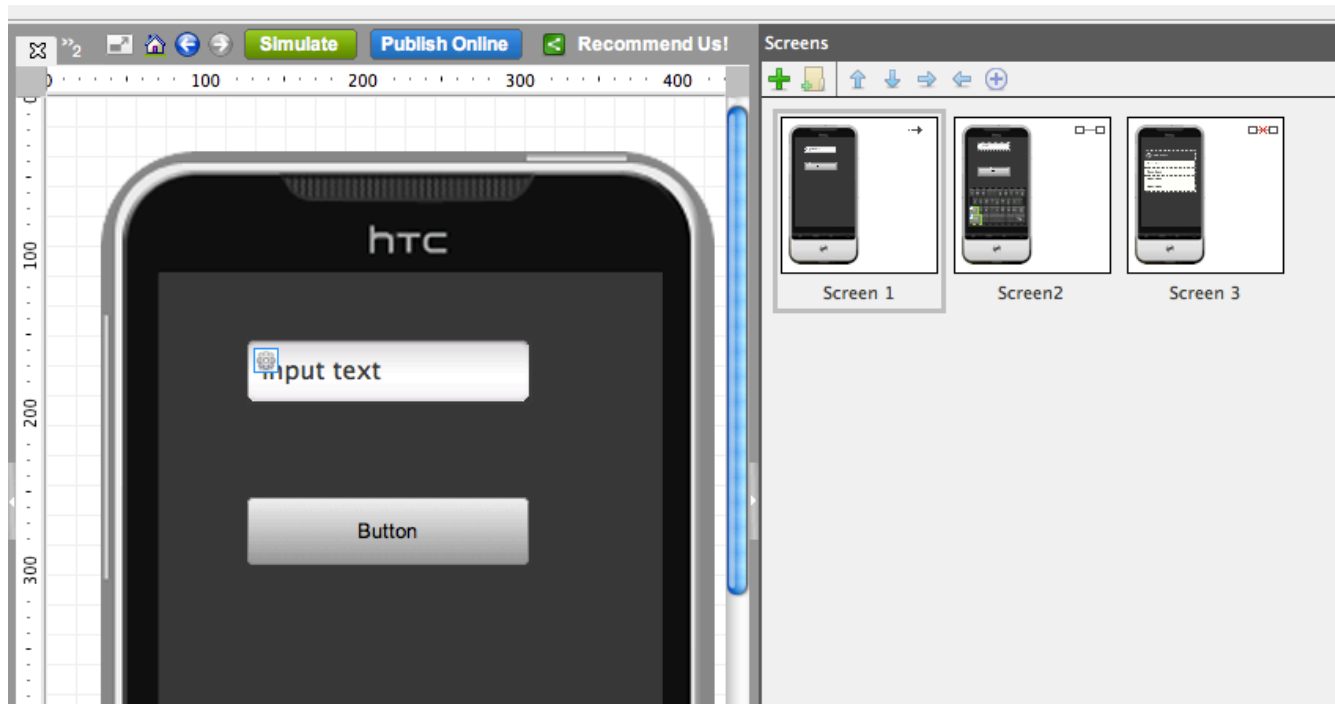


Transition example



Transitions

Requirement 1: On Clicking on the input box you should pop up the keyboard

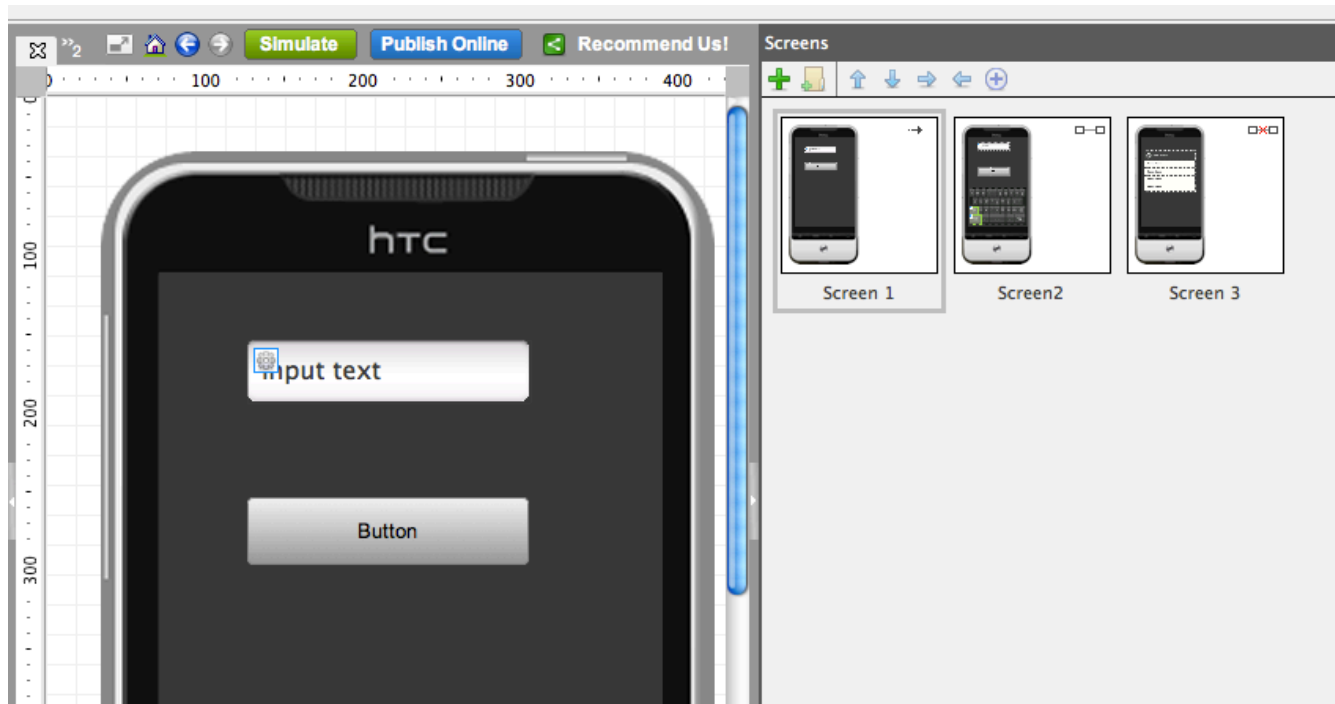


How to:

- a) Click on the Input box in Screen 1
- b) Drag and Drop it to the Screen 2 icon under Screens

Transitions

Requirement 2: On Clicking the button open a new page with a Menu

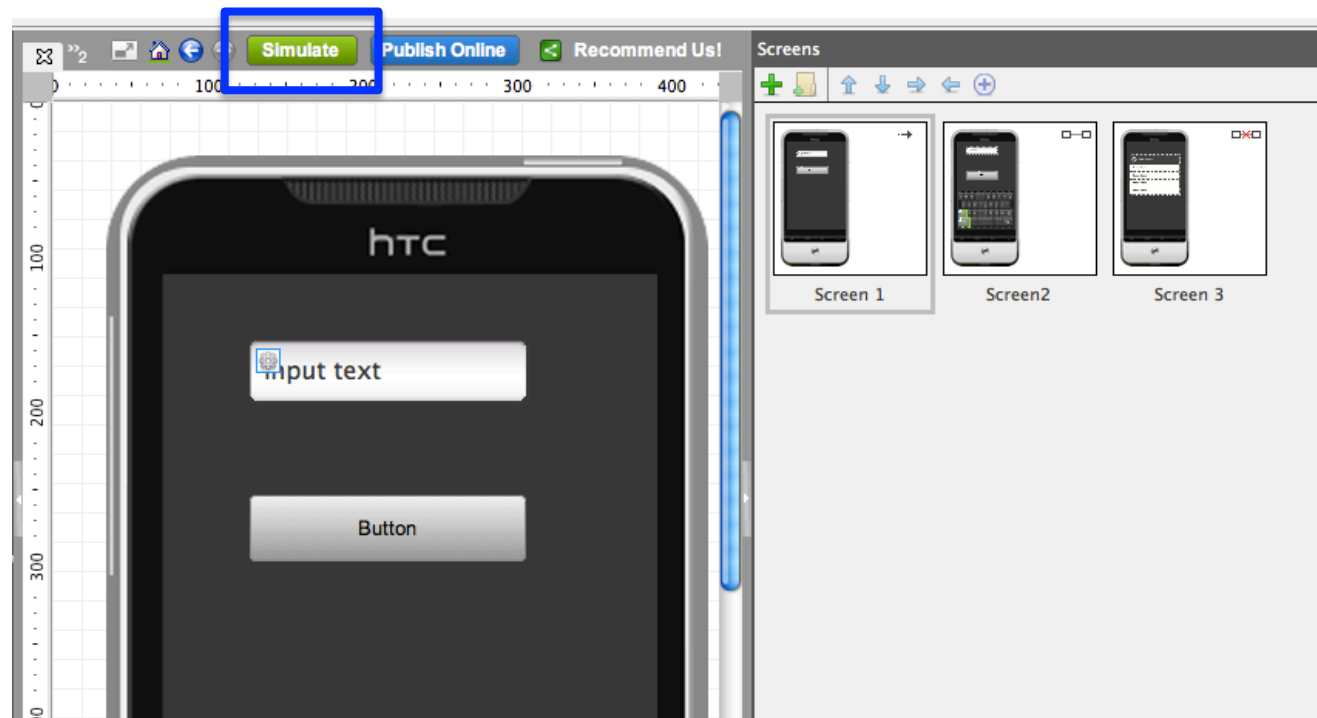


How to:

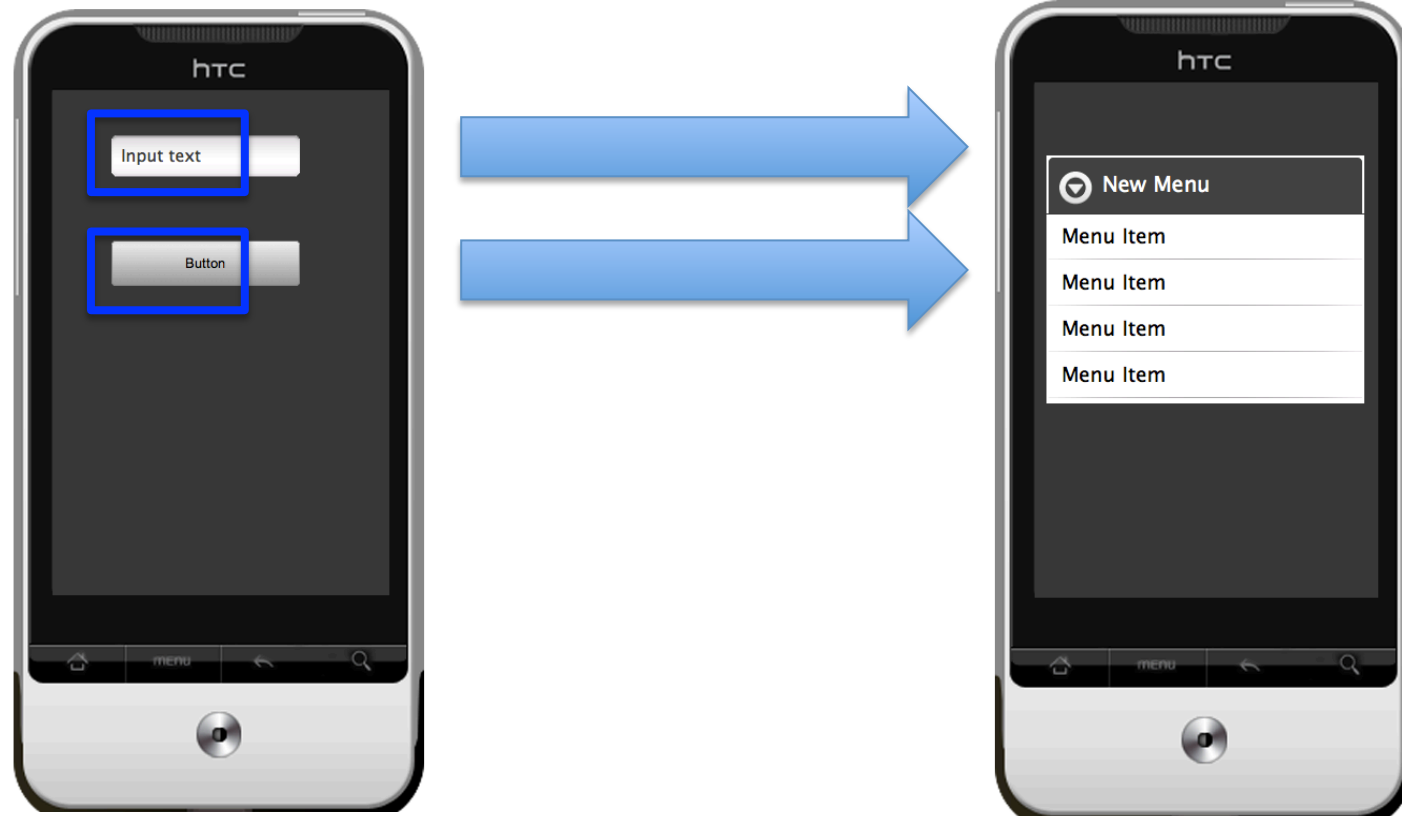
- a) Click on the Button Screen 1
- b) Drag and Drop it to the Screen 3 icon under Screens

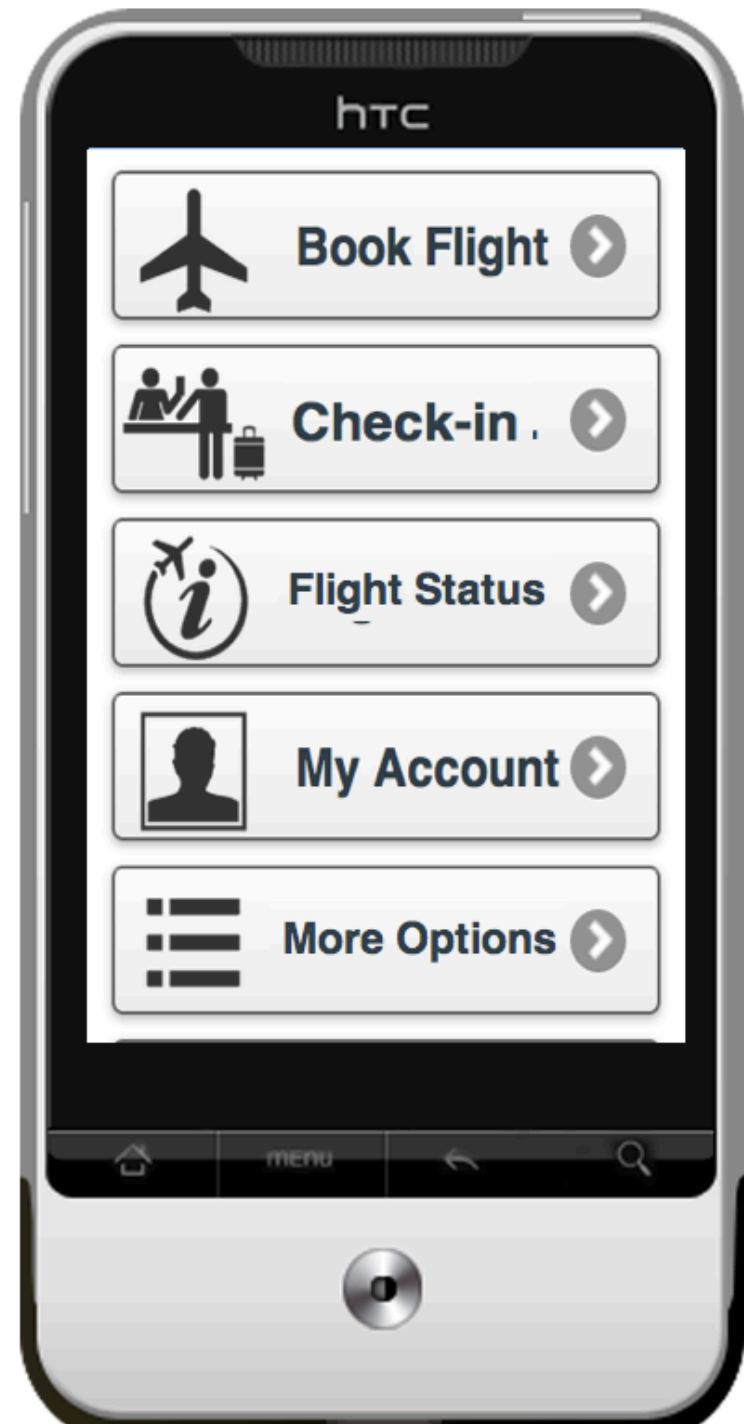
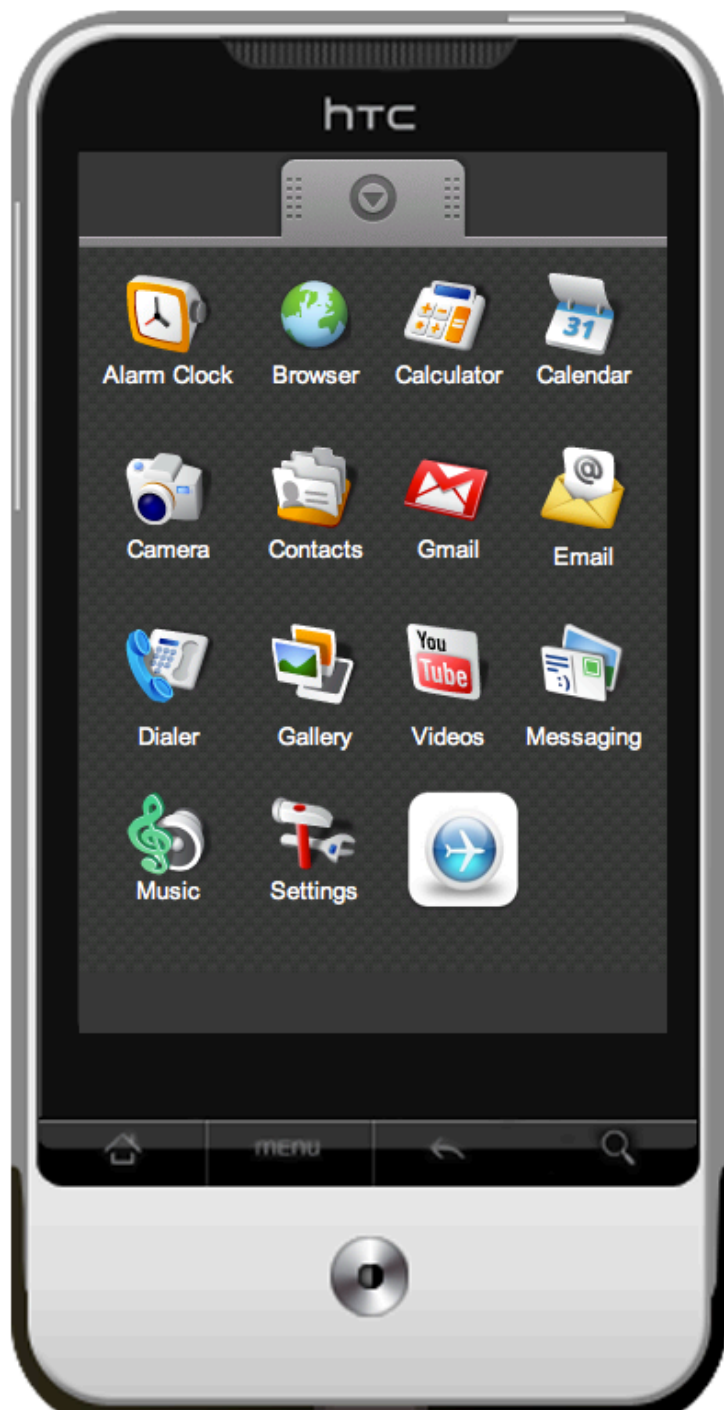
Test

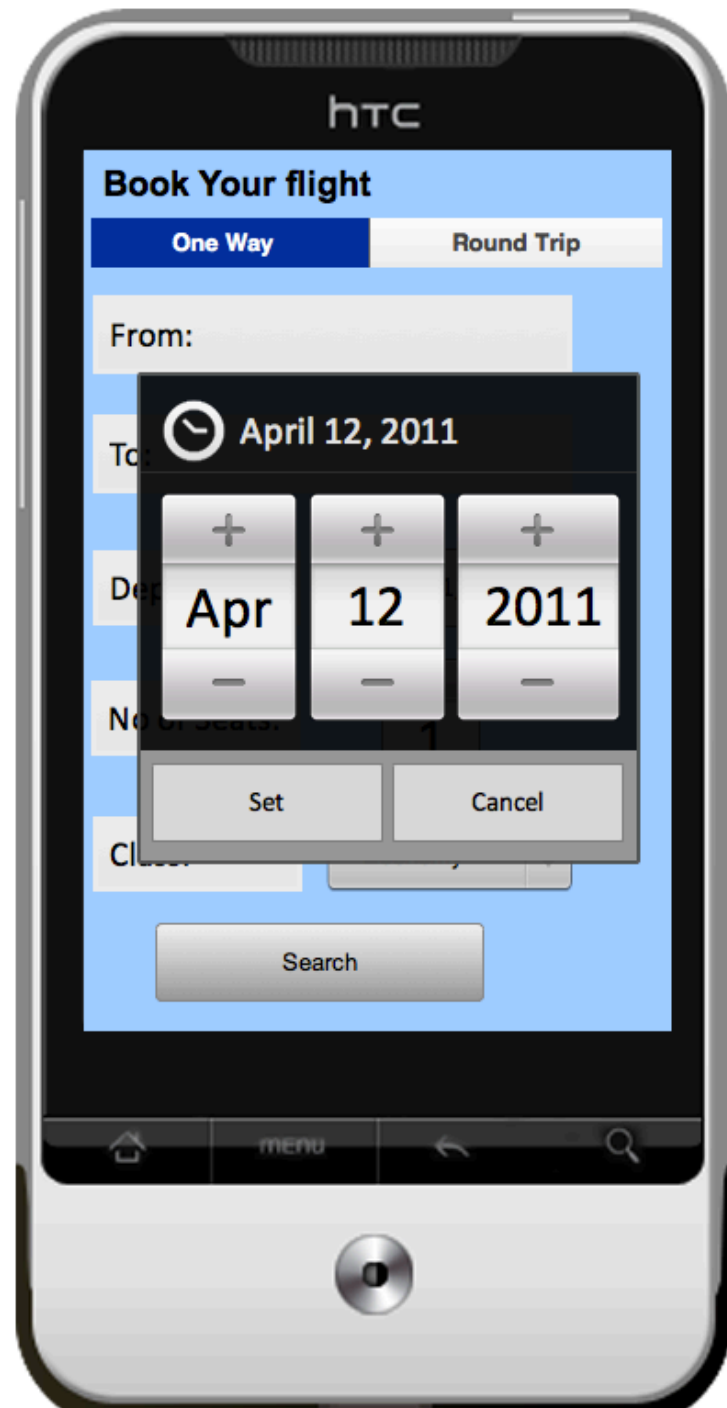
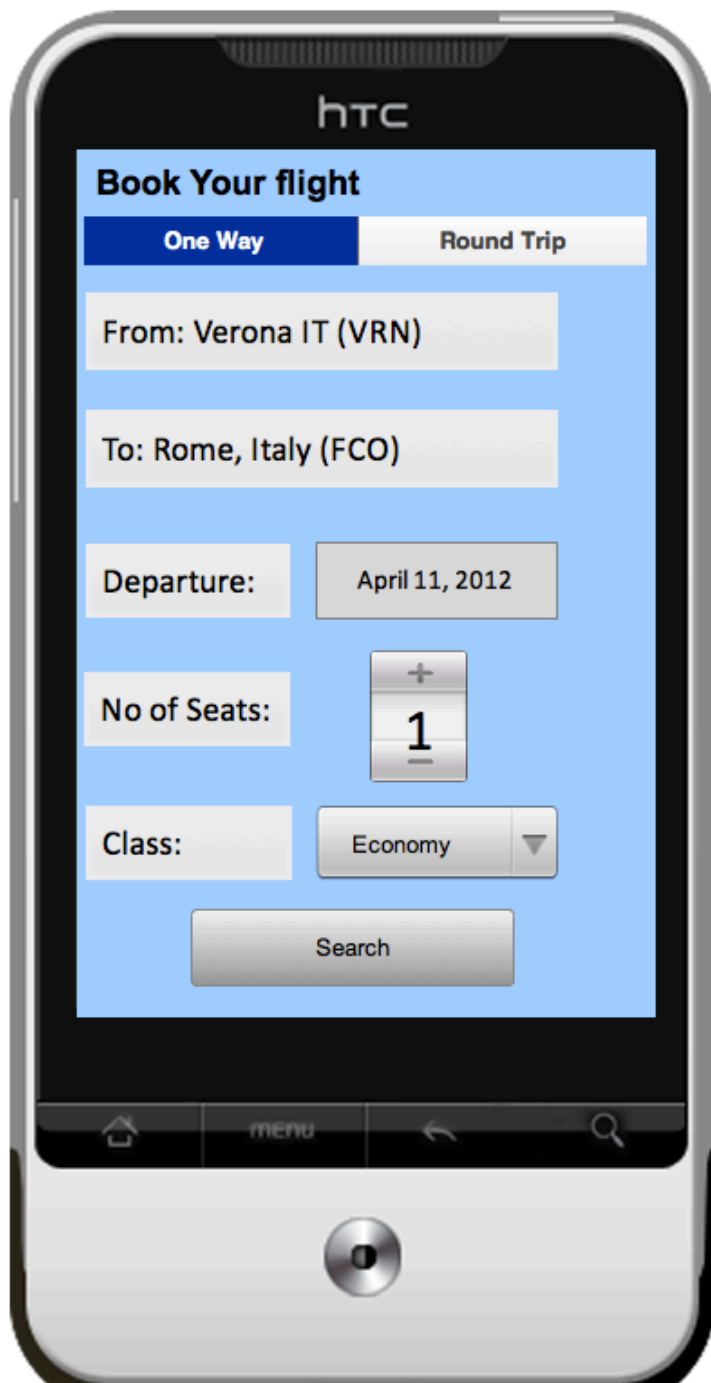
- Click on the simulate Button

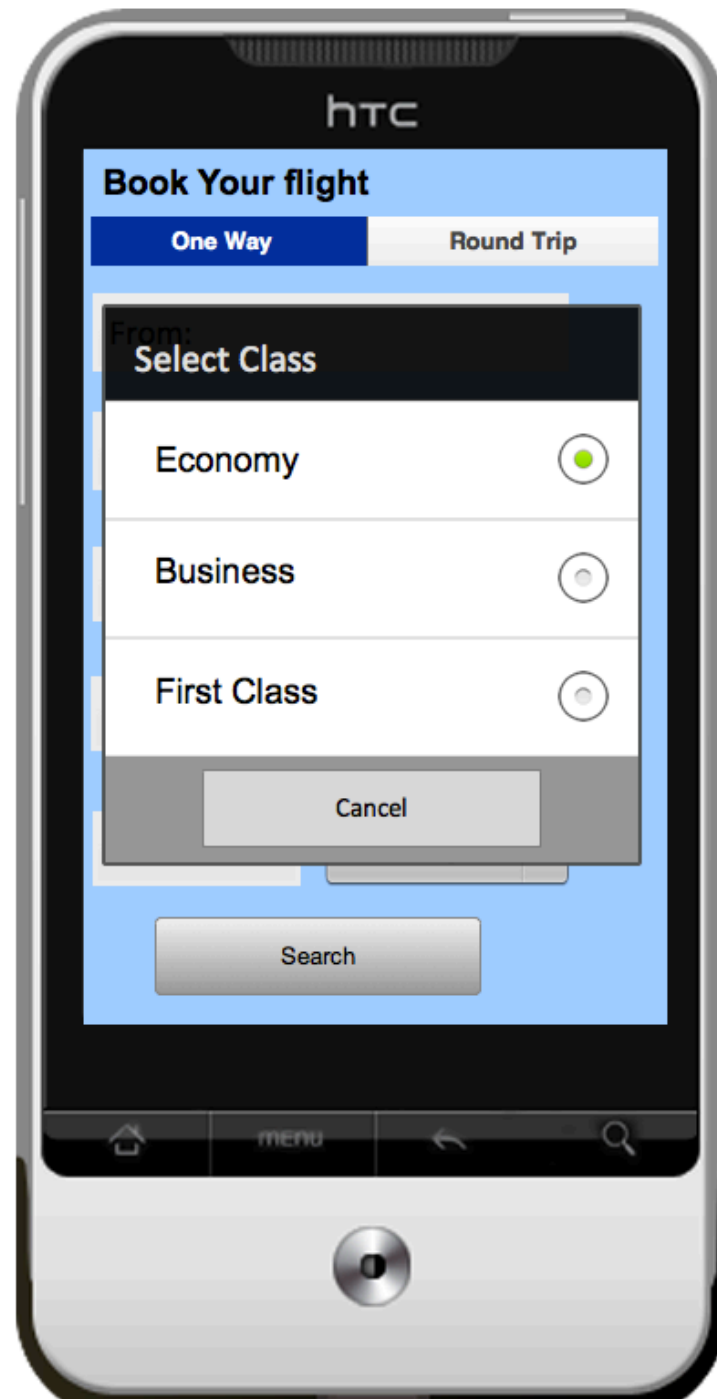
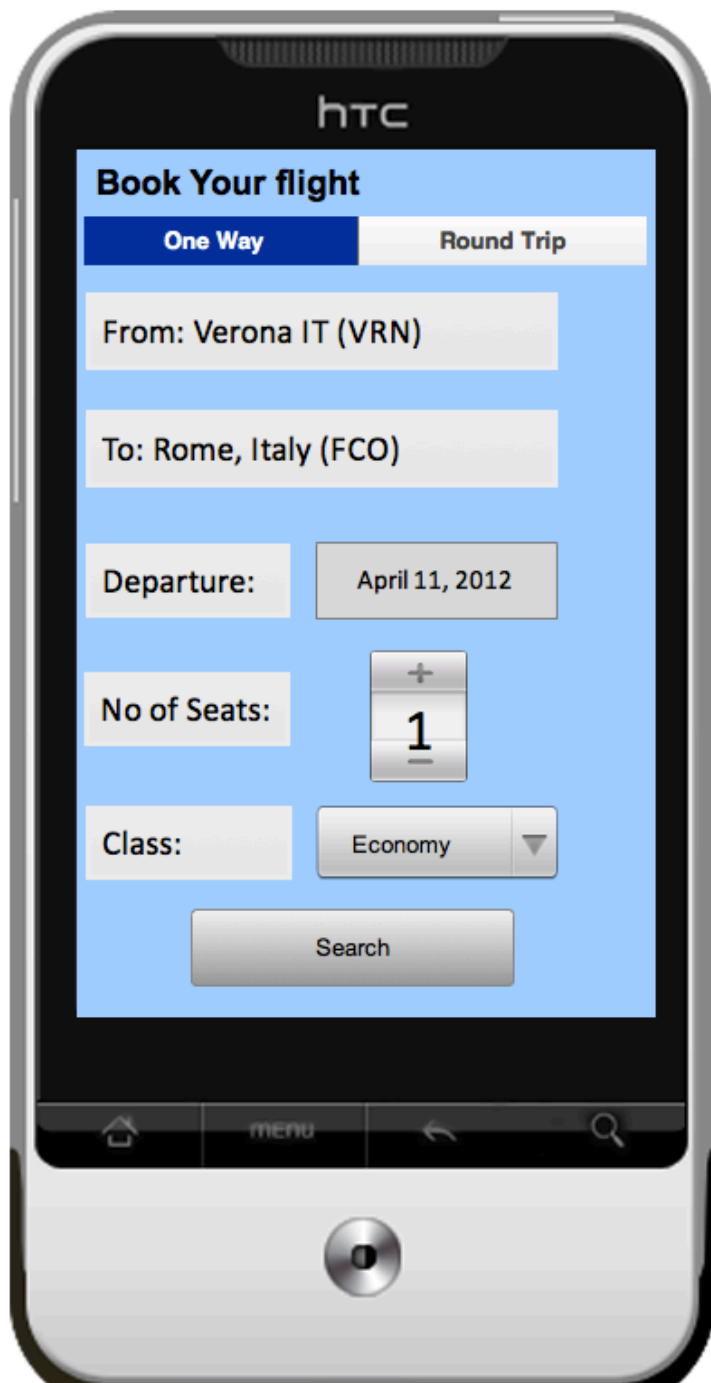


Test

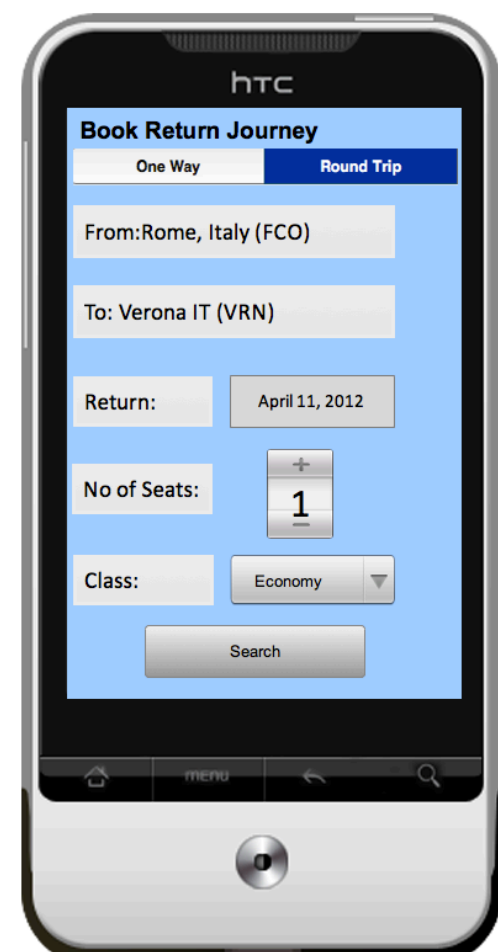
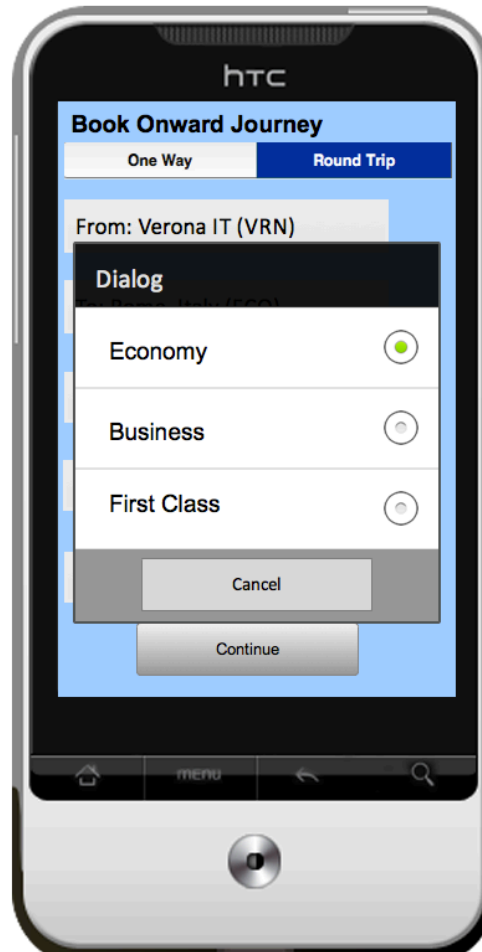
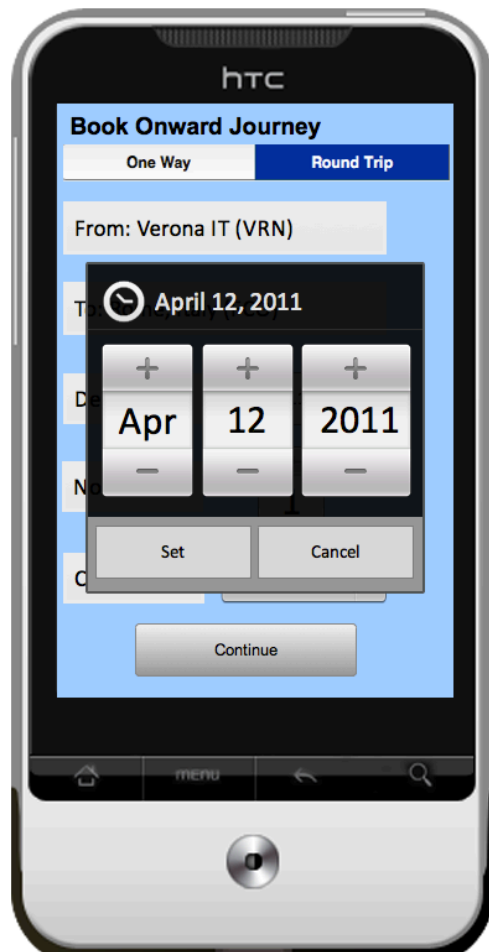






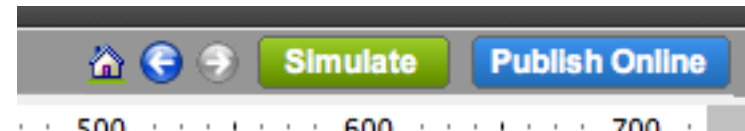


Screenshots

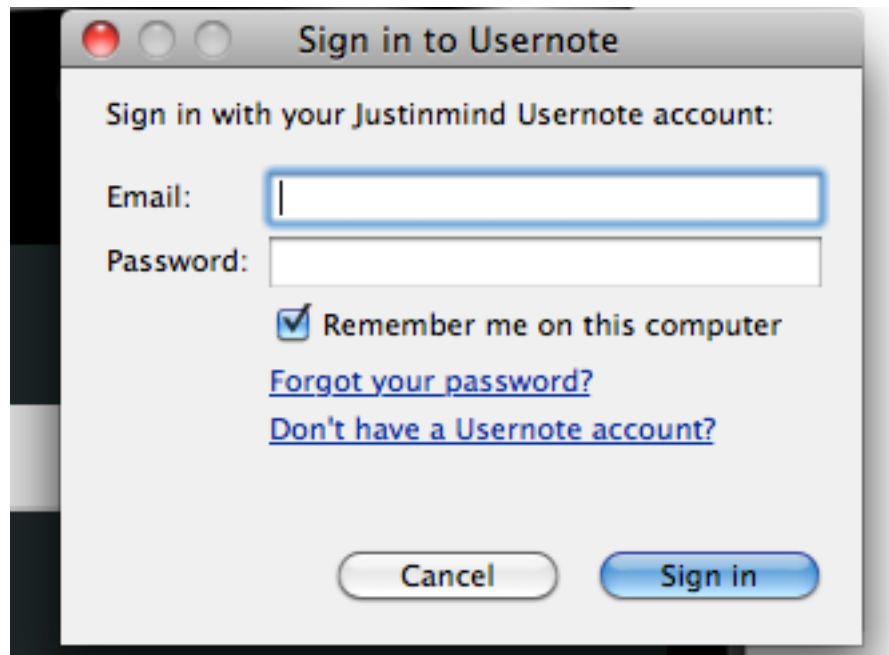
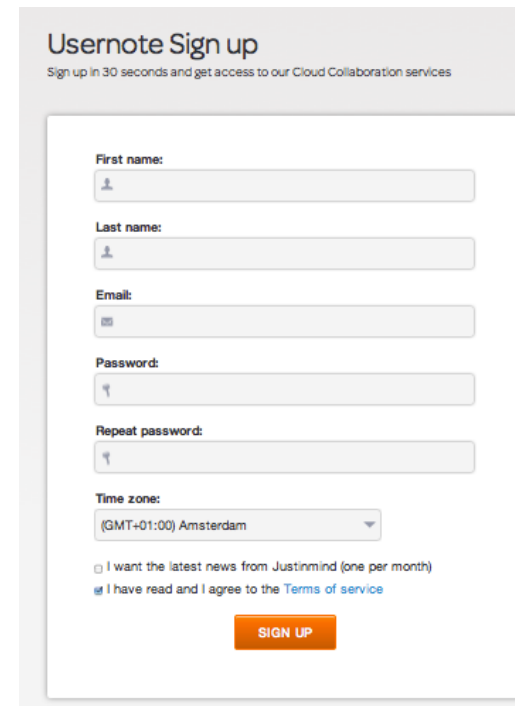


Share

- Click on Publish Online

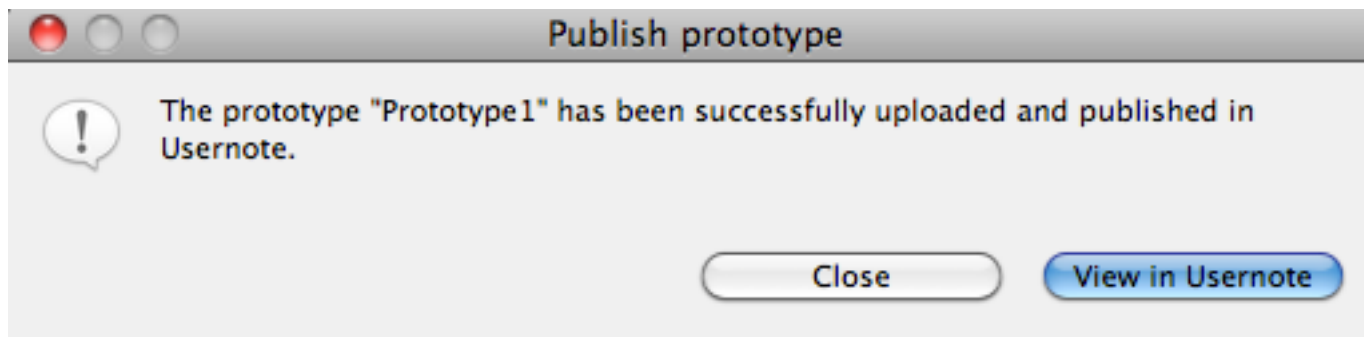


- Sign in with your justinmind id and password

A screenshot of a 'Sign in to Usernote' dialog box. The title bar says 'Sign in to Usernote'. The main text says 'Sign in with your Justinmind Usernote account:'. There are two input fields: 'Email:' and 'Password:'. Below the password field is a checkbox labeled 'Remember me on this computer'. There are two links: '[Forgot your password?](#)' and '[Don't have a Usernote account?](#)'. At the bottom are two buttons: 'Cancel' and 'Sign in'.A screenshot of a 'Usernote Sign up' form. The title is 'Usernote Sign up' with a subtitle 'Sign up in 30 seconds and get access to our Cloud Collaboration services'. The form has several input fields: 'First name:', 'Last name:', 'Email:', 'Password:', and 'Repeat password:'. There is a 'Time zone:' dropdown menu showing '(GMT+01:00) Amsterdam'. At the bottom, there are two checkboxes: 'I want the latest news from Justinmind (one per month)' and 'I have read and I agree to the [Terms of service](#)'. A 'SIGN UP' button is at the bottom right.


Publish Prototype


Try to Publish prototype
again



Download The Prototype

Projects >  Prototype1

 Publish a new prototype

 **Prototype1** 10:55 PM | Arindam Ghosh






Create test

Actions ▼

 No comments yet.

Invite reviewers

Password protect

Name
▶  review
▶  resources
▶  images
▶  comments
 index.html

Replace with a new version
Download comments file
Download .vp file
Download HTML code
Delete prototype

Pencil Open source Tool

- Download from <http://pencil.evolus.vn/>



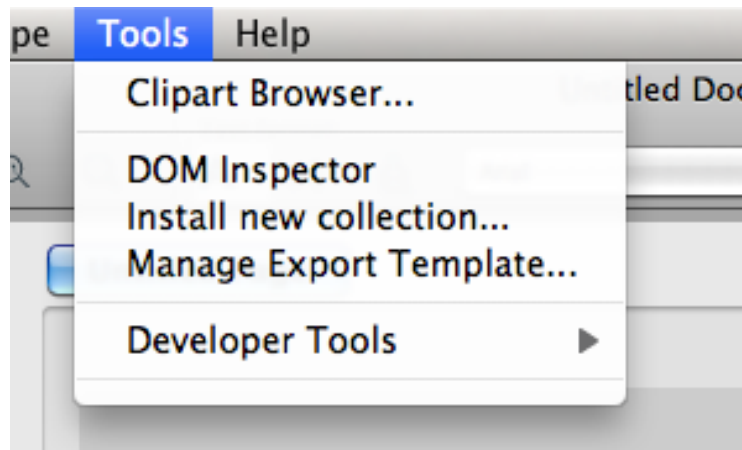
- Download Android 4.0 Stencils from
on the Pencil webpage



<http://pencil.evolus.vn/Stencils-Templates.html>

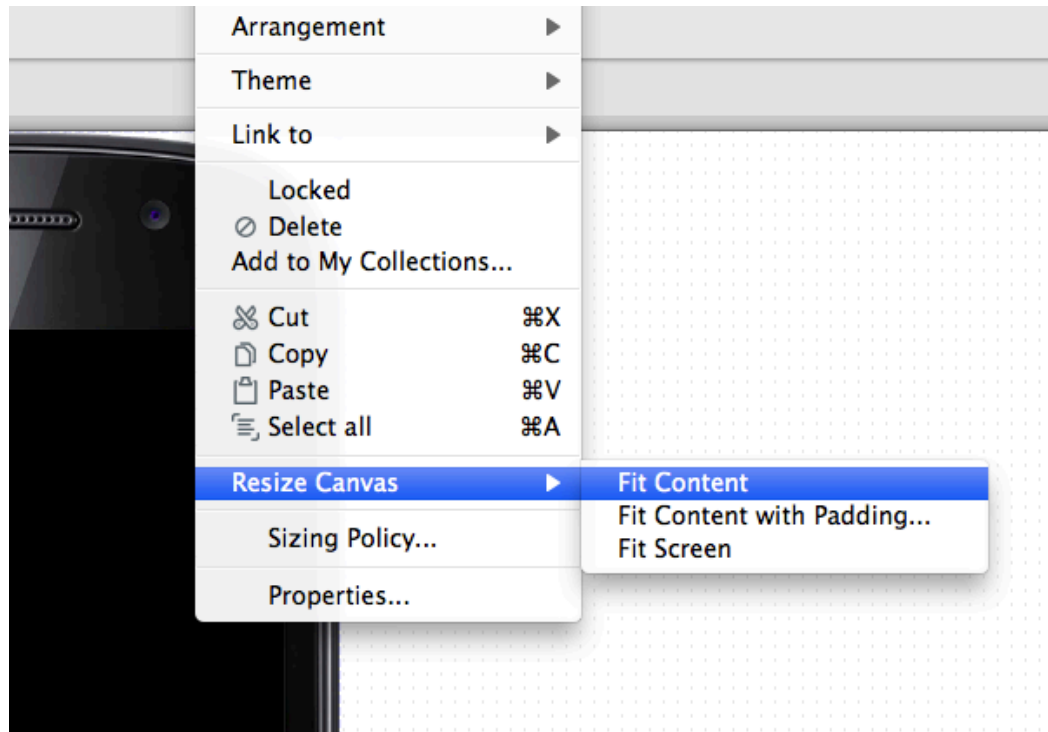
Install Pencil in Firefox

- Drag the Pencil-2.0-3-fx.xpi into firefox
- Install as Plugin
- Install the Android Stencils

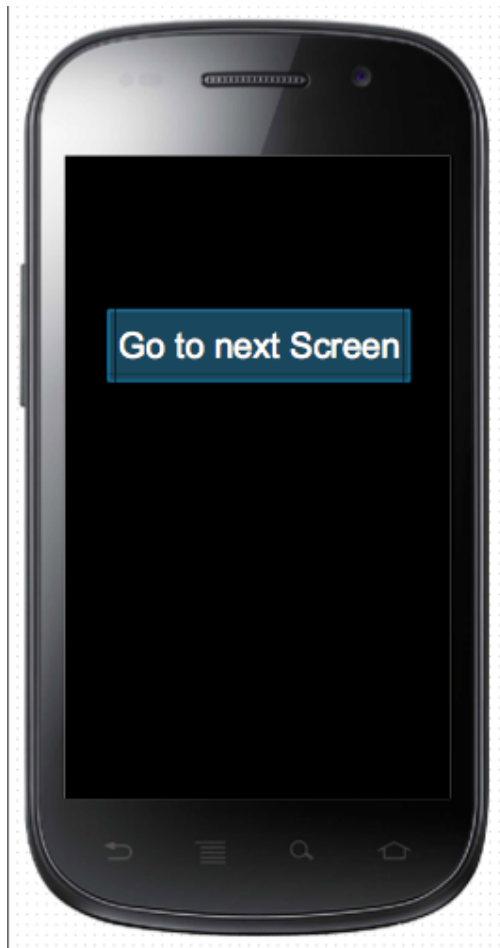


- Install the Android.GUI_v2.zip just downloaded

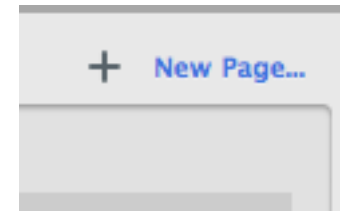
- If Device too big:



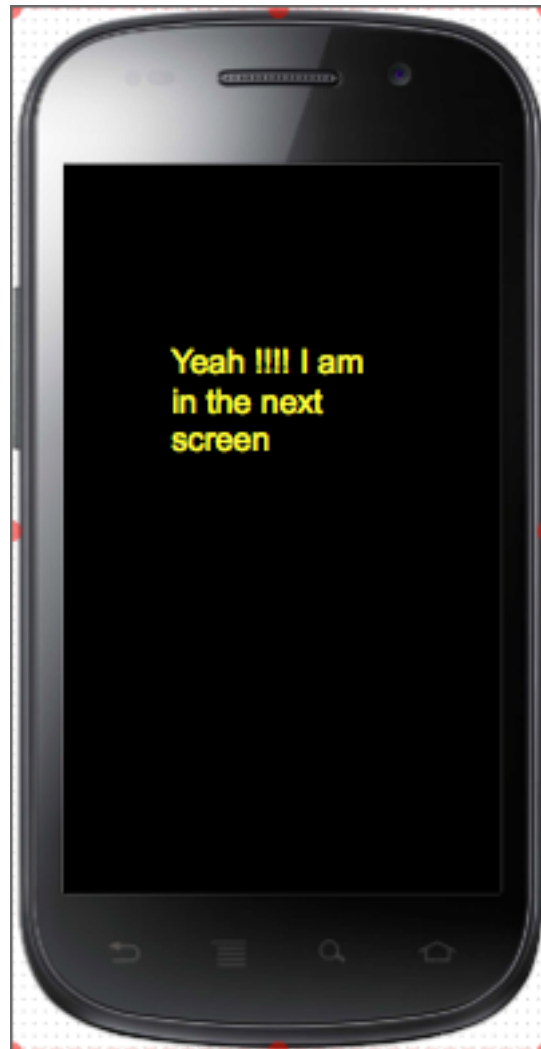
Create a screen with a button



Click New Page at the Top Right to create a new screen

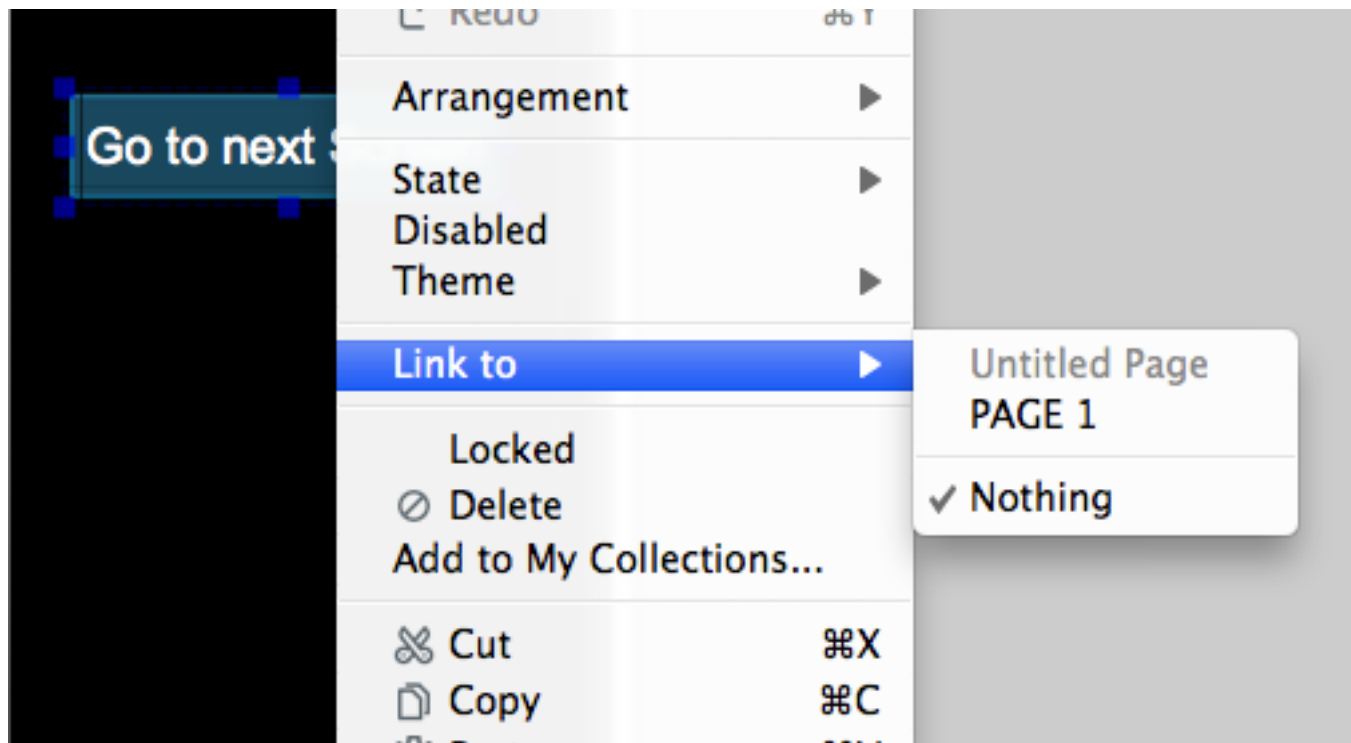


Create another Screen



Link the two screens

- Go to the first screen
- Right Click on the Button
- Select **Link to**
- Select the Next Screen(**PAGE 1** in this case)



Share

Introduction

Output format:

- ☐ Rasterized graphics (PNG files)
- ☒ Single web page
- ☐ Export to PDF
- ☐ Send to printer
- ☐ Multi-page SVG file
- ☐ OpenOffice.org document (ODT file)



No template has been installed for exporting to text documents.
Templates can be installed via Tools > Manage Export Templates...

Cancel

Go Back

Continue

Lets Try it

Homework

- Next class we will *sketch* an app
- Bring your own idea
- Or Choose top 2 or 3 apps you like from Android or IOS Market
- Lets *Sketch* it