

PROTOTYPING INTERFACES

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WHAT WE'RE GOING TO TALK ABOUT

We're UX practitioners, not developers.

Prototyping tools

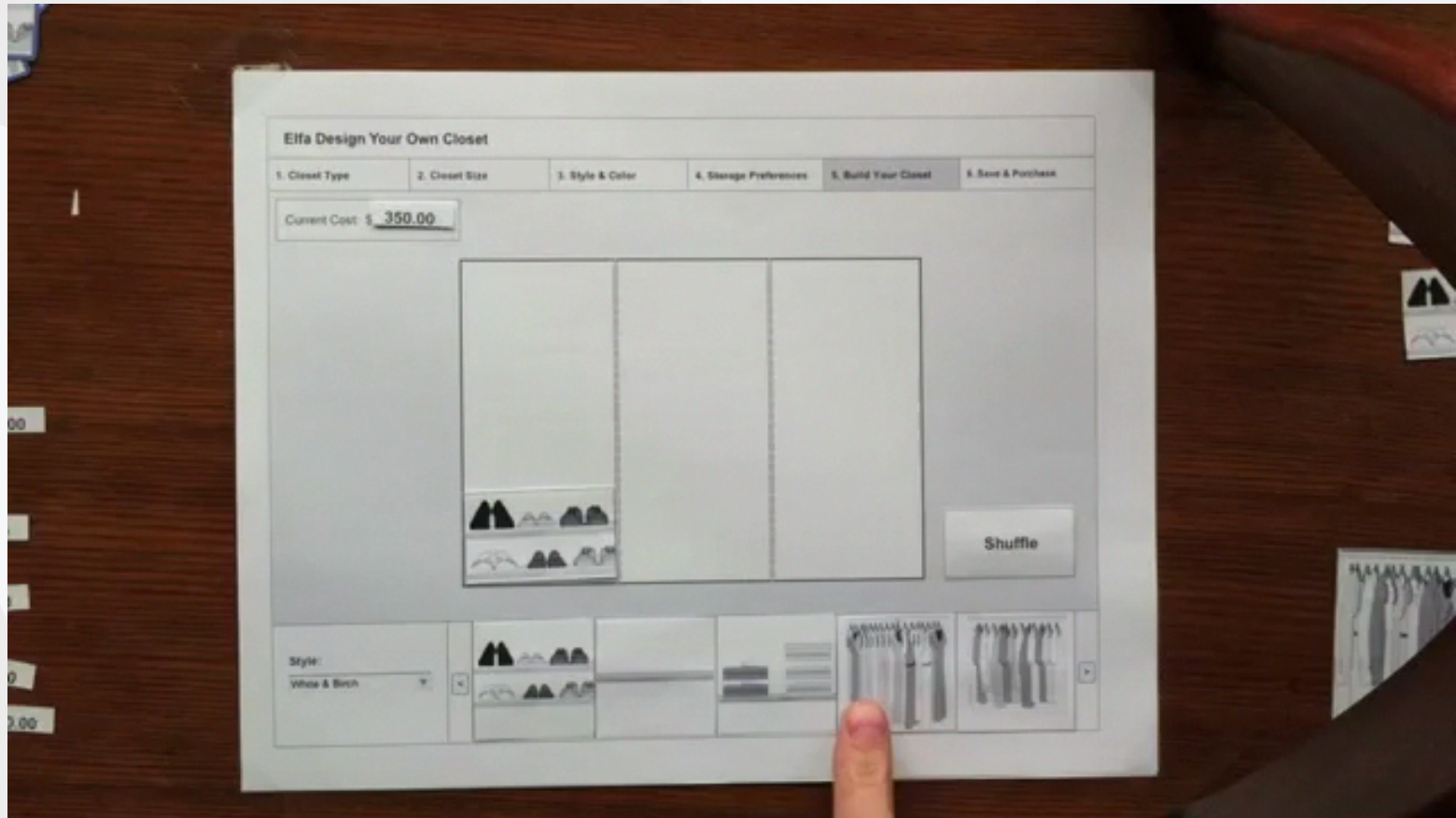
Practical production techniques

Real-world examples

Functional demonstration

Sample files you can use

WHAT IS A PROTOTYPE?



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Thanks Jonathan Cook

Focus

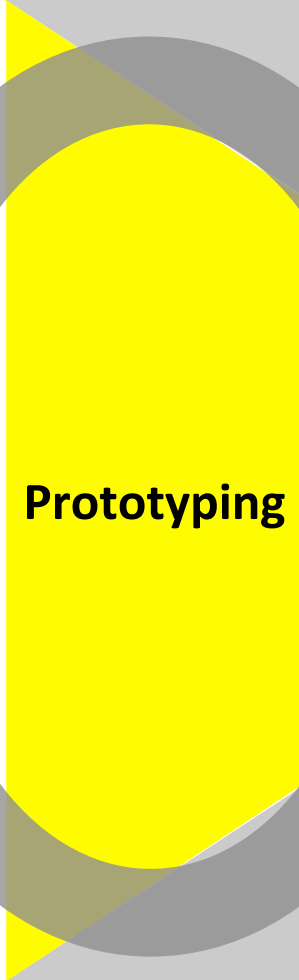
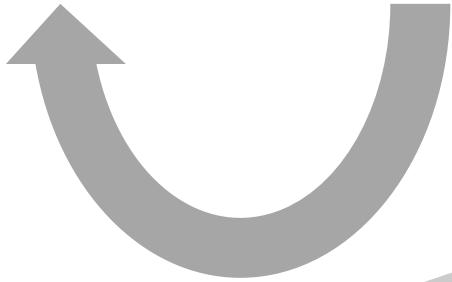
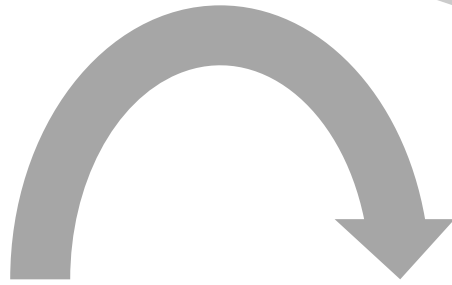
Research

Modeling

Ideation

Prototyping

Evaluation Specification



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SKETCHES VS. PROTOTYPES

Sketch

Evocative



Suggest



Explore



Question



Propose



Provoke



Tentative



Noncommittal



Prototype

Instructive

Describe

Refine

Answer

Test

Resolve

Specific

Depiction

WHY WE CREATE PROTOTYPES

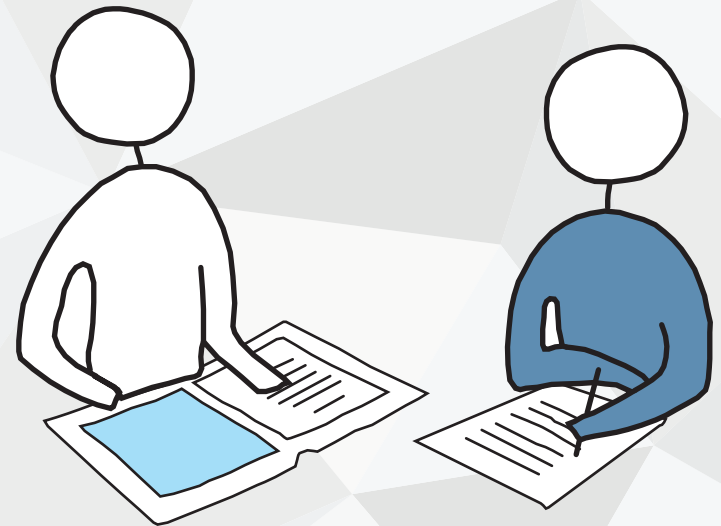
Work through a design

Communicate and document a design

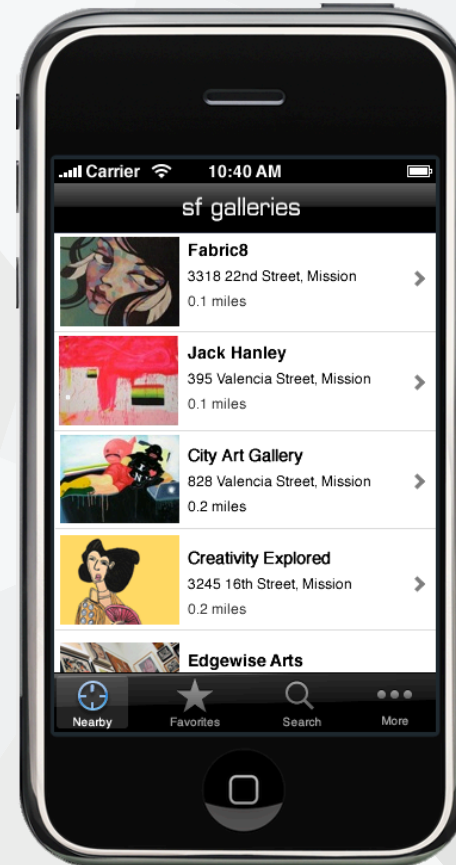
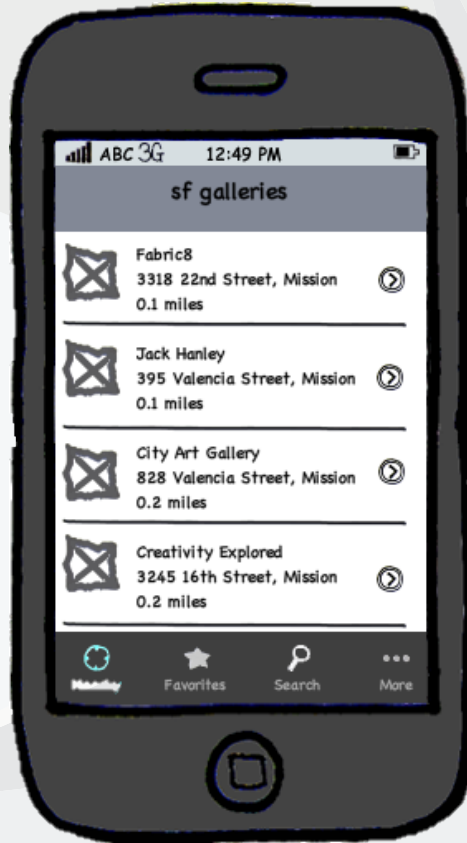
Evaluate usability

Gauge feasibility and value

Inspire participation and support



LOW FIDELITY VS. HIGH FIDELITY



GUIDING PRINCIPLES

Understand your audience

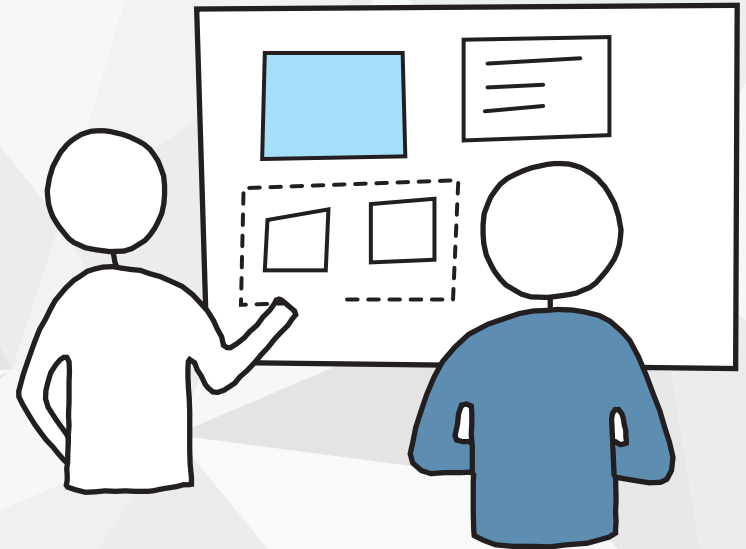
Start on paper

Set clear expectations

Pick the right level of fidelity

Faking it is the whole point

Prototype only what you need



PROTOTYPES AS DESIGN DOCUMENTS

Design goals

User personas

Sitemap/User Flows

Related documents

Change log

Annotations

Feedback



COMMON PITFALLS

Don't assume you can reuse your prototype

Stay as low fidelity as you can

Communicate how baked your design is



PROTOTYPING TOOLS

Applications

Axure

Balsamiq

Fireworks

Sketchflow

PowerPoint and Keynote

Omnigraffle and Visio

Frameworks

Bootstrap

script.aculo.us

PrototypeJS

BlueprintCSS

jQuery UI

960 Grid System

Remember to start with paper

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APPLICATIONS VS. FRAMEWORKS

Axure

GUI approach to managing complex transactional logic

Masters and panels

WYSIWIG wireframing

Bootstrap

Responsive design

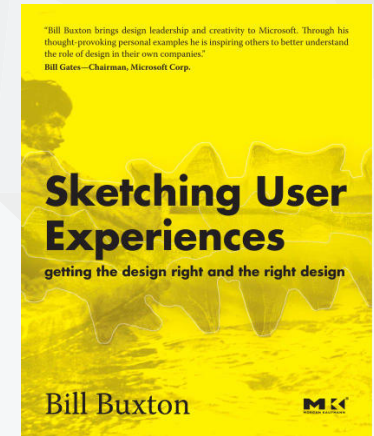
Live data

Quick to manage type and other styles

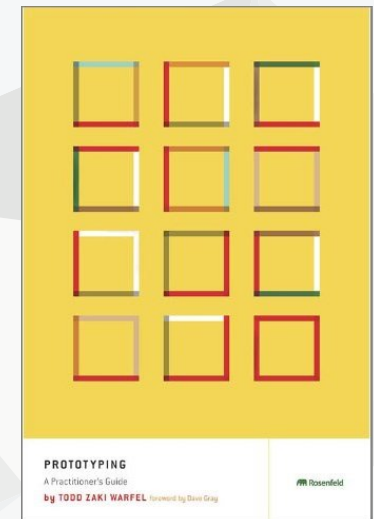
Use whatever you and your team can work with quickly

RESOURCES

Sketching User Experiences: getting the design right and the right design – Bill Buxton



Prototyping: A Practitioner's Guide –
Todd Zaki Warfel



How to Prototype and Influence People –
Blog post and talk by Aza Raskin:

<http://www.azarask.in/blog/post/how-to-prototype-and-influence-people/>

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DEMONSTRATION

Created in Axure RP

During the demo, check it out on your phone:

<http://share.axure.com/WPBUD3/home.html>

Afterward, we'll post the RP File so you can modify it.

You can get the Axure 6.5 Beta here:

<http://www.axure.com/download>

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Q&A

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THANK YOU

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