Digital Prototyping Tools

Interaction design SoSe 2016
Goals of Today

1. Evaluate & enhance your paper prototypes

2. Make interactive prototypes of your app
1. Create prototypes
2. Test and review
3. Revise and enhance
Sketches → Wireframes → Prototypes
Balsamiq

Demo: http://s3.amazonaws.com/build_ondeck/webdemo/editor.html
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.

**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_job_id=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 until Wednesday 29.06.2016, 23:59 pm