

[PROTOTYPE]

Was sind Prototype Programme



Interaktive Mock-ups und Simulationen vom finalen Produkt,
unabhängig vom Fidelitätslevel.

Wozu gibt es

Prototype Programme



Pitch an idea

Um Kunden zu demonstrieren wie eine Idee funktioniert.

User testing

Um ein Produkt zu testen und zu verbessern.

Wozu gibt es

Prototype Programme



Proof of concept

Jemand anderen vom Konzept überzeugen.

Test logic and flow

Testen ob das Produkt verständlich und logisch ist.

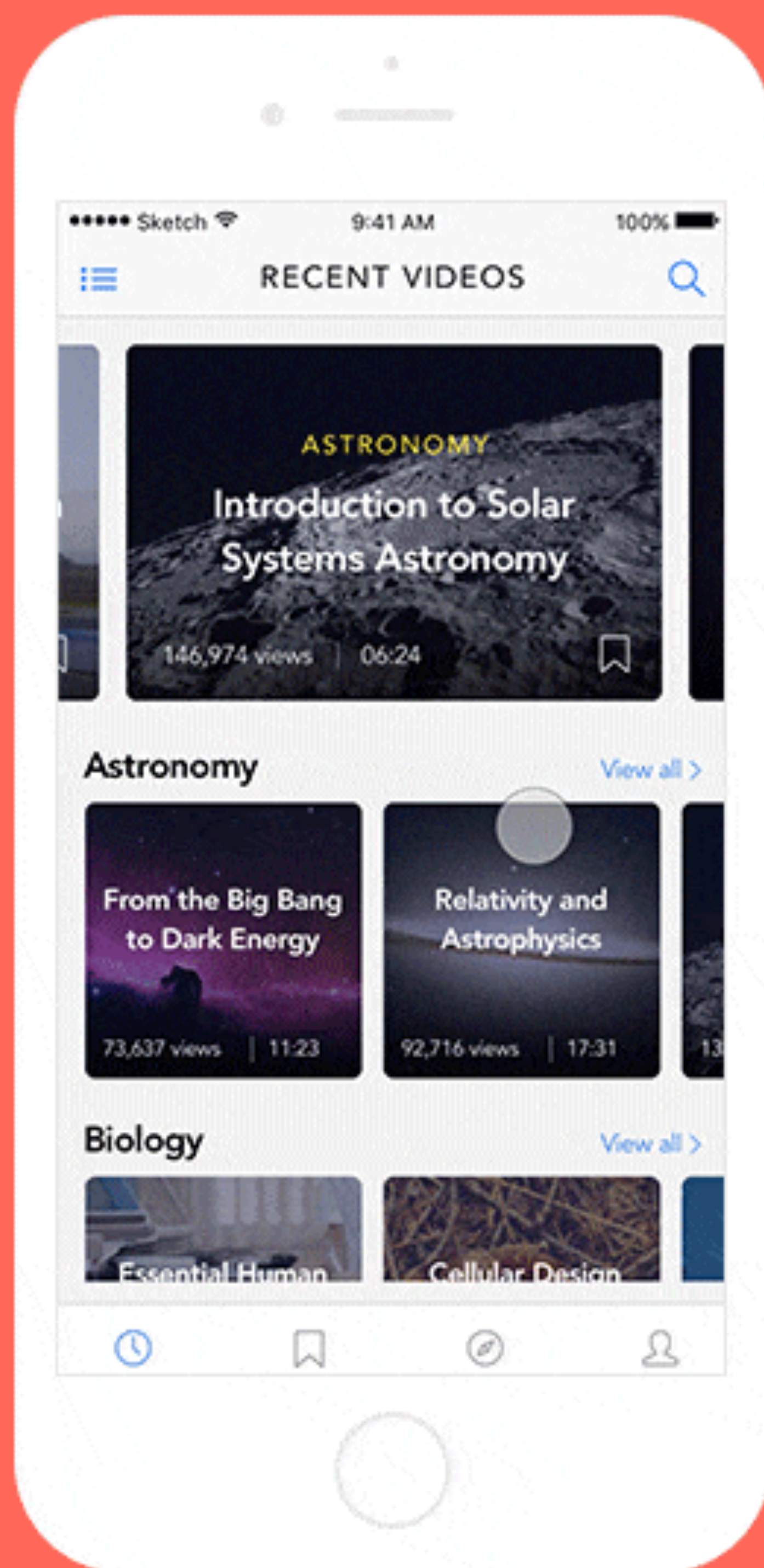
Einteilung von Prototype Programmen



Seitenbasiert

Invision, Marvel, Justinmind

Am besten geeignet um einen klickbaren Seite-zu-Seite Prototypen zu bauen. In der Regel werden sehr einfache Animationen und Wireframes benutzt.



Einteilung von Prototype Programmen



Ebenenbasiert

Principle, Atomic, Proto.io, Flinto for mac

Werden benutzt um komplexere und gleichzeitig ablaufende Animation zu zeigen. Haben idr. einen höheren Fidelitätslevel und sind zeitaufwendiger zu bauen als die seitenbasierten Prototypen.



9:40 PM

Bluetooth 100%



14 Feb, 2016



Add new goal



Drink a glass of water



Do exercises

Einteilung von Prototype Programmen



Codebasiert

Framer.js, Origami

Die Prototypen werden mit richtigen Code erstellt, der später auch verwendet werden kann. Man kommt dem finalen Produkt am nächsten und die möglichkeiten sind fast grenzenlos.


```

90
91 xwing = new car
92   ~ animate: true
93   ~ sprite: "starWars_xWing"
94   ~ repeat: true
95   ~ route: false
96   ~ speed: 16
97   ~ path: [
98     ~ [-122.42196321, 37.77561648],
99     ~ [-122.48787159, 37.77493886]
100   ]
101
102 car_vintage = new car
103   ~ animate: true
104   ~ sprite: "car_vintage"
105   ~ repeat: true
106   ~ speed: 12
107   ~ path: [
108     ~ [-122.42342234, 37.76881779],
109     ~ [-122.41767168, 37.78481144]
110   ]
111
112 car_bikerack = new car
113   ~ animate: true
114   ~ sprite: "car_bikeRack"
115   ~ repeat: true
116   ~ route: false
117   ~ speed: 13
118   ~ path: [
119     ~ [-122.42769241, 37.78348893],
120     ~ [-122.41782188, 37.79318867]
121   ]
122
123 # when map is dragged, enable center me
124 canvas.on 'touchmove', =>

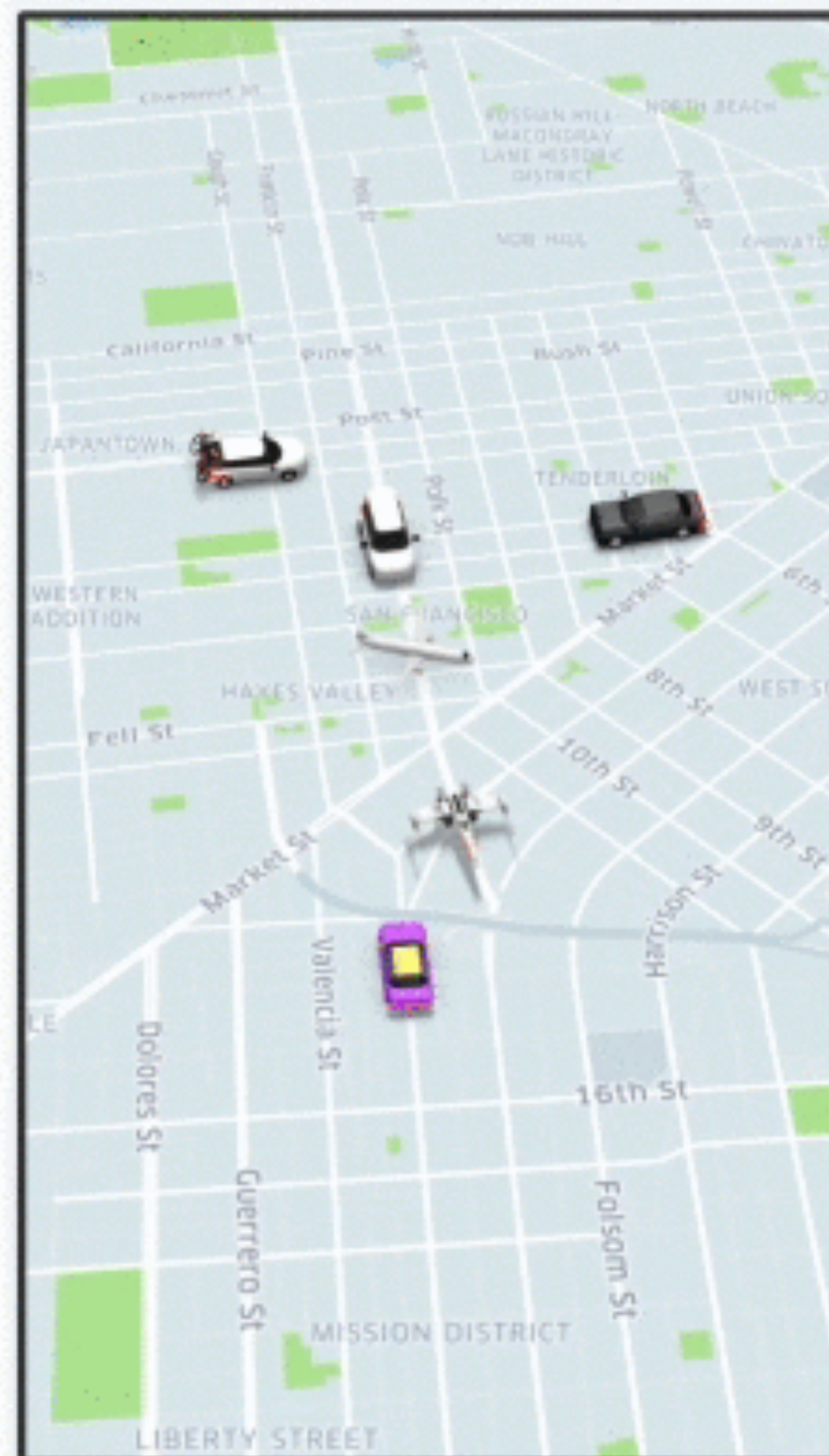
```

No Errors 3083ms

```

centerMe
car_bikerack
car_vintage
xwing
car_wav
car_lux
car_airplane
mapFade
canvas

```



Liste von Prototyping Programmen

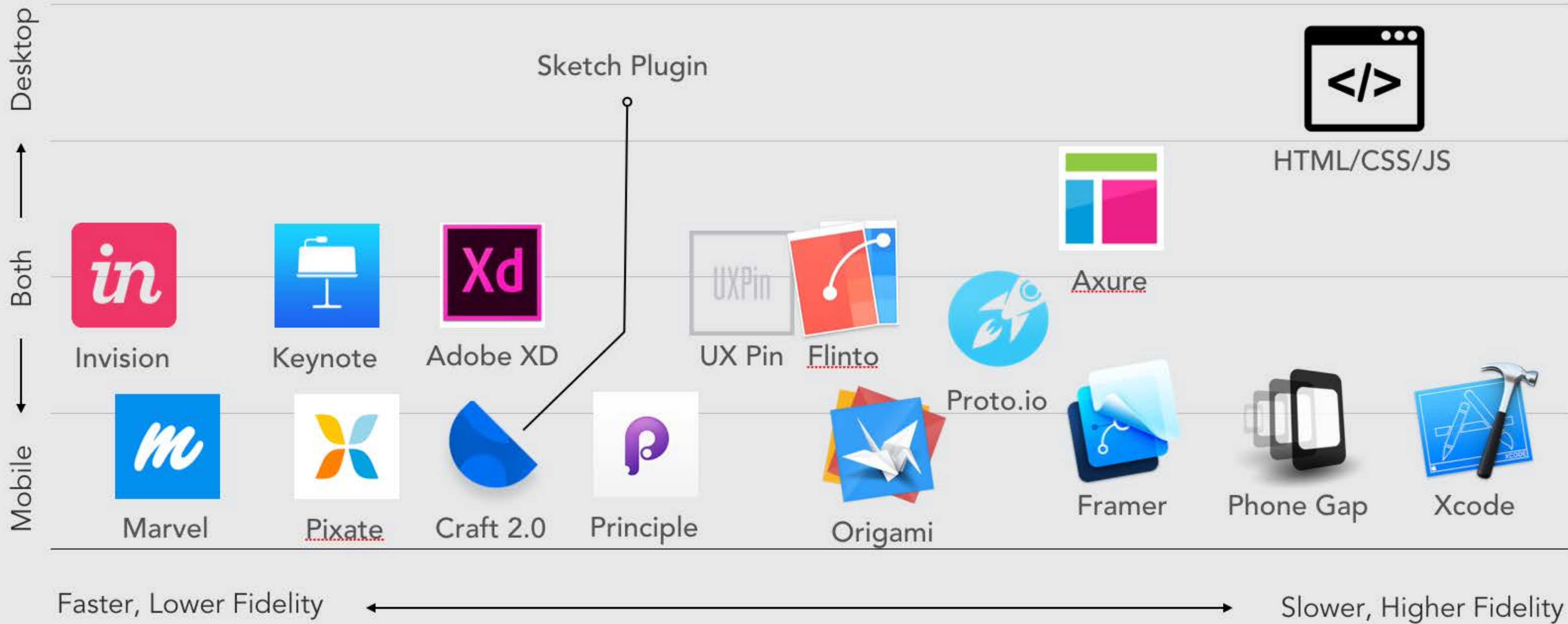


Adobe XD (Beta)	Easee	Kite Compositor	Prott
Antetype	Evolus Pencil	Marvel	Ratchet
App Cooker	Flinto for Mac	Mockingbird	Solidify
Atomic	Flinto Lite	Mockplus	UX App
Avocado	Fluid UI	Moqups	UXPin
Axure	Form	Neonto	Vectr
Balsamiq Mockups	Framer	Origami	Weld
Briefs	Framework7	Pidoco	Webflow
Canvas Flip	HotGloo	POP	—
Codiqa Web	Indigo Studio	Principle	Adobe After Effects
Codiqa Desktop	InVision / Craft	Proto.io	Hype
Concept.ly	iRise	ProtoPie (Beta)	Keynote
Demonstrate	JustInMind	Protoshare	Pixate (Eingestellt)

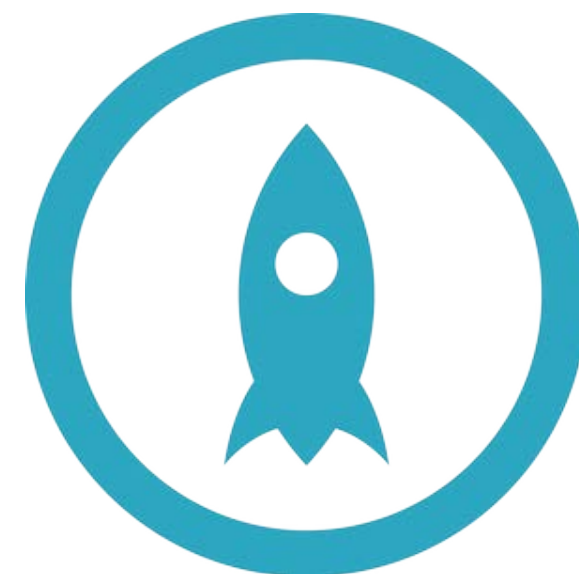
Was ist das beste Prototyping Programm



Es geht nicht darum herauszufinden welches das beste ist,
sondern welches Programm für euch und euer Projekt das beste ist.



Was ist das beste Prototype Programm



Merkmale von Prototype Programmen



1 – Bedienbarkeit

- Wie lange dauert es das Programm zu erlernen?
- Braucht man Programmierkenntnisse?

Merkmale von Prototype Programmen



2 – Verwendung

- Auf welchen Systemen läuft es?
- Wie lange dauert es einen Prototyp zu erstellen?
- Wofür bauche ich es?

[Desktop, Mobile, Beides, Responsive]

[Seitennavigation, Logik, Interation / Animation]

Merkmale von Prototype Programmen



3 – Fidelität

Reichen Wireframes die das Layout und die Struktur zeigen oder braucht man etwas, dass Details und komplexere Interaktion zeigt?

Merkmale von Prototype Programmen



4 – Sharing

- Arbeitet man gemeinsam an einem Prototypen?
- Muss der Prototype mit Kunden geteilt werden?
- Was braucht man für ein User-Test?

Merkmale von Prototype Programmen



5 – Kosten

- Gibt es eine Testphase?
- Was kostet das Programm?
- Gibt es ein Studenten Rabatt?

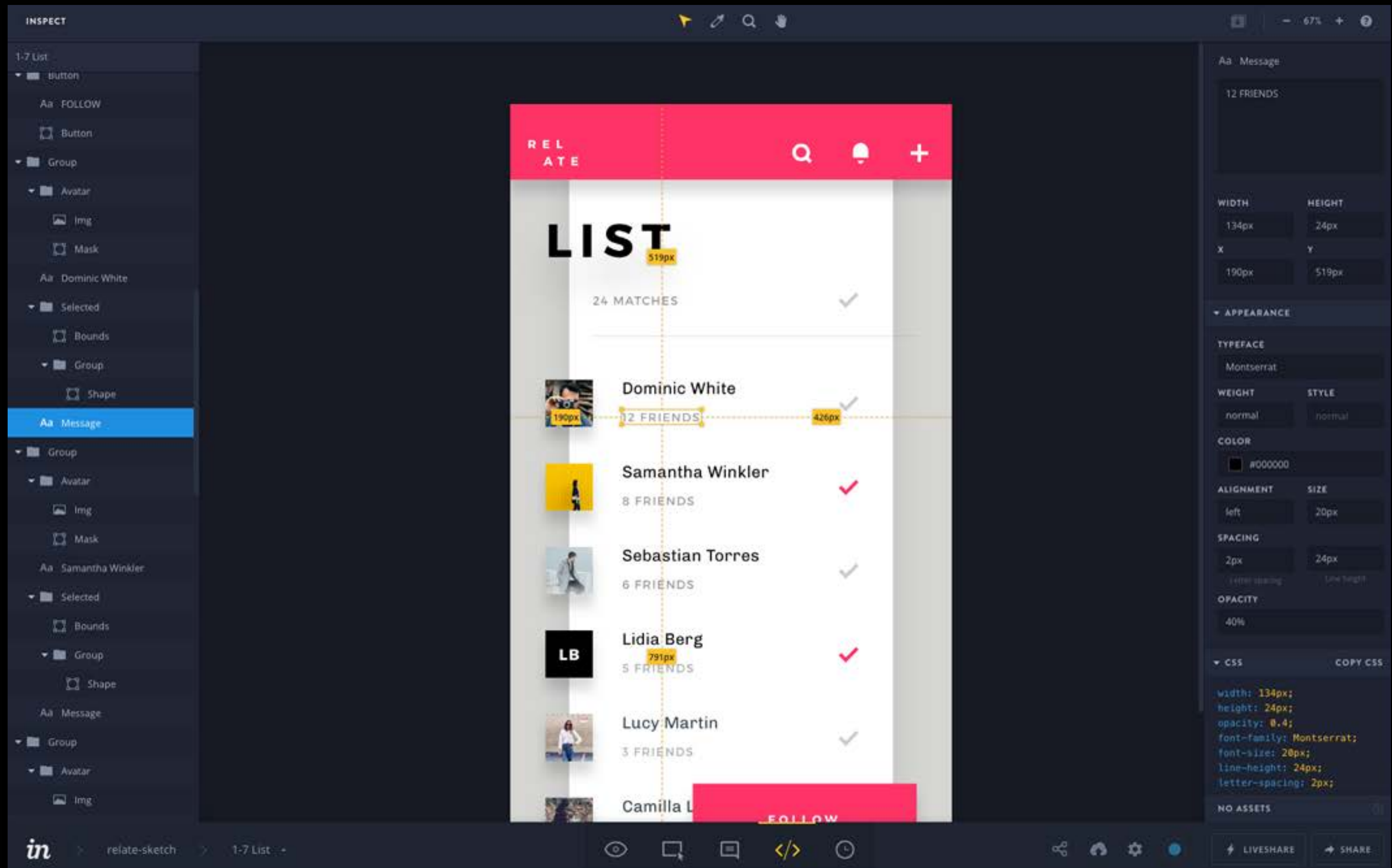
Seitenbasierte Prototype Programme



InVision



invisionapp.com



MacBook

Craft



invisionapp.com/craft

Insert

16%

Edit

Transform

Rotate

Flatten

Union

Subtract

Intersect

Difference

Mirror

Share

View

Export

Page 1

▶ 3-1 Login

▶ 3-2 Create Account

▶ 3-3 Walkthrough

▶ 3-4 Profile

▶ 3-5 Home

▶ 3-6 Chat

▶ 3-7 Compose

▶ 3-8 Capture

▶ 3-9 Gallery

▶ 3-10 Stats

▶ 3-11 Settings

▶ 3-12 Navigate

3-1 Login

Chat

USERNAME

olivia@app.com

PASSWORD

Get Started

Create Account

Forgot Password

3-2 Create Account

1 of 3

NAME

Rachel, Amy, Michael

Yesterday

what is the name of this

3-3 Walkthrough

Styles

Color Palette

8 colors

Fonts

3 typefaces

Text Styles

24 styles

Sync Styles

Powered by

INVISIONLABS

3-4 Profile

Profile

Olivia Robinson

Product Manager

London

145k

FOLLOWERS

1,679

FOLLOWING

765

LIKES

3-7 Compose

Position

X

Y

Size

Width

Height

Transform

Rotate

Flip

Opacity

Blending

Normal

Fills

Borders

Shadows

Inner Shadows

Gaussian Blur

MacBook

Ebenenbasierte Prototype Programme



Flinto



flinto.com



Principle

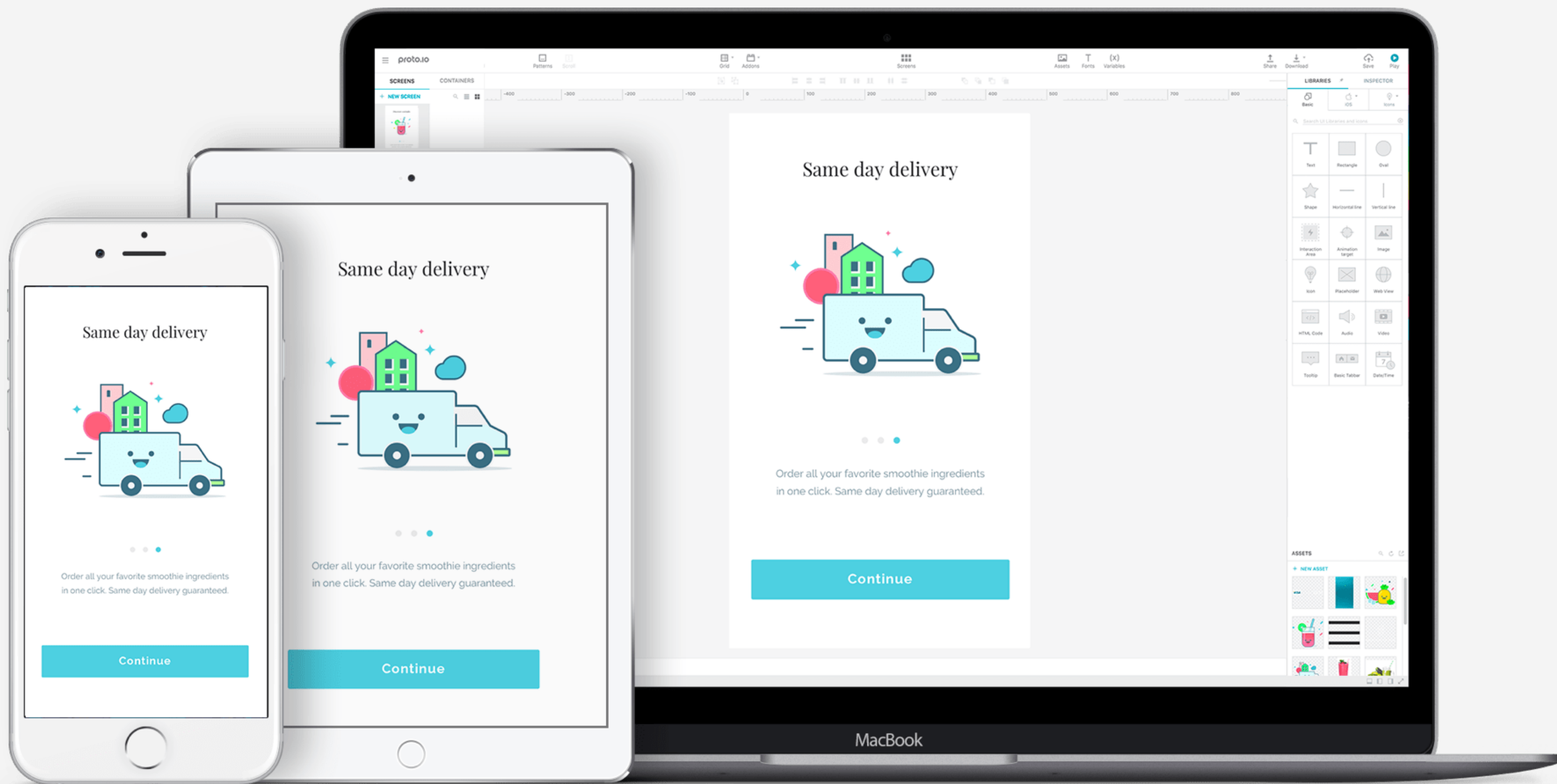




MacBook

Proto.io





Atomic



atomic.io

go-booking-flow1

PAGESLAYERS

Dates 1

Dates 2

Dates 3

How many staying?

CREATE:COMPONENTMASKSCROLLGROUP

Cancel

Dates

When do you leave?

June

M T W T F S S

12345

6789101112

13141516171819

20212223242526

27282930

July

PreviousNext

LAYOUT

X20PX

Y230PX

W334PX

H437PX

ROTATE0°

APPEARANCE

OPACITY100%

RADIUS0PX

Click or Tap

Swipe Left

Swipe Right

Swipe Up

Swipe Down

Mouse Over

Mouse Out

Double Click or Tap

Tap and Hold

Right Click

HISTORY

PREVIEWCOMMENTS SHARE

MacBook

Webflow



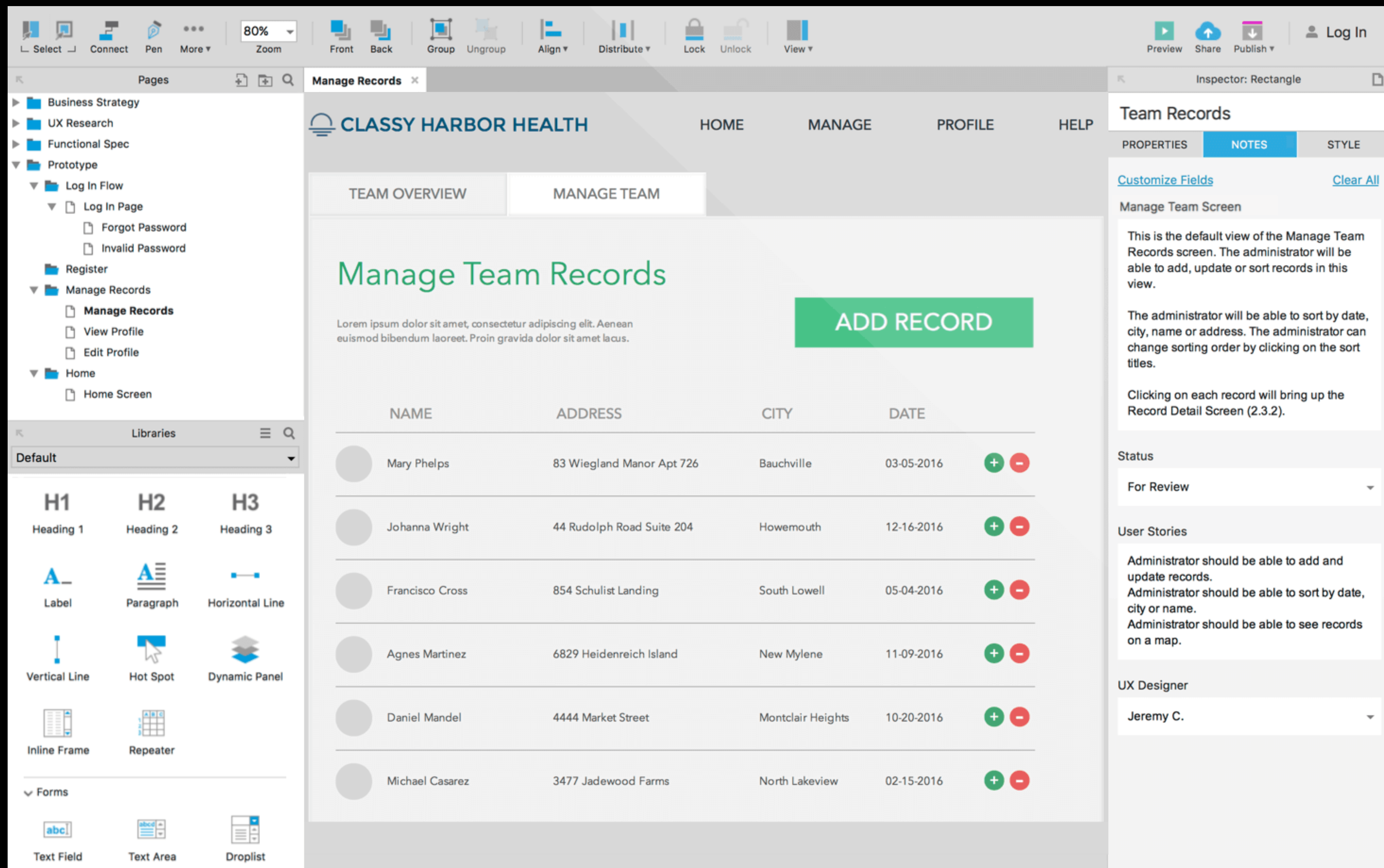
webflow.com

Codebasierte Prototype Programme



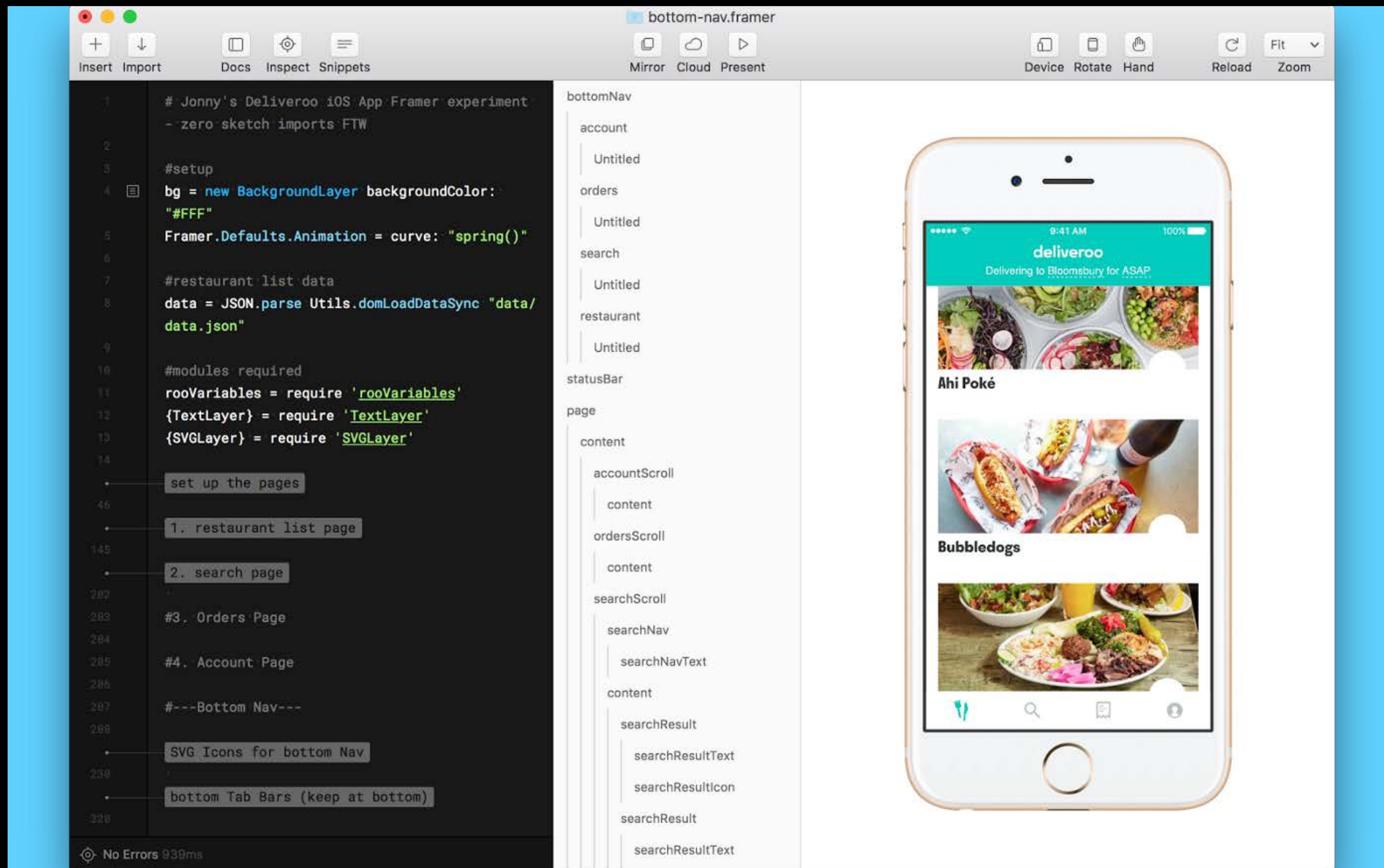
Axure





Framer





Origami Studio



origami.design

Google Pixel

Facebook Notifications

Search

John Anthony Evans likes your comment: "Loops in Origami Studio are sweet!"

8 minutes ago

Julius Tarnig likes your post in Loop Enthusiasts: "Have you checked out loo..."

16 minutes ago

Kara Fong reacted to your post in Loop Enthusiasts: "Just made this using loop..."

2 hours ago

Matej Hrescak loves your photo in Infinite Loops: "Did you know you can drag and..."

Yesterday at 7:12 PM

Myles Larson reacted to your post in Puss 'n' Loops: "Cross-posting from Lo..."

Yesterday at 3:19 PM

Shali Nguyen likes your comment "What's the deal with repeating things over and..."

Yesterday at 11:46 AM

Loop

Count 6

Index 0

80

0

0

116

116

Notification

Search Library

Point 3D

Point 3D Unpack

Point Unpack

Pop Animation

Pop Switch

Power

Progress

Pulse

RGB Color

Random

Repeating Motion

Repeating Pulse

Reverse Progress

Pop Animation

Number 0

Progress 0

Bounciness 5

Speed 10

Interaction

Layer Notific...

Enable

Down

Tap

Position

Force

Switch

Flip

On / Off

Turn On

Turn Off

Transition

Progress 0

Start

End

Transition

Progress 0

Start

Background

Color

Timestamp Text

Aa

Back

Touch

Enable

Position X0

Y24

Anchor

Size W50

H48

Setup Mo...

Chrome

Screen 2

Position X360

Y0

Back

Navigation Bar

Color Fill

Screen 1

Scale 1

Color Fill

In the end, prototyping is just about communicating something.



Beware of prototyping just for the sake of prototyping!
*Prototypes exist for the sake of **proving a concept,***
communicating an idea, or testing an approach.
Everything else is wasted time.

Joe Salowitz

User Experience Architect, Digital Consultant, Speaker, Teacher & Thinker @universalmind

Quellen 1/2



Designer's Toolkit: Prototyping Tools

<https://www.cooper.com/prototyping-tools>

Find the Prototyping Tool You Need

<http://prototypingtools.co/>

10 top prototyping tools

<http://www.creativebloq.com/web-design/top-10-prototyping-tools-2016-21619216>

FramerJS versus Principle for Mac

<https://medium.com/@rhysmerritt/framerjs-versus-principle-for-mac-63371b13883>

Three more prototyping tools compared

<https://medium.com/sketch-app-sources/three-more-app-prototyping-tools-compared-principle-flinto-for-mac-tumult-hype-f73bc056bb42>

Prototyping with Principle vs Atomic

<https://medium.com/mossio-posts/prototyping-with-principle-vs-atomic-b61aa5fabf60>

16 Prototyping Tools & How Each Can Be Used

<https://blog.prototypr.io/14-prototyping-tools-how-each-can-be-used-1c804fab33a6>

Quellen 2/2



Five app prototyping tools compared

<https://medium.com/sketch-app-sources/five-app-prototyping-tools-compared-form-framer-origami-pixate-proto-io-c2acc9062c61>

9 Best Prototyping Tools for 2017: Which Is Right For Your Style?

<http://blog.lemonstand.com/9-best-prototyping-tools-2017/>

What a Prototype Is (and Is Not)

<http://uxmag.com/articles/what-a-prototype-is-and-is-not>

The 7 Best Prototyping Tools for UI and UX Designers in 2016

<https://blog.prototypr.io/the-7-best-prototyping-tools-for-ui-and-ux-designers-in-2016-701263ae65e8>

In Search Of The Best Prototyping Tool: Principle Vs Flinto Vs Pixate Vs Atomic

<http://blog.yummygum.com/post/128773938014/in-search-of-the-best-prototyping-tool-principle>

How To Prototype UI Animations In Keynote

<https://www.smashingmagazine.com/2015/08/animating-in-keynote/>

[DANK E]