

Input Prototyping Tools

with Marcial Koch

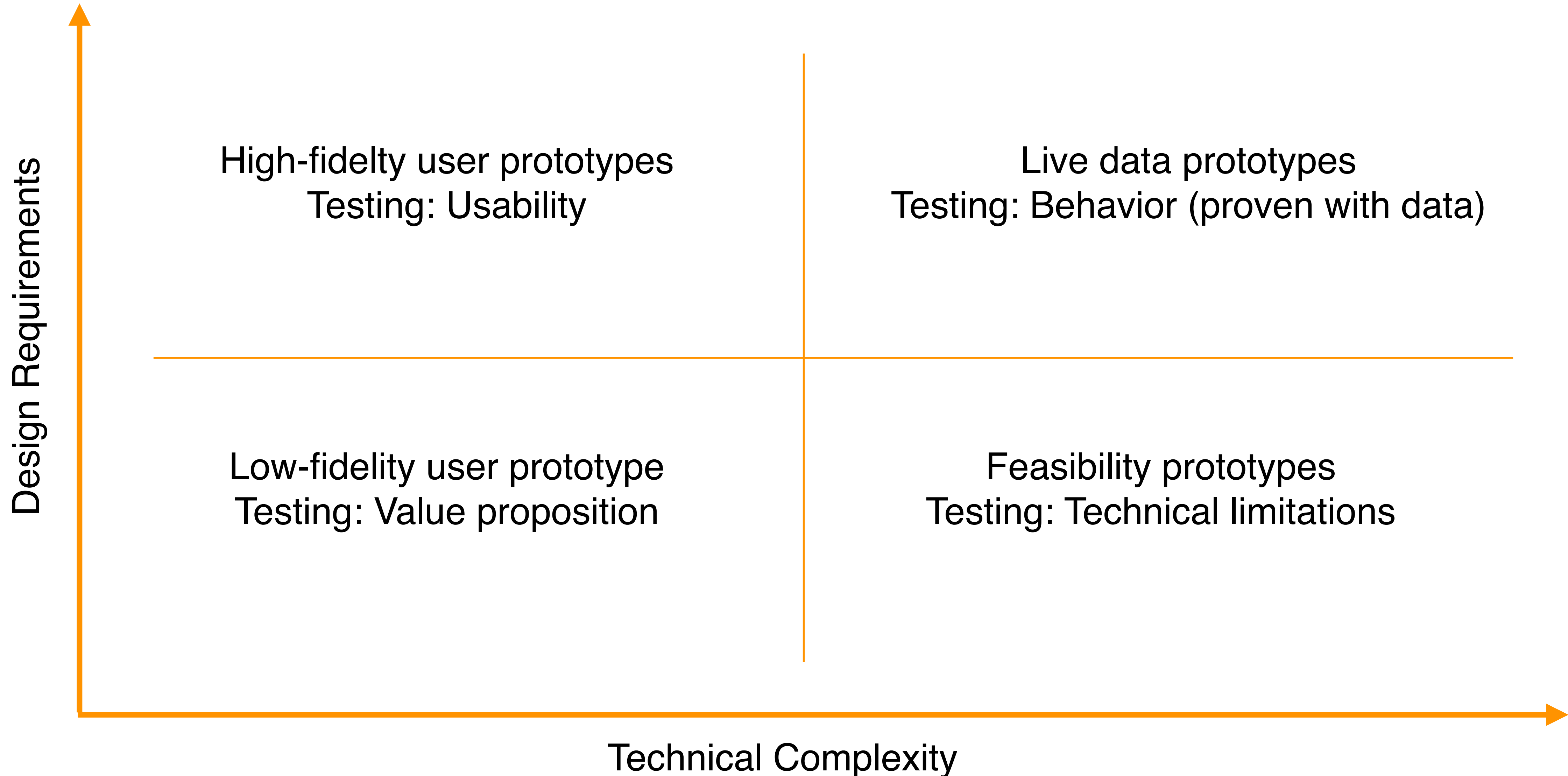
«If a picture is worth a thousand words, a prototype is worth a thousand meetings»

IDEO principle

Different Types of Prototypes

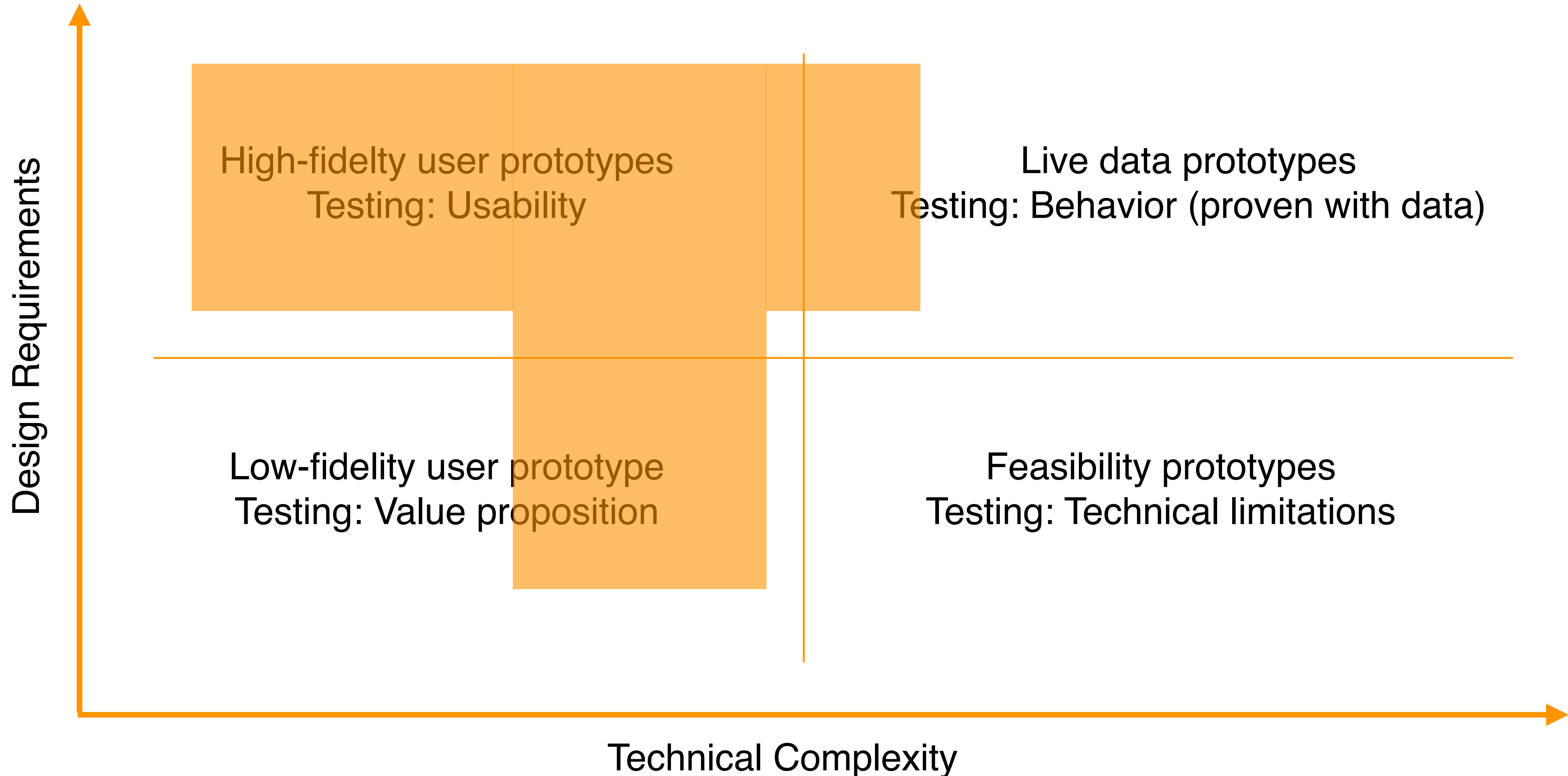
- Sketches and Diagrams
- Physical Prototypes
- Screen Prototypes
- Video Prototypes
-

4 different levels of product prototypes



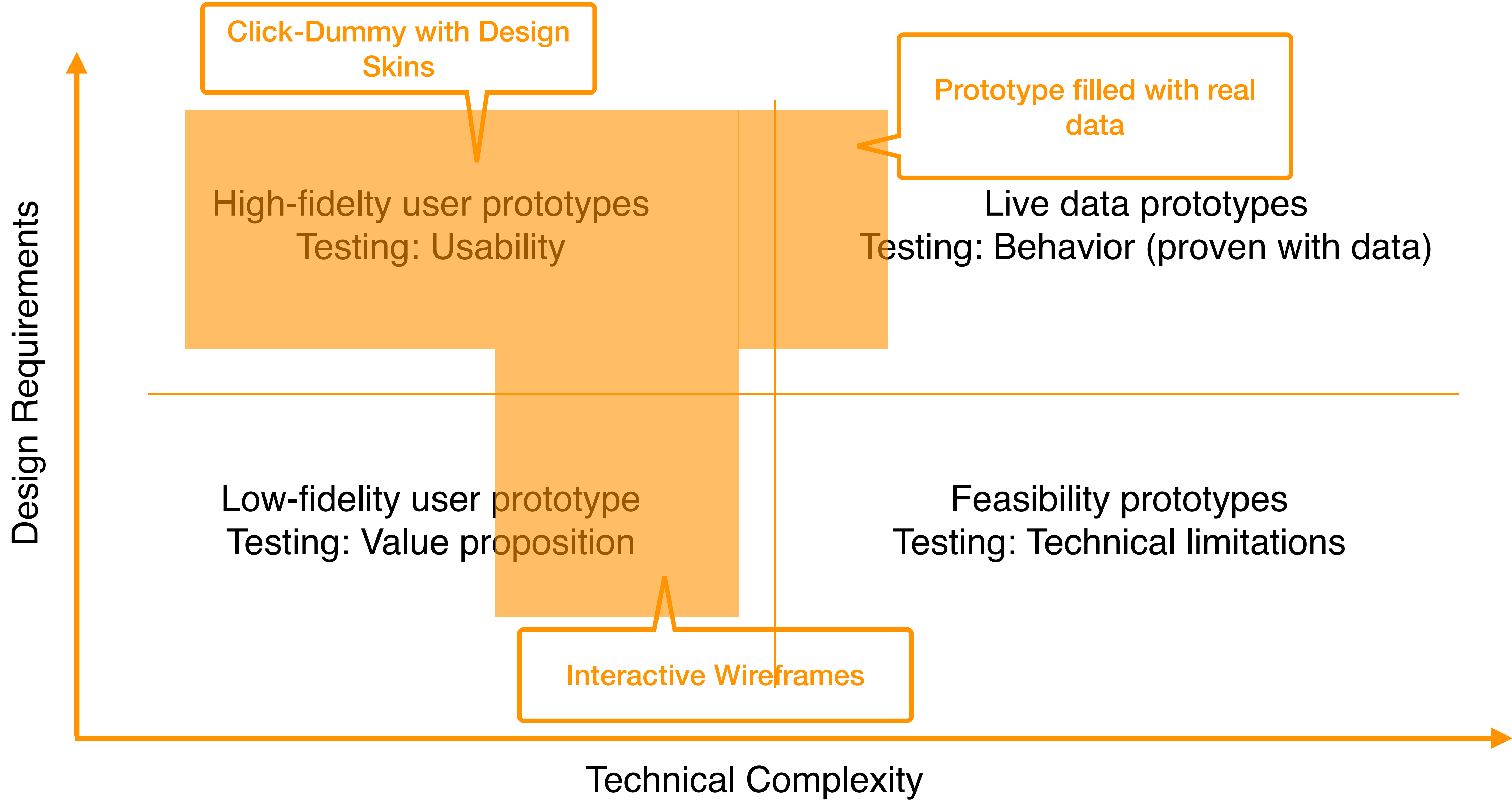
Source: https://www.reforge.com/brief/the-4-different-types-of-product-prototypes#8XEsd_zB7oZokWJ4wZFBFQ

4 different levels of product prototypes



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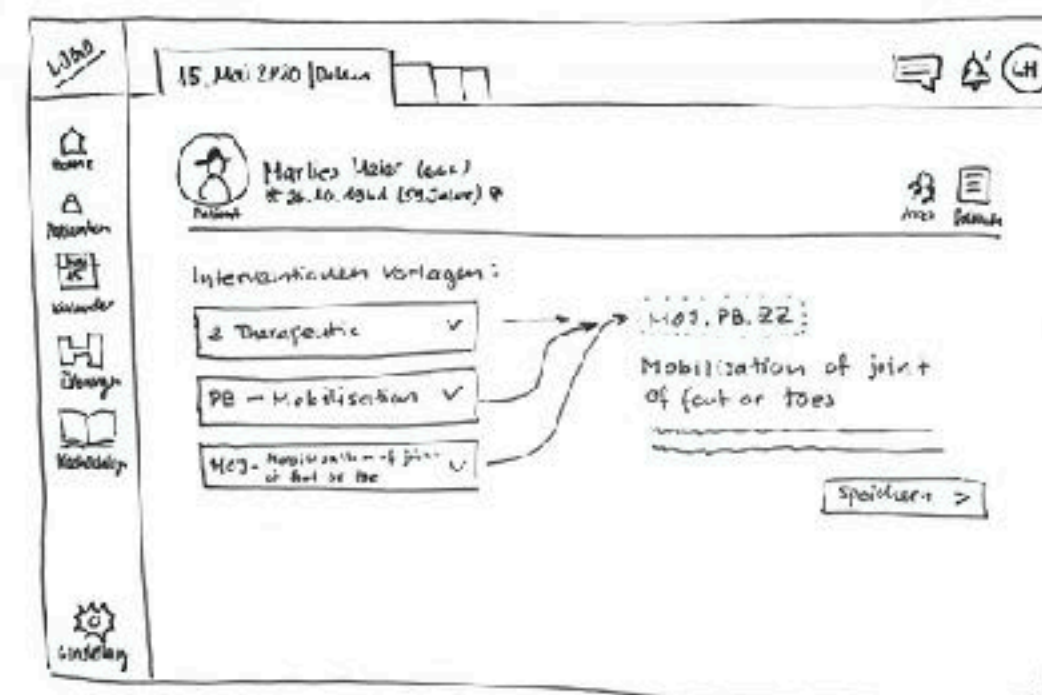
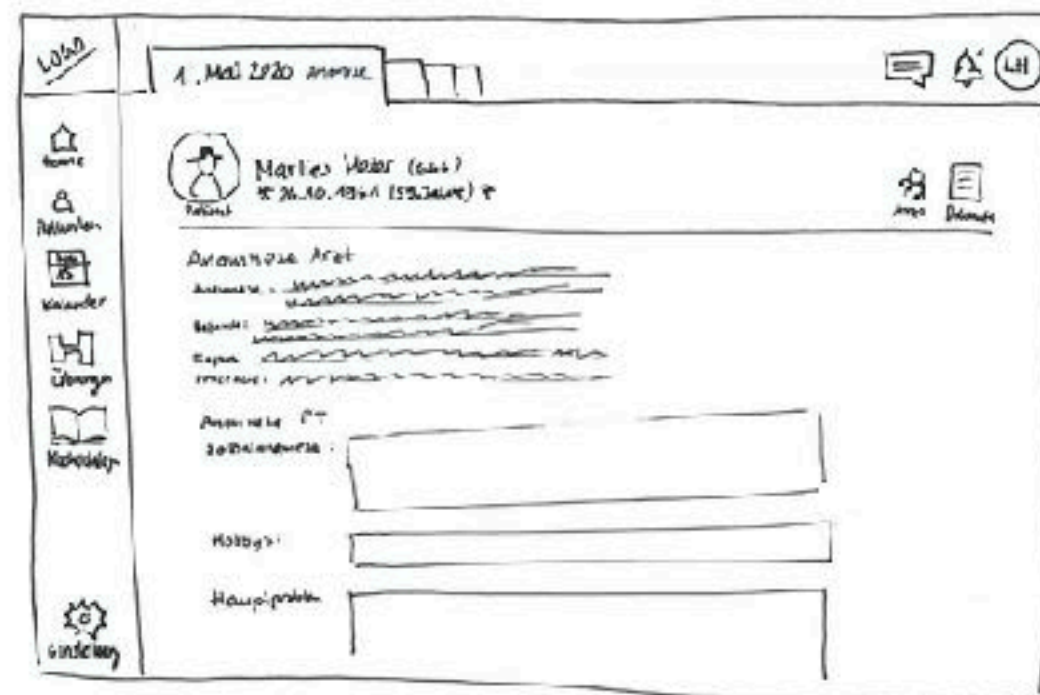
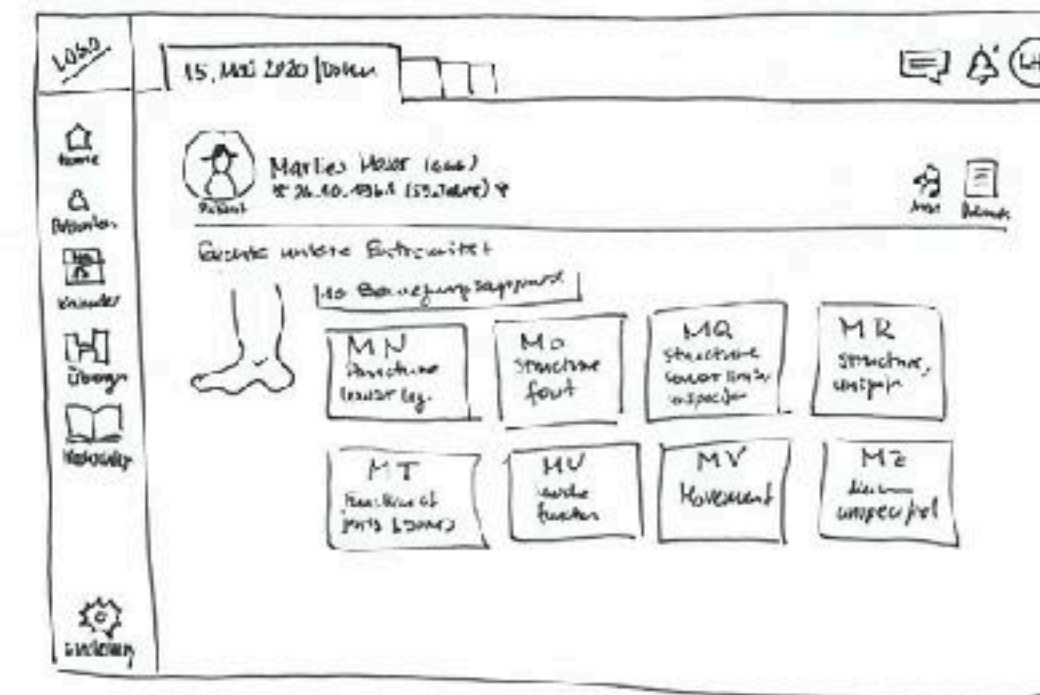
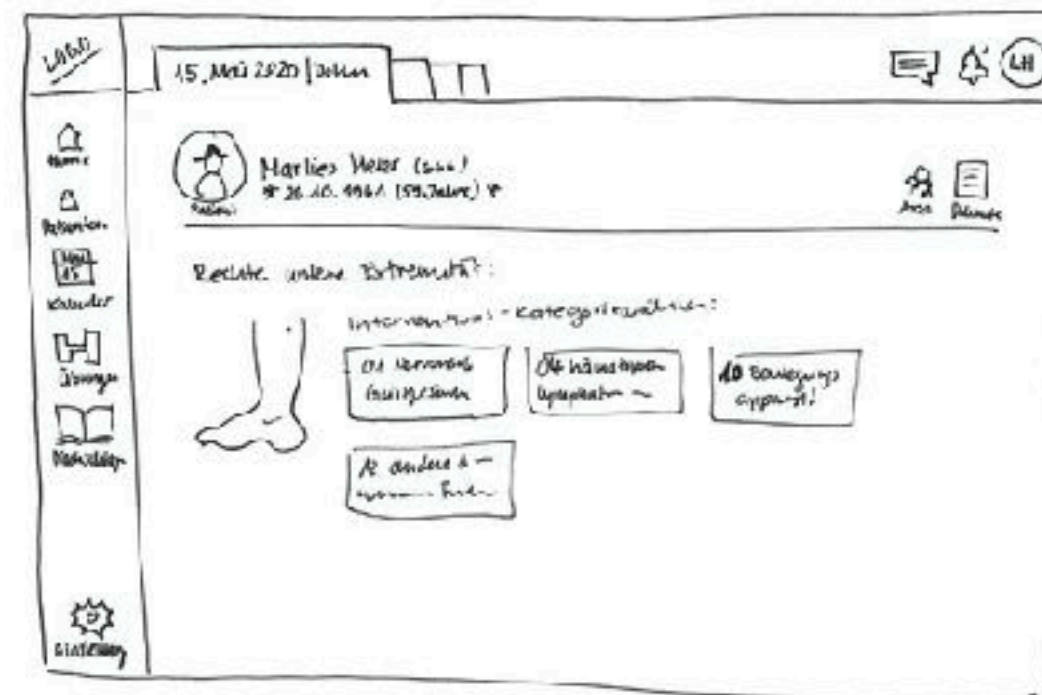
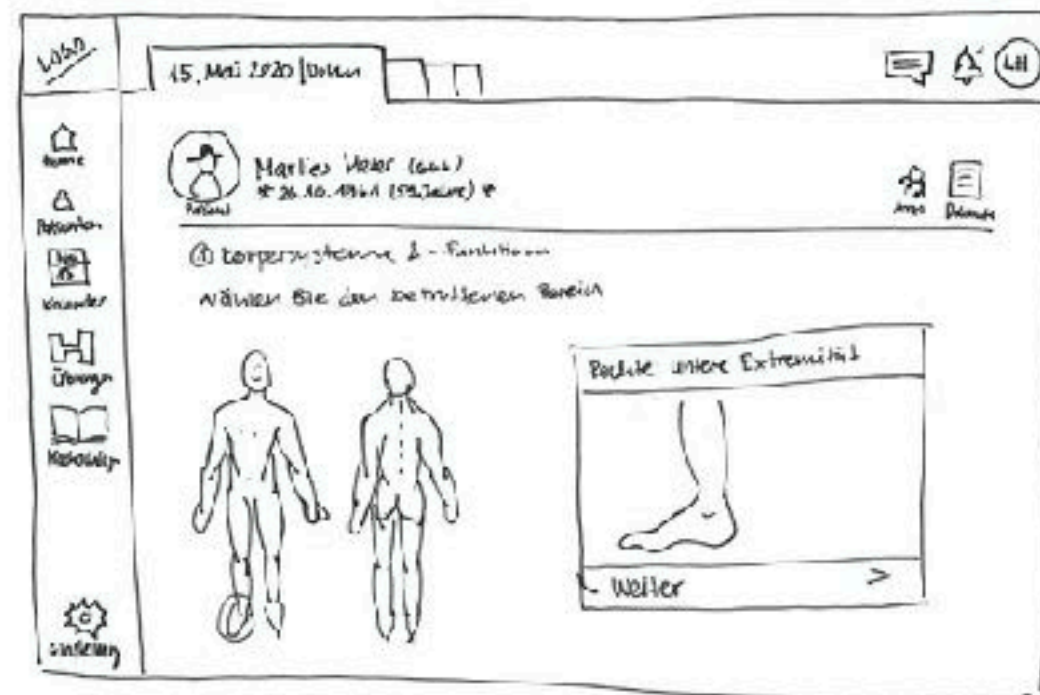
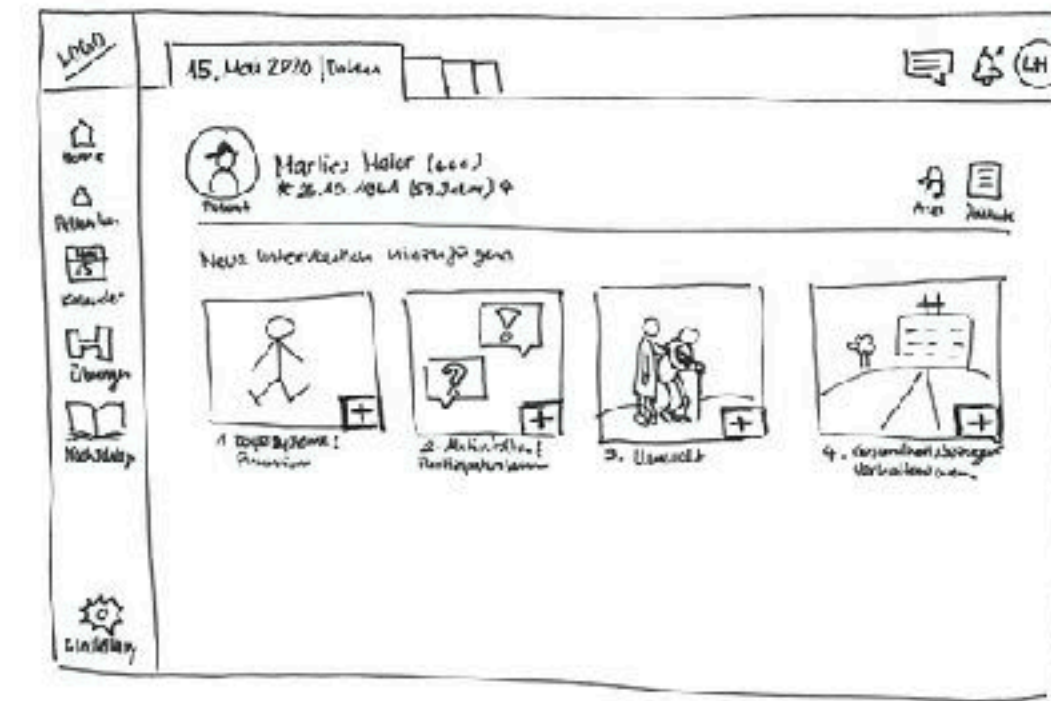
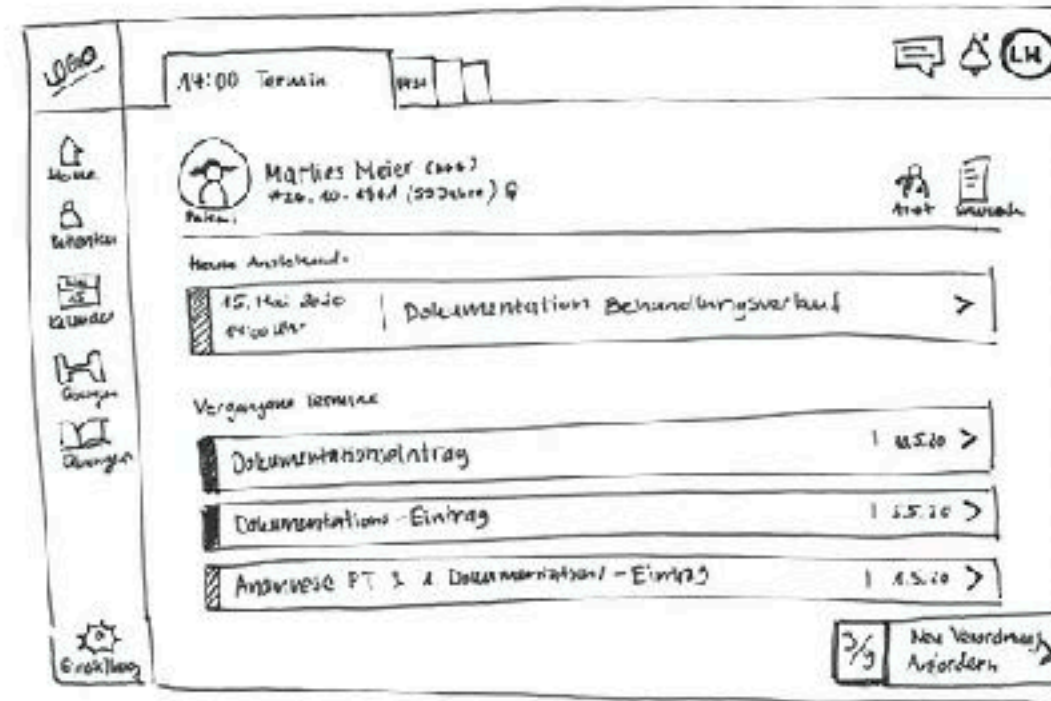
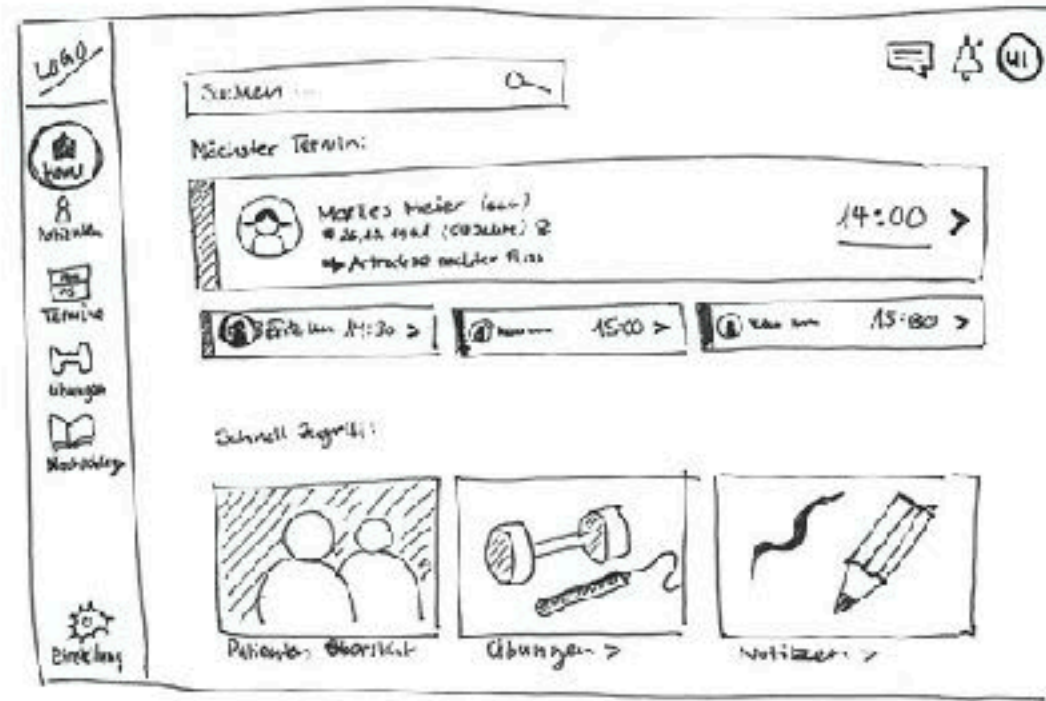
4 different levels of product prototypes



Source: https://www.reforge.com/brief/the-4-different-types-of-product-prototypes#8XEsd_zB7oZokWJ4wZFBFQ

Low-fidelity user prototype

Wireframes - Pen Paper



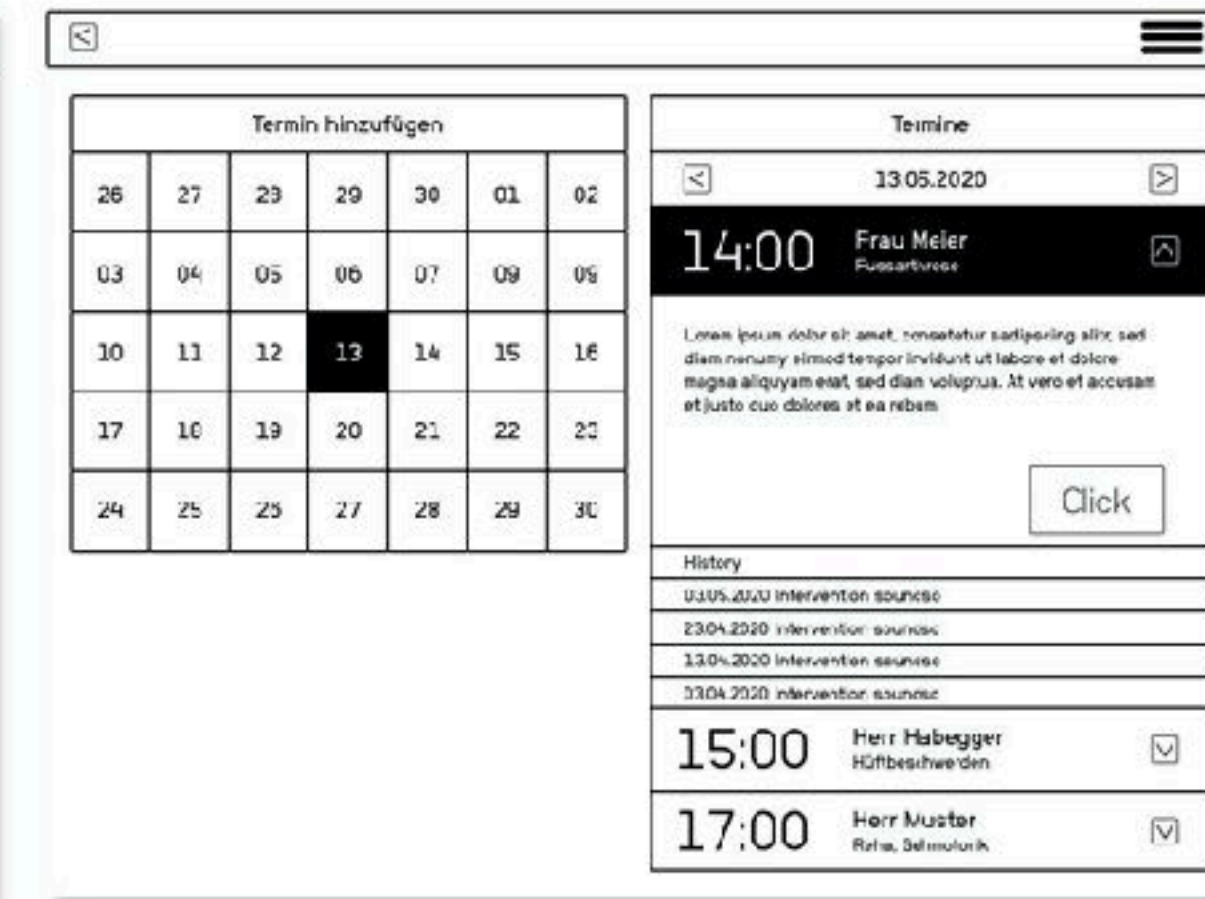
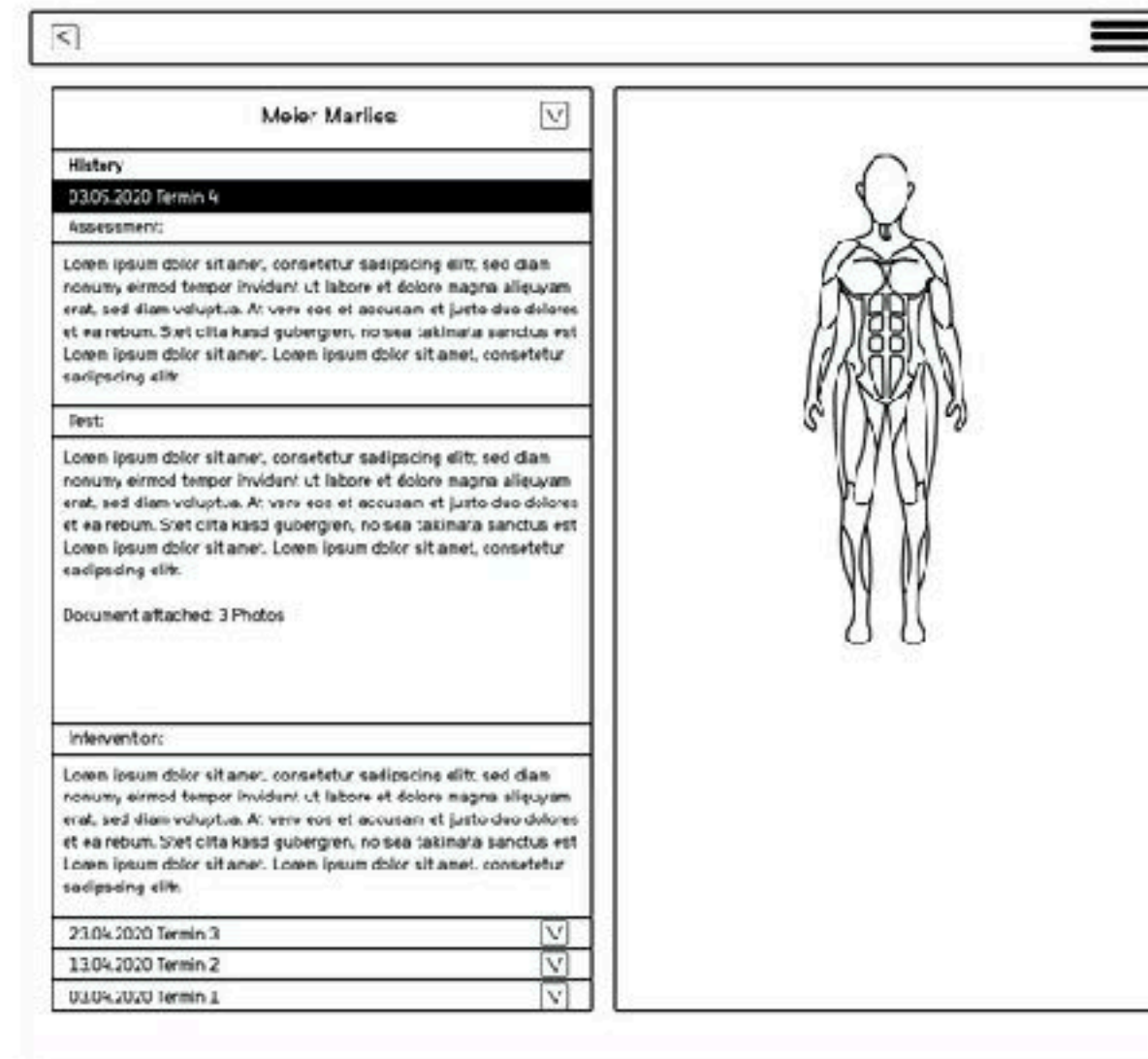
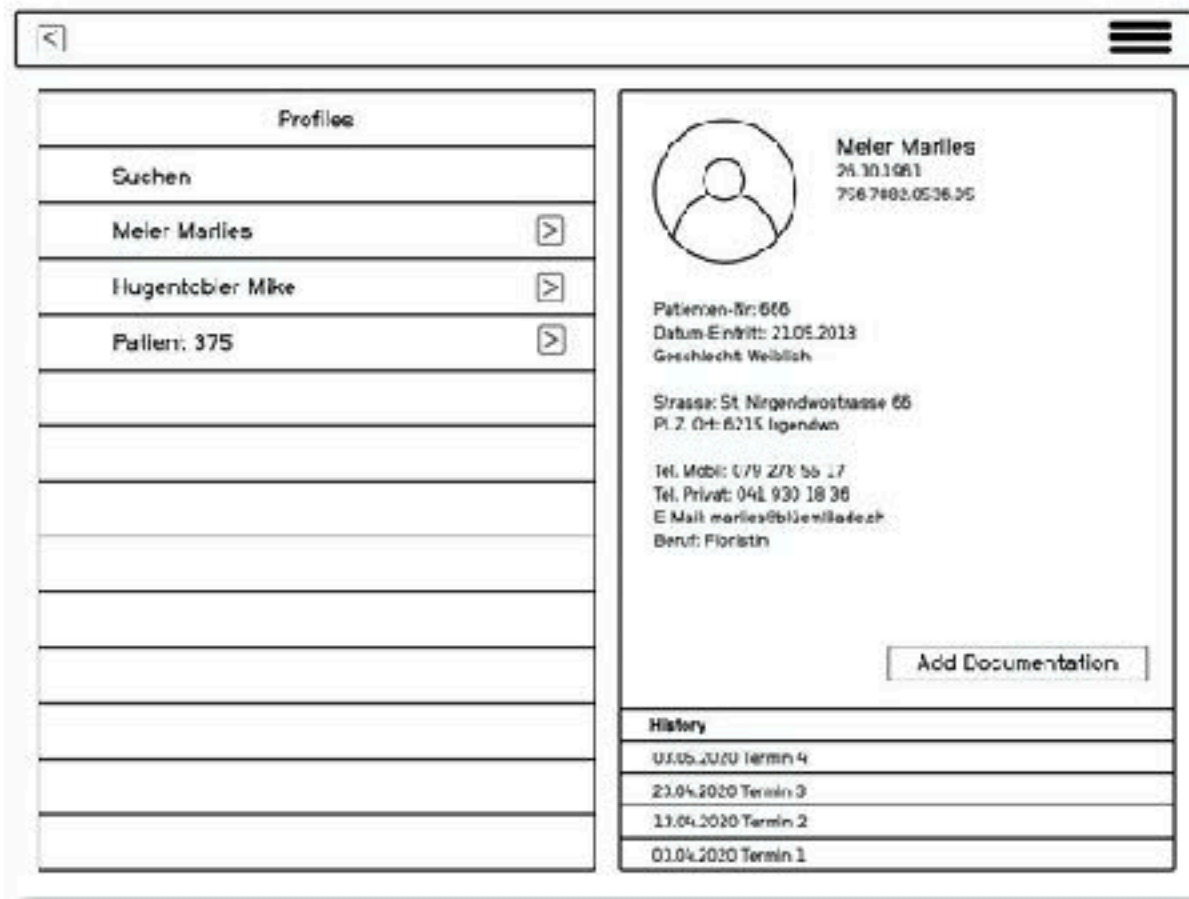
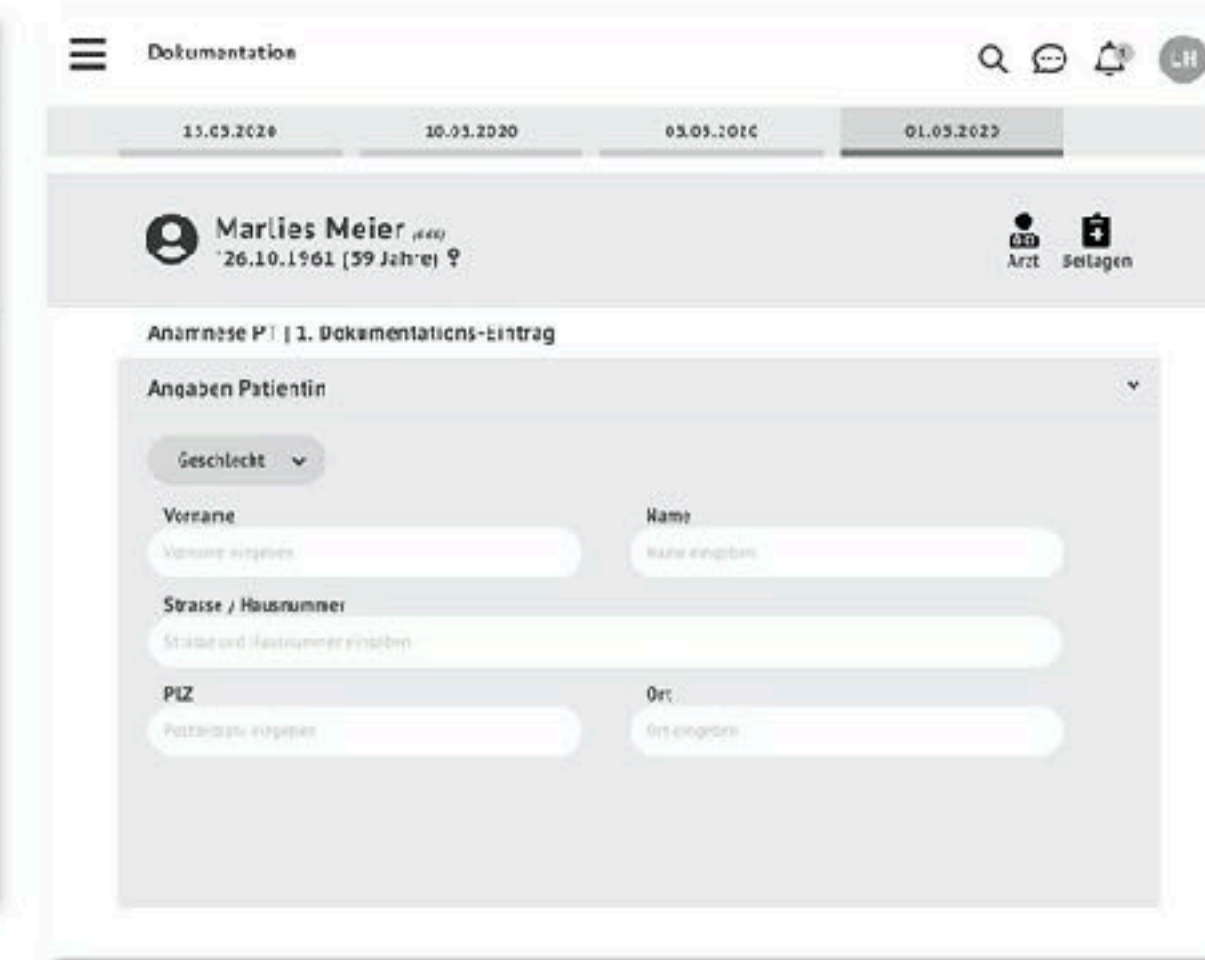
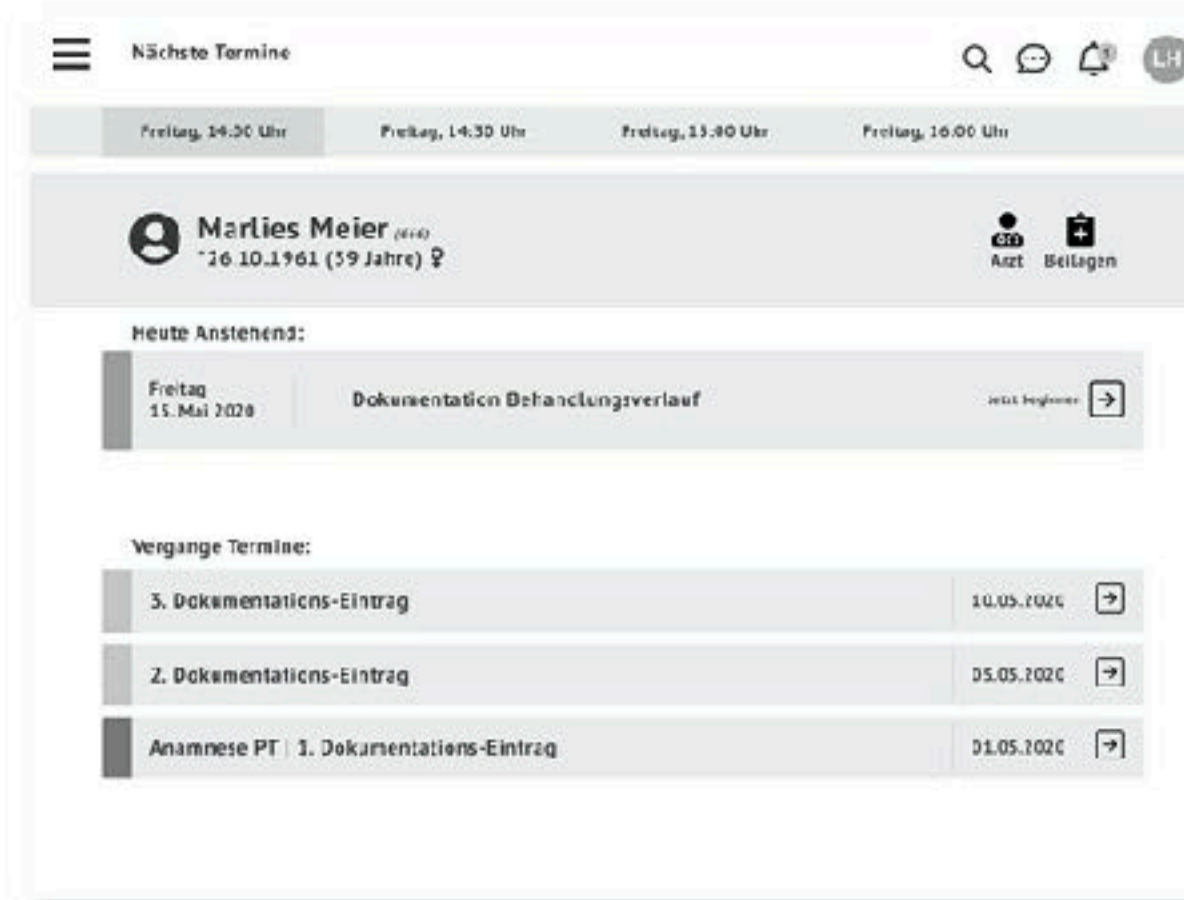
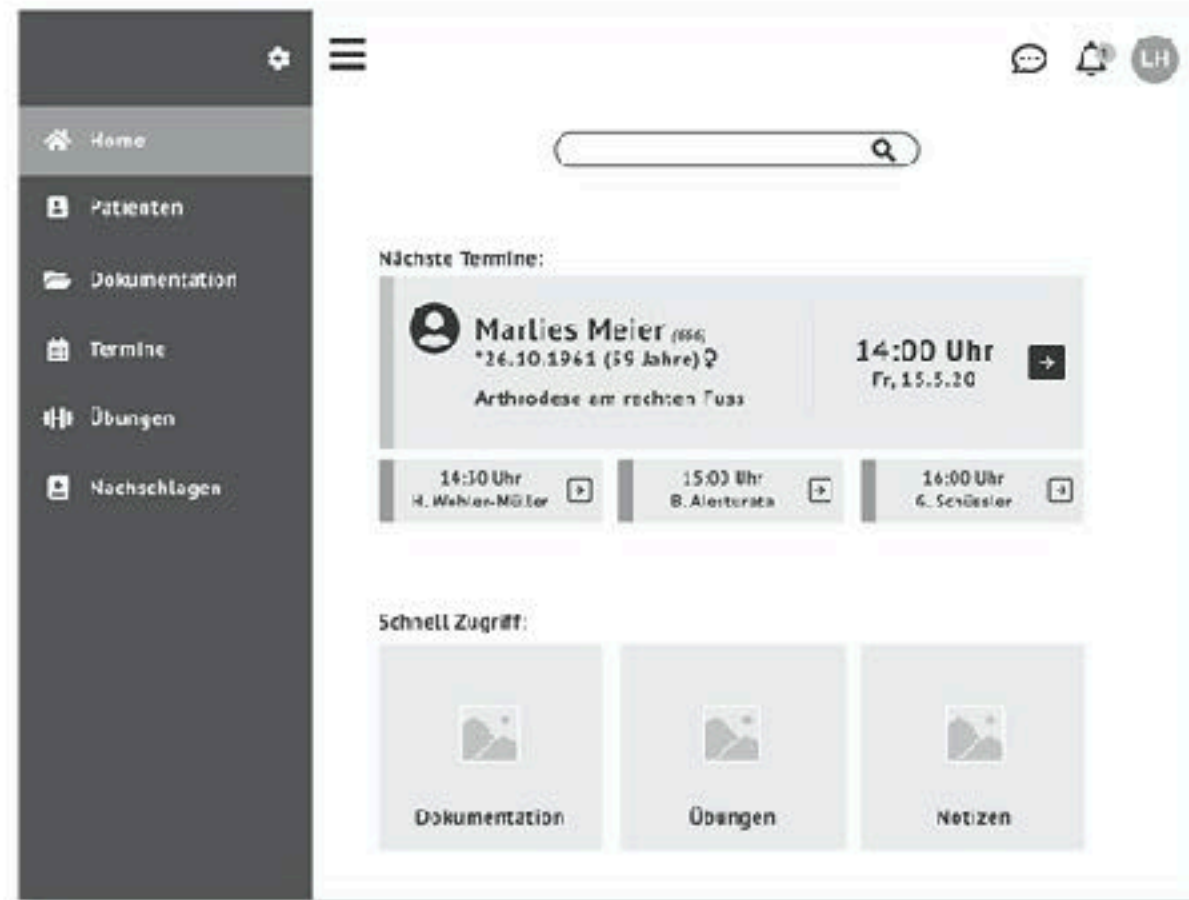
Low-fidelity user prototype

Interactive Wireframes - Pen Paper

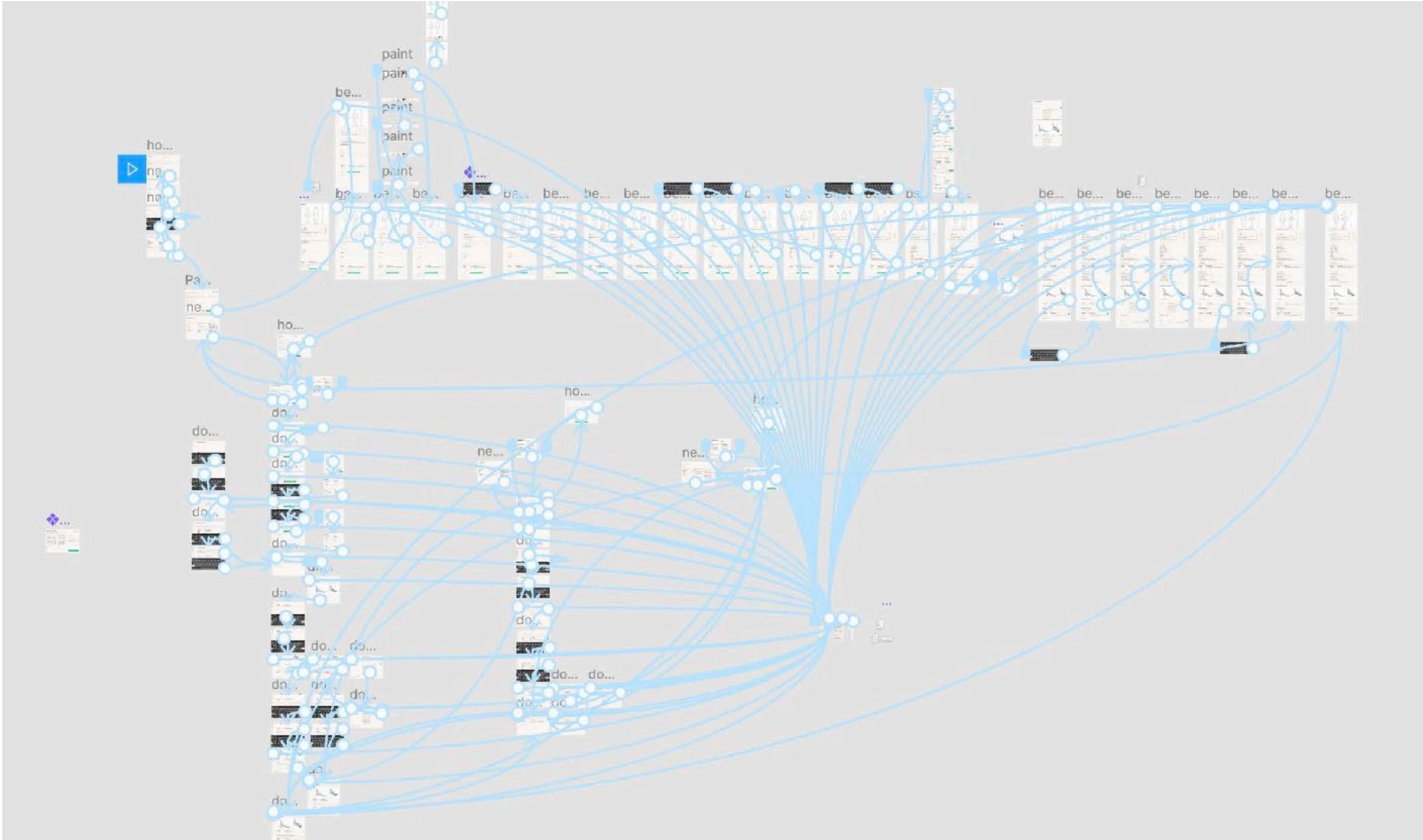


Low-fidelity user prototype

Wireframes - Digital



High-fidelity user prototype Click-Dummy - Digital



Source: GUI20 - PhichiDoc Tim Fuchs, Celina Springer, David Wollschlegel

Tips

- When creating a prototype keep in mind: What do I want to test?
- Fully interactive Prototypes are time-consuming. Split your prototype into testable segments to save time.
- Ensure the programs in your workflow can talk to each other. Example: Figma-Principle, Figma-Origami

Tools / Software



FLINTO



ProtoPie

Marvel

proto.io



Figma

*in*VISION



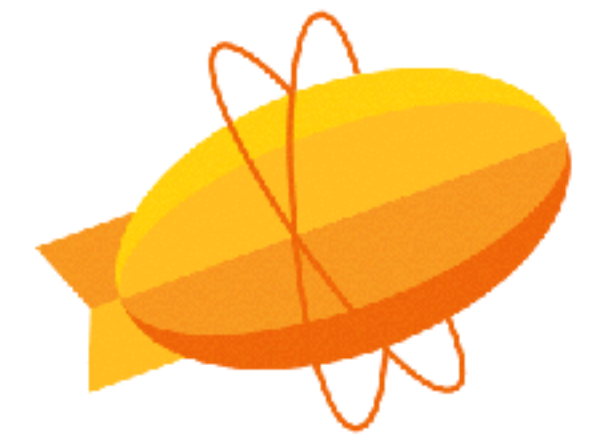
Sketch



balsamiq®



webflow



ZEPLIN

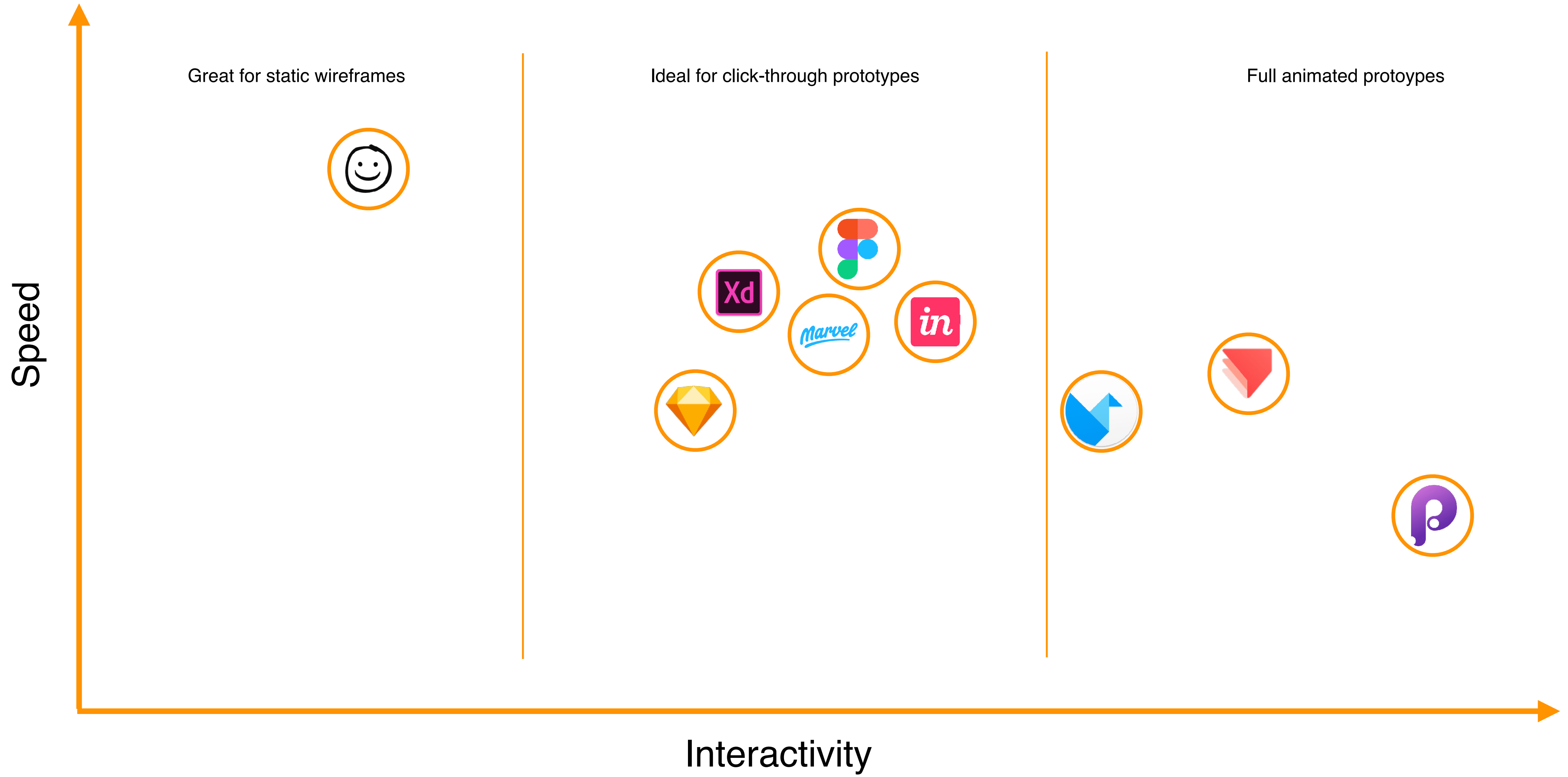
Tools / Software

The screenshot shows a web application interface for 'Tools / Software'. The top navigation bar is pink and contains the 'Z' logo, 'hdk', a menu icon, 'Kürzlich', 'Deutsch (de)', a search icon, and a user profile for 'Marcial Koch (TEILNEHMER/IN)'. The left sidebar is dark grey and lists various course and resource categories. The main content area is white and displays a 'UI Design Literature' section with a 'Verzeichnis herunterladen' button. Below this is a 'UI Prototyping Tools' section with a table listing various tools, their prices, educational discounts, and supported systems.

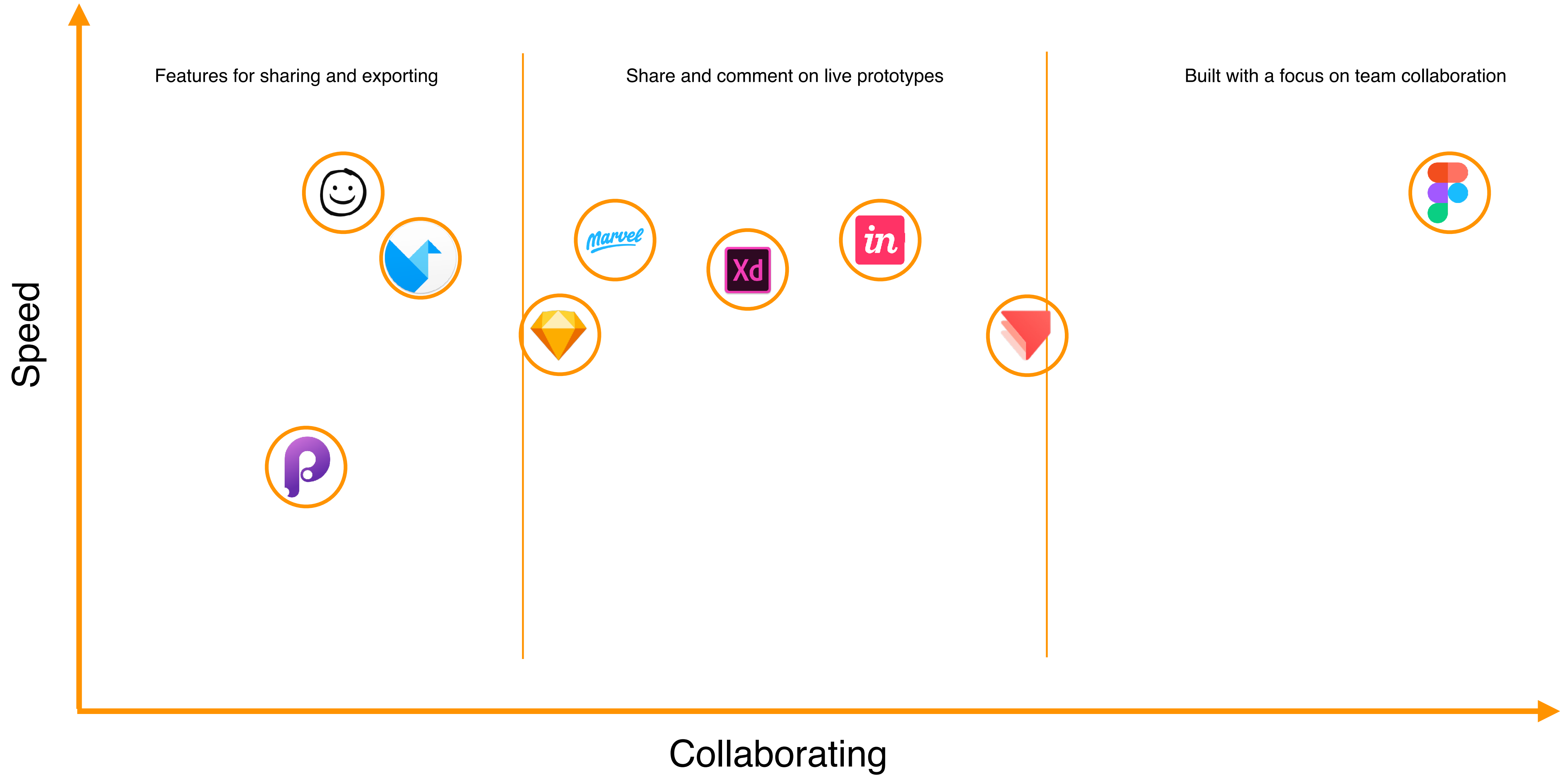
Name	Price	Edu Price	System
★ Figma	Free, 12\$/m	Free for ZHdK Mailadress	Mac / Windows
★ Sketch	trial 30d, 9\$/m	50%	Mac
★ Principle	trial 14d, 129\$/y	-	Mac
★ ProtoPie	trial 30d, 13\$/m	Free	Mac / Windows
★ Origami	Free	Free	Mac
★ Adobe XD	Creative Cloud	Creative Cloud	Mac / Windows
Balsamiq	trial 30d, 9\$/m	Free classroom use	Mac / Windows
Marvel	Free / 16\$/m	70%	Mac / Windows
Invision	Free	Free	Mac / Windows
Flinto	99\$/y	50%	Mac
Framer	Free / 25CHF/m	-	Mac / Windows
proto.io	trial 15d, 29\$/m	50%	Mac / Windows
Axure	25\$/m	Free	Mac / Windows
Fluid	8.25\$/m	90%	Mac / Windows
HotGloo	trial 7d, 13\$/m	50%	Mac / Windows
Hype	100\$	70\$	Mac
JustinMind	Free Wireframe, 29\$/m	-	Mac / Windows
UXPin	24\$/m	Free	Mac / Windows
Avocado	Free	Free	Mac / Windows
Moqups	19\$/m	-	Mac / Windows
Antetype	?	?	Mac

2020, Zürcher Hochschule der Künste Datenschutz & Nutzungsbedingungen Impressum & Support

Overview - speed / interactivity



Overview - speed / collaborating



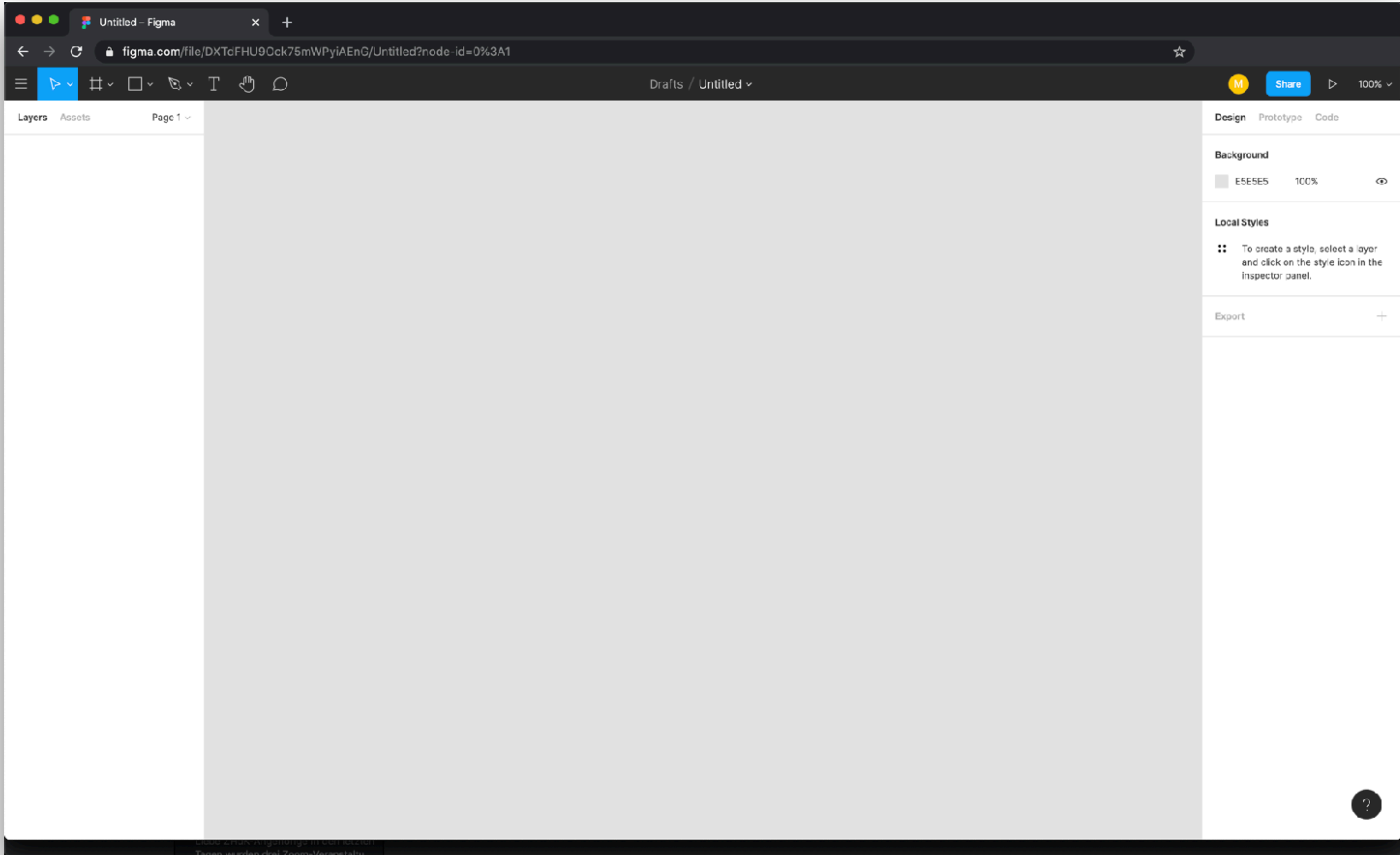
**One to rule
them all! 💍**



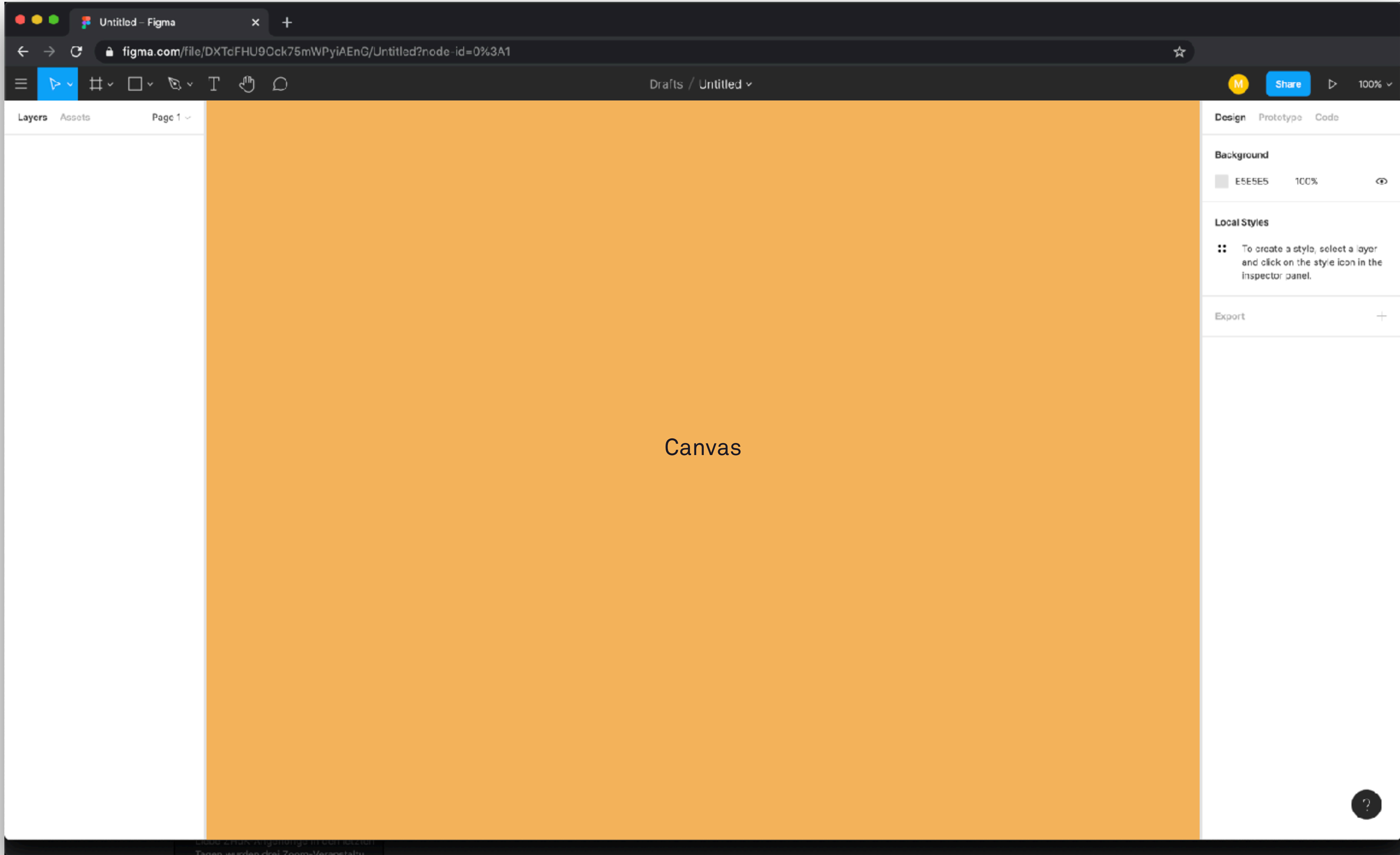


Figma

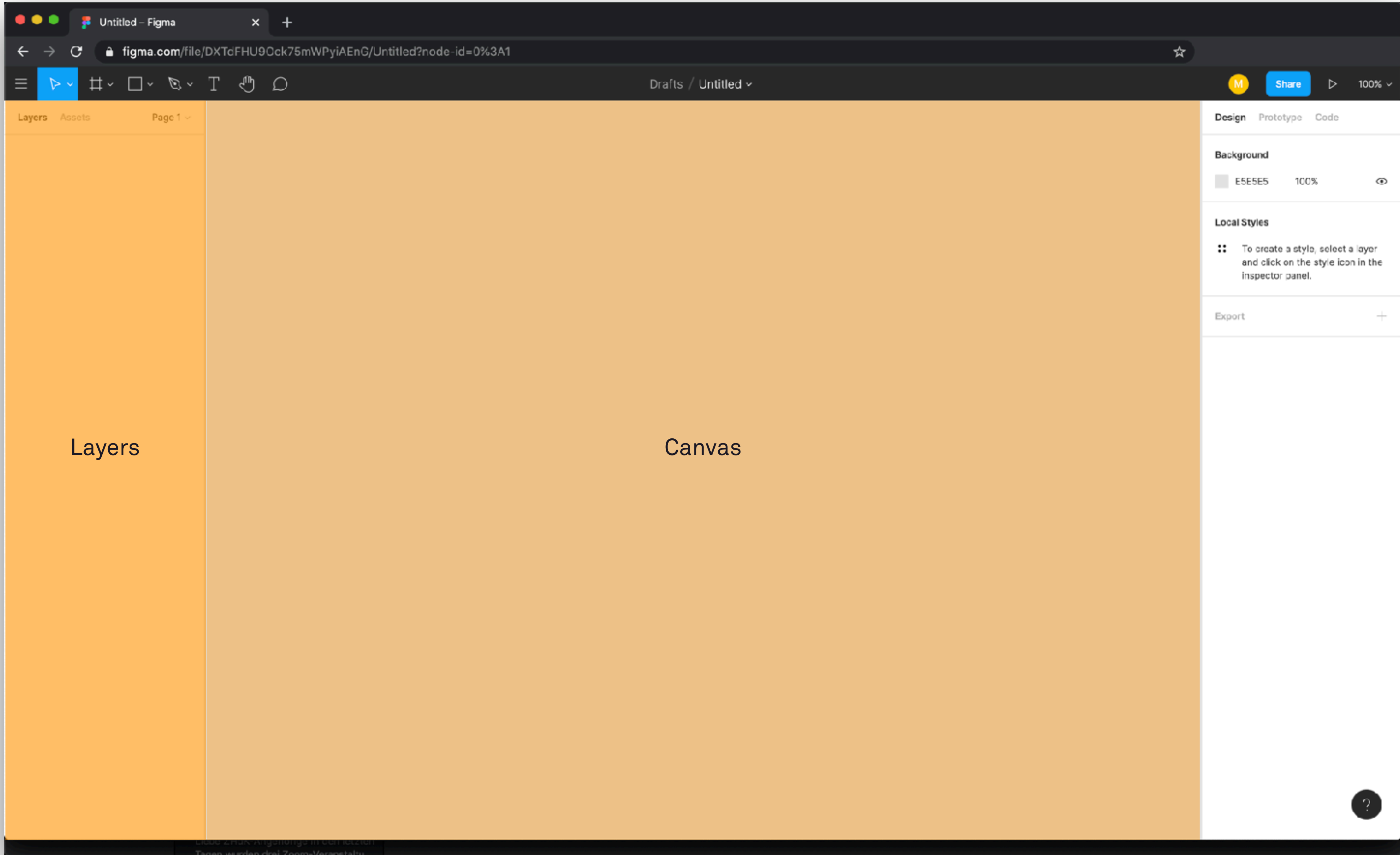
Figma Interface



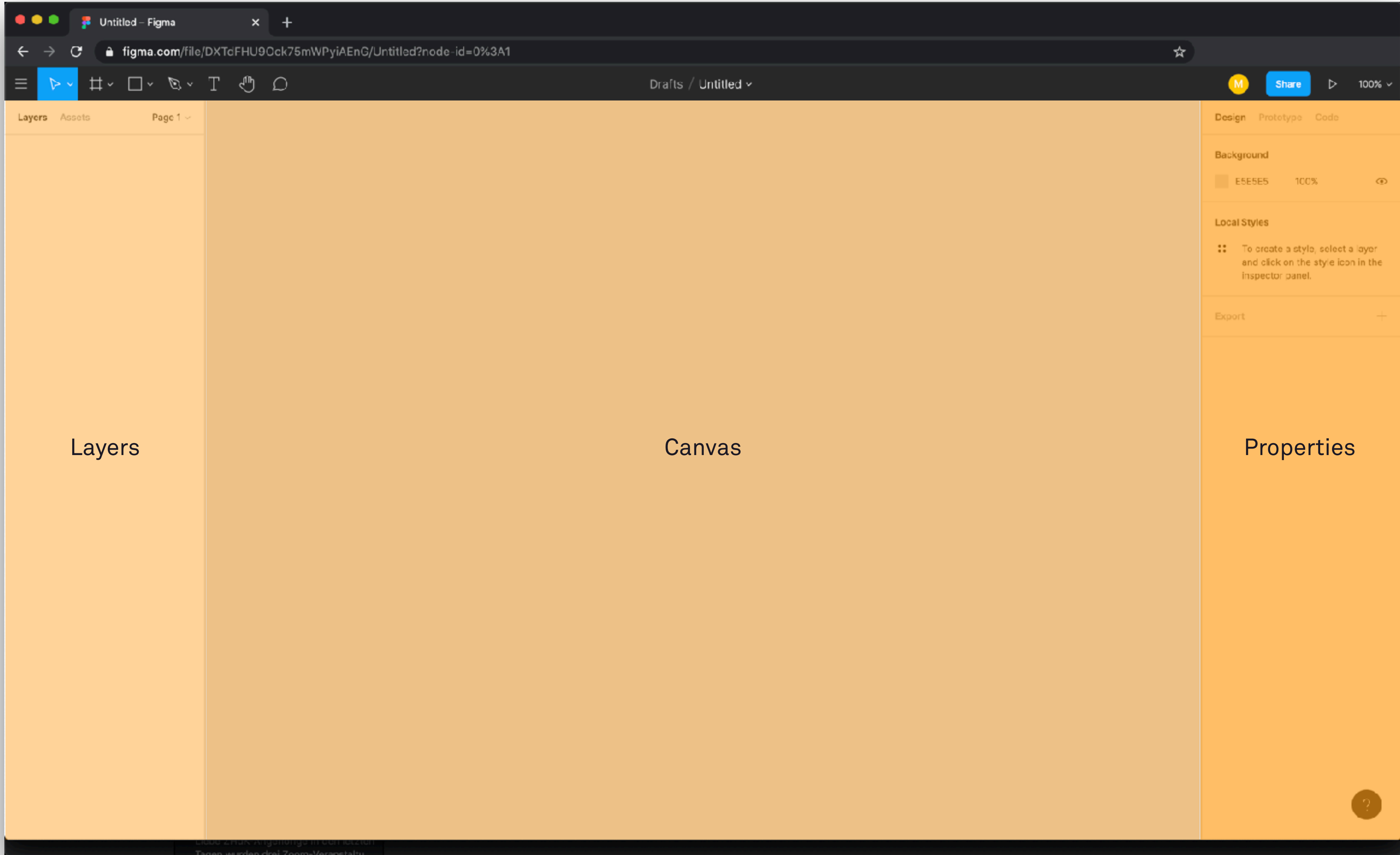
Figma Interface



Figma Interface

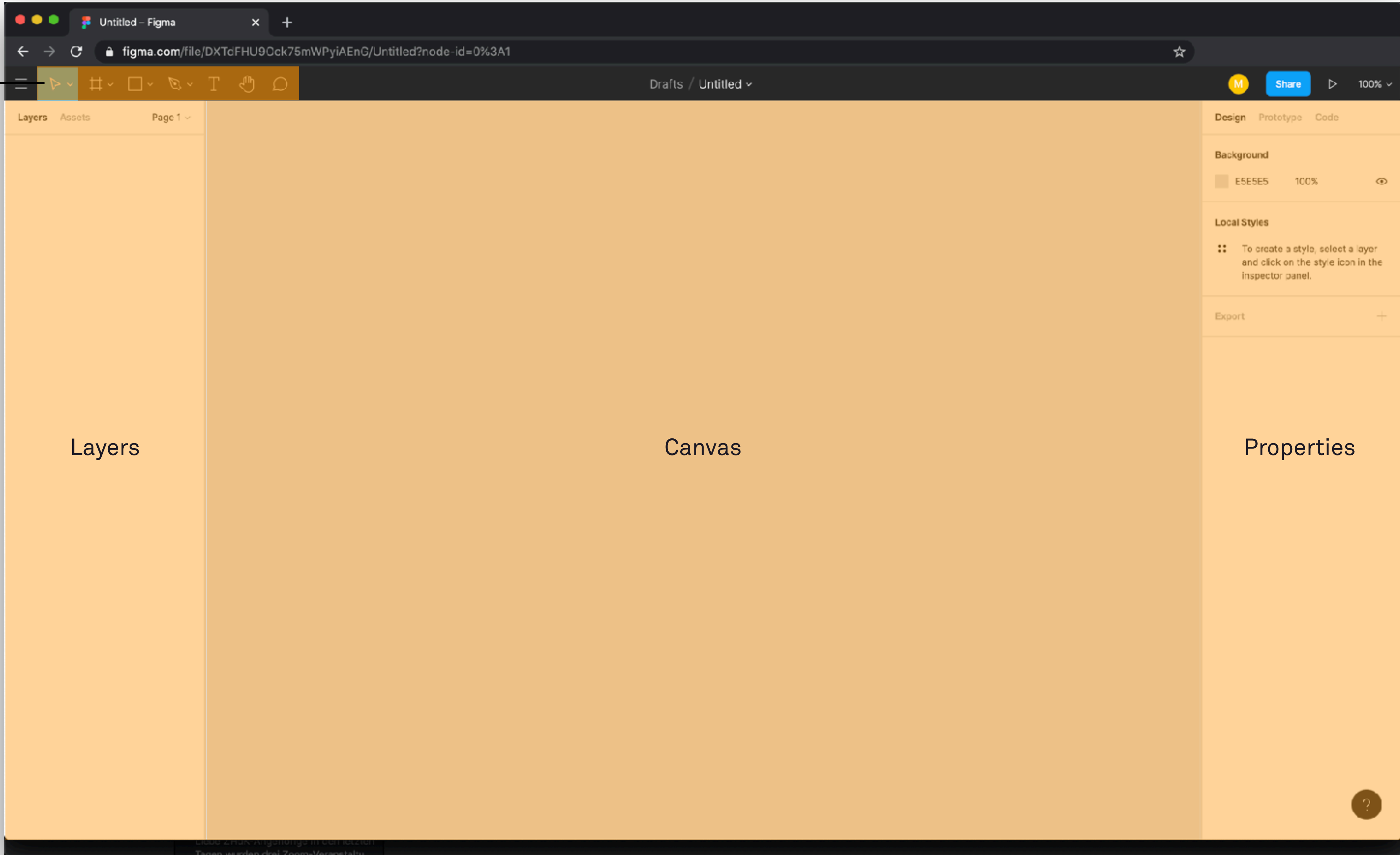


Figma Interface



Figma Interface

Tools



Figma Ressources

Shortcuts

<https://usethekeyboard.com/figma/>

Tutorials

<https://www.figma.com/resources/learn-design/>

Tutorial Must Have Seen:

-> Working with a grid

<https://help.figma.com/hc/en-us/articles/360040450513-Create-layout-grids-with-grids-columns-and-rows>

-> Working with Components

<https://help.figma.com/hc/en-us/articles/360038662654-Guide-to-Components-in-Figma>

-> Prototyping in Figma

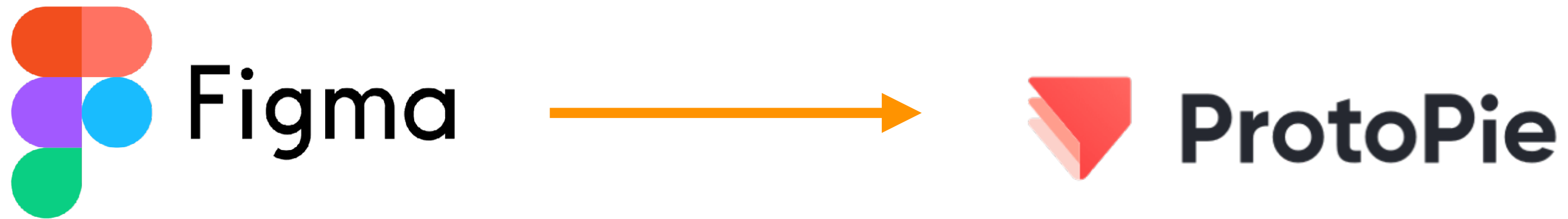
<https://help.figma.com/hc/en-us/articles/360040314193-Guide-to-prototyping-in-Figma>

Plugins

<https://www.figma.com/community>

Placeholder Plugin - <https://www.figma.com/community/plugin/736000994034548392>

Possible Workflows



More Ressources

The screenshot shows a Notion workspace page with a dark sidebar on the left and a main content area. The sidebar contains a red header with a white 'Z' logo, a home icon, and a vertical list of folder icons. The main content area is titled 'Kürzlich - Deutsch (de) -' and features a user profile 'Marcel Koch (TEILNEHMERIN)' in the top right corner. The page content is organized into several sections:

- Atelier Visits**

Mentor shoulder view. Students show where they current standpoint. They have the opportunity to ask questions that have arisen.
- Q/A Christoph Bauer**

Post your question [here](#) to avoid duplication.
- Input Prototyping Tools**

Design Guidelines

 - [Design Guidelines Google](#)
 - [Design Guidelines IBM](#)
 - [Design Guidelines Apple](#)
- Tools overview**
 - [Design Valley](#)
 - [Prototypy](#)
- UI Frameworks**
 - [Angular Material](#)
 - [React](#)
- Prototyping Tools Tutorials**
 - [Figma](#)
 - [Protopie](#)
 - [Origami](#)
 - [AdobeXD](#)
- Icons**
 - [Evericons](#)
 - [TheNounProject](#)
 - [Google Material Icons](#)
- Colors**
 - [Palette 1 list](#)
 - [HTML Color Codes](#)
- Input Prototyping Tools Slices**

Qualitative Interview Physiotherapists

Each group has the chance to go in an remote Interview with a physiotherapist. At the moment we could organise 5 therapists, so 2 groups are able to interview 2 therapists, while 1 group can talk to only 1. We are still waiting for the answer of another physiotherapist. [At this point I would like to ask you, do you know any physiotherapists in your environment who would be willing to participate in such an interview?](#)

A red circular button with a white upward arrow is located in the bottom right corner of the page.

Ressources Highlights

Design Guidelines

<http://material.io>

->Section Layout

<https://material.io/design/layout/>

Good to know

Developers often use frameworks to implement components fast and easy.
-> Designers have to adapt, so it reduces the cost

Examples

Angular Material

<https://material.angular.io/components/categories>

React

<https://material-ui.com/>

Short Workshop



Click-Dummy

Karaoke

**Each creates 1 screen,
which leads somehow to
a screen from another
one. At the end every
screen should be
connected!**

What should be on your Screen

- All screens have to size of an iPad 7. Generation (template)
- Grid (Margins, Columns, Gutter)
- Including at minimal 1 Component
- At least 1 interactive element, which leads to a screen from a colleague (click, swipe, ...)
- An animated element, small one also works

What can be on your screen

- Scrollable content
- Pop-up Window
- Or whatever you like 🔥