

Z

hdk

Zürcher Hochschule der Künste
Zentrum für Weiterbildung

UI Prototyping

Graphical User Interface 2022 | 17.05.2022

Florian Wille

GUI Design & Prototyping

„If a **picture is worth a thousand
words, a **prototype** is worth a
1000 meetings “**

Saying at IDEO

UI Prototyping

Stages of a UI Design Process

DISCOVER


DEFINE

DESIGN

DELIVER

 **Card Sorting**
Informationshierarchie definieren


 **Moodboards**
Erster Ausblick auf die Designlanguage

 **Wireframing**
Groblayout von Inhalt & Navigation

 **Lo-Fi Mockup**
Um Userflow zu testen

 **User Test**

 **Design Language**
Gestaltung von Look&Feel

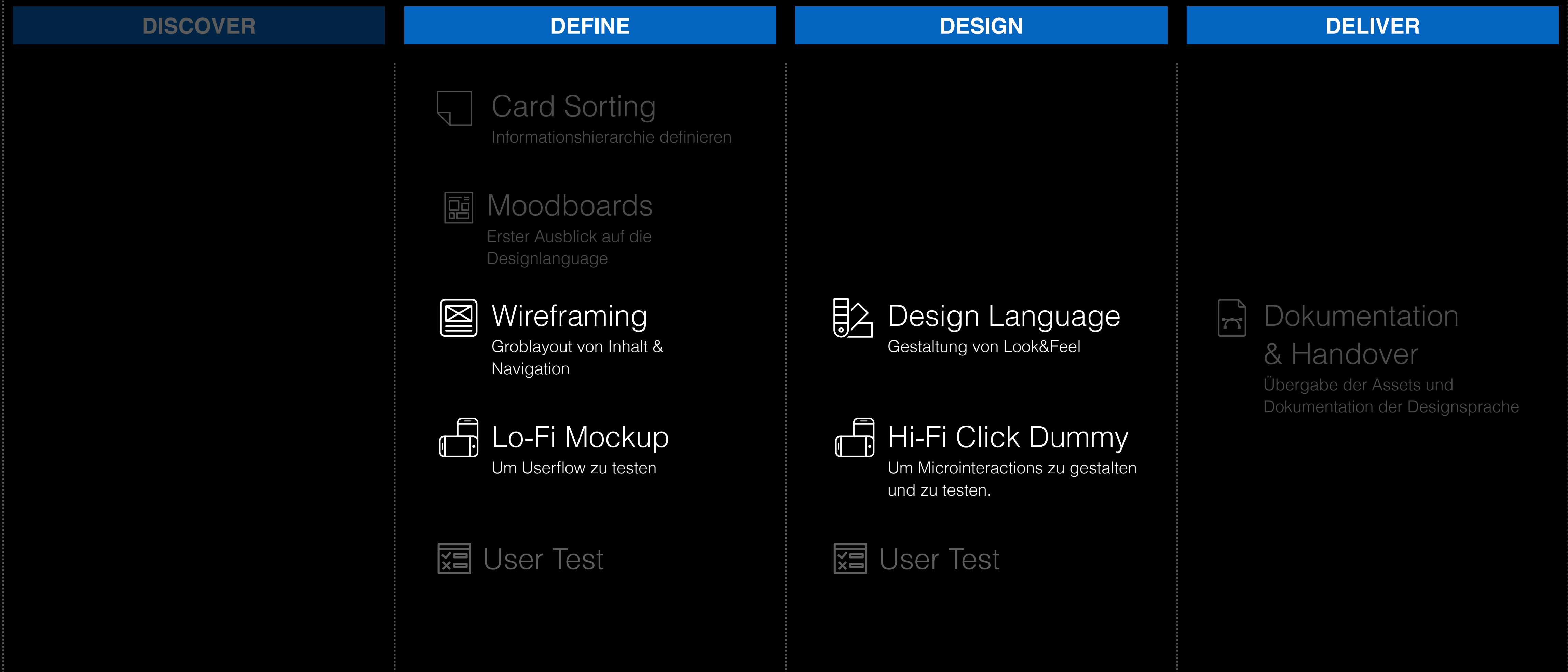
 **Hi-Fi Click Dummy**
Um Microinteractions zu gestalten und zu testen.

 **User Test**

 **Dokumentation & Handover**
Übergabe der Assets und Dokumentation der Designsprache

UI Prototyping

Stages of a UI Design Process



UI Prototyping Sketching

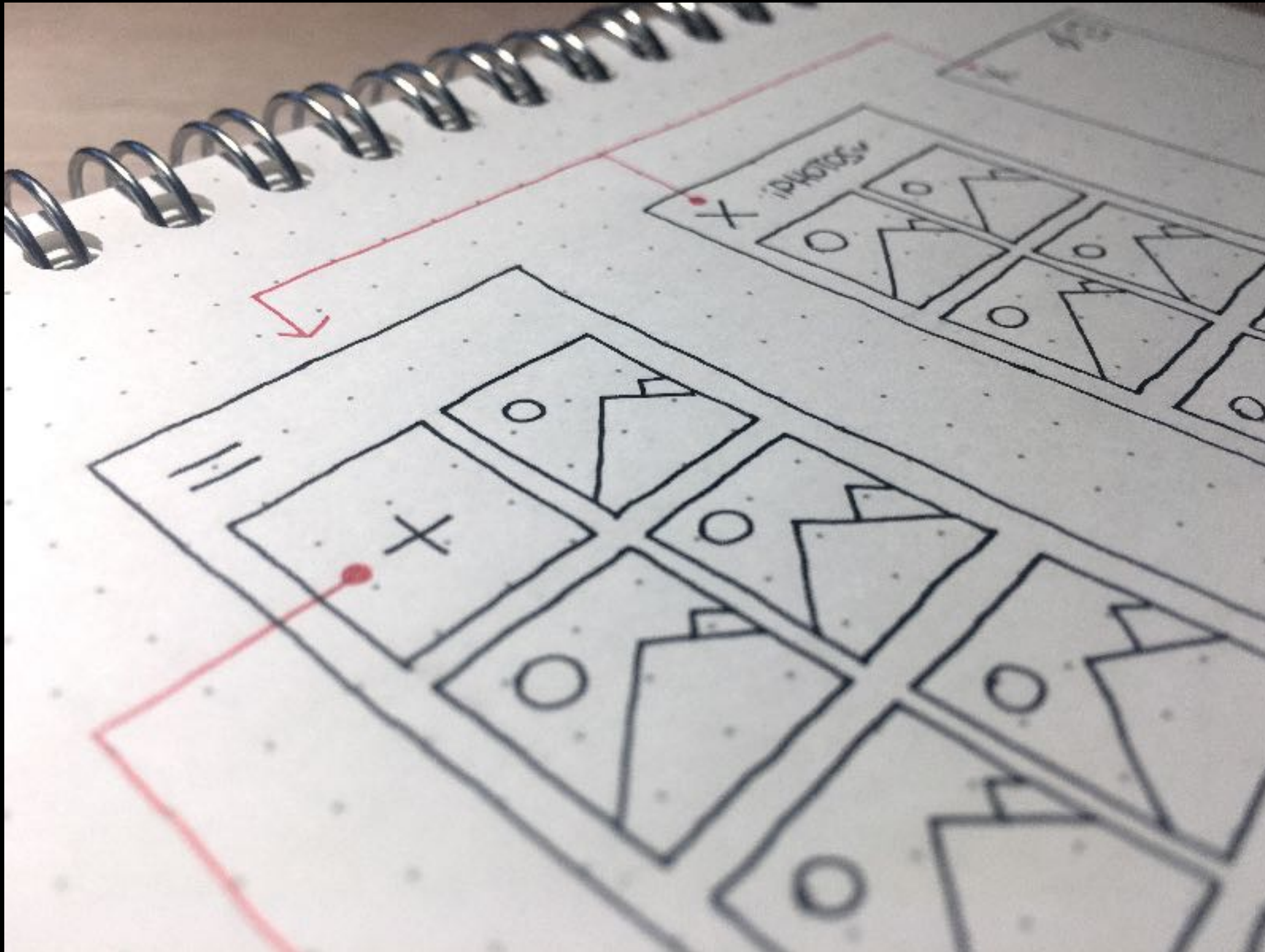


Image by Oleg Frolov

WOZU

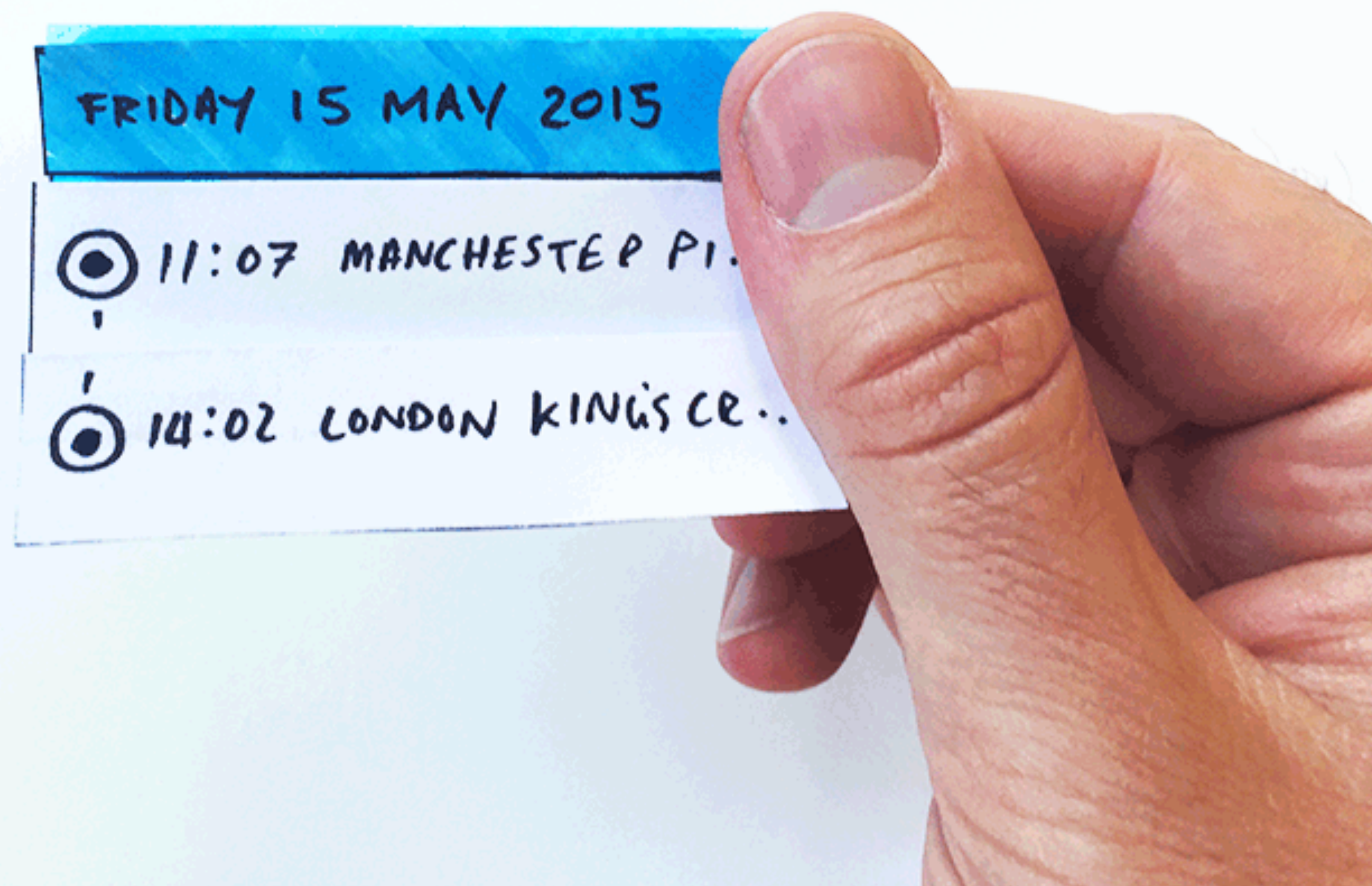
Um Grundstruktur einer Anwendung zu skizzieren und ein Groblayout zu visualisieren

WIE

- auf Papier
- massstabsgetreu
- ohne Farbe

UI Prototyping

Paper Prototyping



WOZU

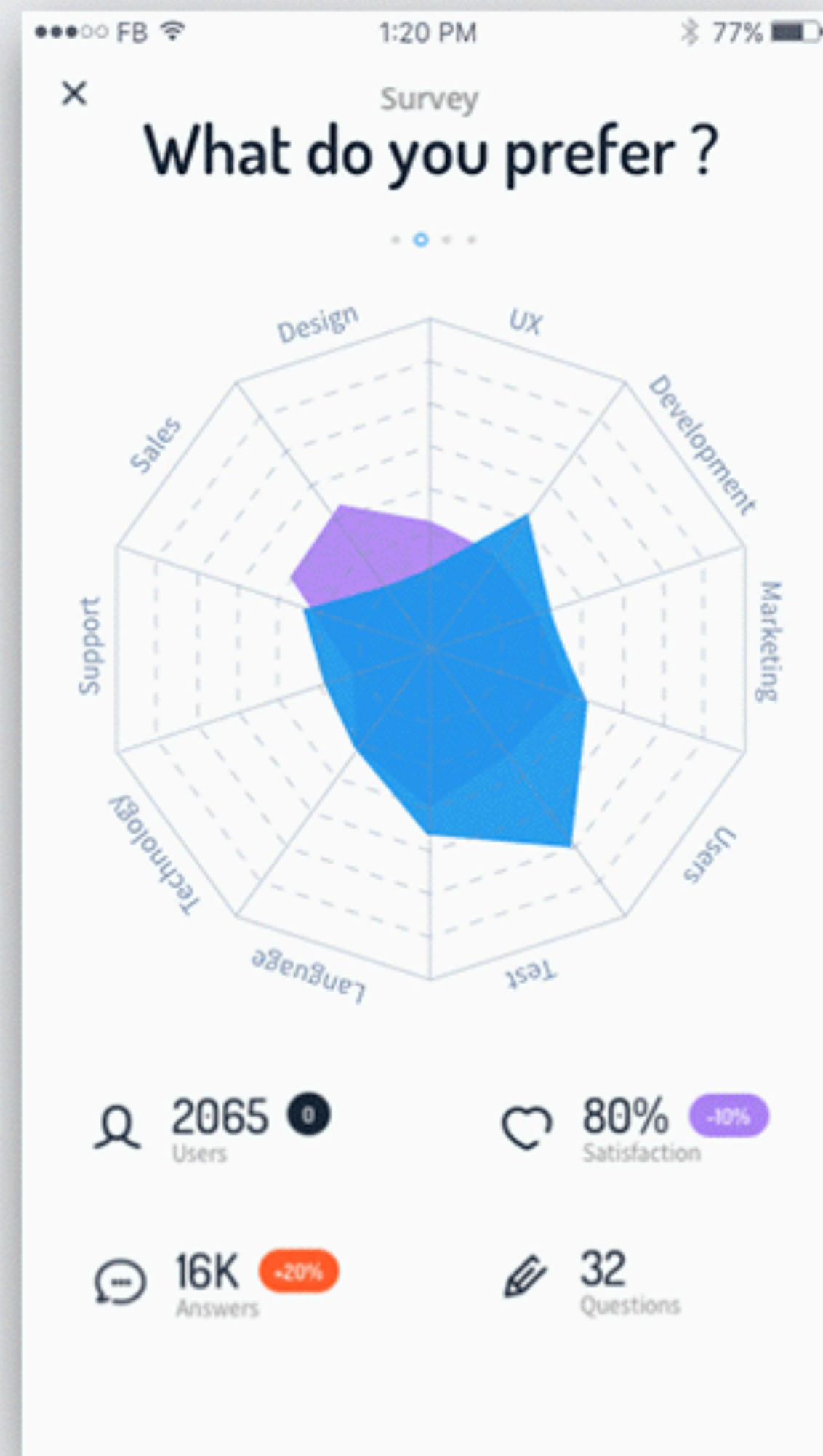
Um Interaktionen zu visualisieren, dokumentieren und testen.

WIE

- mit Papier
- massstabsgetreu
- in Farbe

UI Prototyping

Digital Prototyping



WOZU

Um ein realistischeres Bild der Anwendung zu visualisieren, dokumentieren und testen.

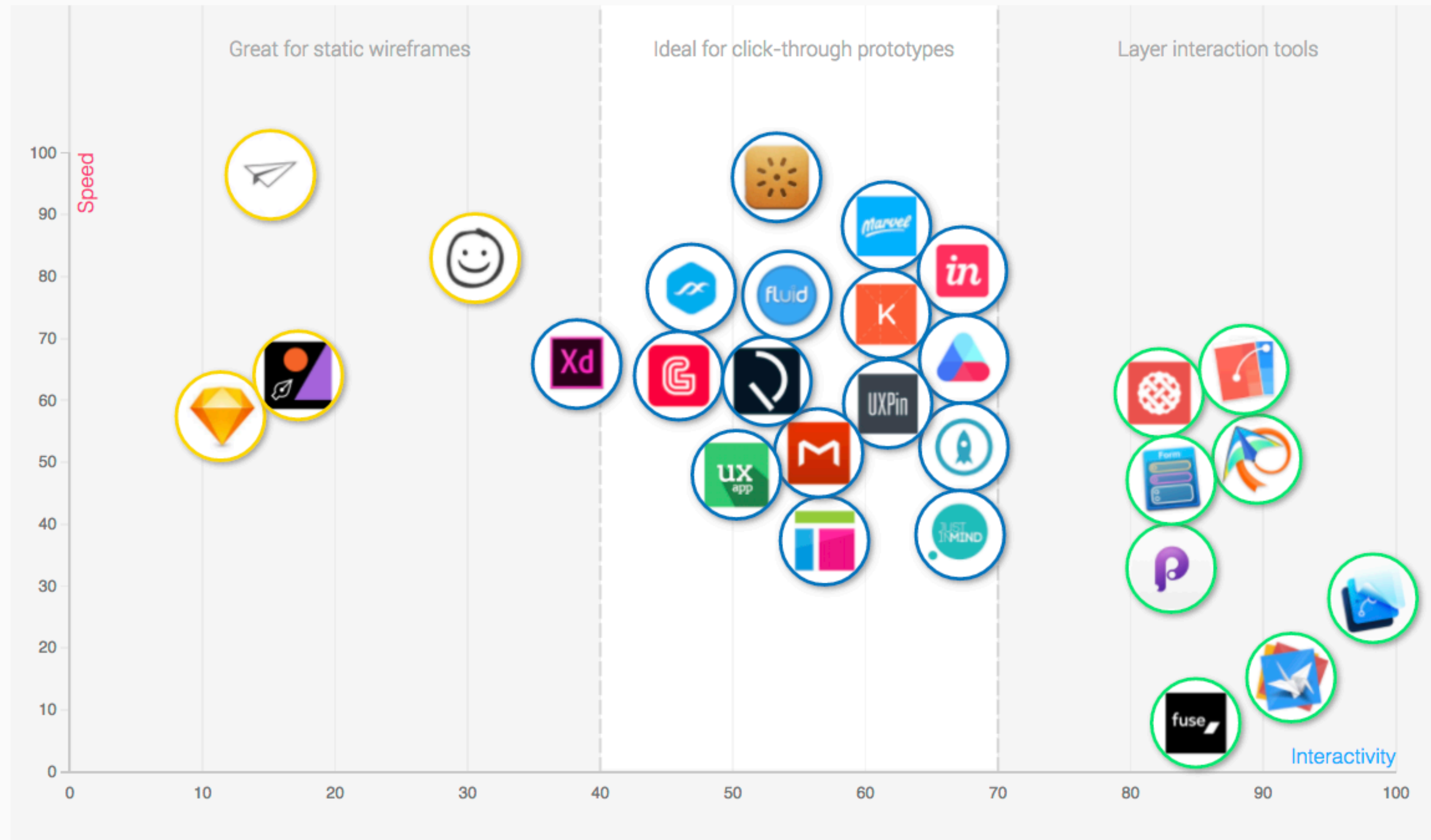
WIE

- mit UI Prototyping Werkzeugen
- interaktiv (Clickdummy)

Digital UI Design & Prototyping

UI Prototyping

Übersicht - speed / interactivity



Quelle: <http://www.prototypr.io/prototyping-tools/>

UI Prototyping

Wichtige Schlüsselfunktionen

Components

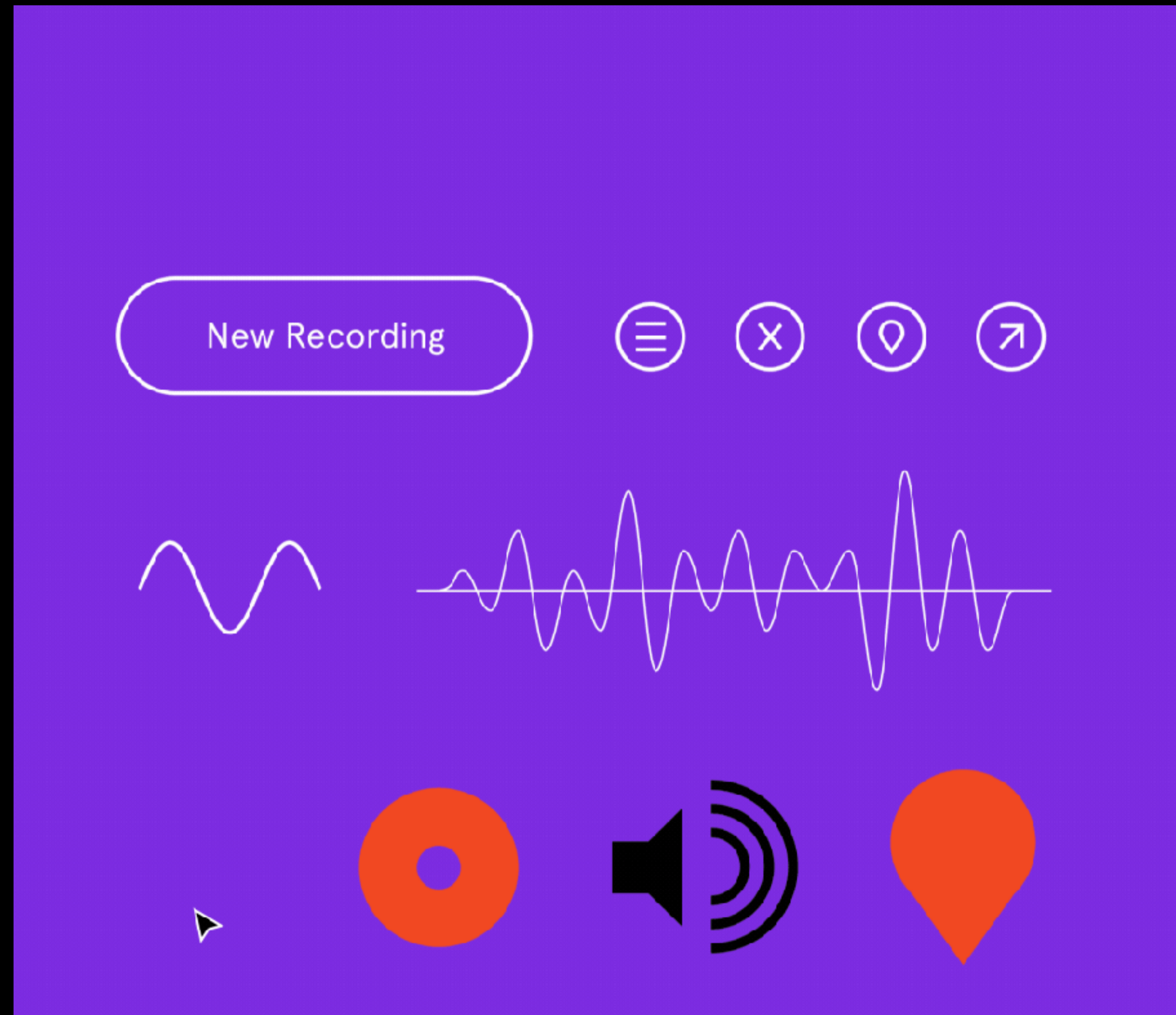
Constraints

Prototyping

Collaboration

Documentation

Autolayout



UI Prototyping

Wichtige Schlüsselfunktionen

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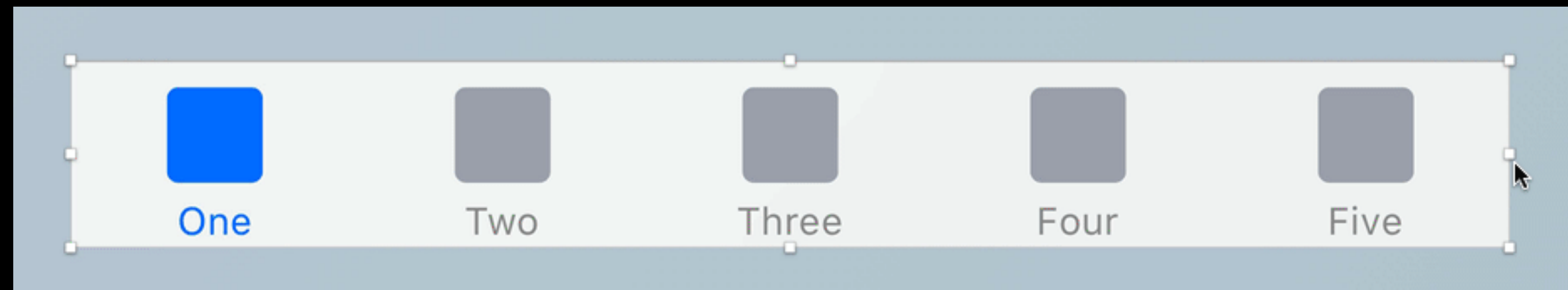
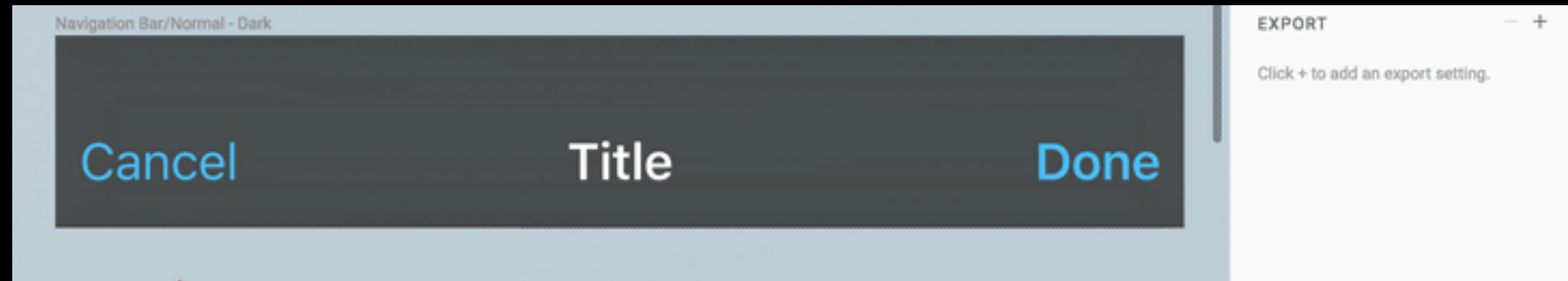
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Wichtige Schlüsselfunktionen

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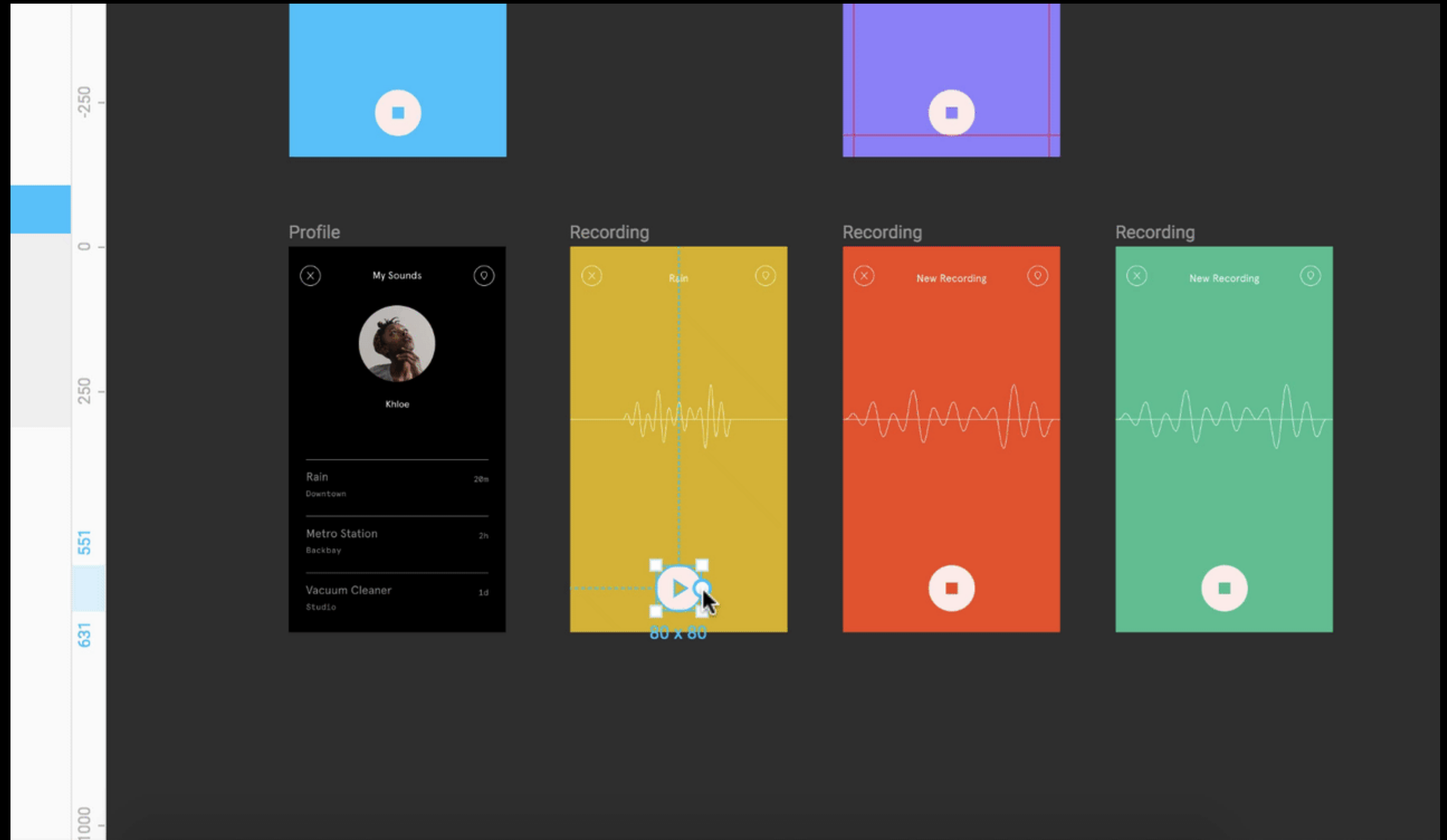
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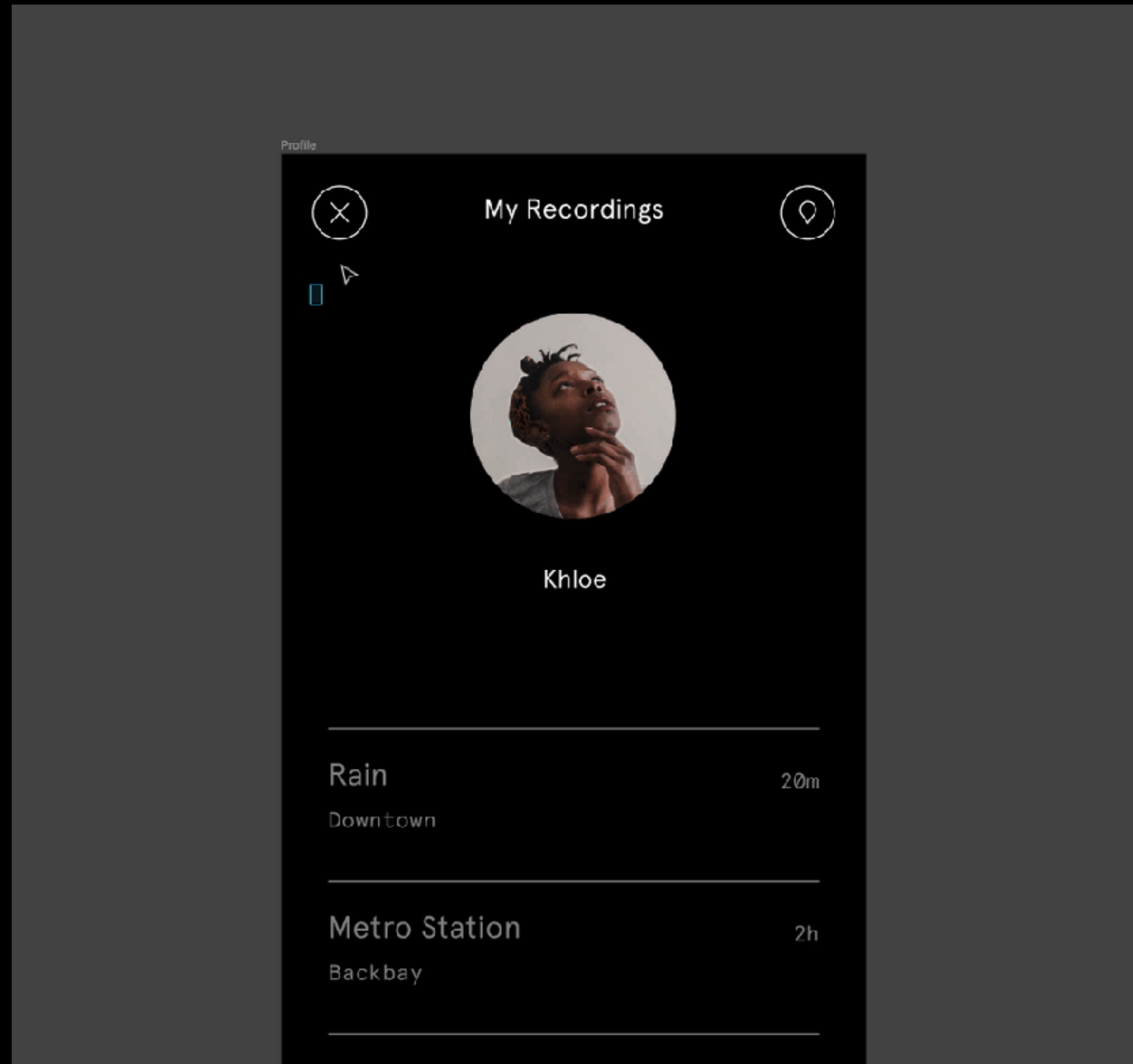
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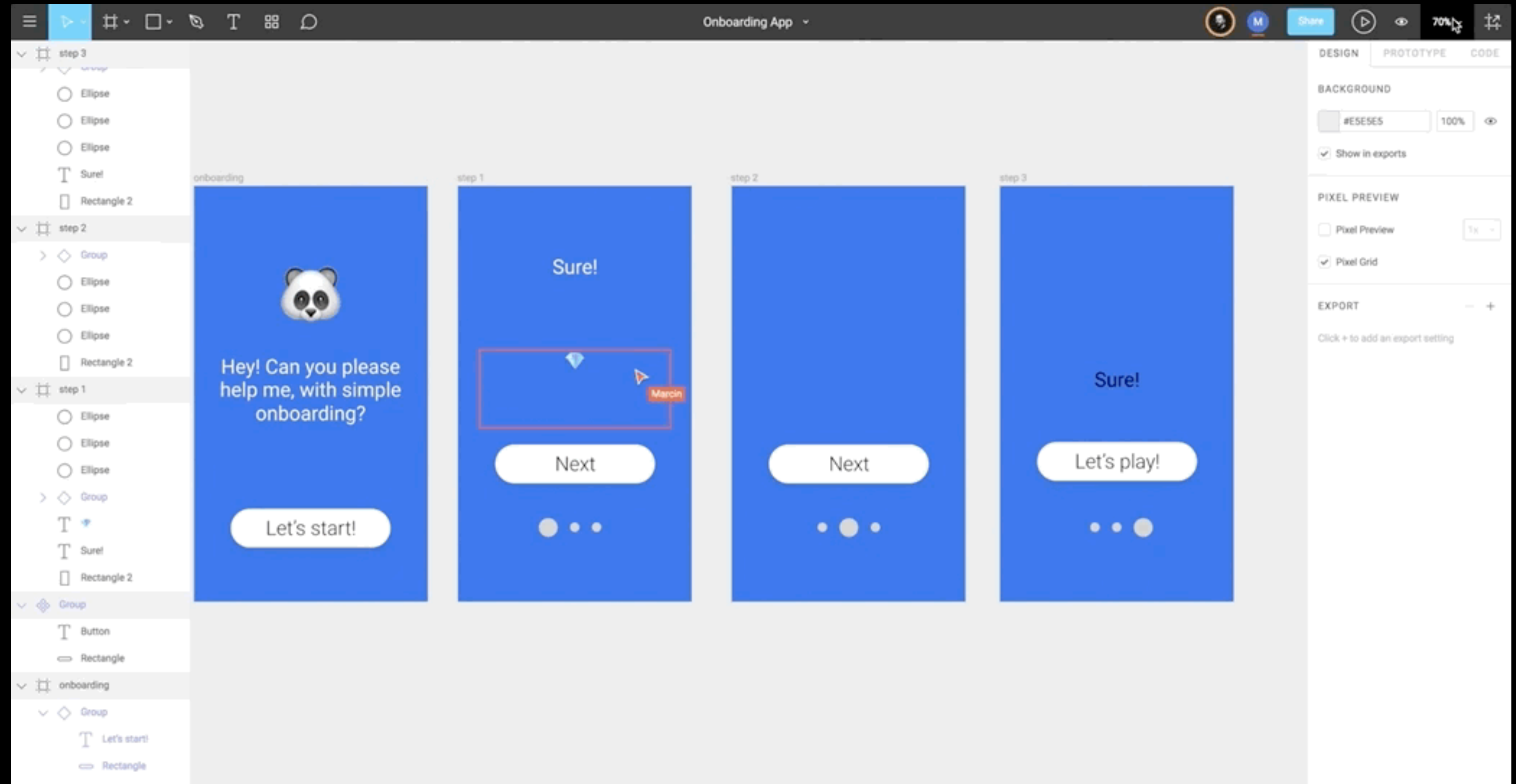
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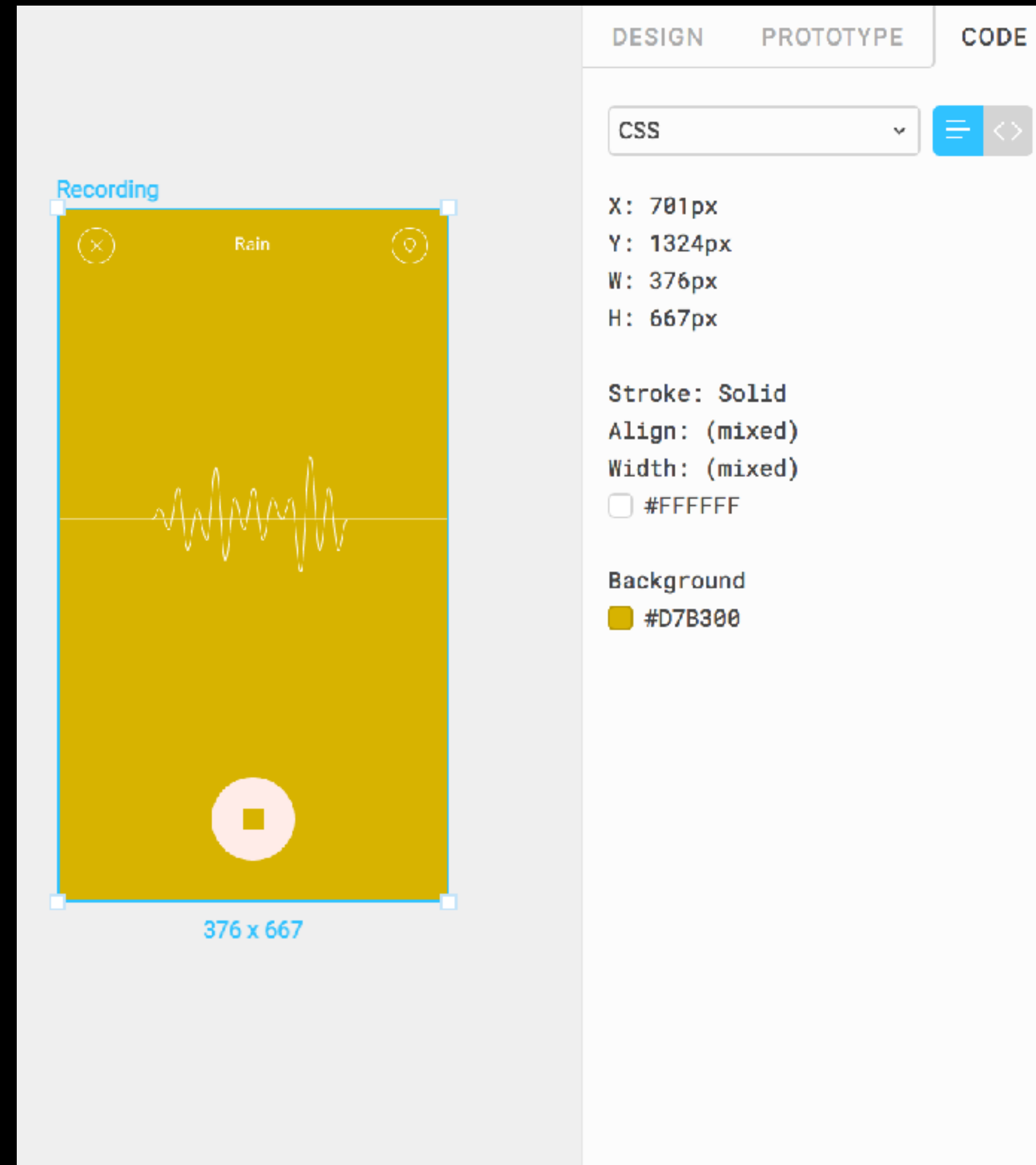
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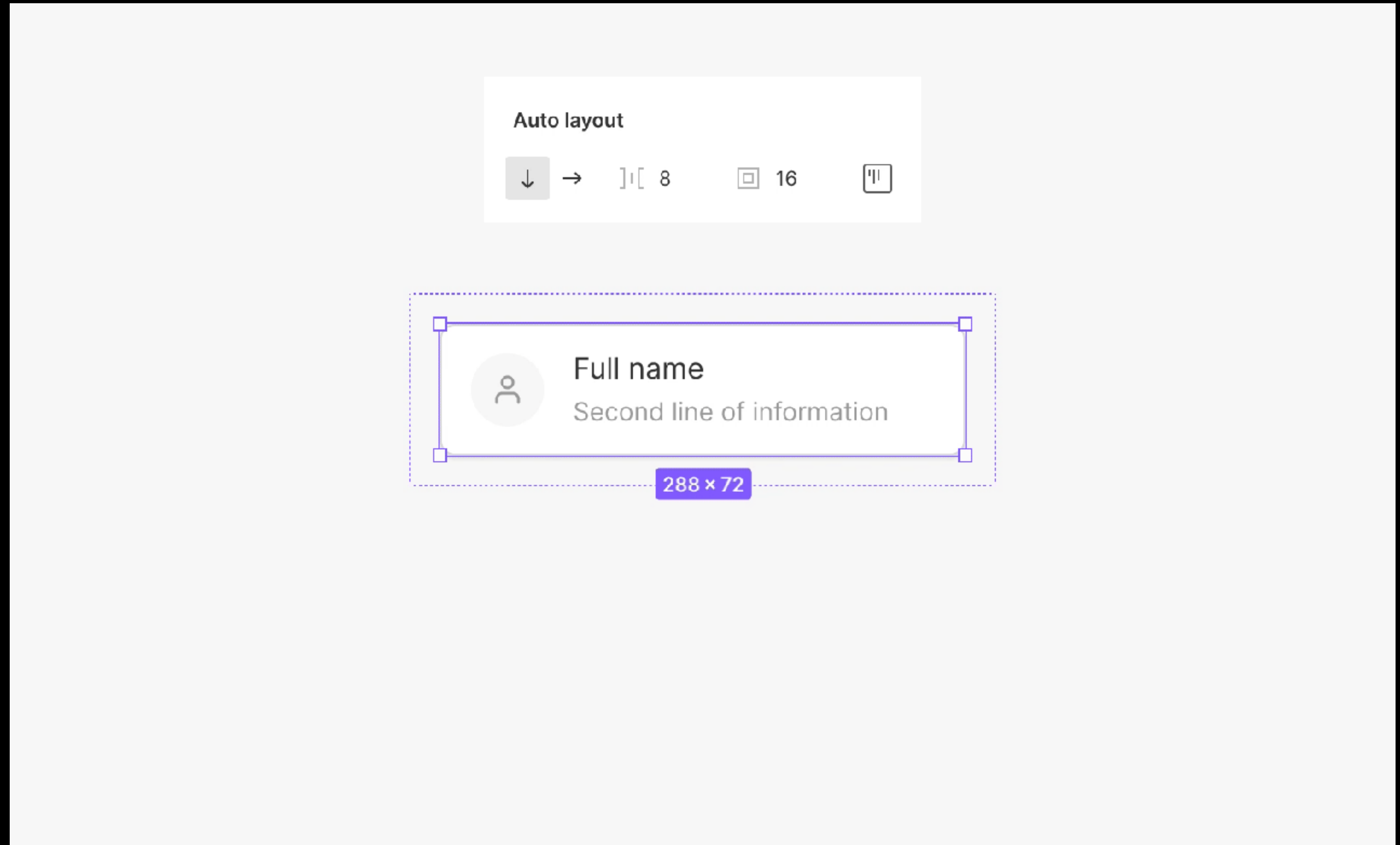
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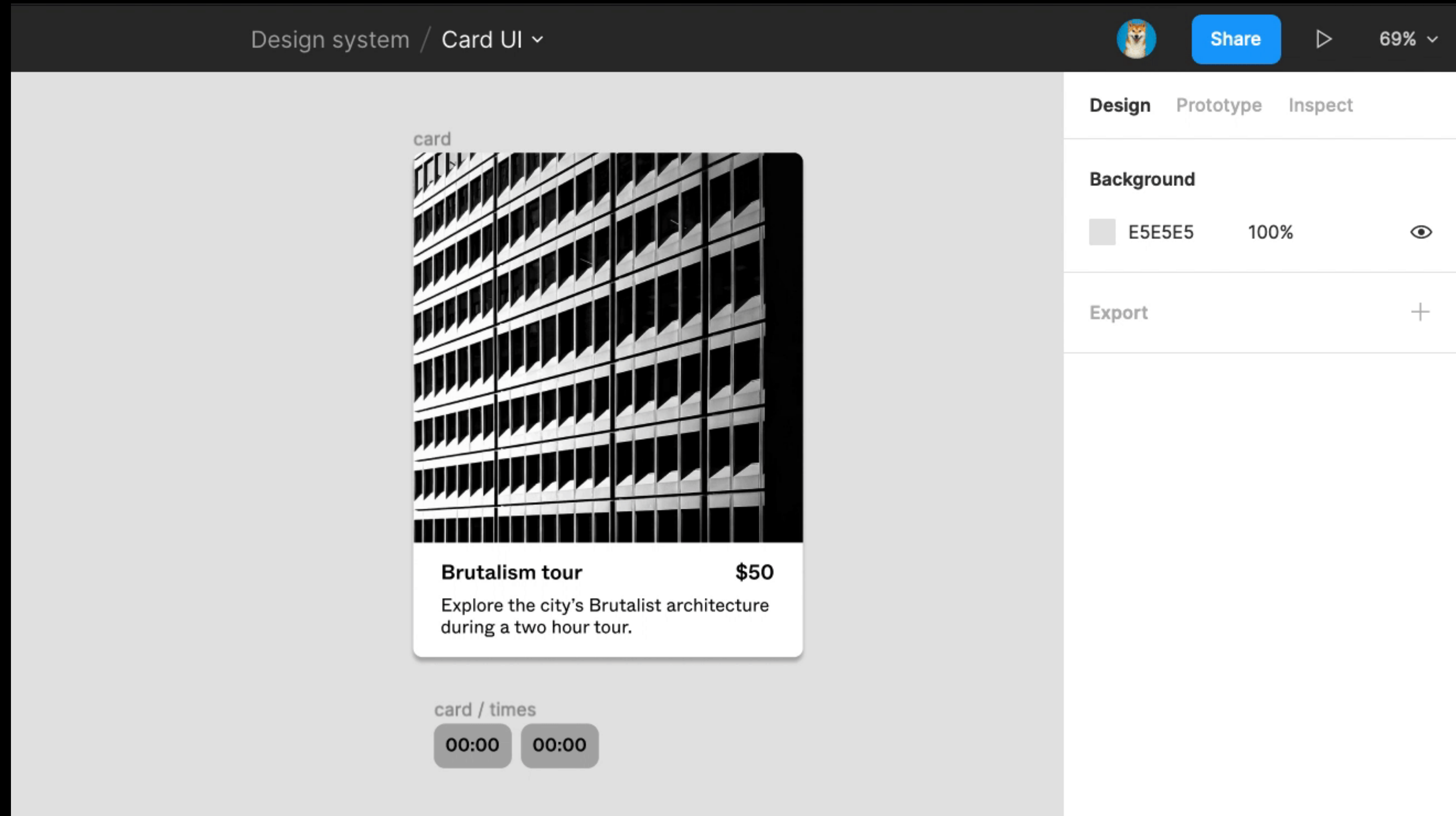
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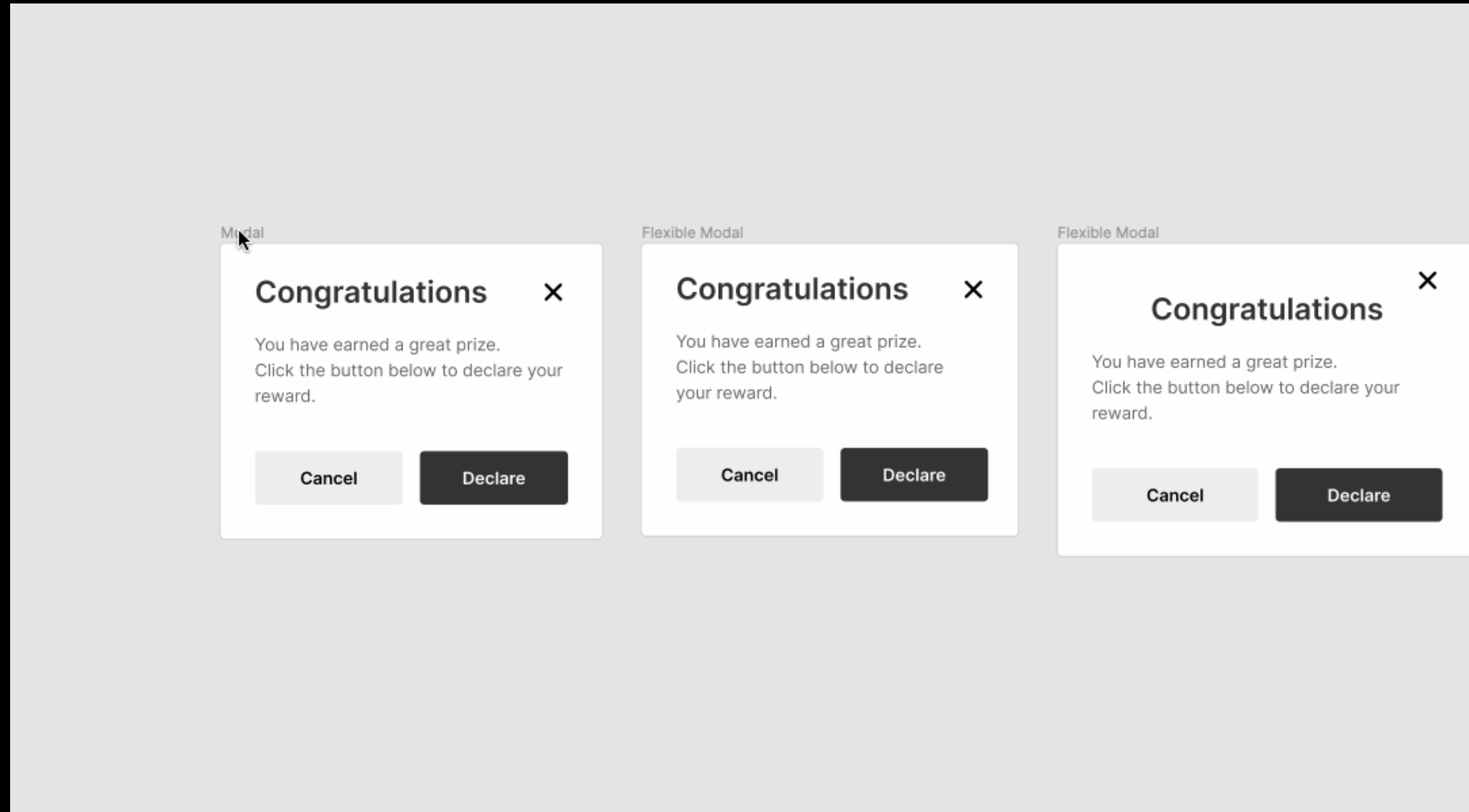
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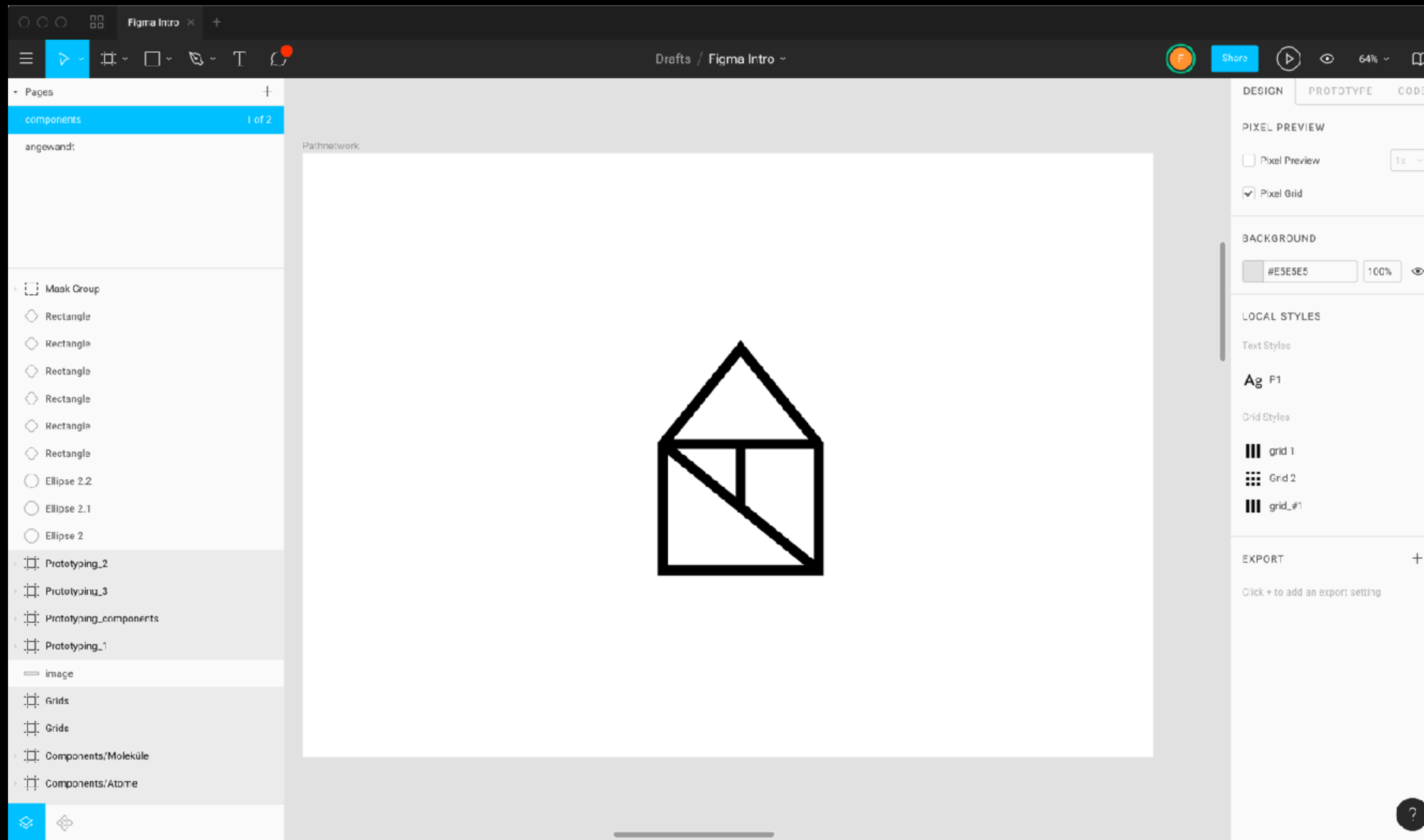


Tools worth exploring

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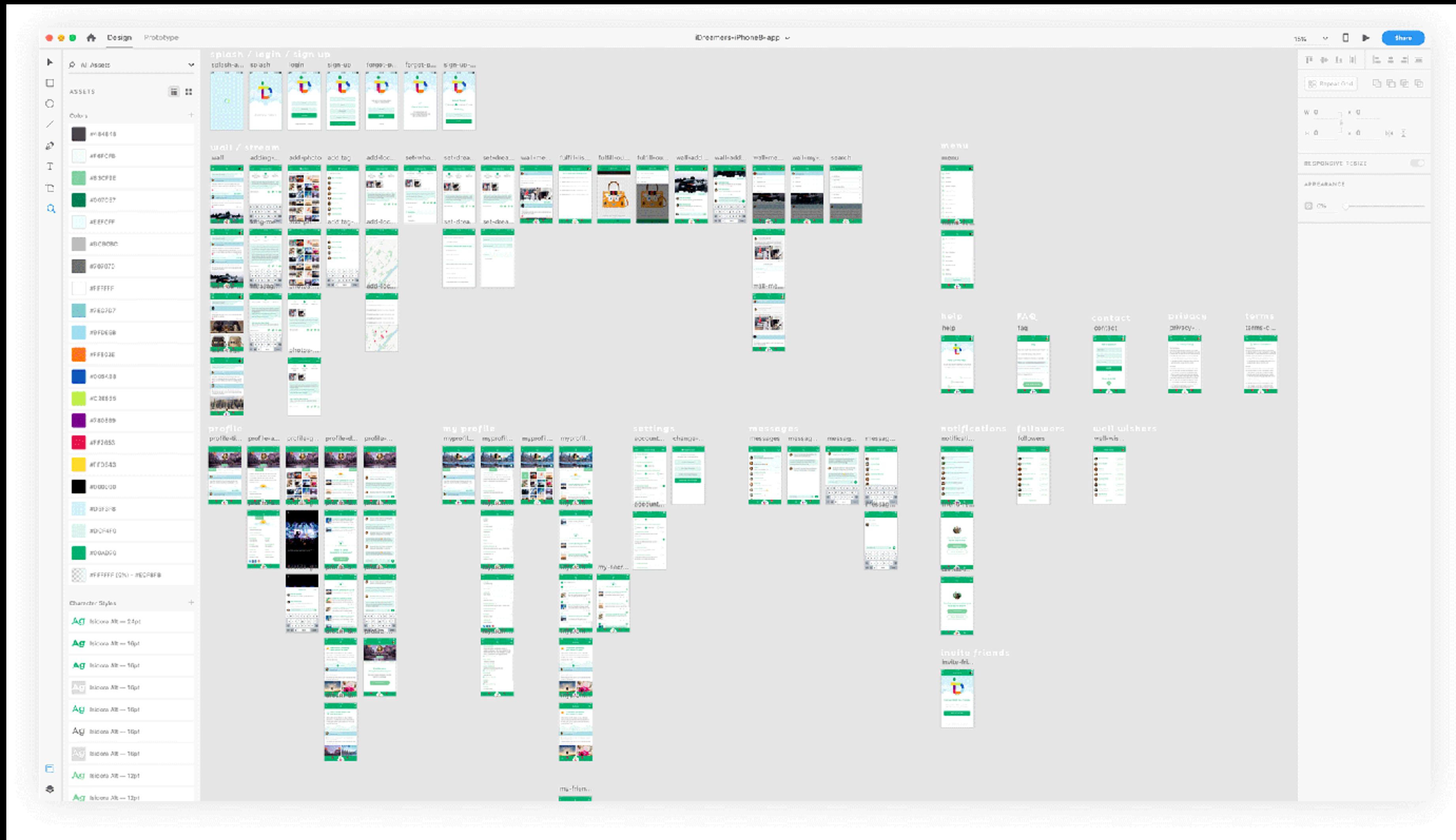
Tools

Figma



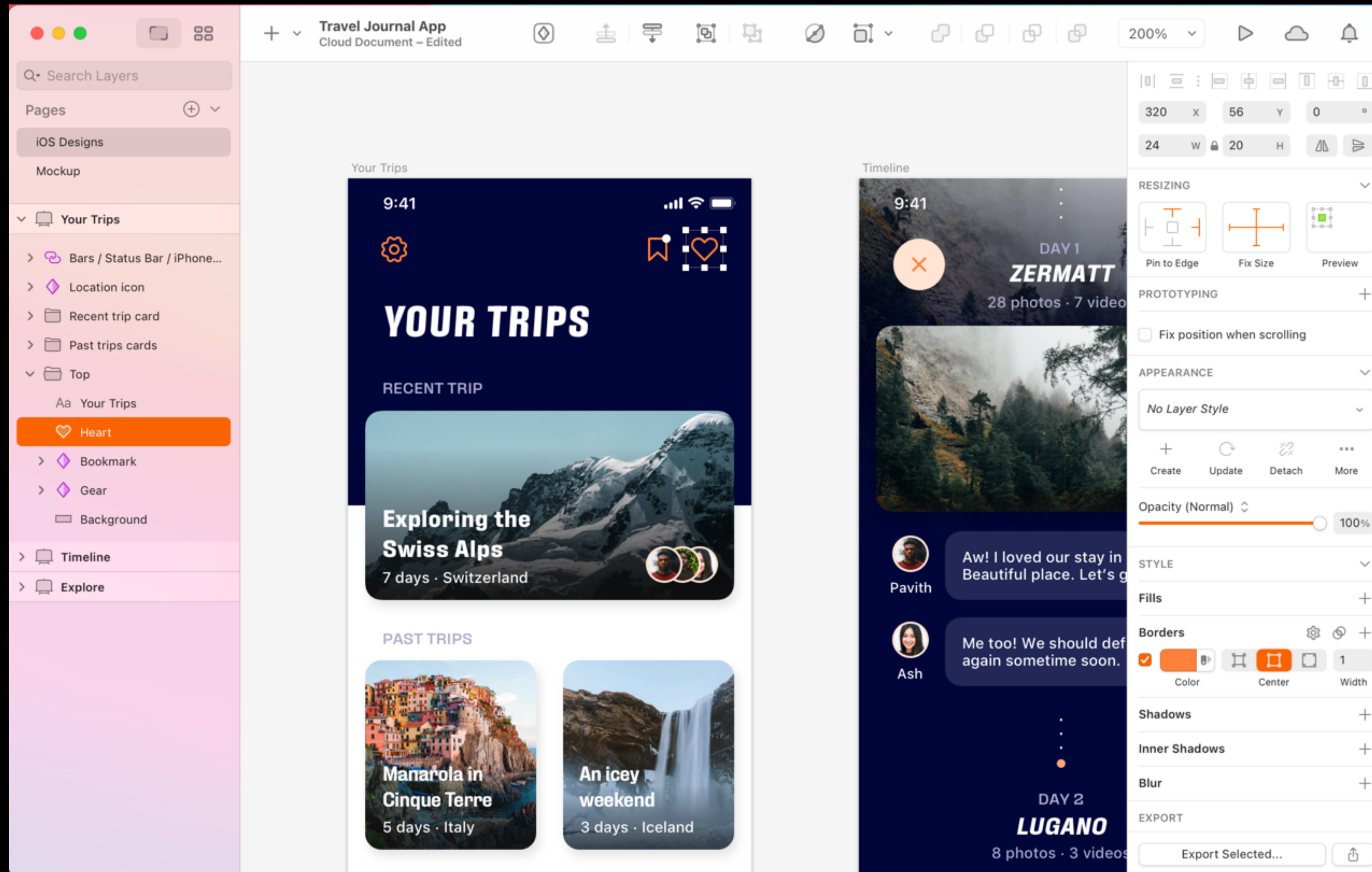
Tools

Adobe Xd



Tools

Sketch



Tools

Principle for Mac

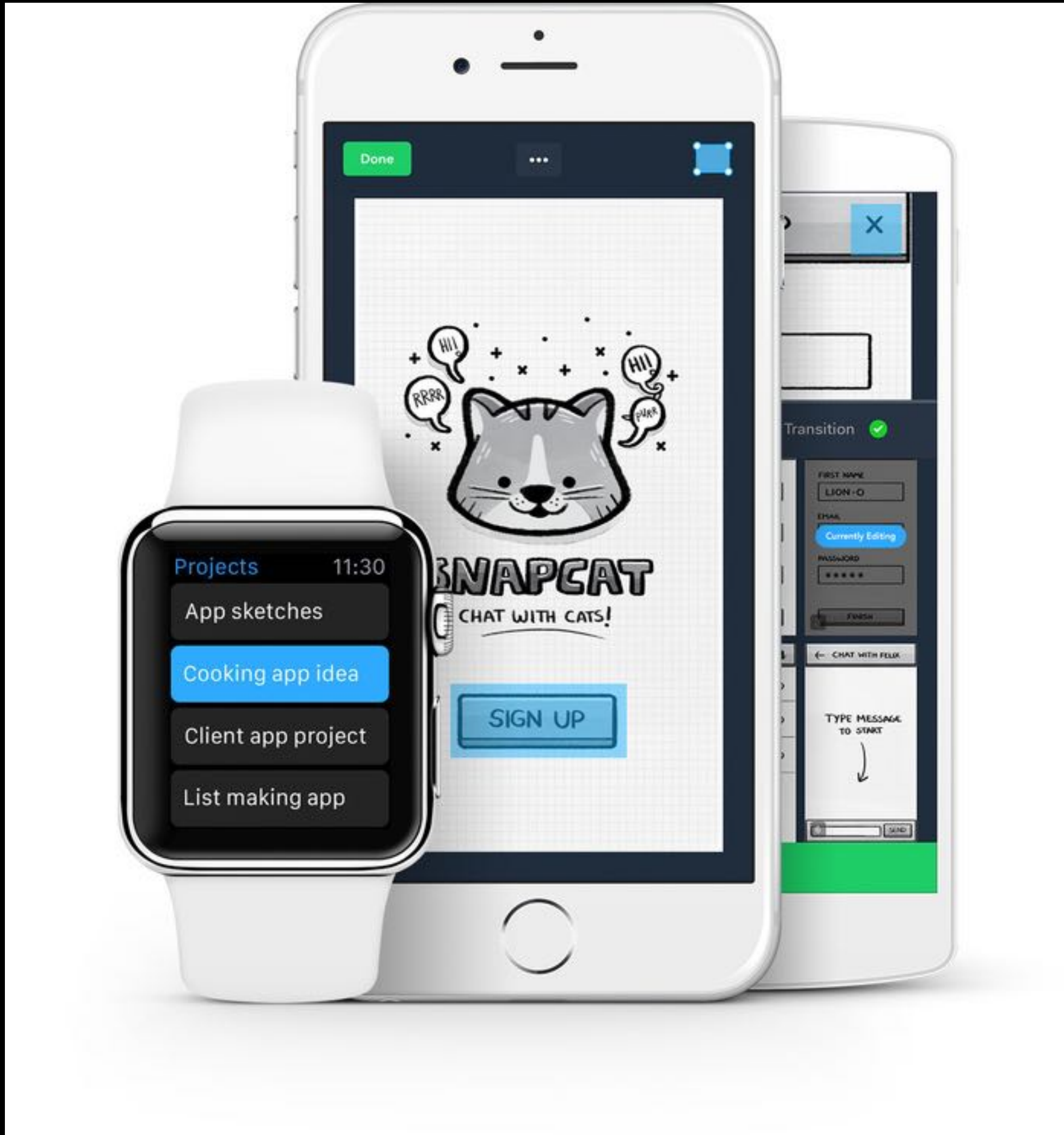


Timeline:

| Event | Time | Properties |
|----------------------|------|--------------------------------------|
| Any Artboard to Drag | 0s | |
| Buddy | 0s | Center X: Default, Center Y: Default |
| Delete | 0s | Center Y: Default |
| Scroll Window | 0s | Scroll X: Frozen |
| The Artboards | 0s | All properties identical |
| Timeline | | All properties identical |
| Background | | All properties identical |

Tools

Marvel App



Danke!

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