

## **Excercise 7b      230701376**

### **Develop low-fidelity paper prototypes for a banking app and convert them into digital wireframes using Inkscape**

#### **AIM:**

The aim is to construct low-fidelity paper prototypes for a banking app and digitize them into wireframes using Inkscape.

#### **PROCEDURE:**

**Tool Link:** <https://inkscape.org/>

#### **Step 1: Create Low-Fidelity Paper Prototypes**

1. Identify Core Features:
  - Determine the essential features of the banking app (e.g., login, dashboard, account management, transfers).
2. Sketch Basic Layouts:
  - Use plain paper and pencils to sketch the main screens.
  - Focus on the primary elements like buttons, navigation menus, and input fields.
3. Iterate and Refine:
  - Get feedback from users or stakeholders.
  - Make necessary adjustments to improve clarity and functionality.

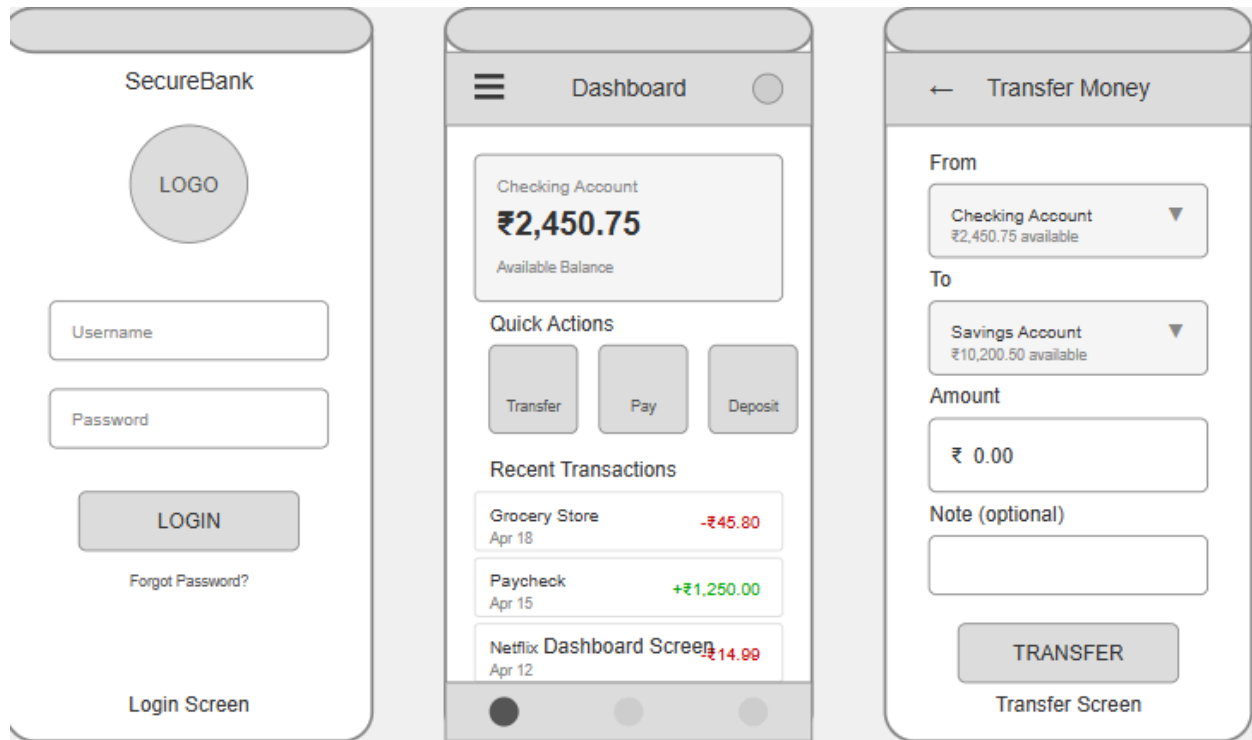
#### **Step 2: Convert Paper Prototypes to Digital Wireframes Using Inkscape**

1. Install Inkscape:
  - Download and install Inkscape from the official website.
2. Create a New Document:

- Open Inkscape and create a new document by clicking on File > New.
3. Set Up the Document:
    - Set the dimensions and grid for your design. Go to File > Document Properties to adjust the size.
    - Enable the grid by going to View > Page Grid.
  4. Draw Basic Shapes:
    - Use the rectangle and ellipse tools to draw the basic shapes for your UI elements (e.g., buttons, input fields, icons).
  5. Add Text:
    - Use the text tool to add labels and placeholder text to your elements.
  6. Organize and Align:
    - Arrange and align the elements to match your paper prototype.
    - Use the alignment and distribution tools to keep everything organized.
  7. Group Elements:
    - Select related elements and group them together using Object > Group.
    - This helps keep your design organized and easy to edit.
  8. Create Multiple Screens:
    - Duplicate your base layout to create different screens (e.g., login, dashboard, transfer).
    - Use Edit > Duplicate to create copies of your elements and arrange them for each screen.
  9. Link Screens (Optional):
    - If you want to show navigation flows, you can add arrows or other indicators to demonstrate how users will move between screens.
  10. Export Your Wireframes:
    - Once you're satisfied with your digital wireframes, export them by going to File > Export PNG Image.
    - Choose the appropriate settings and export each screen as needed.

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## OUTPUT:



**RESULT:** thus the wireframing and execution of a rough prototype of an online banking application was plotted and obtained.