

Exercise: 6(a)

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Simulate the lifecycle stages for UI design using the RAD model
and develop a small interactive interface using Axure RP

AIM:

The aim is to demonstrate the lifecycle stages of UI design via the RAD model and develop a small interactive interface employing Axure RP.

PROCEDURE:

Tool Link: <https://www.axure.com/>

Simulating the Lifecycle Stages for UI Design Using the RAD Model

RAD Model (Rapid Application Development): The RAD model emphasizes quick development and iteration. It consists of the following phases:

1. Requirements Planning:

- Gather initial requirements and identify key features of the UI.
- Engage stakeholders to understand their needs and expectations.

2. User Design:

- Create initial prototypes and wireframes.
- Conduct user feedback sessions to refine the designs.
- Use tools like Axure RP to develop interactive prototypes.

3. Construction:

- Develop the actual UI based on the refined designs.
- Perform iterative testing and feedback cycles.

4. Cutover:

- Deploy the final UI.
- Conduct user training and support.

Axure RP Interactive Interface Development

Phase 1: Requirements Planning

1. Identify Key Features:

- Navigation (Home, Product Categories, Product Details, Cart, Checkout, Order Confirmation, Order History)
- User actions (Browsing, Searching, Adding to Cart, Checkout, Tracking Orders)

2. Create a Requirements Document:

- List all features and functionalities.
- Document user stories and use cases.

Phase 2: User Design

1. Install and Launch Axure RP:

- Download and install Axure RP from Axure's official website.
- Launch the application.

2. Create a New Project:

- Go to File -> New to create a new project.
- Name the project (e.g., "Shopping App Interface").

3. Create Wireframes:

- Use the widget library to drag and drop elements onto the canvas.
- Design wireframes for each screen:

■ Home Page

■ Product Categories

- Product Listings
- Product Details
- Cart
- Checkout
- Order Confirmation
- Order History

4. Add Interactions:

- Select an element (e.g., button) and go to the Properties panel.
- Click on Interactions and choose an interaction (e.g., OnClick).
- Define the action (e.g., navigate to another screen).

5. Create Masters:

- Create reusable components (e.g., headers, footers) using Masters.
- Drag and drop masters onto the wireframes.

6. Add Annotations:

- Add notes to describe each element's purpose and functionality.
- Use the Notes panel to add detailed annotations.

Phase 3: Construction

1. Develop Interactive Prototypes

- Convert wireframes into interactive prototypes by adding interactions and transitions.
- Use dynamic panels to create interactive elements (e.g., carousels, pop-ups).

2. Test and Iterate:

- Preview the prototype using the Preview button.
- Gather feedback from users and stakeholders.

- o Make necessary adjustments based on feedback.

Phase 4: Cutover

1. Finalize and Export:

- o Finalize the design and interactions.
- o Export the prototype as an HTML file or share it via Axure Cloud.

2. User Training and Support:

- o Conduct training sessions to familiarize users with the new interface.
- o Provide documentation and support for any issues.



