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**Course: UIP**

**Experiment no. : 3**

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| Type of Tool | WireFraming |
| Name: Of the Tool  (Include Company Name,  Website etc.) | **Balsamiq Wireframes**  **Link: (**[Balsamiq Wireframes - Industry Standard Low-Fidelity Wireframing Software | Balsamiq](https://balsamiq.com/wireframes/)**)**  **Company Name: Balsamiq** |
| License/ Open Source | Commercial |
| Explanation of Tool | Balsamiq Wireframes is a dedicated tool for creating low-fidelity wireframes with a sketchy, hand-drawn look. |
| Procedure | Input in Balsamiq Wireframes:  Balsamiq Wireframes accepts input through its user interface, focusing on creating low-fidelity wireframes to visualize the structure and layout of user interfaces. Input can include:   1. UI Elements: Users can drag and drop various UI elements onto the canvas, such as buttons, text boxes, checkboxes, and icons. These elements represent the building blocks of the user interface. 2. Mockup Components: Balsamiq provides pre-designed mockup components that users can customize and arrange to create wireframes. These components simplify the process of creating interface elements. 3. Basic Interactivity: Users can define basic interactions by linking elements to other pages or pop-up dialogs within the wireframe. This helps demonstrate the flow and navigation between different screens.   Processing Data in Balsamiq Wireframes:  Balsamiq Wireframes does not process data in the same way as a programming tool. Instead, it processes data in a simplified manner relevant to wireframing:   1. Layout and Structure: Balsamiq processes data related to the arrangement and organization of UI elements on the wireframe canvas. It provides tools to align, group, and position elements effectively. 2. Text and Labels: Users input text and labels for UI elements, which are processed to display content placeholders on the wireframes. These labels help convey the intended content. 3. Basic Interactions: The tool processes links and interactions defined by users. When elements are linked, Balsamiq can simulate the navigation between wireframes when previewed.   Displaying Output/Result in Balsamiq Wireframes:  Balsamiq Wireframes displays the output in a simplified and low-fidelity manner, focusing on conveying the layout and structure of the user interface:   1. Wireframe Canvas: The main workspace in Balsamiq where users arrange UI elements to create the wireframe. The canvas displays a sketch-like appearance to maintain a low-fidelity representation. 2. Visual Mockup: While Balsamiq emphasizes low-fidelity designs, it does provide basic visual styling options such as colors, fonts, and basic shapes. However, the focus remains on structure rather than high-fidelity aesthetics. 3. Navigation Preview: Balsamiq enables users to preview the wireframes, simulating the basic interactions between linked elements. This allows users to visualize the user journey and navigation flow. 4. Sharing and Exporting: Users can share their wireframes with stakeholders or team members by exporting or sharing project files. These files can be viewed using Balsamiq's viewer or other compatible tools. |
| Conclusion | Yes the tool will be selected for lab activities |

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| Type of Tool | Mockup |
| Name: Of the Tool  (Include Company Name,  Website etc.) | **Adobe XD**  Link: -[Learn XD Design | Adobe XD](https://www.adobe.com/products/xd/learn/get-started-xd-design.html)  Company Name: Adobe. |
| License/ Open Source | Commercial |
| Explanation of Tool | From ideation to asset delivery, Adobe XD delivers time-saving features and workflows to help you focus on creating. Designers and design teams around the world use Adobe XD for collaborating through the design process, from ideation and wireframing to developer handoff. With the ability to share links to designs and specifications, team members can view and leave feedback easily via comments directly in the browser. |
| Procedure | Input in Adobe XD:  Adobe XD accepts input through its user interface, allowing designers to create detailed mockups and prototypes of user interfaces. Input can include:   1. Design Elements: Users can create and customize various design elements such as buttons, text, images, icons, and UI components. These elements form the visual foundation of the mockup. 2. Artboards: Designers work on artboards, which are like canvases representing individual screens or pages. Users can create multiple artboards to depict the various states and interactions of the mockup. 3. Interactive Components: Adobe XD supports interactive components, allowing users to define interactions, transitions, and animations. Users can set up click triggers and other gestures to simulate user actions. 4. External Assets: Designers can import external assets like images, icons, and fonts to incorporate into the mockup.   Processing Data in Adobe XD:  Adobe XD processes data related to design and interaction to create interactive mockups:   1. Layout and Styling: The tool processes layout data, including element positions, sizes, and styling properties such as colors, typography, and spacing. 2. Interactions and Animations: Adobe XD processes data related to user interactions and animations. Users define triggers, actions, and transitions that determine how the mockup responds to user input. 3. Assets and Symbols: Users can create reusable symbols and assets that are processed and managed by XD. These symbols ensure consistency across the mockup and simplify updates.   Displaying Output/Result in Adobe XD:  Adobe XD displays the output by providing a highly interactive and detailed mockup experience:   1. Design Canvas: The main workspace where designers arrange and design UI elements on artboards. It allows for precise positioning and styling adjustments. 2. Interactive Prototypes: Adobe XD generates interactive prototypes that simulate user interactions and transitions. Users can define the flow between artboards to create a realistic user experience. 3. Preview Mode: Designers and stakeholders can preview the interactive prototype directly within XD. This allows users to experience the mockup as close to the intended final product as possible. 4. Sharing and Collaboration: Adobe XD offers sharing options that enable designers to share prototypes with stakeholders and team members. Collaborators can view and interact with the prototype, providing feedback and insights. 5. Design Specs: Adobe XD can generate design specifications that detail the exact dimensions, colors, and assets used in the design. This helps streamline the communication between designers and developers. |
| Conclusion | Yes the tool will be selected for lab activities |

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| Type of Tool | Designing and Prototyping |
| Name: Of the Tool  (Include Company Name,  Website etc.) | **Sketch and InVision**  Link: [Sketch | InVision (invisionapp.com)](https://www.invisionapp.com/integrations/detail/sketch)  Company Name: InVision |
| License/ Open Source | Commercial |
| Explanation of Tool | Your designs deserve a place that shows them off in the best light. Enter Craft Manager: InVision's plugin solution for Sketch files. Use Craft Manager for Sketch to sync artboards and prototypes so stakeholders can not just see what you’re building, but understand it in a purpose-built tool for inclusive collabroation—InVision. The Freehand canvas is the perfect place to invite teammates to review designs, share feedback, and to seamlessly do a design handoff. |
| Procedure | Input in Sketch/InVision:  Sketch and InVision work together to provide a seamless workflow for designing and prototyping user interfaces:  Sketch (Input):   1. Design Elements: In Sketch, designers create design elements like buttons, icons, text, and UI components using vector graphics and other design tools. 2. Artboards: Designs are organized on artboards, representing different screens or states of the interface. 3. Layout and Styling: Designers set up layout, positioning, and styling properties for elements within the Sketch interface.   InVision (Input):   1. Linking Artboards: In InVision, designers import their Sketch artboards and link them together to define the interactive flow of the prototype. 2. Interactions: Designers define interactions by adding hotspots to elements on the artboards. These hotspots become clickable areas that trigger transitions. 3. Processing Data in Sketch/InVision:   The combination of Sketch and InVision processes data related to both design and interactivity:  Sketch (Processing):   1. Vector Graphics: Sketch processes vector graphics, allowing for scalable and high-quality designs. 2. Design Components: Design elements can be turned into reusable components (symbols) that help maintain consistency across the design. 3. Layer Properties: Data related to layers, such as colors, typography, and sizes, are processed to render the visual design accurately.   InVision (Processing):   1. Interactivity: InVision processes interactions defined in Sketch by creating clickable links between artboards. It also supports animations and transitions between screens. 2. Preview Logic: InVision processes the logic behind interactive prototypes, ensuring that user actions trigger the correct transitions and animations.   Displaying Output/Result in Sketch/InVision:  The combination of Sketch and InVision provides a comprehensive way to design and showcase interactive prototypes:  Sketch (Output):   1. Design Canvas: Designers use Sketch's canvas to create detailed UI designs, leveraging tools for precise layout, alignment, and styling. 2. Export Assets: Sketch allows designers to export design assets in various formats, which can be used in both the design and prototyping stages.   InVision (Output):   1. Interactive Prototypes: InVision generates interactive prototypes that simulate user interactions. Users can preview these prototypes in a web browser or on mobile devices. 2. User Testing: Designers can share InVision prototypes with stakeholders and users to gather feedback and conduct usability testing. 3. Design Handoff: InVision also provides features for design handoff, where designers can provide developers with design specifications, assets, and CSS code. |
| Conclusion | Yes the tool will be selected for lab activities |

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| Type of Tool | Proof of Concept (POC) |
| Name: Of the Tool  (Include Company Name,  Website etc.) | **Figma Designs**  Link: [Free Design Tool for Websites, Product Design & More | Figma](https://www.figma.com/design/)  Company Name: Figma |
| License/ Open Source | Commercial |
| Explanation of Tool | Figma is primarily a design and prototyping tool that allows teams to collaborate on user interface and user experience (UI/UX) design projects. While it's not typically used as a traditional programming or development environment for creating technical proof of concepts (POCs), it can still be leveraged to visualize and communicate POC ideas, especially when the POC involves UI/UX elements. |
| Procedure | Figma accepts input primarily through its user interface, which includes various tools and features for designing and prototyping. The input can include:   1. Design Elements: Users can create and manipulate design elements such as shapes, text, images, icons, and UI components. These elements form the building blocks of the POC's visual representation. 2. Interactions and Links: Users can define interactive behaviors by creating clickable elements and establishing links between screens. This helps simulate user interactions within the POC. 3. Annotations and Comments: Stakeholders and team members can provide input through comments and annotations directly on the design, allowing for collaborative feedback.   **Processing Data in Figma as a POC Tool:**  **Figma, as a design tool, doesn't perform complex data processing like programming languages or software frameworks. However, it processes data in the context of design and interaction:**   1. **Transitions and Animations: Figma processes data related to transitions and animations between screens or elements. It simulates these interactions to provide a visual representation of how the POC would feel to users.** 2. **Layer Properties: Users define properties for design elements, such as colors, sizes, positions, and typography. Figma processes these properties to render the visual elements accurately.** 3. **Interactive States: Figma handles interactive states like hover, click, and focus, allowing users to simulate how these states affect the appearance of elements.**   **Displaying Output/Result in Figma as a POC Tool:**  **Figma displays the output or result of the POC concept through its design and prototyping features:**   1. **Design Canvas: The primary workspace in Figma where users arrange design elements, create layouts, and design the visual representation of the POC.** 2. **Interactive Prototypes: Figma generates interactive prototypes that users can view and interact with. These prototypes demonstrate the flow of the POC and how users would navigate through different screens or interactions.** 3. **Sharing and Presenting: Figma allows users to share their designs and prototypes with others through shareable links. Stakeholders and team members can access these links to view and interact with the POC concept.** 4. **Preview Mode: Users can preview the interactive prototype within Figma to experience the user journey and interactions as closely as possible to the intended end result.** |
| Conclusion | Yes the tool will be selected for lab activities |

**Outcomes:**

CO1: Comprehend role of user and designer in User Interface Design

**Conclusion:**

Found out about some wireframing and design tools in the market