Exercise 8:

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.
- Make necessary adjustments based on feedback.

Phase 4: Cutover

1. **Finalize and Export:**
    - Finalize the design and interactions.

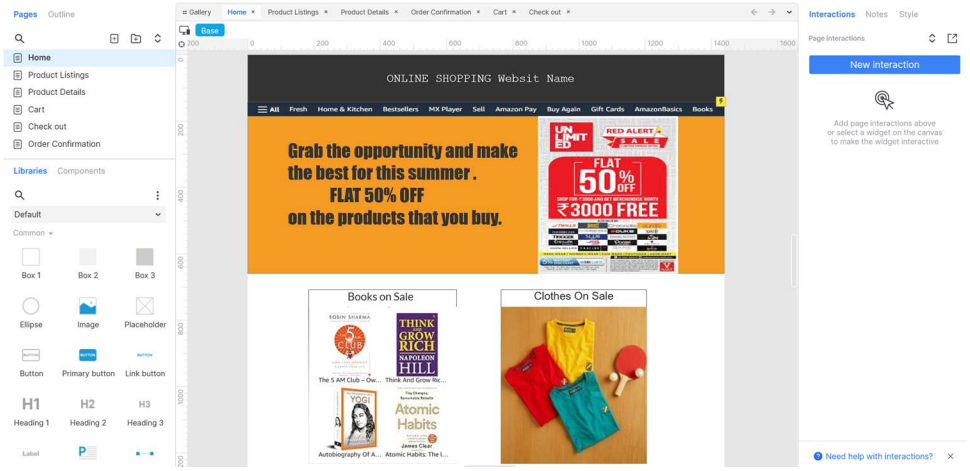
○ Export the prototype as an HTML file or share it via Axure Cloud.

2. **User Training and Support:**

○ Conduct training sessions to familiarize users with the new interface.

○ Provide documentation and support for any issues.

OUTPUT:



RESULT:

The output was verified successfully.