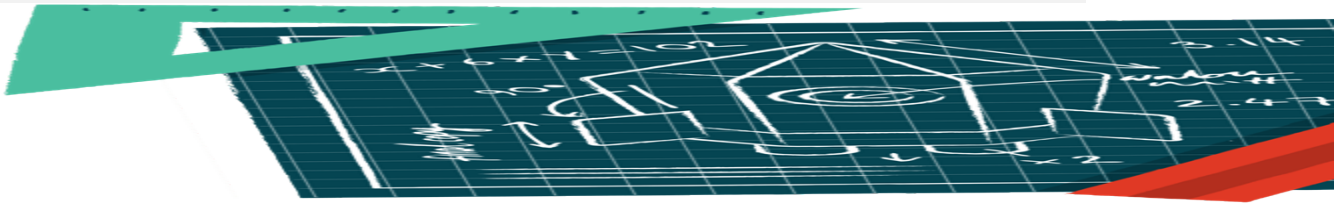
From: Hack Design
Sent: Mon, 24 Mar 2014 17:27:35 +0000
To: saqibrazzaq@gmail.com
Subject: Lesson 41 - Prototyping Advanced Mobile Interactions with Framer(Aspose.Email Evaluation)

LESSON 41



Prototyping Advanced Mobile Interactic Framer

Curated by Cemre Güngör, Founder, Branch

As motion and animations become more and more important in UI design, designers have started searching fo them add a layer of interactivity to their work. You might have heard about After Effects, Quartz Composer or X context.

In this lesson, I want to introduce you to Framer, which is a new framework for making interactive prototypes fo Framer hits a great spot balancing speed and flexibility, and has an easier learning curve than Quartz Compos based on familiar tools and languages. Let's dive in!

Framer Facebook Group

Community

Task: Since Framer is a very young platform, documentation and examples on the internet are a little sparse. community, including the creator of Framer and other folks that make tools for Framer, hang out at this Faceb new work and answer each others' questions.

Join the Facebook group to learn from others who are using Framer and post your own questions.

Demos made with Framer

Example

Task: Framer's handy live editor lets you examine and tweak example code. To get inspiration about different can do with Framer, check out these examples. You can modify the code on the left pane to see how it affects

- **Facebook**

This demo recreates Facebook's home screen with two side panes, and zooming images.

- **Potluck**

This is a prototype we made at Potluck to experiment with different ways to show people who hearted a post. interaction, click on the row of avatars to make them spring open. Move the slider to change the number of pe animate.

- **Google Now**

A demo made by a designer at Google who prototyped the transitions of Google Now using Framer.

Prototyping Swipe and Drag Gestures with Framer

Article

Task: The strength of Framer lies in being able to prototype all sorts of complex gestures, especially those wh swipe or drag an element has a direct effect on its attributes. In this blog post, I set up a simple project to dem advanced drag gestures that can be prototyped with Framer.

Follow the tutorial, examine the source code, and try to add similar swipe interactions to your own Fra you made in the last step.

Photoshop and Sketch integration

Video

Task: The most powerful feature of Framer is being able to turn your Photoshop or Sketch mockup into a Fram one click. This way, you can skip the boring legwork of bootstrapping a prototype from existing assets, and rea interactive prototypes into your daily workflow. Framer has an official Photoshop exporter, and there is an unof as well.

Watch the video to see how the Photoshop exporter works, and try to turn one of your own Photoshop mockups into an interactive prototype with the exporter tools.

Introduction to Framer.JS

Video

Task: In this video, Koen, the creator of Framer, explains why being able to prototype motion and interactions designers, and why the current tools that we are using for interactive design are hindering our workflow. Koen the demos from the home page of the Framer website, and then write some examples to show the basics Fra a basic example of how views and animations work in Framer, and to 15:00 for adding interactions.

Watch the introduction video to get familiar with the core concepts of Framer.JS.

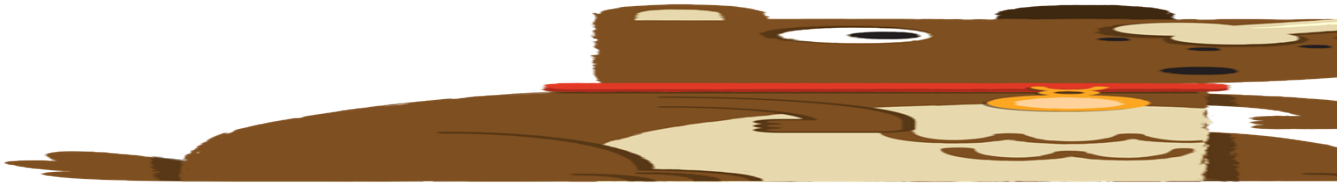
Cemre Güngör

My name is Cemre, pronounced GEM-RAY. I hail from Turkey and Finland, and call Summer 2011, I founded Branch.com.

You can follow @gem_ray on twitter.

From: Hack Design
Sent: Mon, 23 Dec 2013 23:33:38 +0000
To: saqibrazzaq@gmail.com
Subject: Lesson 28 - Effective Behavior Design(Aspose.Email Evaluation)

LESSON 28



Effective Behavior Design

Curated by Alex Baldwin, Designer, thoughtbot

Part of designing a user experience is convincing the user to behave a certain way in order to reach a specific
right now I'm asking you to read articles, watch a video, and fill out a form to become better skilled at design.

Behavior design gives us an organized and specific model to define and foster behavior change. This field is k
Captology (Computers as Persuasive Technology) and originates with Professor BJ Fogg's work with the Stan
lab.

We're going to look at how to design successful behaviors. It's not complicated voodoo, but rather a simple sys

Habit Design with BJ Fogg

Video

Task: Watch this 40-minute video as a review. **If you only do one thing this week, watch this video.**

Behavior First, Design Second

Article

Task: Write down a behavior you want to change in your own life. As you read through Josh's article, think abo
human motivators for the behavior.

Why should behavior precede design? As designers, are we only amplifying existing human desires or modifyi

Behavior Grid

Website

Task: Read through the 15 types of behavior change. Identify where the behavior you want to modify lies on th

What are the different types of behavior change? Should you treat all types of behavior change the same?

Behavior Model

Website

Task: Study the Behavior Model diagram. If your behavior is abstract (ie. eat better), define a more precise be
once a day). Find the spot where this behavior sits on the curve.

What are the three elements that converge to form a behavior change? How would you attempt to overcome c
at different points on the curve?

Get feedback on your habit

Google Doc

Task: Fill out this form about the habit you want to change. I'll be reviewing entries and sending feedback with

Alex Baldwin

I'm a designer at thoughtbot in San Francisco. Previously with 500 Startups, Techsta
I write and tweet.

Not related to Alec Baldwin.

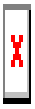
From: Hack Design
Sent: Tue, 03 Dec 2013 01:14:02 +0000
To: saqibrazzaq@gmail.com
Subject: Lesson 25 - Power to the People – Mastering Human-Centered Design(Aspose.Email Evaluation)

LESSON 25

Announcing the Hack Design Toolkit

This just in: we've put together a collection of the must-have design tools, chosen by your favorite curators and designers like you.

Check out the toolkit →



Power to the People – Mastering Human-Centered Design

Curated by Chad Mazzola, Product Design Lead, Klarna

The importance of user-centered design is well-established. This blunt statement from Dieter Rams says it all: "In my eyes, indifference towards people and the lives they lead is the only sin a designer can commit." But it's a significant challenge to translate high-level, human-centered concerns into the actual clicks and taps of a software product. We may have good intentions, but the real test is how our users feel when using the product.

The goal of the lesson is to help you connect high-level goals to specific design approaches in order to build products that are well-designed at every layer.

Building the Minimum Badass User

Video

Task: In this brilliant presentation, Kathy Sierra argues that what companies need to really focus on is making their users awesome, not building products that are merely perceived as awesome. Watch the presentation and think about a project you are working on. In what way can you make your users awesome? How can you re-align your priorities to make sure you accomplish this?

UI and Capability

Article

Task: Revisit this blog post from Ryan Singer that we first saw in Lesson 16. Building on the presentation from Kathy, think about the specific capabilities in your product that enable user awesome. Are you expressing them as clearly as you could? Take a feature and sketch our new ideas for expressing it in a way that gives your users a better, clearer way to achieve their goals.

Making Considerate Software

Article

Task: Now that you're getting a better feel for what matters to your users and how to express it clearly, think more deeply about the personality of your product. Read through this list of personality traits expressed in software, and compare them to the tone of your product. Are you treating your users in a way that reinforces or hinders their goals?

When We Build

Video

Task: Watch this talk by Wilson Miner and take the time to step back and consider not just your product and its users, but the context they exist within. If you are truly making your users awesome, giving them new capabilities and power, what are the bigger consequences of this? How does your tool shape the people who use it and the world at large?

How visionaries see the future

Article

Task: When thinking through solutions to problems you're working on, it's easy to rely on existing ideas for direction. Read this article and think about how you could fundamentally change the way you frame a problem you are engaged with. Could you make a dramatic leap that changes the nature of the problem? Think big!

Chad Mazzola

I'm Product Design Lead at Klarna in Stockholm, Sweden where I design better ways to pay for things online. I'd love to hear from you via twitter or email.

From: Hack Design
Sent: Mon, 20 Jan 2014 16:43:28 +0000
To: saqibrazzaq@gmail.com
Subject: Lesson 32 - Designing with Grids(Aspose.Email Evaluation)

LESSON 32

Designing with Grids

Curated by Reda Lemeden, Interface Designer, Thoughtbot

The human brain has a penchant for identifying patterns, decoding them, then recoding them for later reuse. N
make it easier for us to understand the world around us, but it helps us constantly improve the tools we use to
one of the most salient manifestions of this in the design world are grids.

Grid-based layouts stood the test of time—they predate both print and movable type—and are now a staple of
the sheer number of tools, resources, and frameworks testifies that. This very abundance, however, makes it d
started with grids, especially without proper understanding of the problems they are meant to solve.

A grid is a tool that can be used to establish a spacial hierarchy of the content. It can be fixed or fluid, horizonta
responsive. Grids should be viewed as guides, not boundaries; good designers know how to use grids, great d
and when to break them.

Getting Started: Grids are Good

Slide Deck