

# Axure RP, changes the way of design

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# Agenda

- Warm up
- What tool we have tried
- Get to know Axure RP
- Learning from doing
- Exercise
- Lessons learned from Agile process
- Q&A

# Warm Up

# Let's know each other

- About me
- About you
  - Name
  - Company
  - Position



# What do you expect?

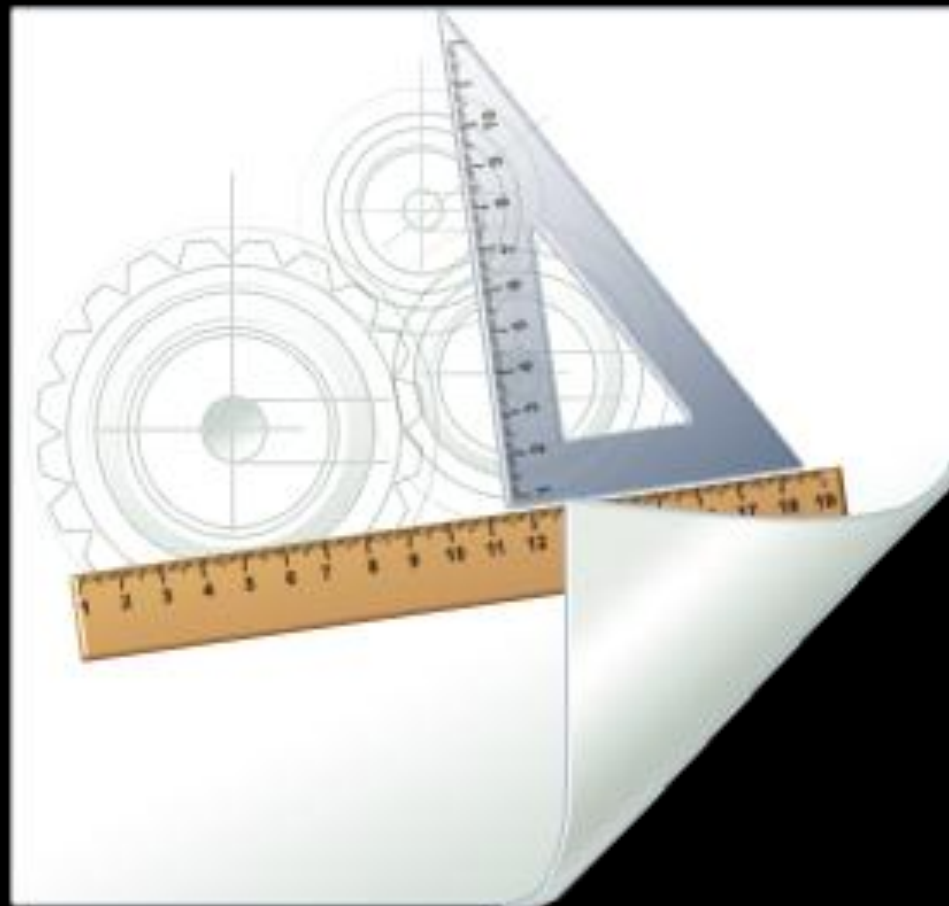
- Experience with Axure RP?
- What's your expectation?



# What tool we have tried?

# What tool we have tried?

- Do you need to do interaction design work?
- What kind of tools do you use for interaction design?



# What I had tried



Microsoft PowerPoint

MICROSOFT POWERPOINT



Microsoft®  
**Visio®** 2010





# Try Axure RP, I love it

- Started 3 years ago, then Give up
- Retried this year, Love it
- Practice and Learn
- Unknown issue, Google



# Axure RP change the way of design

- High fidelity interactive prototype, **NO html and Javascript**
- **Drag and drop**, so simple to make wireframe
- **Easy communication**, forget about hundreds of page specs
- **Team collaboration**, double productivity
- **Optional output**, prototype vs. word specs
- Works for website, desktop, mobile application



# Get to know Axure RP

# What does our hero look like?

## 1. 菜单及命令

## 2. 页面导航

## 3. 控件区，可自定义或导入

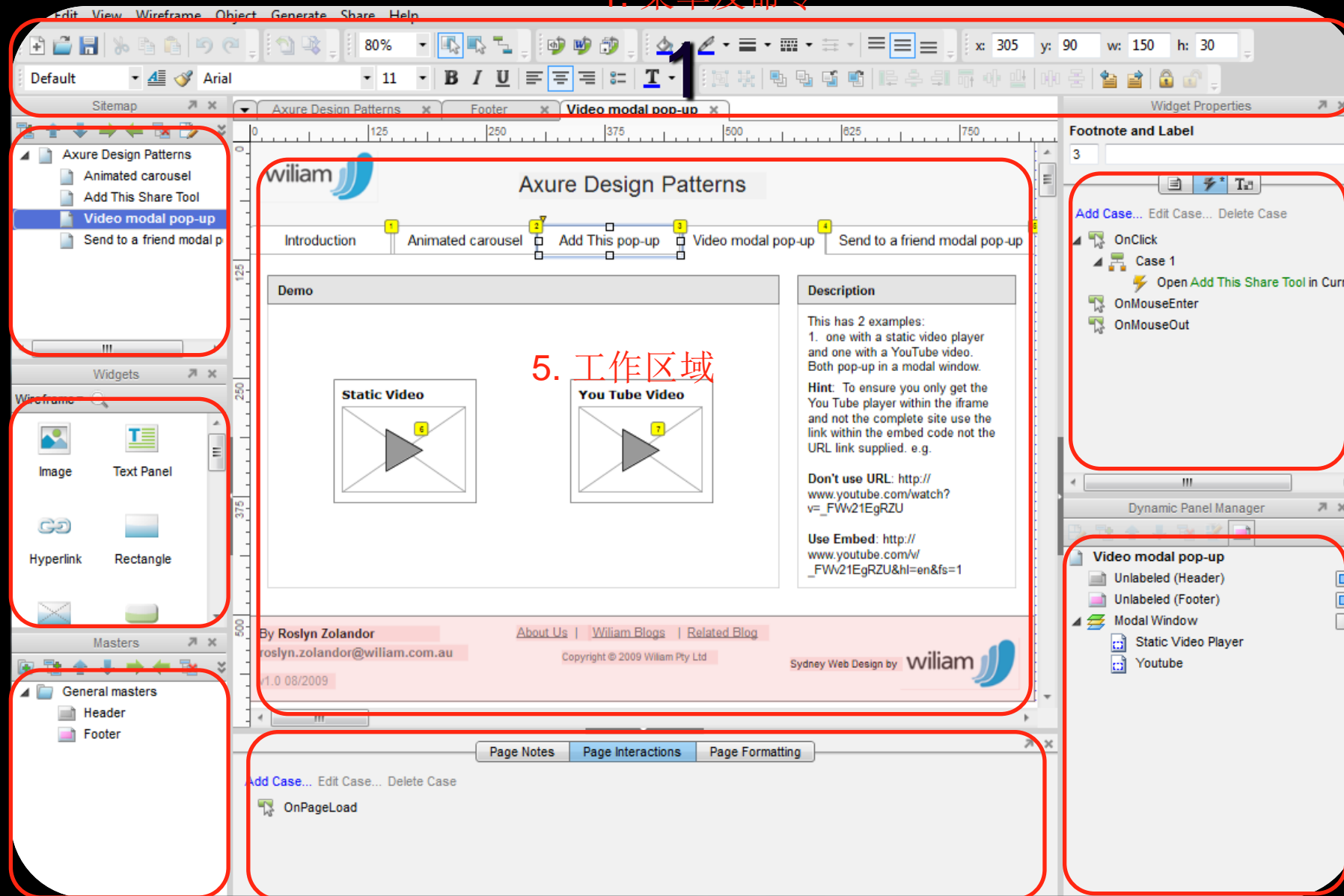
## 4. 模板区

## 5. 工作区域

## 6. 笔记、页面交互及页面格式区

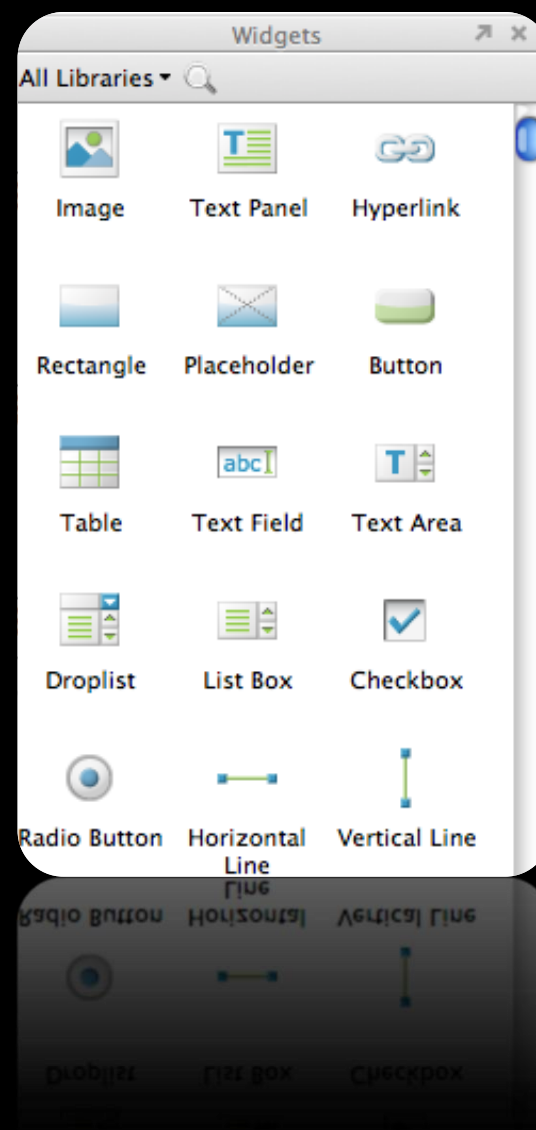
## 8. 注释、控件交互及格式

## 7. 动态面板编辑区



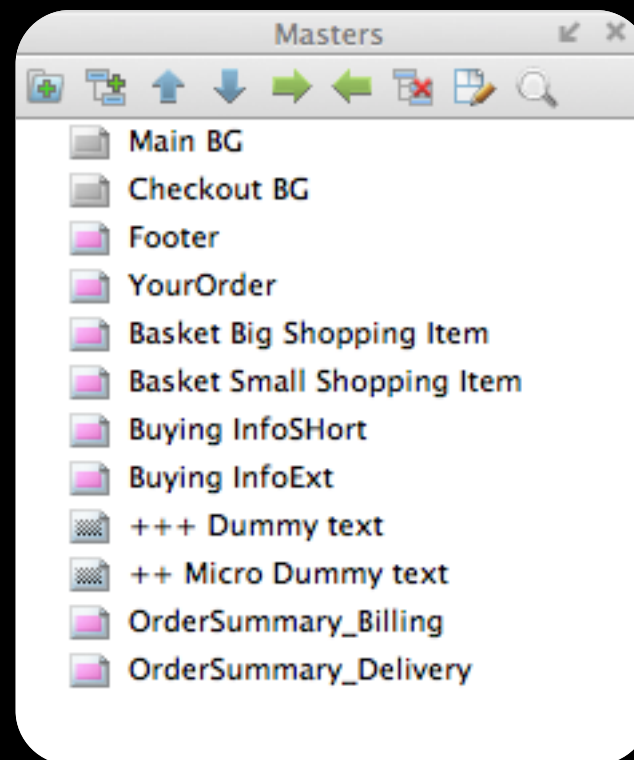
# Widgets – elements to make UI

- Widgets are UI elements to make the wireframe
- Create and load custom widget libraries
- Use SEARCH to locate your target widget quickly



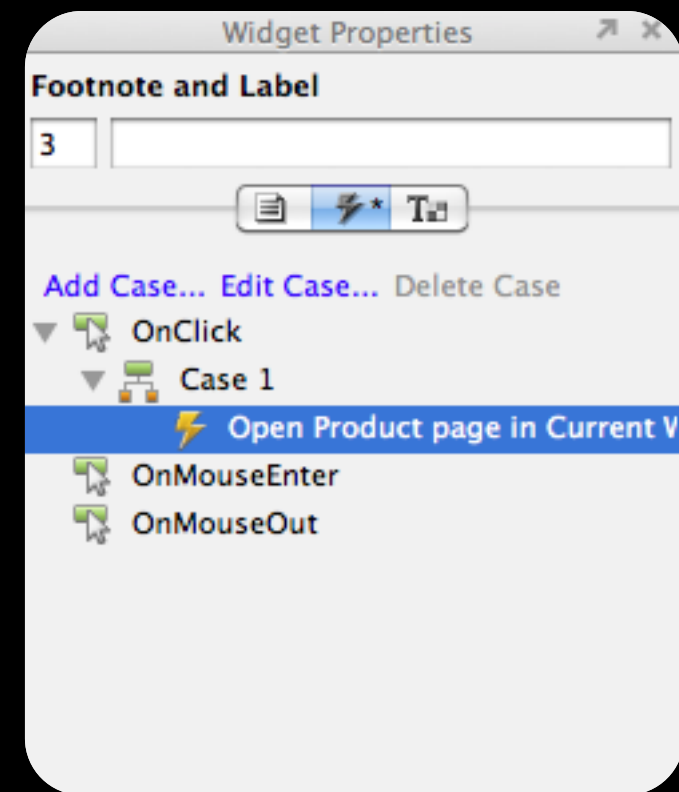
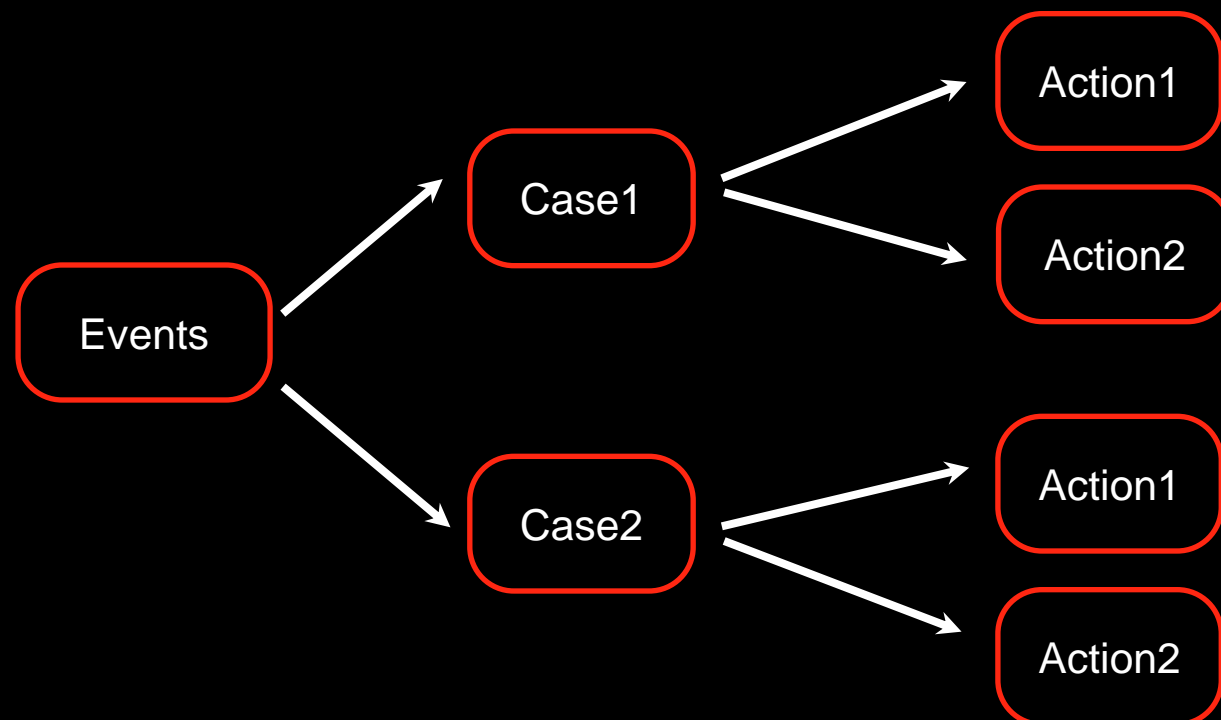
# Master – common elements

- Master can are customized elements that can be reused throughout your design
  - Add, remove, rename and organize
- Three behaviors of master
  - Normal
  - Placed in background
  - Customized widget



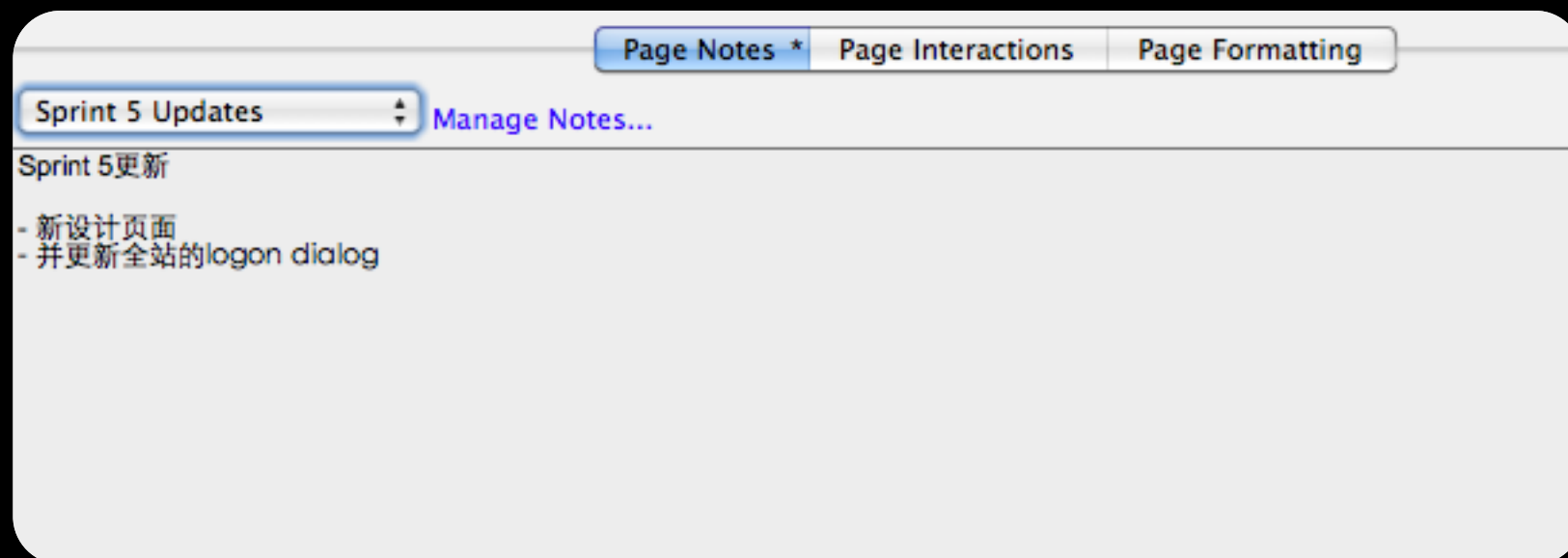
# Widget Interaction – make your design move

- Interaction is realized by events, case and action, as shown below:
  - Different widgets have support different events and action
  - Copy/Paste cases to save time and efforts



# Page notes – explain design/track changes

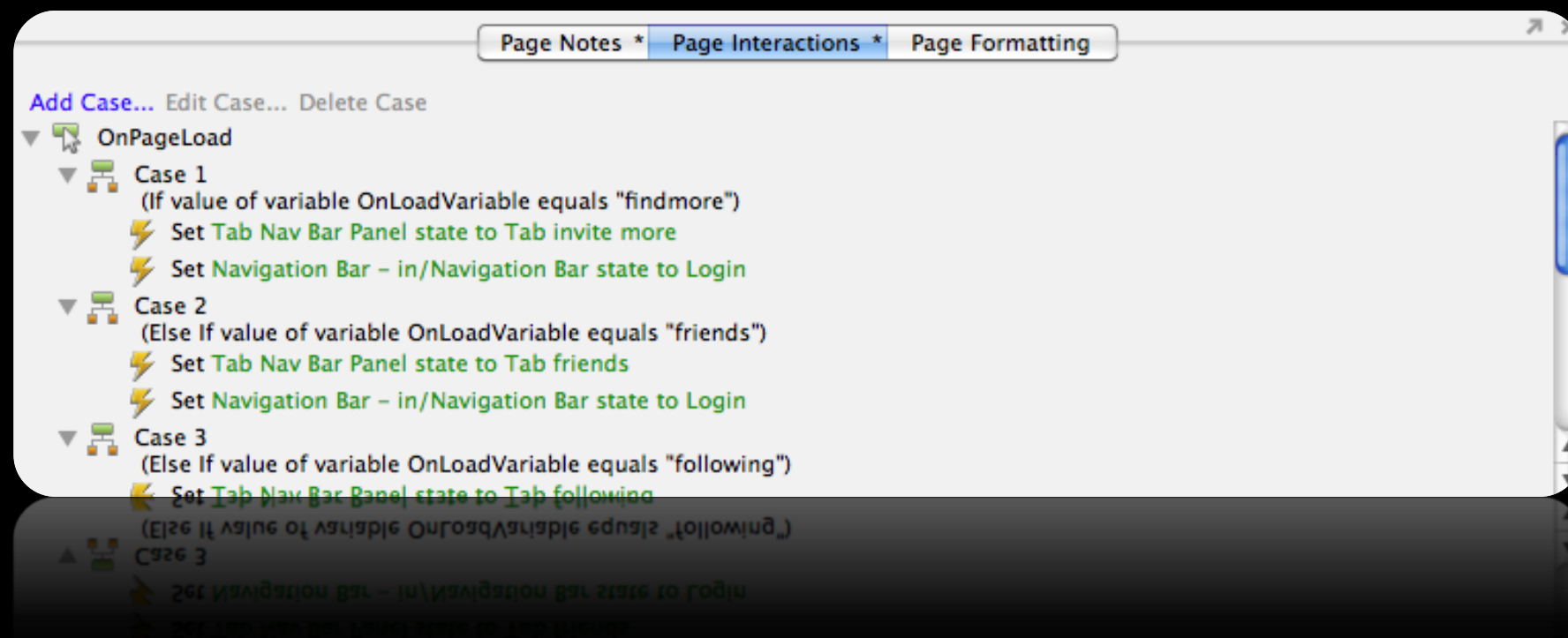
- Add notes to a page to track a change or explain the design
  - Track change of design for sprints
  - Explain a design that cannot be shown in prototype
- Manage notes for different audience
  - Manager vs. Dev





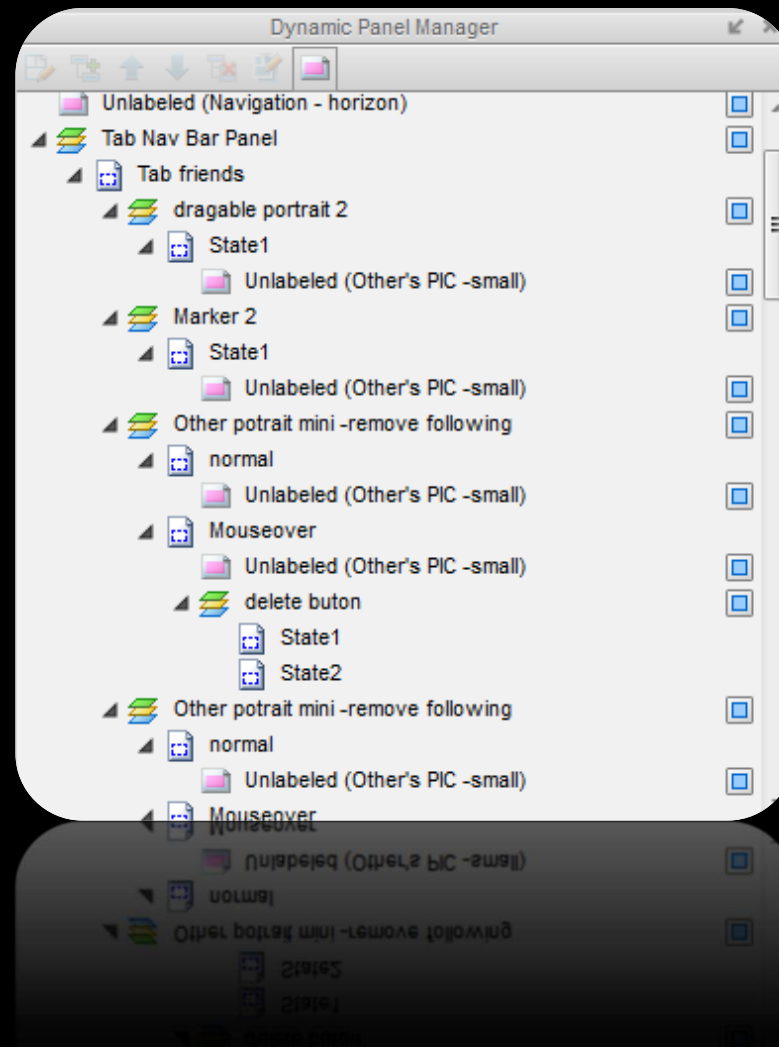
# Page Interaction – page on-loading interaction

- Used to set page to a specific status
- Often work with Variables to realize your expected effects



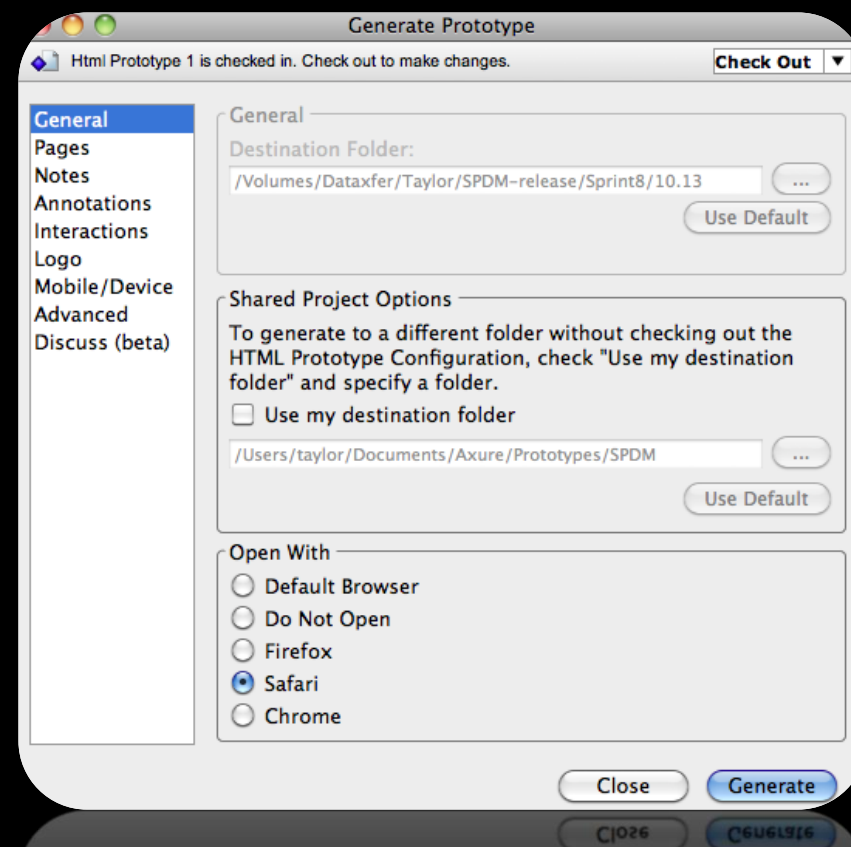
# Dynamic Panel – essential of Axure RP

- If you don't use dynamic panel well, you are still newbie!
- Core of Axure RP



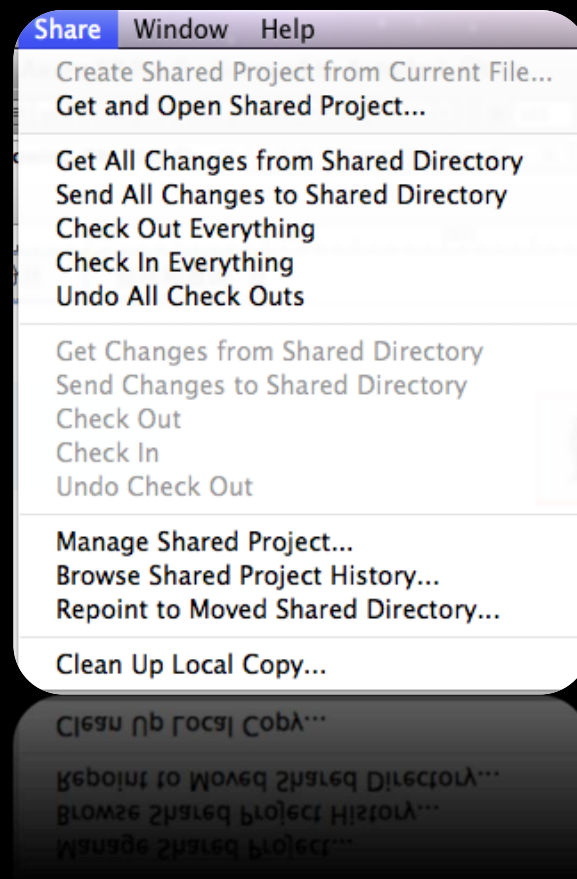
# Prototype – best way to show you design

- Generate interactive html prototype
  - Not everybody understand wireframe, but everybody understand your prototype.
- Specs may be used as backup of prototype



# Share – enable team collaboration

- Different ways of sharing a project
  - Pick the way that works best for you
  - Enjoy the way of team work together
  - Don't forget to check out the element you want to make change, and don't forget to check in your design when finish



# Learn by doing

# Newbie level



# Apprentice level

User Friendly<sup>2011</sup>

简单例子中级例子高级例子

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中级例子1: 登录框

 欢迎登录UserFriendly2011 Axure RP网站

帐号:

密码:

简单起见，只作了帐号是否为空判断。只要帐号不为空就可以登录。

中级例子2: 搜索自动完成、页面传值

关键字

注意，这里可以输入 "user" 来显示自动完成的效果。

# Expert level

User Friendly<sup>2011</sup>

简单例子中级例子高级例子

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高级1高级2高级3高级4

例子4: 简易计算器, 结果精确到0.01

简易计算器 v1.0

数A	操作	数B	结果
0	<input checked="" type="radio"/> + <input type="radio"/> - <input type="radio"/> x <input type="radio"/> /	0	0

计算重置

为了简单起见，操作设置了默认值。  
对于除数为0作了简单处理。  
输入非数字会报错。



# Quick summary

- Interactive, not static pages with links
- Dynamic pane is the essential of Axure RP
- Variable are good helper when you want to pass value to new page
- Widget can be imported or created by yourself
- Masters are useful tool to save time and efforts
- Page notes are useful to explain design and track changes
- Not only for website, but also for desktop, mobile...
- Tricks are learned from practice
- Don't forget to share your findings

# Exercise time

# Exercise

- Your profile page
- Reproduce the examples
- What else you want

# Lessons learned from Agile practice

# Control you version, don't bug others

- Dev. Complain about the changes when you release your code too frequently. Start to control it, otherwise, it bugs!
- Our practice
  - Provide stable version in certain period of time
  - A example, UPaproject\sprint5\8.10\ as a release folder for sprint 5 design



# Need communication, but not big meeting

- Lack of communication across the team, PM, IxD, Visual, UI, Devs and TDs can lead to serious result, but nobody like large scale meeting
- Our practice
  - Minimize large scale meeting and evolved only related persons
  - Align your design in design team first
  - Explain your design to visual, UI, Devs and TDs.



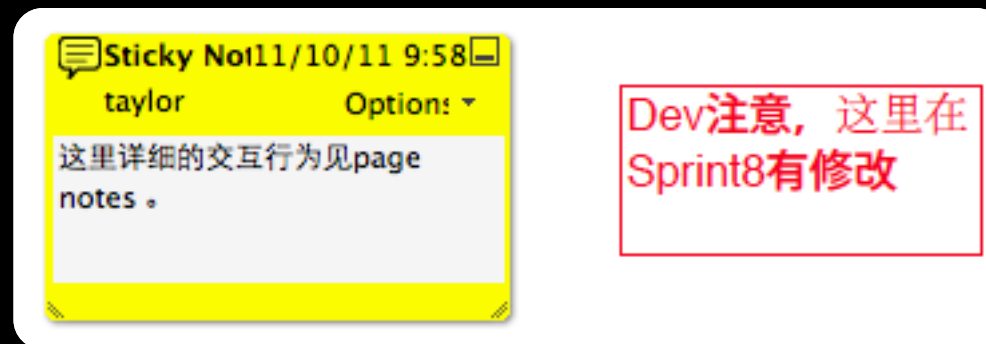
# Manage the way to raise changes

- You will find your are exhausted with change requests and forget to track when a request is deferred.
  - Small change may have big impact!
- Our practice
  - Process to control change
  - Tool to track changes



# Mark your changes and communicate about it

- Devs are confused about what you have changed in the new prootype and it may take them much time to review it.
- Our practice
  - Mark the prototype with the following markers, it helps.
  - Face to face communication is always the most effective, especially for major change, it's a MUST



**DRAFT**

**FINAL**

**APPROVED**



# Track the work with good tool

- Design work should be ahead of dev' s work, so it' s challenging to track the design work and dev' s work in the same system.
- Our practice
  - Track IxD and visual work through Jira
  - Design 1 sprint ahead of dev' s work
  - Request in current sprint has high design priority



# More proactive, build you relationship

- Relationship with the team
- My practice
  - Face challenging from others, solve it
  - Face to face discussion
  - Attend daily stand up meeting and ask if they need your support



# Q&A

# Useful website

- <http://axure.com/howto>
- <http://axure.com/learnbydoing>

# Thanks!

my contact information:

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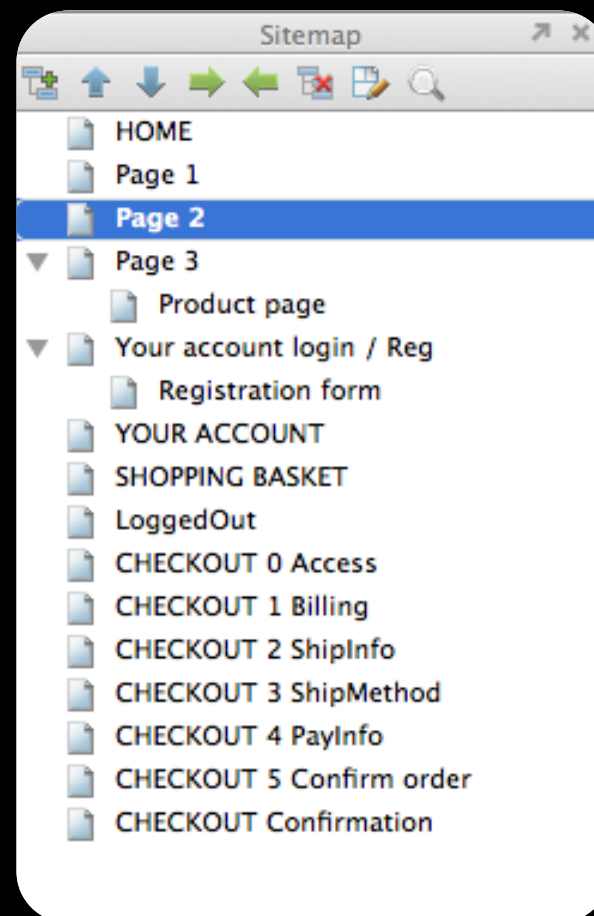
[zhengxuan.zhao@gmail.com](mailto:zhengxuan.zhao@gmail.com)

weibo: 赵正宣-Taylor

# backup

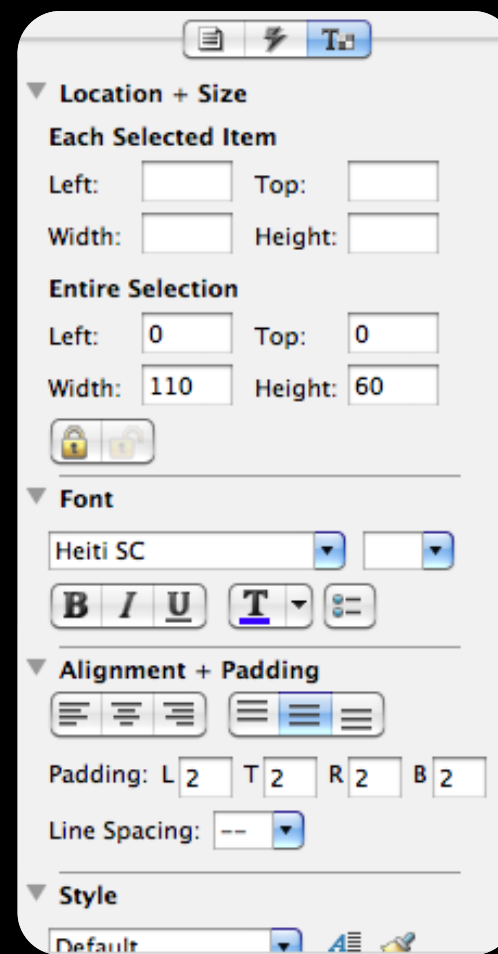
# Sitemap – navigation of your design

- Add, remove, rename, and organize pages in design
- Organize your pages in tree structure
- Fast go to the page you want to go



# Widget Format – make UI look better

- Edit widget styles and properties
  - Change the location and size
  - Font styles
  - Text alignment and padding
  - Widget styles





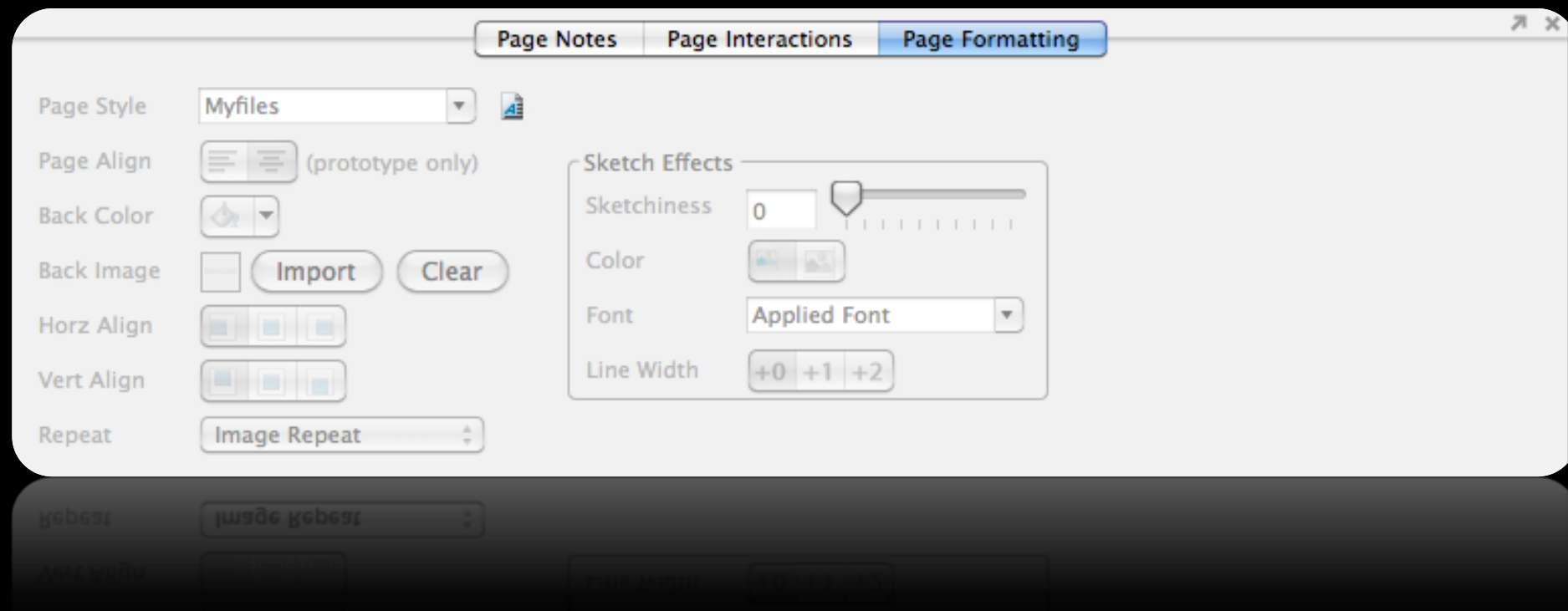
# Widget annotation – explain your design

- Add notes and description to a widget
  - Description can will be shown in prototype



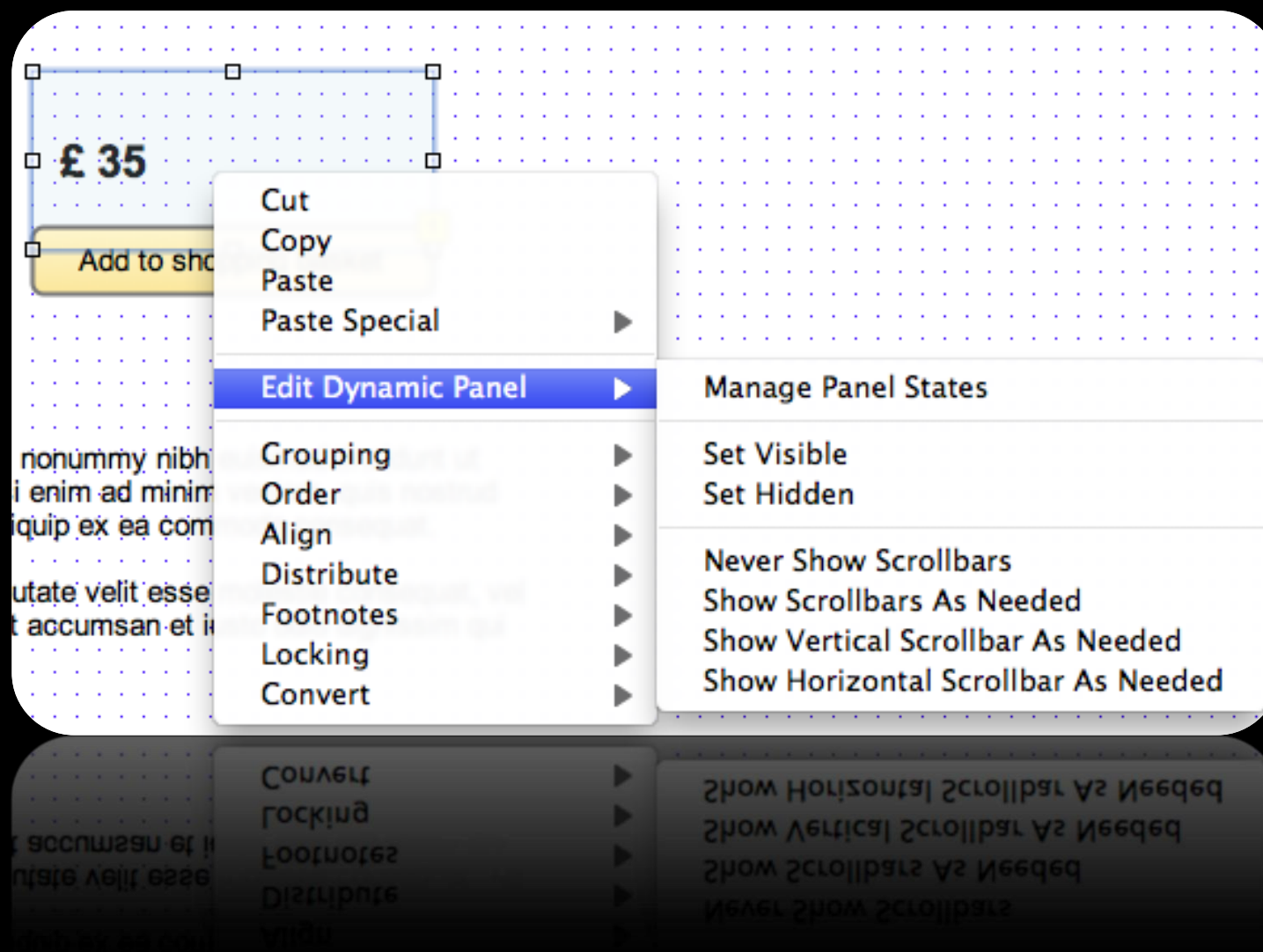
# Page format – define the theme of your page

- Predefine page style
  - Similar to master in PPT
  - Define page alignment, back color, background image
  - Sketch effects if you want



# Hide something you won't show first

- If something you won't shown immediately, hide it or Send to Back!
- Use actions of dynamic panel to switch the states late



# What dynamic panel can do?

- Actions supported by dynamic panel
  - Set Panel state(s) to State(s)
  - Show Panel(s)
  - Hide Panel(s)
  - Toggle Visibility for Panel(s)
  - Move Panel(s)
  - Bring panel(s) to front
  - Send panel(s) to back