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.
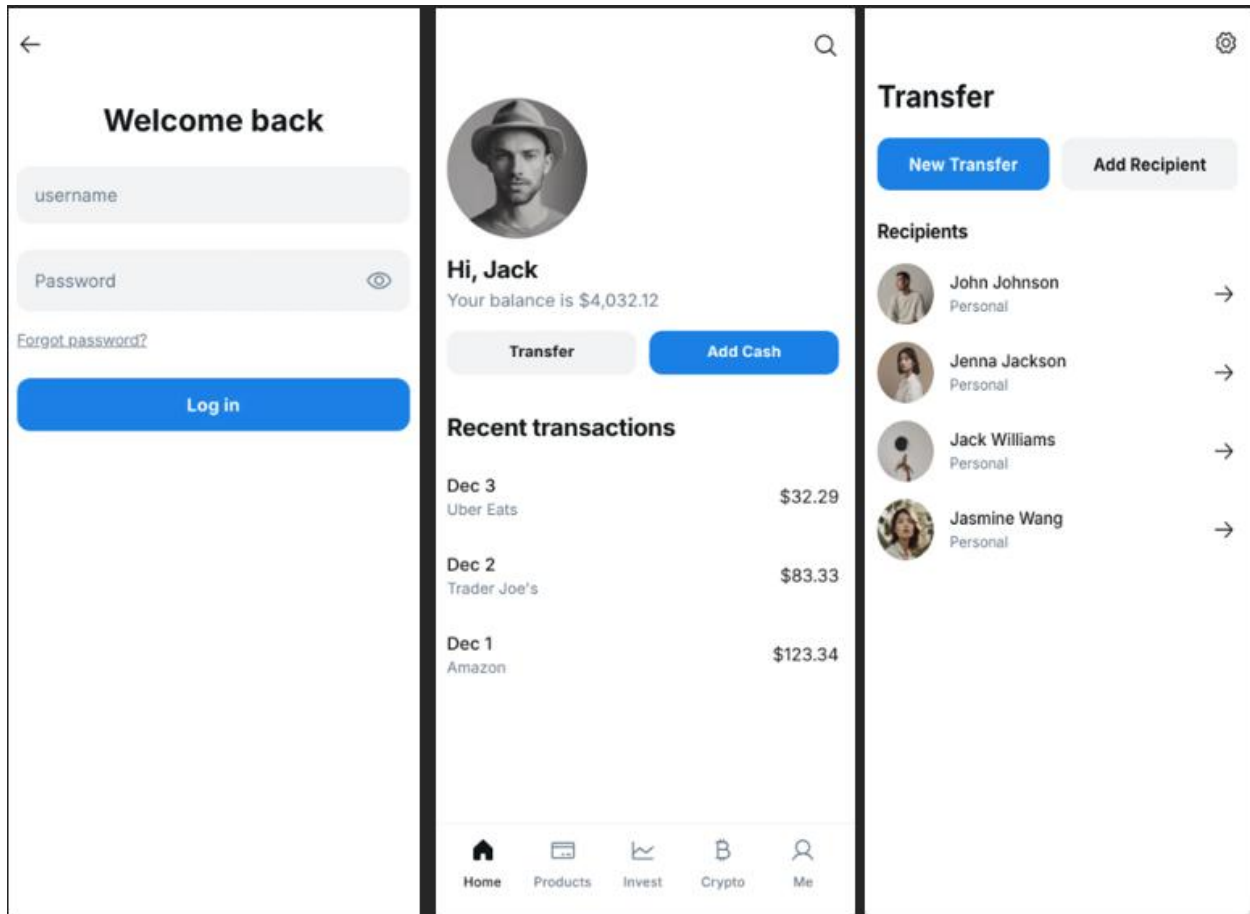   - Make necessary adjustments based on feedback.

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.