

# Introduction to User-Centered Design

Lecture 8 – Prototyping part 2

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# Today's lecture

Goals Lecture 7

## What will you learn?

You will learn about prototyping software options

- Software Tool characteristics
- Available tools in the market
- How to choose

# Outline of this lecture

Goals Lecture 7

## Part 1: Introduction to Software prototyping tools

- General overview
- Basic Concepts and categories
- List of available tools

### *Exercise 1 : Sketching*

## Part 2: Introduction to prototyping software

- General introduction
- Features and functionality (InVision, Baslamic)

## Part 3: with design software

- **Adobe illustrator** (General intro, Features, and functionality)

## Part 4: with presentation tools and other software

- **Power point**(General intro, Features, and functionality)

## Part 5: Prototyping with Adobe XD And Figma

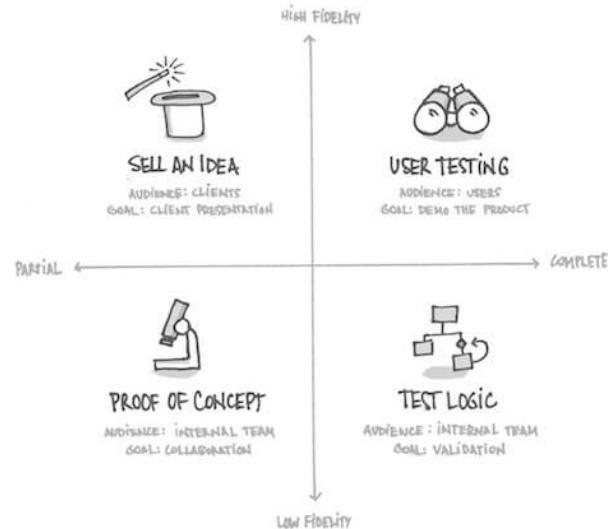
- Features and functionality

Part 1

1

## Introduction to Software prototyping tools

# Why are we doing Prototypes ?



Source: <https://www.smashingmagazine.com/2016/06/picking-the-best-prototyping-software-for-your-project/>

# Why use software?

Why not paper prototypes

## Advantages

- Can be faster (with experience)
- Easier to test with users
- Collaboration over a distance
- Closer to the final product

## Disadvantages

- Can be slower (sometimes)
- Users/clients may confuse it with the final product
- Tool popularity changes and it is difficult to keep up

# What is the best prototyping tool?

General introduction

There is no such thing

# What is the right tool ?

General introduction

- What is the purpose / goal of your prototype ?
- In which phase of the development cycle are you ?
- What fidelity level do you need ?
- What functionality do you want to implement ?
- Who is going to see/evaluate/work with it ?
- What level of collaboration do you need ?
- In what platform will it be used (touch – gestures) ?
- What software do you already have ?
- What software do you know how to use ?
- What is the deadline ?

you may need to use multiple tools for different versions of your prototype

# Prototyping goals

General introduction

- Refine
- Evaluate
- Reflect
- Generate Ideas
- Communicate
- Generate Requirements

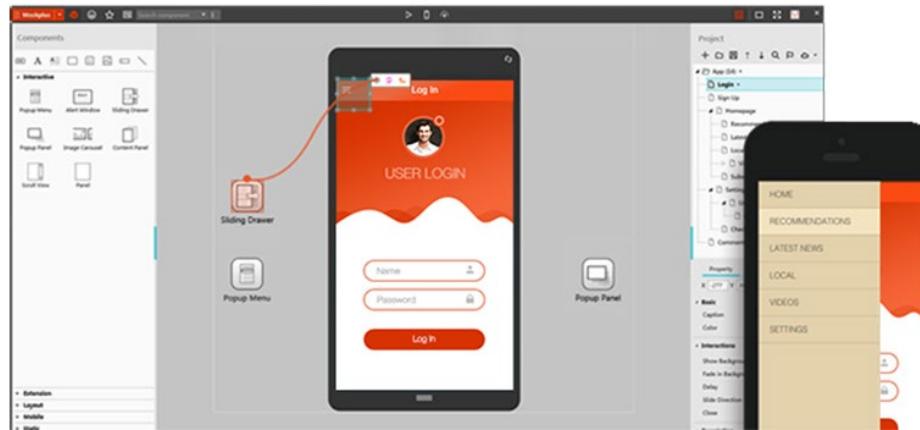
There are tools that are more appropriate for each of those

# Level of functionality

General introduction

What functionality do you want to implement ?

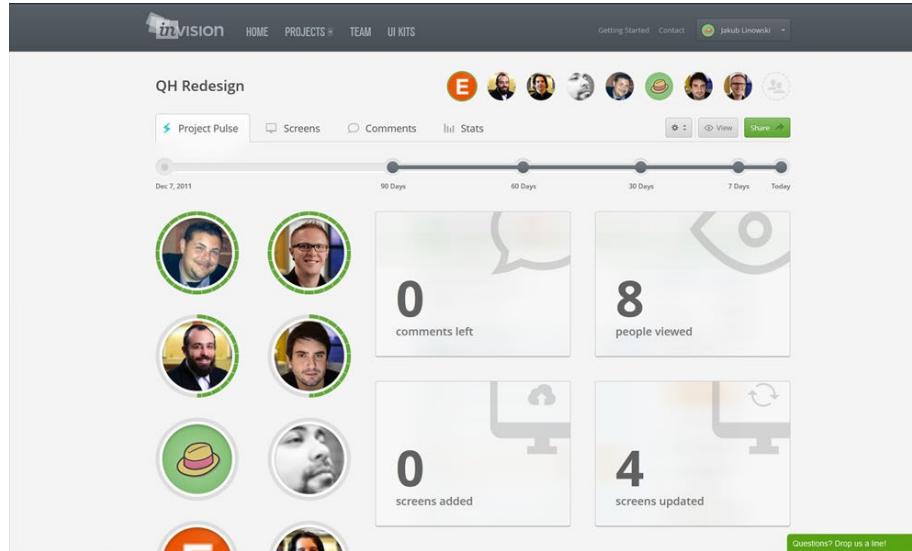
- Linking
- Animations
- Transitions
- Conditional logic
- Database support



# Collaboration

General introduction

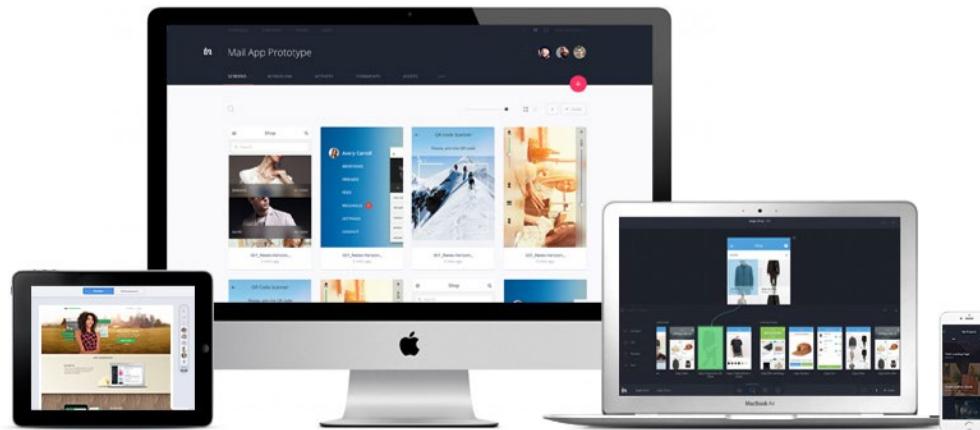
- Who is going to see/evaluate/work with it ?
- What level of collaboration do you need ?



# Platform

General introduction

- For what platform is it created for? Do we need touch - gestures ?



# Availability - Experience - Constraints

General introduction

- What software do you already have ?
- What software do you know how to use ?
- What is the deadline ?

# Categories of tools

List of software categories that are used for prototyping

## Specialized software for Prototyping

- Azure
- Balsamic
- InVision
- Adobe XD
- Figma
- ...  
...

## Design Software

- Adobe Illustrator
- Adobe Photoshop
- Sketch

## Diagramming Software

- Microsoft Visio
- OmniGraffle

## Other Software applications

- MS PowerPoint
- Keynote
- Adobe Acrobat
- MS Word
- HTML CSS JavaScript + Frameworks(Bootstrap, jQueryUI etc.)

# Tips for selection

How to select the right tool for you

Keep it simple

Some tools have a steep learning curve

Some are very expensive

New tools become popular all the time (wait until they mature)

Learn the principles that are common in most of them

Don't be stuck with one tool but learn to use as many as you can

*tip: look at what the job market is asking for*

# Prototyping software

A list of specialized software for prototyping

- Axure RP
- Balsamic
- InVision
- Adobe XD
- Mockplus
- Framer
- Marvel app
- JustInmind
- Principle
- Figma
- POP
- Origami Studio
- Proto.io
- Sketch
- ...



Some are only working on Mac

Some are designed for specific platforms (e.g. web, mobile)

Some are free and some are expensive

Some are specialized and some are comprehensive

They vary regarding collaboration support

Some are easy to learn and some take time to master

...

# Design software

Design software that is used for prototyping

## Adobe software

- Adobe Illustrator
- Adobe Photoshop
- Adobe Fireworks



## Mac software



Mostly used for wireframing

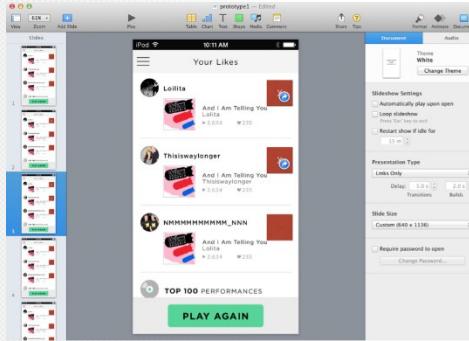
Used in combination with other software to create prototypes (e.g. InDesign, Fireworks, Acrobat)

Additional libraries with user interface elements can be downloaded

# Presentation Tools

Software that can be used for prototyping

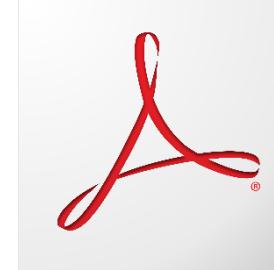
Keynote



PowerPoint



Acrobat



- Most have access to it
- Easy to learn
- Easy to disseminate
- Functionality can be simulated and external object libraries can be used

# Exercise 1

## Sketching

# Exercise 1 Sketching (paper)

exercise

Sketch wireframes for an e-shop that sells T-shirts called “t-bird”.

Start by sketching In the following order:

1. The product web page (the page that shows details about a specific T-shirt)
2. The page that shows a number of t-shirts in a specific category (e.g. funny, space, movie)
3. The cart page
4. The home page

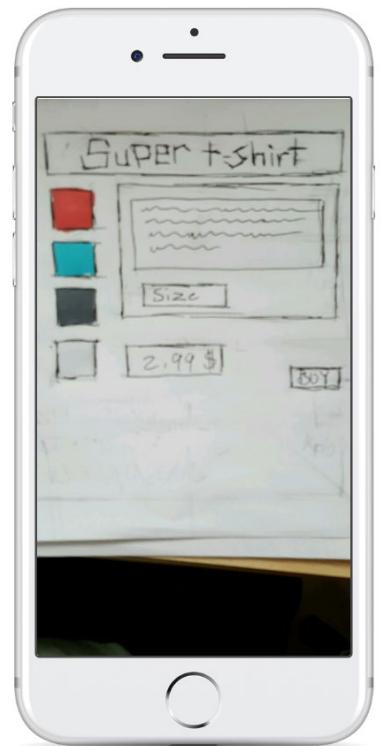
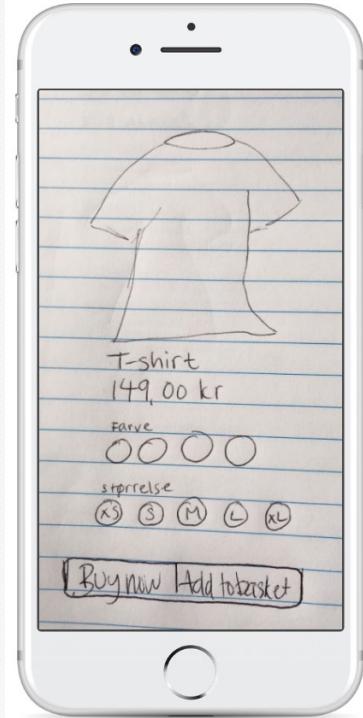
**Only the mobile version**

*Don't forget that you want to sell so you need CTA's (Call to action e.g. add to cart)*

You have 10 min

# Prototype examples

Previous assignment review



# Prototyping tool (Marvel app)

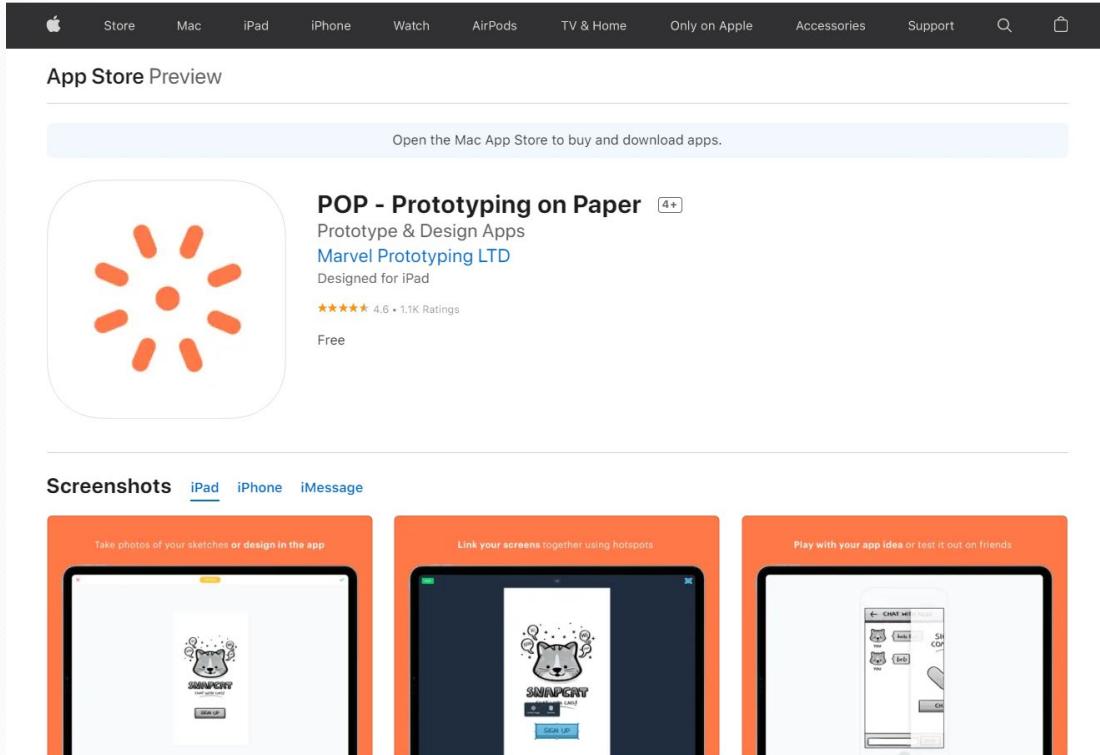
Marvel app



<https://www.youtube.com/watch?v=m3tNSZZgAwM>

# Prototyping tool (POP)

Marvel app



The image shows the App Store Preview for the POP - Prototyping on Paper app. At the top, there's a navigation bar with links for Apple, Store, Mac, iPad, iPhone, Watch, AirPods, TV & Home, Only on Apple, Accessories, Support, a search icon, and a shopping bag icon. Below the navigation bar, it says "App Store Preview" and "Open the Mac App Store to buy and download apps." The main section features the app's icon (a stylized orange sunburst), the title "POP - Prototyping on Paper" with a 4+ rating, the subtitle "Prototype & Design Apps", the developer "Marvel Prototyping LTD", and the note "Designed for iPad". It also shows a 4.6 rating from 1.1K Ratings and that it's Free. Below this, there's a "Screenshots" section with tabs for iPad, iPhone, and iMessage. Three screenshots are shown: 1. A tablet displaying a sketch of a cat with the text "Take photos of your sketches or design in the app". 2. Two tablets connected by a hotspot, with one showing a sketch of a cat and the other showing a list of items, with the text "Link your screens together using hotspots". 3. A tablet displaying a messaging interface with the text "Play with your app ideas or test it out on friends".

# Exercise 1 Sketching (paper)

exercise

On Android go to the play store and download: Marvel – design and build Apps

On the iPhone download: POP - Prototyping on Paper

Follow the instructions

- Take pictures of your sketches
- Create hotspots
- Preview you prototype

You have 10 min

Part 2

## Functional Prototypes

with prototyping software

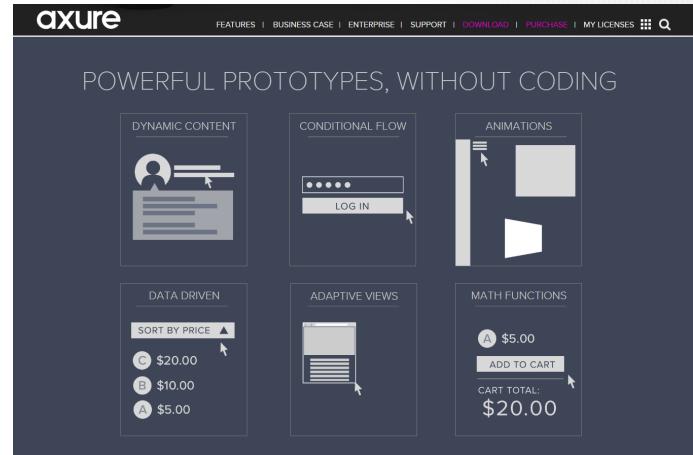
# Axure RP

Specialized software for prototyping

One of the most comprehensive prototyping tools.

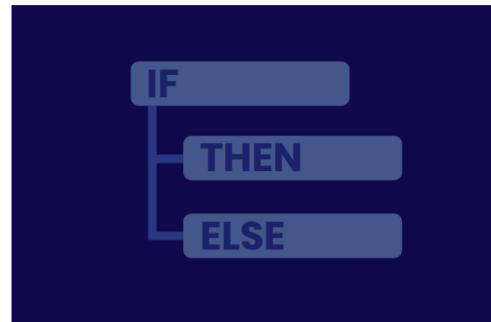
It supports

- click-through wireframes,
- user flows
- sitemaps
- interactive prototypes.
- ready-made components from Widget libraries



Cons

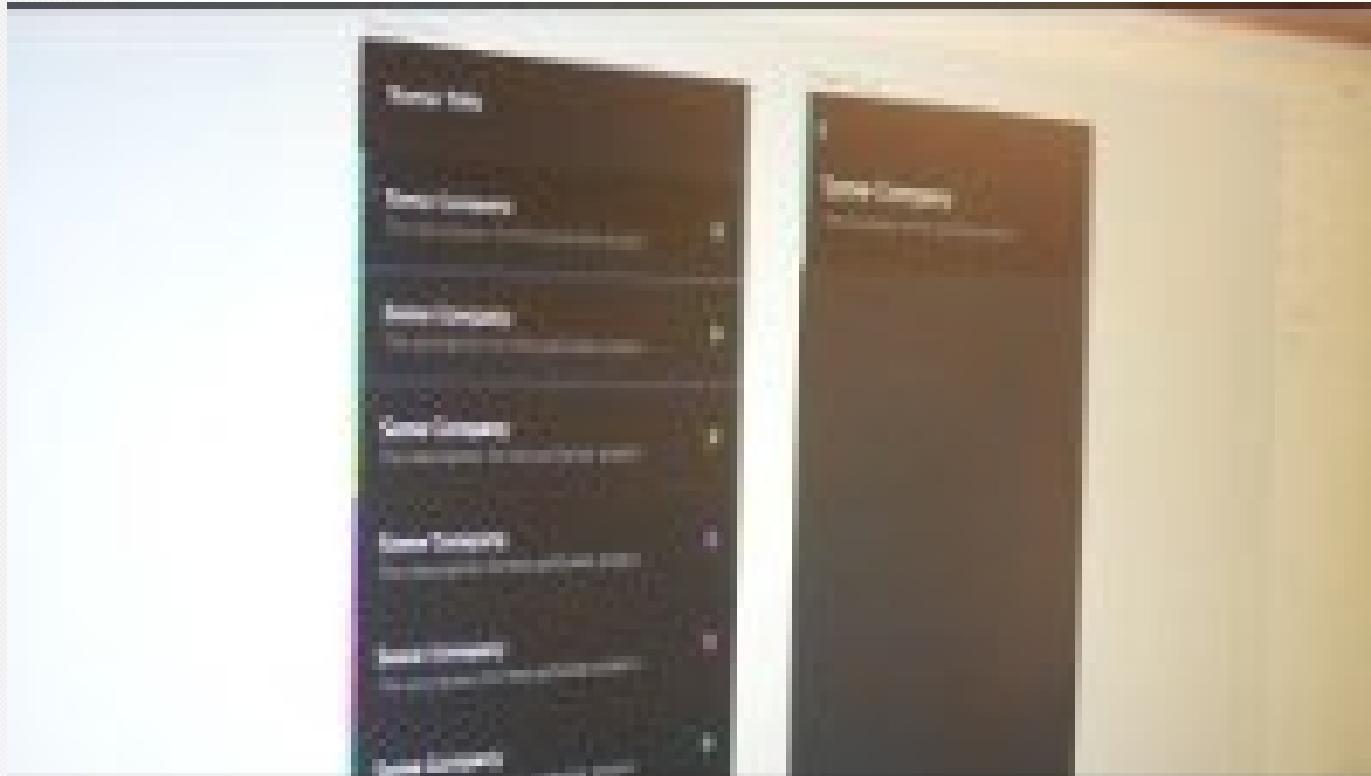
- It is costly (starts at \$25/month)
- It requires time to master
- It is not recommended for mobile prototypes
- It is time-consuming



Conditional Logic

# Adobe XD

Specialized software for prototyping



<https://www.youtube.com/watch?v=qIm0cR0D2Rg&t=63s>

# Adobe XD

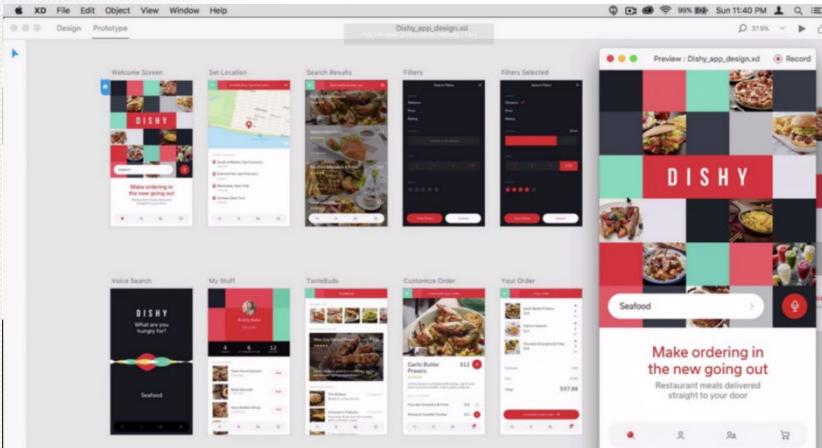
Specialized software for prototyping

Adobe launched a new UX prototyping tool Adobe Experience Design CC .

focused on:

- Design (simple vector and text)
- Prototype (previewing, sharing designs)
- Good for building high-fidelity prototypes.

- Support for Repeat Grid. (fast replication of design elements)
- Sharing of prototypes over the web (feedback-testing)
- Support for mobile prototyping
- Works on PC and Mac
- Support for remote collaboration



## Cost

- 117,50 NOK/month
- 1,180,00 NOK/year

Free access from NTNU

# Balsamiq

Specialized software for prototyping

## Balsamiq Mockups 3 for Desktop Intro



# Balsamiq

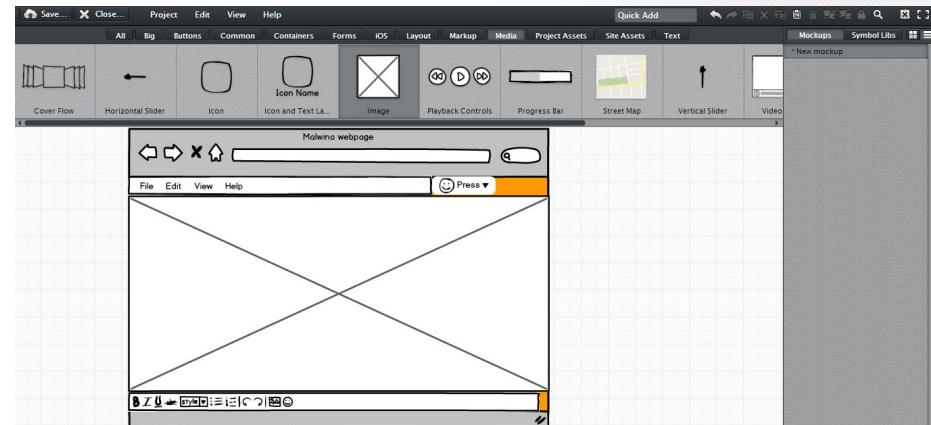
Specialized software for prototyping

## Rapid wireframing/prototyping tool

- It reproduces the experience of sketching on a whiteboard, but using a computer. [Why?](#)
- It has a large library of UI elements
- It has pre-built widgets that can be simply dragged-and-dropped on the design.
- The application is offered in a web app and desktop version

## Cons

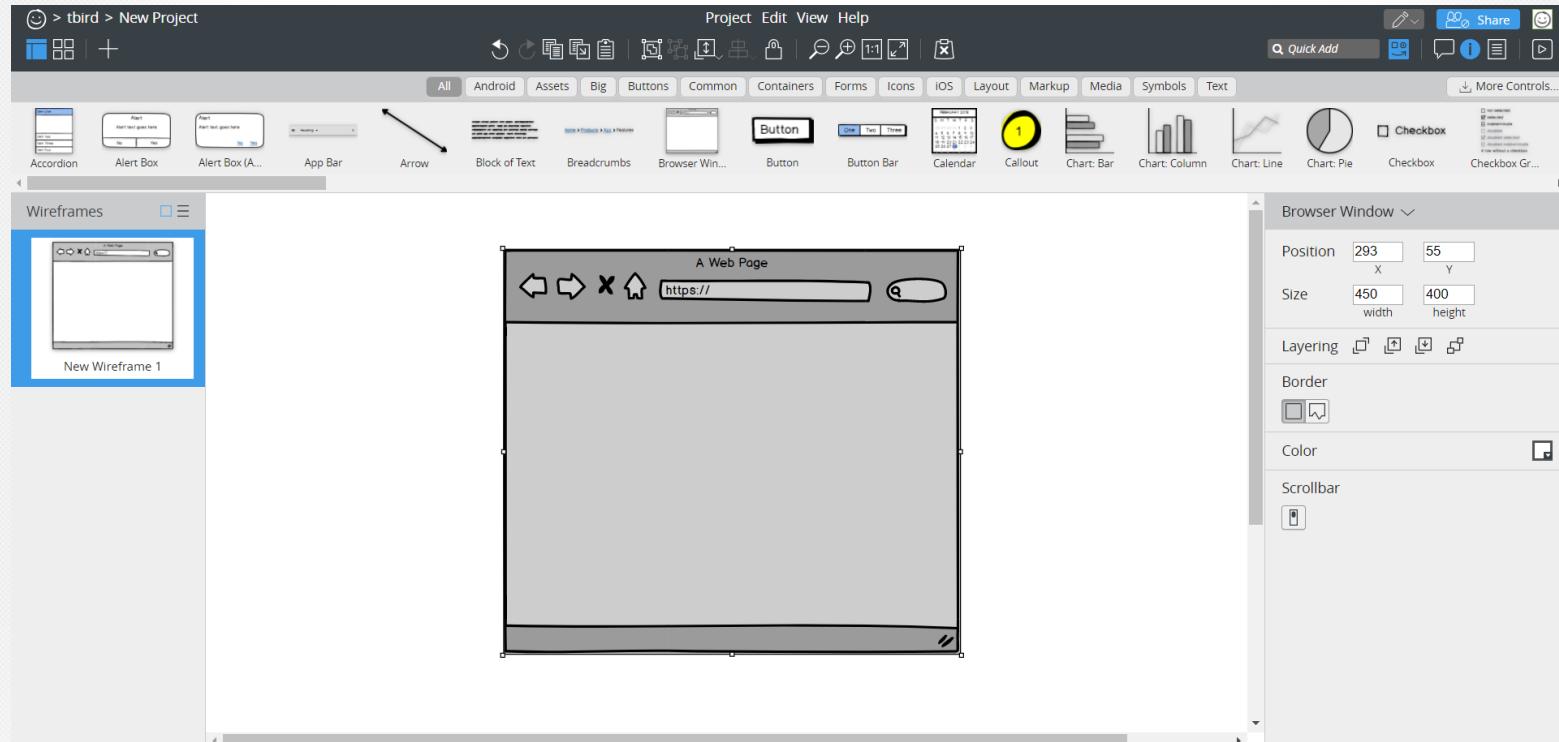
- **It is not free** (cloud version \$9/month for 2 projects)
- Desktop version cost **89\$**
- 30 day trial for each project
- It requires some time to master
- It is not recommended for mobile prototypes
- It can be time-consuming



# Introduction to Balsamiq

Specialized software for prototyping

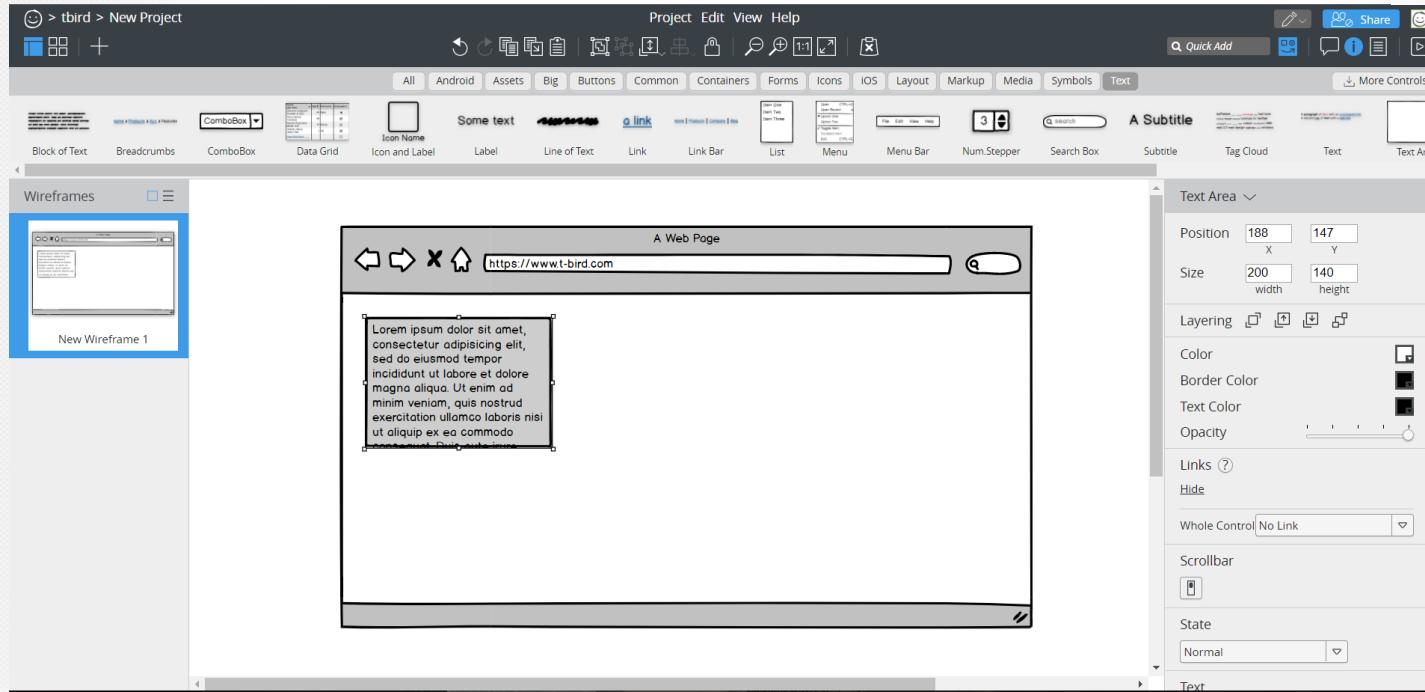
- Drag and drop elements into the workspace



# Introduction to Balsamiq

Specialized software for prototyping

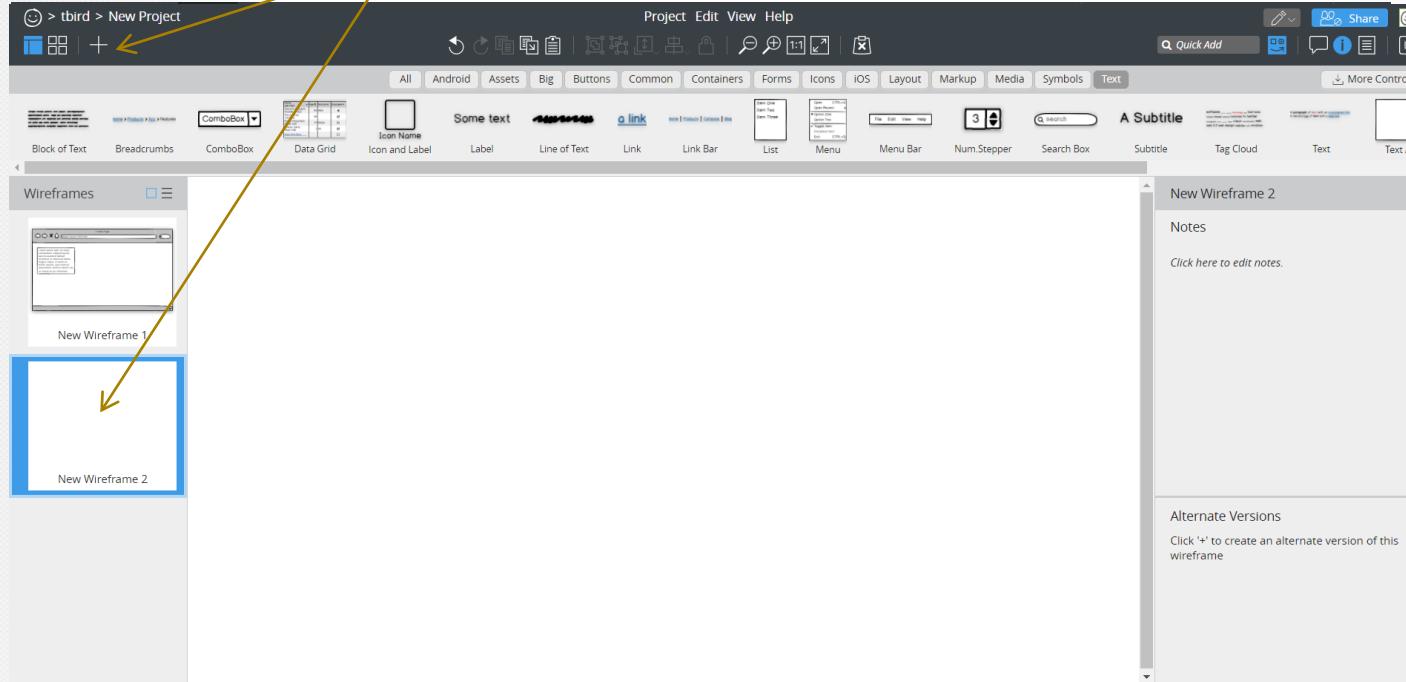
- We can add placeholder text in a “text area box” by simply writing “Lorem”



# Introduction to Balsamiq

Specialized software for prototyping

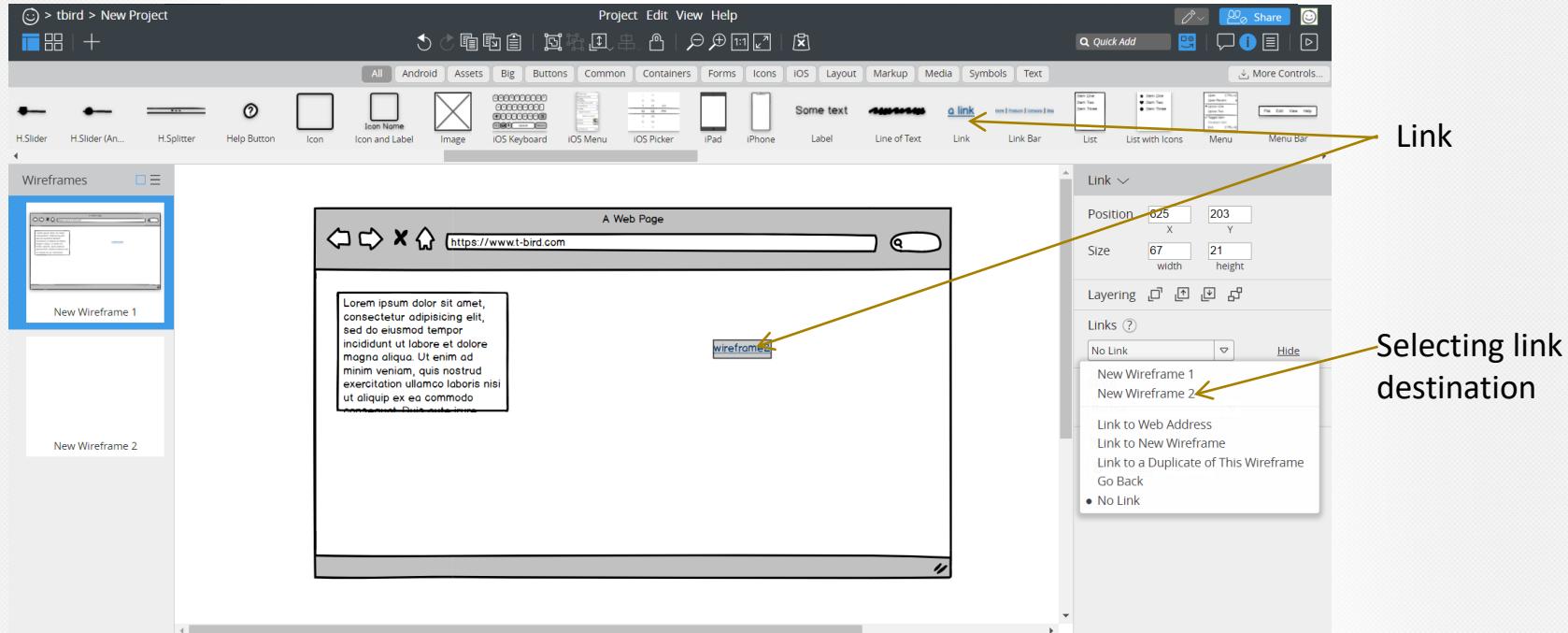
We can create more wireframes by clicking on the + button



# Introduction to Balsamiq

Specialized software for prototyping

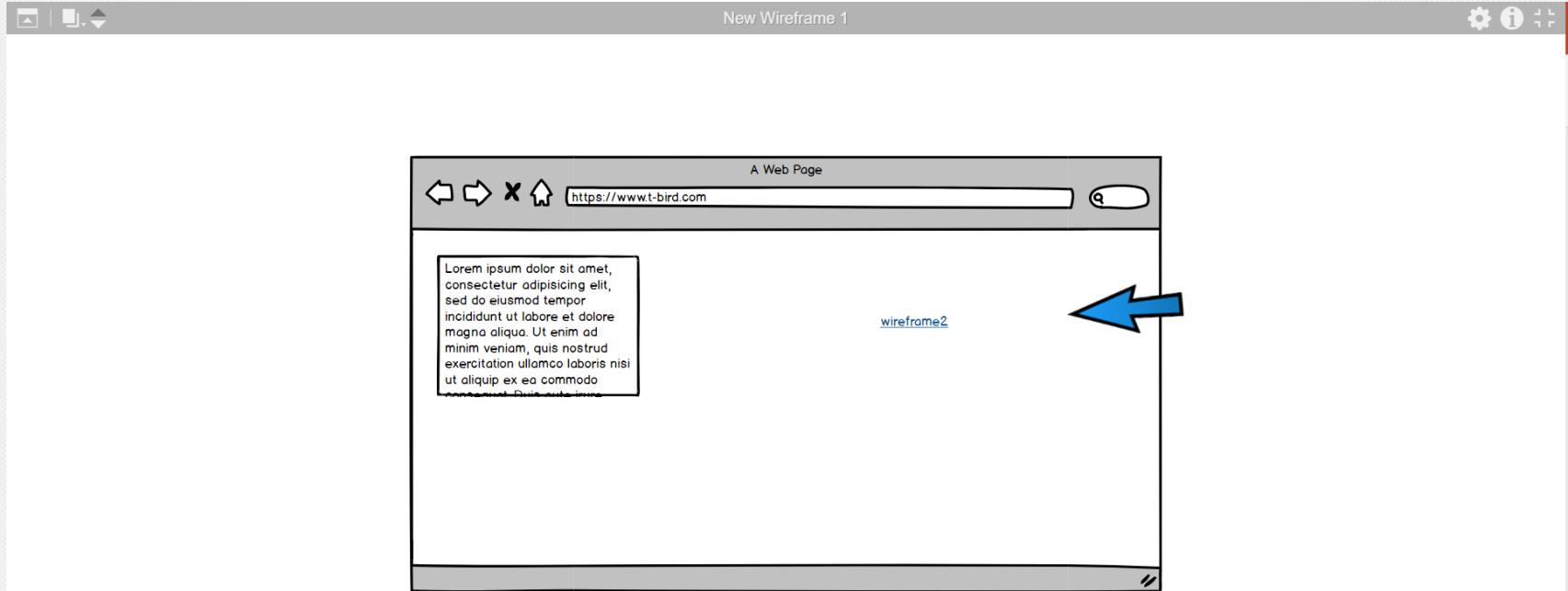
- We can link mockups by dragging link elements and modifying its attributes (link inspector)



# Introduction to Balsamiq

Specialized software for prototyping

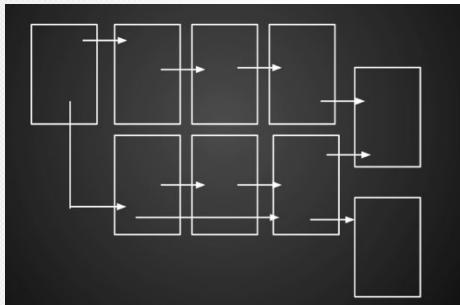
- We can preview are wireframe



# InVision

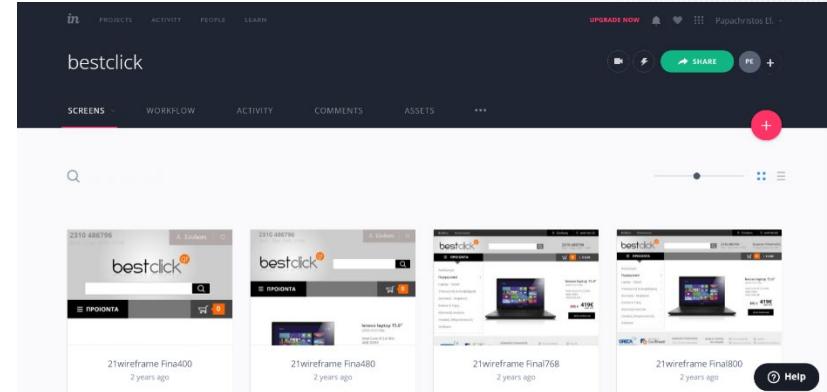
Specialized software for prototyping

- Web-based no installation required
- Page-Based prototyping tool
- You upload images and add animations, gestures, and transitions to create clickable, interactive prototypes.
- It supports files in PNG, JPG, GIF, AI and PSD format.
- Great for collaborating support



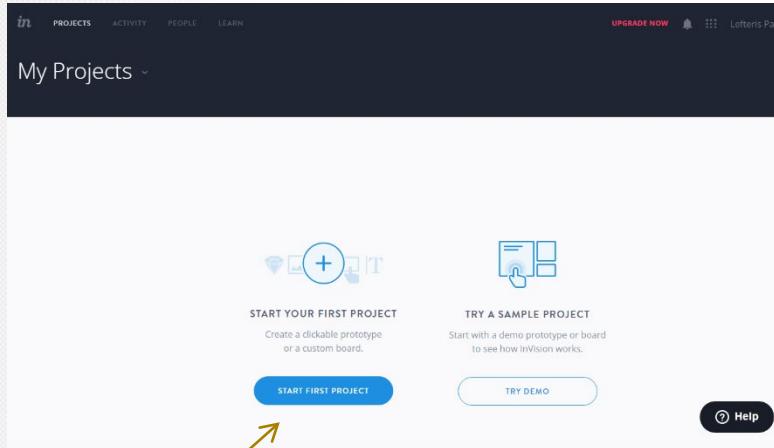
## Cost

- Free -1 active project
- Starter -3 active projects = \$15 per month
- Professional -unlimited projects = \$25 per month

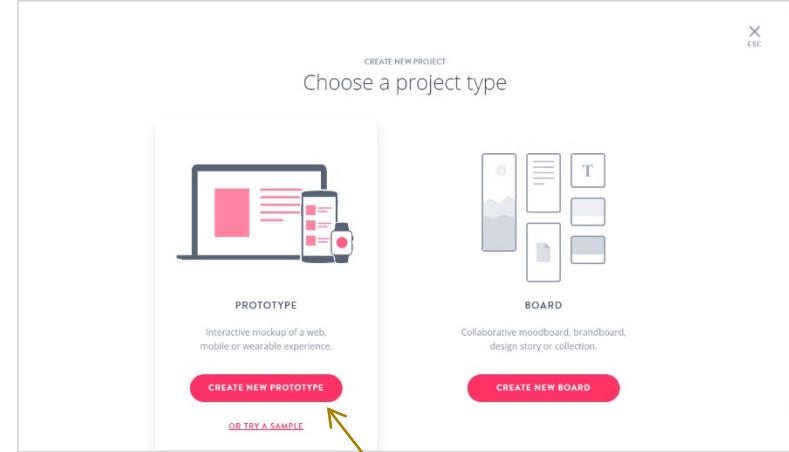


# InVision

How to use InVision for prototyping



Create a new project

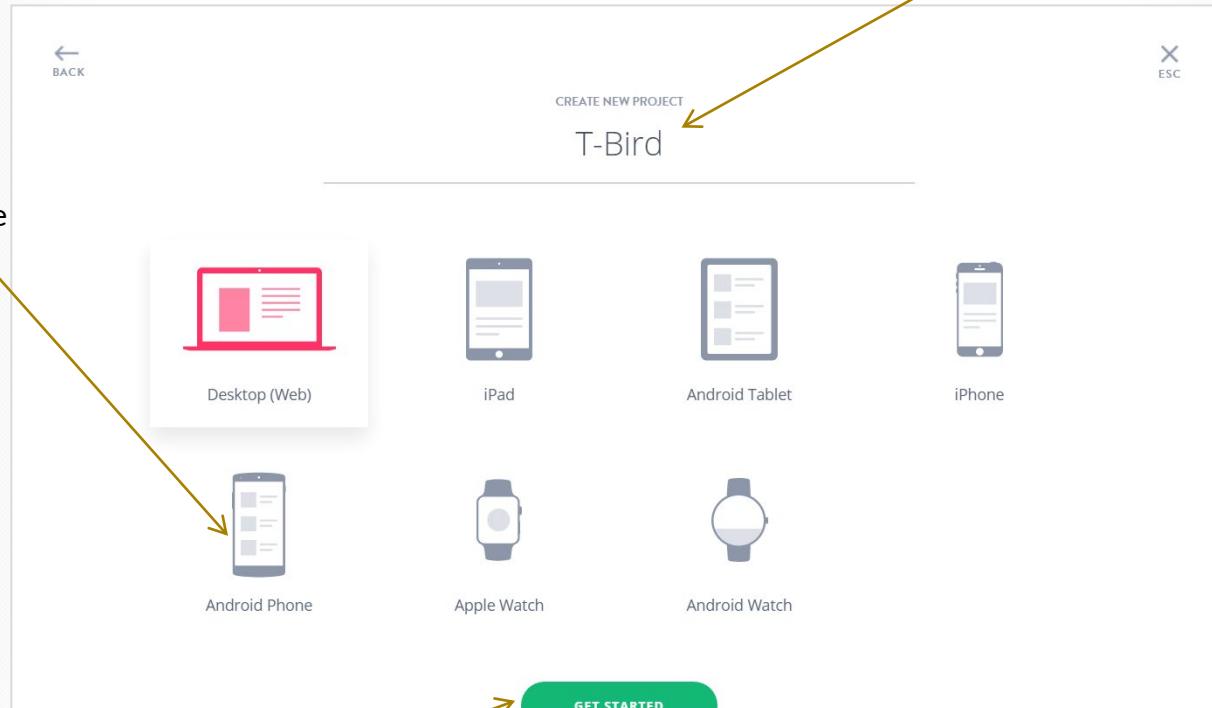


Chose Prototype

# InVision

How to use InVision for prototyping

Give your project a name



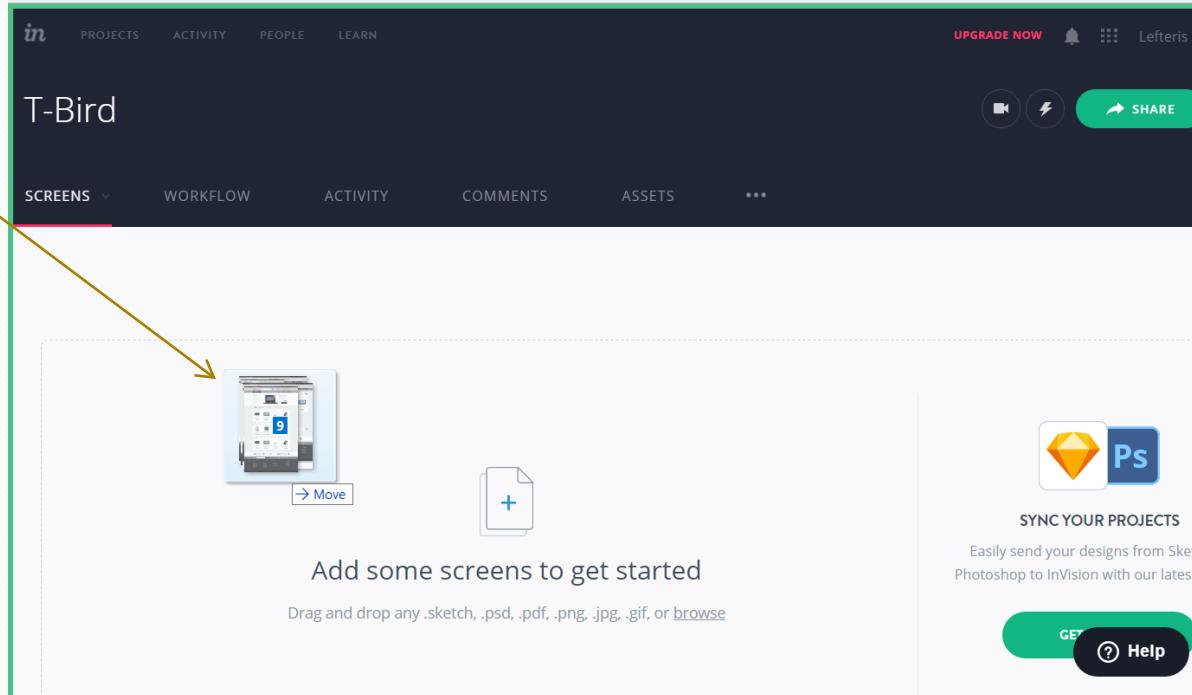
Select Android phone  
(or whatever device you  
are targeting)

Get started

# InVision

How to use InVision for prototyping

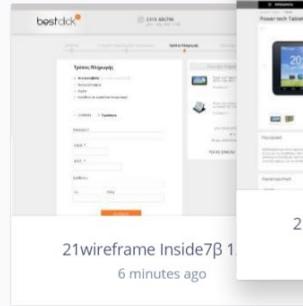
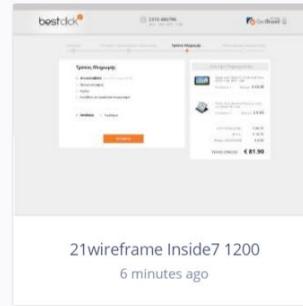
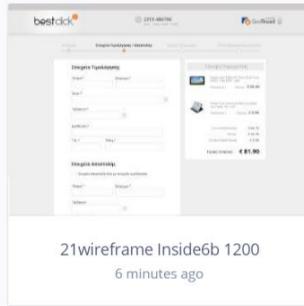
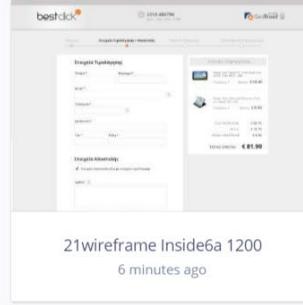
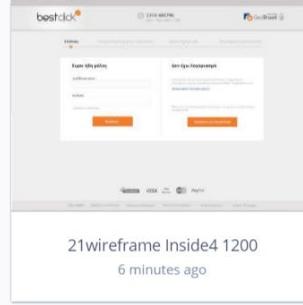
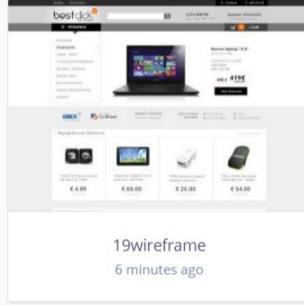
Drag and drop your prototype images to this area



# InVision

How to use InVision for prototyping

Short the prototypes in order of appearance



# InVision

How to use InVision for prototyping

Click on view screen to go into preview mode

MAIN PAGES (4)

- 19wireframe 30 minutes ago
- 21wireframe Inside 1200 31 minutes ago
- 21wireframe Inside2 1200 31 minutes ago
- 21wireframe Inside3 1200 31 minutes ago

CHECK OUT PAGES (5)

- VIEW SCREEN**
- bestclick.com
- bestclick.com
- bestclick.com
- bestclick.com

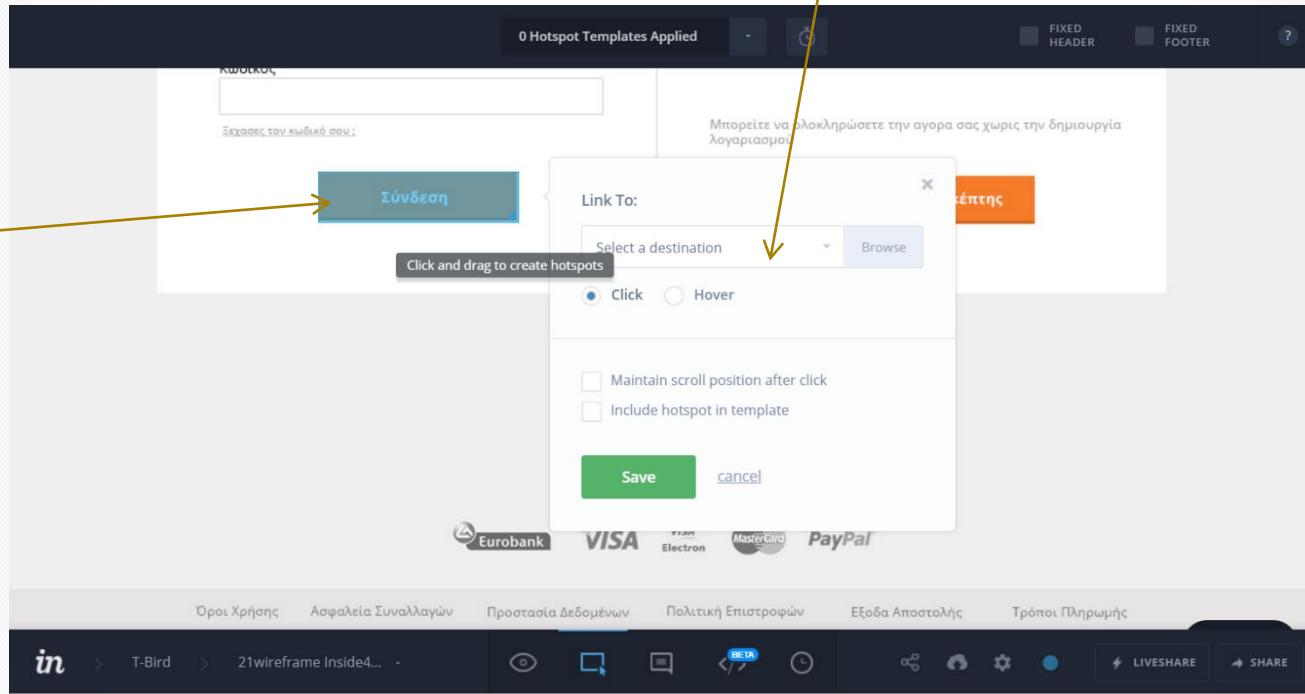
Help

# InVision

How to use InVision for prototyping

## Select Target prototype

Draw hotspots



# InVision

How to use InVision for prototyping

In your project folder

The screenshot shows the InVision platform interface. At the top, there's a navigation bar with 'PROJECTS', 'ACTIVITY', 'PEOPLE', and 'LEARN' buttons. On the right, there's an 'UPGRADE NOW' button, a notification bell, a user profile for 'Lefteris Papachristos', and a 'SHARE' button highlighted with a yellow arrow. Below the navigation is a search bar and a '+' button. The main area is titled 'SCREENS' and shows four wireframes under 'MAIN PAGES': '19wireframe' (an hour ago), '21wireframe Inside 1200' (an hour ago), '21wireframe Inside2 12...' (an hour ago), and '21wireframe Inside3 12...' (an hour ago). A 'Help' button is at the bottom right.

Click on “share”

# InVision

How to use InVision for prototyping

You can give this link to users and receive feedback

The screenshot shows a web-based prototype for the Greek e-commerce website bestclick.gr. The page displays a laptop product with a Windows 8 start screen. A yellow arrow points from the text "You can give this link to users and receive feedback" to a "Leave a Comment" modal window. The modal has a red circle with the number "1" indicating new comments. The modal contains a text input field, a "SEND" button, and a link "Add others to this conversation". The main page features a sidebar menu with categories like Αναλώσιμα, Περιφερειακά, Laptop - Tablet, etc. The top navigation bar includes links for Βοήθεια, Επικοινωνία, COMMENT MODE, Σύνδεση, wish list (0), and contact information (2310 486796, Δευτ. - Παρ.: 9:00 - 17:00, Δωρεαν Αποστολή). The footer includes logos for GRECA, GeoTrust, SSL 256 bit, payment methods (PayPal, Αντικαταβολή, Πιστωτική Κάρτα), and a "Comments" section.

Part 3

## 2 Functional Prototypes with design software

# Adobe illustrator

Introduction to adobe illustrator

Why is Adobe Illustrator good software for prototyping:

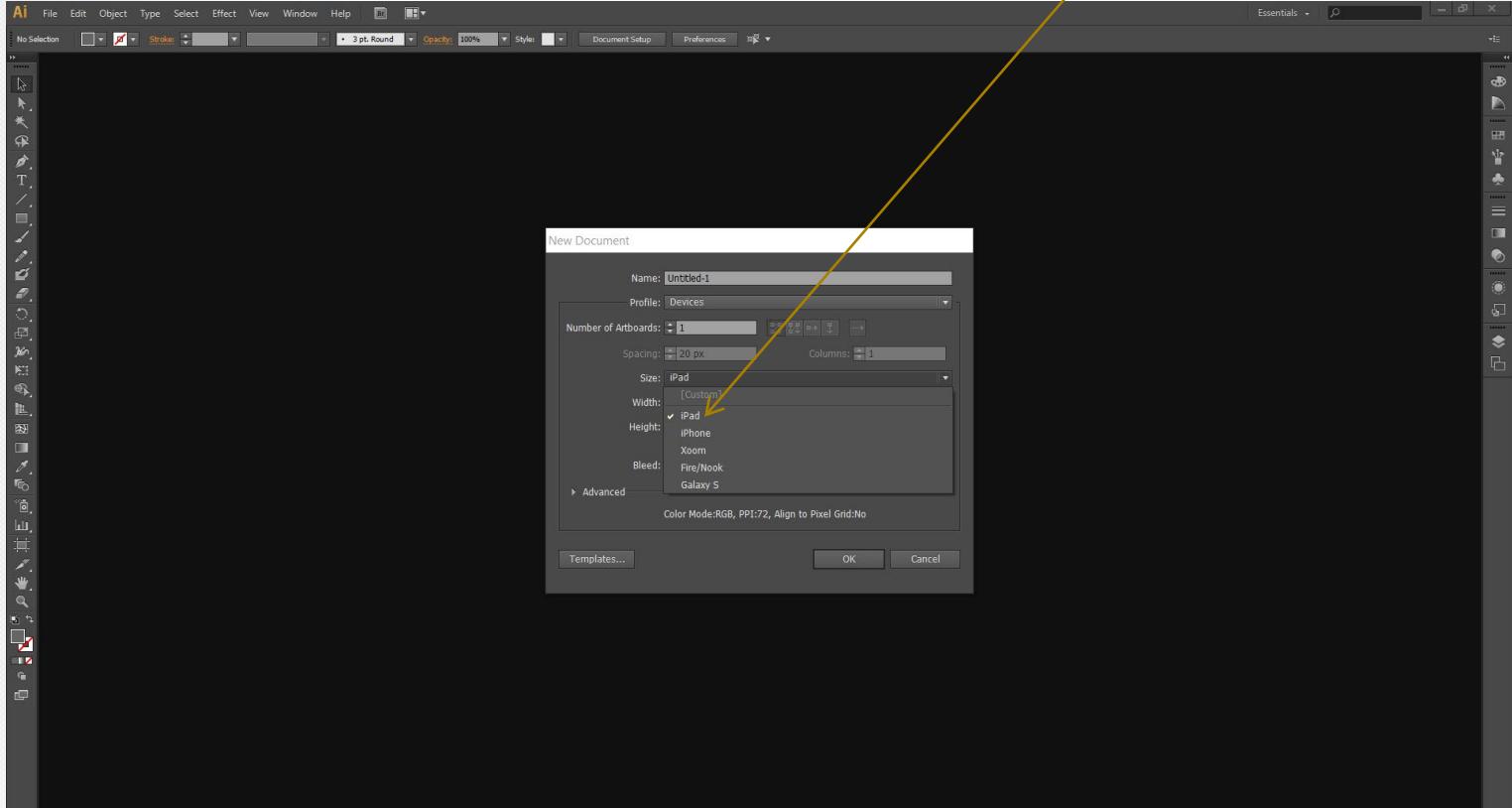
- Uses vector graphics (good for scaling in different resolutions)
- Grid, ruler system, smart guides
- Easy manipulation of basic shapes
- Reusable symbols and templates
- Layers – grouping - stacking
- Artboards

**Cons:** maybe to complicated for beginners

# Creating a new document

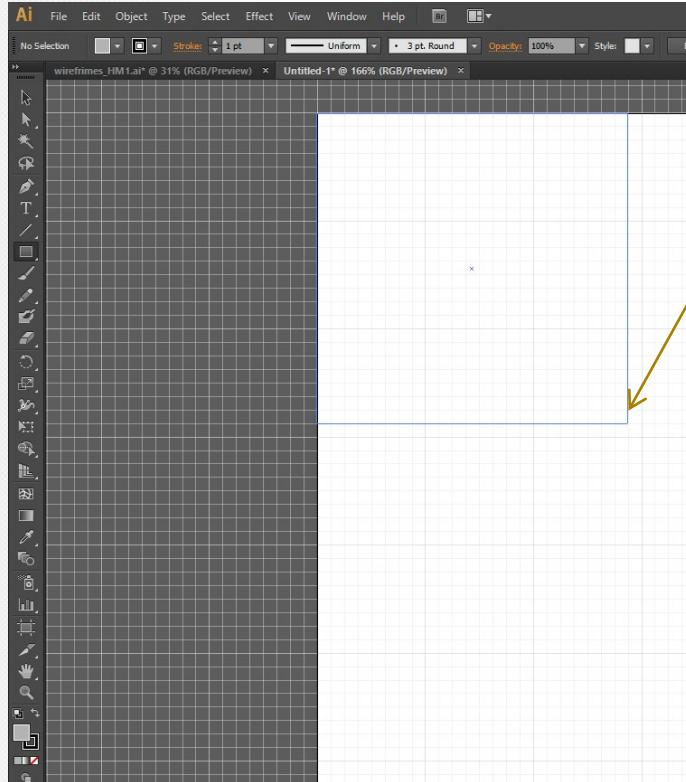
Introduction to adobe illustrator

Build in device dimensions

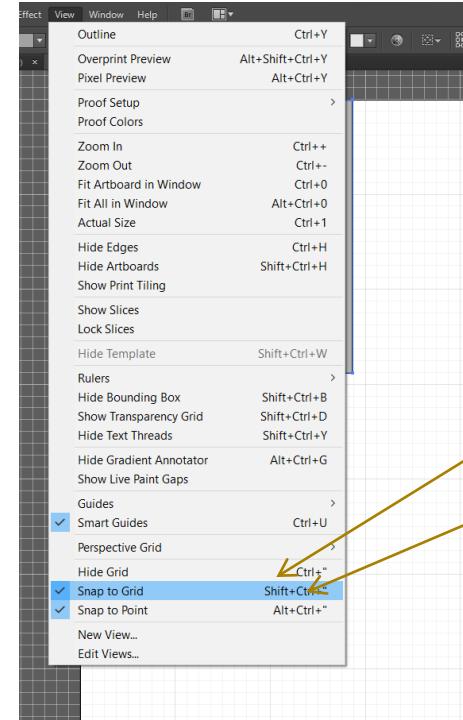


# Grids and guides

Introduction to adobe illustrator



Elements can snap to grid

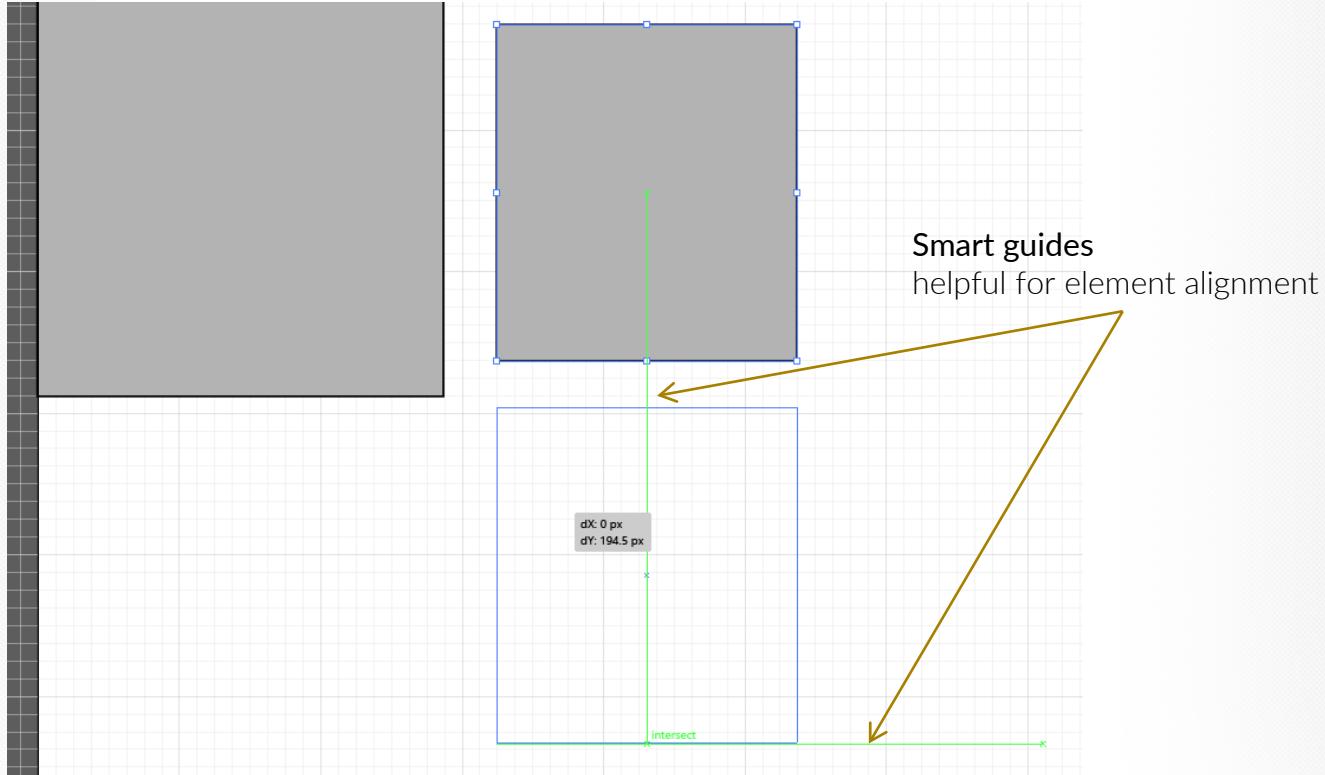


Show grid

Snap to grid

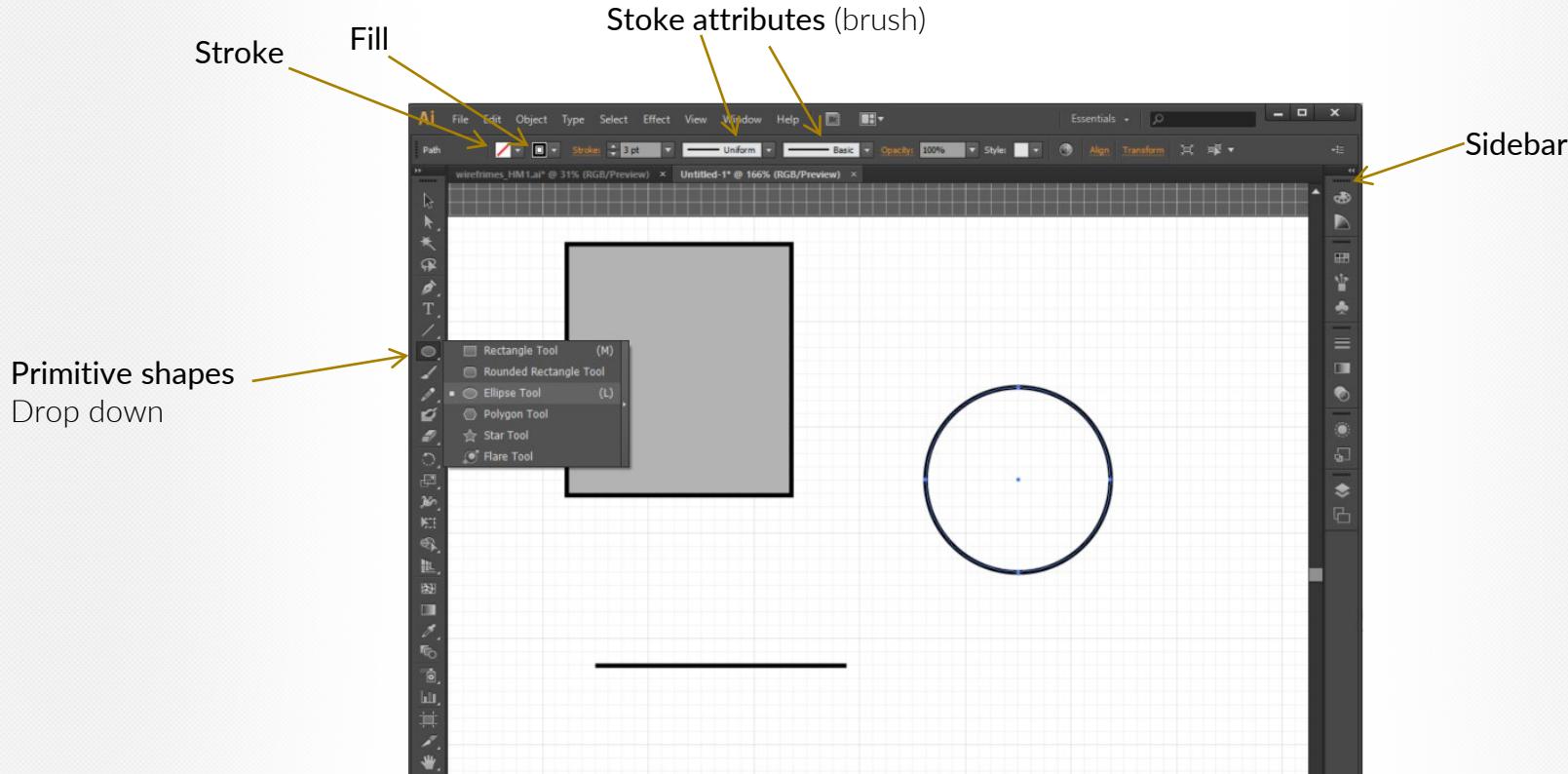
# Smart guides

Introduction to adobe illustrator



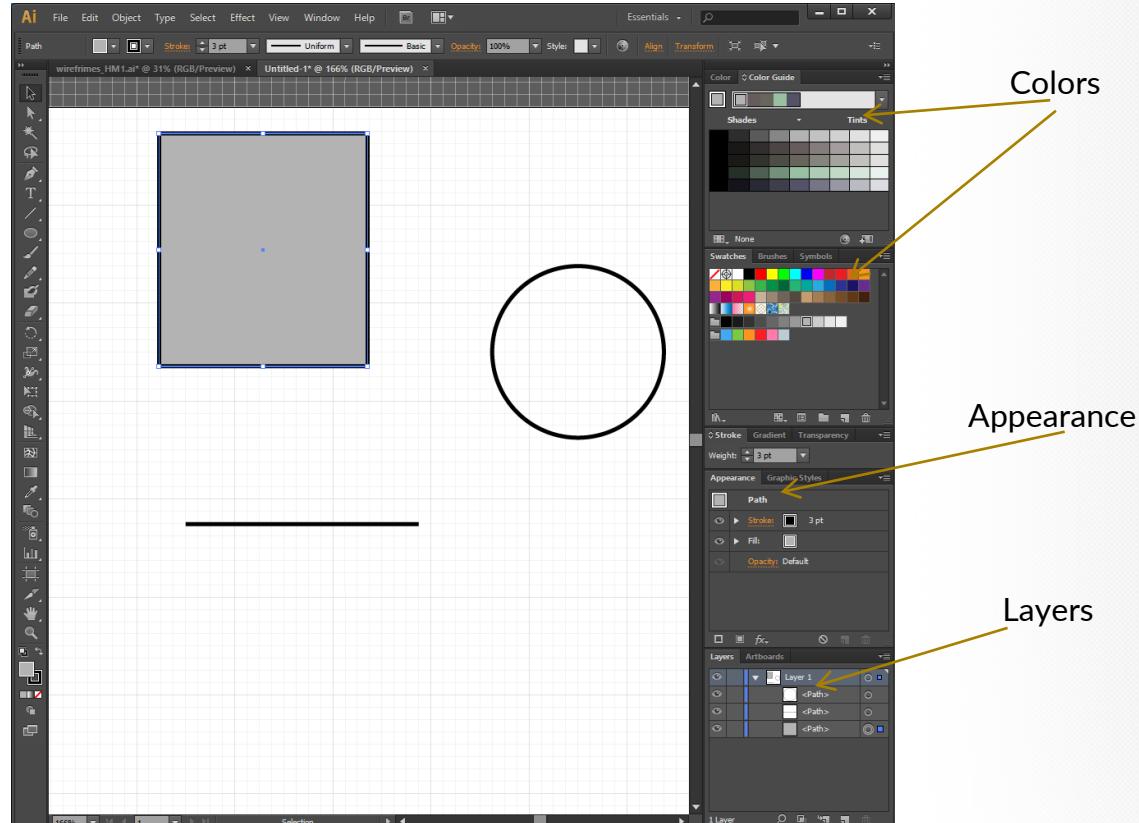
# Basic shapes

Design software that is used for prototyping



# Basic shapes

Design software that is used for prototyping



# Symbols

Design software that is used for prototyping

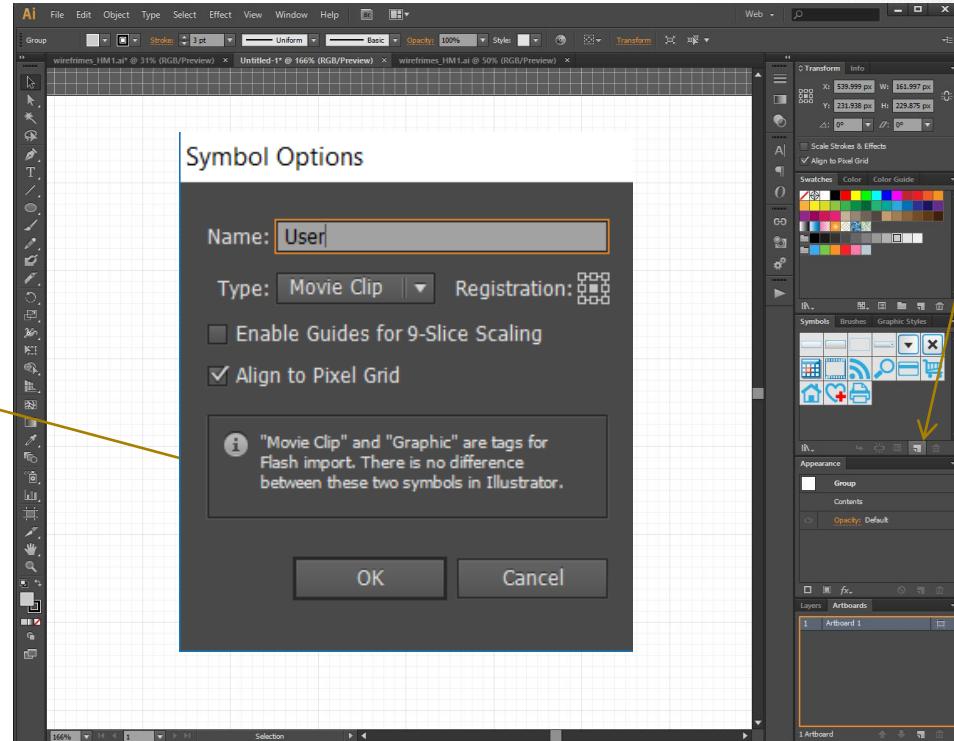
Symbols: Reusable elements

Very important for wireframing because most elements are reusable (images, buttons)

Illustrator allows you to:

- create your own Symbols
- Download external libraries

Select your elements

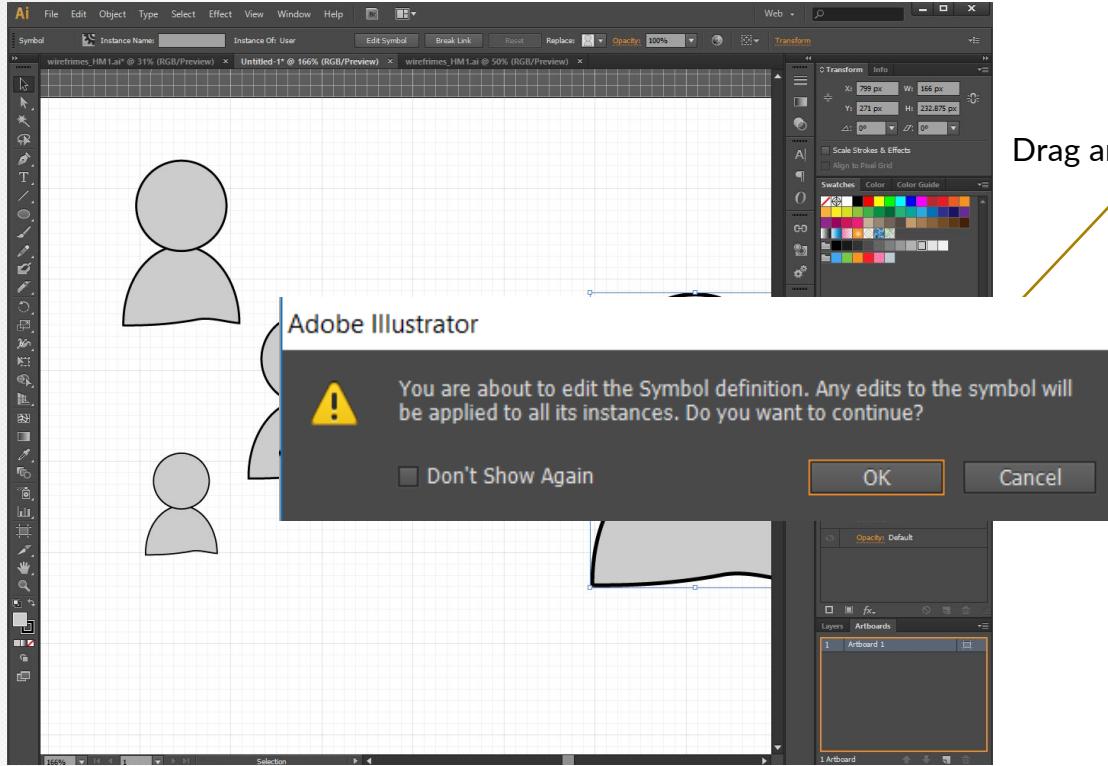


Click on the new symbol button in the symbols tap

# Symbols

Design software that is used for prototyping

Symbols behave like classes in programming (you can have multiple instances)

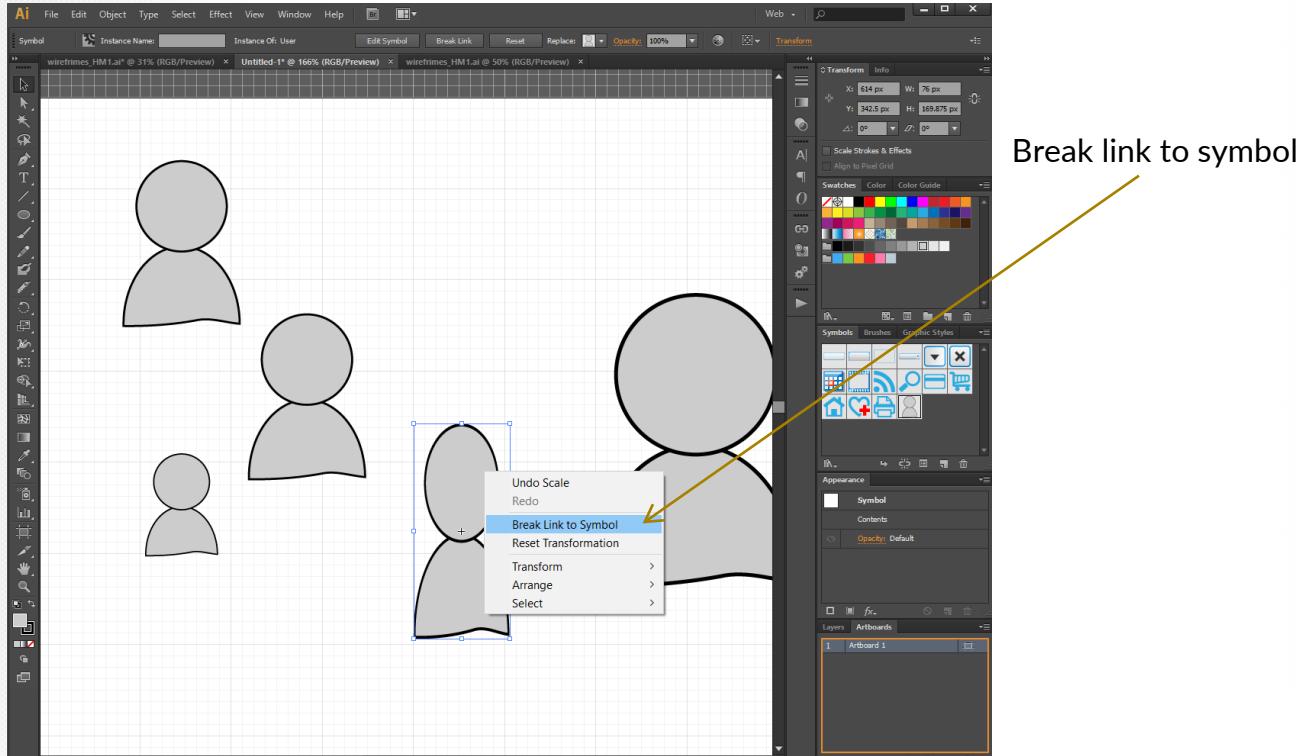


Drag and drop symbols to your design

# Symbols

Design software that is used for prototyping

If you change one symbol you change all instances. In order to change only one instance we have to:

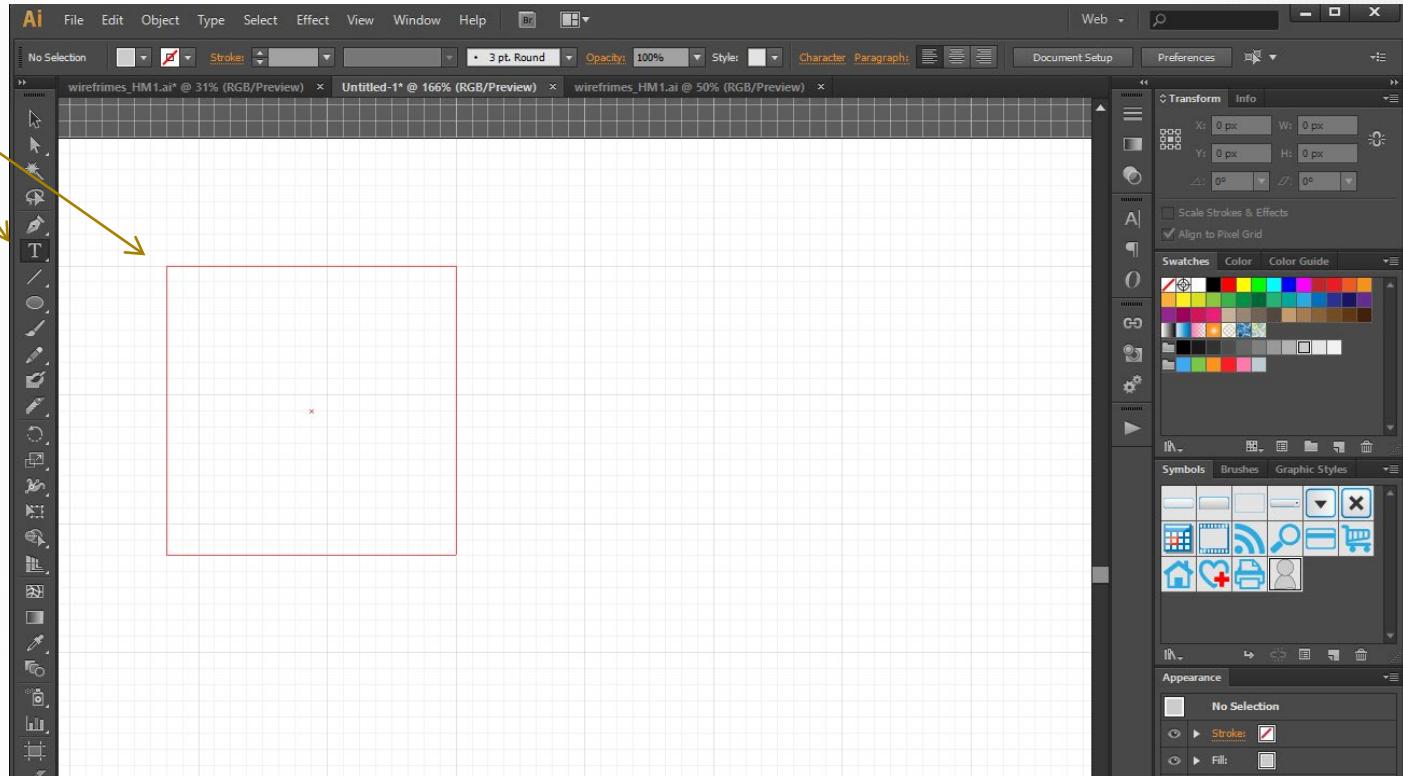


**Ai**

# Text

Design software that is used for prototyping

Select the text tool  
and draw a text area



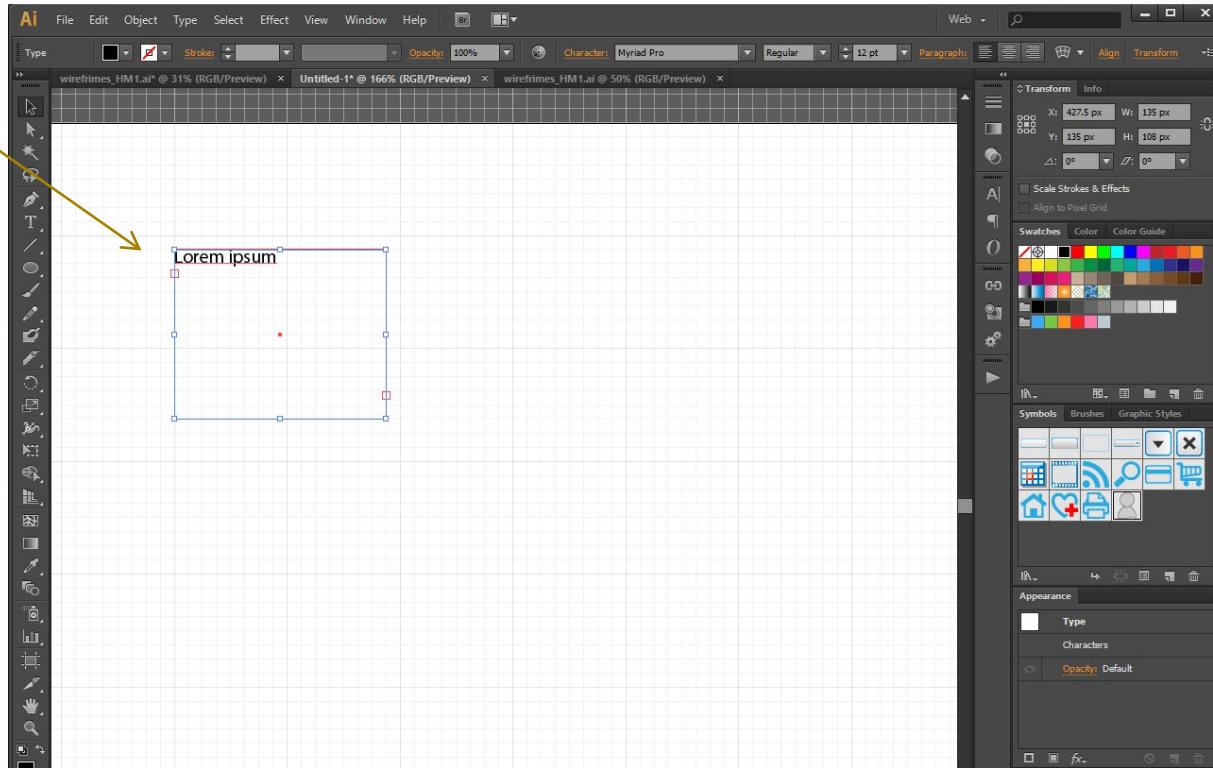
Ai

# Text

Design software that is used for prototyping

Select the text tool  
and draw a text area

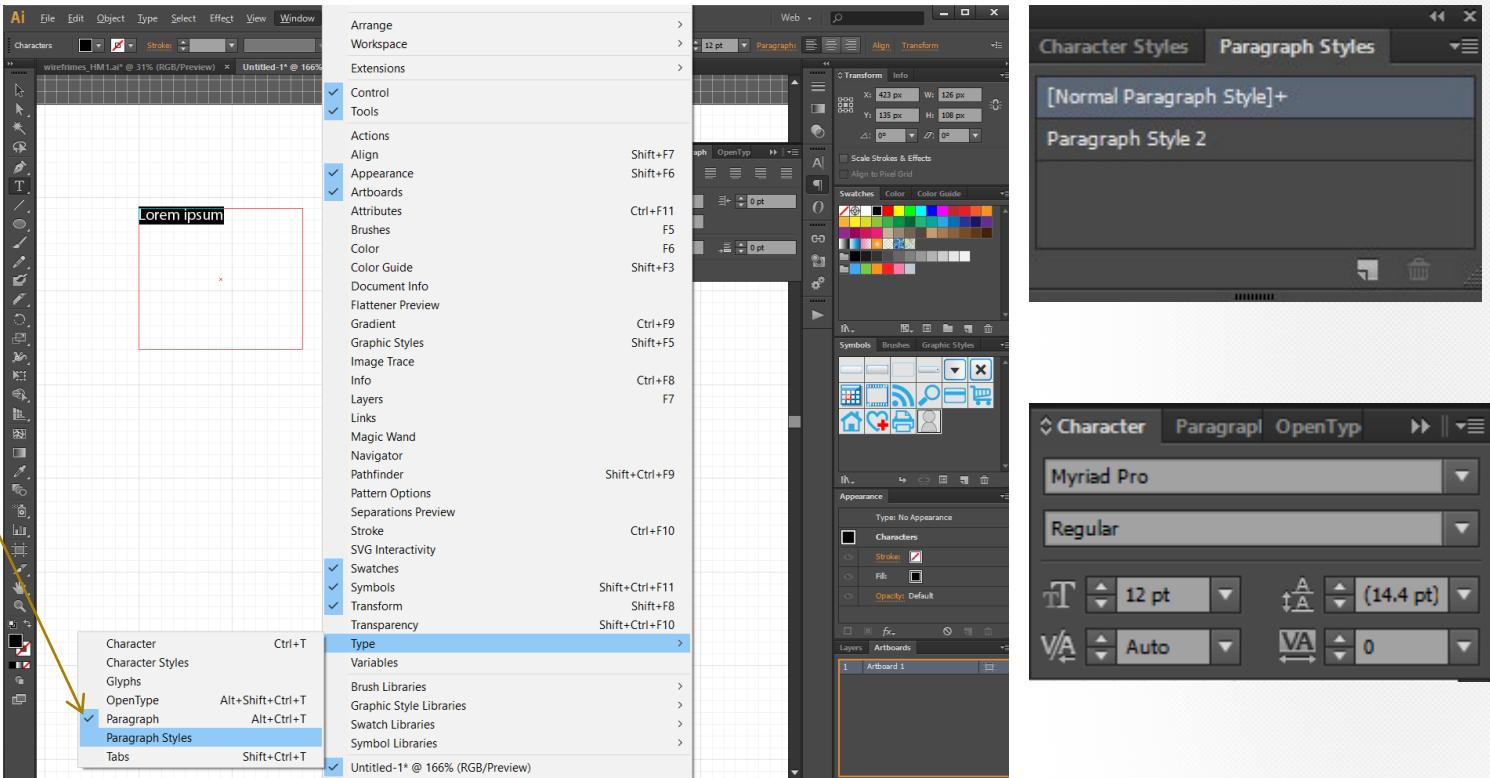
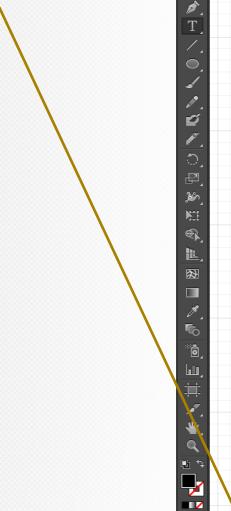
The text you are  
righting will adapt to  
the size of the  
textbox after resizing



# Text

Design software that is used for prototyping

We can create  
paragraph style and  
reuse them

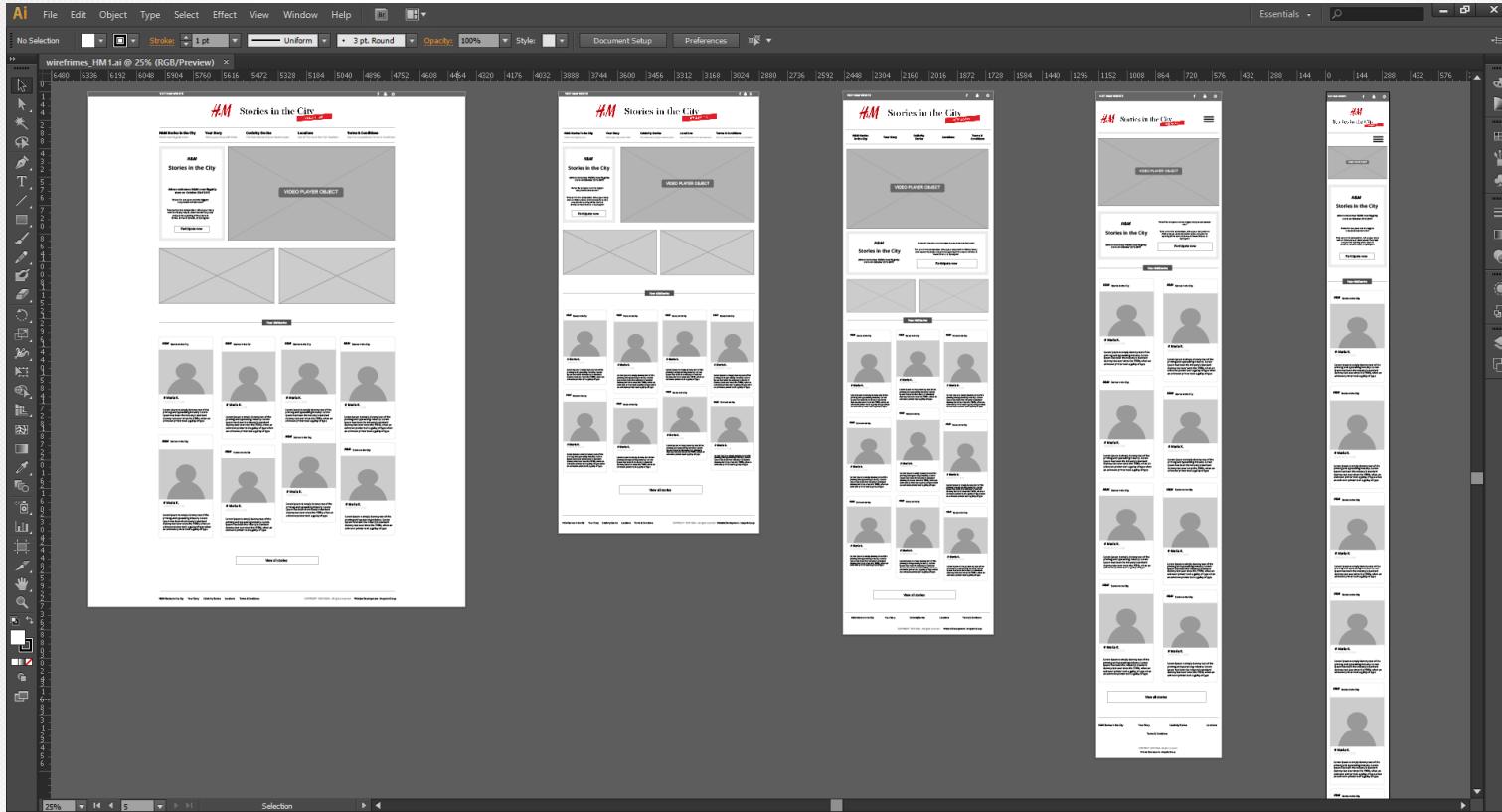


The screenshot illustrates the process of creating and applying a Paragraph Style in Adobe Illustrator:

- Workspace:** Shows a text box containing "Lorem ipsum" with a red border.
- Type → Paragraph Styles:** The "Paragraph Styles" option is highlighted in the Type menu.
- Character Styles Panel:** Shows the "Myriad Pro" font and "Regular" weight selected.
- Paragraph Styles Panel:** Displays the newly created "Paragraph Style 2".
- Bottom Control Panel:** Shows font size set to 12 pt and leading set to Auto.

# Artboards

Introduction to adobe illustrator



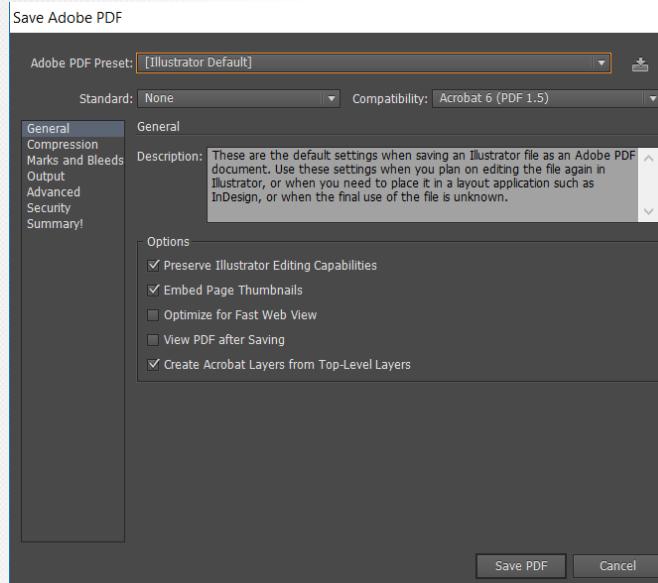
# Exporting

Design software that is used for prototyping

Prototypes can be saved in the native .ai format or exported as .jpg, .psd, .png, .tiff

Multiple artboards can also be exported as pdf

Go to “save as” and choose pdf as a file format



Or go to export and save as .jpg, .psd, .png, .tiff

Part 4

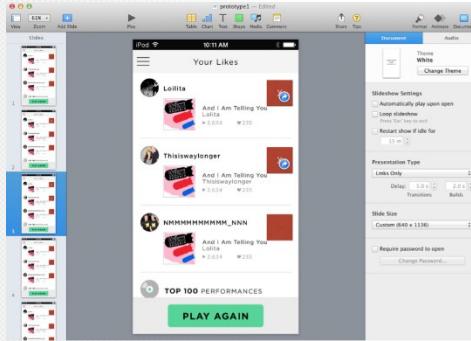
# Functional Prototypes

with presentation tools and other software

# Presentation Tools

Software that can be used for prototyping

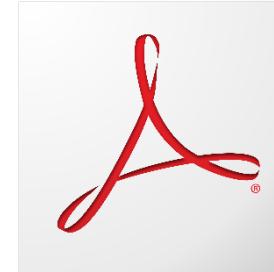
Keynote



PowerPoint



Acrobat



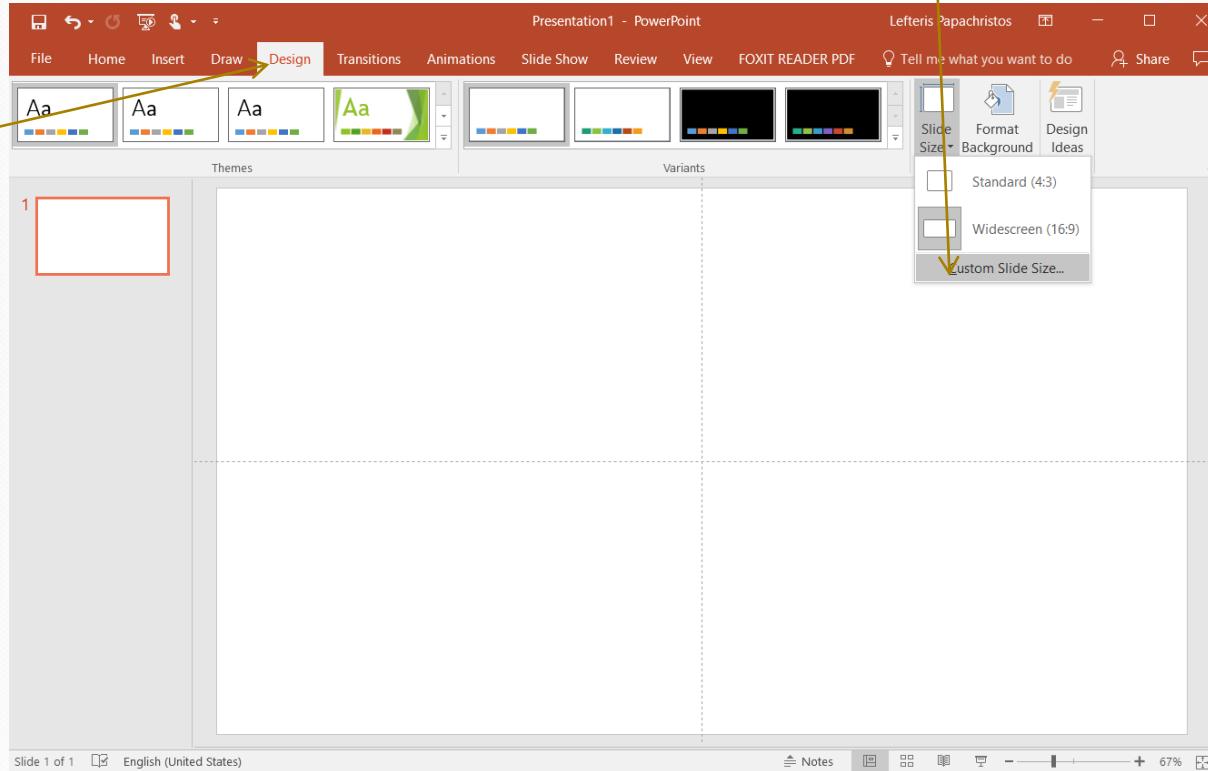
- Most have access to it
- Easy to learn
- Easy to disseminate
- Functionality can be simulated and external object libraries can be used

# PowerPoint

How to use PowerPoint for prototyping

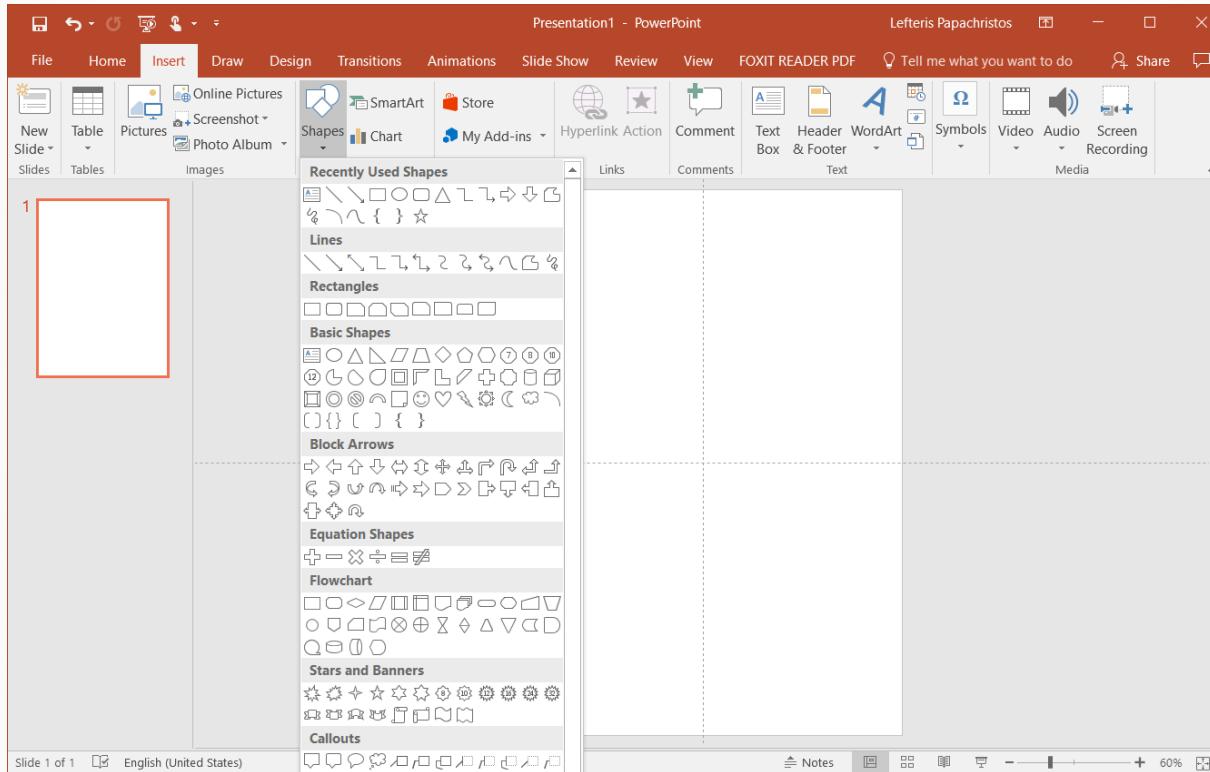
Change the dimensions of your presentation

In the design tab



# PowerPoint

How to use PowerPoint for prototyping

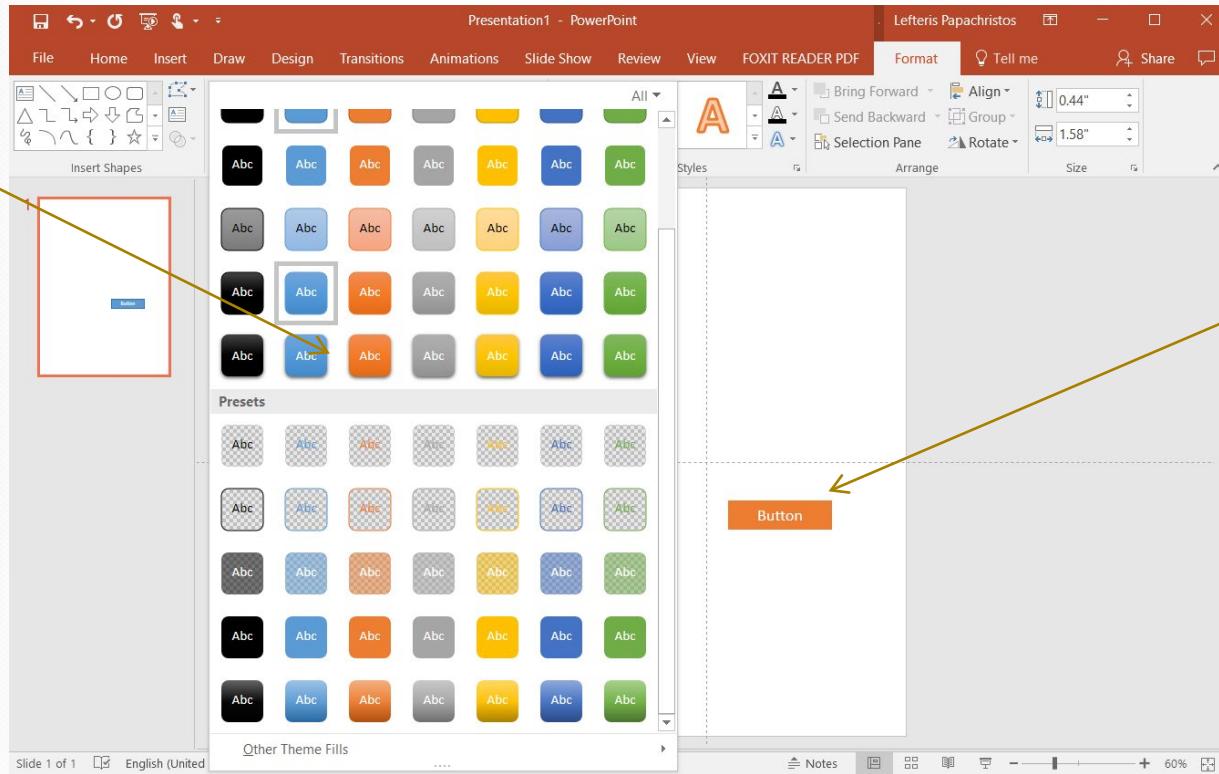


# PowerPoint

How to use PowerPoint for prototyping

Theme styles  
and presets

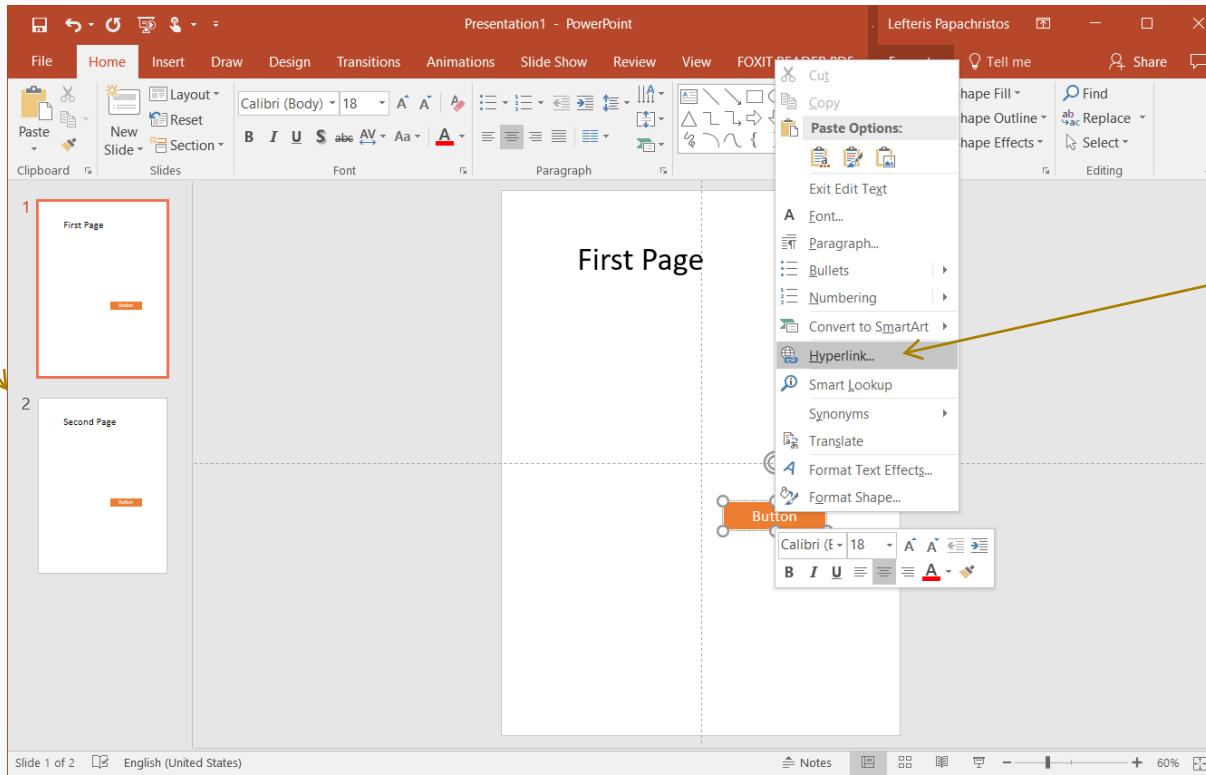
Add elements



# PowerPoint

How to use PowerPoint for prototyping

Duplicate slides  
or create template



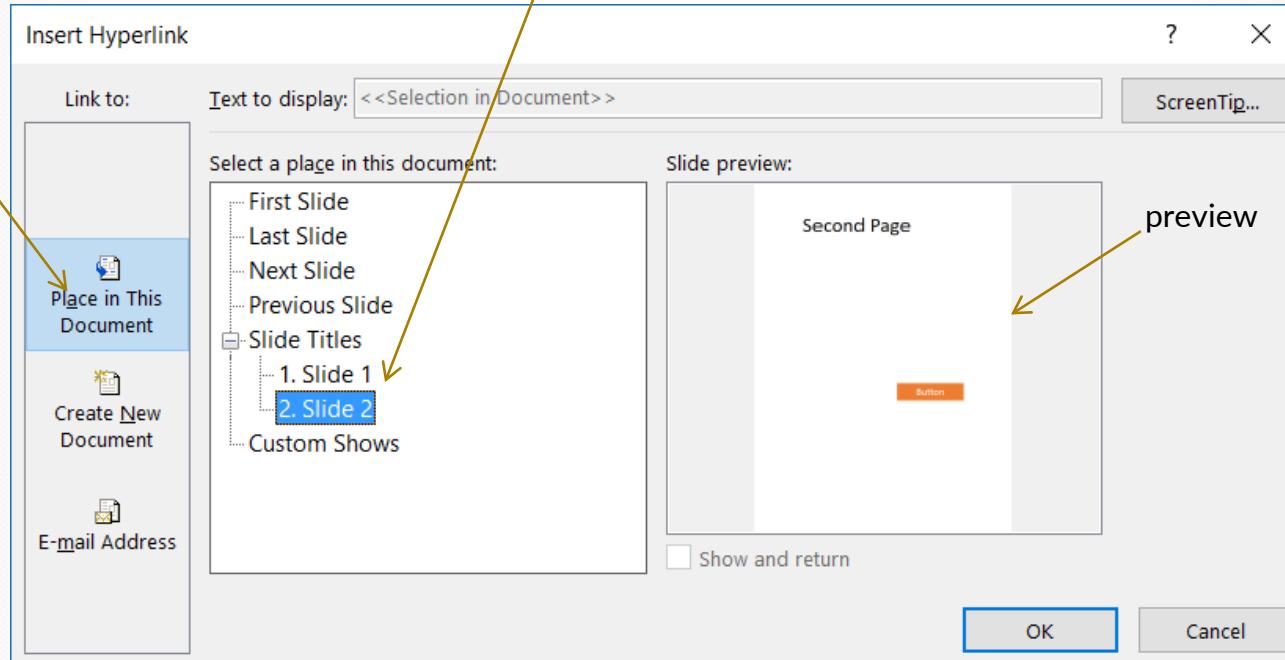
Left click to  
add hyperlink

# PowerPoint

How to use PowerPoint for prototyping

Place in this document

Select slide

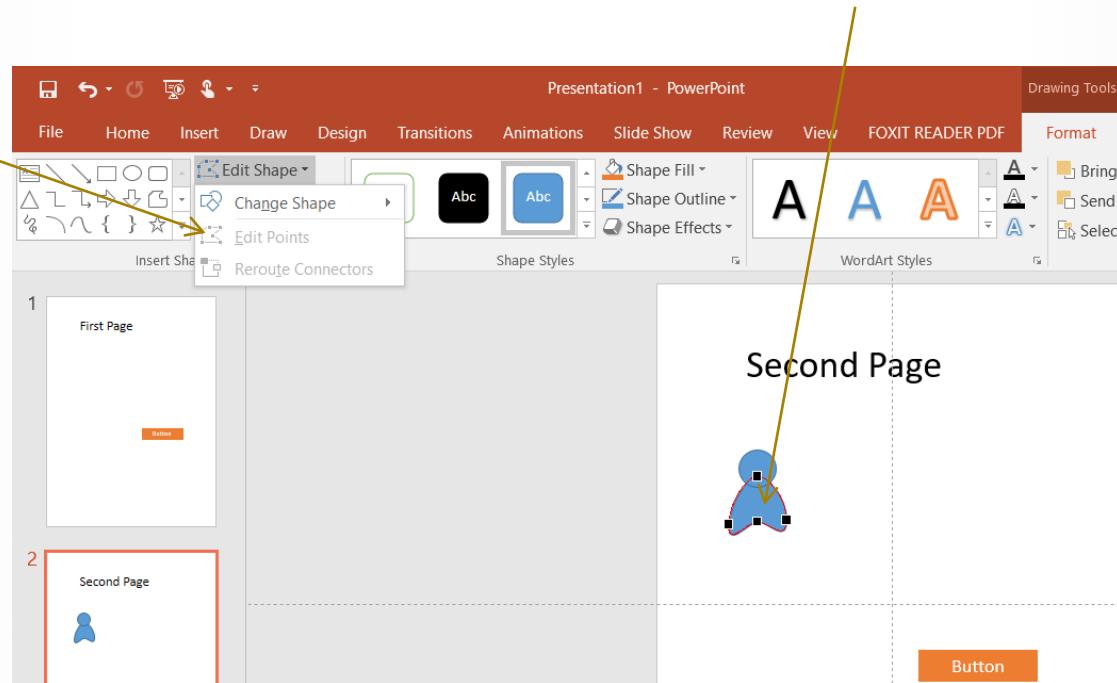


# PowerPoint

How to use PowerPoint for prototyping

You can edit points of  
a shape and create  
basic elements

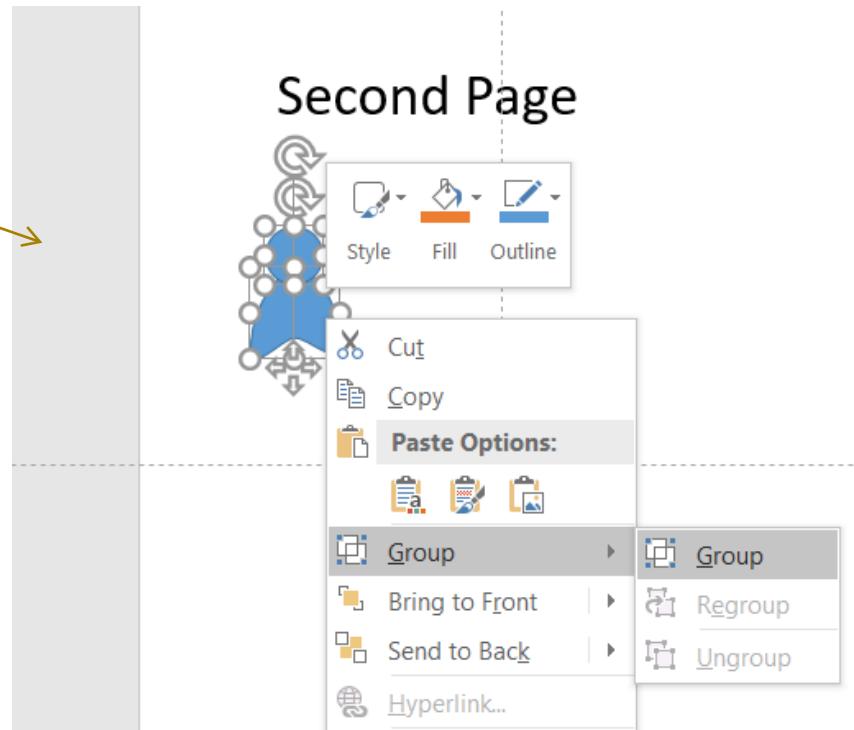
You can move points around like you  
do with the pen tool in illustrator



# PowerPoint

How to use PowerPoint for prototyping

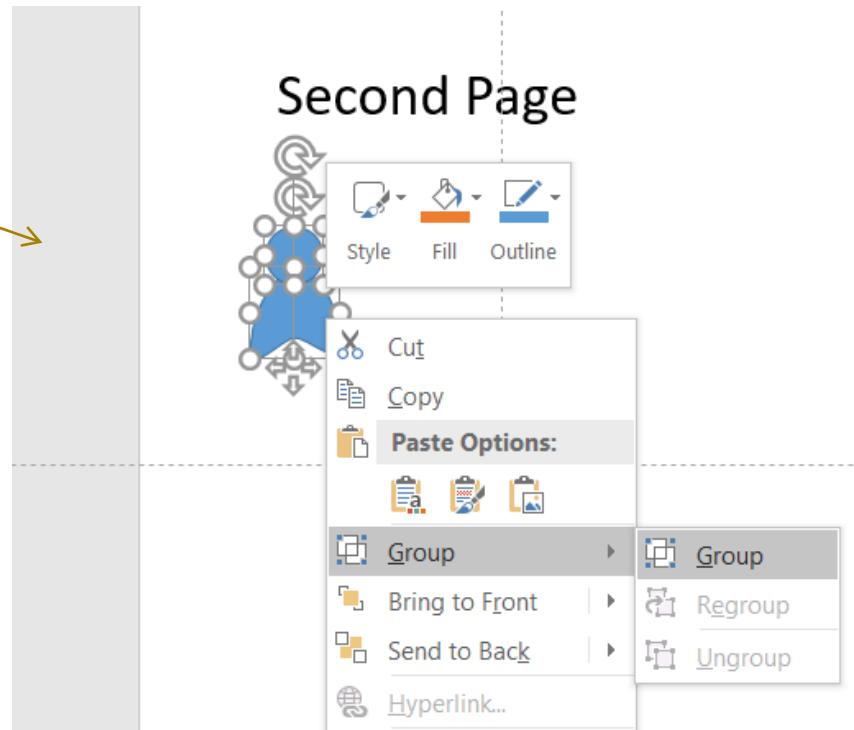
You can group elements together  
(easier to move and reuse)



# PowerPoint

How to use PowerPoint for prototyping

You can group elements together  
(easier to move and reuse)



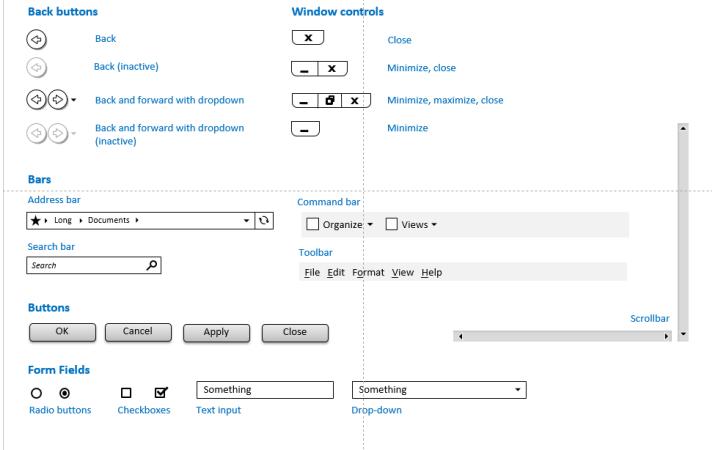
# PowerPoint

How to use PowerPoint for prototyping

Download resources



## Controls

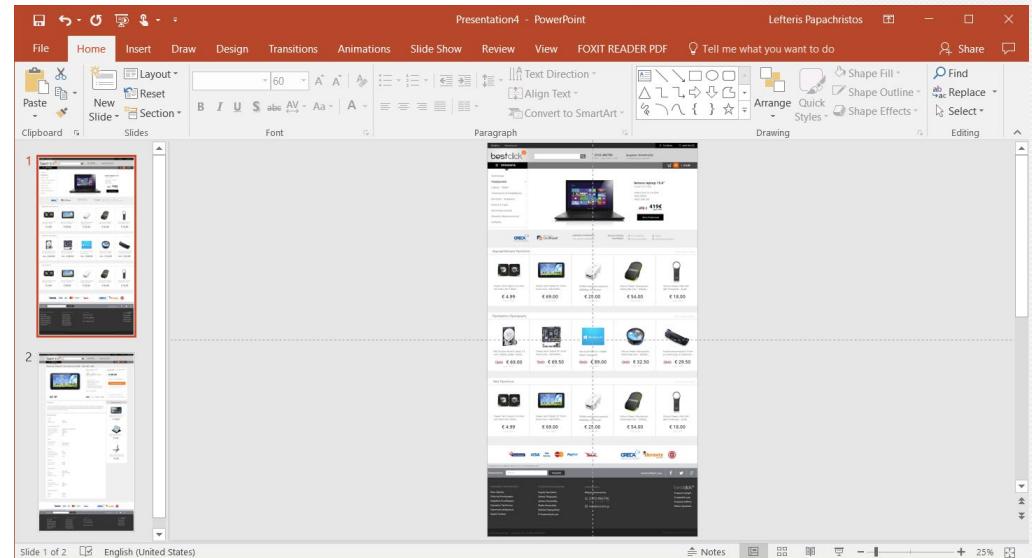


<http://www.istartedsomething.com/20071018/powerpoint-prototype-toolkit-01/>

# PowerPoint

How to use PowerPoint for prototyping

- Create a presentation with the same dimensions like your prototypes
- Insert your images in separate slides
- Link the together with invisible hyperlink boxes
- Preview or export to pdf



Part 5

## Prototyping with Adobe XD and Figma



# Adobe XD

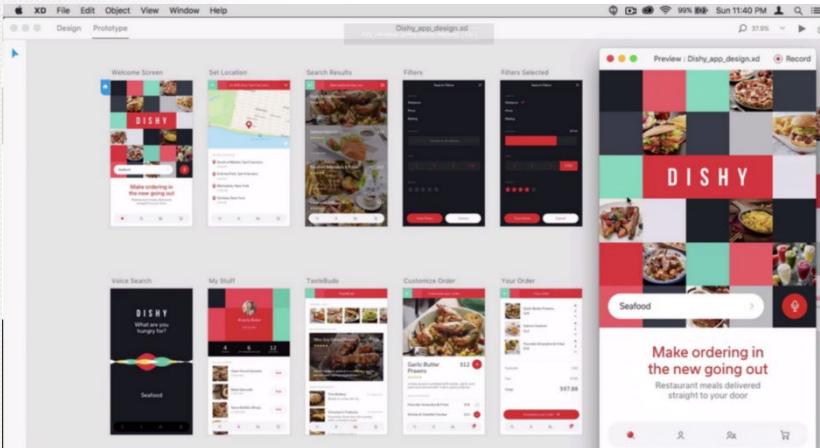
Specialized software for prototyping

Adobe launched a new UX prototyping tool Adobe Experience Design CC .

focused on:

- Design (simple vector and text)
- Prototype (previewing, sharing designs)
- Good for building high-fidelity prototypes.

- Support for Repeat Grid. (fast replication of design elements)
- Sharing of prototypes over the web (feedback-testing)
- Support for mobile prototyping
- Works on PC and Mac
- Support for remote collaboration



## Cost

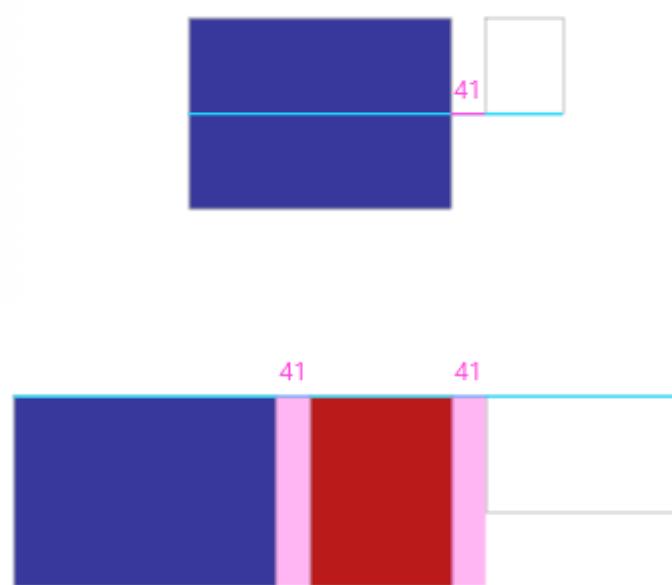
- 92,50 DKK/month
- 1,104 45 DKK/year

## Why is Adobe XD good software for prototyping:

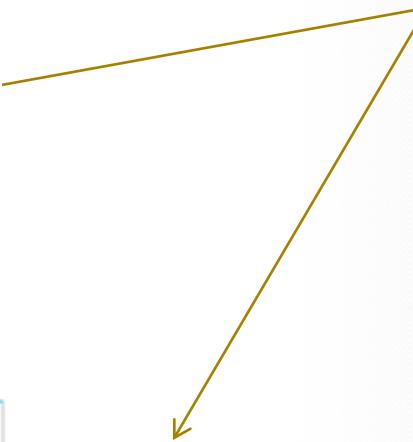
- Uses vector graphics (good for scaling in different resolutions)
- Snapping, aligning, smart guides
- Repeat grid
- Easy manipulation of basic shapes
- Reusable symbols
- Layers – grouping - stacking
- Artboards
- Preview online (cloud version)
- Easy to learn
- Collaboration

# Smart guides

Introduction to adobe Xd

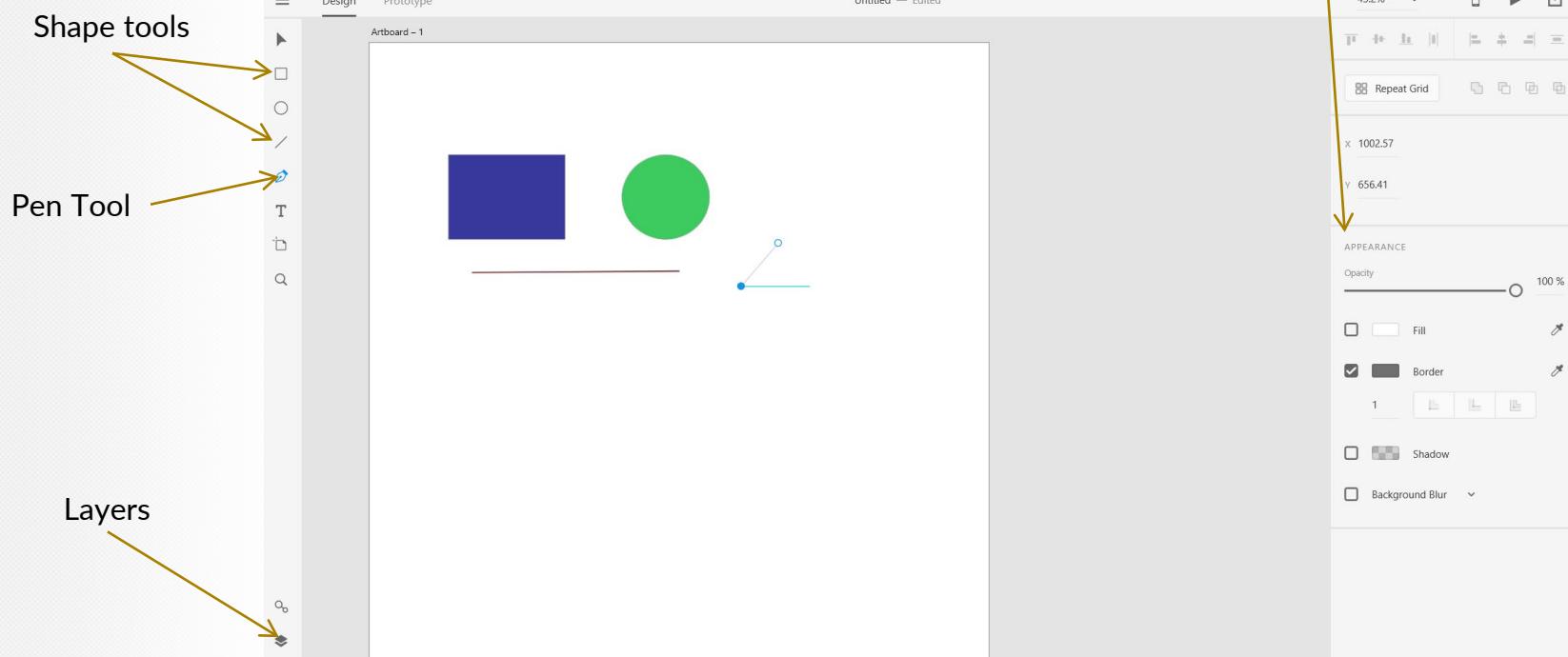


**Smart guides**  
helpful for element alignment

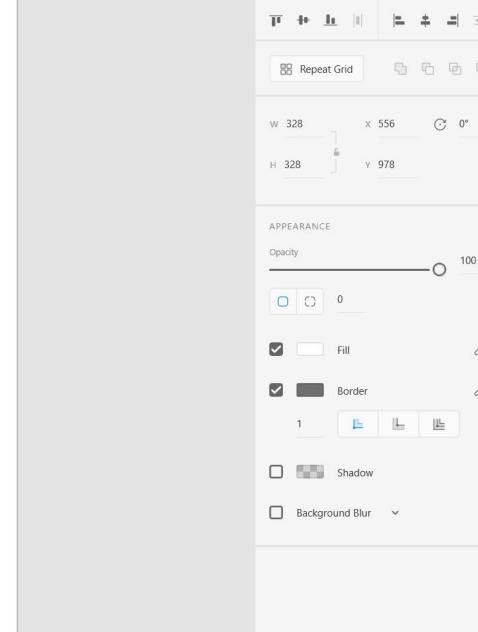
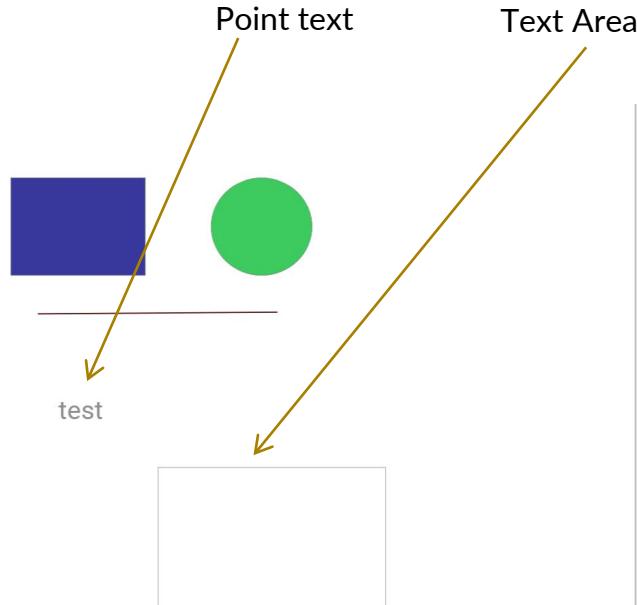
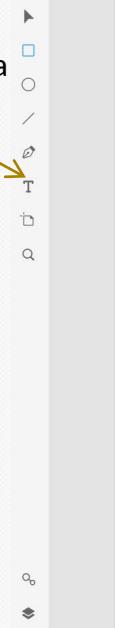


# Basic shapes

Introduction to adobe Xd



Select the text tool  
and draw a text area



You can also drag text files into the text area



# Artboards

Introduction to adobe Xd

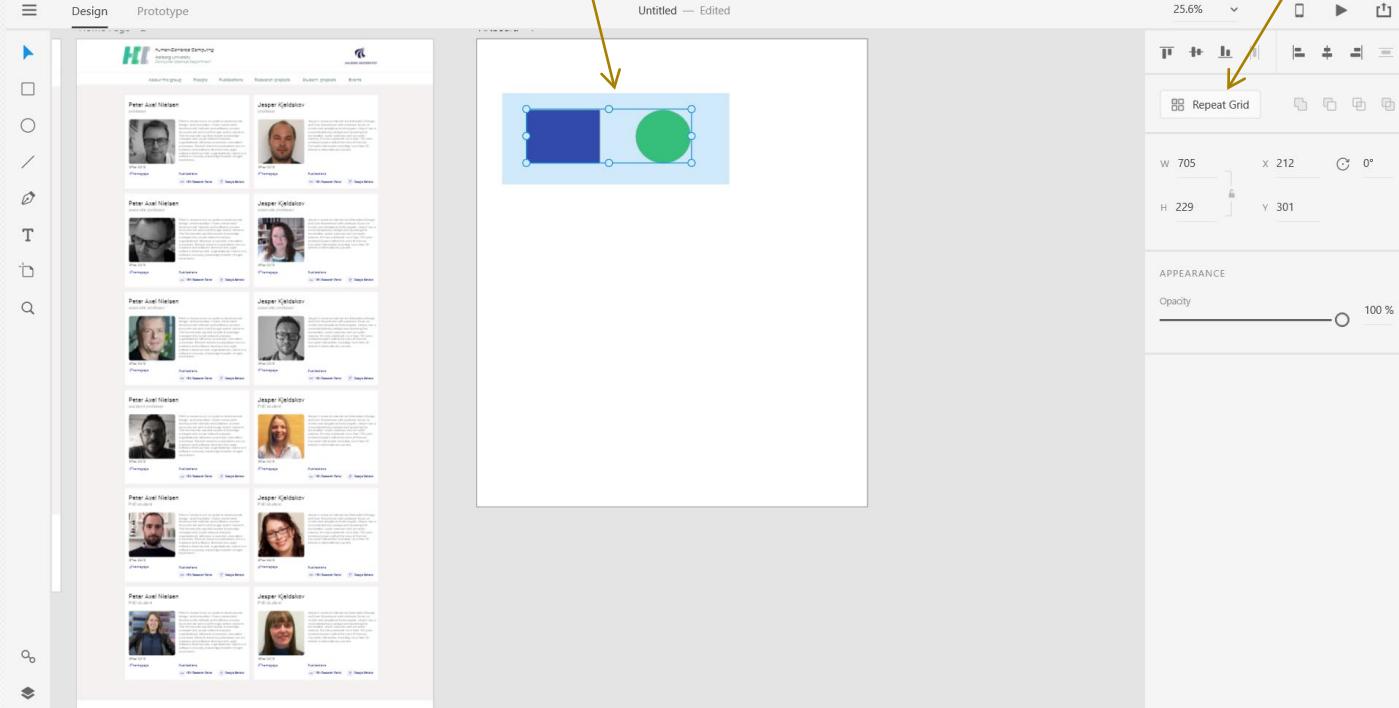
The screenshot displays the Adobe XD interface in 'Design' mode. On the left, the Artboard tool panel is open, featuring various icons for selection, creation, and modification of artboards. A yellow arrow points from the text 'Artboard tool' to this panel. The main workspace contains several artboards, each showing a different website design or layout. One specific artboard on the right is selected, showing a grid of three blue squares and one green circle, with a bounding box outline. The right side of the screen features the Properties panel, which includes sections for 'Repeat Grid' (with options for W: 533, H: 328, X: 556, Y: 978), 'APPEARANCE' (with sliders for Opacity, Fill, Border, and Shadow), and a 'Background Blur' dropdown.



# Repeat Grid

## Introduction to adobe Xd

Select the elements you want to repeat





# Repeat Grid

Introduction to adobe Xd

Drag down (or right)

The screenshot shows the Adobe XD interface with a design workspace titled "Untitled - Edited". On the left, there's a vertical toolbar with icons for selection, text, shapes, and other tools. The main workspace displays a grid-based layout. A blue rectangular component is positioned on the left side of the grid, and three green circular components are arranged vertically on the right side. A yellow arrow points from the text "Drag down (or right)" towards the green circles, indicating how to duplicate the grid item. The top menu bar has "Design" and "Prototype" selected. The bottom right corner of the workspace shows the dimensions "W 705 x 212" and "H 814 y 301".



# Prototype

Introduction to adobe XD

Click on Prototype

The screenshot shows the Adobe XD interface with four wireframes displayed side-by-side. At the top, there are tabs for 'Design' and 'Prototype'. A yellow arrow points to the 'Prototype' tab. The windows are titled 'Home Page', 'Seminars list', 'Seminar Individual', and 'Student Projects'. Each window contains a wireframe of a website page with various sections like 'About HCC', 'Longitudinal Studies in HCI', 'For Students', 'For Researchers', and 'Past Seminars'. The 'Seminars list' window has a specific section for 'New Seminar' and 'Past Seminars'. The 'Seminar Individual' window shows a detailed view of a seminar. The 'Student Projects' window lists several projects with titles like 'Title 1', 'Title 2', and 'Title 3'. The bottom of the interface shows a toolbar with icons for selection, zoom, and other design tools.

# Prototype

Introduction to adobe Xd

Preview

Select an element and connect it to artboards

The screenshot shows the Adobe XD interface with four artboards open:

- Home Page**: The main landing page for "Human-Computer Computing". It features a large image of people in a lab, a "About HCC" section, and several cards for "Recent Seminars" and "Student Projects". A dashed blue line connects the "Recent Seminar" card to the "Seminars list" artboard.
- Seminars list**: A list of seminars. One seminar, "Longitudinal Studies in HCI", is highlighted. A solid blue line connects this seminar's card to the "Seminar Individual" artboard.
- Seminar Individual**: A detailed view of the "Longitudinal Studies in HCI" seminar. It includes a photo of the speaker, the date (21 November 2017), and a description. A solid blue line connects this artboard to the "Student Projects" artboard.
- Student Projects**: A list of student projects. Three projects are visible: "Title 1", "Title 2", and "Title 3". A solid blue line connects the "Student Projects" artboard back to the "Home Page" artboard.

A yellow arrow points from the "Preview" text at the top right towards the "Home Page" artboard. A blue line labeled "big screen" connects the bottom of the "Home Page" artboard to the bottom of the slide.



# Figma

Introduction to adobe illustrator

The screenshot shows the Figma desktop application interface. At the top, there's a header bar with the Figma logo, a search bar, and user account information. On the left, a sidebar includes sections for Recents, Drafts, Community, and a promotional message about premium features. The main workspace displays several file thumbnails, including mobile prototypes, team libraries, and FigJam basics. A central banner promotes new collaboration features.

- Recently viewed:**
  - Meet a new way of collaborating
  - New design file
  - New FigJam file
  - Import file
- Recent files:**
  - Proto1 - Mobile
  - Android 12-Material You (Community)
  - FigJam basics
  - Figma Basics
  - Letteris Papachristos's team library
  - Proto1
- Teams:**
  - Letteris Papachristos... Free
  - Team project
  - Create new team



# Basic Shapes - Text

Introduction to Figma

The screenshot shows the Figma application interface with various tools and panels labeled:

- Text tool**: Located in the top toolbar.
- Pen Tool**: Located in the top toolbar.
- Shapes**: A dropdown menu in the top-left corner listing basic shapes: Rectangle (R), Line (L), Arrow (Shift+L), Ellipse (O), Polygon, and Star.
- Frame**: A green rectangular frame on the left side of the canvas.
- Prototyping**: A panel on the right side of the interface containing buttons for Design, Prototype, and Inspect, along with background color and export settings.



# Community

Introduction to Figma

Add a little **magic** to your files

Discover inspiring portfolios, presentations, mockups, and more.

Inspiration Jam sessions Design systems Visual assets Development

# Icons # Accessibility # Web # Mobile # Wireframes

Curated by Figma

See all

11 resources Simplify design and handoff

11 resources Classroom resources for educators

Classroom moodboarding activity Classroom icebreaker trading cards Classroom design critique Classroom syllabus template



# Community

Introduction to Figma

The screenshot shows the Figma Community interface. At the top, there's a search bar with the query "android UI kit". Below the search bar, a sidebar on the left lists categories like "Inspiration" (with a lightbulb icon) and "# Icons". A central search results area displays items such as "Android UI Kit" by Aleksandr Shtank, "Android UI kit" by Setproduct, "iOS vs Android UI Kits" by Sergei Durgalyan, and "Material UI Kit for Android" by TanahAir Studio. To the right, a large graphic features three overlapping circles labeled "Designs", "Visual assets", and "Development". Below these circles are buttons for "# Mobile" and "# Wireframes". At the bottom, two sections are shown: "Curated by Figma" featuring "Simplify design and handoff" with 11 resources, and "Classroom resources for educators" with 11 resources. Both sections include small thumbnail previews of the resources.

Proto1 +

Community android UI kit

Files

Android UI Kit

Aleksandr Shtank

Android UI kit

Setproduct

iOS vs Android UI Kits

Sergei Durgalyan

Material UI Kit for Android

TanahAir Studio

Inspiration

# Icons

Show all search results

ic to your files

ntations, mockups, and more.

ems Visual assets Development

# Mobile # Wireframes

Curated by Figma

See all

11 resources

Simplify design and handoff

11 resources

Classroom resources for educators

By the community for the community.



# Community

Introduction to Figma

The screenshot shows the Figma Community interface. At the top, there's a navigation bar with a home icon, a project named "Proto1", a search bar labeled "Search Community", and a "Publish" button. Below the navigation is a card for a project titled "Android UI Kit" by Aleksandr Shtank, which has 139 likes and 6.5k copies. The main content area displays a grid of mobile application screens from the UI kit. On the left, a sidebar menu is open, showing "Components" selected under "Cover". Below the sidebar, there are sections for "Examples" (showing thumbnail previews of various screens) and "Tags" (listing "android", "design system", "google", and "ui kit"). At the bottom, there's a link to "More by this creator".

Android UI Kit

By Aleksandr Shtank

139

Get a copy 6.5k

Cover

Components

Icons

Colors

Page: Components

Examples

Tags

android design system

google ui kit

More by this creator

Android OS design system.  
Unfortunately, the operating system version is unknown.



# Tutorial (short 24 min)

Introduction to Figma



<https://www.youtube.com/watch?v=FTFaQWZBqQ8&t=245s>



# Tutorial (long 3 hours)

Introduction to Figma

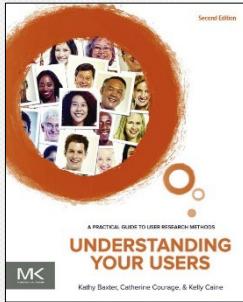


<https://www.youtube.com/watch?v=kbZejnPXyLM>

# Reading material for this Lecture

exercise

## Reading



Look at the info and external resources in the lecture slides

Get an overview of software tools for prototyping

Get real-world experience using some of them (Adobe Xd or Figma is preferred)

# For the Lab session

project

Meet up in the Lab rooms to develop a digital prototype for the design problem you have using any software you like

- Start by sketching the various interfaces
- Make connections and transitions
- If your application doesn't have a digital UI than work on the T-shirt website



# Thank you

Lefteris Papachristos  
Associate Professor, NTNU