

Aufgabe 02

# Prototyping Tool

# Invision

- Allgemeine Beschreibung:

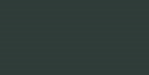
- Invision ist eine Sketch/Prototyping & Moodboard Browser-Anwendung, bei der man ebenfalls Teams bilden kann und Projekte gemeinsam in Echtzeit reviewen kann.



Founder/VP



Engineer



Designer



Product manager



Writer



Researcher



Designer



Product manager



Writer



Researcher



Designer



Product manager



Writer



Researcher



Designer



Product manager



Writer



Researcher



Designer



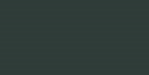
Product manager



Writer



Researcher



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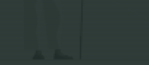
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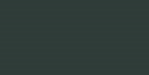
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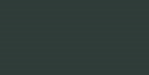
Researcher



Designer



Product manager



Writer



Researcher



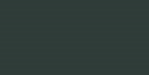
Designer



Product manager



Writer



Researcher



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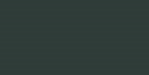
Writer



Researcher



Designer



Product manager



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Researcher



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Product manager



Writer



Researcher



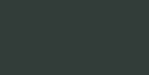
Designer



Product manager



Writer



Researcher



Designer



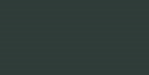
Product manager



Writer



Researcher



Designer



Product manager



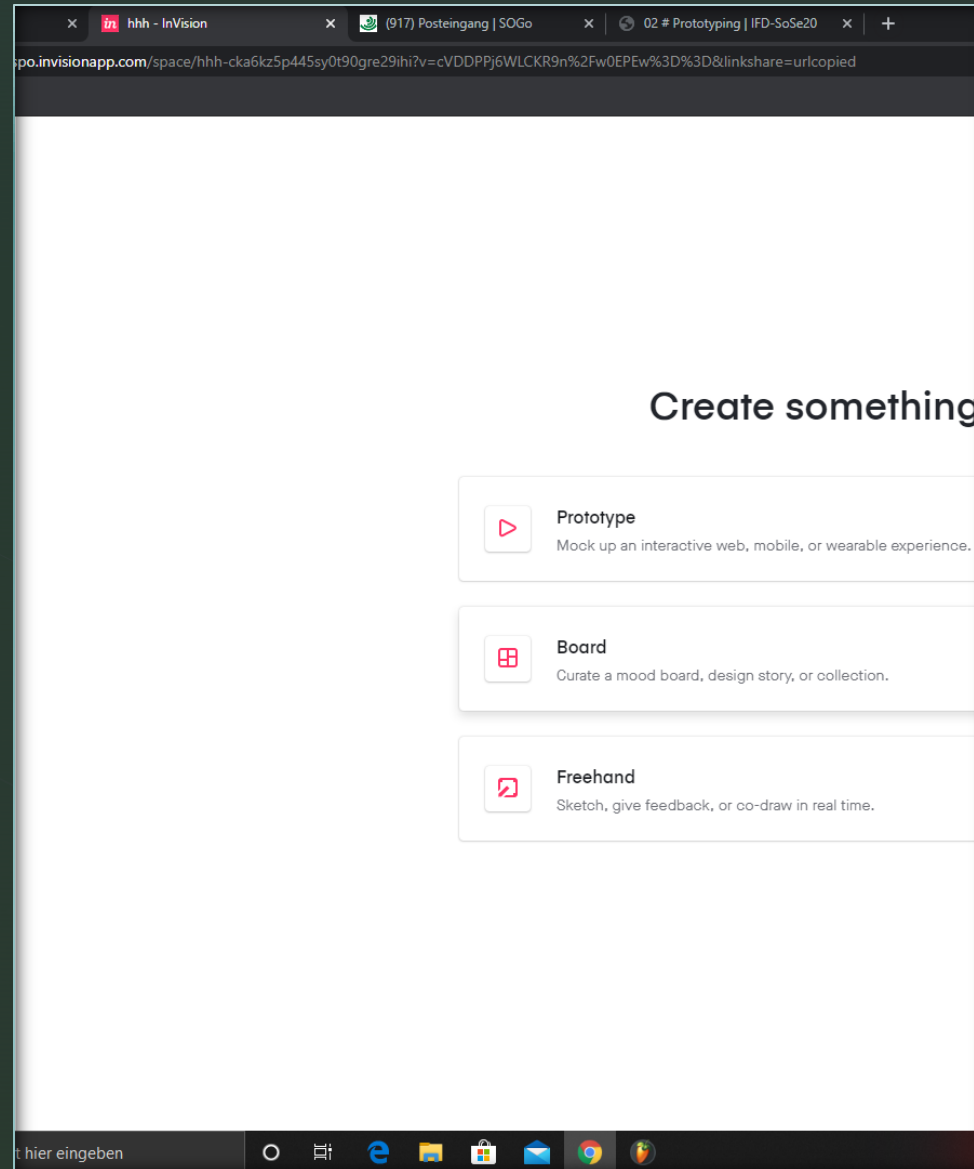
# Invision

- Features:

- Freehand

- Prototyping mit  
Screenvorlagen

- Moodboarding



in

# Invision

- Features:
  - Freewriting
  - Prototyping mit Screenvorlagen
  - Moodboarding

Create new prototype

2.1|



Desktop ✓



Mobile



Tablet

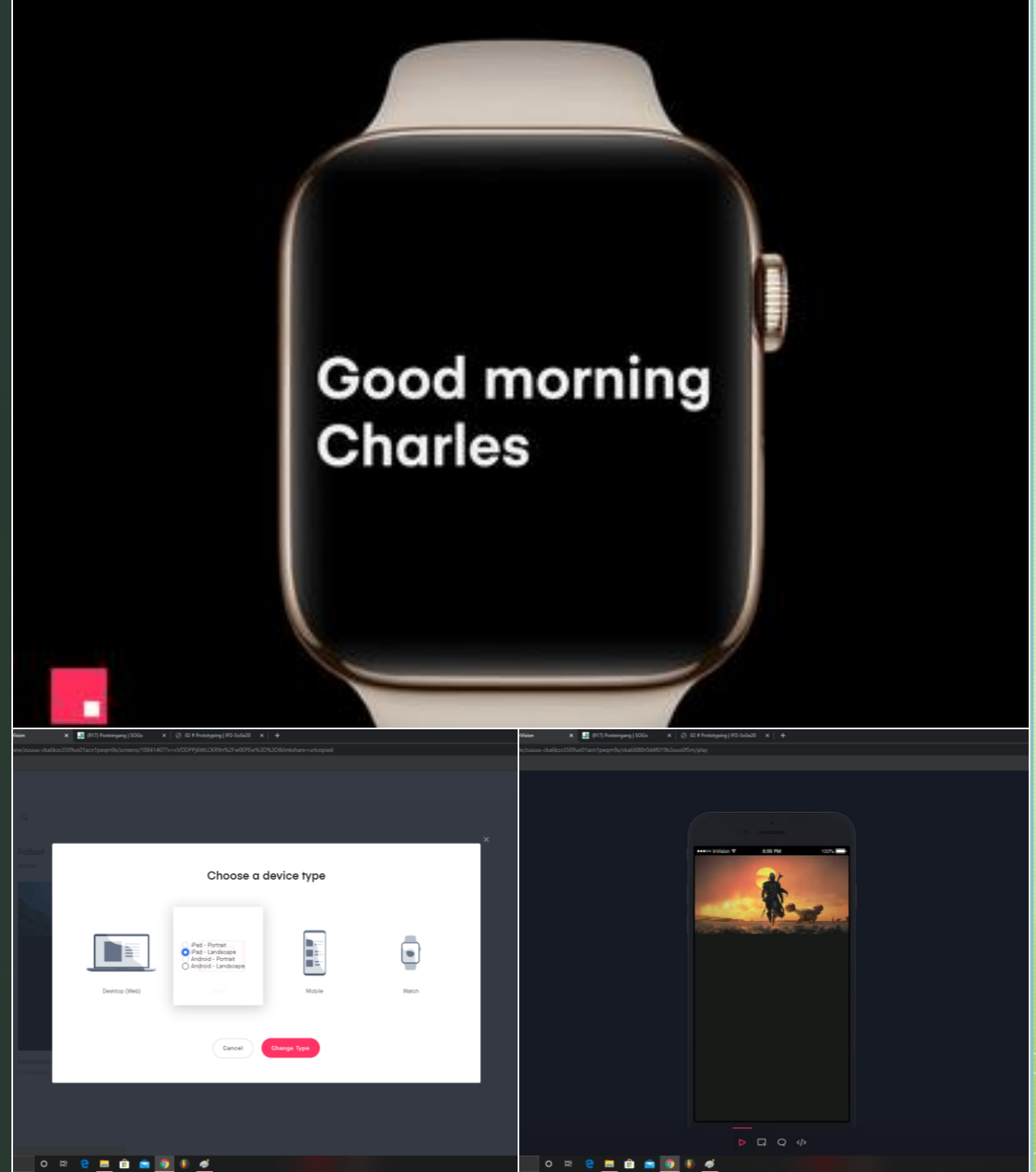


Watch

Create

# Invision

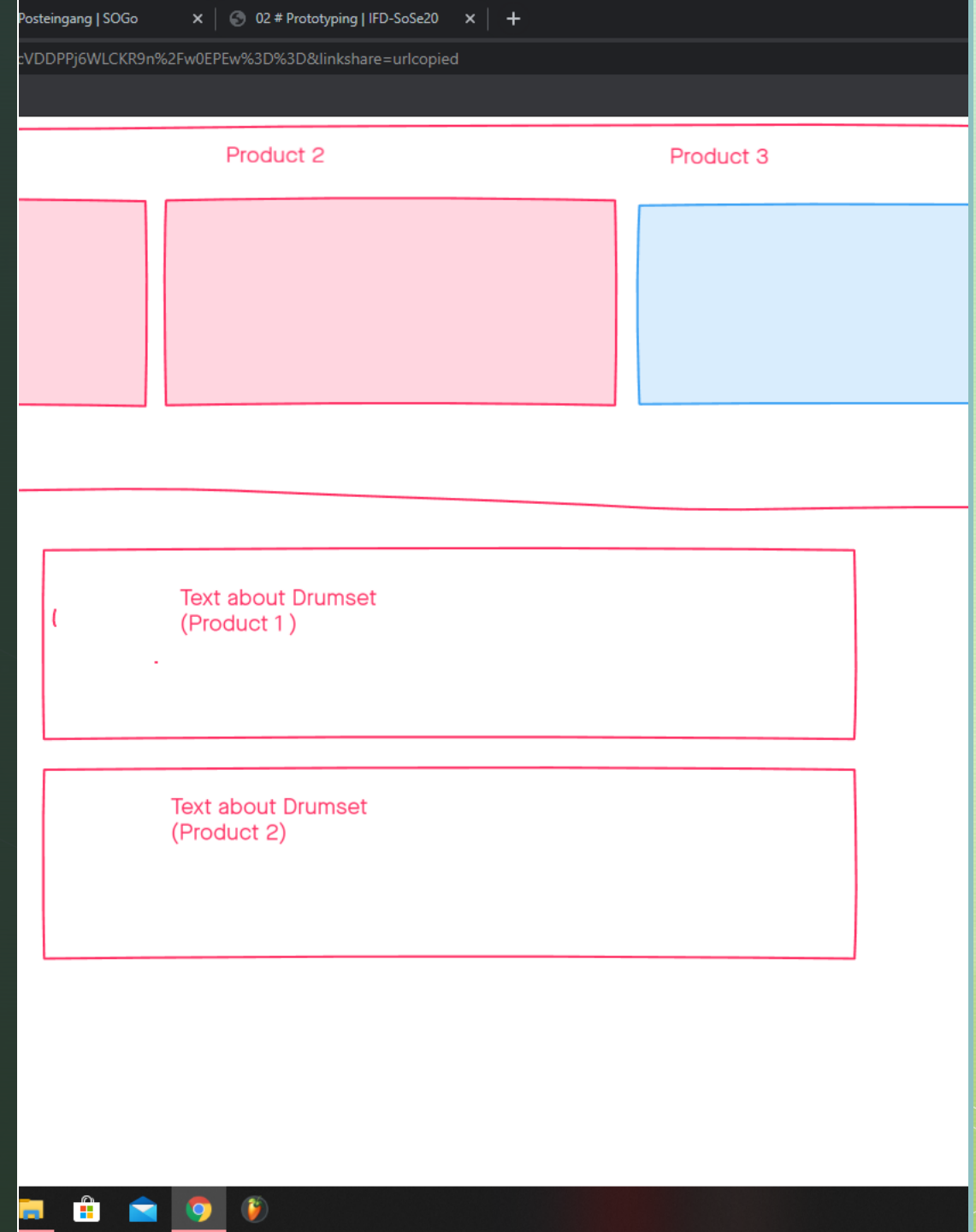
- Features:
  - Freewriting
  - Prototyping mit Screenvorlagen
  - Moodboarding



# Invision

- Fidelity

- Interaktiv ist Invision ganz klar Low Fidelity, man kann im Prinzip nur visualisieren mit einer LowMid Fidelity. Bei der Content-Entwicklung, kann man ganz einfach in seinem Sketch beliebig viele Notes und Texte hinzufügen, aber ich gebe nur Mid Fidelity, weil es auch nicht über bewegbare Randnotizen hinausgeht.

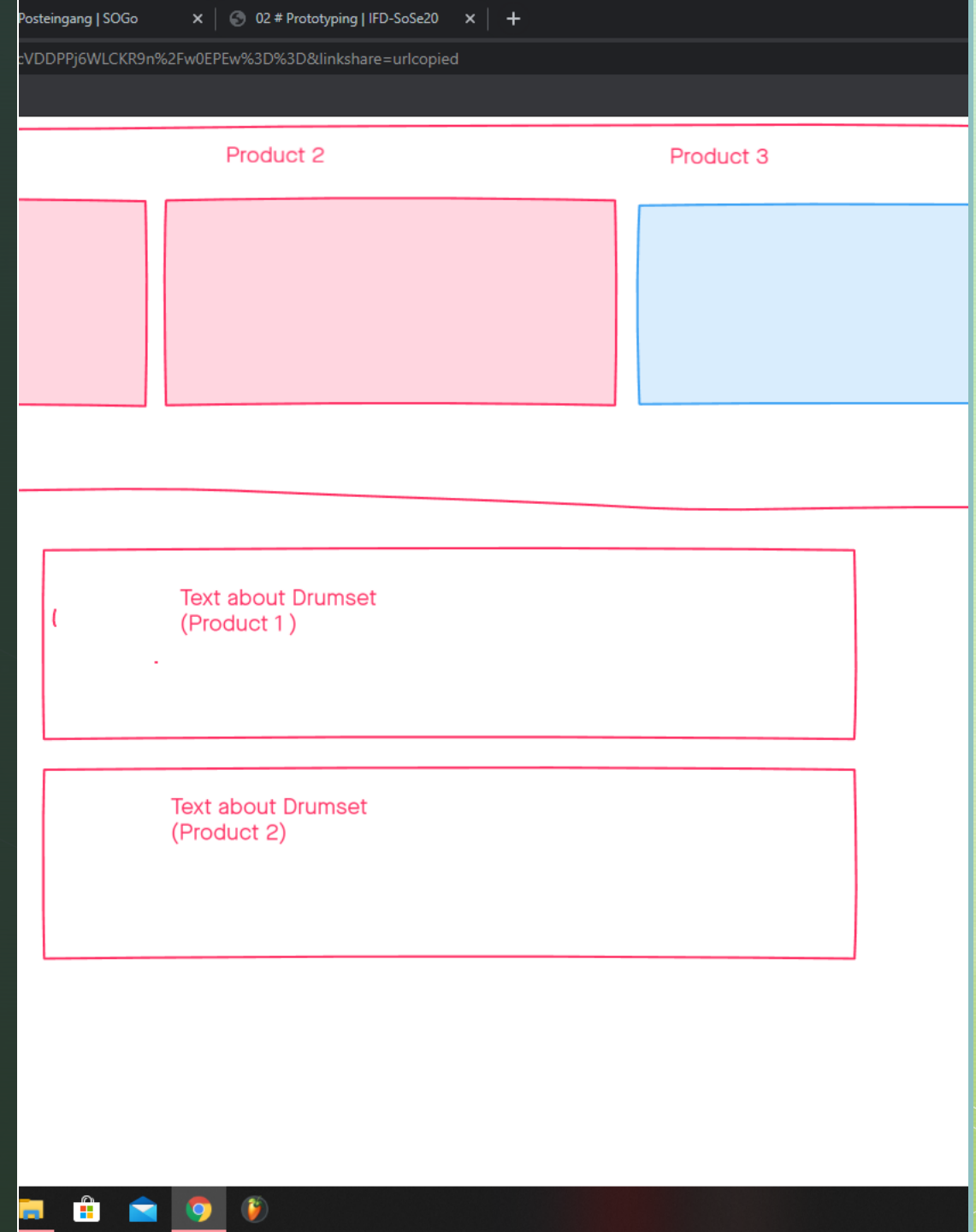


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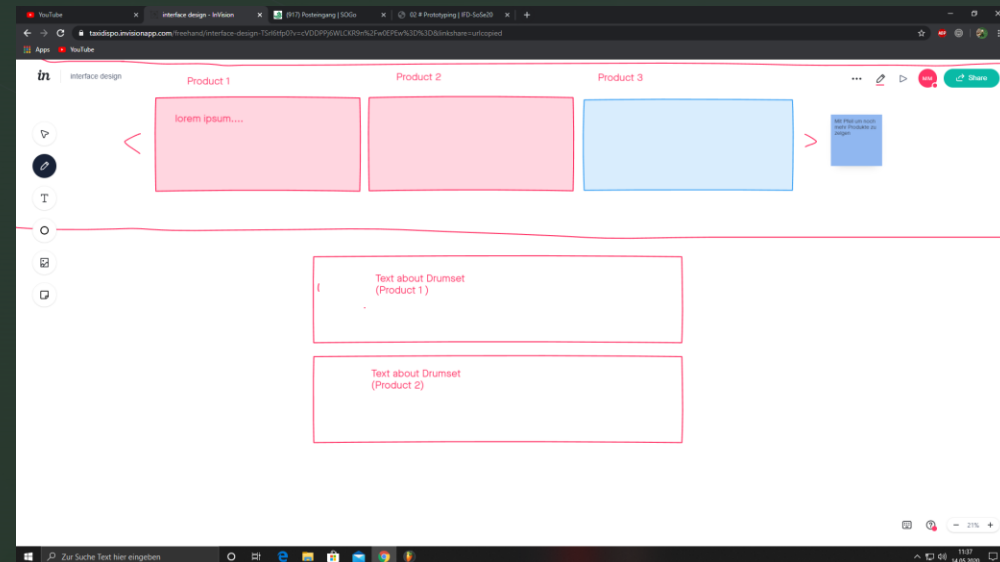
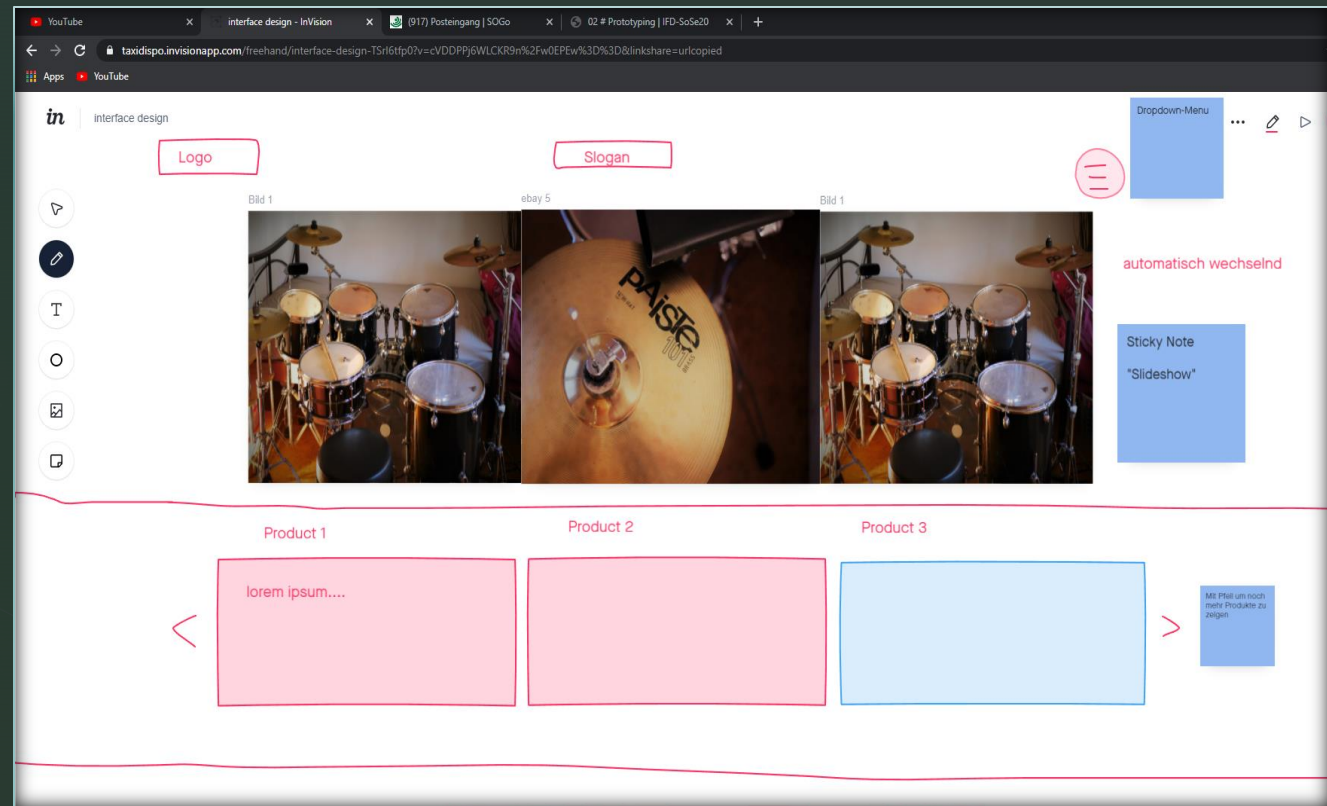
- Komplexität

- Ein sehr einfaches Programm, übersichtlich und extrem leicht zu bedienen, was aber auch in den Möglichkeiten bemerkbar ist.

Ich denke, wenn man mal mit Paint oder ganz simplen Programmen zu tun hatte, hat man mit Invision keine Startprobleme.



# Beispiele Invision





## Grenzen

- ▼ Da es sehr einfach ist, hat man natürlich einen einfachen Start. Wenn es um komplexe, funktionable Prototypes geht, dann kommt man aber sehr schnell an seine Grenzen. Eher ein Programm um die grundlegende Idee zu visualisieren.