

UX & Web Design

Interactive Prototyping with Figma
&
Indigo.Design



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UX Manager



**SoftUni
Creative**



SoftUni

Infragistics

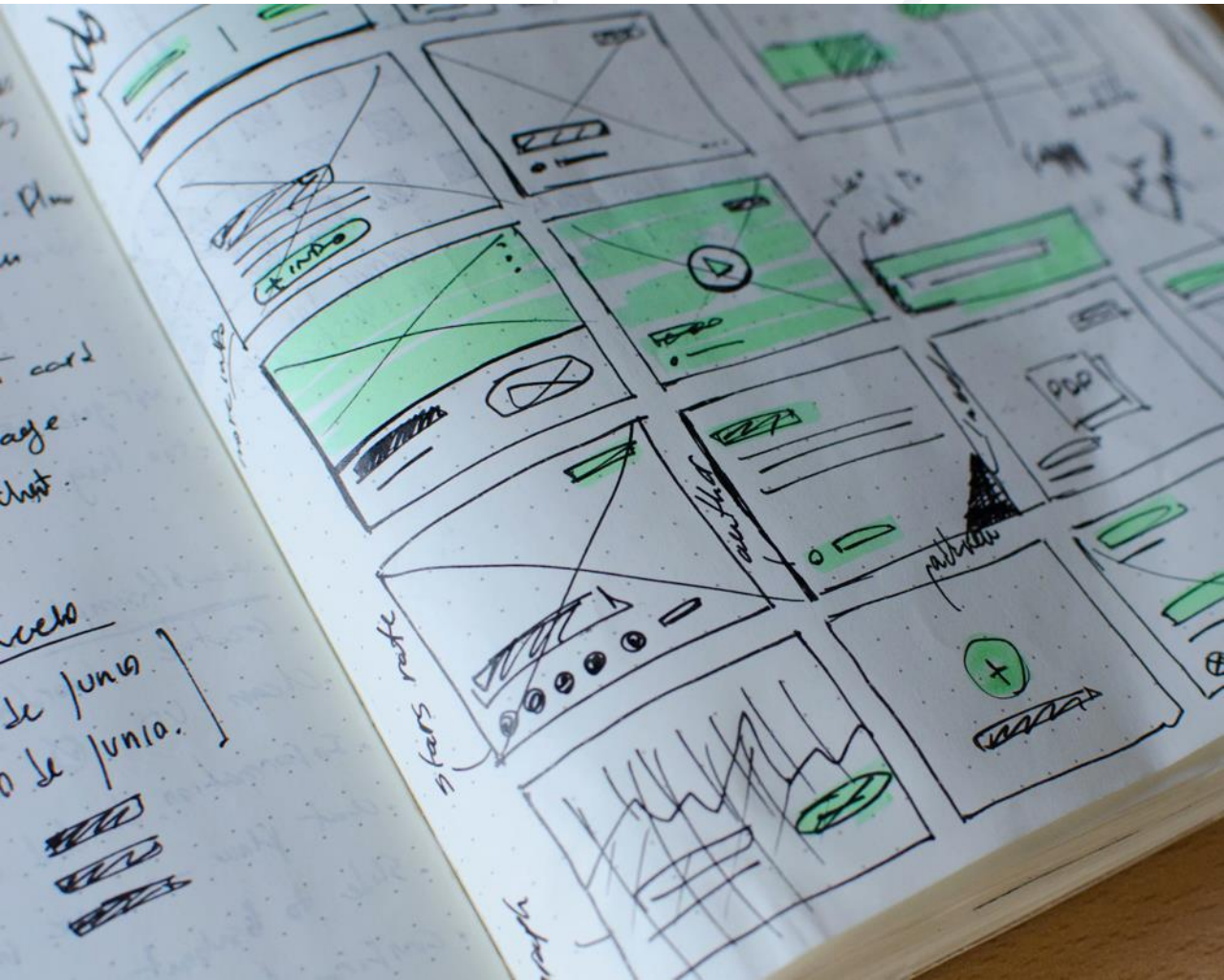
<https://www.infragistics.com/>



Sli.do

UX-web

I have my paper prototype now what?



Exercise

Exchange feedback with your peers on your paper prototypes.



Agenda

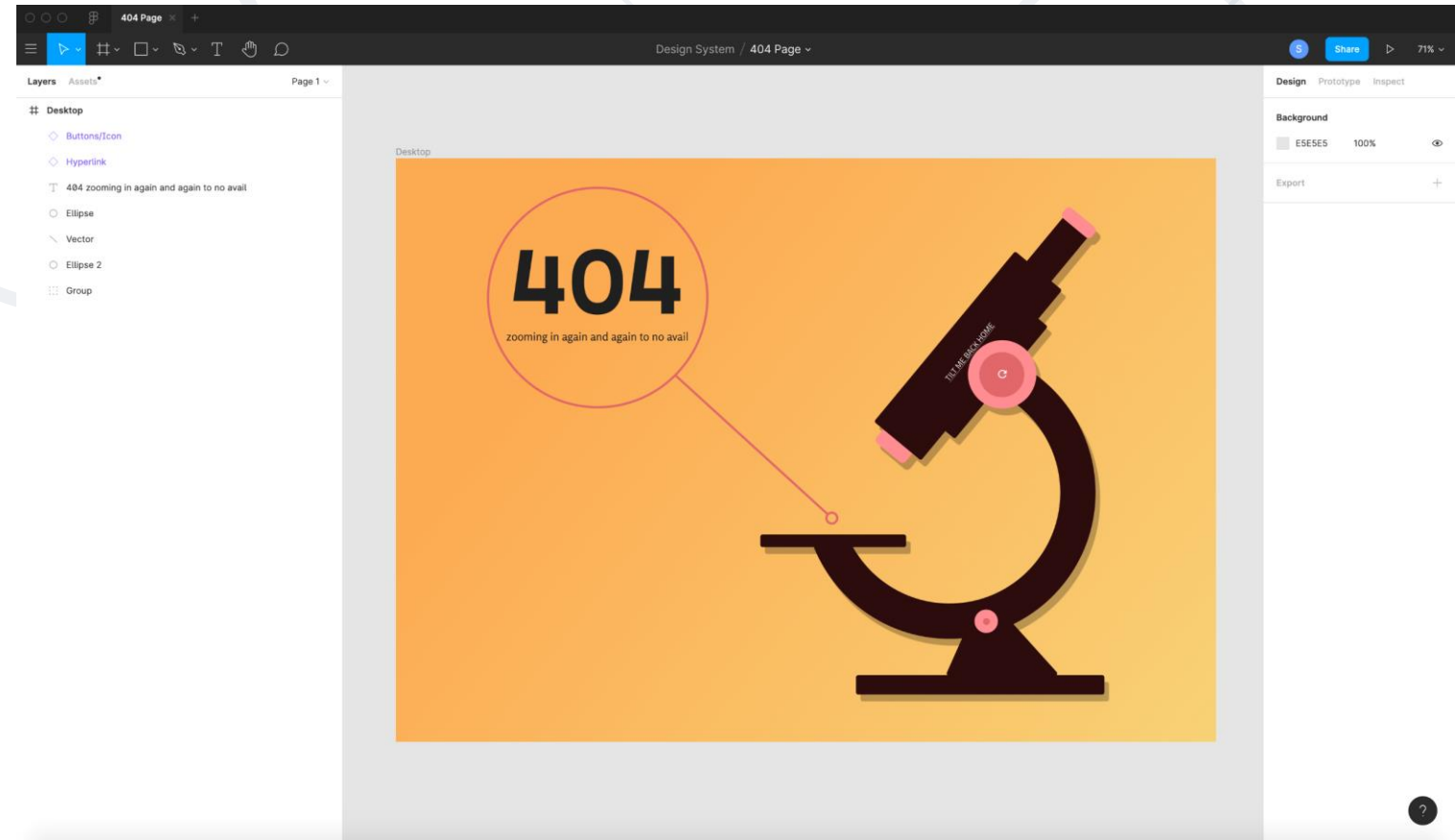
An abstract background graphic featuring a network of circles and lines. There are several circles of varying sizes, some with thick outlines and others with thin outlines. These circles are interconnected by a series of thin, light gray lines that form a complex, web-like structure. The overall aesthetic is clean and modern, with a focus on geometric shapes and connectivity.

- High-fidelity prototyping with Figma
- Good practices
- Interactive prototypes
- Prototype validation



Hi-fi prototyping with Figma

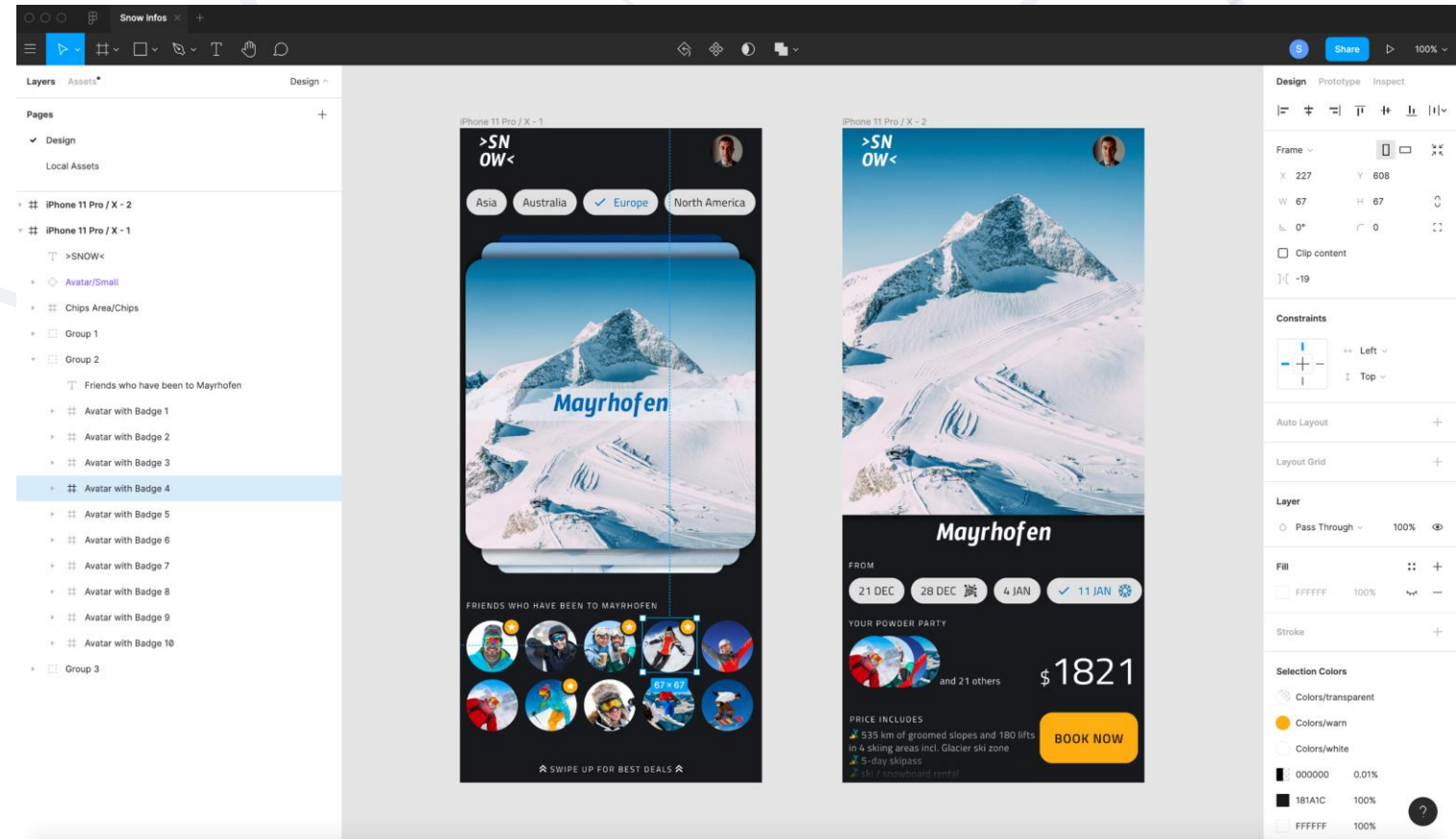
- Shapes
- Vector Paths
- Boolean Operations
- Text
- Color
- Mask
- Groups





Hi-fi prototyping with Figma

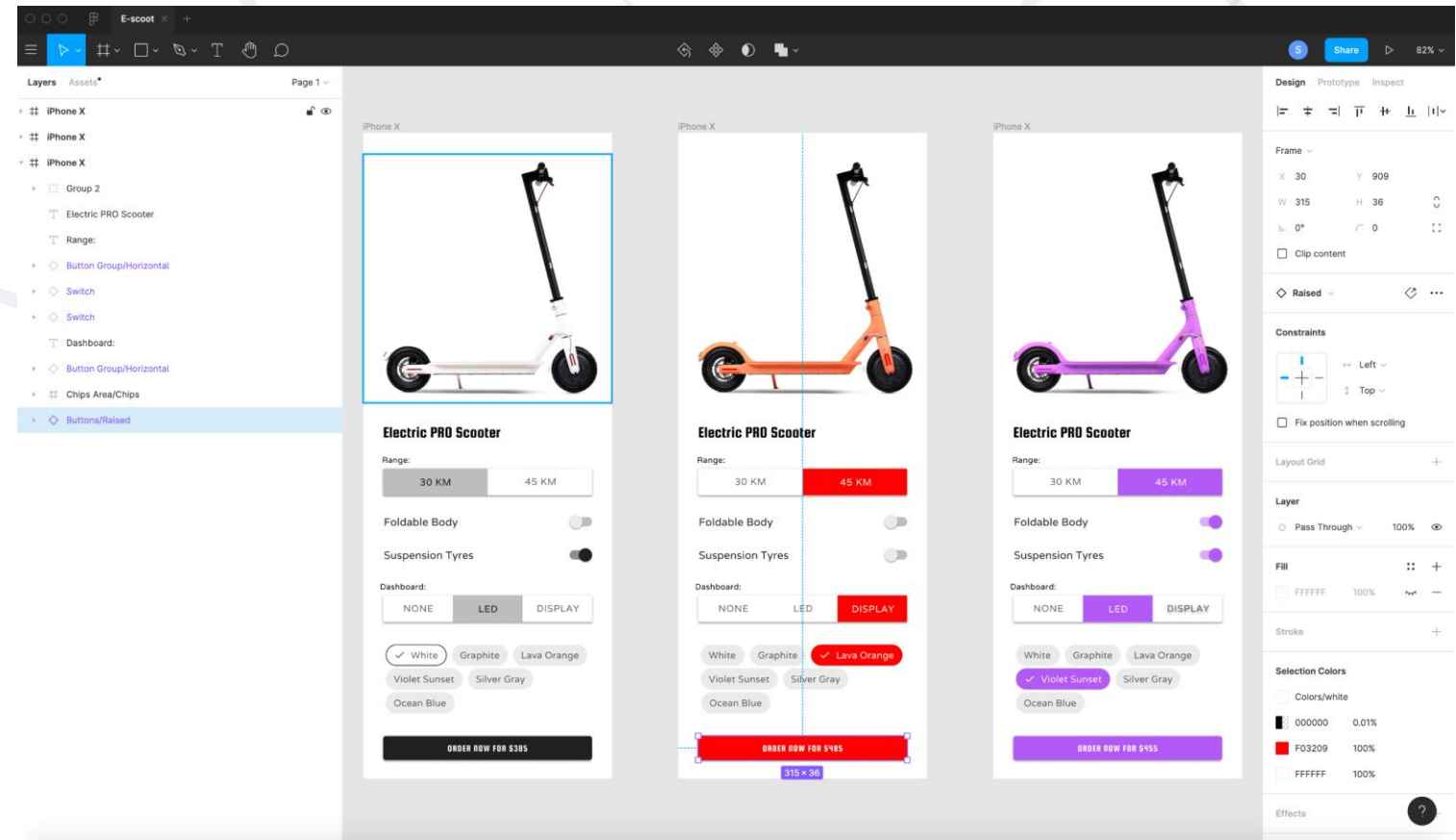
- Components
- Frames
- Alignment
- Constraints
- Auto Layout
- Styles
- Repeat Grid



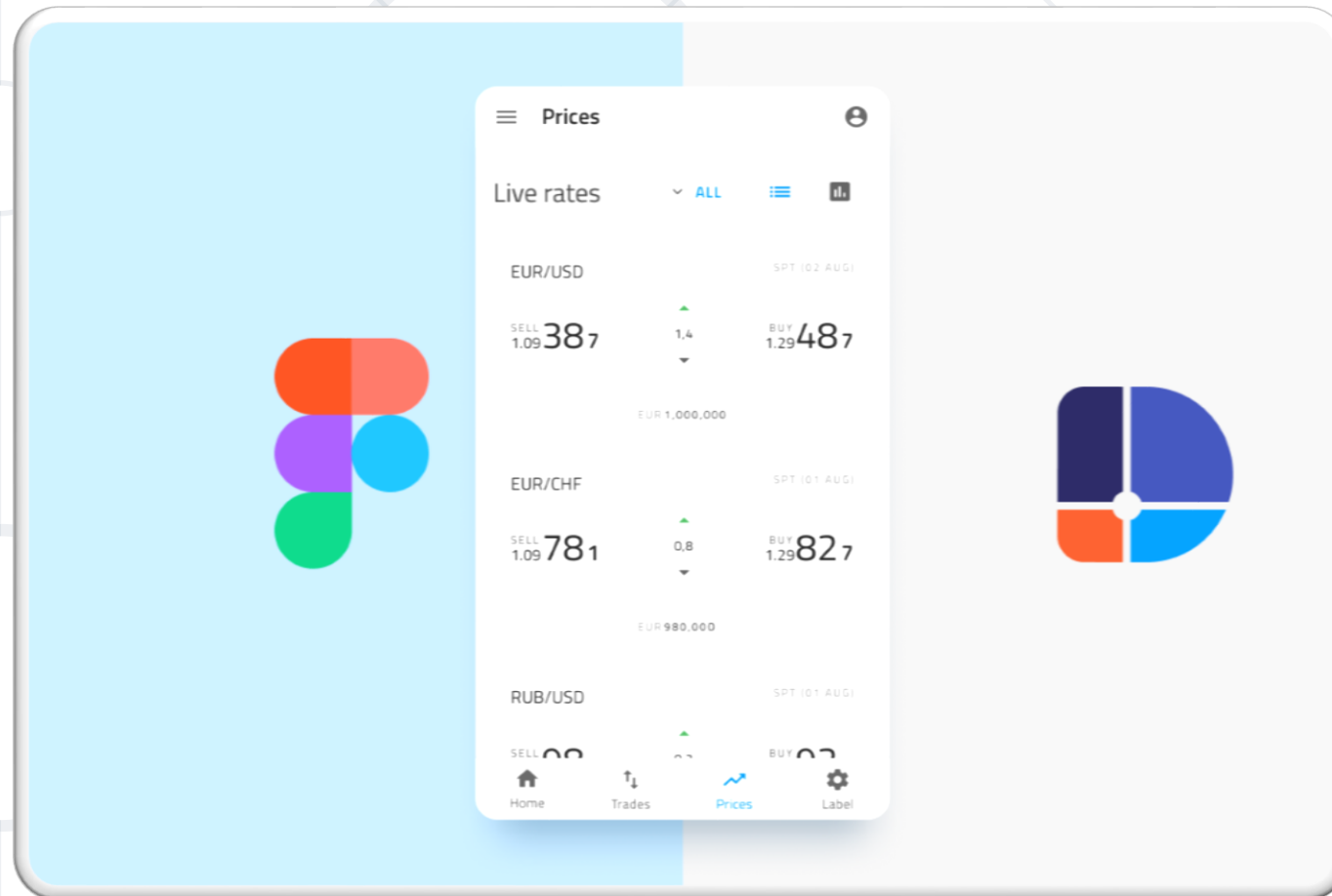


Hi-fi prototyping with Figma

- Components
- Stacking styles
- Team libraries
- Live device preview
- Integrations
- Exports

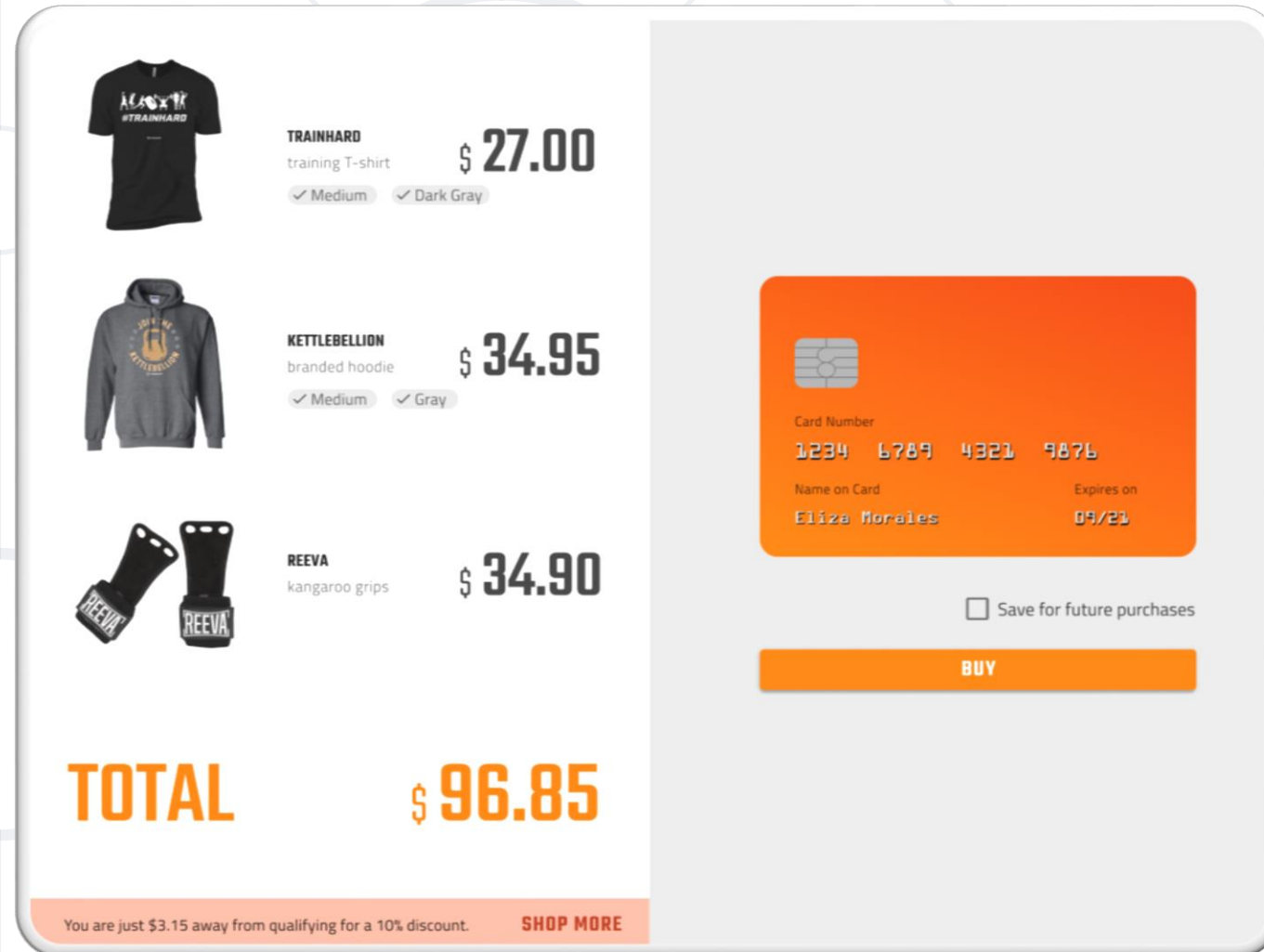


Hi-fi prototypes



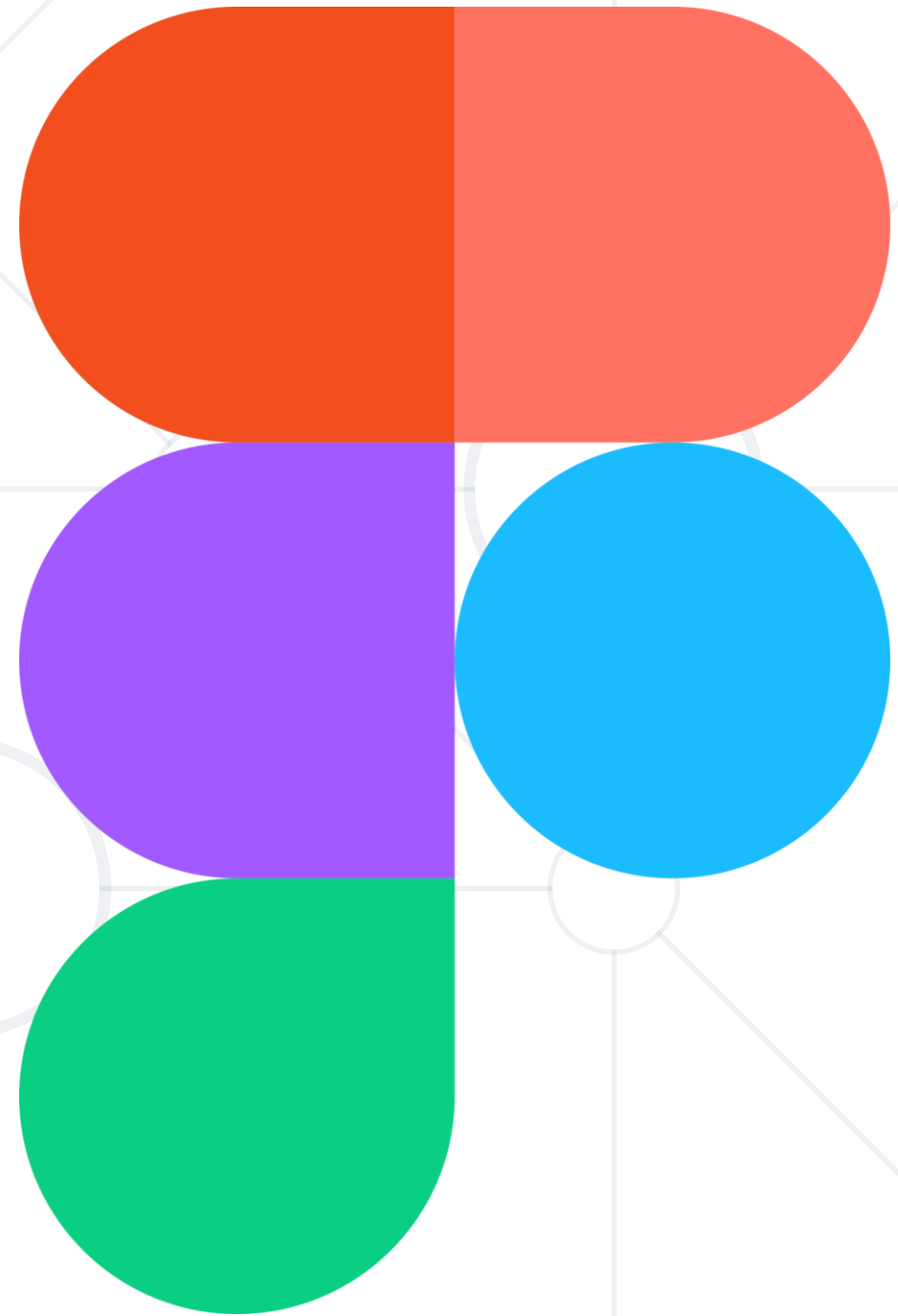
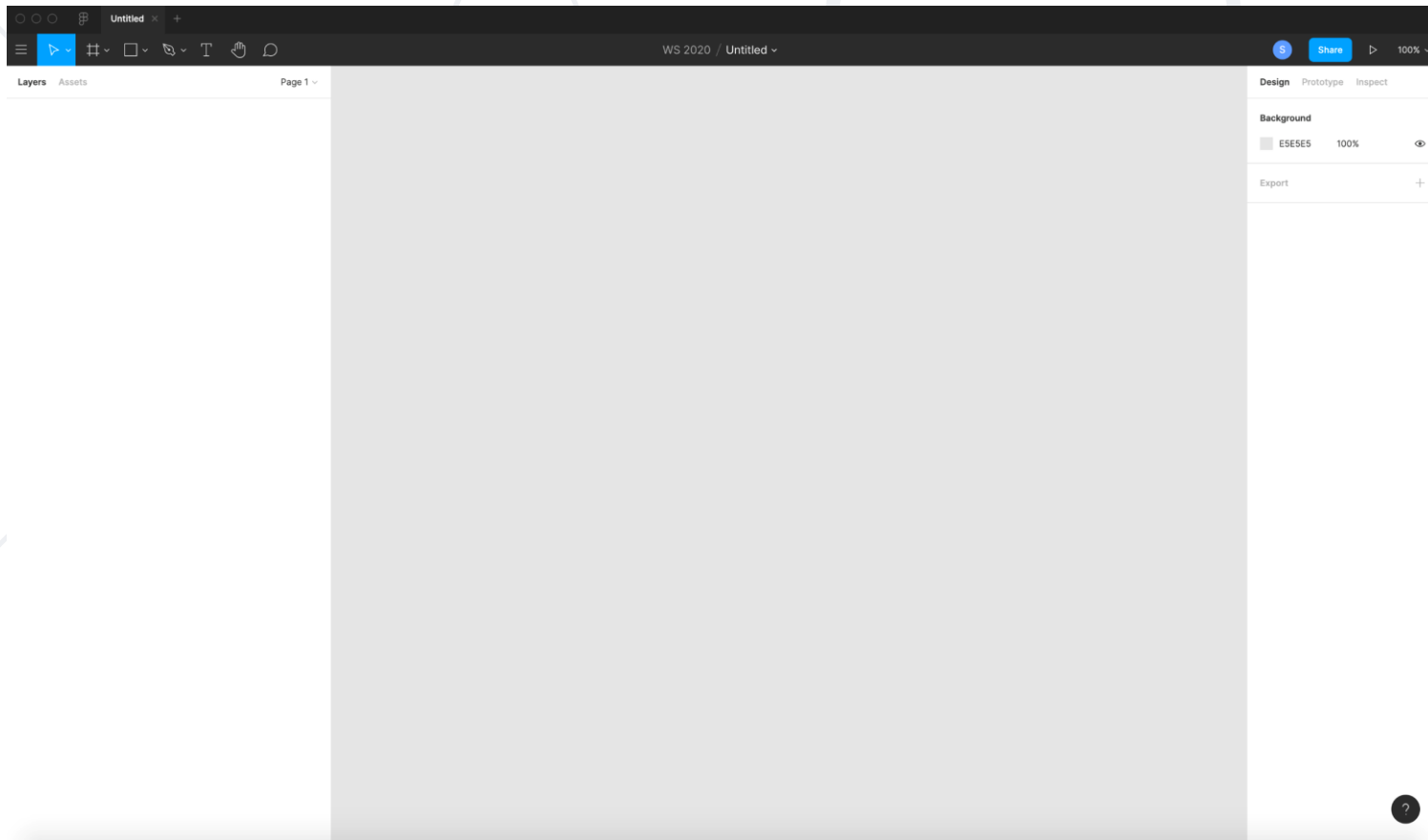
<https://www.figma.com/file/RXRAwDnDGB0bDle1BVuoeY/Financial-Application?node-id=0%3A1>

Hi-fi prototypes



<https://www.figma.com/file/Y0cZkVUGwzatsqmQL4YPJt6f/Checkout?node-id=0%3A1>

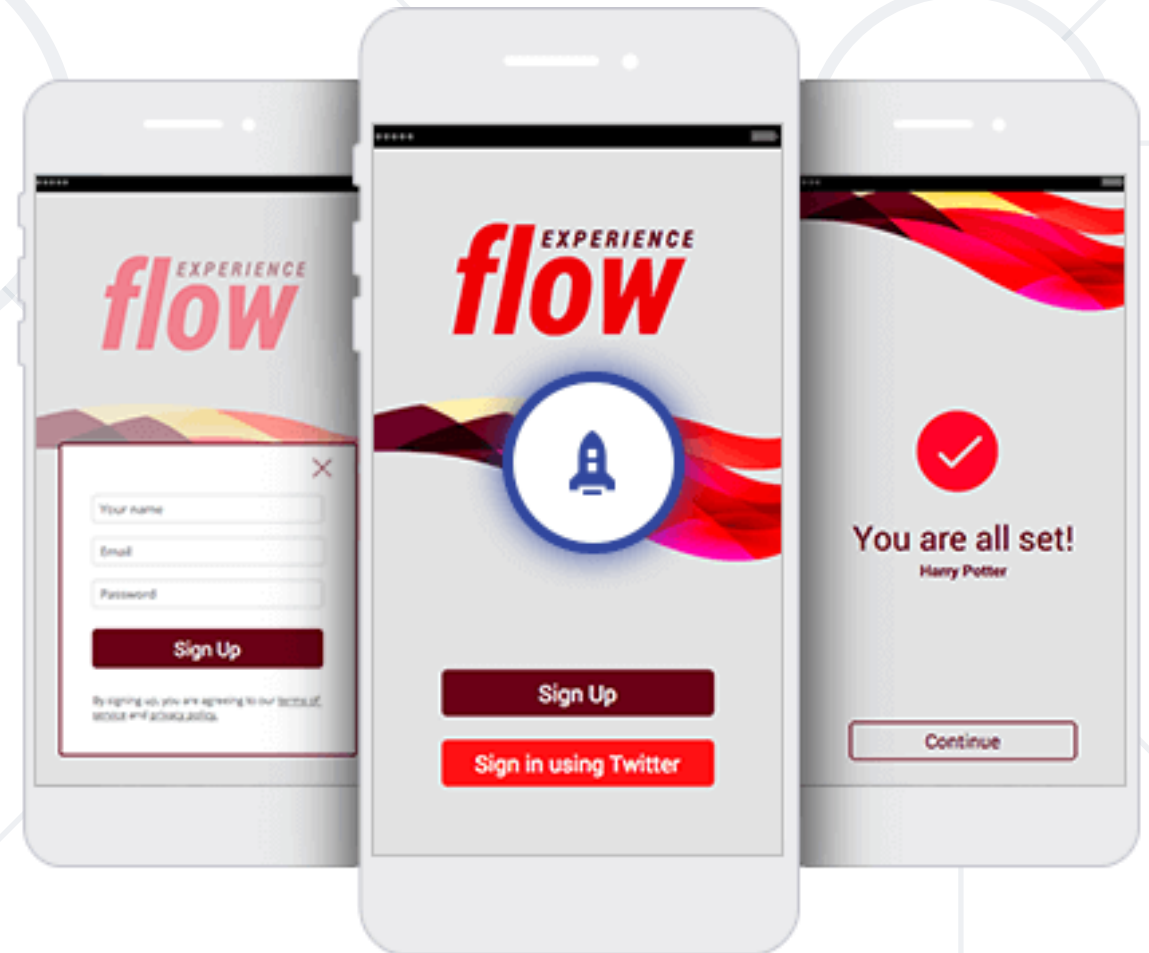
Figma DEMO



Good practices

Sign up flow

- Vertical navigation
- Only single sign up flow
- Mandatory field validation
- Keyboard input
- Animation



Good practices

App to manage expenses

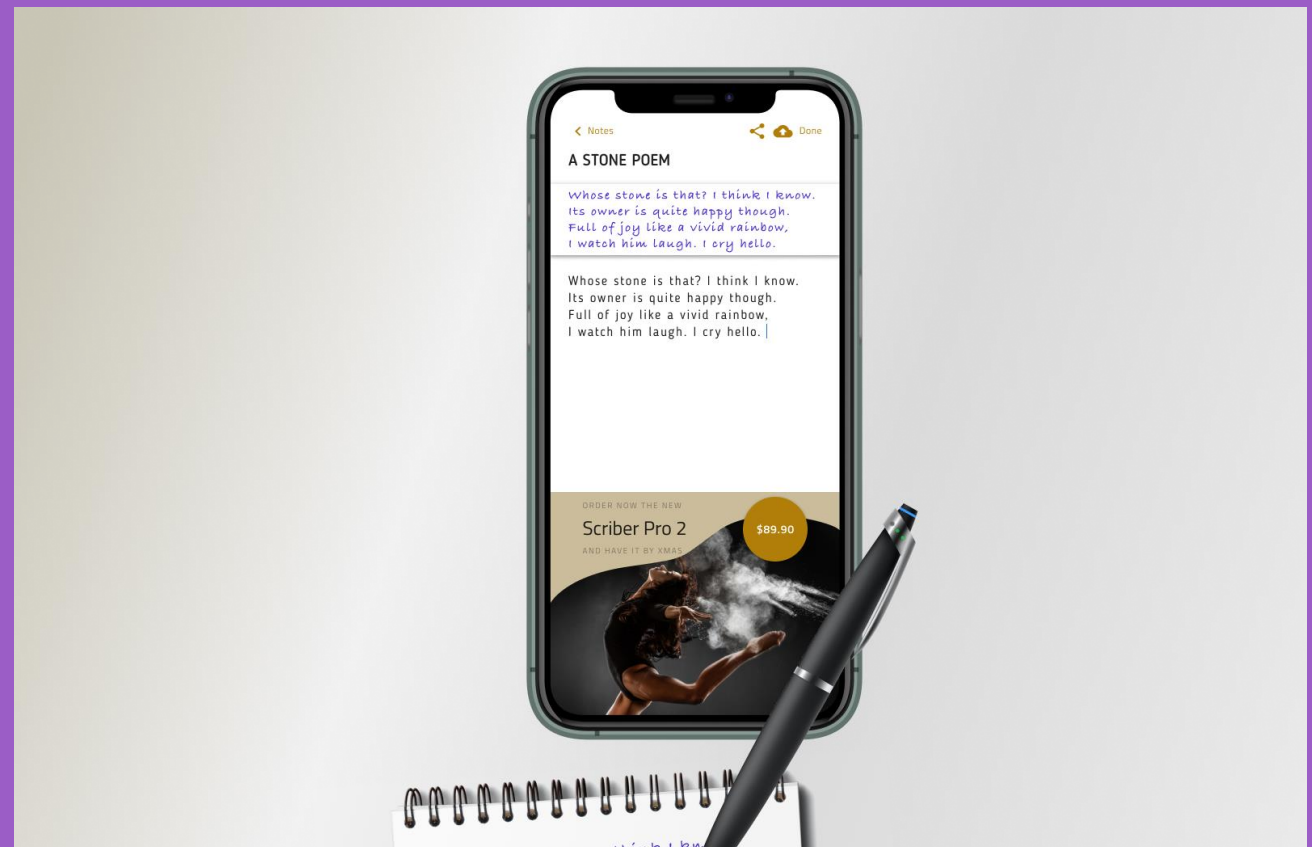
- Horizontal navigation
- Add / Edit / Delete
- Swipe interactions
- Settings
- History
- Browse by category



Exercise

For interactions and testing: <https://cloud.indigo.design>

Open Figma and start creating high-fidelity prototypes based on your paper ones and any feedback you have received.

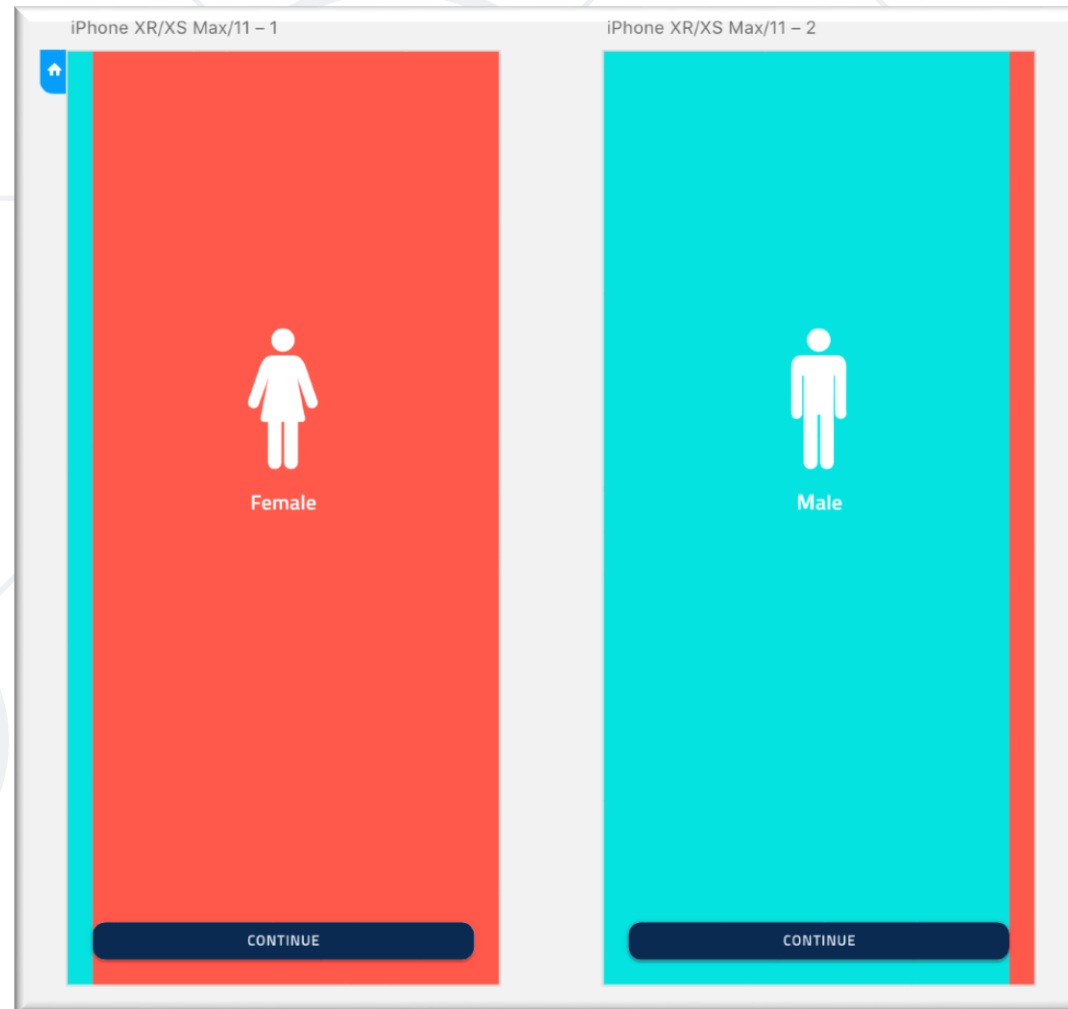


Interactive prototypes

- The highest fidelity of prototyping
- The bones and muscles
- Rich component libraries
- Any mixture of screen layouts, transitions and interactions
- One of the last iterations of the UX process



Interactive prototypes



<https://xd.adobe.com/view/c6d9bb8b-7eaf-4a74-a395-95684c35c131-938a/>

Interactive prototypes

- Closely resemble the final product
- Test workflows, structure and animations
- Reference point for developers to code the UI
- Difficult to create but easy to extend and update
- Vast number of tools on the market



Wellbeing

Last week retrospect: How often was I able to disconnect and recharge?

- ☐ Every day
- ☐ A couple of days during the week and the whole weekend
- ☒ Only during the weekend
- ☐ I couldn't, I also had to work on the weekend

Quiet days

These are the days without significant disruptions outside your working hours Mon-Fri from 9:00 AM to 6:00 PM.



Mad days

These are the days with intensive meetings during your working hours Mon-Fri from 9:00 AM to 6:00 PM.



Trend for the past four weeks

Weekends are shown below because then you usually rest and recharge from work for a full day.



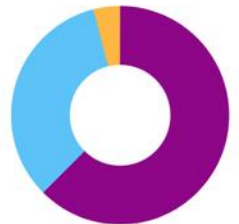
● Quiet days 10 of 28 days

4 Longest QD streak

2.5 Average QD per week

2.8 QD coefficient

Quiet hour disruptions

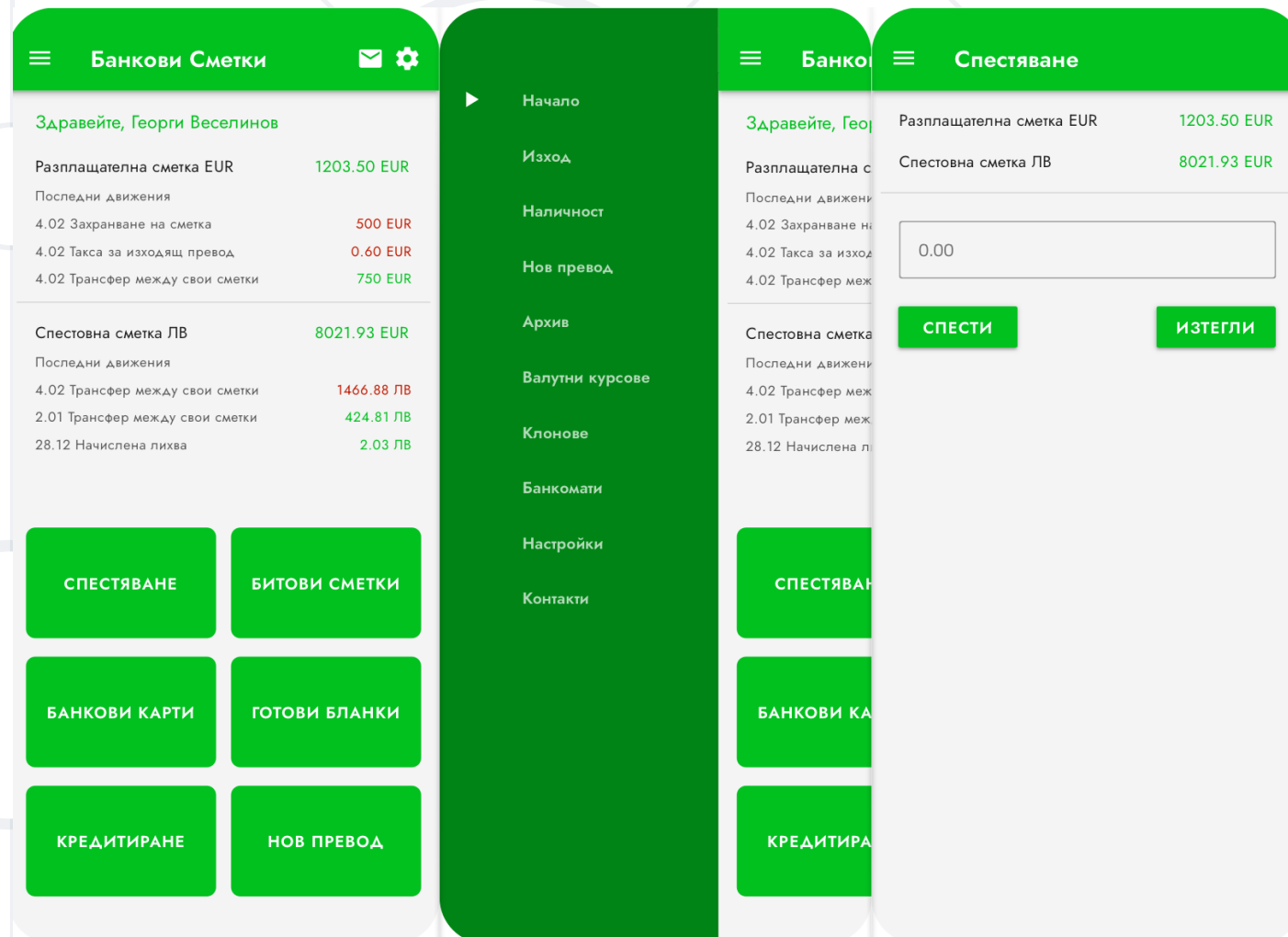


Work during quiet hours



It looks like you have been working during your quiet hours for more than 6 hours per week over the last four weeks.

Interactive prototypes



<https://www.sketch.com/s/5377cee8-a19a-481b-9922-5730ea7d2199>

Our rent-a-car example

Type

☐ Compact

☐ Economy

☐ Sedan

☒ SUV

☐ Limousine

☐ 7+1 seats

Period

From

23 Feb 2019

To

27 Feb 2019

Payment


☐ Credit Card

☒ Debit Card

Distance (km)

100

SEARCH




Jeep Grand Cherokee 2019

4+1 seats

3.0 L CRD V6

10.2 l/100km


VISA



BOOK NOW


Further selection of SUVs

Range Rover




\$102 a day

Honda CRV 2019



\$68 a day

Nissan Quasquai



\$66 a day

Prototype validation

- Evaluate functionality
- Measure effect on the user
- Discover specific problems



Prototype validation

In the lab:

- With or without users
- Special equipment is at hand
- Unnatural environment
- Applicable to high-risk systems



Prototype validation

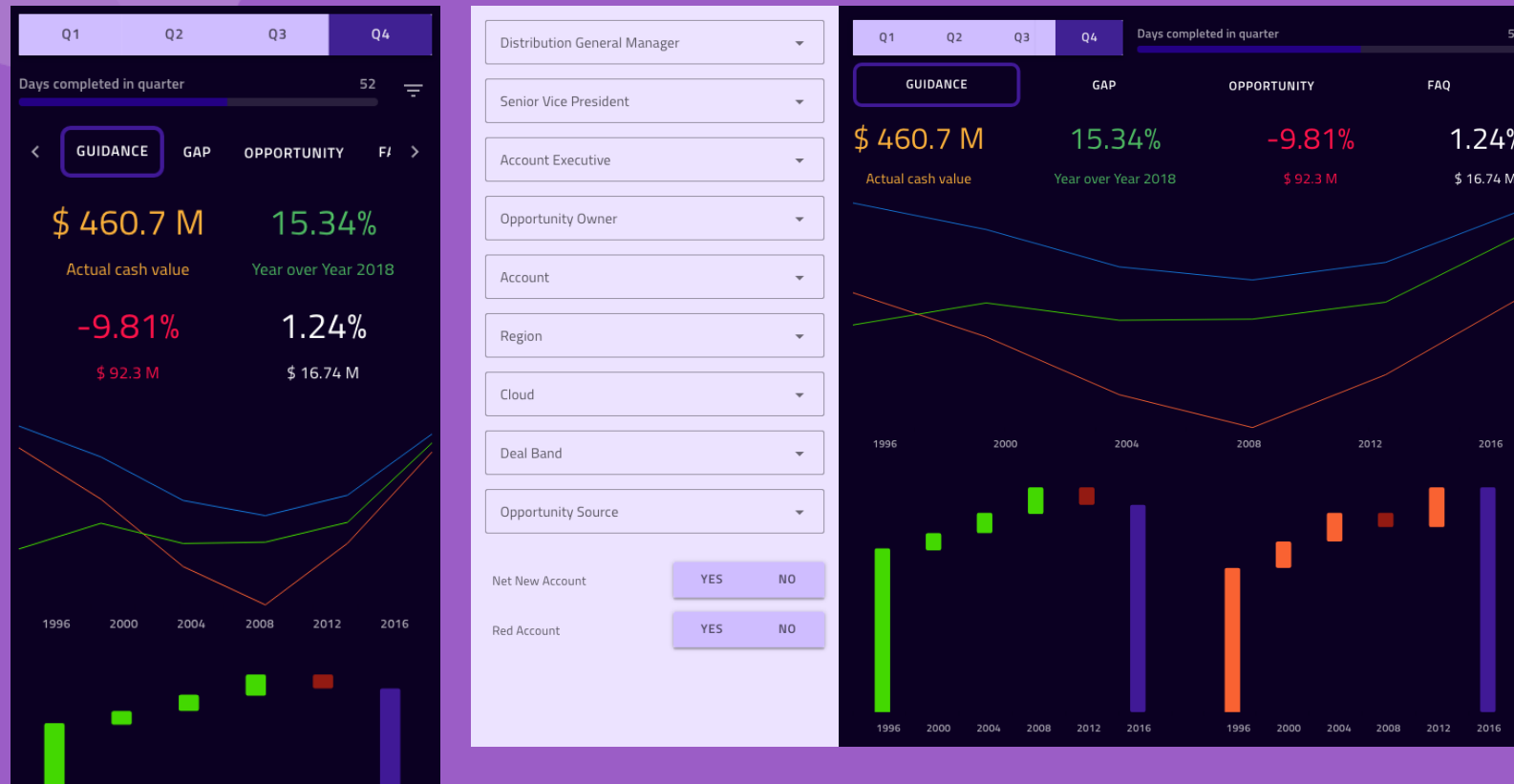
In the real environment:

- More realistic and natural
- Better suited to tests with longer duration
- Lacks absolute realism
- There is a lot of noise



Homework

Complete your high-fidelity prototype screens. Next time we will learn how to add interactivity to these prototypes and test them.



дизайнът
на нещата



Coca-Cola
HBC



INFRAGISTICS®



APIHAWK

FONTFABRIC



TYPE FOUNDRY

A R E T É



PIXEL
HOUSE

WEB AND GRAPHIC DESIGN STUDIO



CastFolio



3DCG Arts
CHANGING REALITY

THE
BUCKS
TOWN'S
WORK