UX & Web Design

Paper Prototypes
&
How to Make them Digital

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Sli.do

UX-web

Agenda

- Prototyping
- Wireframes
- Mockups
- Paper prototypes
- How to make them digital

Prototyping

What

An early version of the product to test concepts, interactions, visuals, etc.

Why

Cheaper than developing the full product

Prototyping

Based on scope:

- Horizontal
- Vertical
- Scenario

Based on details:

- Paper prototypes
- Wireframes
- Mockups

Wireframes

Test the UI layout and relationships between pages

Can be:

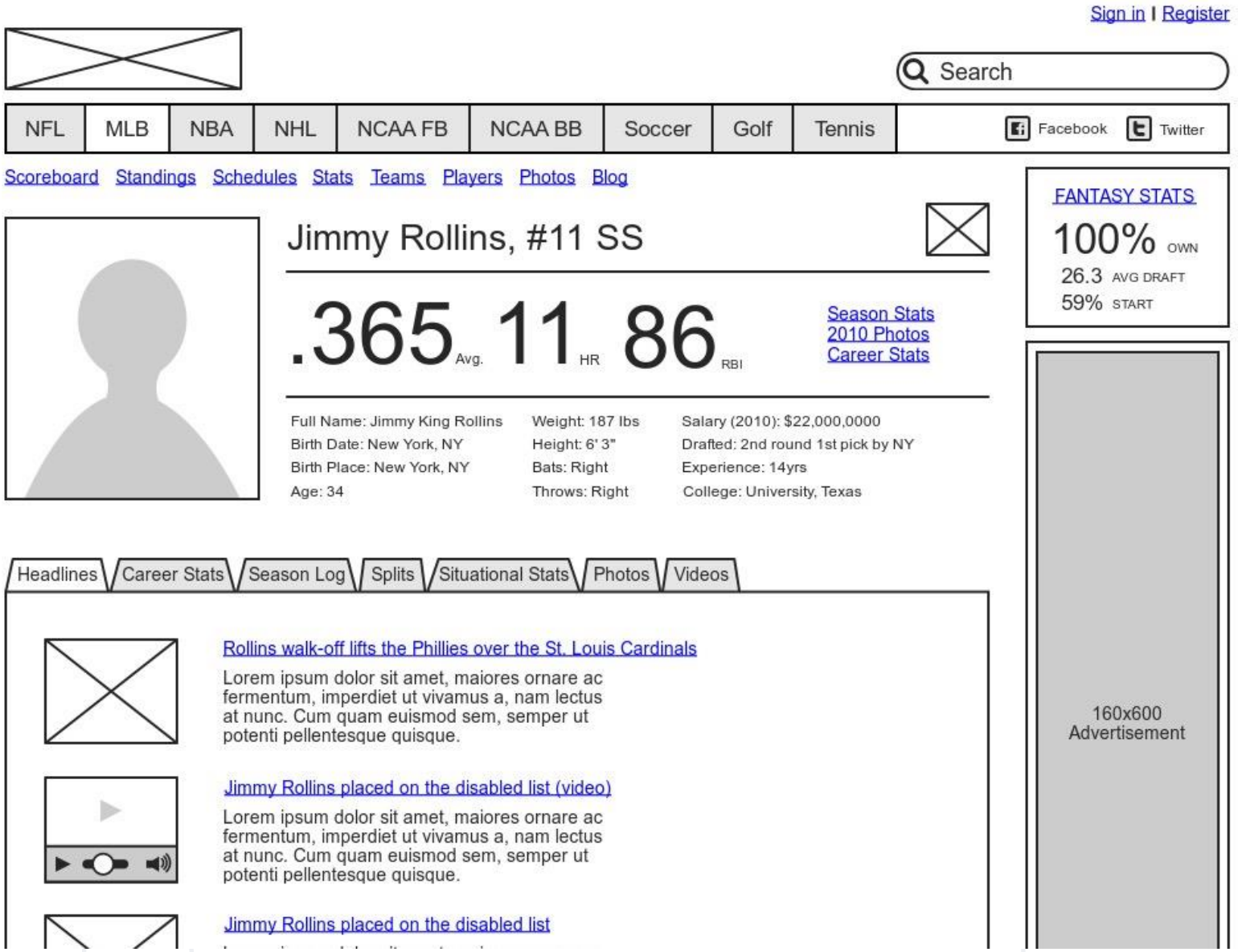
- Made on a computer
- Balsamiq Mockups, PowerPoint, Visio
- Drawn by hand using a pencil and a ruler

Shouldn’t be:

- Pixel perfect
- Including the visual design

Wireframes

- Quick
- Inexpensive
- Confirming
- Easy versioning



Mockups

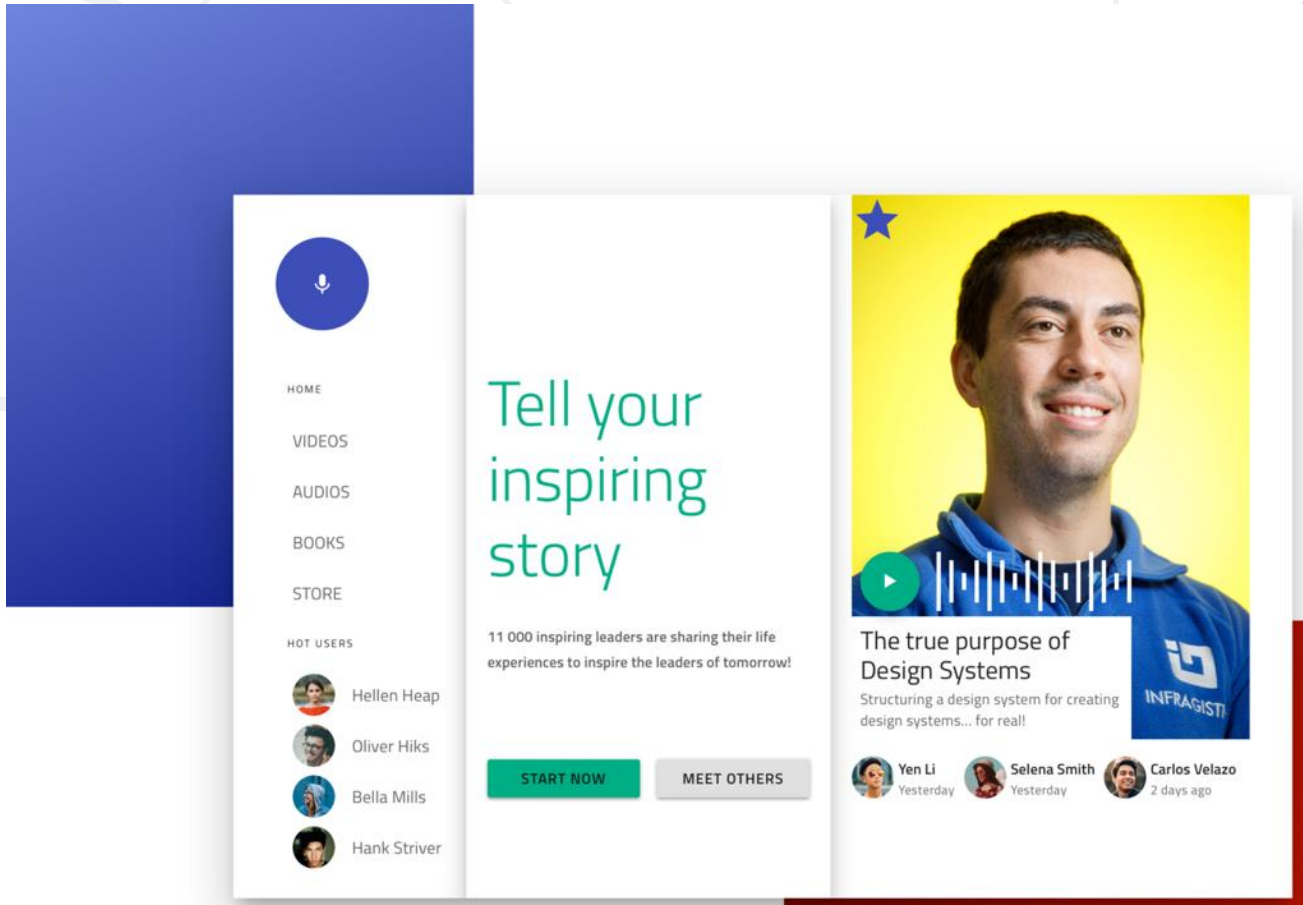
Test details including visual design

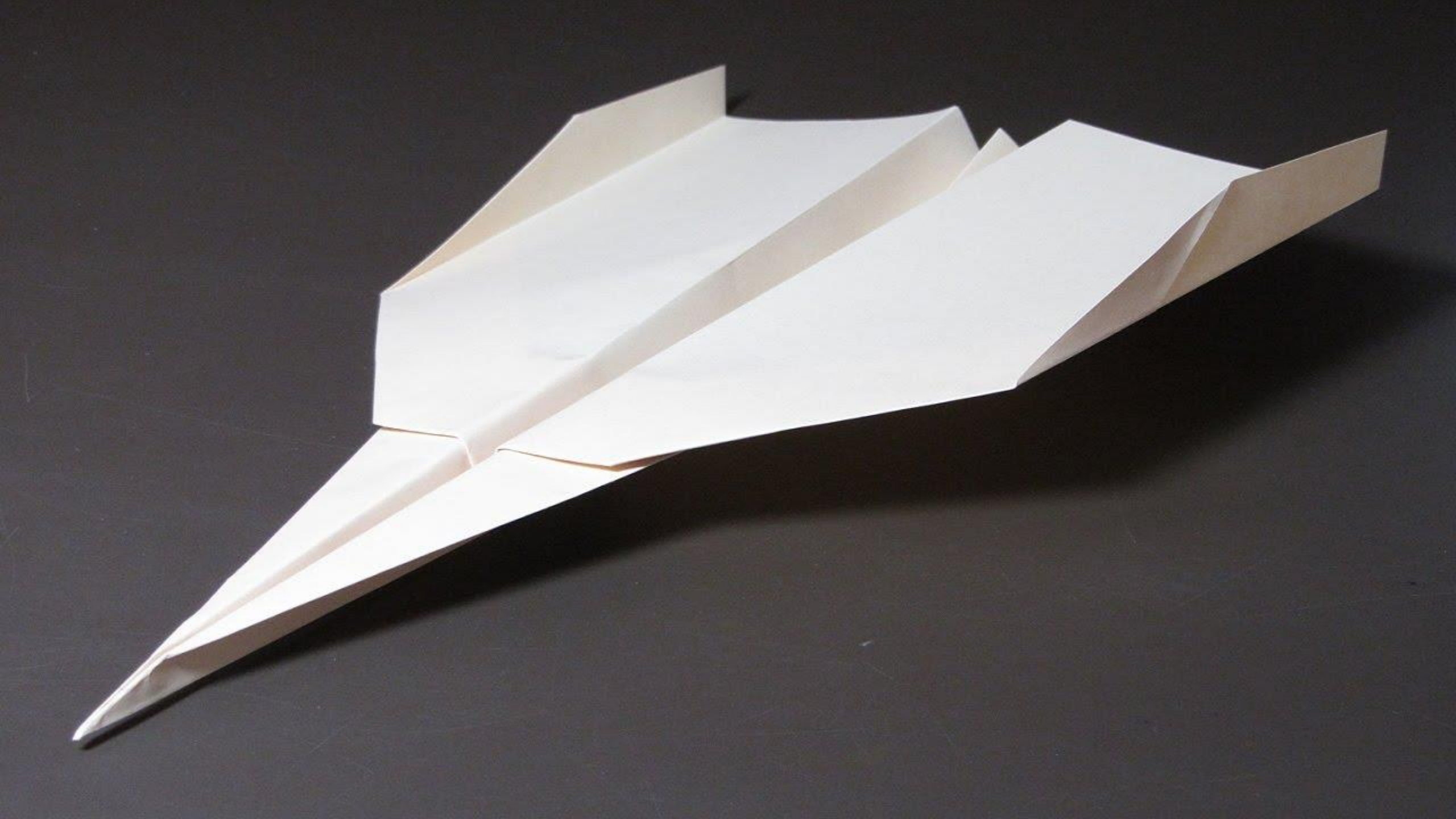
Can be:

- Made on a computer
  - Adobe XD, Sketch, Figma
  - Axure, OmniGraffle, Photoshop, HTML/CSS
- Pixel Perfect
- Including the visual design
- Use a design system

Mockups

- Digital
- Detailed
- Confirming
- Easy versioning





Paper prototypes

Test basic concepts, not exact UI structure

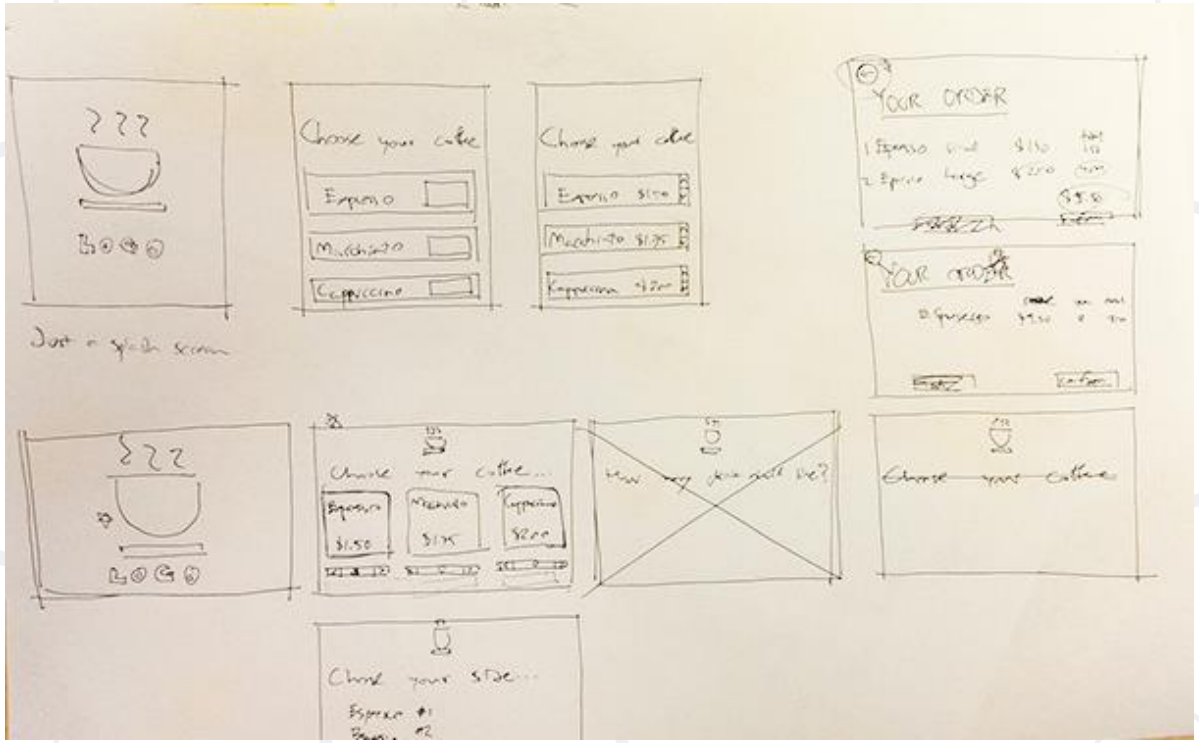
Can be:

- Sketch on a piece of paper
- All screens on a large piece of paper
- Screens on pages of a notebook
- Interactive with assistance

Shouldn’t be:

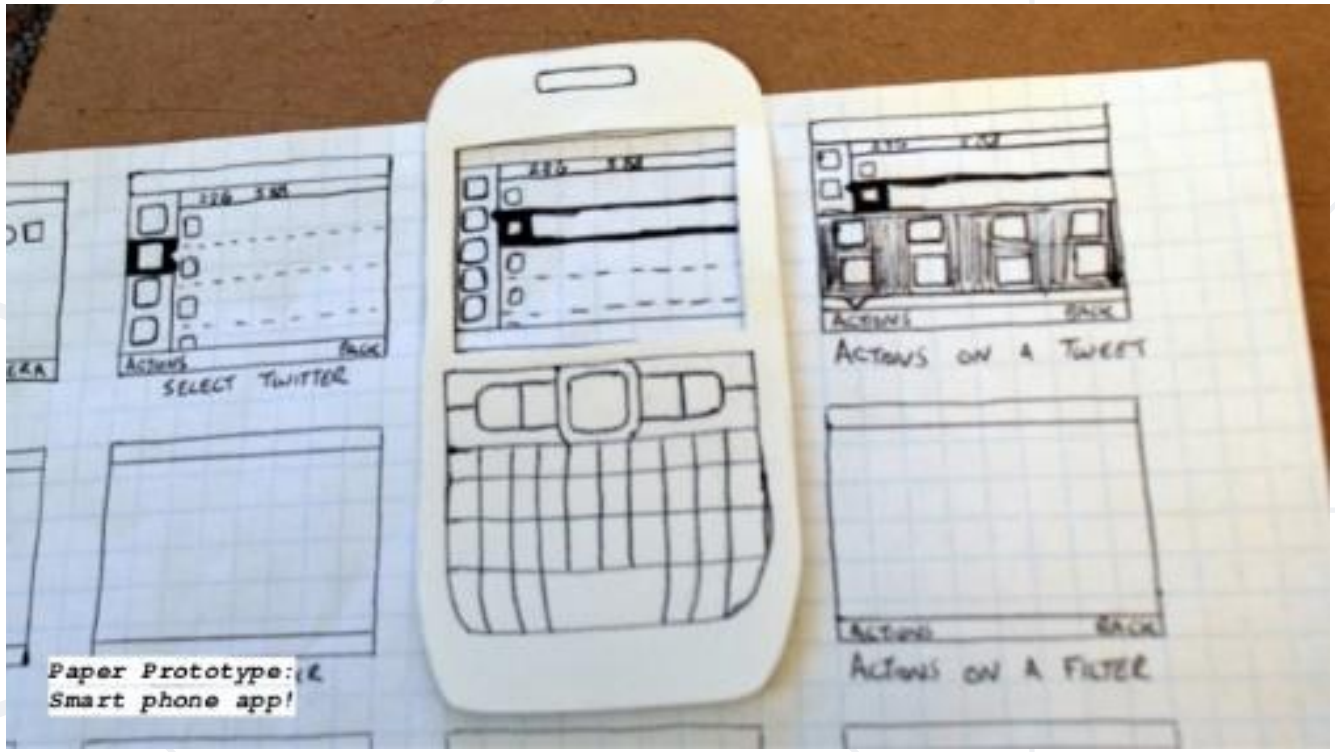
- Detailed
- Made on a computer

Paper prototypes



- Quick
- Inexpensive
- Suggestive and exploratory rather than confirming
- Easily disposable

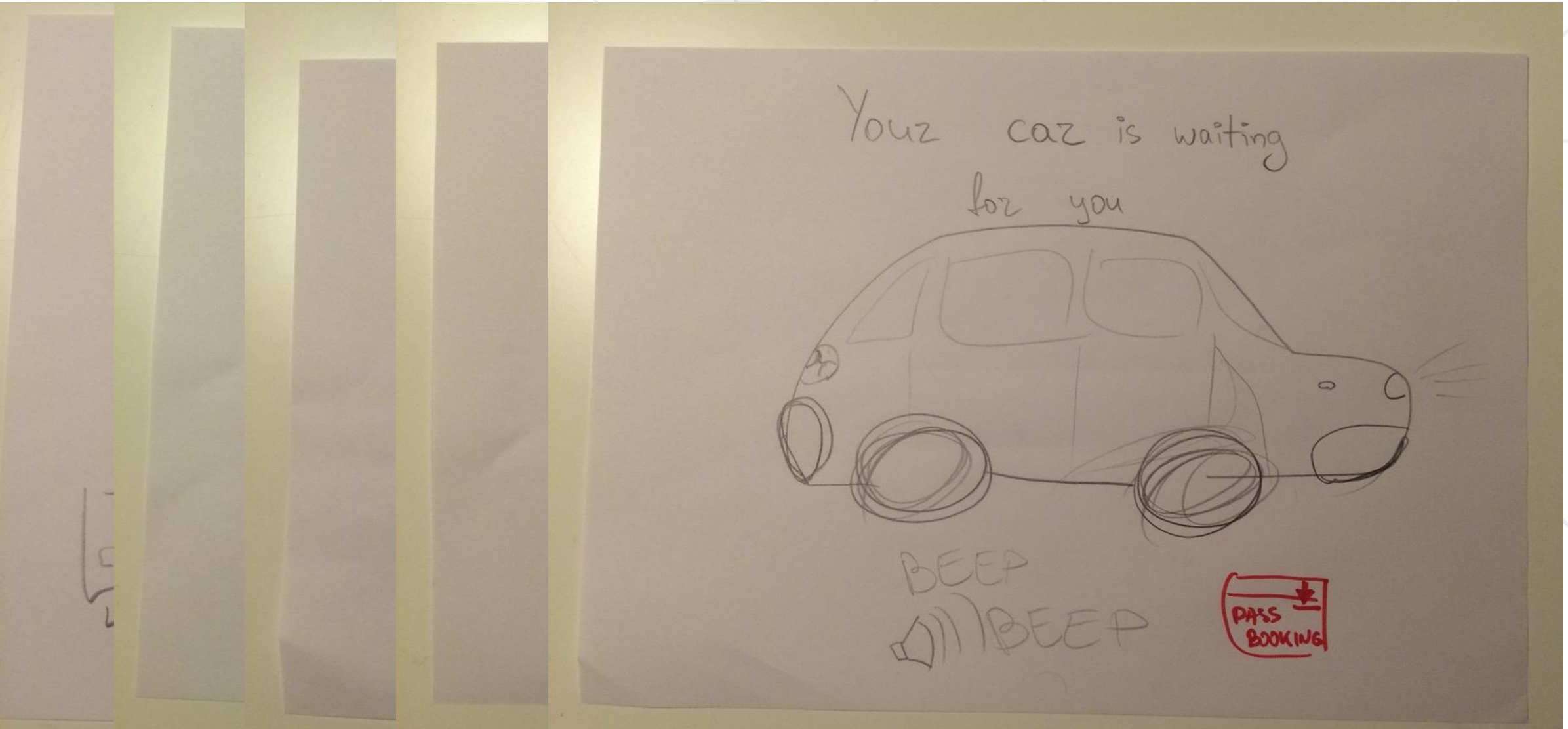
Paper prototypes



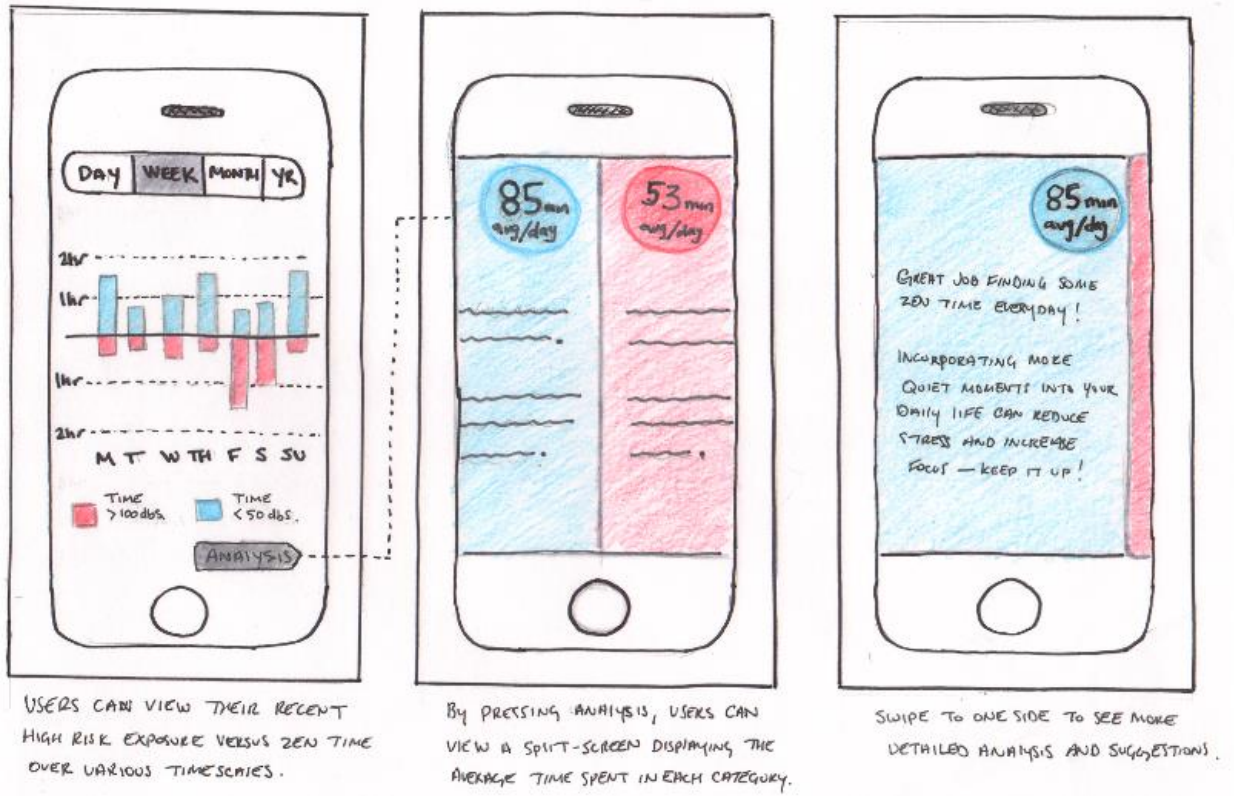
Some rules of thumb:

- Keep them rough, don’t make them pretty
- Focus on structure, not details
- Only include the most important UI elements
- Hand drawn, rather than digital

Our rent-a-car example



Paper prototypes



Storyboard-like:

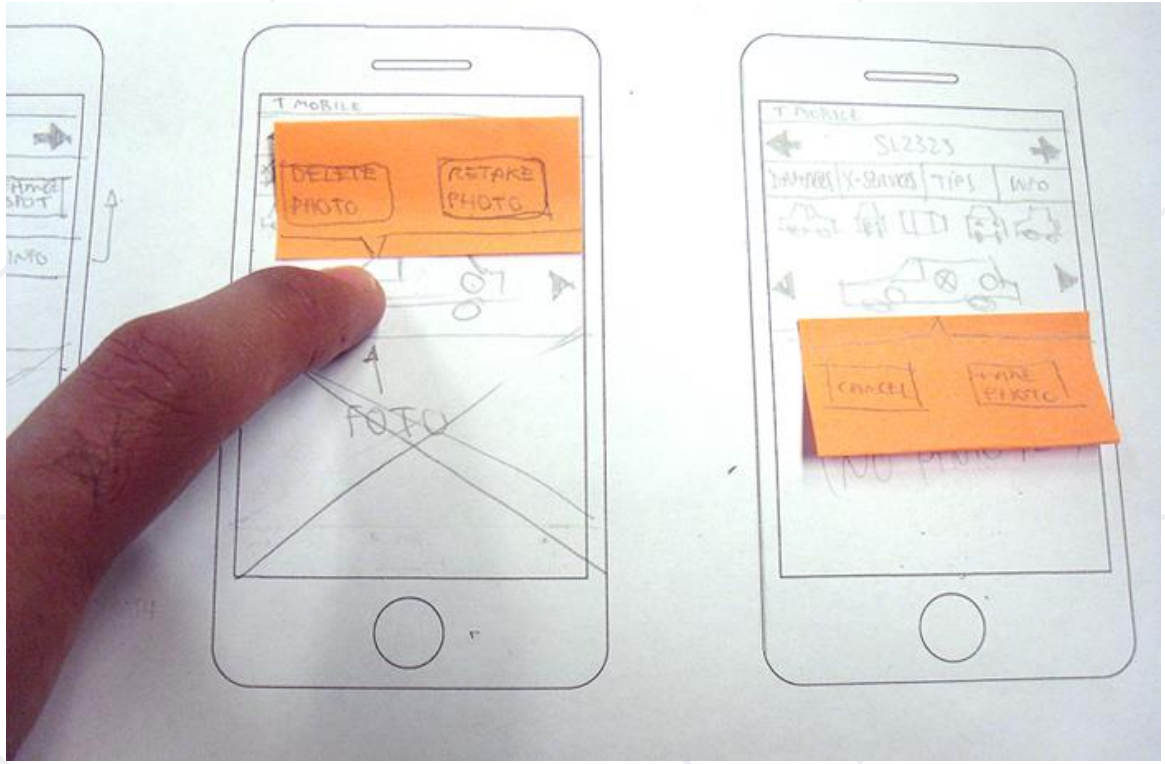
- Demonstrate a fixed scenario
- Several pre-drawn frames on a single sheet
- Explain frame transitions
- Not interactive
- Doesn’t include the full product

Paper prototypes

Flipbook:

- Interactive - allows you to simulate the UI
- Guided - each action instructs you what page to flip to
- Frames are on separate pages stacked as a book
- Includes the full product

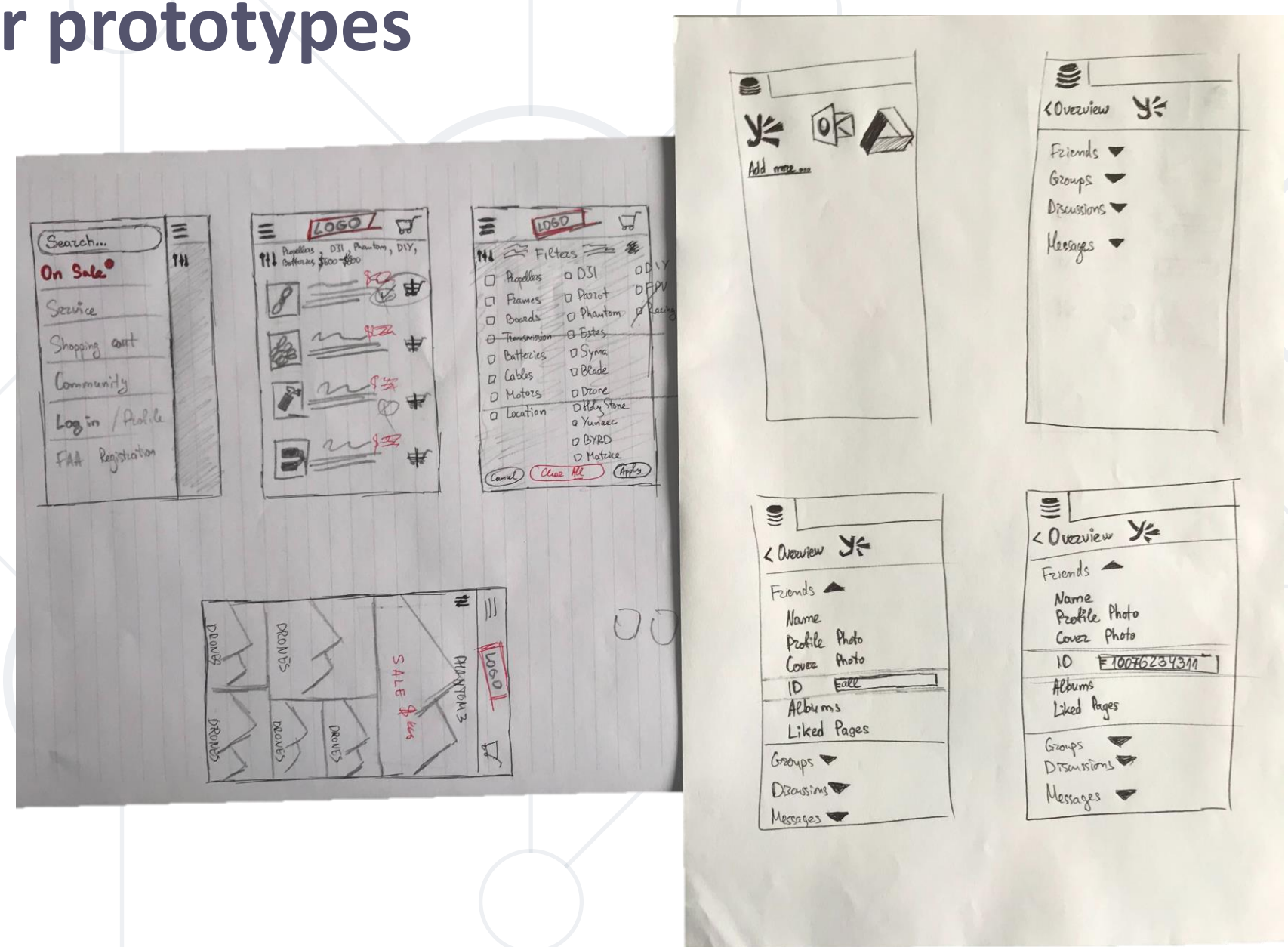
Paper prototypes



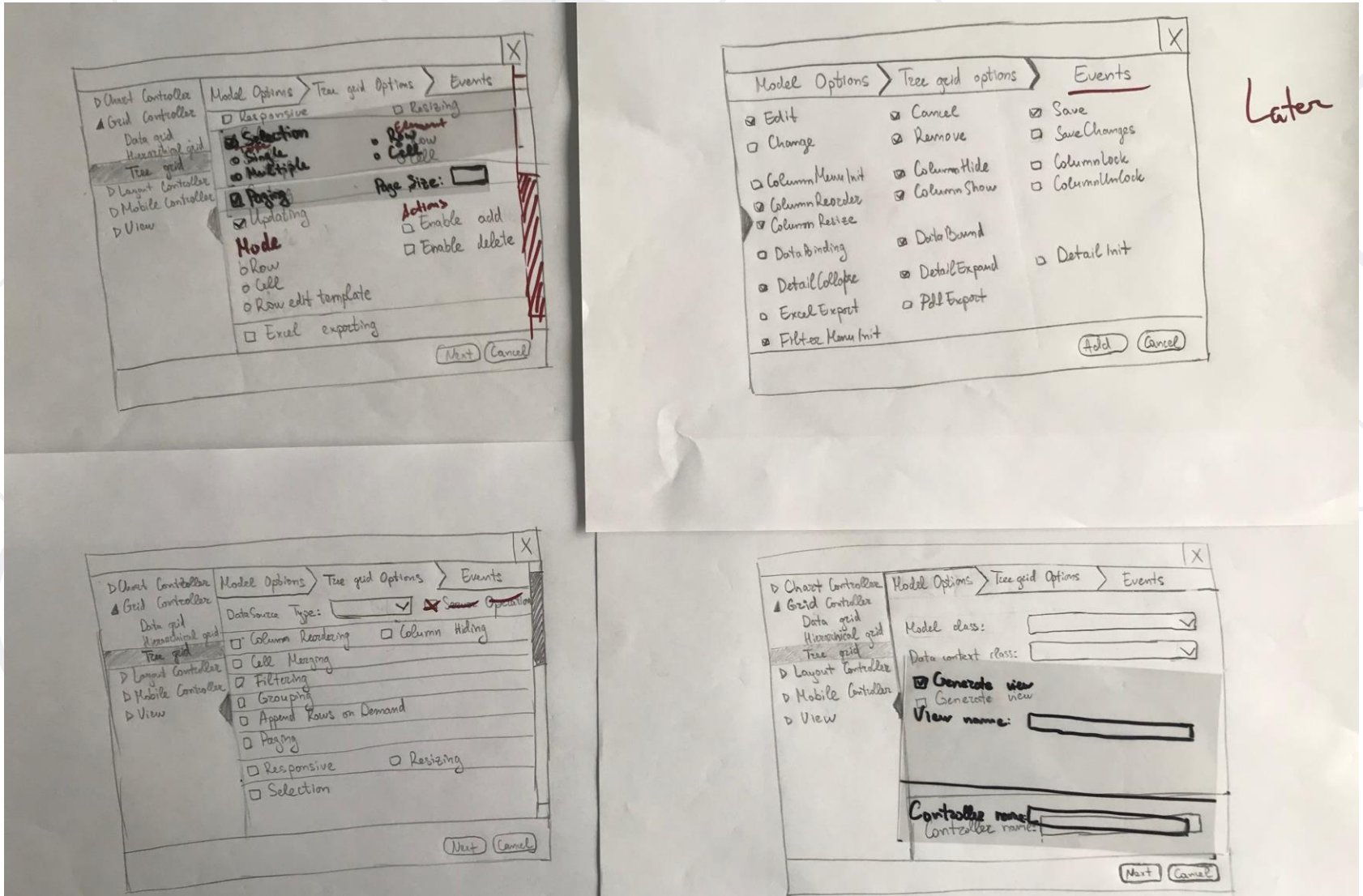
Post-its:

- Interactive - allows you to simulate the UI
- Dialogs, pop-ups, menus are on layers of post-its
- Easy to modify
  - rearrange notes
  - add/remove notes

Paper prototypes



Paper prototypes



Paper prototypes

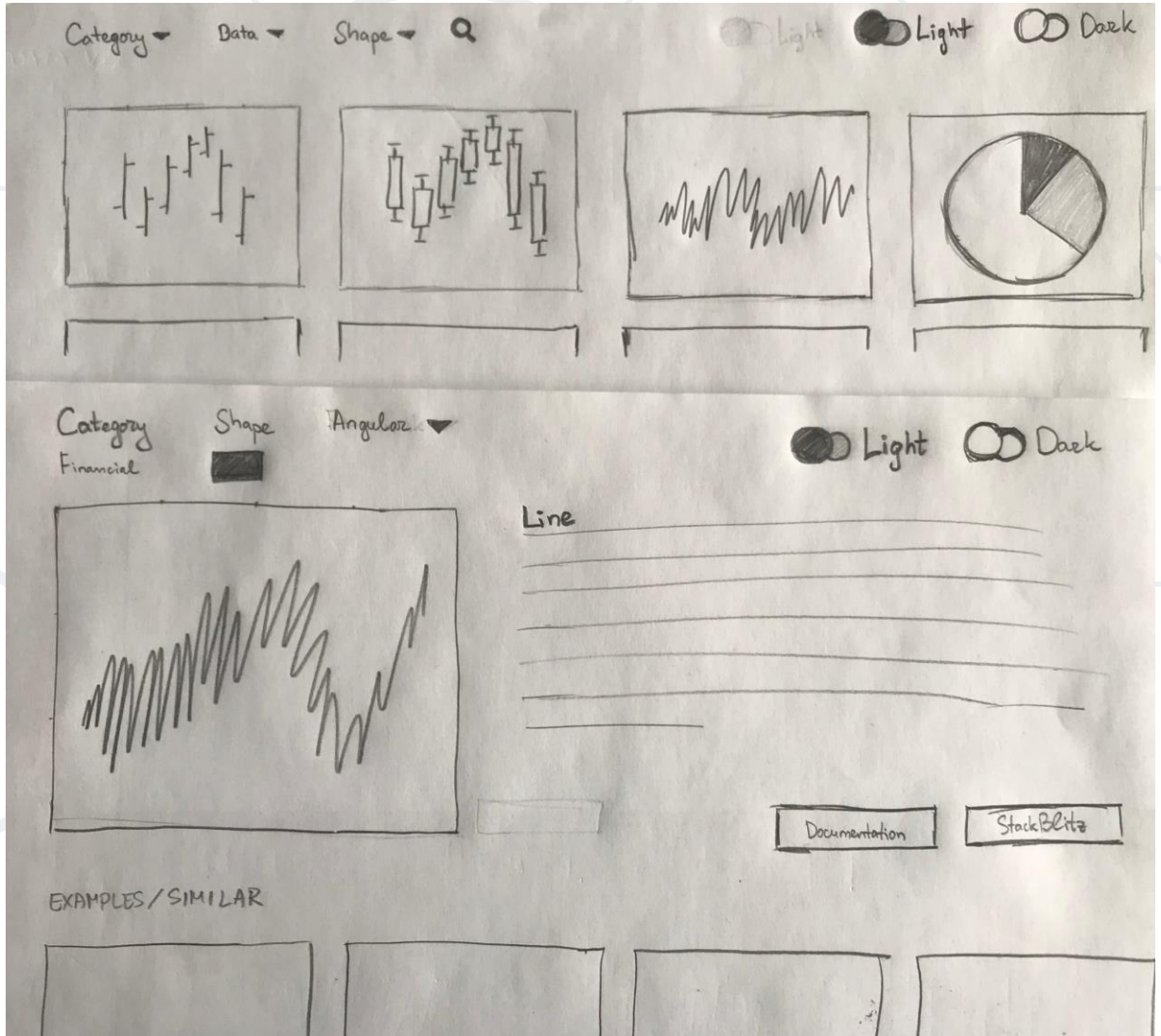
The good:

- Low-detail, allows for concentrating on high-level concepts
- Rapid iteration
- Low budget
- Easy collaboration

The bad:

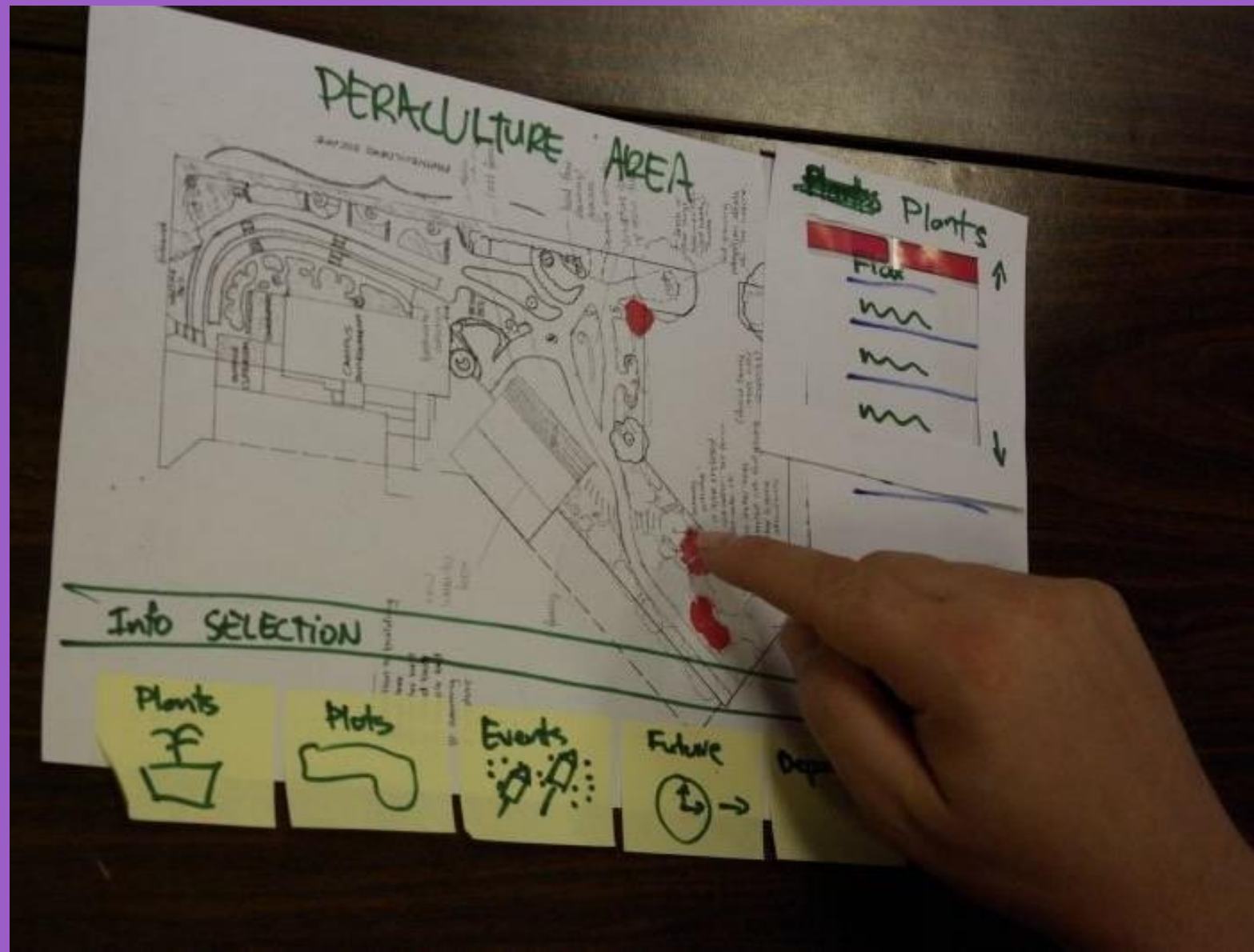
- Hard to maintain
- May be hard to redraw many similar elements
- Interactive only with the help of the designer

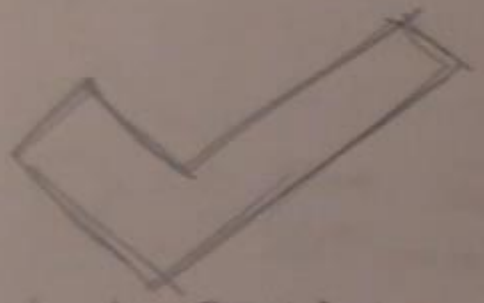
Paper prototypes



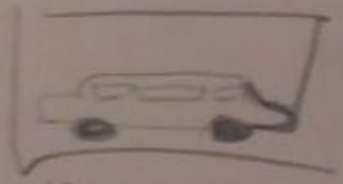
Exercise

Create a paper prototype of an app allowing to search for transportation and purchase of tickets.

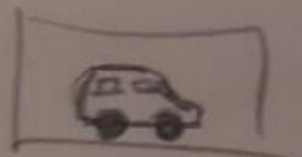




Your tickets to Frankfurt are secured.
Planning to go elsewhere from there?
Check out our exclusive rent-a-car offers!

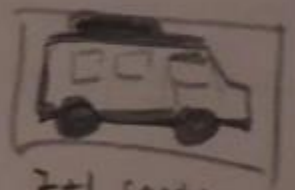


Limo



Compact

SUV



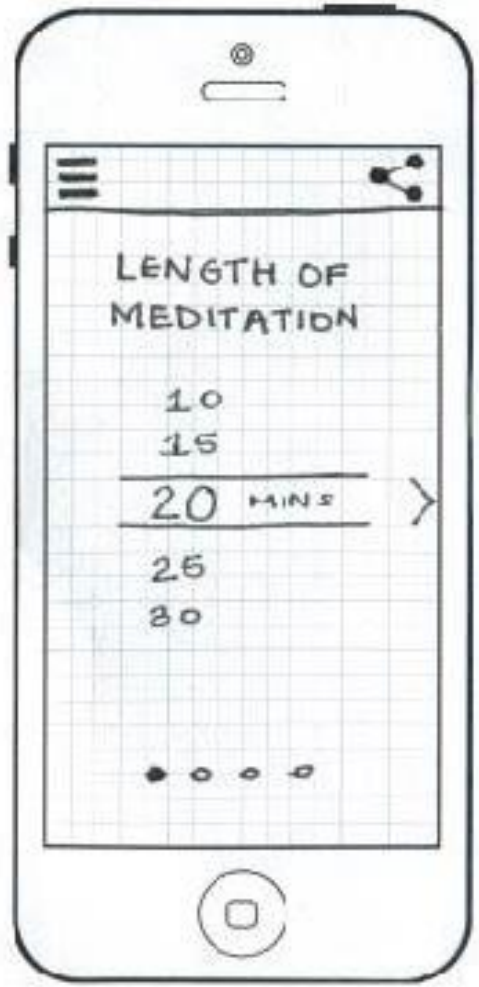
7+1 seats

How to make them digital

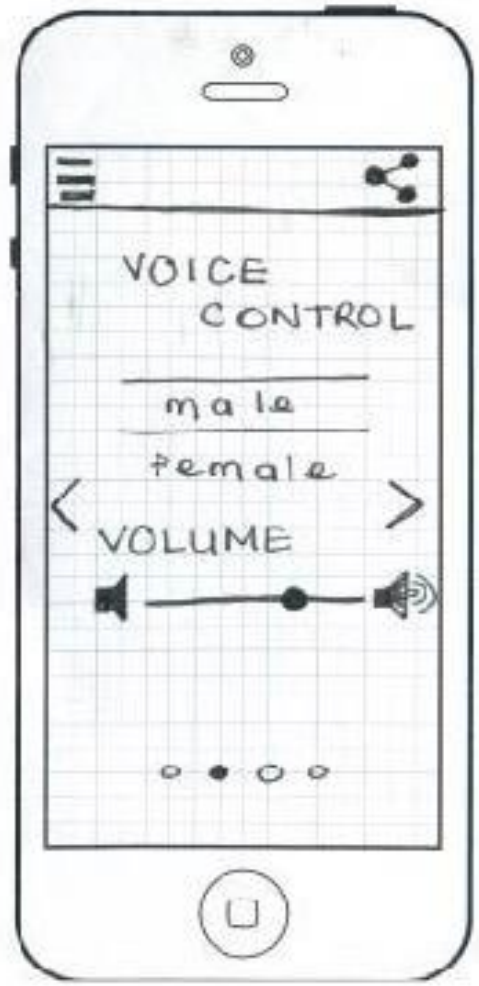
- POP App by Marvel
- PowerPoint

PowerPoint

PowerPoint



PowerPoint

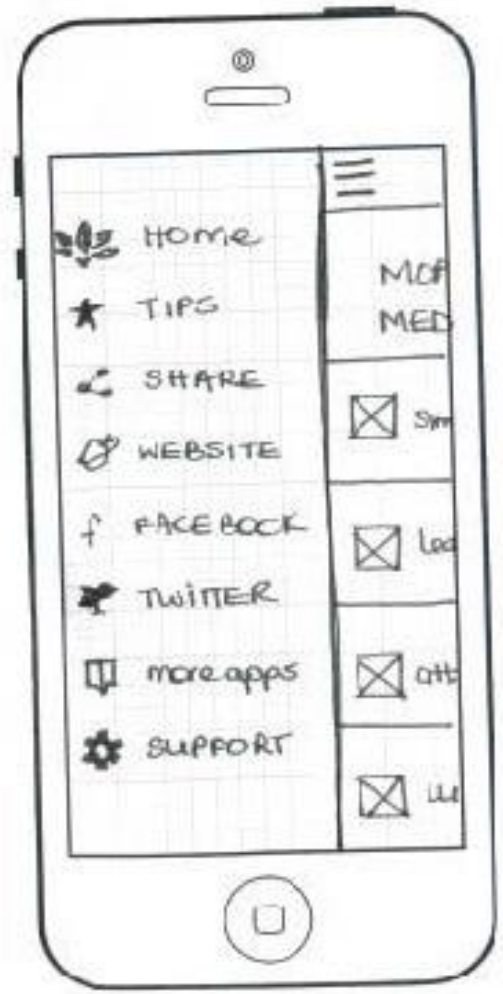


PowerPoint

BACKGROUND SOUNDS
none
nature sounds
music
NATURE SOUNDS
ocean
rainfall
stream

PowerPoint

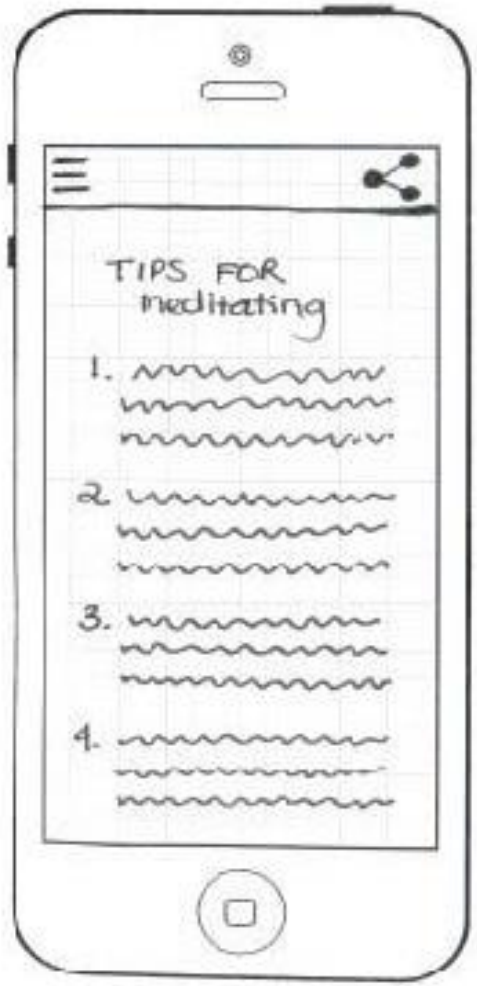
PowerPoint


HOME
TIPS
SHARE
WEBSITE
FACEBOOK
TWITTER
more apps
SUPPORT

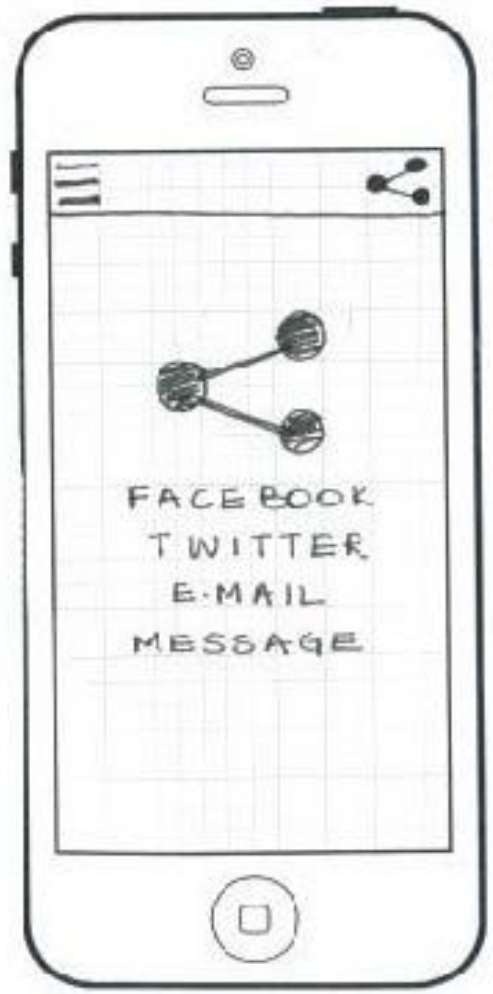
PowerPoint

MORE APPS BY MEDITATION OASIS
Simply Being
learn to med.
attunement
Luminescence

PowerPoint



PowerPoint



PowerPoint

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