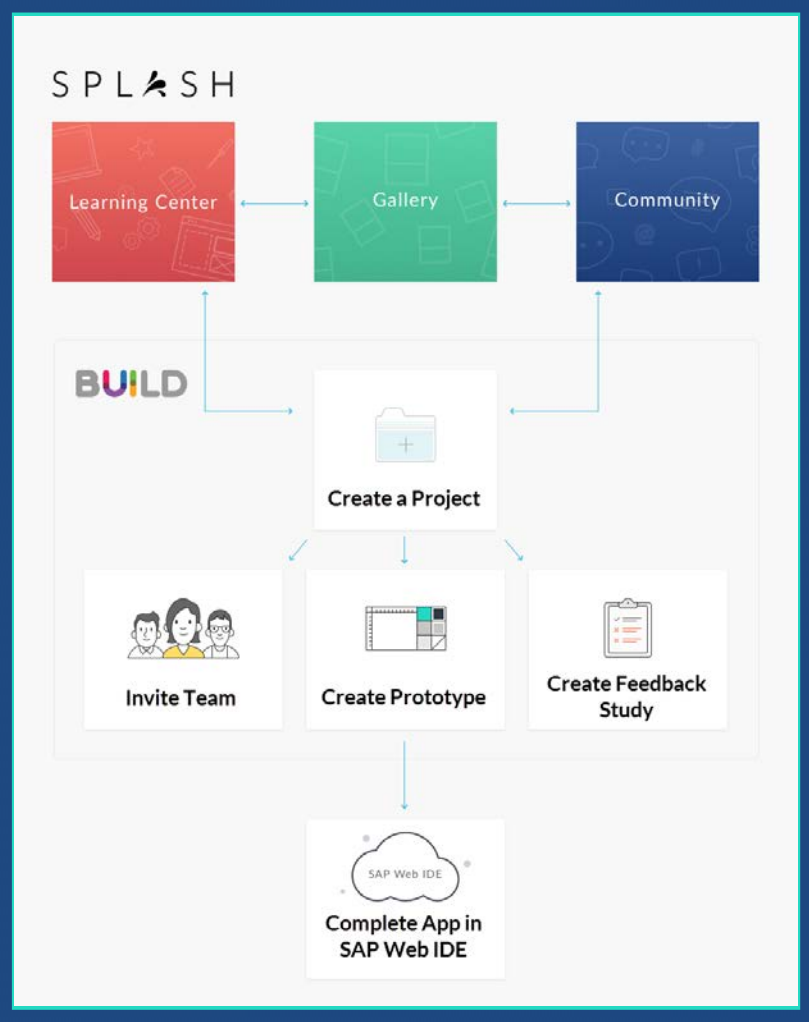
SPLASH quick start guide 1/9

Overview

Find out what you need to create and publish your first Splash prototype.

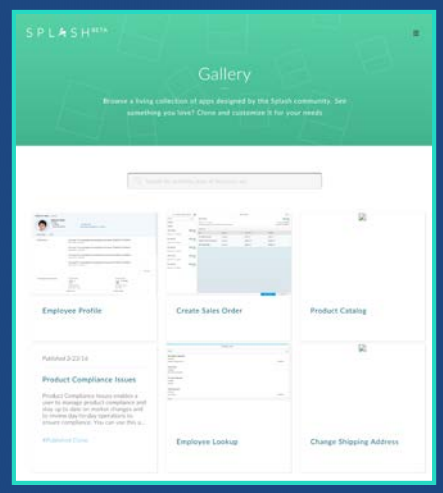
SPLASH Overview

Splash features a Learning Centre, a Gallery, a Community section, and BUILD prototyping and feedback tools.

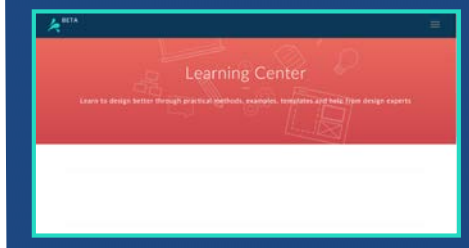


Gallery Overview

View, search, like and even clone sample projects and project that other Splash users have published and posted.
Clone a project and re-use the prototype as a basis for your own, or re-use only a singe page or single project asset, it's up to you.



Learning Overview

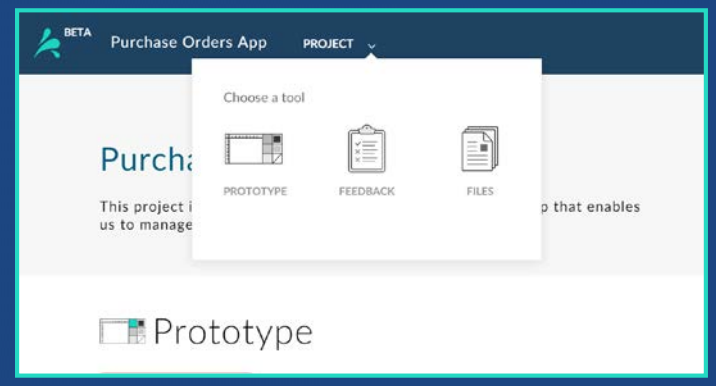


The Learning centre helps you quickly understand and learn the fundamentals of User Experience design. Learn about common user experience design practices through methods, design services, and courses.

Curious about learning useful tips to design awesome apps? Take advantage of the bite-size Method Cards, and try out the actionable tips.

Tools Overview

Create a project to start using the state-of-the-art Splash **Prototyping** and **Feedback** tools to create your fully-functioning interactive prototype. Send Feedback studies to your end-users to get feedback about your prototype, or even just of your design images, and integrate their preferences into your prototype.



Community Overview

View, search, and participate in topics related to SPLASH and user experience design.

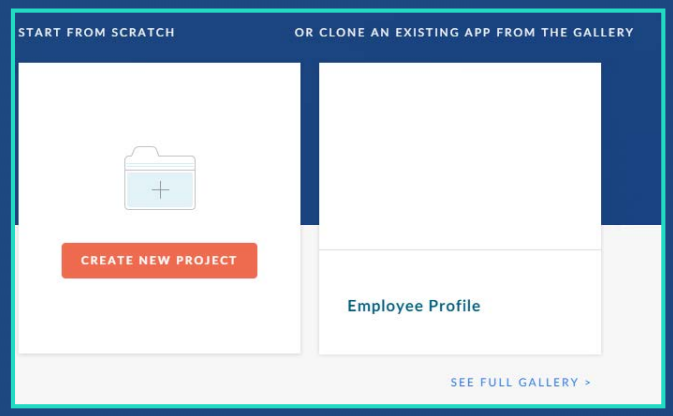
Each forum is divided into topics, where you can find and share information and resources on a specific subject.

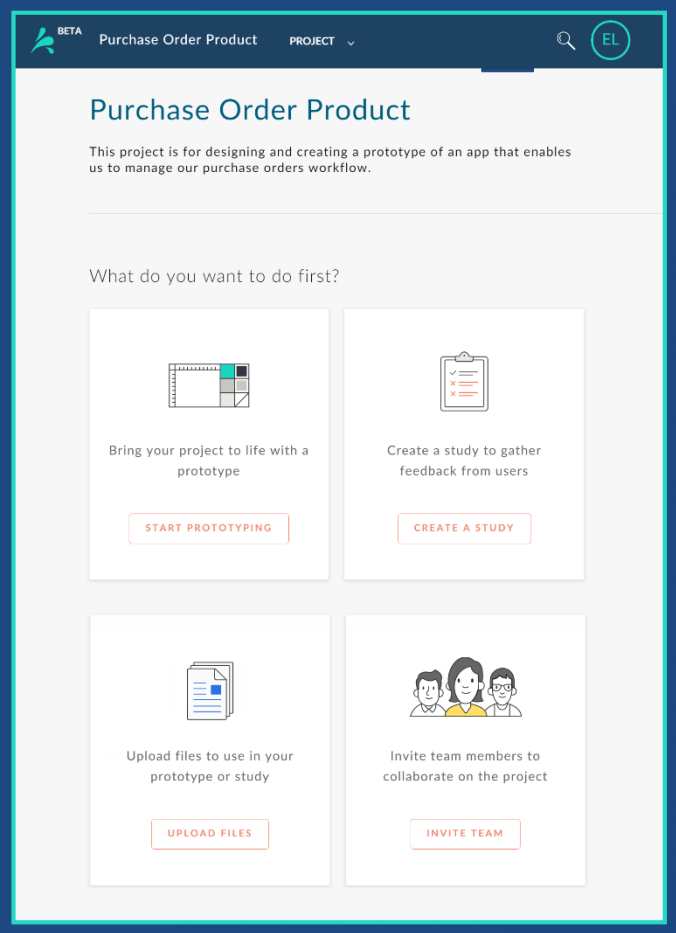
SPLASH Projects

Learn what you can do in a Splash project

To create a project from scratch, log in to SPLASH and click **CREATE NEW PROJECT** on the Home page.

To clone a project, you click SEE FULL GALLERY on the Home page, select an existing project, and select CLONE.

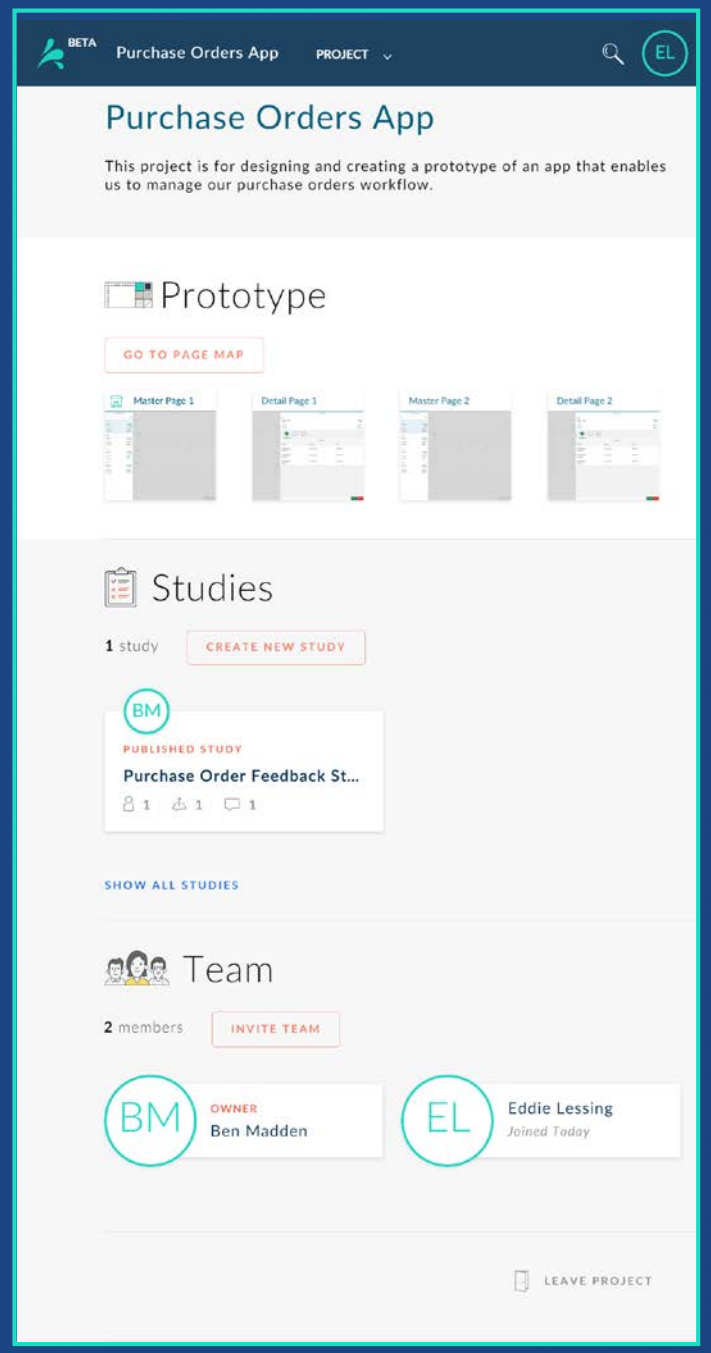




In each SPLASH project, you can create a prototype application, create a team to collaborate with, and create feedback studies to do user research about your project. You can create multiple projects in SPLASH.

The Project page displays:

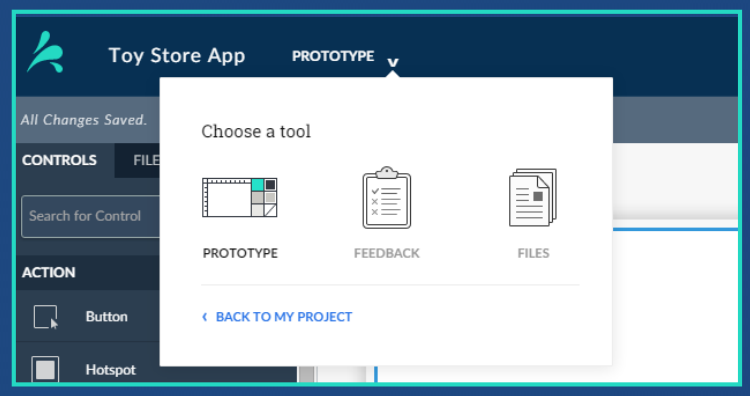
- Project name and description
- A page-flow of the prototype (if you've started one)
- An overview of the feedback studies you've created or are taking part in
- An overview of the project team (if you've invited members)



Tool Picker

Pick a Tool to Work With

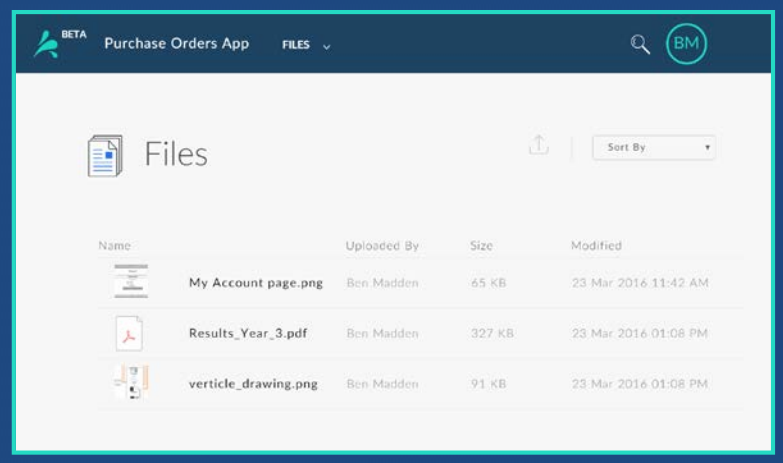
Switch between Splash tools by opening a project and using the **Tool Picker** on the **Toolbar** to select any of the following:



- **Files tool**– Add files to be used in the prototype or feedback studies.
- **Feedback tool** – Create feedback studies by adding images and asking questions, and adding prototypes and setting actions to be performed, and send the study to participants to get their feedback.
- **Files tool**– Upload files to be used in the project prototype and feedback studies.

Files Tool

Upload Files for Prototype and Studies



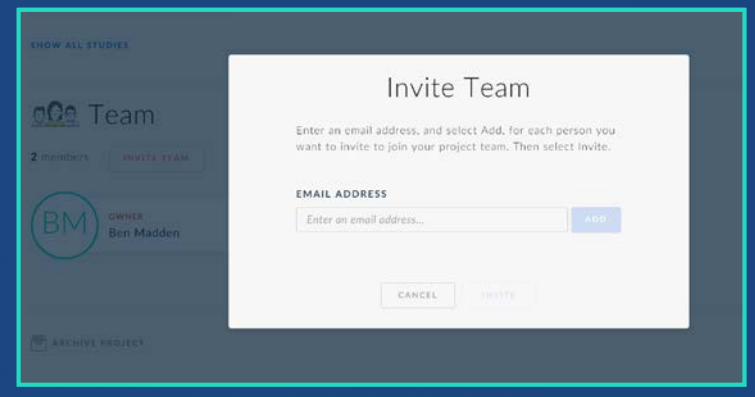
You can upload images, documents, media files, and HTML prototypes to your project on the Files tool page, and then use them in your project when creating a prototype, creating feedback studies, or adding a project picture.

Invite Team Members

Learn about creating a team and collaborating on your project

To create a project team select **Invite Team** on the **Project** page, and follow the on-screen instructions.

Splash sends an email containing a link to the project.



To accept and become team members of your project, your invitees need to have a Splash account or to create one.

What Can a Team Member Do?

Team members invited to a project can do everything in a project except delete or archive the project, including:

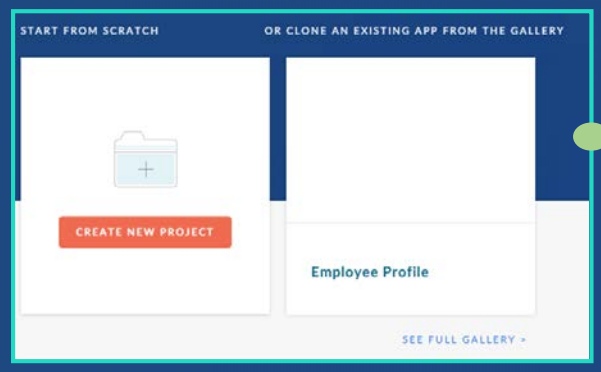
- View and edit the project prototype application. This is only possible if nobody else is currently viewing or editing it.
- View, add, and delete files projects using the **Files** tool
- Create feedback studies and view responses to all user research studies
- Invite additional colleagues to become team members of the project
- View and post discussion on the **Discussion** tab in the UI Composer

Feedback Tool

Typical Workflow

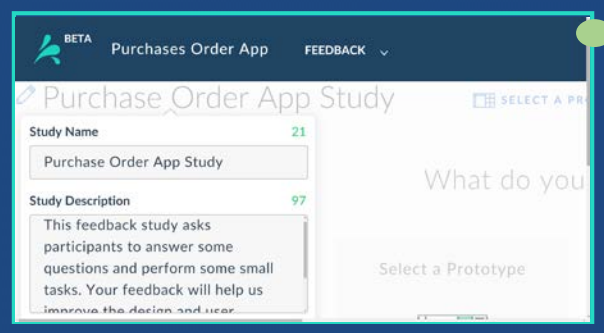
Create a Project

Select **Create a Project** on the **Home** page.



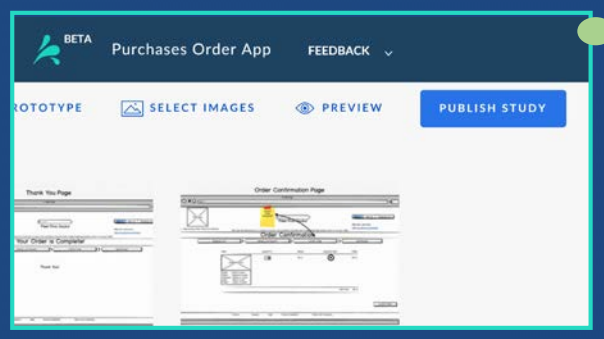
Name and Describe Study

Select **Create Study** on the **Project** page or from on the **Tool Picker** on the toolbar.



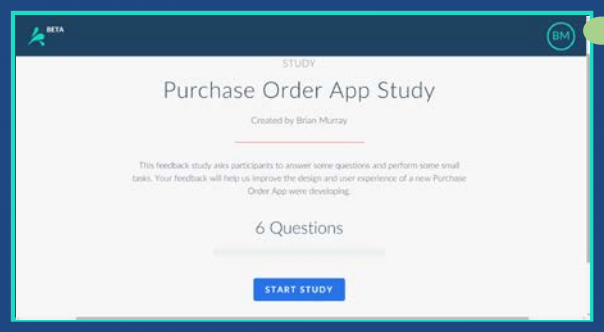
Publish the Study

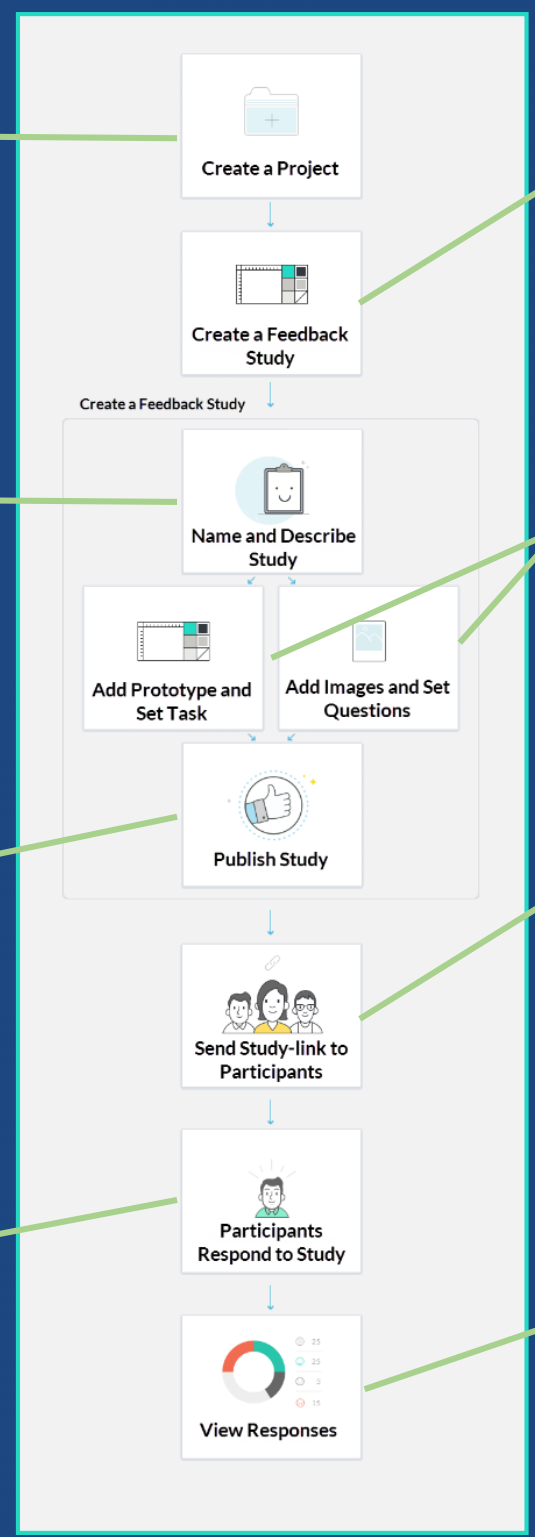
Select the Publish icon on the tool bar to publish the study. A unique study-link is generated.

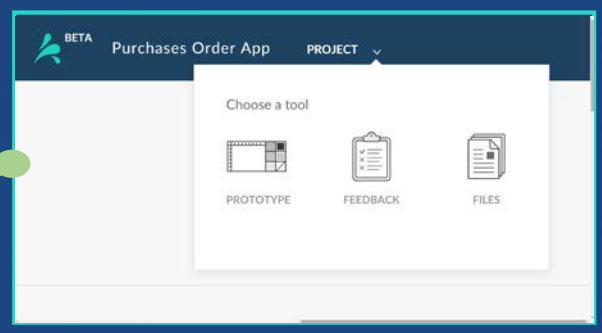


Participants Response to Study

Participants select study link in email. Study is displayed in their browser, and they respond to questions and tasks.

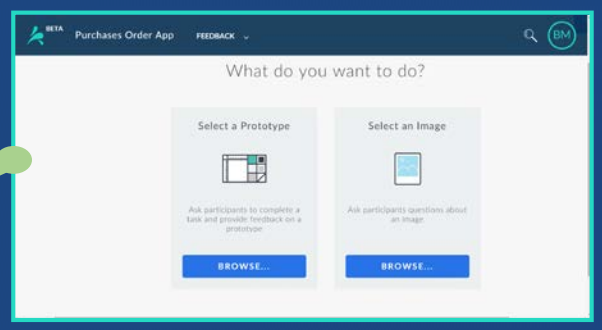






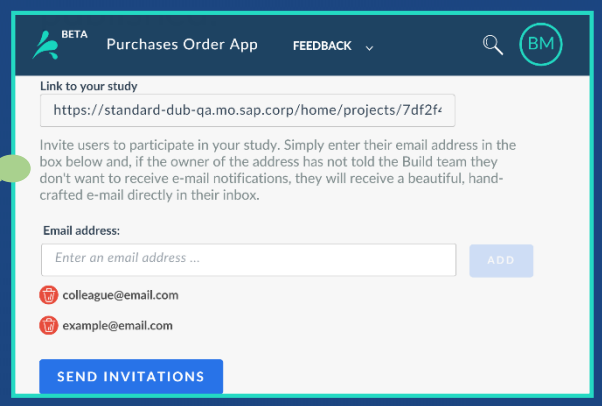
Create a Feedback Study

Select the **Tool Picker** on the Splash header, select **Feedback**, then select **New Study**.



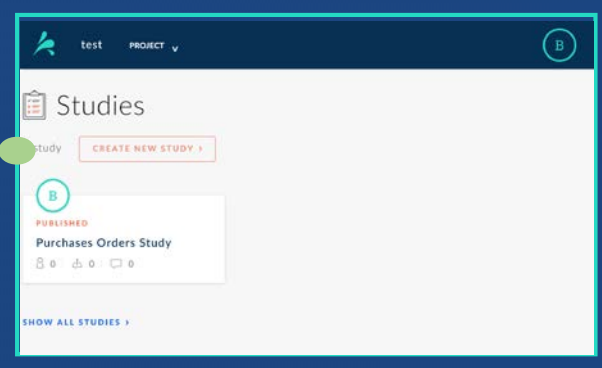
Add Images and Prototypes

Add images and set a question for each image. Add prototypes and set an action to be completed.



Share the Study

Enter the emails of people and Splash sends them an invitational email.



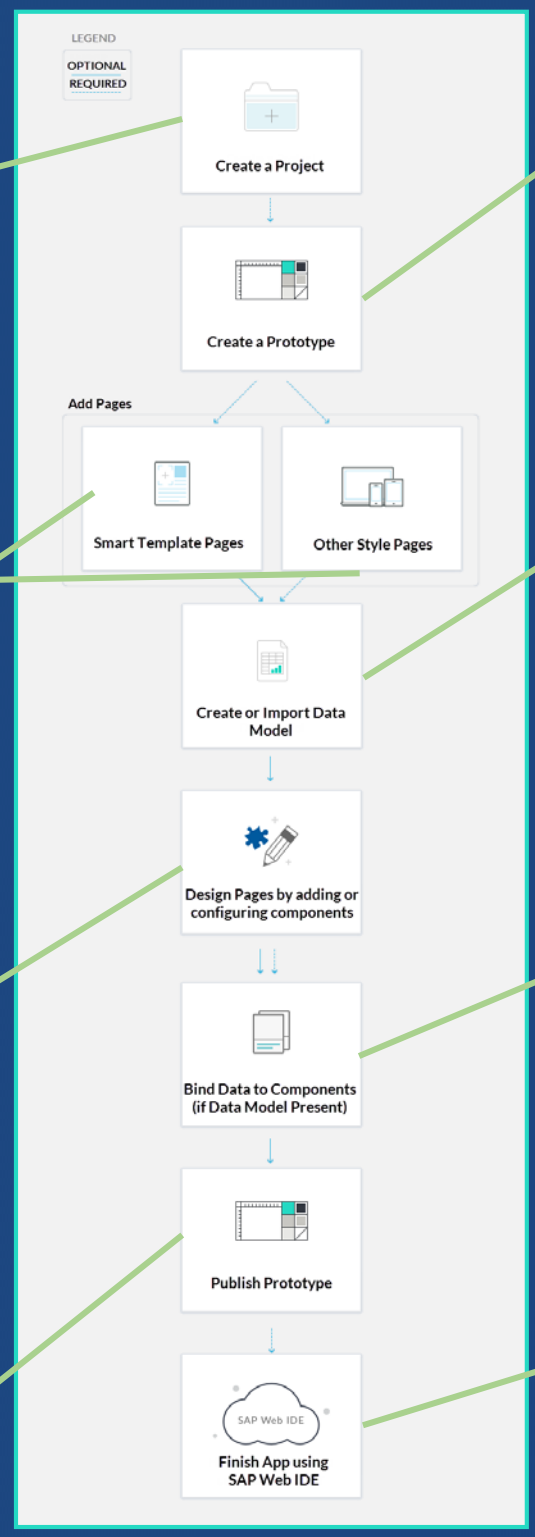
View Responses

You can your team can view the feedback almost immediately by selecting the study on the **Projects** page.

SPLASH Tools

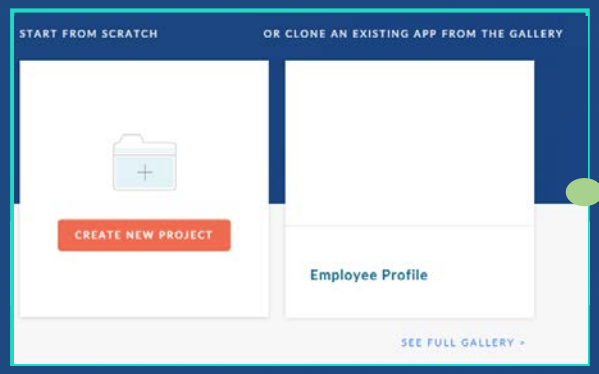
Prototype Tool

Typical Workflow



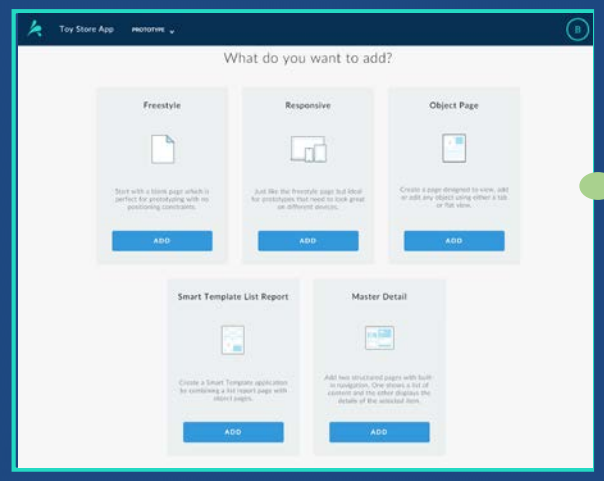
Create a Project

Select Create a Project on the **Home** page.



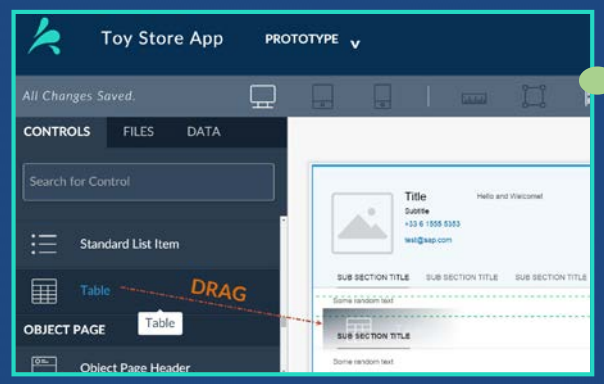
Add Pages

Select a type of page to start with.



Design Pages

Drag controls onto UI Compose canvas and configure them.

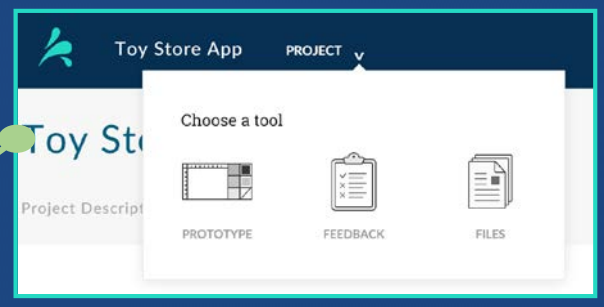


Publish

Publish your prototype to create a unique URL link that you can share.

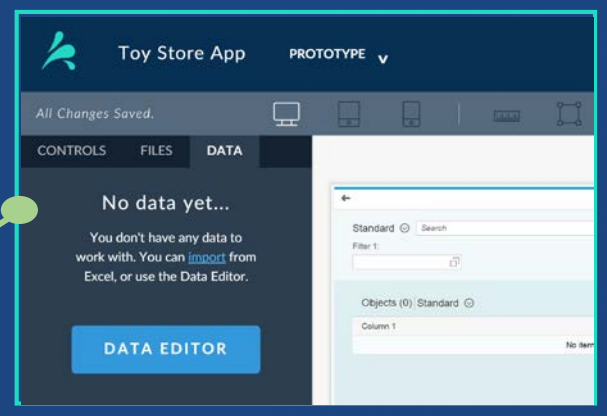
Create A Prototype

Select Create a Prototype on the Project page or from **Tool Picker**.



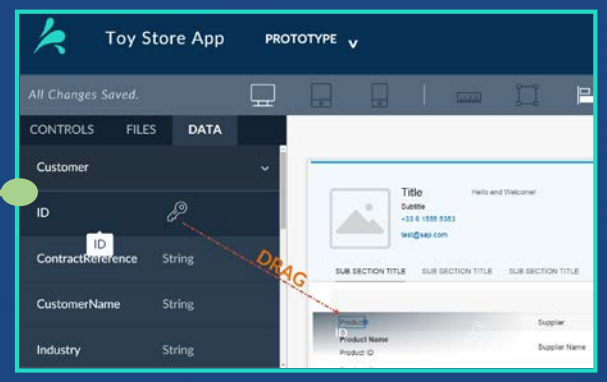
Create Data Model

If you want to add realistic data (required for Smart Templates), select **DATA EDITOR** on the **DATA** tab.



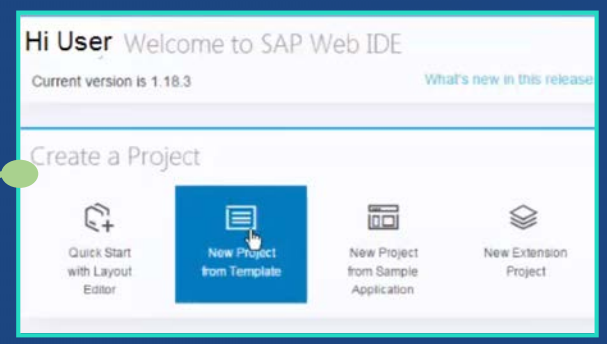
Bind Data

If you added a data model, select the main data object in the page Properties, and
drag the appropriate properties to appropriate controls.



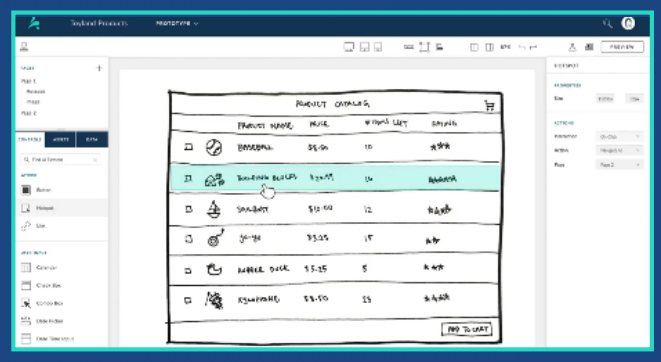
Finish App

Import your prototype into SAP Web IDE and finish development to create a fully functioning application.

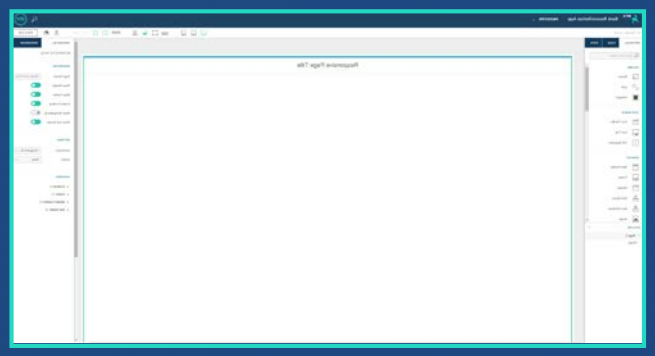


Prototype Tool UI Composer Pages

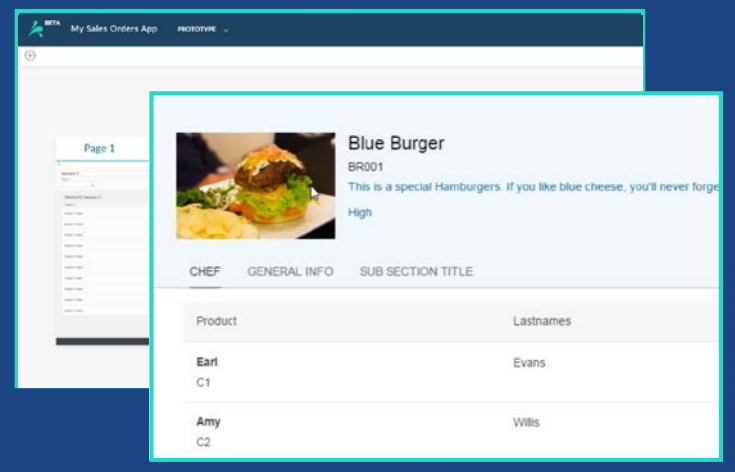
Mix and match page types to suit your needs



LOW FIDELITY pages Upload a hand-drawn or low fidelity image of your design. In the UI Composer add hotspots to mimic basic functions like navigating between pages, and showing alerts, dialogs, and popovers. Automatically responsive.

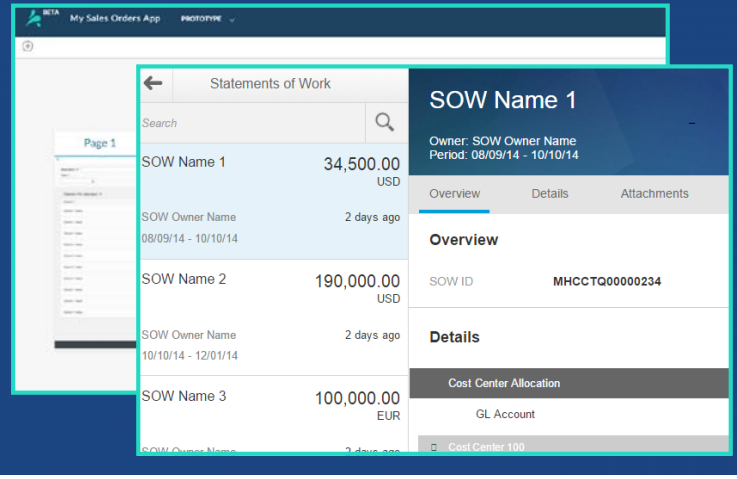


FREESTYLE pages Start with a blank page which is perfect for prototyping with no positioning constraints. Automatically responsive.



SMART TEMPLATE LIST REPORT /OBJECT pages Create a Smart Template application by combining a list report page with object pages. The result is an efficient way to drill-down in more details about specific topics.

RESPONSIVE pages Just like the freestyle page but ideal for prototypes that need to look great on different devices. Responsive prototype pages are responsive to the display device size.



MASTER DETAIL pages Add two structured pages with built-in navigation. One shows a list of content and the other displays the details of the selected item. Master detail prototype pages are responsive the display device size.

UI Composer - UI Editor

Get to know the Tools and Components you use to create your UI Interfaces

Controls Tab
The UI Editor includes built-in Open UI5 UI controls that you can use to make prototypes interactive, without writing a single line of code.
To add a control, simply drag it onto the canvas.

Data Tab
Access the Data Editor to create and bind sample data for a more realistic prototype.

Tool Picker
Use the Tool Picker to switch between the Prototype, Research, and Files tools.

Display Format
Change the display format between desktop, pad, and phone.

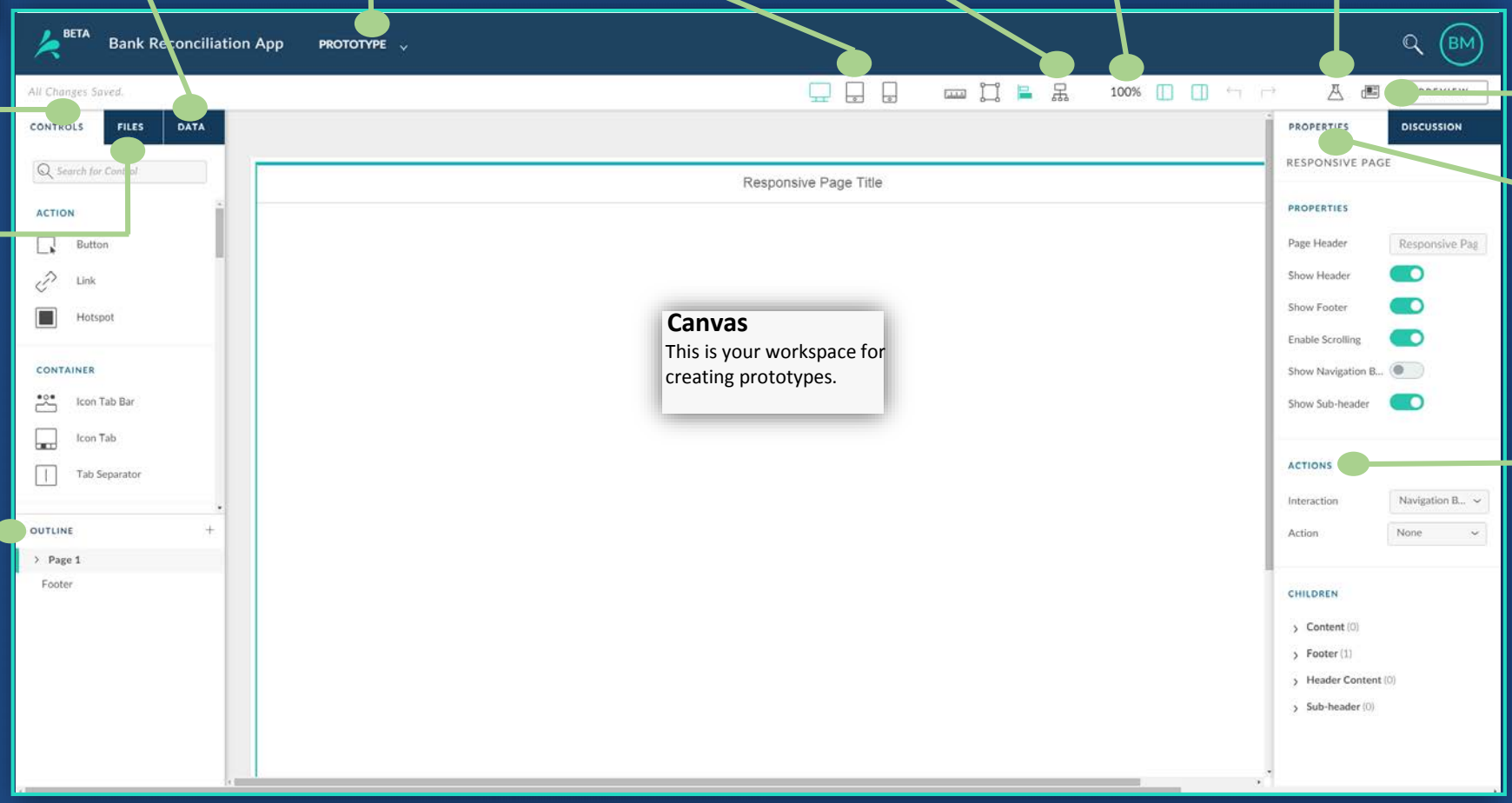
Page View
Display the page view of your prototype, where you can set the page flow and add new pages.

Zoom Tool
Magnify and reduce the Canvas.

Feedback
Create a feedback study based on your prototype, and sent the study to end users to get feedback.

Publish
Publish your prototype to generate a link to the prototype that you can share with others.

Files Tab
View a list of project images you drag onto the canvas in the UI Editor or project files you upload from the Files Tool.



Canvas
This is your workspace for creating prototypes.

Properties
Customize the look and feel of your prototype, including button labels, color, and so on.

Actions
Use the Tool Picker to switch between the Prototype, Research, and Files tools.

Outline
Use the Tool Picker to switch between the Prototype, Research, and Files tools.

Data Models in Splash

Data Models

Learn about Data Models in Splash

Splash enables you to add realistic data to your prototype. From the Data tab on the UI Composer, you open the Data Editor and add your own data, or use sample data provided in Splash. The data isn't just for show. It can really make the workflows in your prototype easier for your potential end-users to understand show.

Important: Adding data is Splash is requires a basic understanding of relation databases. However, the graphic below introduces the basic concepts.

Data Editor

Learn about the Controls on the Data Editor

Back
Return to UI Design Editor.

Data Model in Excel

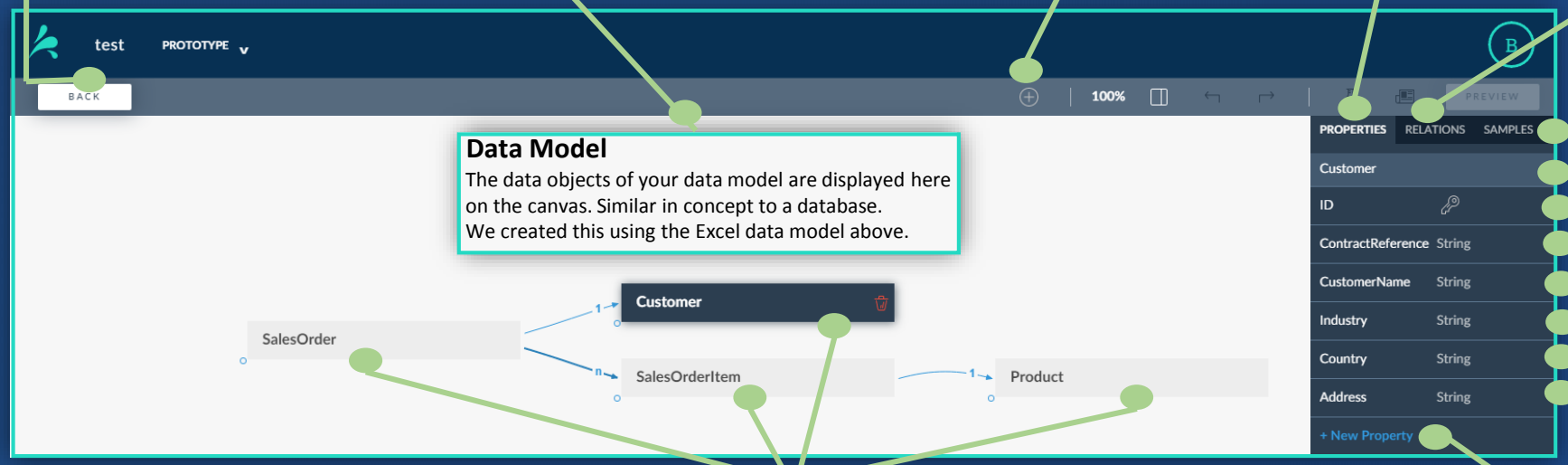
	A	B	C	D	E	F
1	ID	ContractReference	CustomerName	Industry	Country	Address
2	ACME	VND-456-2013	Acme Industries	Electronics	US	10801 West Pico Boulevard, Los Angeles, CA 90064
3	NWCO	VND-023-2014	NewCo Computers	Electronics	US	520 East 117th Street, New York, NY 10035
4	GOUR	VND-015-2014	Le Gourmet	Catering	France	5 rue du Jour, 75001 Paris
5	MRKS	VND-156-2013	Markus Gmbh	Machine tools	Germany	Barer Straße 27, 80333 München
6	GFGF	VND-083-2014	GoodFood Ltd.	Catering	UK	96 Baker Street, London W1U 6TJ

SalesOrder | Customer | SalesOrderItem | Product

Add Data Model
Create, search for, or import a Data Model.

Data Object Properties
A property is a category of data. Similar to columns in database tables.

Data Object Relations
Relations between Data Objects can be one-to-one, one-to-*n* (or many), or there may be no relation. The default is one-to-many.



Data Model
The data objects of your data model are displayed here on the canvas. Similar in concept to a database.
We created this using the Excel data model above.

Data Object Samples
A sample contains a set of values corresponding to each property in the Data Object. Similar to rows in database tables.

Properties of Select Data Object
These are the properties of the **Customer** data object. You can visual each as a column in a table. Each property contains a sample value. You can visualize a sample as a row in a table containing a value for each property.

Data Objects
Contain columns representing different Properties, and rows, each containing Sample values for each category. Similar in concept to tables in databases

Add New Property
Select to Add a new property to the selected Data Object.

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UI Composer – Data Editor

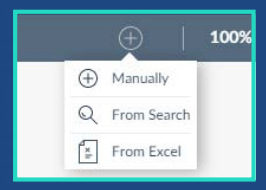
Add Data to Your Prototype

How to add Data to Your Prototype

1. Open the Data Editor

Select the Data tab on the right side of the UI Composer, and select DATA EDITOR.

2. Add a Data Model



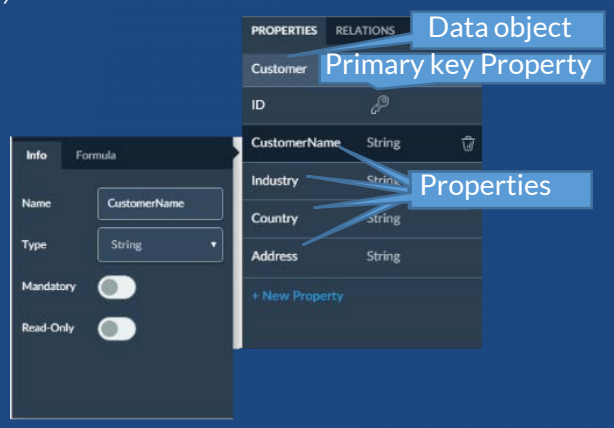
Select the **+** icon on the toolbar to:

- Manually in the Splash Data Editor
- By searching provided sample Data Models
- By creating a Excel Data Model and importing it

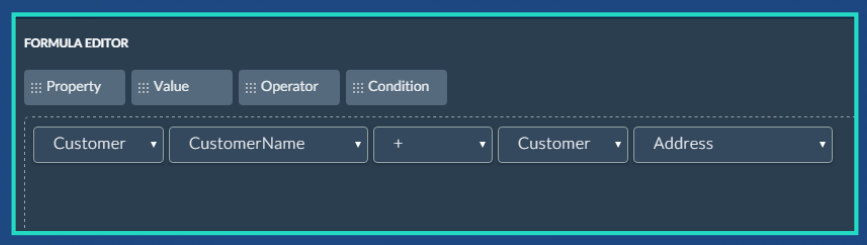
3. Define or Edit Data Object Properties

Select the data object on the canvas, and select the **PROPERTIES** tab, and select a Property to edit:

- Name of property
- Datatype
- Whether a sample value
- Is mandatory for this property
- Whether it is read-only

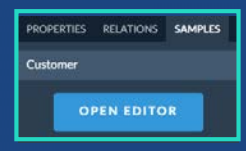


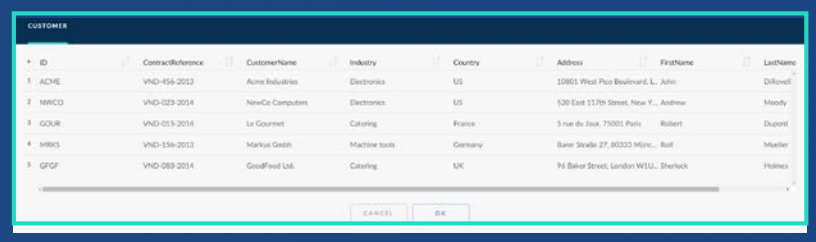
Create a new property by selecting **+New Property.** Enter a name, select the **Formula** tab and define a formula for the new property. For example, the following formula creates the **MailAddress** property:



4. Define or Edit Data Object Samples

To define or edit the sample values of a data object, you select the data object on the canvas, and select the **SAMPLES** tab.



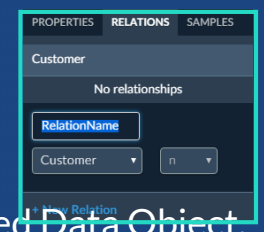


Select OPEN EDITOR, and edit or add new sample values to the Data Object.

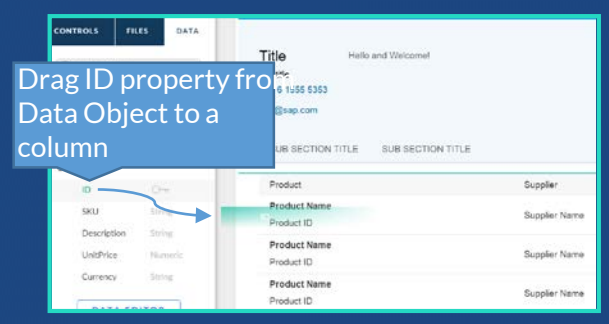
5. Define or Edit Data Object Relations

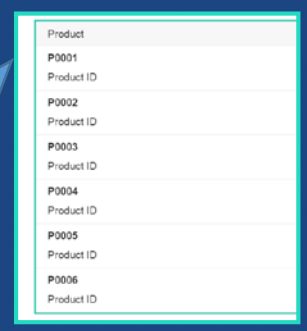
To define or edit the sample values of a data object:

1. Select the data object on the canvas.
2. Select the **SAMPLES** tab.
3. Enter a unique name for the relation.
4. Select the Data Object you want to link with the selected Data Object.
5. Select the cardinality of the relationship.



6. Bind Data to Pages





Release and the sample values in the ID property populate the column

1. From the Main Object drop-down on the **Properties** tab on the right panel, select the data object you want to use on this page.
2. Select a control on a prototype page that it is possible to bind data to, such as a table or a grid.
3. From a drop-down in the Properties panel Select the property of the Main Object that you want to apply to the UI component, and it is applied to the UI component.

Important: You must have a Data Model for Smart Templates pages, and must select the same Main Object for the List Report and Object pages.