



RAPID APP PROTOTYPING WORKSHOP

SUTD IEEE STUDENT BRANCH

WORKSHOP OUTLINE

1. Introduction to Rapid Prototyping
2. UI/UX Best Practices
3. Adobe Experience Design
4. Self Exploration

WHAT IS RAPID PROTOTYPING?



Speedy creation of a full-scale model

WHY RAPID PROTOTYPE?

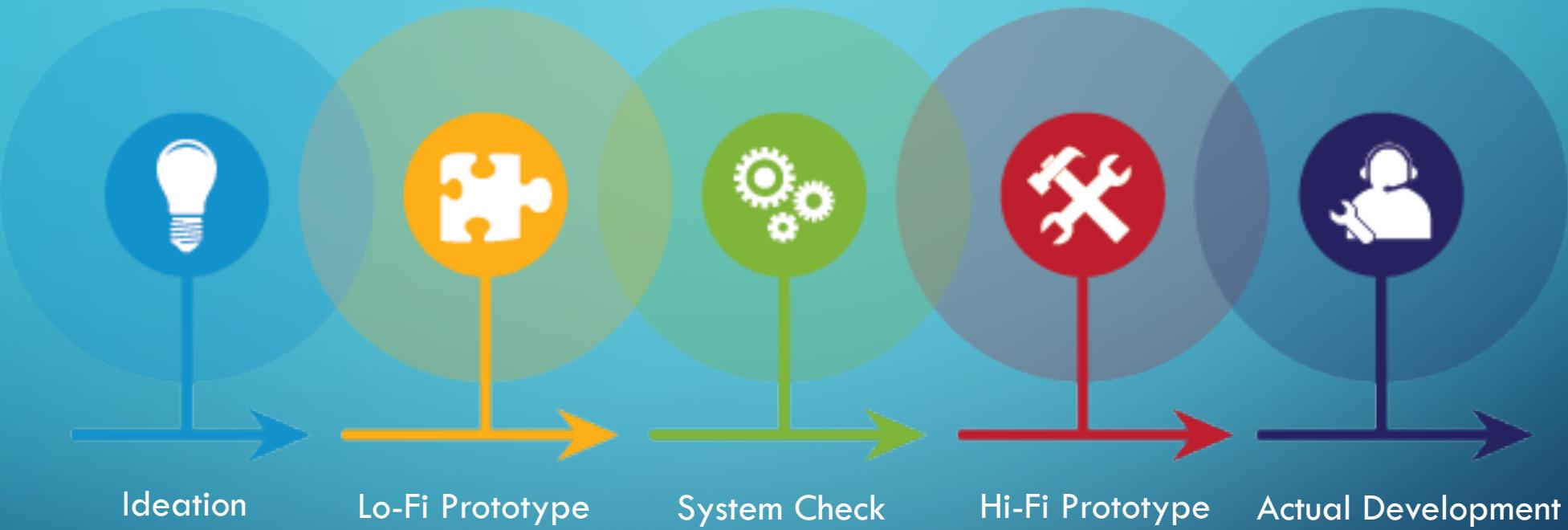
Many use cases and benefits:

- Fast creation time (good for hackathons/demonstrations etc.)
- Test requirements before beginning actual development
- Learn on the fly by doing and creating
- Saves you time and money



Established Industry Best Practice

THE DESIGN PROCESS...



Iterative and Incremental Follow Ups

THE DESIGN PROCESS...

Ideation : Outline functional and non-functional requirements



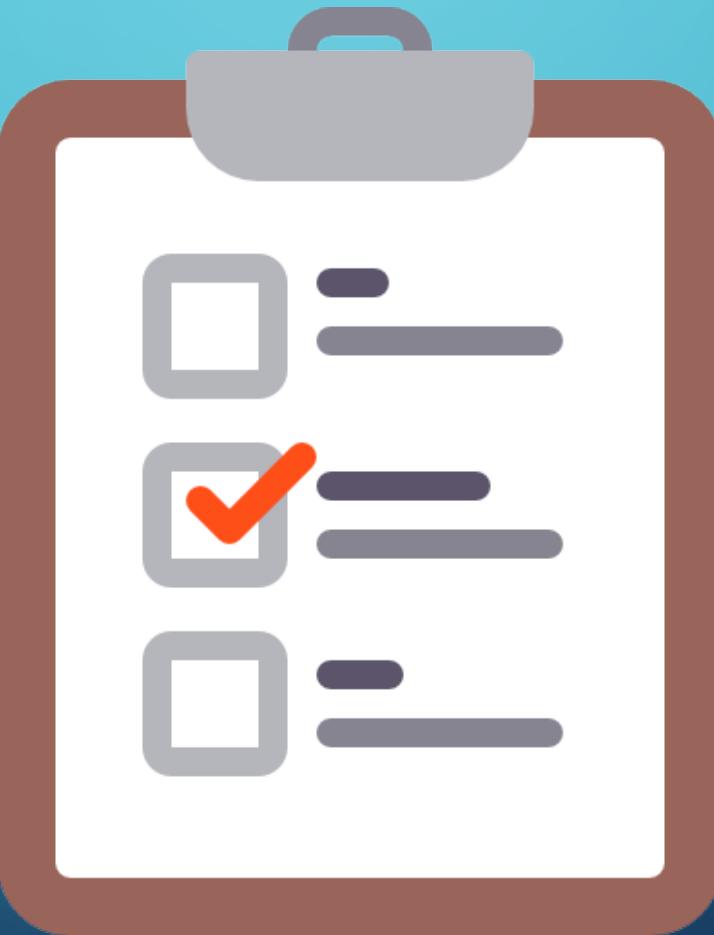
THE DESIGN PROCESS...

Lo-Fi Prototypes : Sketching/Wire Framing/Storyboarding

- Identify layout properties (spacing/alignment/proportions)
- Identify specific features of your application
- Present the flow of screens
- Static

THE DESIGN PROCESS...

System Check : Ensure your prototype is what the user wants



THE DESIGN PROCESS...

Hi-Fi Prototypes : Mockups / Minimum Viable Product

- Choose appropriate prototyping tools
- Focus on the specifics such as interactivity
- Dynamic

THE DESIGN PROCESS...

Actual Development : Preparation for production and release



WHAT IS UI/UX?

User Interface (UI) : How the user **sees** the product

User Experience (UX) : How the user **feels** about the product



UI/UX BEST PRACTICES

- Know Your Audience
- Design with the user in mind
- Keep it simple, clear and intuitive
- Use common website patterns and interfaces, and be consistent
- Be detail-oriented (typography/color contrasts/ interactions etc.)



Make it enjoyable and memorable

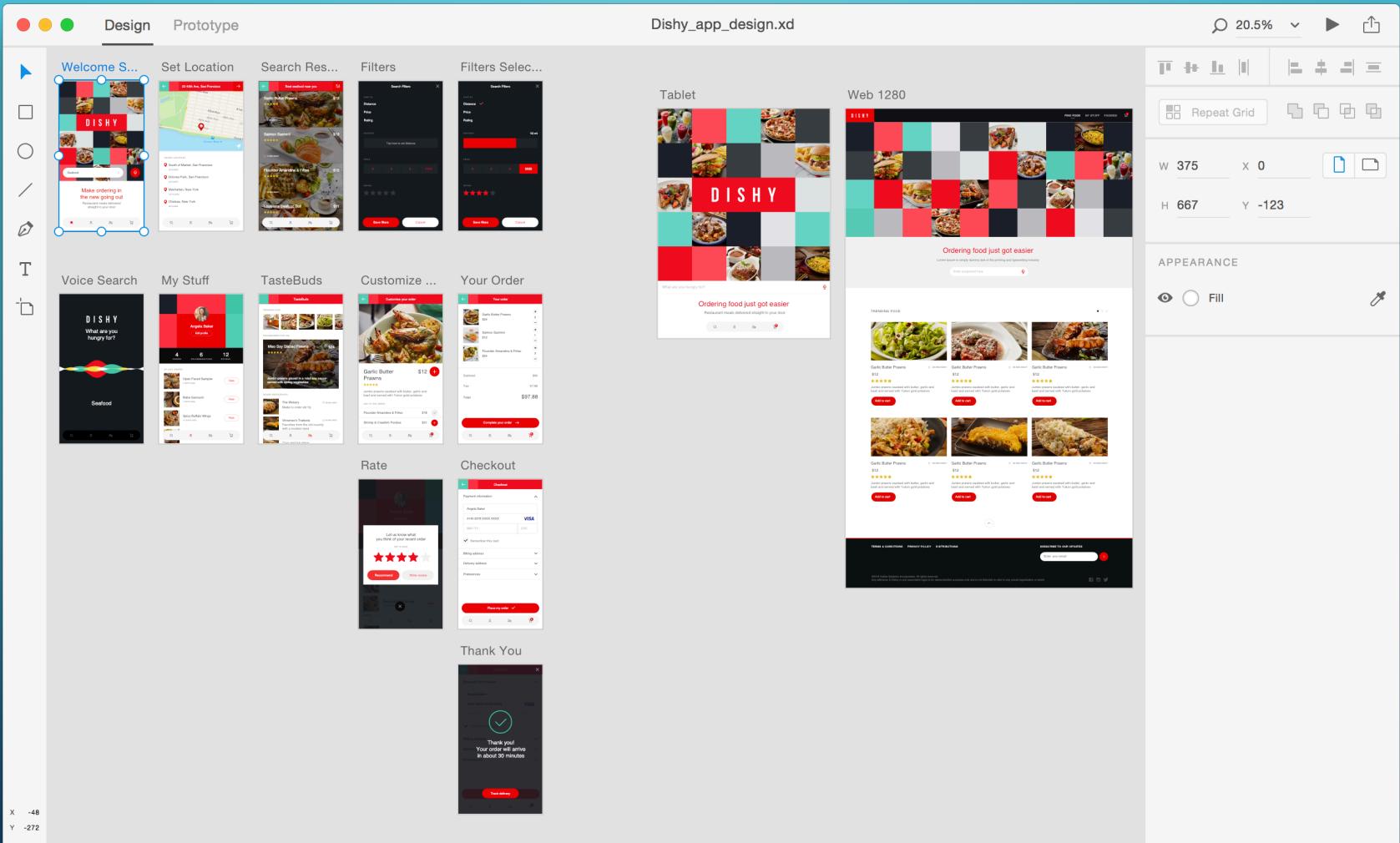
STORYBOARDING



ADOBE EXPERIENCE DESIGN



ADOBE EXPERIENCE DESIGN



ADOBE EXPERIENCE DESIGN

2 main tabs :

- Design Tab → to create mockups using graphic/text tools
- Prototype Tab → to assign interactivity and customize screen flows

Left Panel :

- Selection, Rectangle, Ellipse, Line, Pen, Text, Artboard Tools

Right Panel :

- Specific properties, Preview and Sharing



LETS GET CRACKING...

TASK 1

Make your storyboards interactive



TASK 2

Design mockups and make them interactive



Hint : Use the UI Kits from Apple/Google and Microsoft!

MOVING FORWARD

1. Do some actual projects
2. Explore different tools available
3. Expand into web/hardware prototyping
4. Practice

USEFUL LINKS

1. <https://blogs.adobe.com/creativecloud/mobile-design-best-practices/>
2. <https://www.uxplanet.org>
3. <http://www.goodui.org>
4. And you can search online for many more:)



THANK YOU ☺

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