

HMI EXPERIMENT NO. 01

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AIM: To study open source UX tools (Justinmind Prototype, Pidoco, Marvel ,Figma Prototype) and create a simple design for a given problem definition.

THEORY:

Comparative Study:

Justinmind is a prototyping and wireframing tool for the creation of high-fidelity prototypes of web and mobile apps. It's known for its ability to render realistic versions of a finished product as well offering collaboration, interaction and design features. Overall, it's grown into one of the most popular prototyping tools in the industry. Justinmind can be used to simulate webs and mobile apps without any coding, thus allowing non-programmers to be involved in the project.

Pidoco is software that lets you quickly create click-through wireframes and fully interactive UX prototypes. Pidoco is a collaborative online wireframing and prototyping tool, which works entirely in your web browser. With Pidoco you can easily create clickable mockups, wireframes and GUI prototypes without programming. You can share your results with collaborators, reviewers and test users for real-time editing, discussion and approval. This will help you design better user interfaces (UI) for web, mobile and desktop applications and create solutions that work for the end user.

Marvel is a cloud-based platform with mobile support that enables single or multiple users and teams of varying sizes to create app prototypes within a centralized workspace. Rapid prototyping, testing and handoff for modern design teams. Marvel has everything you need to bring ideas to life and transform how you create digital products with your team. Placing the power of design in everyone's hands.

Figma is called the collaborative interface design tool. And it stands out for its collaboration feature. It gives users the ability to share a design file with multiple team members and get instant feedback from each other via comments. These days most of the other design tools have also implemented the collaboration feature but Figma is the one that first brought this to the table. Figma also provides a lot of useful resources, plugins, and techniques that make your workflow smoother.

PROCEDURE :

Steps to download Figma :

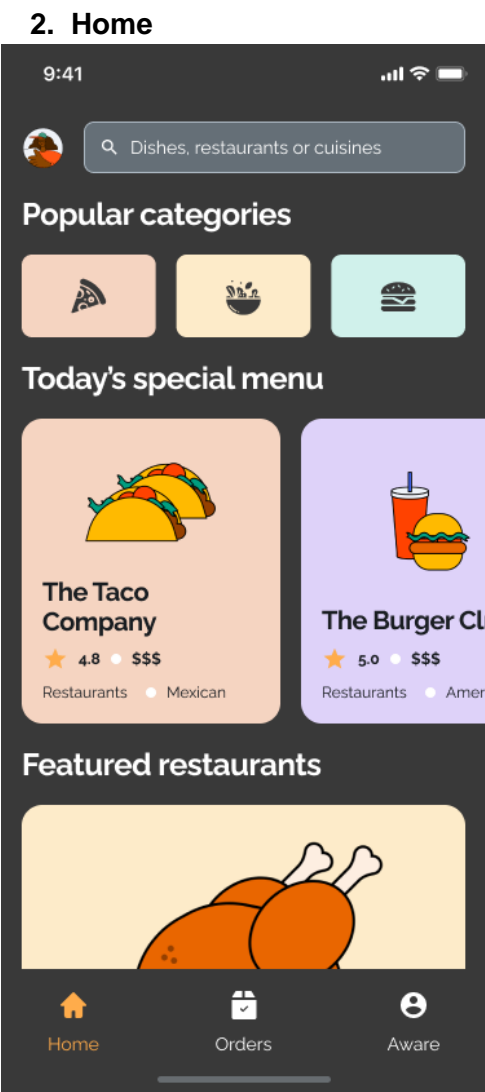
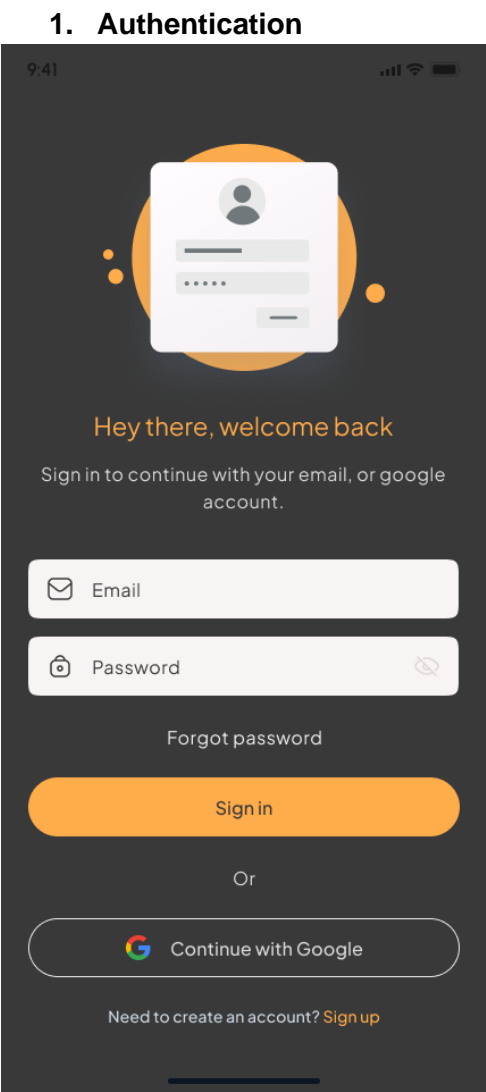
- First, you need to visit the official Figma website. There you will see a colorful homepage and an option to sign-up. Though if you have plans to use Figma online version, then you should complete the sign-up process
- To download the Figma desktop app directly, you have to scroll to the bottom of the page and click on the 'Downloads' option, which is placed under the resources section
- On the next page, you will see the Figma desktop download option for various platforms, including macOS and Windows. Choose the link according to your device and soon it will start the downloading process
- Once your file is downloaded, simply install it and run the desktop version. Then it will ask you for your login details. If you don't have an account, you should click on the create account button and create a new Figma account. The good thing is that that it is a completely free account and you could do anything you want without paying any money
- Now you will reach the Figma dashboard where you will be greeted with some Figma designs and samples. If you want to, then you could also install some plugins to make the prototyping more convenient. And that's it, this is the right way to download Figma Desktop app

Comparative Study of Figma, AdobeXD, Marvel and Justinmind Softwares:

	Figma	AdobeXD	Marvel	Justinmind
Cost (per year)	\$144	\$120	\$144	\$228
Platforms	Supports Mac and Windows	Supports Mac and Windows	Does not support Mac and Windows	Supports Mac and Windows
Specs (Can create design specs)	Yes	Yes	Yes	Yes
Automatic (Can automatically generate specs)	Yes	Yes	Yes	Yes
Assets (Can export design assets)	Yes	Yes	Yes	Yes
Measure (Can measure distance and size)	Yes	Yes	Yes	Yes
Style Guide (Can automatically generate style guides)	No	Yes	No	No

Layers	Yes	No	No	No
Comments	Yes	Yes	No	No
Revisions	No	No	No	No

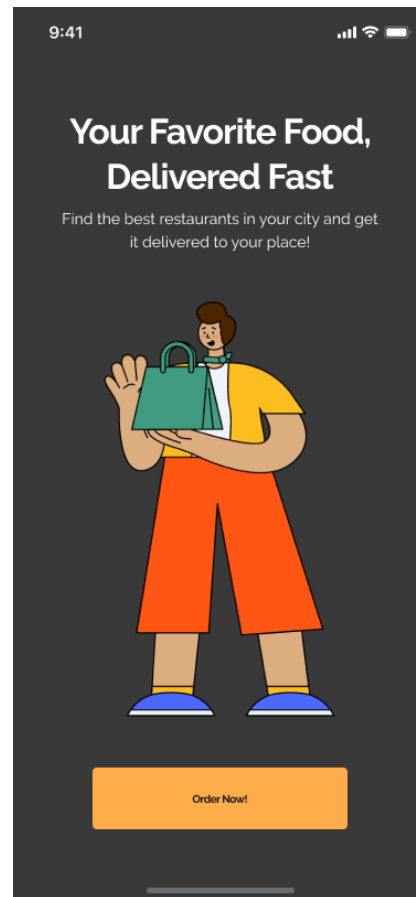
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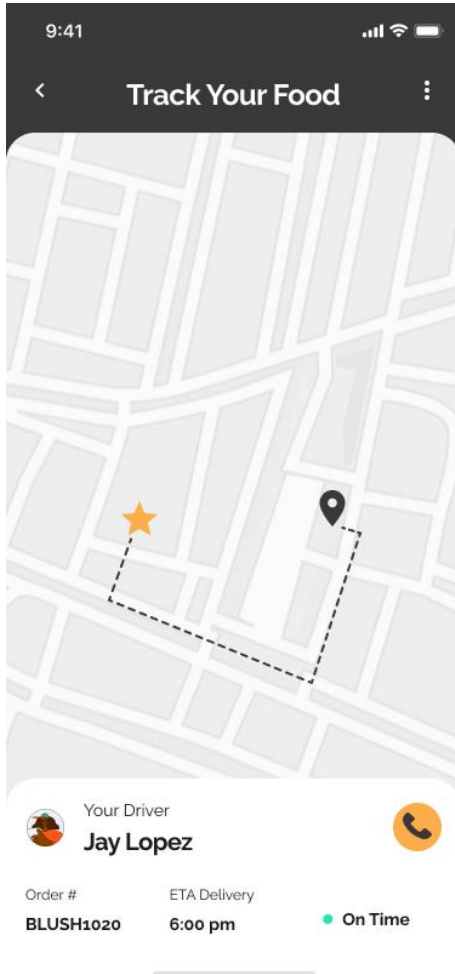
3.Category



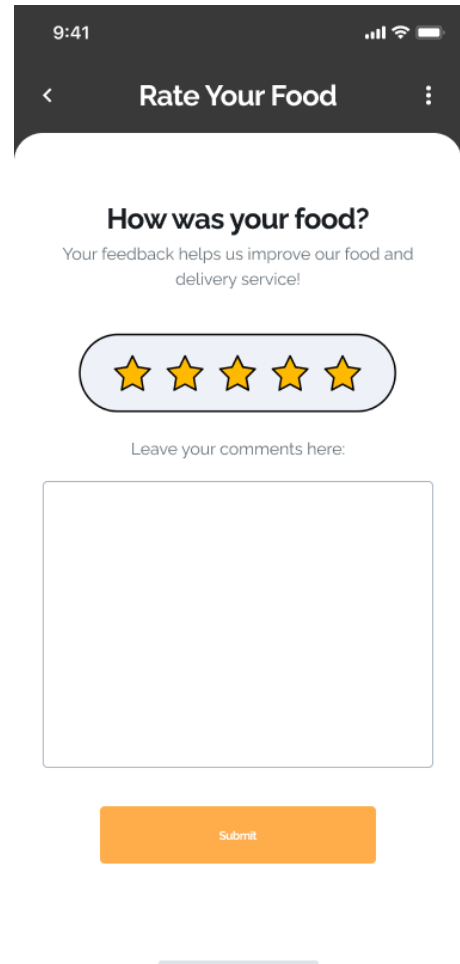
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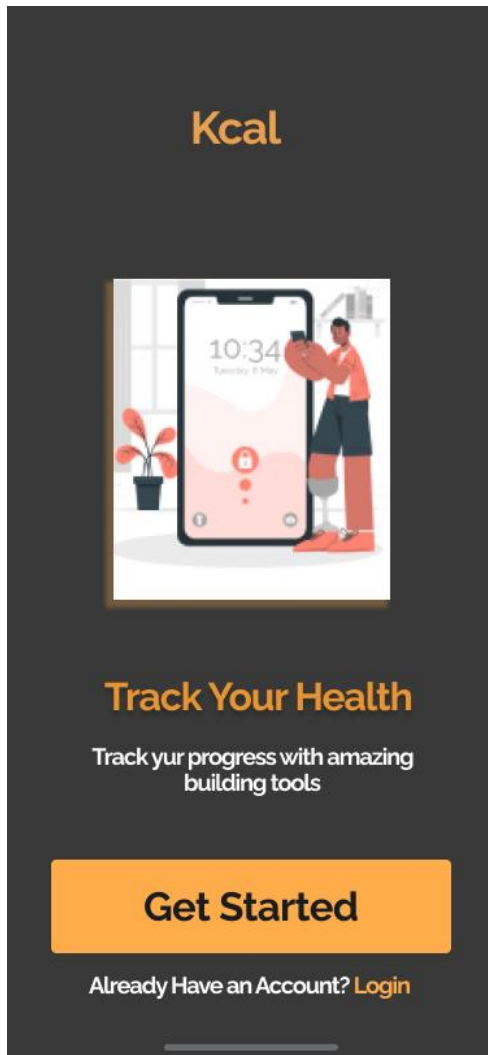
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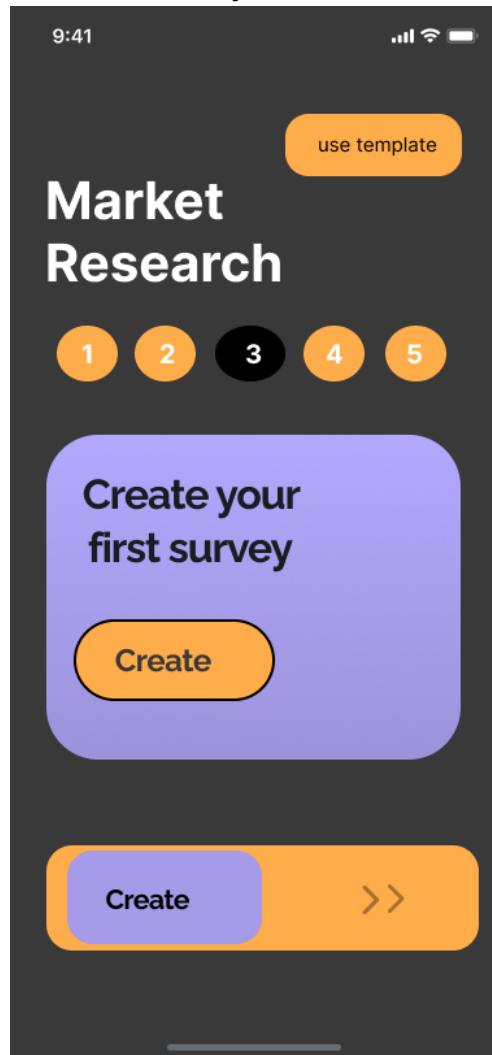
6. Feedback



7. Check calories



8. Market Survey



PROTOTYPE:



CONCLUSION: After completing the comparative study, I learned about several new UX tools, including Justinmind, Pidoco, and Marvel Prototype, and was able to compare them in a general sense. Based on this comparison, I chose to use Justinmind Prototype to create a UI design for an app for MT Cement, a cement company. The app includes a dashboard that provides daily updates on cement-related news for employees, an email list, a daily sales graph and chart, a calendar, and a description of the employee's team. At the end of each month, employees are asked to submit a feedback form for each member of their team. As a result, I was able to successfully implement the first experiment.