UED ISE Component

Topic:
Design user experience using JUSTINMIND UX-Tool

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Introduction

- Justinmind is a prototyping tool that allows you to **create unique, interactive and life-like simulations of your web and mobile apps.**

- With Justinmind, you can easily include your corporate image in your prototypes, export them to HTML for online presentation, and automatically generate specification documentation in a Microsoft Word document.

- Do all of this without needing any programming knowledge or creating a single line of code.

Features of Justinmind

- **Instantaneous Simulations**
  - By clicking on the ‘Simulate’ button, you can see your prototype in action, and interact with it as if it were the real application or website.

- **No Code Required**
  - Justinmind is an intuitive tool, and you can drag the components you need from the floating palettes to the work area.

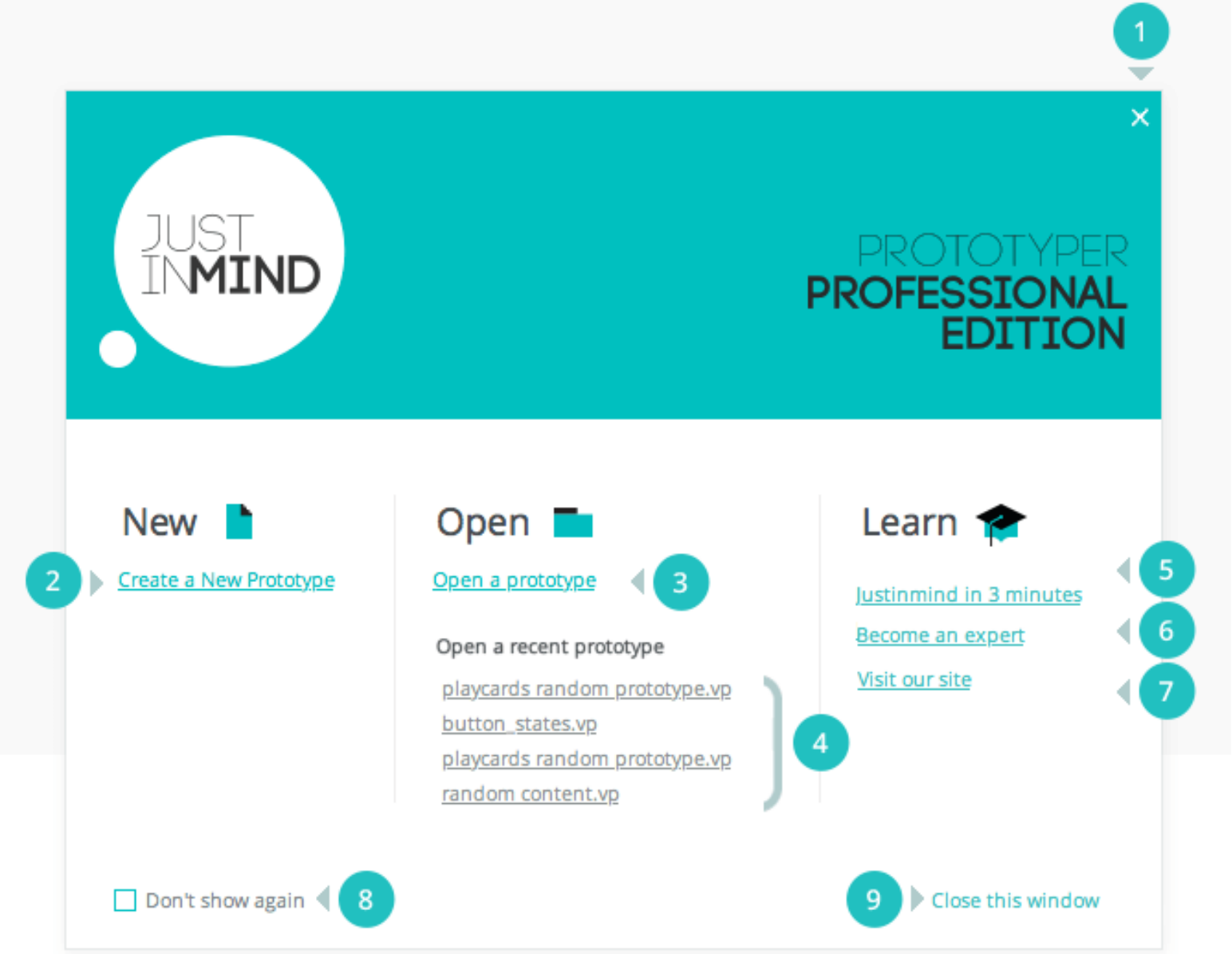
- **Automatically generated documentation**
  - Generate all the documentation you need in just a few clicks.

- **Exportable in HTML format**
  - You can export your web or app wireframes or prototypes in a variety of different formats, (HTML, .csv and MS Word docs), so that your customers and users can see how they look, interact with them online and give informed feedback.

Before Getting started Let's get familiar with certain terminology

- A **prototype** is a preliminary version, or visual rendering, of a software program, application or website. The purpose of a prototype is to illustrate how the program or application is going to look and behave when development is complete, in order to get a better insight into its capabilities and limitations early on. It may also be referred to as **mock-up** or **wireframe**, depending on its level of fidelity.
- The **User Interface** is a collection of all the graphical or visual components, commands and behavior within a platform or tool, and is essentially the space where interactions between the user and the prototyping tool occur.
- A **Screen** is a group of visual components gathered into an editing area. It may also be referred to as a Page.
- A **Functional Scenario** is a graph of application components that represent the application's general behavior, such as navigation and processes.
- A **Comment** is a user's written remark that relates to the prototypes that they are viewing.

Getting started with Justinmind

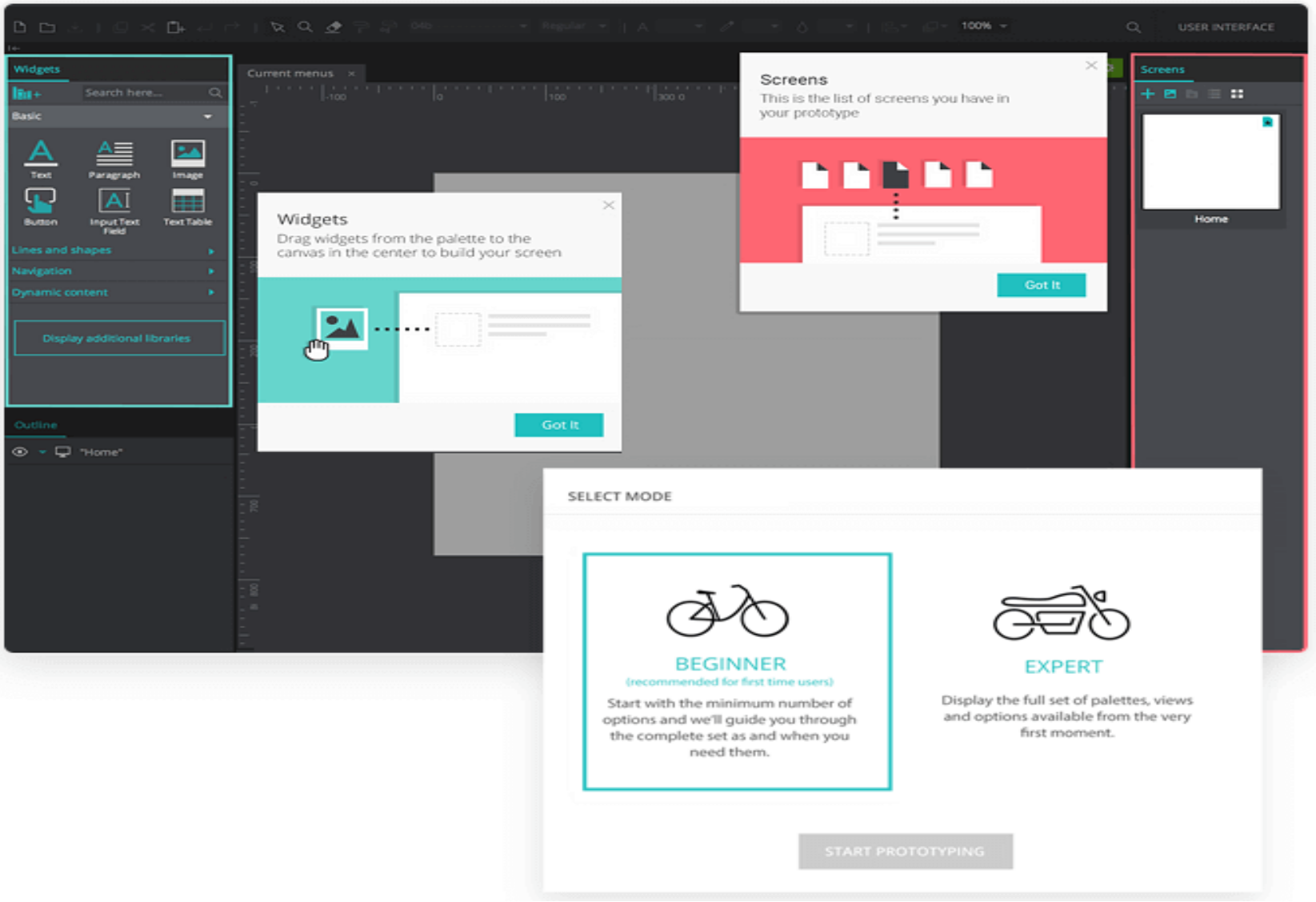


Getting started with Justinmind

1. Click on the ‘x’ to close the window and start creating a new prototype
2. Launches the process to create a new prototype
3. Opens an existing prototype
4. Opens a recent prototype. This list contains all the projects that have been recently opened with Justinmind
5. A quick tour of the main features of Justinmind
6. Opens the Support section with the list of tutorials to learn how to use Justinmind
7. Takes you to Justinmind’s website

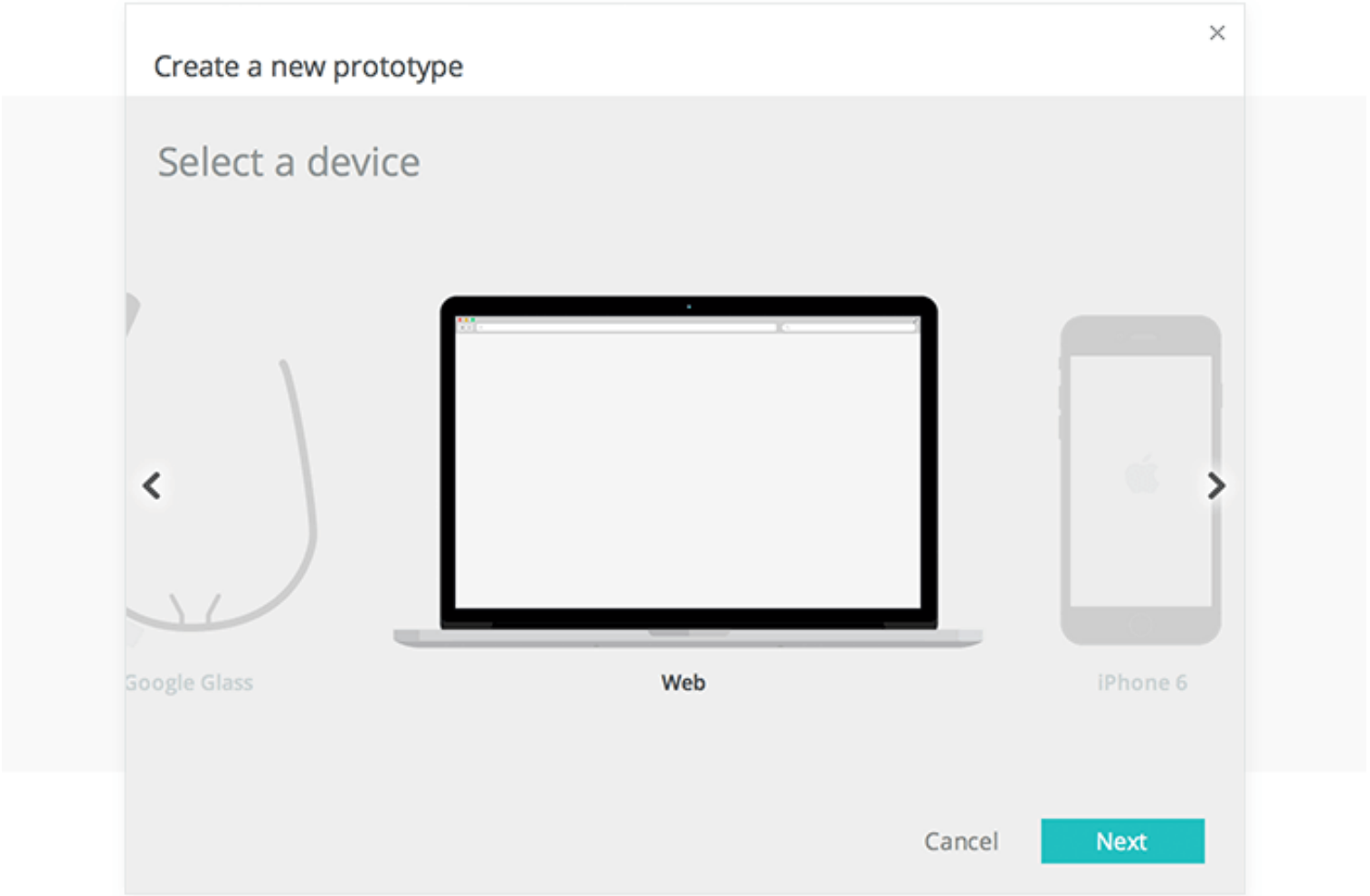
How to set up an interactive wireframe with Justinmind

Open Justinmind, and choose between the Beginner and Expert modes available:



How to set up an interactive wireframe with Justinmind

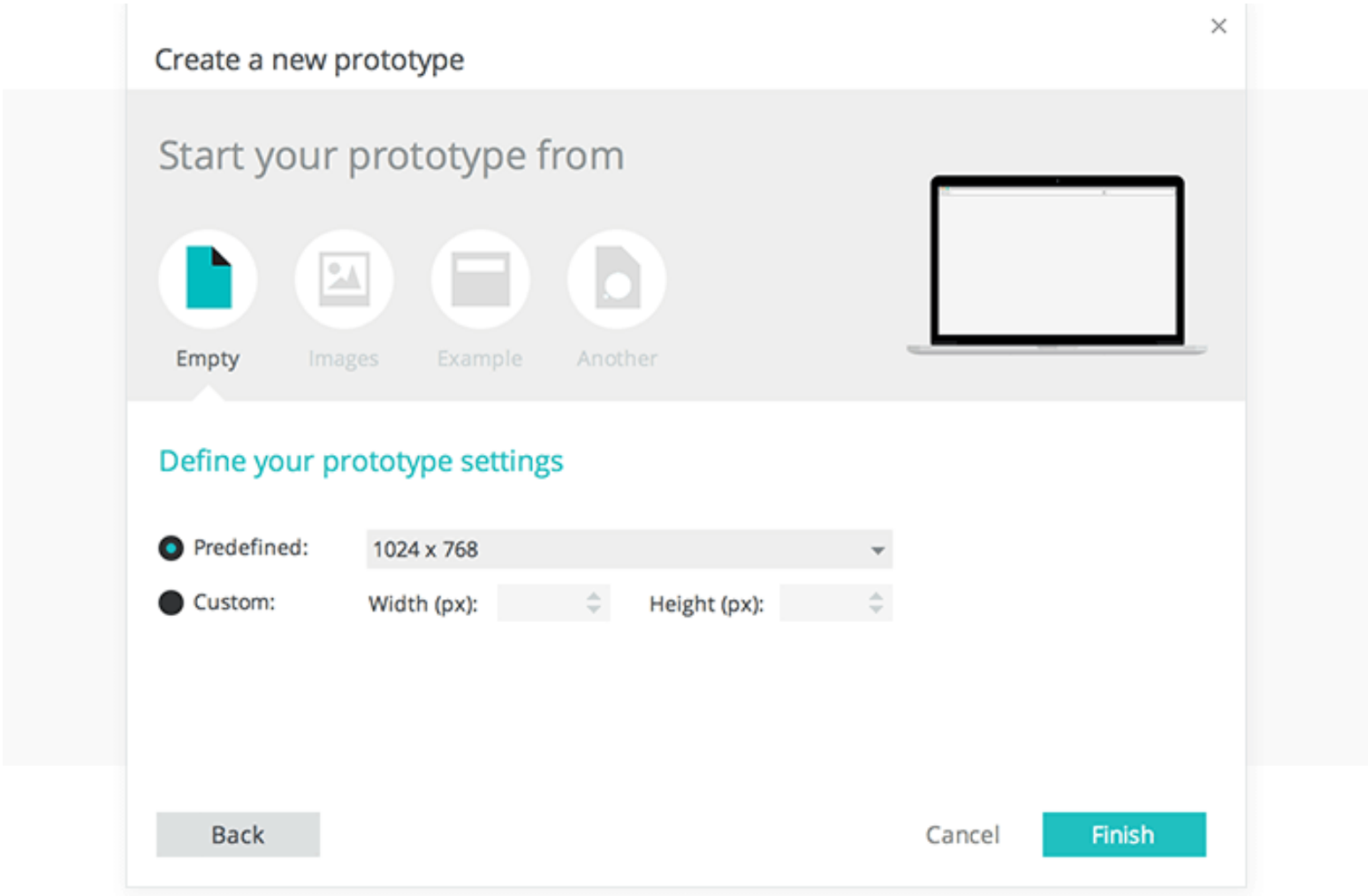
First of all, select the option **File > New > Prototype** or click “Create a New Prototype” in the Welcome window.



How to set up an interactive wireframe with Justinmind

Now click **‘Next’** and this window will show up:

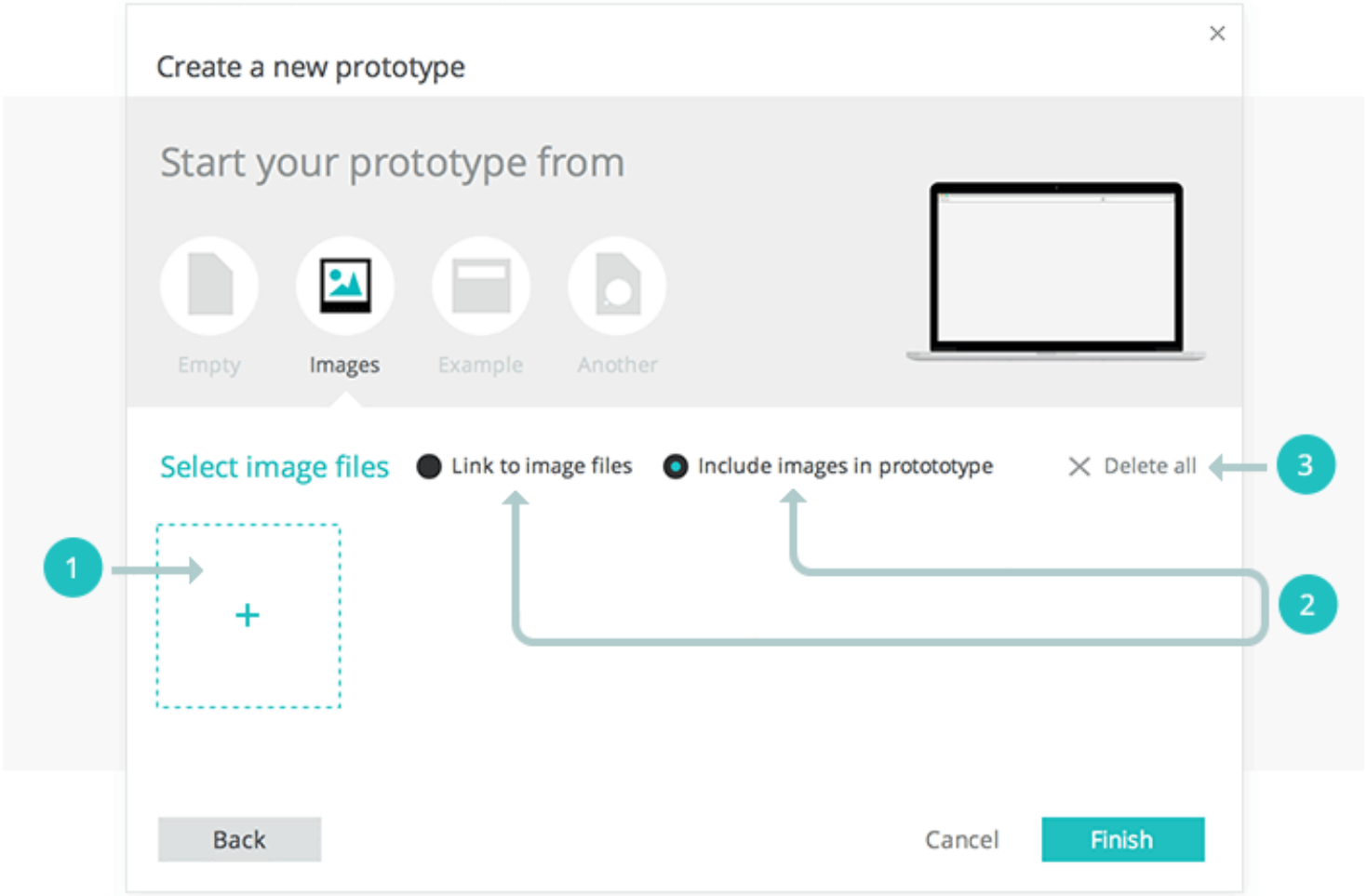
Empty
This option creates an empty prototype for the device



How to set up an interactive wireframe with Justinmind

Images

If you selected iPhone or iPad as a device, the images will be resized inside Justinmind to the correct resolution. **Retina resolution images won't lose quality when displayed in a retina display.**

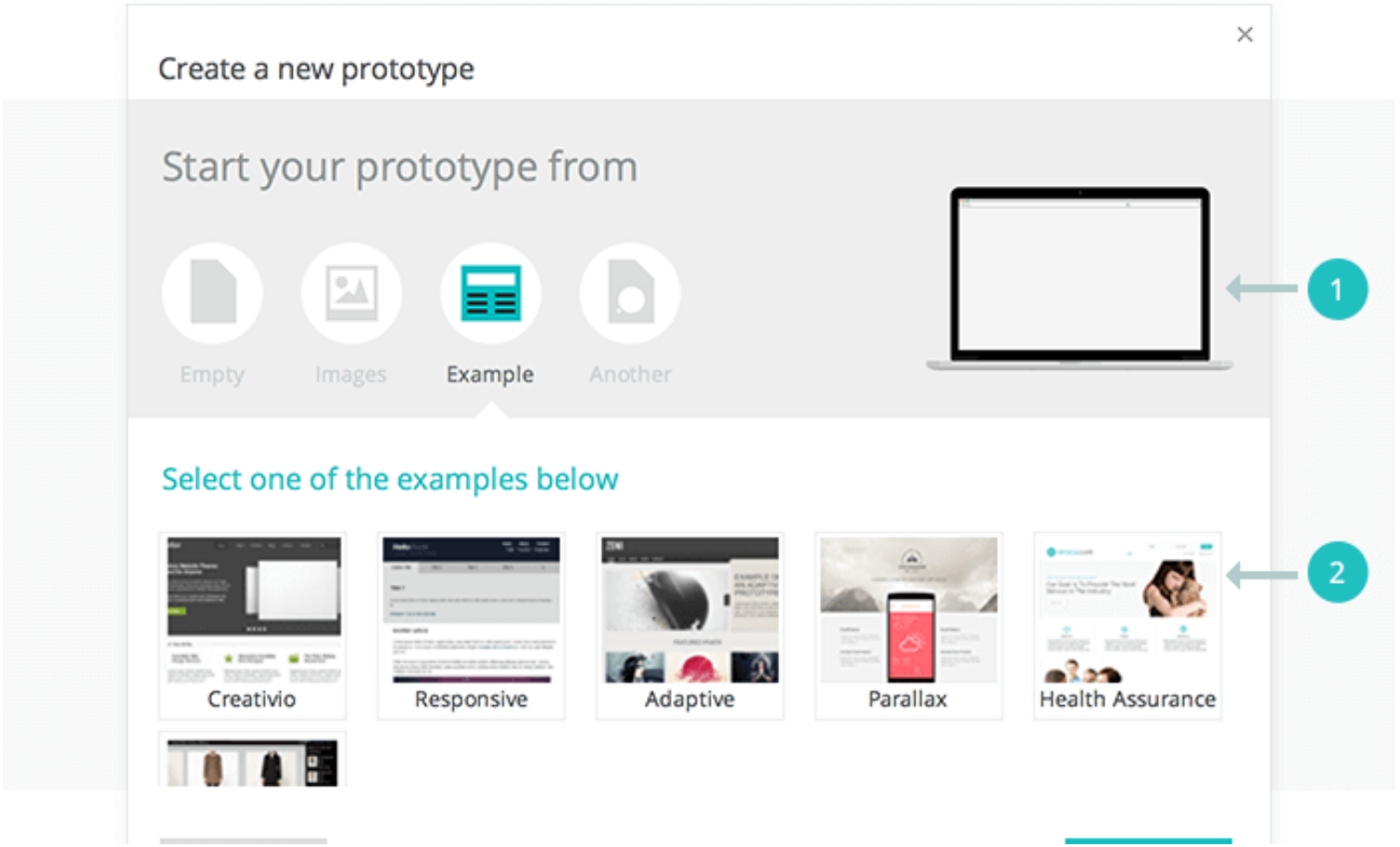


How to set up an interactive wireframe with Justinmind

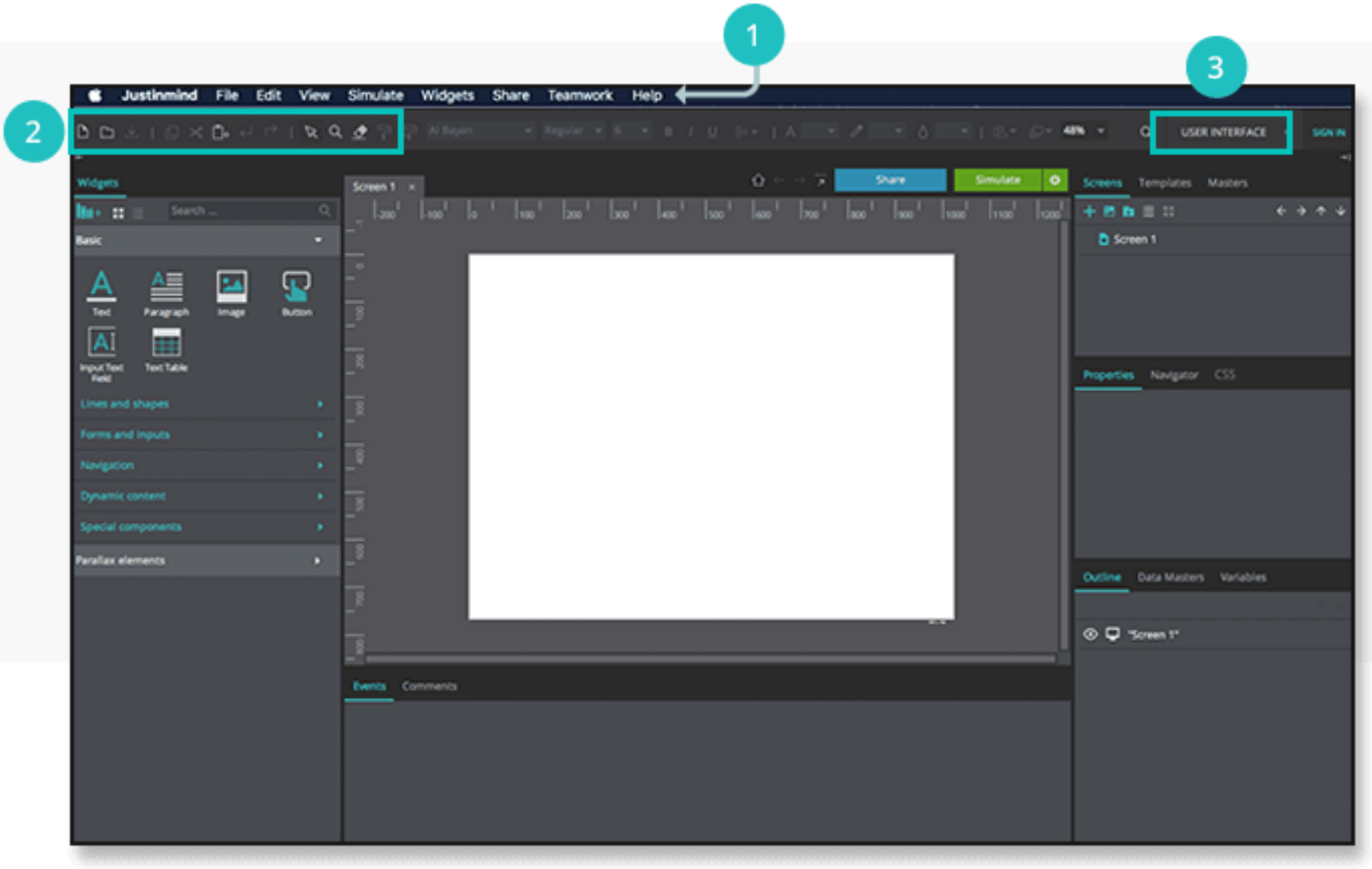
Example Prototype

A list of pre-loaded example prototypes will appear for each device. These sample prototypes are useful to learn how to use Justinmind.

A brief description explains what is included in the selected example.



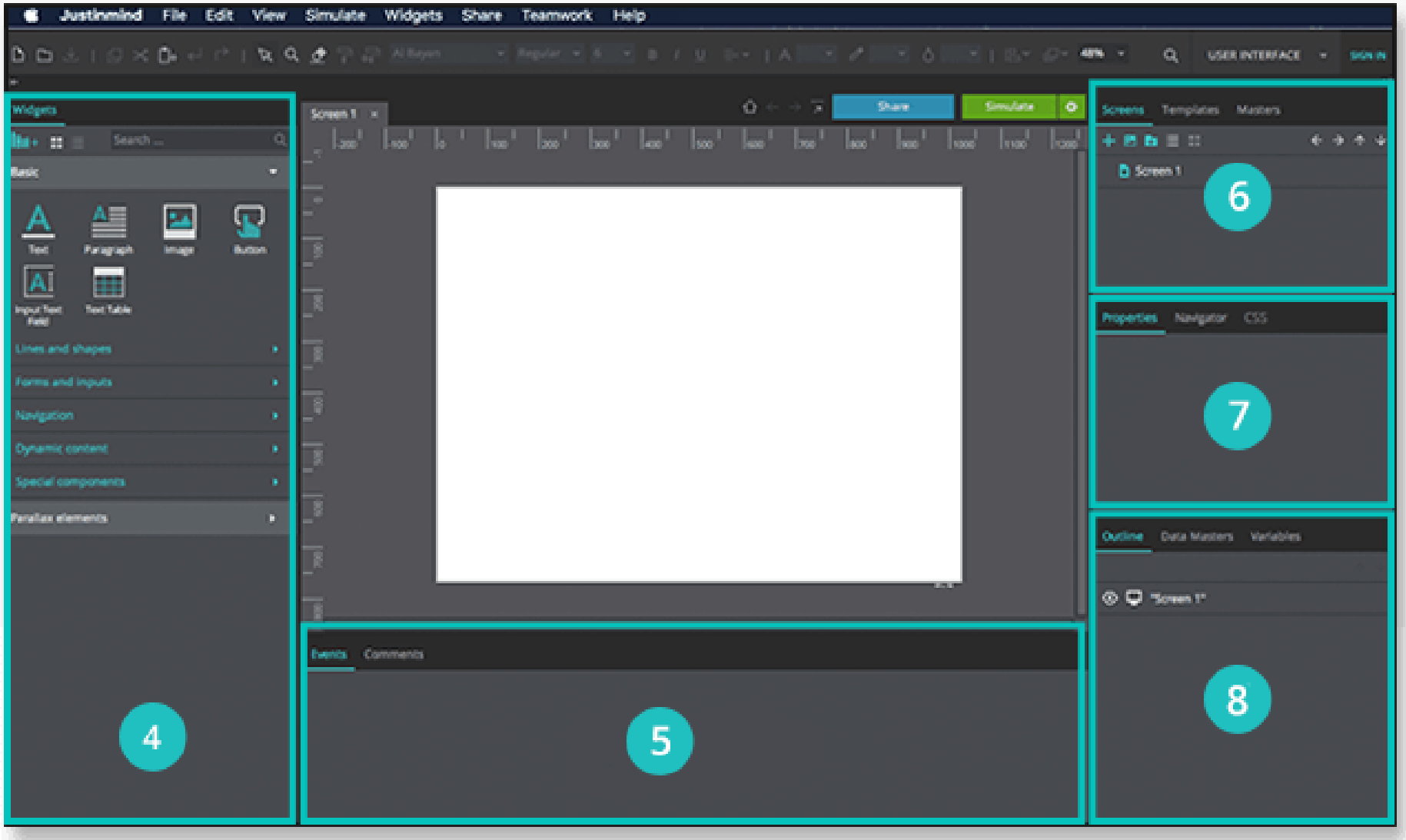
Wireframing tool workspace



Wireframing tool workspace

1. **The Menu Bar.** The menus are organized by task. Next to the usual **File** and **Edit** menus, you can find the **View** menu, to customize the workspace. You'll also find the **Simulate** menu, to simulate your wireframes and prototypes on the web simulator or on the actual device, along with the **Share** menu, to publish your wireframes and prototypes online.
2. **The Toolbar.** This contains quick editing options for the selected component. It gives access to the most common options, and it shows a selection of the most frequently used editing tools
3. **The Tab Selector.** This displays a tab for every section and allows the user to change the current one by clicking on the desired tab.

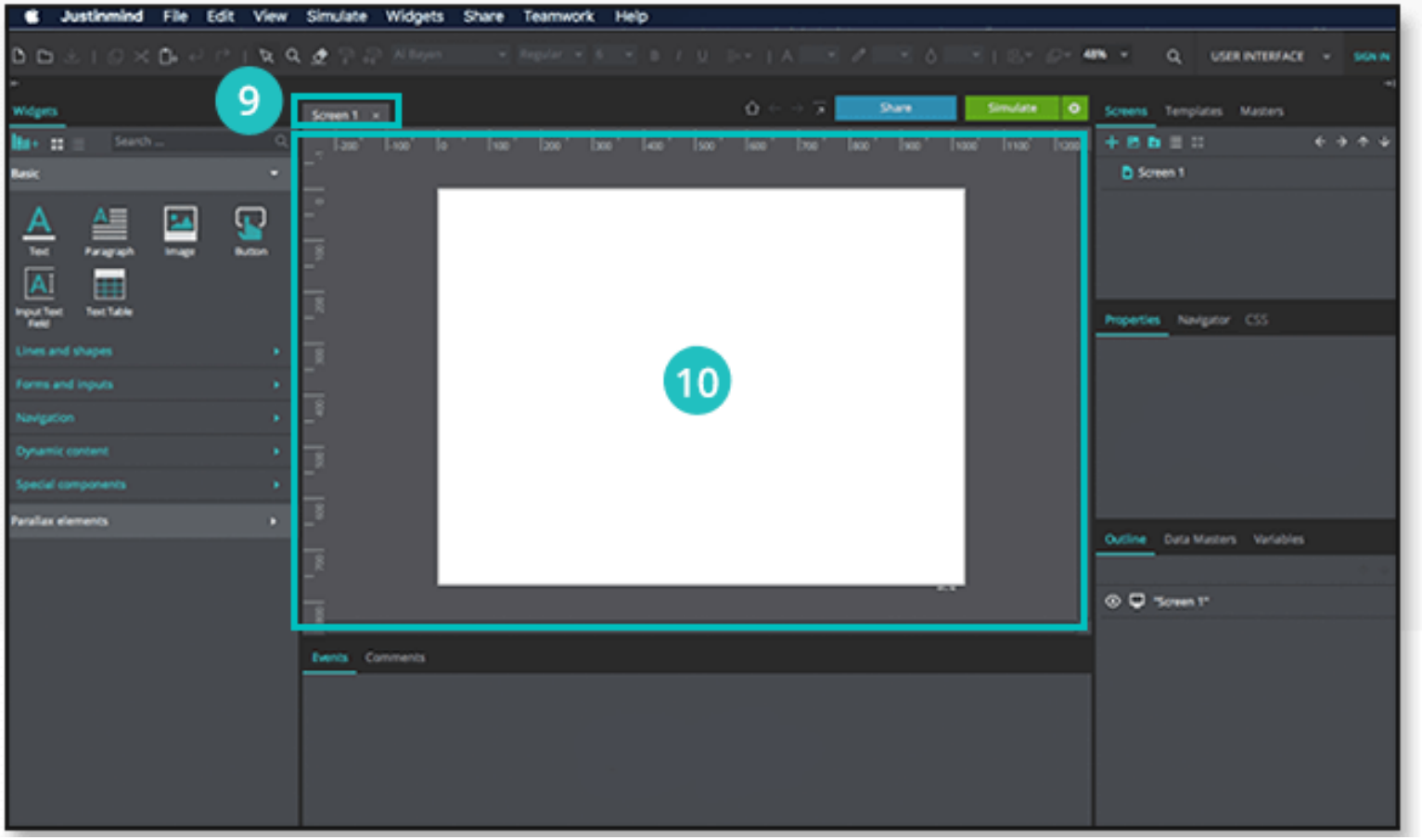
Wireframing tool workspace



Wireframing tool workspace

4. **Widgets Palette.** In this tab you will find all the pre-made UI elements you can add to the screens of your prototype. Simply drag them to the canvas, or click the item and then click again on the desired position on the canvas.
5. **Events/Comments/Requirements tab.** In this tab, you will be able to add events/comments/requirements to your UI elements.
6. **Contents tab** lists all the screens, templates and masters in your prototype. Access its content by double-clicking on any part of the tree. The toolbar can be used to create screens or folders, and to organize the hierarchy of your screens.
7. **Properties tab/Navigator.** Here you can edit the properties of the selected component (e.g. color, border, font, position) and change the default name of the elements (in General – ID).
8. **Outline tab (Data Masters Tab/Variables Tab).** Content of current screen. The components of the active screen on the canvas appear here as a list. You can select them individually and change them from here.

Wireframing tool workspace



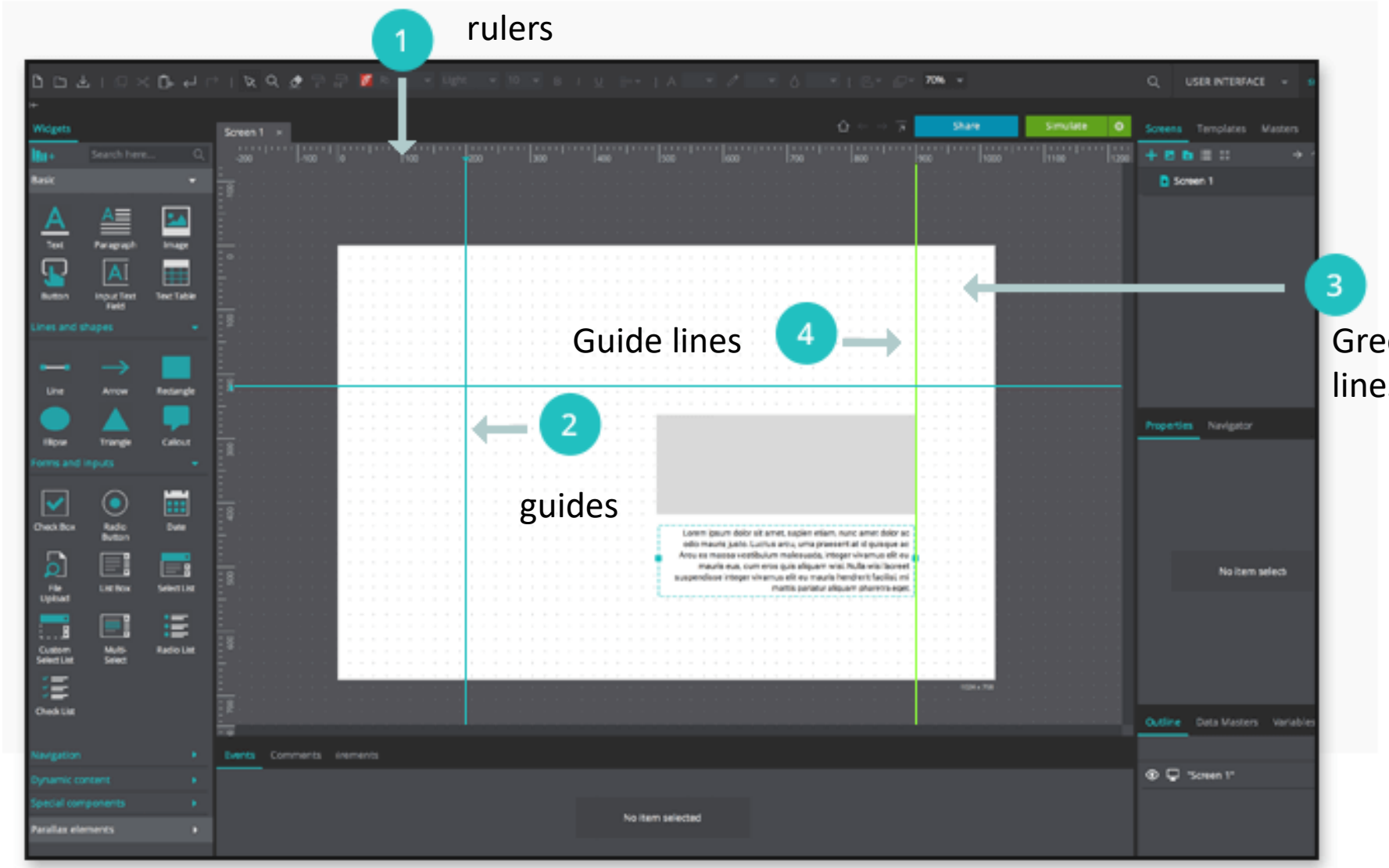
Wireframing tool workspace

9. **Opened screens tabs.** These are extremely useful for jumping quickly between the most recently opened screens. The selected tab is the active one in the canvas. **Simulation button.** By clicking the Simulate button, you can test the navigation of the prototype and experience it as if you were the final user, without having to export it.

10. **Canvas or work area** displays the content of the active screen (or template or master) and allows you to add or change its components. In order to change the screen properties (size, background, etc.), you can click on the Screen element in the Outline tab and then change its size on the Properties tab. You can also go in the View Menu and select “Resolution guides” (only in Web templates). You have Screen tabs to move through the last opened screens.

Design tools for your prototypes: rulers, guides and grids

To help you **adjust your prototype design** to the pixel and arrange and align widgets on the page easily, you can use the following features:



Now we are ready to use the Justinmind

Happy prototyping!!!

Thank YOU