Design User Experience using



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- collaboration



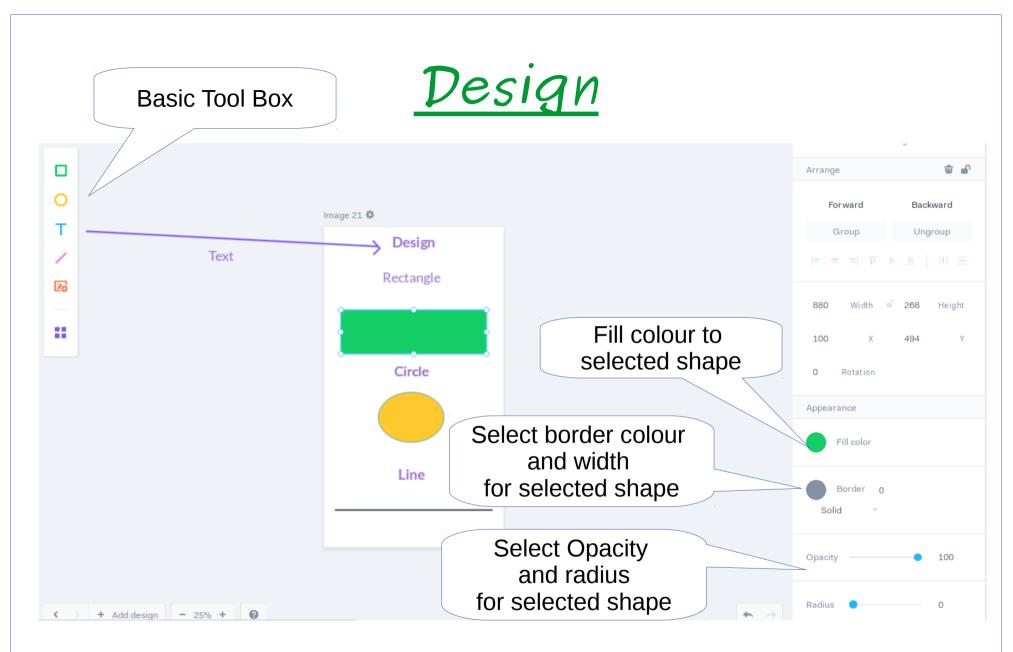


Introduction

- · Prototyping is a big part of any app or web design workflow these days.
- You can test both the user interaction (UI) and user experience (UX) before you jump into coding.
- rewards. And with Marvel, the free web and mobile prototyping app, the process is even easier.
- In this session, we will see how to design a prototype for an app, link screens, add interactivity, and share your prototype with others for review.





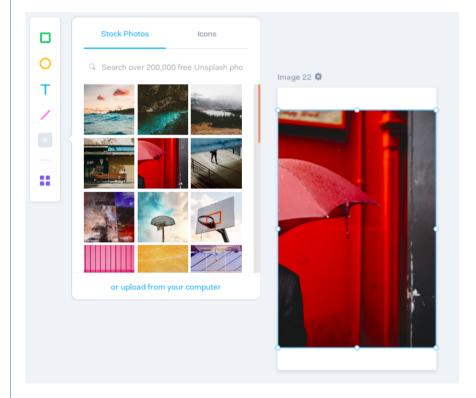




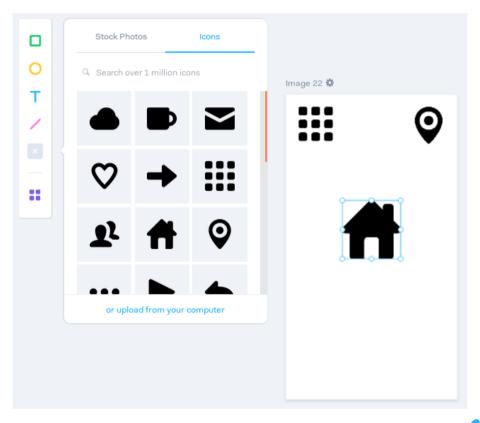


Design

Add Photos



Add Icons

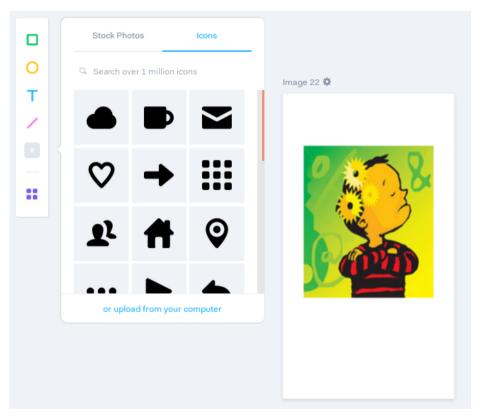




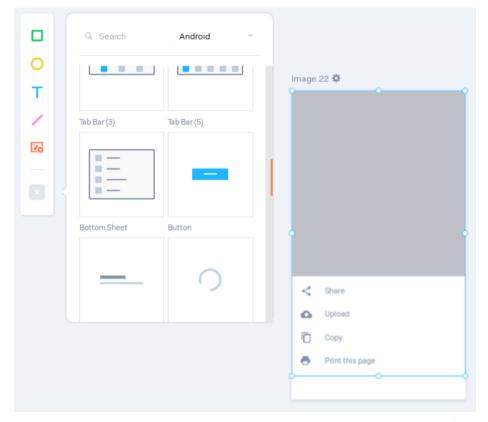


Design

Upload images from your computer



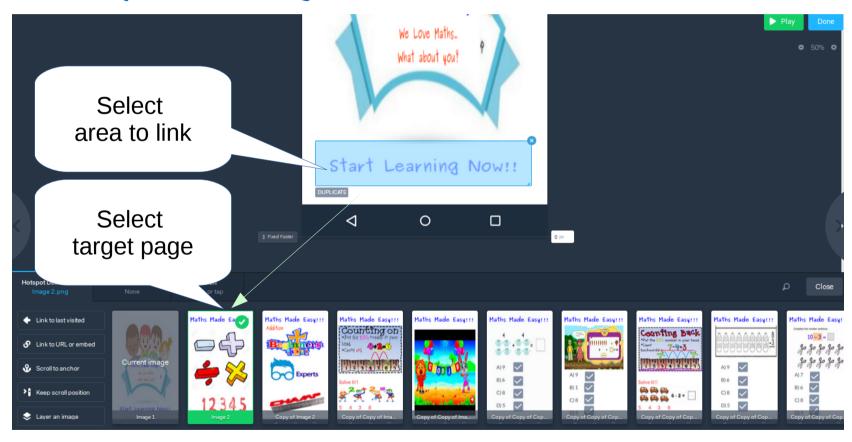
Add Android, Iphone or web features







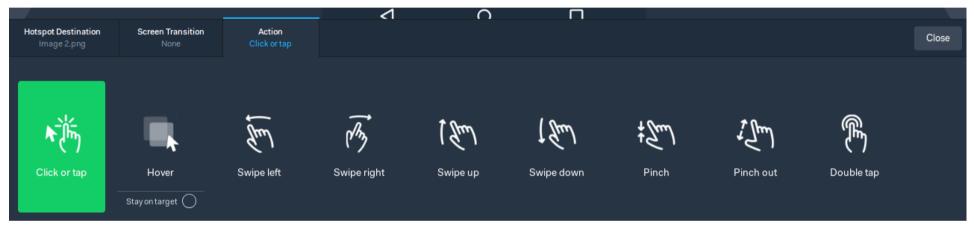
Link your designs







Add gestures and transitions









Other options

Hotspot Destination Image 2.png

- Link to last visited
- Scroll to anchor
- > Keep scroll position
- 😞 Layer an image

Links to last visited page

We can link to existing URL or embed google maps

Select the anchor and scroll position

Layers can also be used for designing





Present anywhere

Whether you want to present your prototypes on desktop, mobile or the Apple Watch, we make it a breeze to test and share your projects.







Work with clients, colleagues and stakeholders and get feedback on ideas and designs.

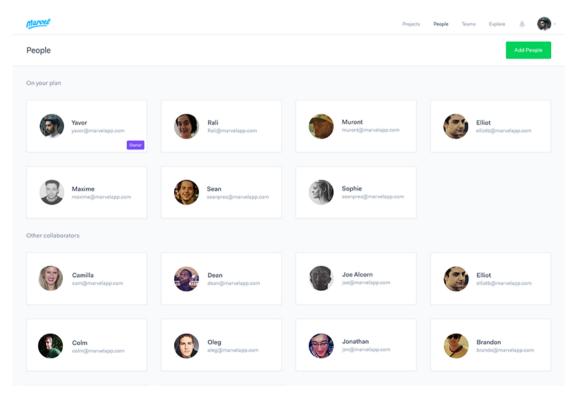






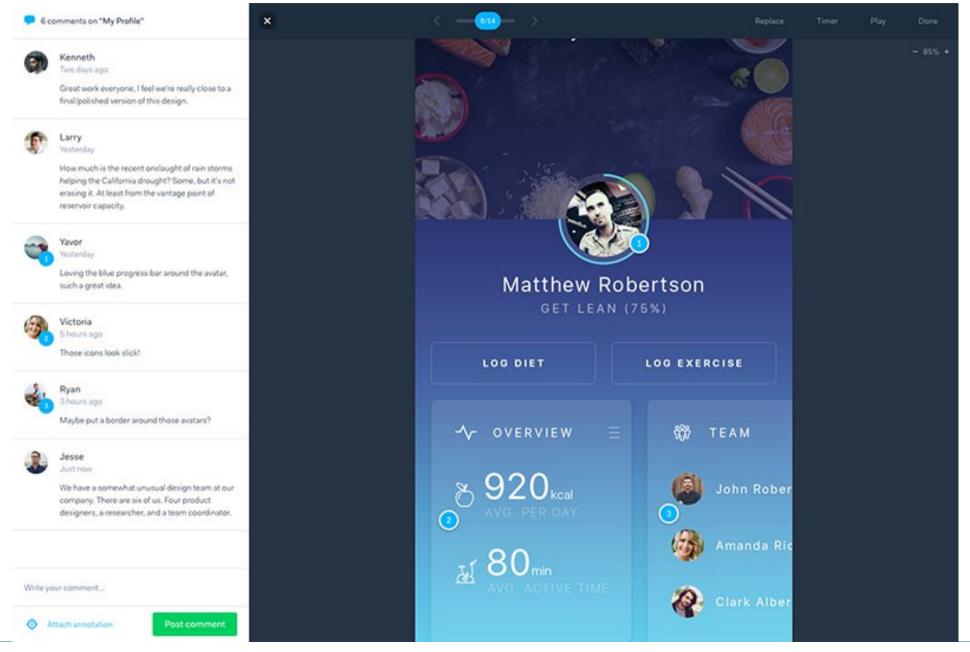
Invite people to projects

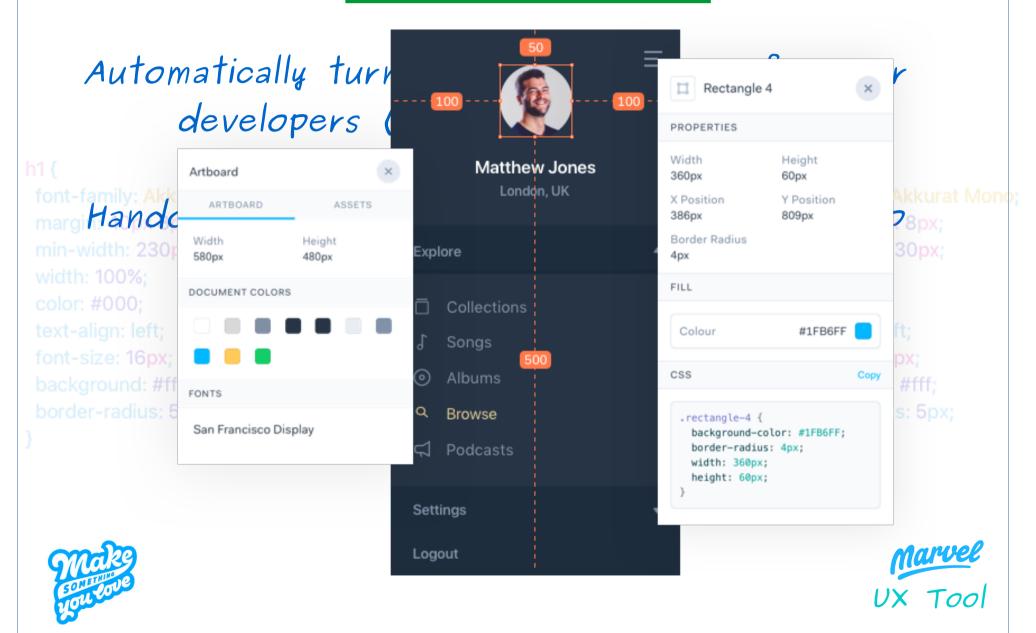
Review and edit projects together by inviting your clients and team members.











Thank You!!





