

Design at UCI

PROTOTYPING IN FIGMA

Feb 11 | 6:30 PM Social Ecology II 1306



Quick Review

What is a prototype?

Design Thinking + 5-Stage Process

Empathize

Define

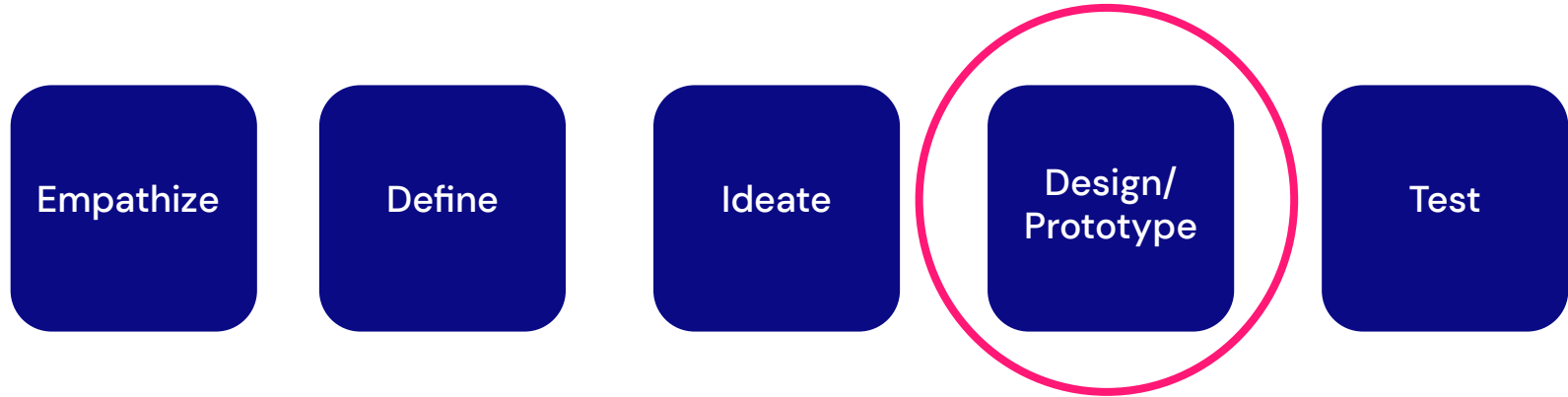
Ideate

Design/
Prototype

Test



Design Thinking + 5-Stage Process



What is a prototype?

A prototype is a **draft version** of a product that allows you to **explore your ideas** and **show the intention** behind a feature or the overall design concept to users before investing time and money into development.

<https://www.usability.gov/how-to-and-tools/methods/prototyping.html>



Why Prototype?

Why do I have to prototype?

→ Get your ideas down

→ **VALIDATE** your ideas

→ Conduct user/usability testing before building out your actual product

→ Save on time + costs that could be spent **FIXING** things you could have caught by testing your prototype



Methods of **Prototyping**

Fidelities a.k.a. levels

A low-fidelity wireframe of a shipping form. It features a sidebar with navigation links: Logo, New shipment, Shipments, Address book, Billing, Support, and Settings. The main content area is divided into two columns. The left column is titled 'Carrier' and contains a table with columns for 'Carrier logo', 'Carrier offer', and 'Price'. It lists five identical entries, each with a 'Courier logo' and 'Courier offer' placeholder and a price of '\$100'. The right column is titled 'Package' and contains a form with fields for 'Weight', 'Dimensions', 'Insurance', and 'Address details'. Below the form is a 'Total: \$0' and a 'NEXT STEP' button. At the bottom, there is a 'Shipment declaration' section with checkboxes for 'No dangerous goods', 'Partial declaration', and 'Service agreement'.

Low-fidelity



A high-fidelity wireframe of a shipping form. It features a sidebar with navigation links: Logo, New shipment, Shipments, Address book, Billing, FAQ/Support, and Settings. The main content area is divided into two columns. The left column is titled 'Carrier' and contains a table with columns for 'Carrier logo', 'Carrier offer', and 'Price'. It lists five entries: '1 Way by DHL' (\$100), '2 Way by DHL' (\$100), '3 Way by DHL' (\$100), '4 Way by DHL' (\$100), and '5 Way by DHL' (\$100). The right column is titled 'Package' and contains a form with fields for 'Weight', 'Dimensions', 'Insurance', and 'Address details'. Below the form is a 'Total: \$0' and a 'NEXT STEP' button. At the bottom, there is a 'Shipment declaration' section with checkboxes for 'No dangerous goods', 'Partial declaration', and 'Service agreement'.

High-fidelity



The final design of a shipping form. It features a sidebar with navigation links: Logo, New shipment, Shipments, Address book, Billing, FAQ/Support, and Settings. The main content area is divided into two columns. The left column is titled 'Carrier' and contains a table with columns for 'Carrier logo', 'Carrier offer', and 'Price'. It lists five entries: '1 Way by DHL' (\$100), '2 Way by DHL' (\$100), '3 Way by DHL' (\$100), '4 Way by DHL' (\$100), and '5 Way by DHL' (\$100). The right column is titled 'Package' and contains a form with fields for 'Weight', 'Dimensions', 'Insurance', and 'Address details'. Below the form is a 'Total: \$0' and a 'NEXT STEP' button. At the bottom, there is a 'Shipment declaration' section with checkboxes for 'No dangerous goods', 'Partial declaration', and 'Service agreement'.

Final design



3 Fidelities

Low

Mid

High



Low-Fidelity Prototyping

PROS

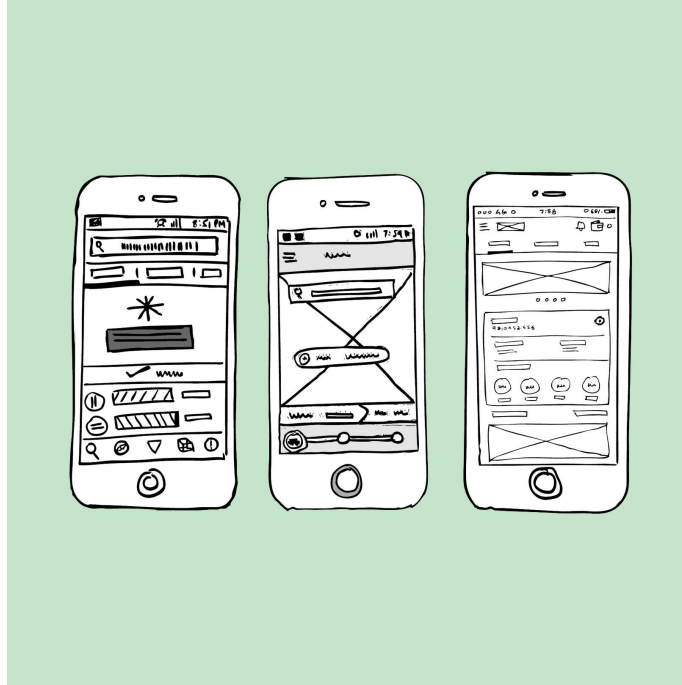
- Document ideas early
- Quick to make
- Easy to iterate
- Get feedback earlier

CONS

- Users may get caught up in the lack of completeness
- Harder to communicate ideas



Low-Fidelity Prototyping



Low-Fidelity Prototyping



Low-Fidelity Tools



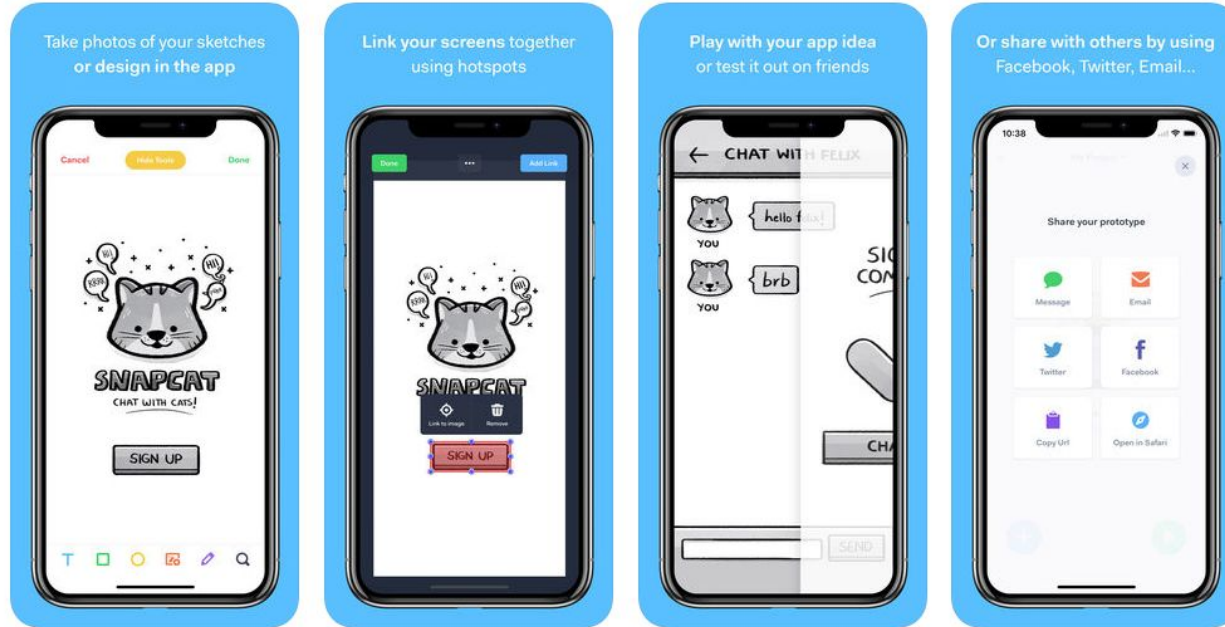
Pen + Paper



Marvel



Low-Fidelity Marvel



Mid-Fidelity Prototyping

PROS

- Quick & cheap(er than higher-fidelity prototyping)
- Easy to test
- Translated in digital environment
- Easy to iterate

CONS

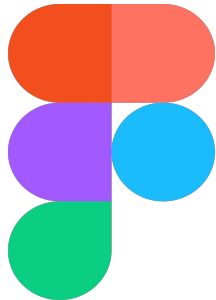
- Still not exactly like the final product
- Interactions may be limited



Mid-Fidelity Tools



Sketch



Figma



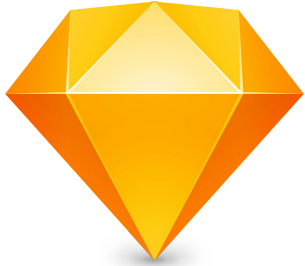
Invision



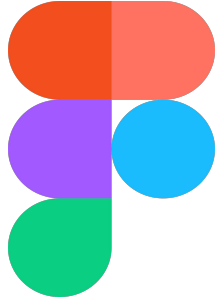
Adobe XD



Mid-Fidelity Tools



Sketch



Figma



Invision



Adobe XD



High-Fidelity Prototyping

PROS

- Closest rendering of final product
- Easier to test
- Captures your ideal visual styling
- Can be used to communicate with developers

CONS

- Higher-learning curve
- Hard to iterate on (should be the last version on an iterative cycle)
- Difficult to make pixel-perfect



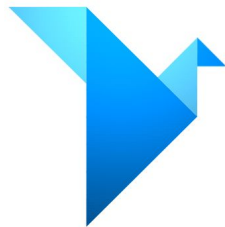
High-Fidelity Tools



Framer



Principle



Origami



Code



Before the
Prototyping

Design Thinking + 5-Stage Process

Empathize

Define

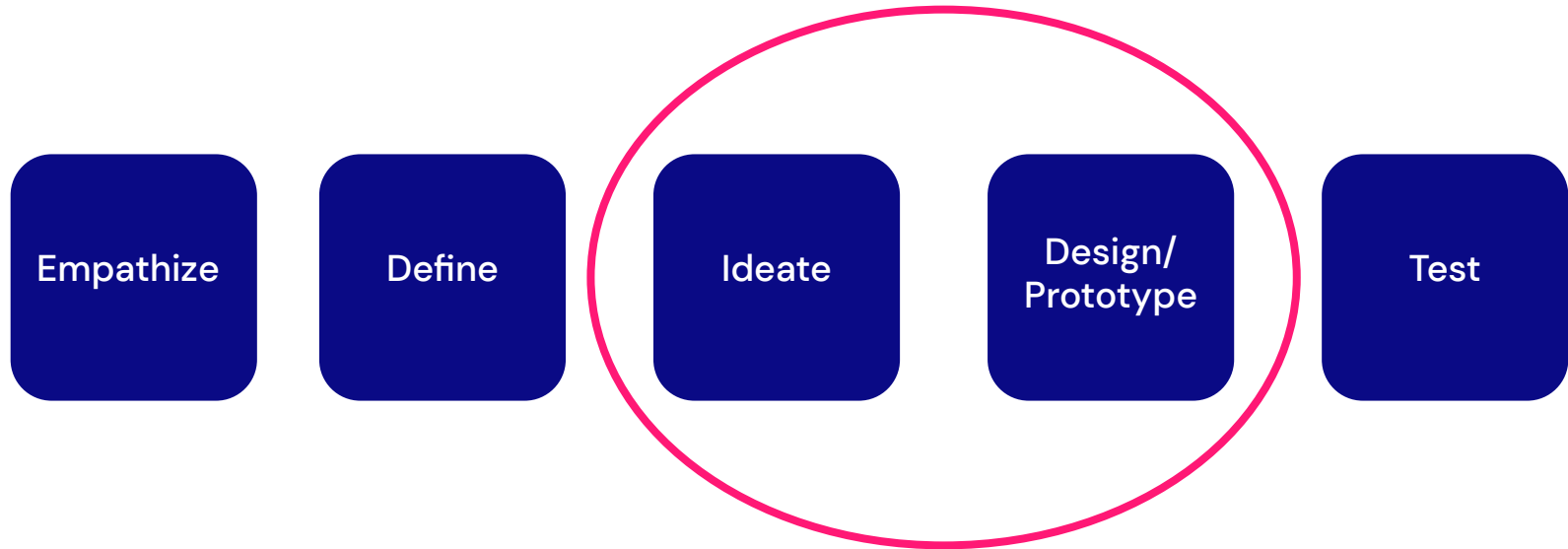
Ideate

Design/
Prototype

Test

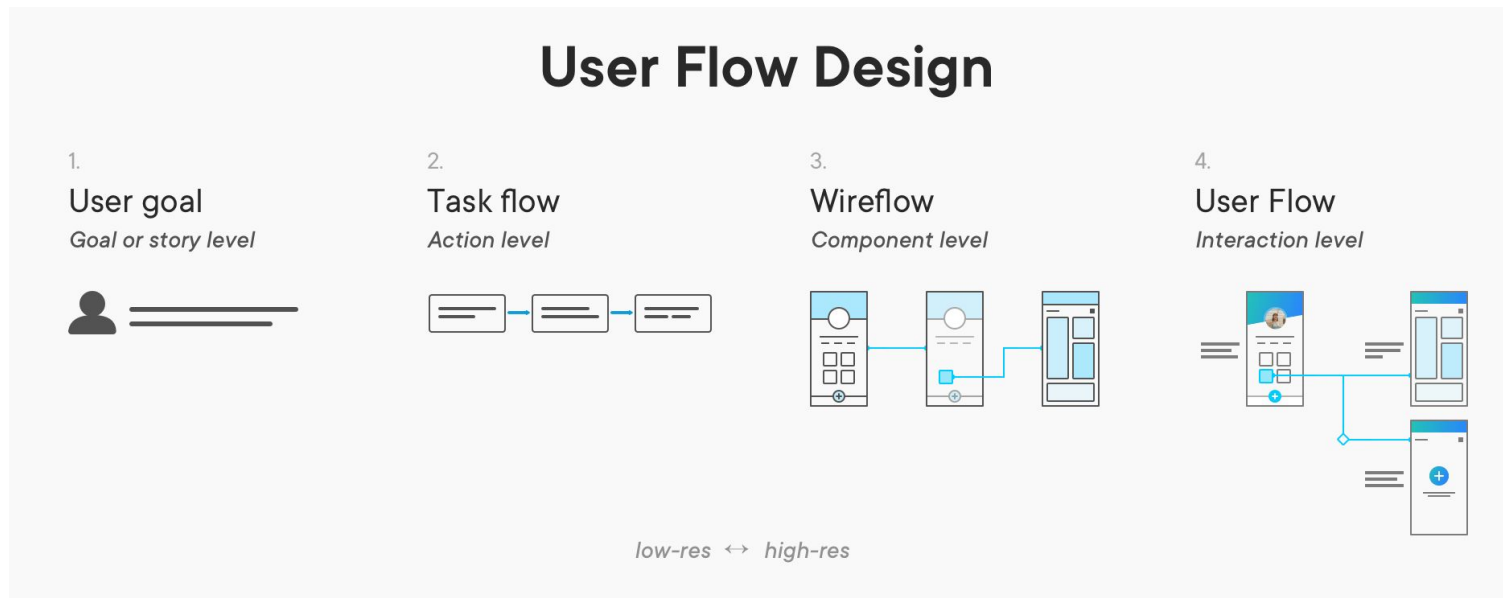


Design Thinking + 5-Stage Process



UX Flows

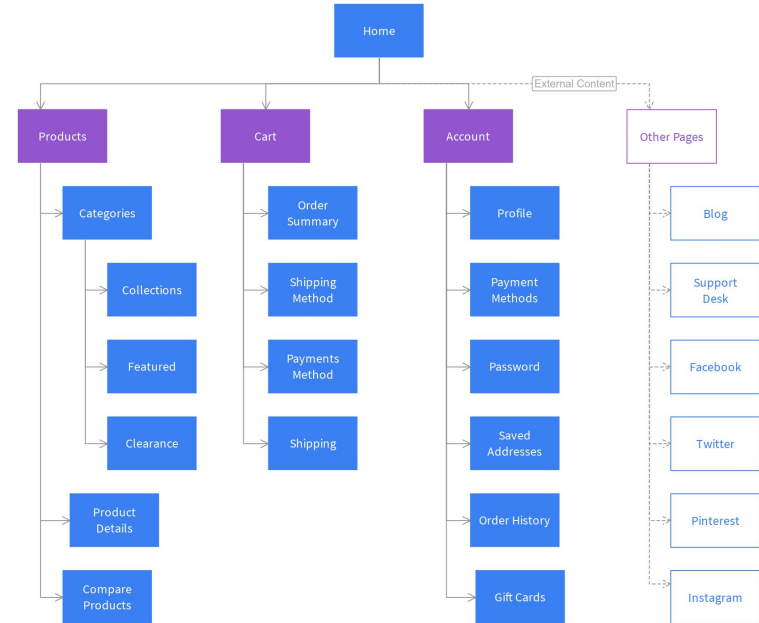
Plan out the architecture of your website.
Outline potential pages you need.



Site Map

→ Plan out the architecture of your website and/or mobile app.

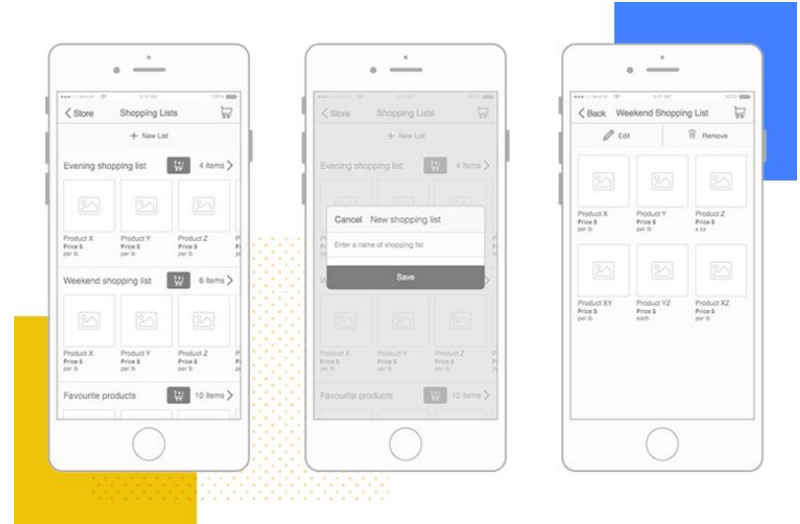
→ Outline potential pages you need.



Wireframing

→ The “skeleton” of your mockup and prototype.

→ Takes into account user needs and user journeys

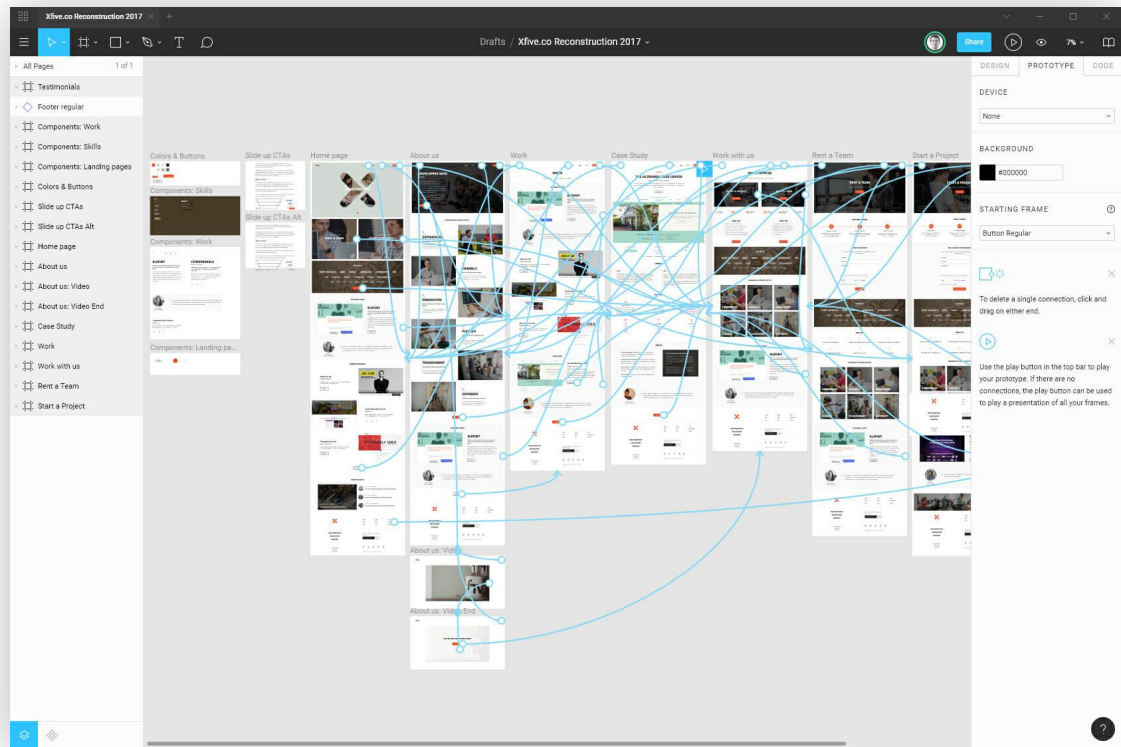


Prototyping

→ Turning your collection of static mockups/wireframes into life

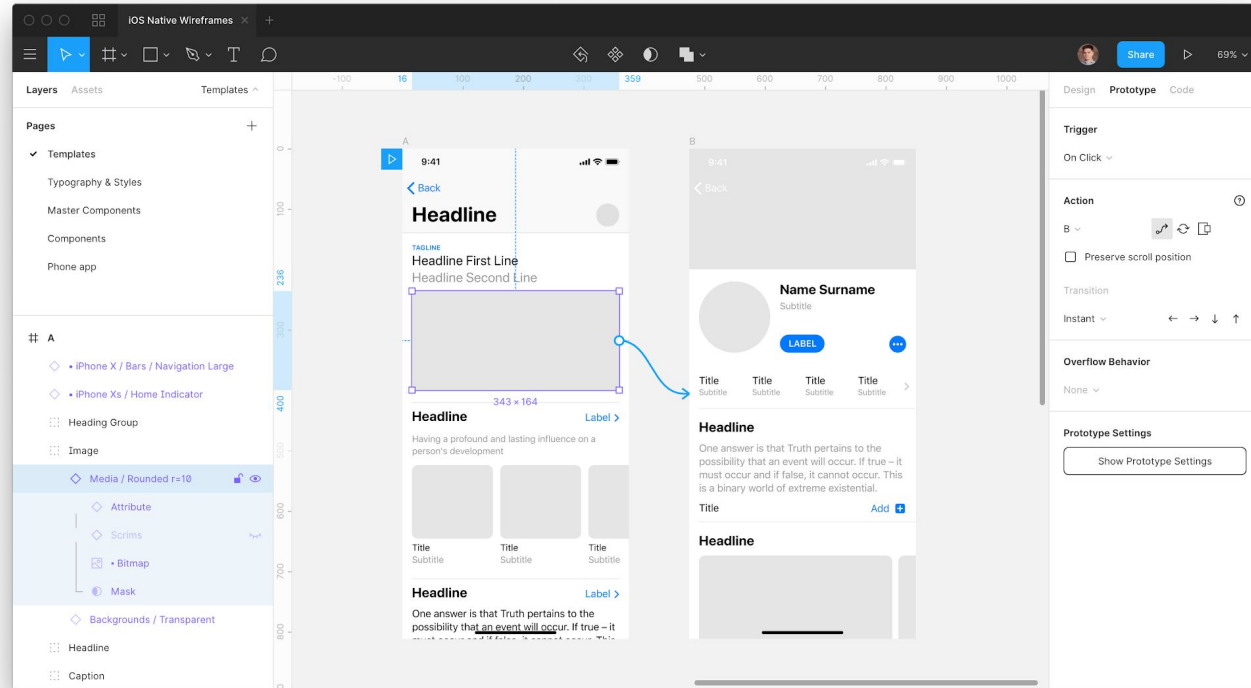


Prototyping Figma Example



Dive into
Prototyping (on Figma)

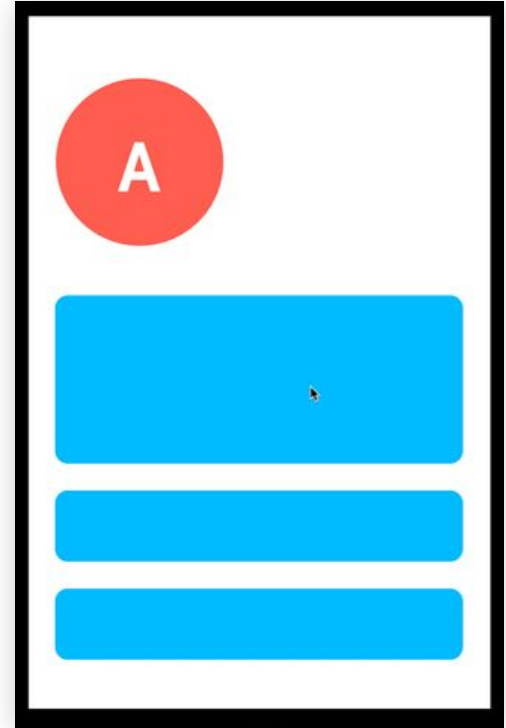
Making a Connection



Transitions

→ Make transitions feel more realistic to the viewer

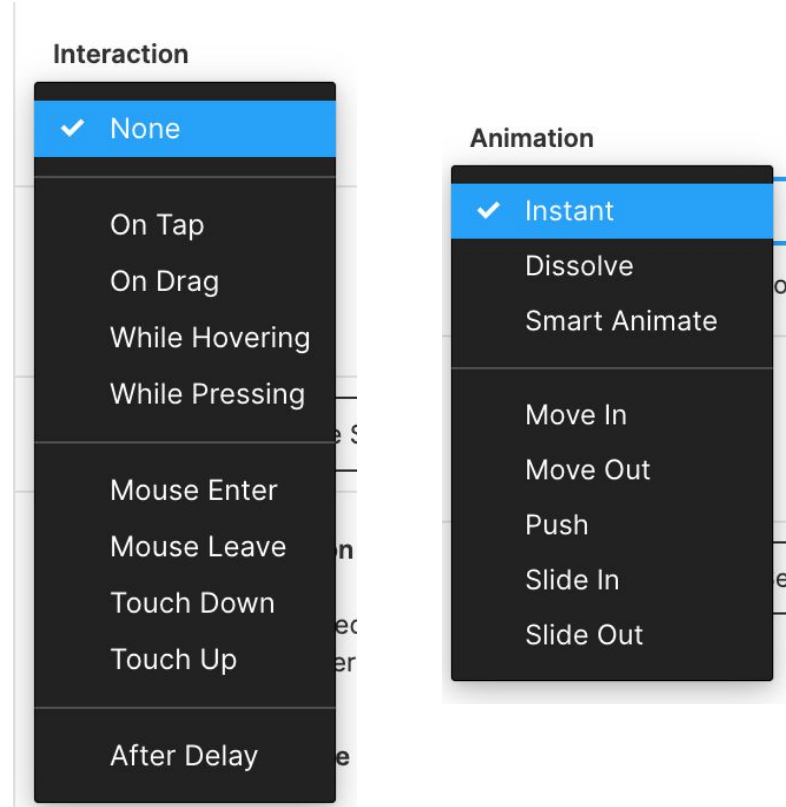
→ Do so by linking frames to each other using transition behaviors



Transitions Different Types

→ 9 interaction types (on top, on drag, hovering...)

→ 8 animation types (instant, dissolve, move, push)



Transitions Example



<<< What transition does this look like?

Transitions Example



Answer: **Move-in transition**

→ Best used for:

- Modal Pages
- Overlaid modal dialogs

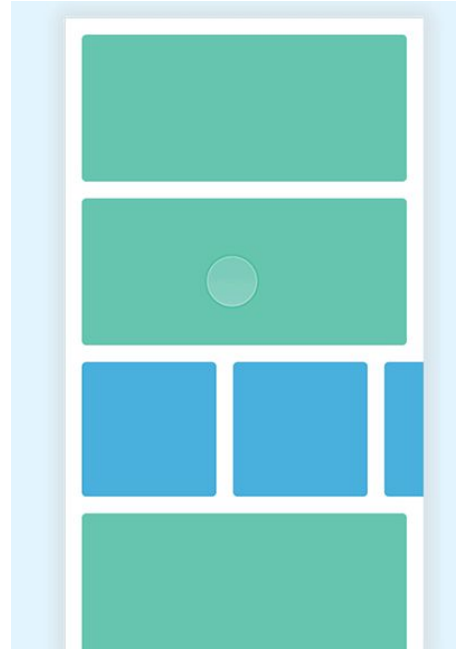
Scrolling

→ Relevant when you have an overflow of content

→ Different Types:

- Vertical scrolling
- Horizontal scrolling
- Both (drag)

→ Need to place elements in a frame and define boundaries

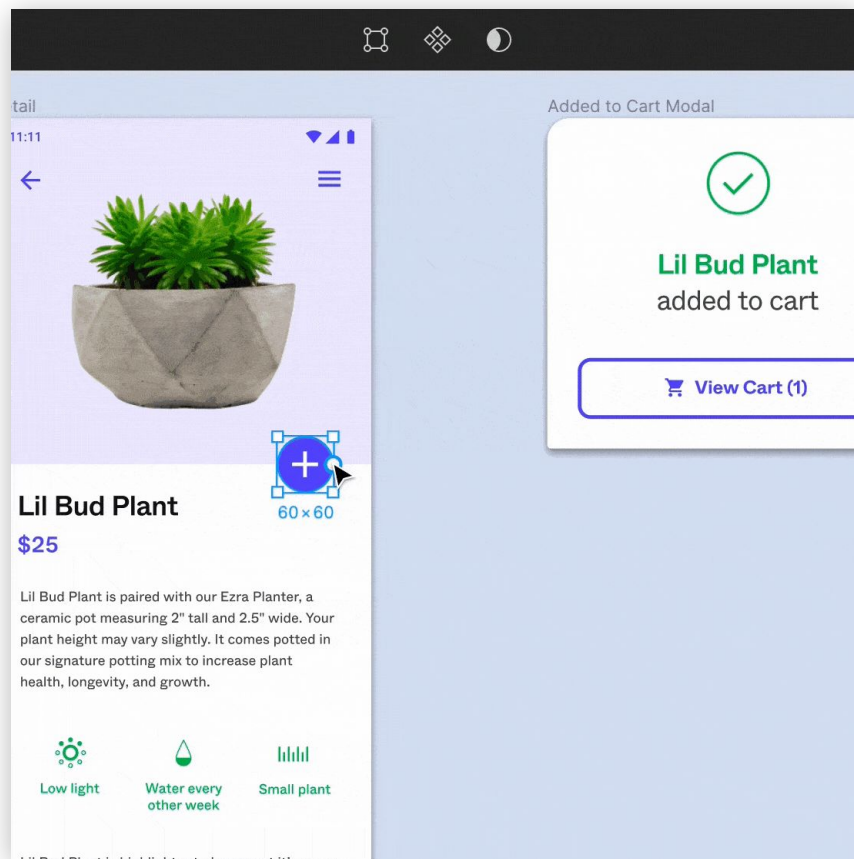


Overlay

→ Created by linking a item on the screen to an external frame.

→ Best used for...

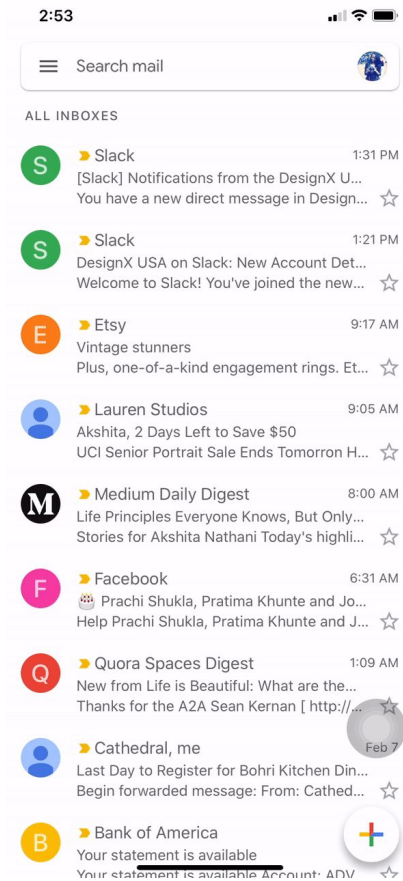
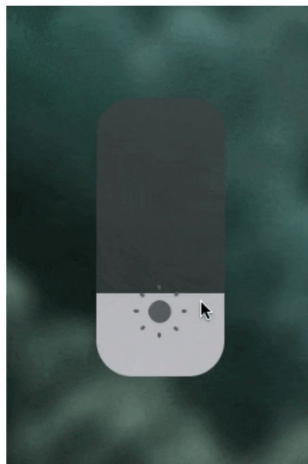
- Filters
- Pop-ups
- Modals



On Drag

→ Great for specific microinteractions.

→ Do this by linking an item(frame, group, shape) to another item and defining the transition.



For better testing
Figma Mirror

Desktop vs. App View

→ Figma Mirror previews your mobile designs on a real device to see how it looks

→ Connect to Figma account & select the frame you want to start with

