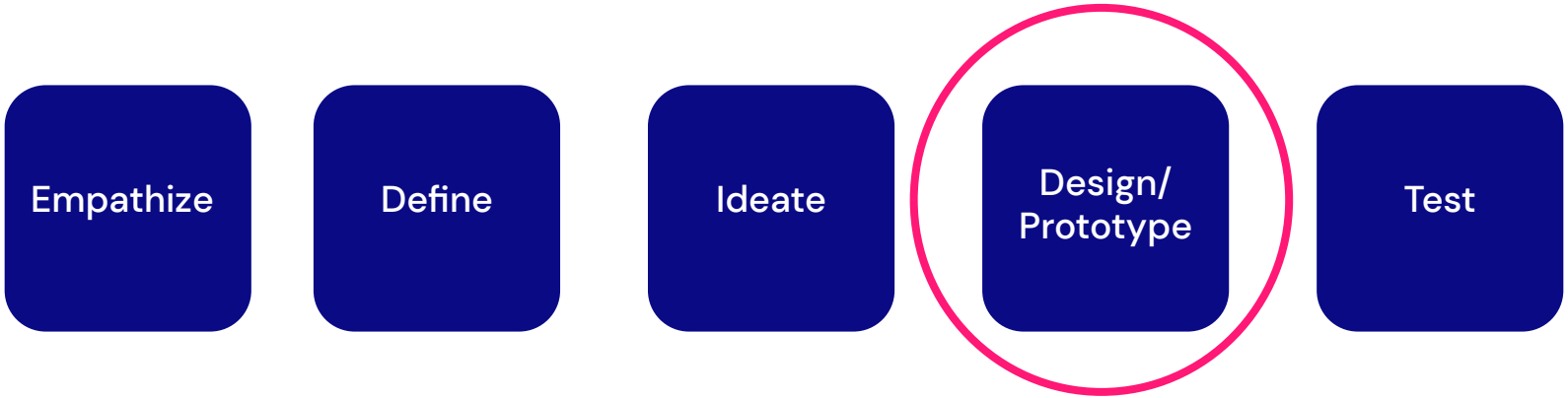
Design at UCI
PROTOTYPING IN FIGMA
Feb 11 | 6:30 PM Social Ecology II 1306

Quick Review

What is a prototype?

Design Thinking + 5-Stage Process

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

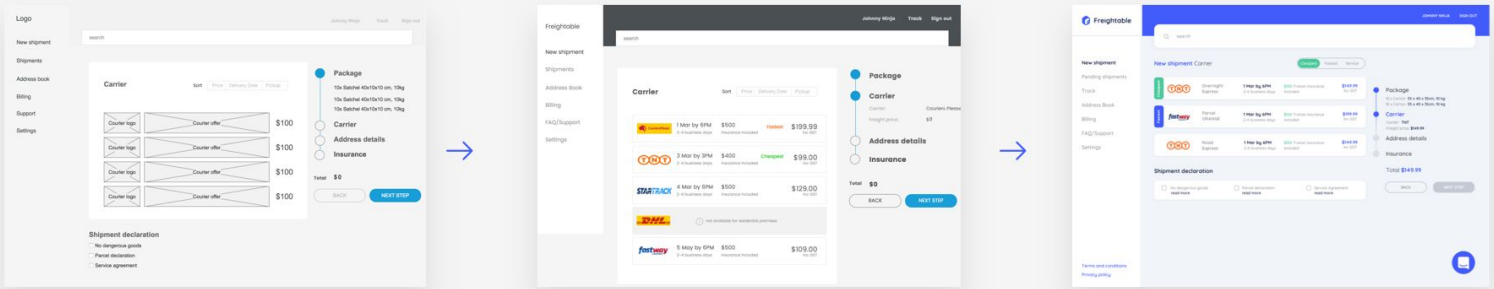
→ Conduct user/usability testing before building out your actual product

→ 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



Low-fidelity

High-fidelity

Final design

3 Fidelities

Low-Fidelity Prototyping

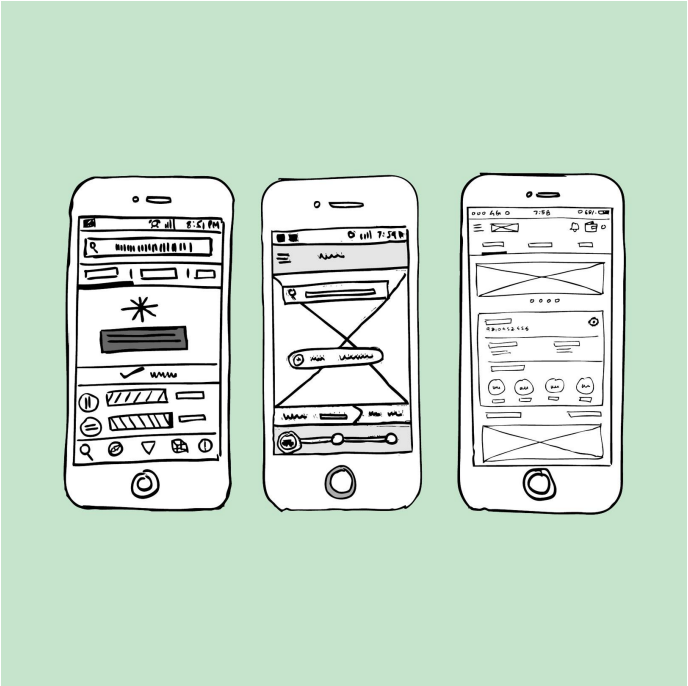
PROS

→ 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



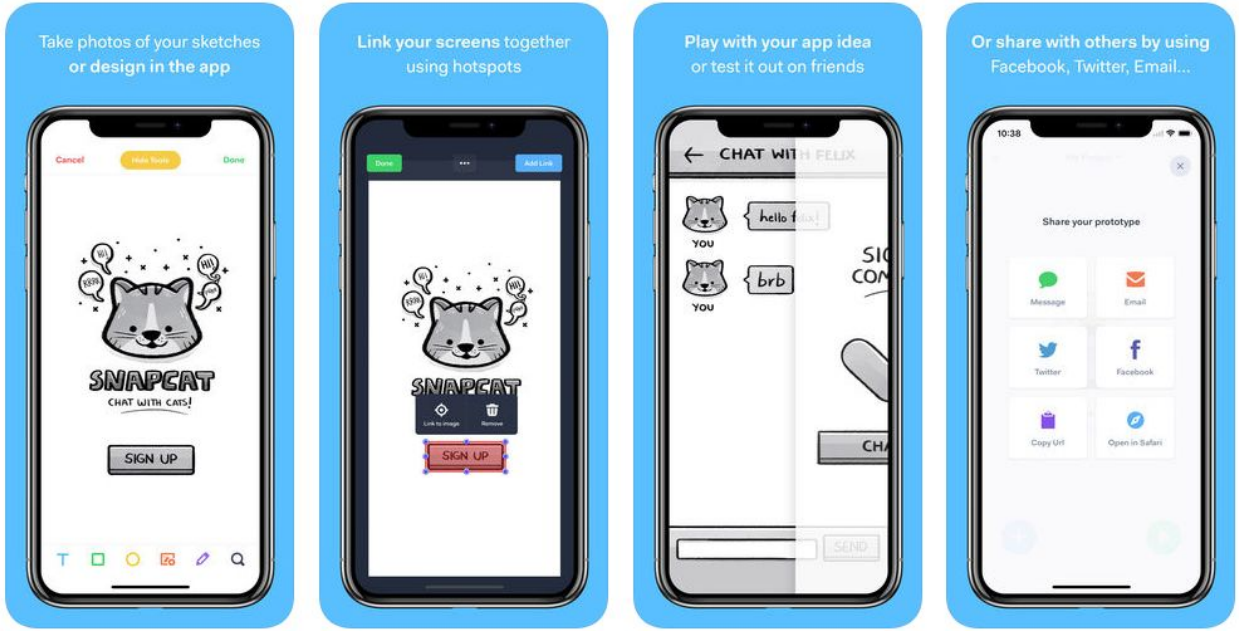
Low-Fidelity Prototyping

Low-Fidelity Tools

Pen + Paper

Marvel

Low-Fidelity Marvel



Mid-Fidelity Prototyping

PROS

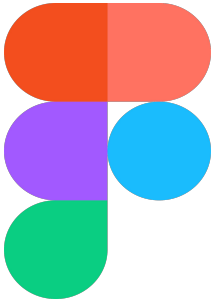
→ Quick & cheap(er than higher-fidelity prototyping)
→ Easy to test
→ Translated in digital environment
→ Easy to iterate

CONS

→ Still note exactly like the final product
→ Interactions may be limited

Mid-Fidelity Tools

Sketch



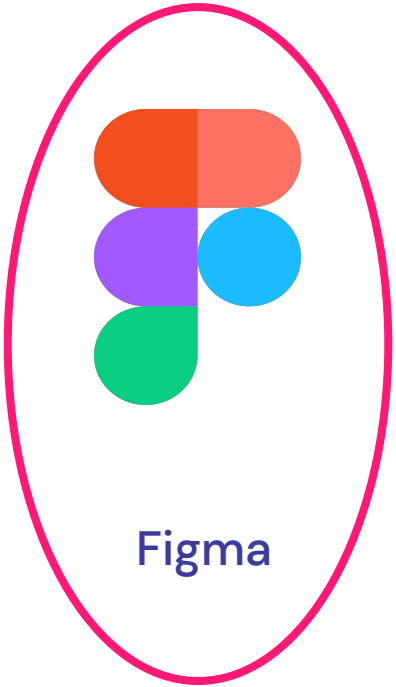
Figma

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

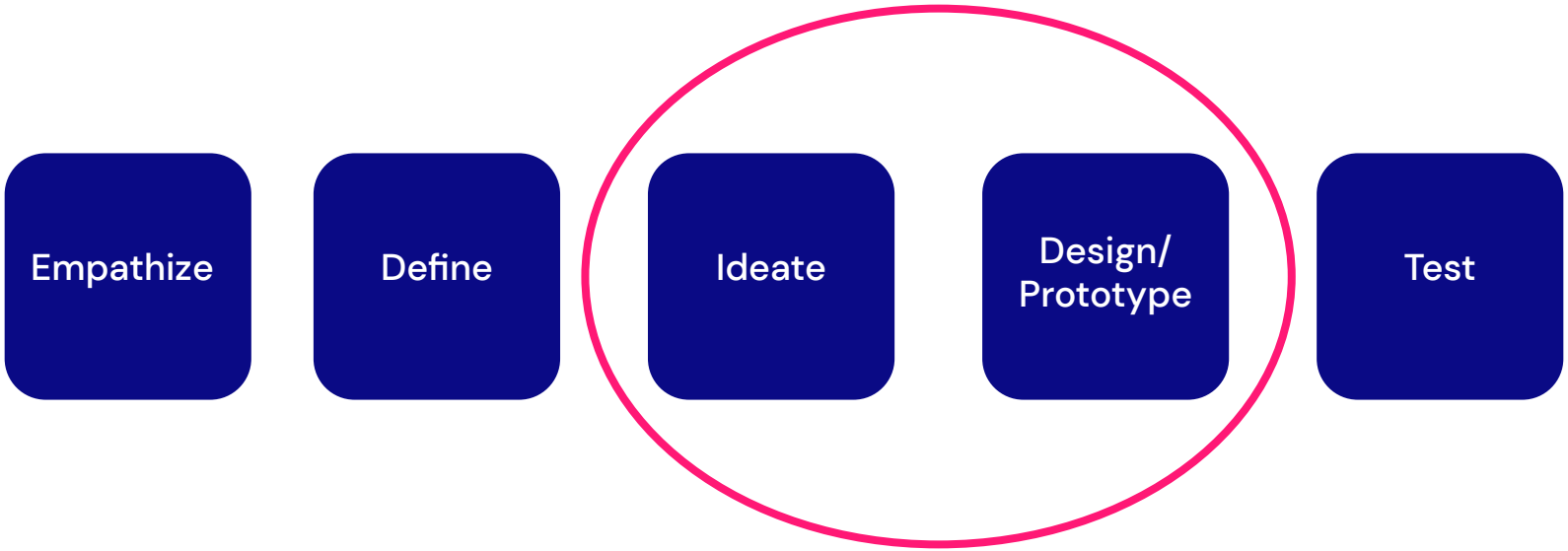
Code

Before the

Prototyping

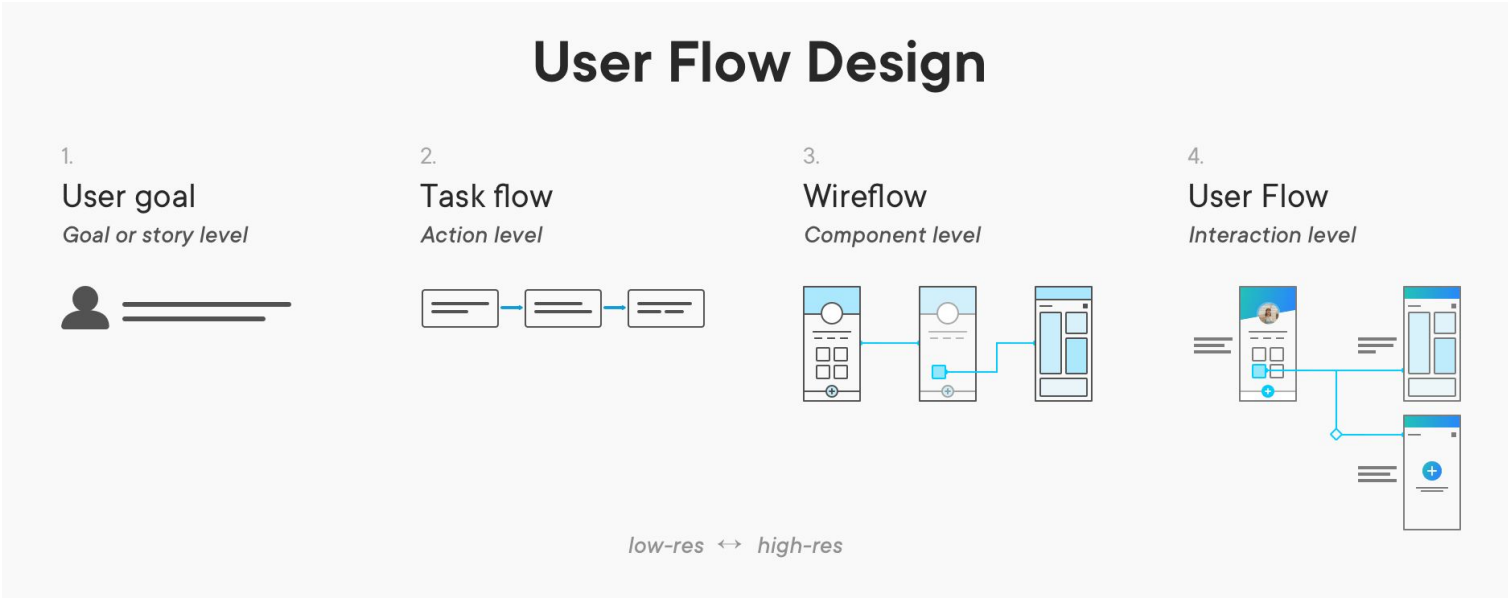
Design Thinking + 5-Stage Process

Design Thinking + 5-Stage Process



UX Flows

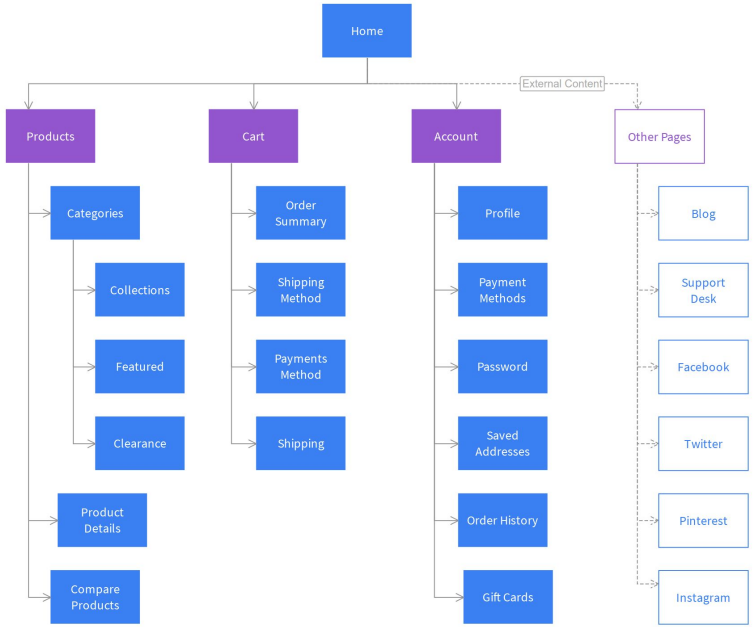
Plan out the architecture of your website.
Outline potential pages you need.



Site Map

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

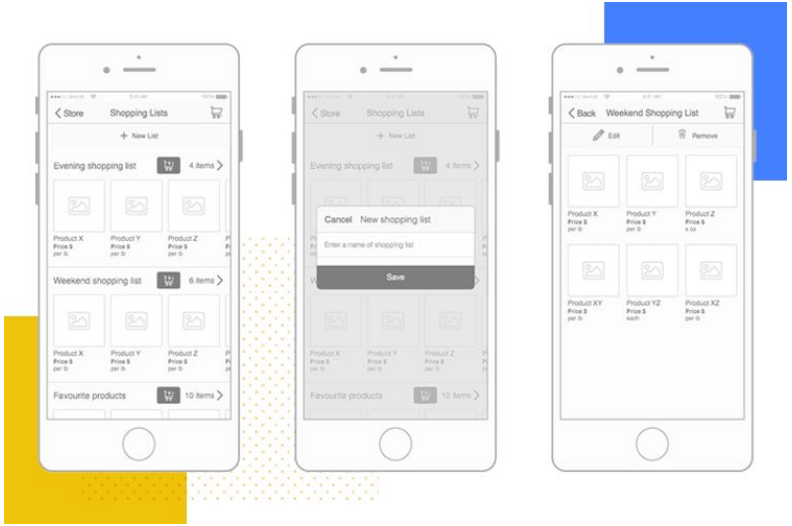
→ Outline potential pages you need.



Wireframing

→ The “skeleton” of your mockup and prototype.

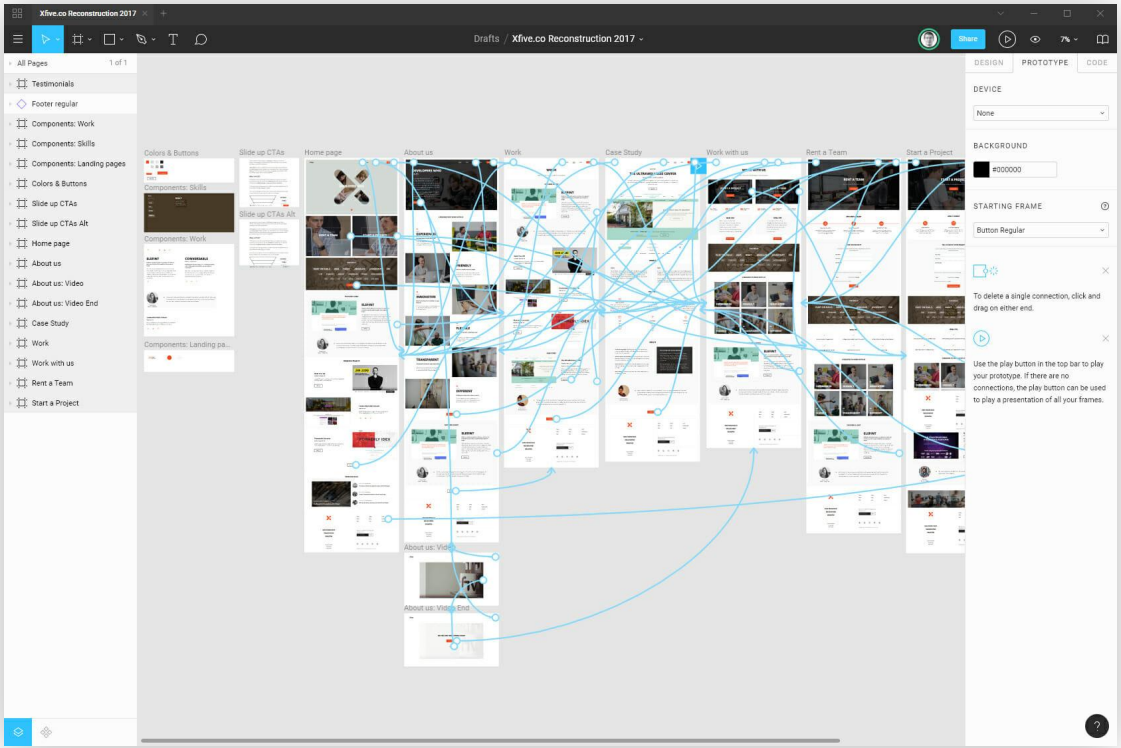
→ Takes into account user needs and user journeys



Prototyping

→ Turning your collection of static mockups/wireframes into life

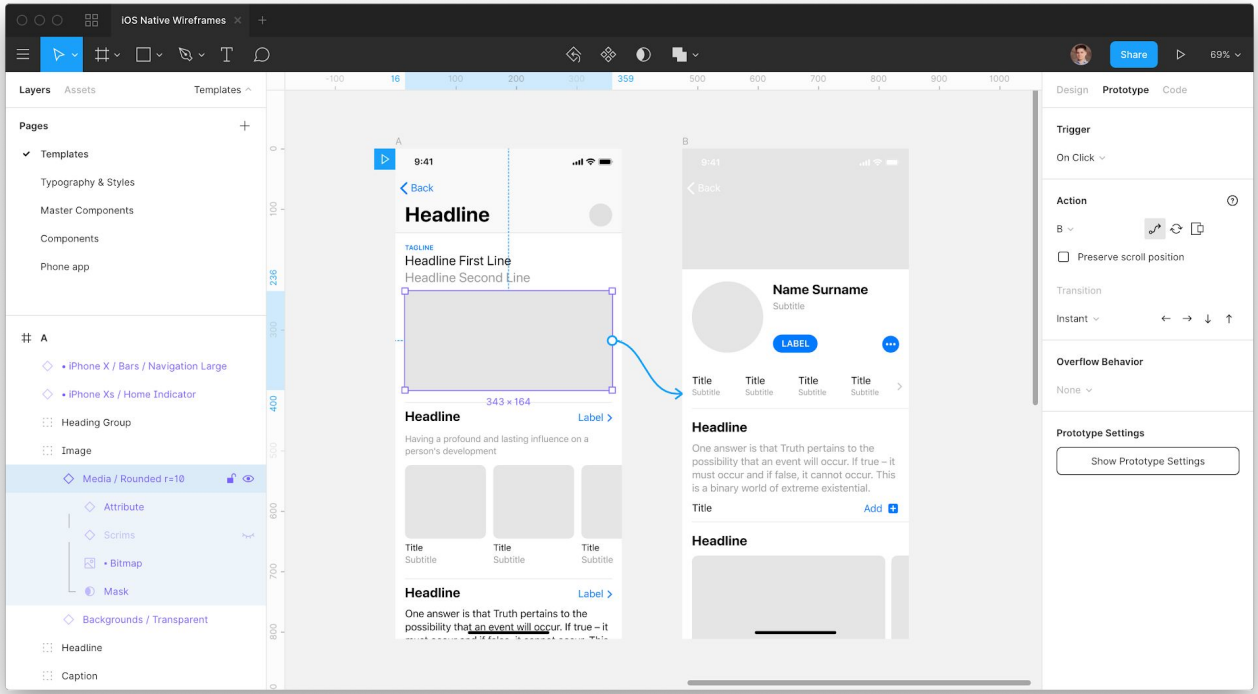
Prototyping Figma Example



Dive into

Prototyping (on Figma)

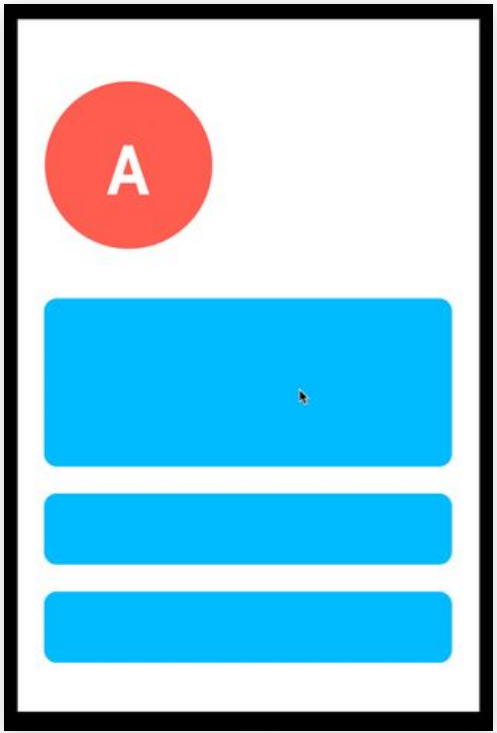
Making a Connection



Transitions

→ Make transitions feel more realistics to the viewer

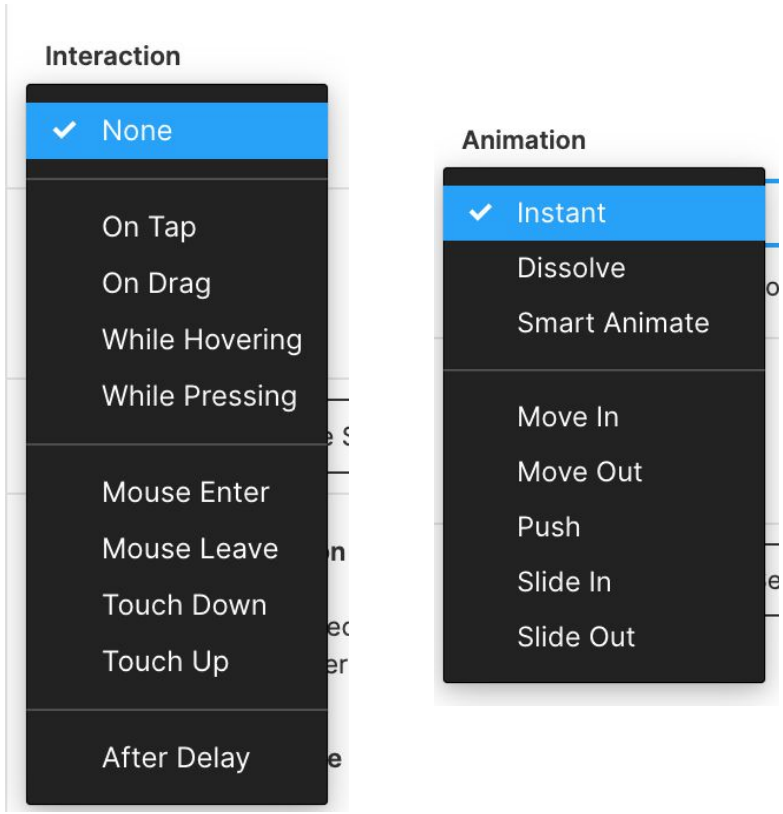
→ Do so by linking frames to each other using transition behaviors



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

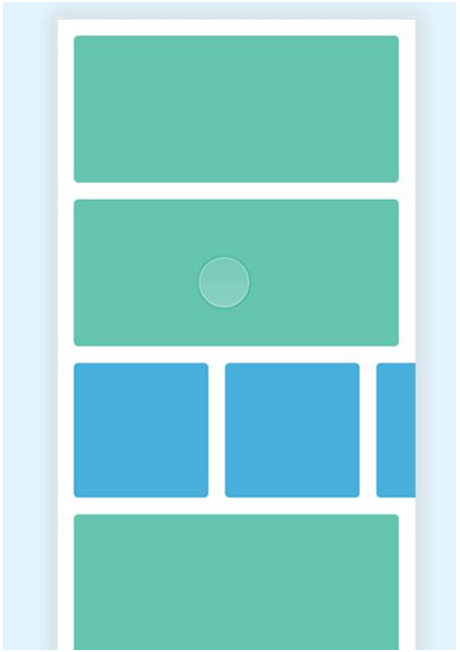
Scrolling

→ 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

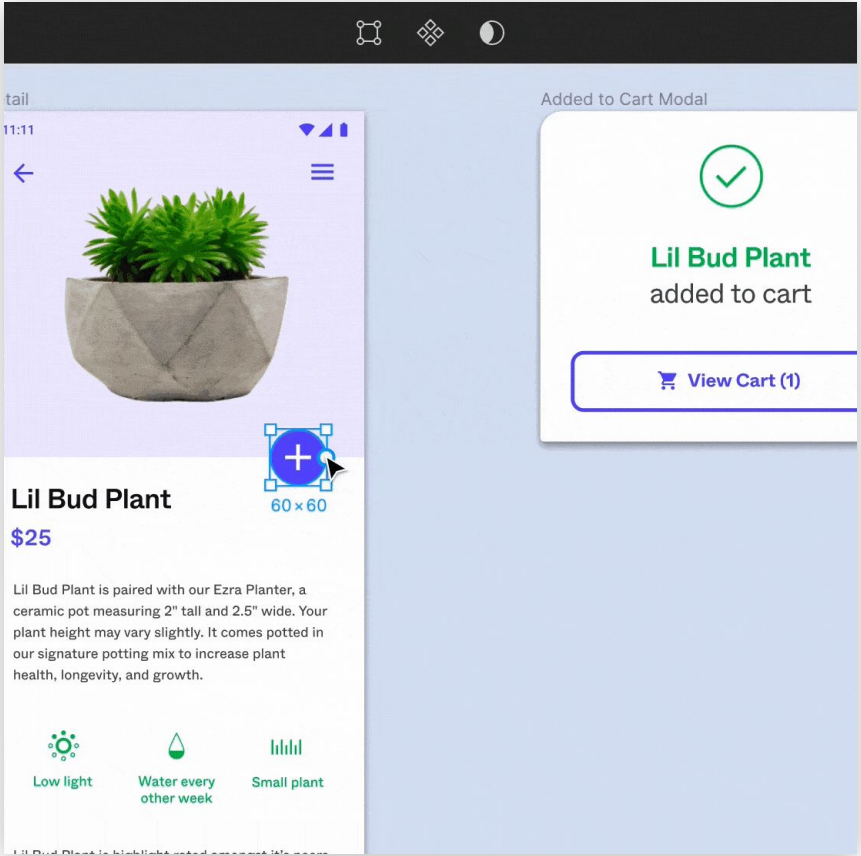


Overlay

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

→Best used for...

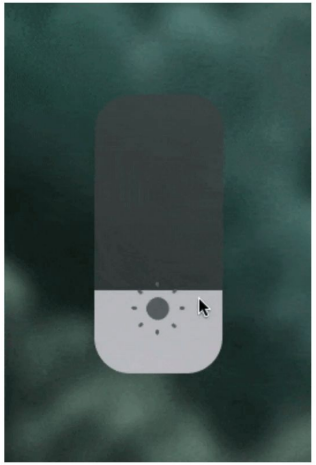
- Filters
- Pop-ups
- Modals

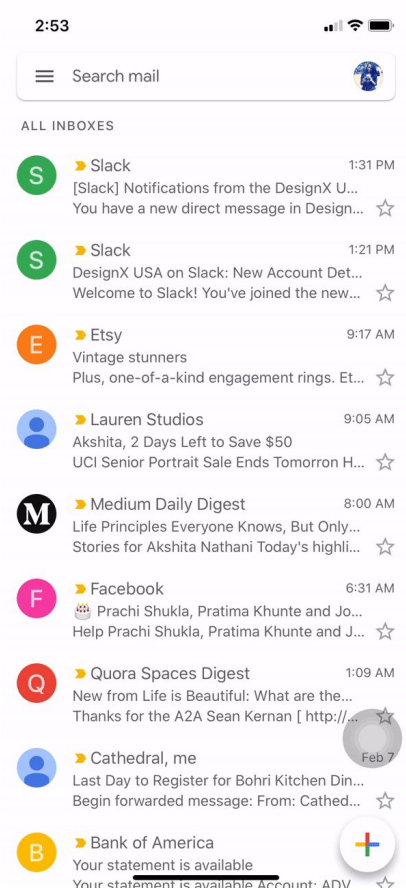


On Drag

→ Great for specific microinteractions.

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

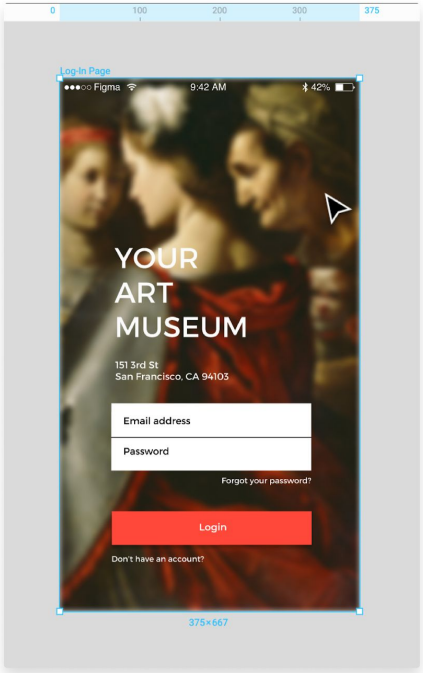
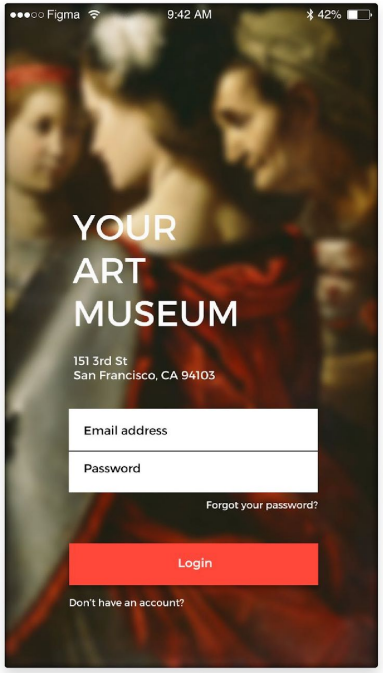




For better testing

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