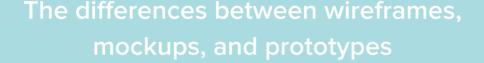
Wireframe, mockup, prototype



Covered in this lecture:

Taught by:





Wireframes

- you make these first
- you draw the general structure, the layout
- low fidelity
- >> Tools: Balsamiq, Axure, Omnigraffle, Hotgloo, POP

Mockups

- static displays of what the final product looks like
- they have more details and colors
- are done by the designers
- >> Tools: Photoshop, Sketch, Illustrator, Axure, UXPin

Prototypes

- they handle usability
- they have basic interactions and high fidelity
- you can see potential problems in the user flow
- >> Tools: Keynote, POP, Axure, Proto.io, InVision

See you next lecture!