

PROTOTYPING



How to create effective and relevant designs



UI

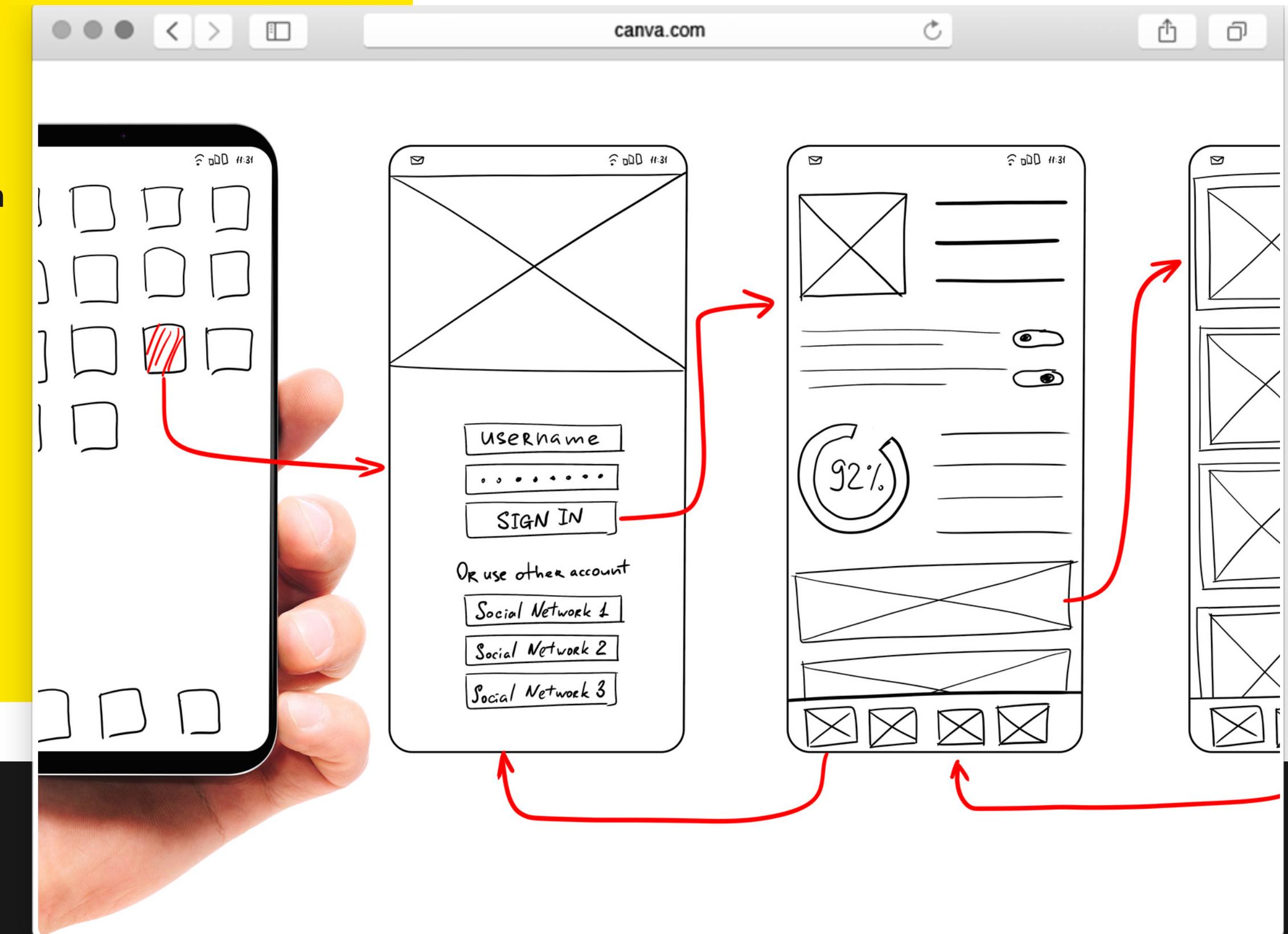


The “UI” in UI design stands for “user interface.”

The design of user interfaces for different software or machines with a clear purpose

Make a better experience for users when navigating through your app, platform or website.

- The visual elements of a product or digital experience.
- A translation of a brand's vision into a product or a software.
- Common UIs are on: the phone, computer, or tablet; at the ATM; and in your car.



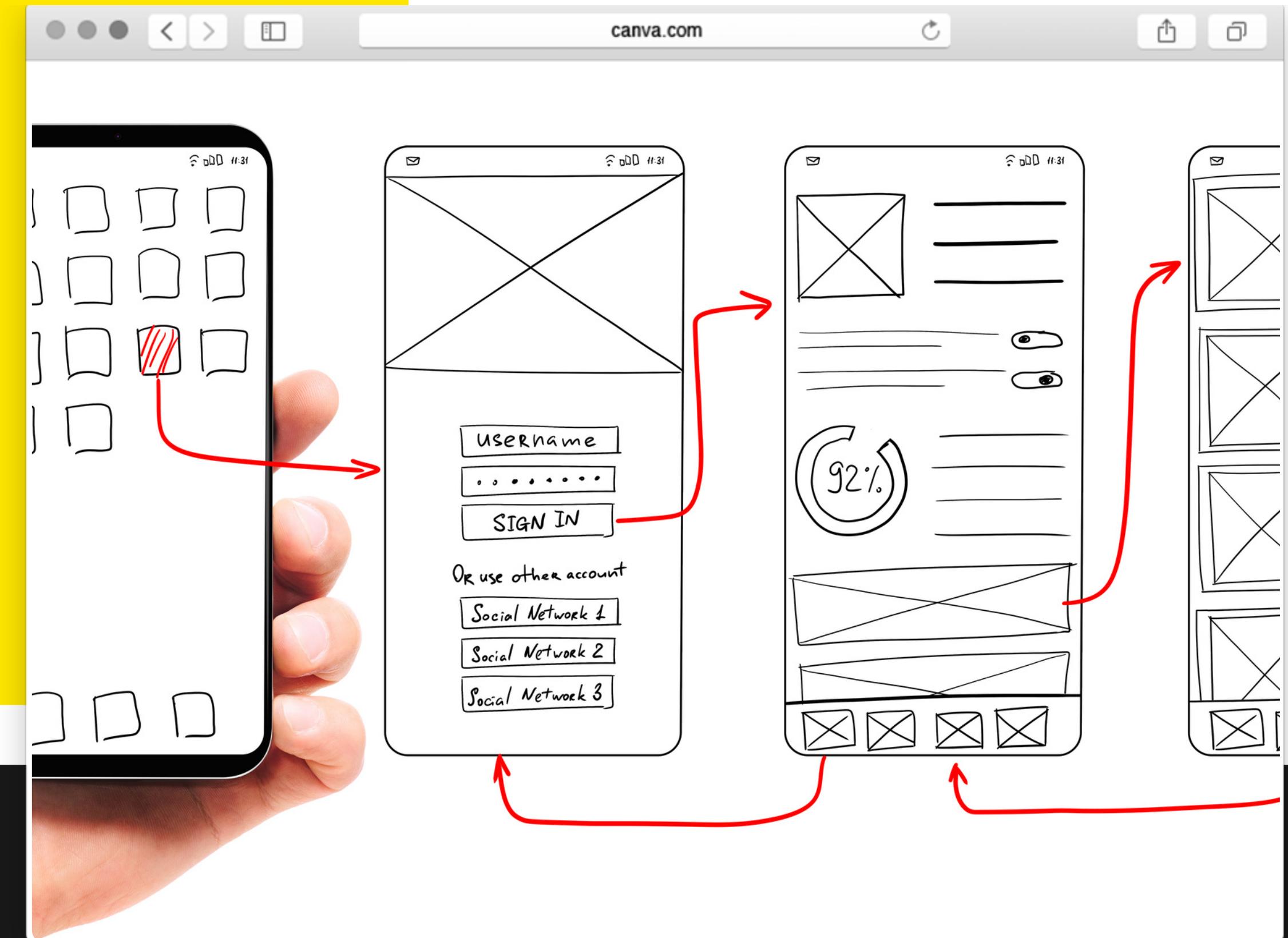
UX



User Experience (UX)

Is the quality of experience a person has when interacting with a specific design. This can range from a specific artifact such as a cup, toy or website, up to larger, integrated experiences such as a museum or an airport.

"User experience design is not limited to the confines of the computer. It doesn't even need a screen... User experience is any interaction with any product, any artifact, any system.



5 Stages in the Design Thinking Process

1. Empathise
2. Define (the Problem)
3. Ideate
4. Prototype
5. Test



low fidelity design



**medium fidelity
design**



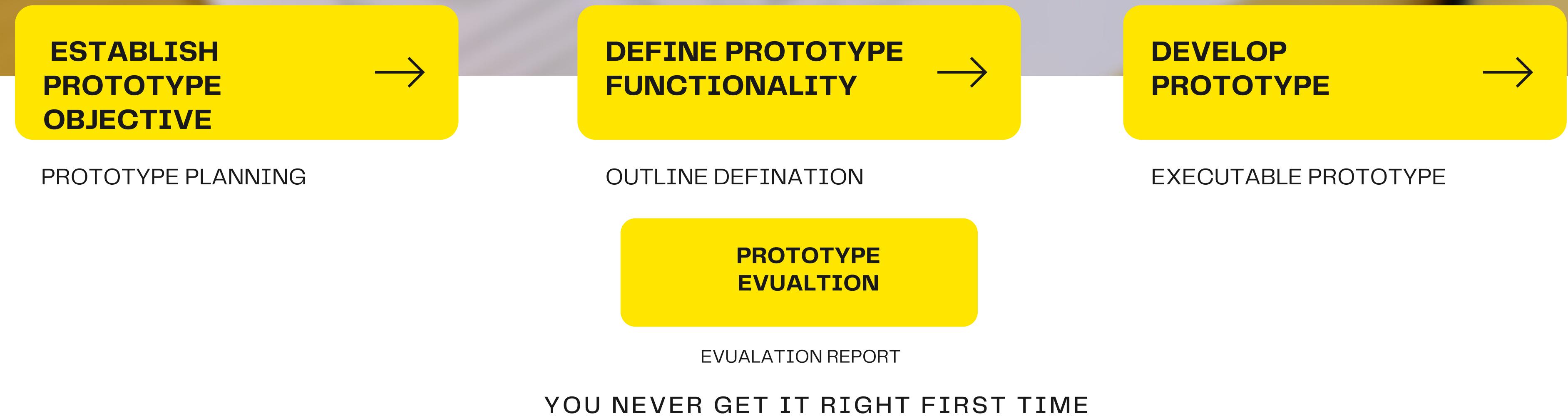
**high fidelity
design**

Thinking by doing

PROTOTYPING

Rapid software development to validate requirements

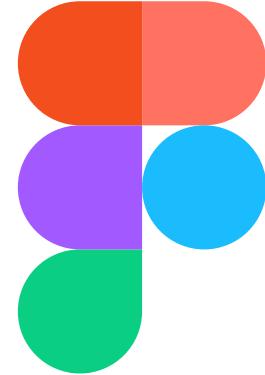
- The principal use is to help customers and developers understand the requirements for the system A video simulating the use of a system
- The prototype may serve as a basis for deriving a system specification
- Reduced overall development effort



Tools



FIGMA



sketch

used for prototyping

Adobe XD



draw.io

Wireframing tool

star uml

Wireframing tool



YOU NEVER GET IT RIGHT FIRST TIME



PROTOTYPING