Notes

**Getting Started**

UI (user interface) designer is responsible for making stuff

- fonts

- colors

- visual themes for

UX (user experience)

- all of UI design

- tasting the design

- come back and improve the design

Product Designer

- UX designer

- has a lot of managerial roles

- You have to work with many engineers and clients to make sure the product is pointing at the right direction

- like Steve Jobs

**The Brief**

1. Read the project Description  
     
     
   “We want to turn the custom CMS we’ve built for BYOL into a platform other tutors can use. Can we get your help to design & build the tutor admin side of the product We’d like both a website & iOS App design”

2. Create UX brief brief

* + **Project Description** comes from the statement in **step 1**
  + **Who is this for** is based on persona
    - You can guess initially
    - But needs to be revised later

Table

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Text

Description automatically generated with medium confidence

3. Create Persona

- Doesn’t need to be a real person

- Add fictional name, job title, location and description to represent the type of customer we are dealing with

Graphical user interface, text, application

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**Wireframing Low Fidelity**

**Wireframing Low Fidelity in Adobe XD**

* Is done using Pencil and paper (usually)
  + Quick sketch on where everything should go before beginning

Text

Description automatically generated with medium confidence

**How wide should my website or app be in Adobe XD**

* Create a folder for containing adobe XD prototypes

**Graphical user interface, application

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* Give a versioning to a file
  + **Spelling change** 🡪 increase minor version
  + **Big Fundamental Change 🡪** increase major version

**Graphical user interface, text, application, Word

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* Use 1 column and width to get the idea of what people will see on screen
* <https://www.w3schools.com/browsers/browsers_display.asp>

**Graphical user interface, text, application

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* Download wireframing kit for faster development

<https://www.behance.net/gallery/55462459/Wires-wireframe-kits-for-Adobe-XD>

**Type, Color & Icon Introduction**

**Basic Colors & buttons in Adobe XD wireframes**

* Colors aren’t important in wireframes
  1. Add **+ button** in color palette to store it as a favorite color

Timeline

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* **Lock 🡪** locks selected object (can’t be moved)

**Graphical user interface, text, application, Word

Description automatically generated**

* 1. Create artboard of sections

Timeline

Description automatically generated

**Type, Color & Icon Introduction**

* Google material design icons
  + It’s free to use commercially

<https://fonts.google.com/icons>

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* Place what goes on each section

Graphical user interface, application

Description automatically generated

* Figuring out the major headings in the early process is invaluable

|  |
| --- |
| **Tips on Content Strategy**  **The key is figuring out and pre-emptively knocking down concerns of consumers**  **The purpose of website is to build TRUST AND AUTHORITY**  **\*\*Understand that website is a visual representation of a business (content >>> website design)\*\***   * + **Figuring out audience and their value proposition**   Graphical user interface, text  Description automatically generated   * This drives global behavior on the web * This is Aristotle’s poetic on Intent and Obstacles   + In our design, we have to unblock whatever obstacles that’s in the way of user   Example  Text  Description automatically generated  Text  Description automatically generated   * Identify obstacles and finding solution   Timeline  Description automatically generated |

**Adding footers & Lorem Ipsum to our XD wireframe**

* Click **option** key to expand footer in all horizontal direction

Timeline

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| --- |
| **Content Strategy**  **Step 1**: Create userflow     * + The above userflow is just for homepage   **Step 2:** Check requirements in user story, and what we want to show       * + In this example, user want to see a great interior design work   **Step 3:** provide solution for user’s want    **How long they’ve been doing it**  **What they are**  **What they do**    **How much experience they have**  **Where**   * Sub­­heading reinforces the heading and builds **trust and authority**   **Step 4**: Add call to action button   * + The goal is for **clients to reach out  Example**   **Step 5**: Add escape hatch   * + Is the second button   + Can be determined by looking at user story  **Example** Client wants to check great interior design work before picking design firm with confidence     With this, we can add    **Step 6**: Add sections to pre-emptively address client’s concerns   * Involves mind reading into clients “what would prevent them from picking this person?”   **Example**  Testimonial section    **Step 7:** For each section, think about what can be done to add **trust and authority**  **Example**   * Interior design is often communicated the best using images * What if we combine the two? |
|  |

**New Pages & Artboards in Adobe XD**

* Duplicating artboard
  + **Step 1**: click the icon in the image below



**This guy here**

* + **Step 2:** right click a target artboard and click **duplicate**

Graphical user interface, application

Description automatically generated

**This guy here**

**Prototyping a Website - Introduction**

* Preview mode applies changes to design in **real time**

**How to create a Popup Modal or popup box in Adobe  
XD**

* Prototype a button to a target page and select **overlay** in action

Graphical user interface, application

Description automatically generated

**Popup target**

* To close on tab, select **tab** under trigger, **previous artboard** under action

Graphical user interface, application

Description automatically generated

**How to make & use symbols in Adobe XD**

* Symbols 🡪 change in one components affects the rest
* To create symbol, right click grouped component and select **Make component**

Graphical user interface

Description automatically generated

* Components have master and slave relationship
  + Change in master 🡪 affects all components
  + Change in slave 🡪 doesn’t affect the master
    - When master changes, the changed part isn’t affected

Graphical user interface

Description automatically generated

**Production Video – Left Nav**

* The following key toggles layout grid

Graphical user interface, application

Description automatically generated



* To make sure a copied component is created outside of parent, deselect component and paste

A picture containing icon

Description automatically generated

**Using the repeat grid in Adobe XD**

* Is done by selecting the region you wish to copy then clicking `**repeat grid**`

Graphical user interface, text, application

Description automatically generated



* Drag it on green button to copy paste selected value in large

Graphical user interface, application

Description automatically generated



* To mass add object into repeat grid, simply double click the object in repeat click and paste in the object

Graphical user interface

Description automatically generated with medium confidence

Graphical user interface

Description automatically generated

Tada!!!

* What if we want to push icons to the far right?

Graphical user interface

Description automatically generated



* A picture containing chart

  Description automatically generatedDrag it, find a gap, and push it out

A picture containing timeline

Description automatically generated

* Then, double click the object and locate to where it needs to be

Text

Description automatically generated with medium confidence



**Prototype Trick to save time in Adobe XD**

* If you copy and paste a button in prototype mode, it will also copy path to the page
* Graphical user interface

  Description automatically generated

Copy in prototype mode

Copy in prototype mode



A picture containing text

Description automatically generated

Paste!!



* **Option key +** dragging artboard 🡪 copies and pastes along with prototype path

Graphical user interface

Description automatically generated

Select and drag while holding option key (mac)



**Graphical user interface, application

Description automatically generated**

Tada!!!

* To create a nagivation menu that goes to home page, create a separate navigation menu
  + Because home page cannot be navigated to its own

Graphical user interface, application

Description automatically generated

* To save trouble, copy navigation menu with prototype path, select all artboards and paste them

Graphical user interface, application

Description automatically generated\

Navigation tricks & tips in Adobe XD

* Press cmd + 1 / cmd + 3 / cmd + 0
  + Cmd + 1 zooms in
  + Cmd + 3 zooms in to selected art board
  + Cmd + 0 zooms out to all art board

**Prototyping an App – Introduction**

Mocking up and App in Adobe XD

* Control + tab (same in both pc and mac) switches between **Design,** **Prototype and share buttons**



* CMD + enter 🡪 opens up preview

How to use the XD App on iPhone & Android

* Low fidelity mockup is a great tool to get a taste before high fidelity testing
  + Don’t skip it !!!
* Three fingers take you back to screen where you can
  + Browse artboard
  + Save screen
* How to live change on phone
  + Plugin in cable
  + Install adobe xd on mobile
  + (if it doesn’t work) take out and put cable back in

Adding iPhone & Android battery & status icons to  
mockup

* You can get free apple iOS and android kit

Graphical user interface, text, application

Description automatically generated