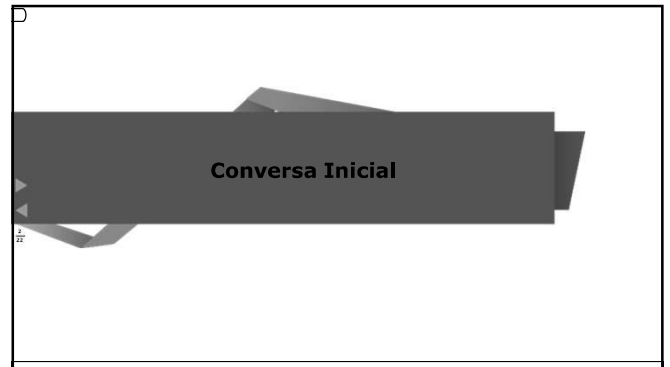
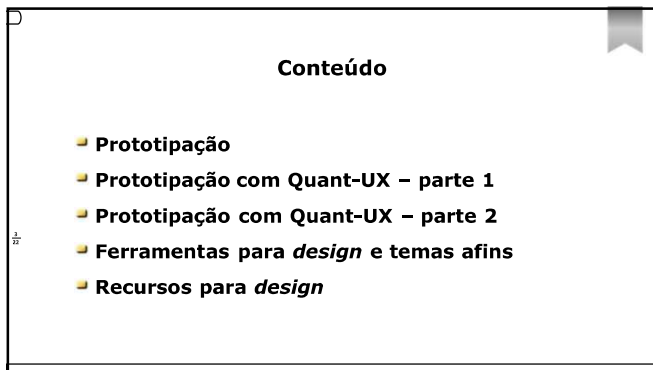




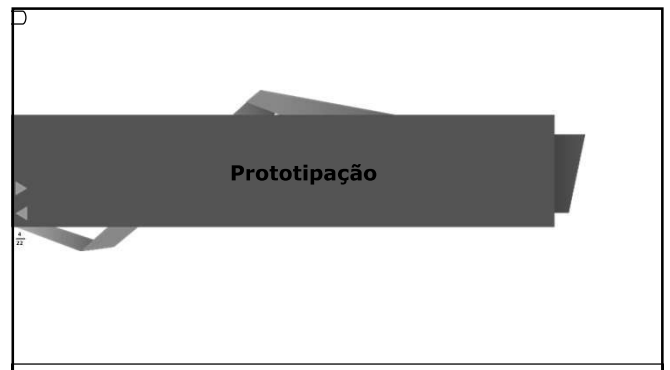
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2



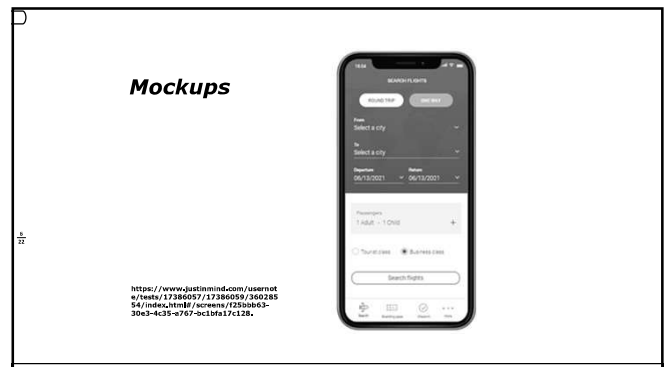
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4



5



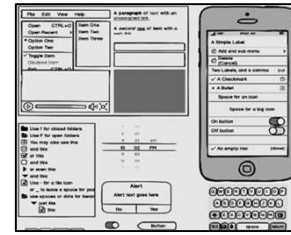
6

## Protótipos

- Permitem a interação e simulação, com isso podemos verificar a usabilidade

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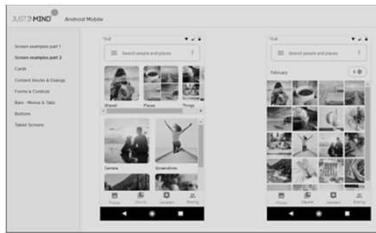
## Balsamiq - <https://balsamiq.cloud/>



Fonte: Balsamiq. Disponível em: <https://balsamiq.com/learn/articles/what-are-wireframes/>. Usado para fins educacionais. Acesso em: 13/05/2021.

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## Justinmind (<https://www.justinmind.com/>)



Fonte: Justinmind. Disponível em: <https://www.justinmind.com/>. Usado para fins educacionais. Acesso em: 13/05/2021.

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## Outras ferramentas

- Moqups (<https://moqups.com/>)
- Proto (<https://proto.io/>)
- UXPin (<https://www.uxpin.com/>)

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## Prototipação – Quant-UX – parte 1

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## Quant-UX

- Vamos usar o Quant-UX?
- <https://www.quant-ux.com/>

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## Prototipação – Quant-UX – parte 2

## Quant-UX

- Vamos usar o Quant-UX?
- <https://www.quant-ux.com/>

## Ferramentas para *design*

## Programas da Adobe



Programas da Adobe.

## Figma

- A ferramenta Figma é bastante utilizada
- <https://www.figma.com/>

## Recursos para *design*

## Fontes do Google



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

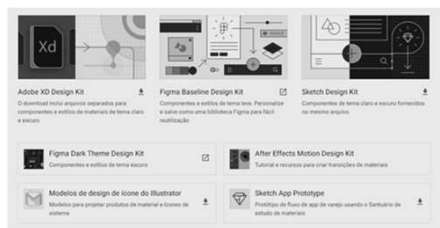
## Fontes do Google

- 👉 Vamos conhecer:
- 👉 <https://fonts.google.com/>

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## Material *design* do Google



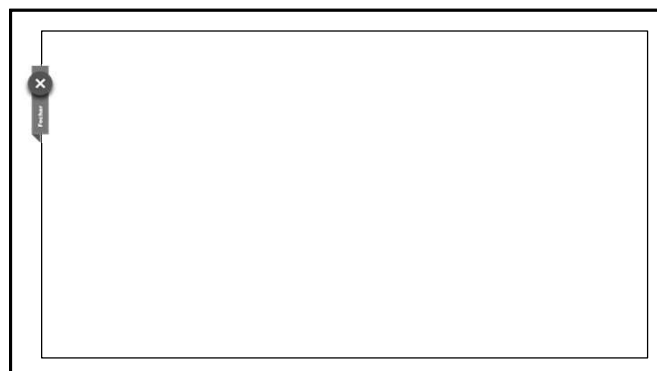
<https://material.io/resources>

## Material *design* do Google

- 👉 Vamos conhecer:
- 👉 <https://material.io/resources>

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