# User interface prototyping

namahn

A user interface prototype is a realistic, possibly working, simulation of the user interface. The design ideas and concepts are made more concrete, visible and tangible, resulting in low-fidelity or high-fidelity simulations of the future experience, in order to evaluate, review and refine them.

A prototype can take various forms, from a refined, detailed, though static drawing to a dynamic prototype illustrating, or animating, the behavior of (a part of) the user interface. The prototype is ideal for conducting (formative) usability tests, validate business requirements or ideas and can be used to derive service assets.

USIXML

USIXML is a descriptive XML based-language which can be used to define or prototype user interfaces

In contrast with similar industrial initiatives like XAML (from Microsoft), FXG (from Adobe), using USIXML the user interface can adapt automatically to the specific needs of the user and his current context. USIXML can be very useful in situations where user interfaces need to be deployed to different platforms or devices.
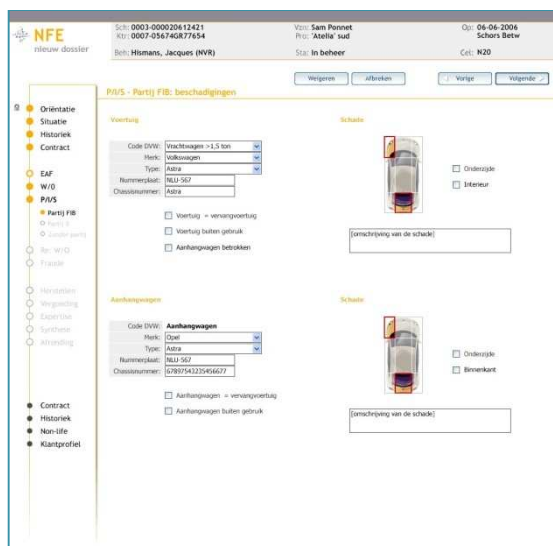
For managing a vast amount of user interfaces, USIXML can ease the burden to manage each and every individual screens by itself. Rules and patterns can easily be used to validate the UI definition before the user interfaces are generated.

Based on these techniques Namahn provides prototyping services to its clients.

About Namahn

Namahn was founded in 1987 with a view to helping organisations create products, services or tools that are designed from the user up. Namahn remains independently owned. One of its great strengths lies in its pragmatic methods and techniques, grown out of experience in hundreds of projects.

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