ENTR 390.012

Digital Product Design

LECTURE 6: Structure III - Interactive Prototyping
October 10, 2016

Housekeeping

- 1. Assignment
- 2. Jam Session
- 3. Website



ENTR 390.012 • FALL 2016

Digital Product Design

Mondays, 4-5pm 170 Weiser Hall



Lectures About Contact

LECTURE 5

Wireframing and Sketching

October 10, 2016

Review the basics of wireframing and sketching for quickly modeling and prototyping app layouts and flows.

Watch Lecture Download Slides

LECTURE 4

Information Architecture

October 3, 2016

Creating and organizing the structure of an application to suit a certain behavior.

Watch Lecture Download Slides

LECTURE 3

User Research

September 26, 2016

Talking to people to learn more about problems they are facing and why.

Watch Lecture Download Slides

LECTURE 2

Design with a Capital D

September 19, 2016

LECTURE 1

Intro - Welcome September 12, 2016



Wireframing and Sketching

Lecture 5 - October 10, 2016

Review the basics of wireframing and sketching for quickly modeling and prototyping app layouts and flows.



Assignment

- · Minimum two versions of the screen
- Use Figma or Sketch (see starter file)
- · Only use black and white (no color, no gray)
- · Only use Comic Sans for text

Drum Set

Attendance

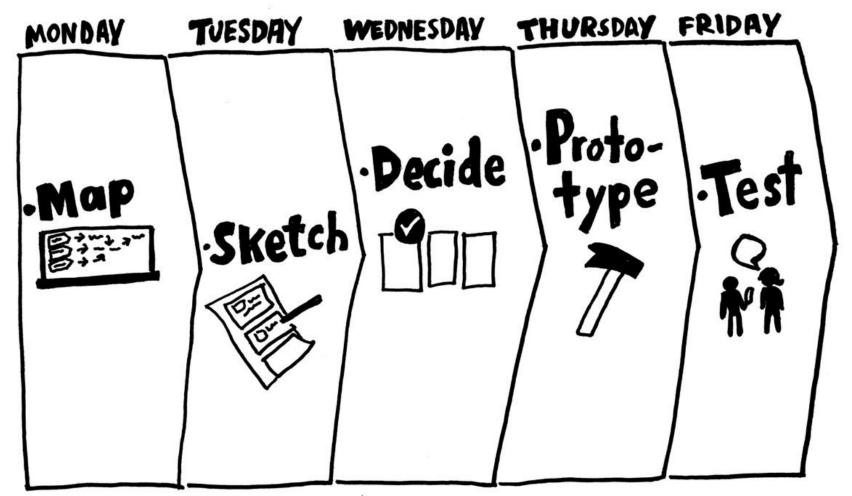
Lecture





Good design is...

Useful Usable Delightful



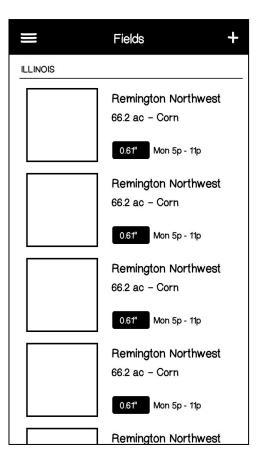
What's a prototype?

pro-to-type /'prode_top/

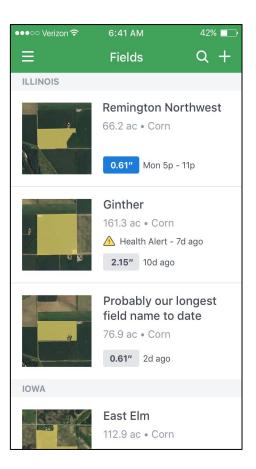
noun

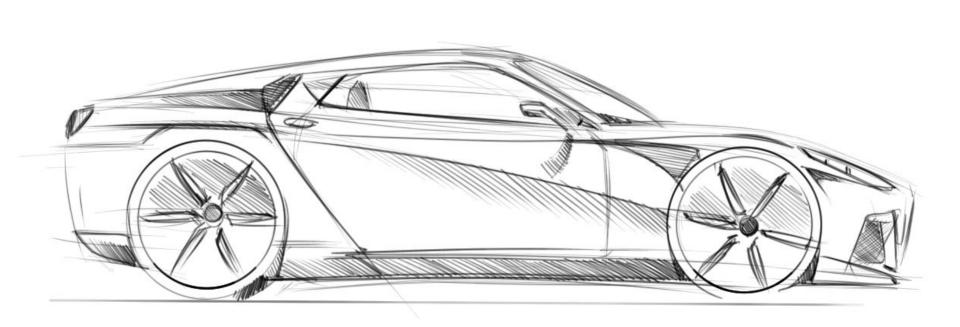
 a first, typical or preliminary model of something, especially a machine, from which other forms are developed or copied. "the firm is testing a prototype of the weapon"

Low fidelity



High fidelity









Real Example

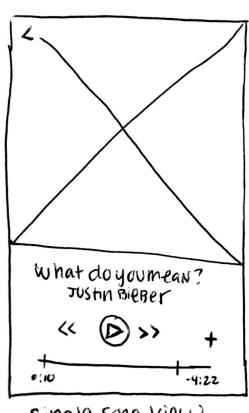


Real Example

Wireframe Sketch Example



SONG LIST VIEW



single song view



search view

Wrap Up

How to Critique

Can't say "I just don't like it" Give reasons why Problem first, ideas second Give-a-damn level

Assignment

Build an interactive prototype of a phone app to help students find places to study on campus

Content

- Show places to study on campus
- Show many people are at each place
- Show if the place is full
- Let users share places so they can meet to study with their friends

Format

- Minimum three screens
- Use Figma or Sketch to make wireframes
- Use Invision to make an interactive prototype
- Submit by sending us a **public link** on Canvas
- Due next Monday

