

# **APP-UDVIKLING**

## **2. LEKTION**

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Sune Sylvest Nilausen

February 9, 2016

## INDHOLDSFORTEGNELSE

1. Opsummering fra sidst
2. Design
3. Sketching & Prototyping
4. Brugbarhedstest

## OPSUMMERING FRA SIDST

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Agile Methodology

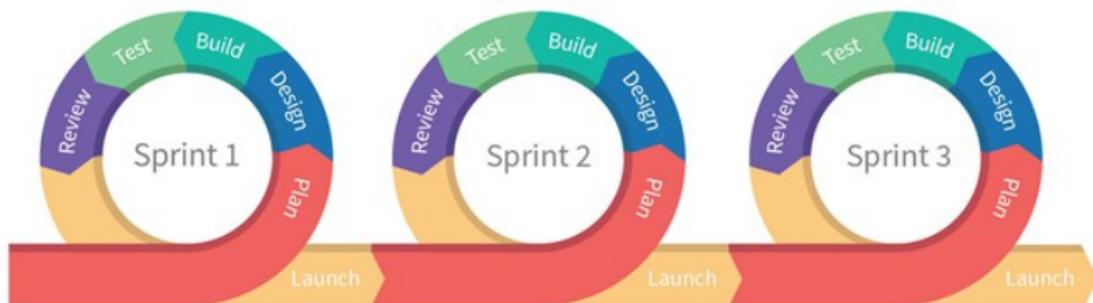


Figure 1: Agil arbejdsprocess i flere iterationer.

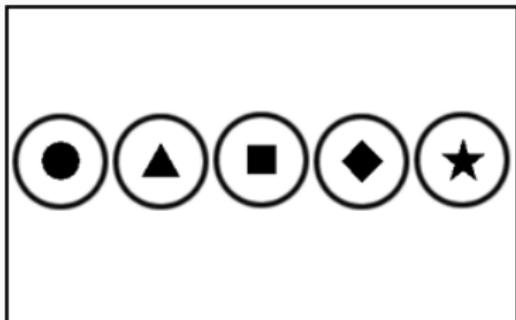
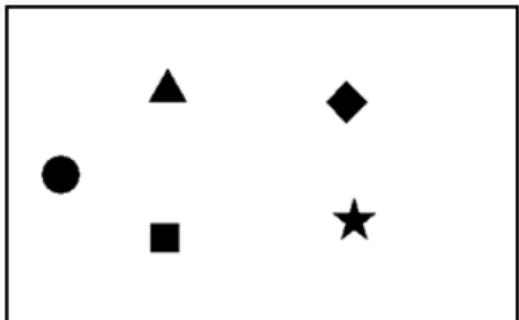
# DESIGN

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# MENNESKER AKTIVITETER KONTEKST



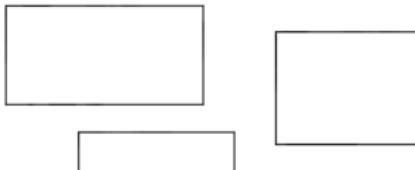
## DESIGN PRINCIPPER: NÆRHED OG MØNSTRE



# DESIGN PRINCIPPER: OPSTILLING OG KONTRAST

**Table 1: Arma virumque cano**

Musa, mihi causas memora, quo numine laeso,  
quidve dolens, regina deum tot volvere casus  
insignem pietate virum, tot adire labores impulerit.  
Tantaene animis caelestibus irae?



## Interactive Multimedia Newsletter

A Newsletter for the Media Professional

### Article 1 Headline

Musa, mihi causas  
memora, quo numine  
laeso, quidve dolens,  
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### Article 2 Headline

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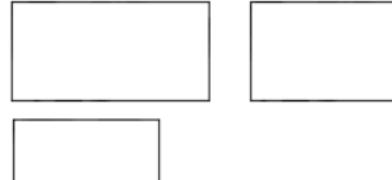
### Article 3 Headline

Musa, mihi causas  
memora, quo numine  
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## DESIGN PRINCIPPER: STØRRELSE OG ADSKILLELSE



tekst tekst



tekst tekst



tekst tekst



tekst tekst

tekst tekst



tekst

tekst tekst



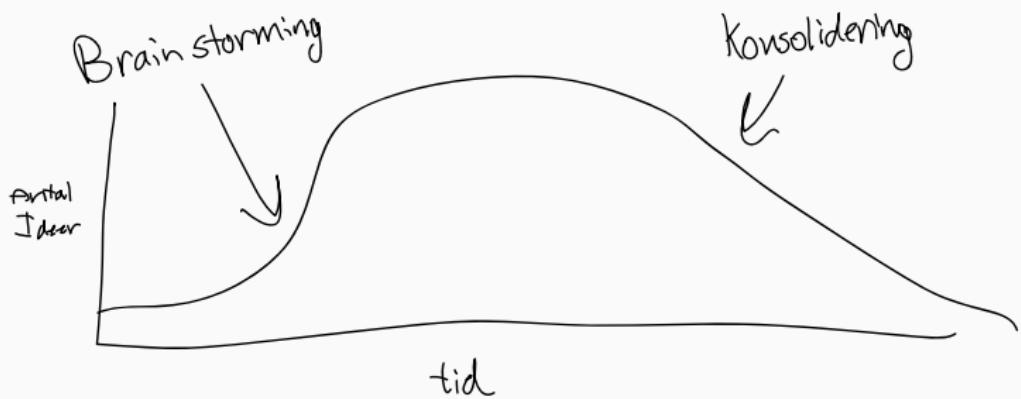
tekst tekst



## SKETCHING & PROTOTYPING

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# IDEATION



## HVAD ER EN SKETCH I



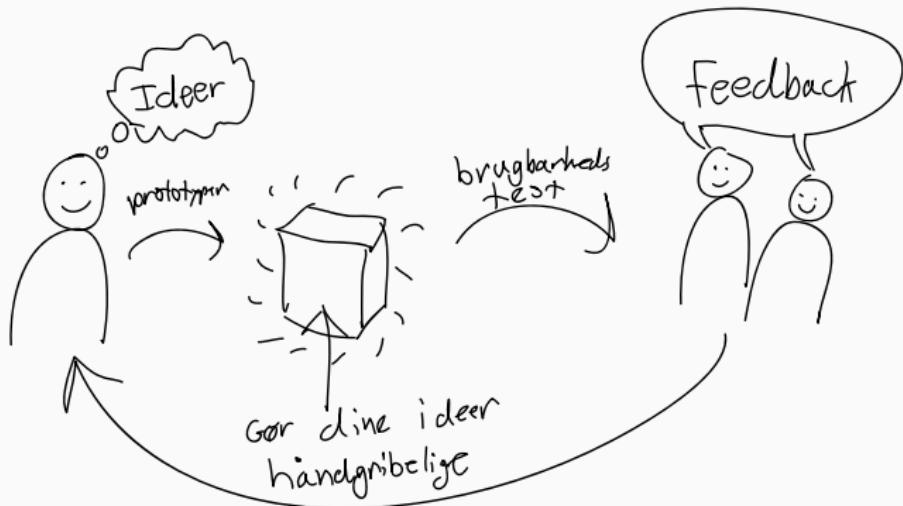
## HVAD ER EN SKETCH II



# HVAD ER PROTOTYPER I



## HVAD ER PROTOTYPER II



## SKETCH & PROTOTYPE EGENSKABER

Sketch	Prototype
Hurtig	Knap så Hurtig
Billig	Knap så Billig
Talrige	Få
Flertydige	Præcise
Foreslår og udforsker	Uddyber
Provokerer	Løser
Giver spørgsmål	Giver svar

ØVELSE: IDE GENERATION, BRAINSTORMING.

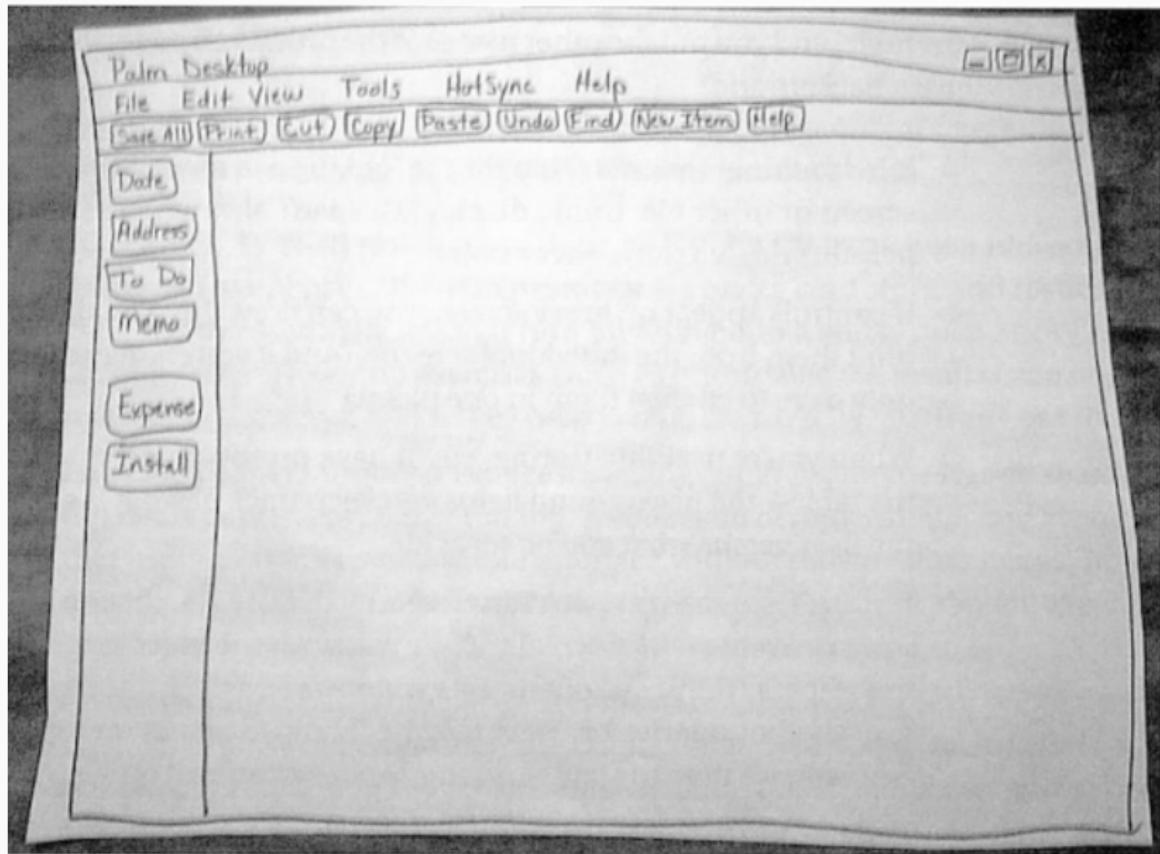
LAV EN MASSE SKETCHES

F.EKS. VEJR APP, TRÆNINGSS APP, FIFA KORTSAMLER

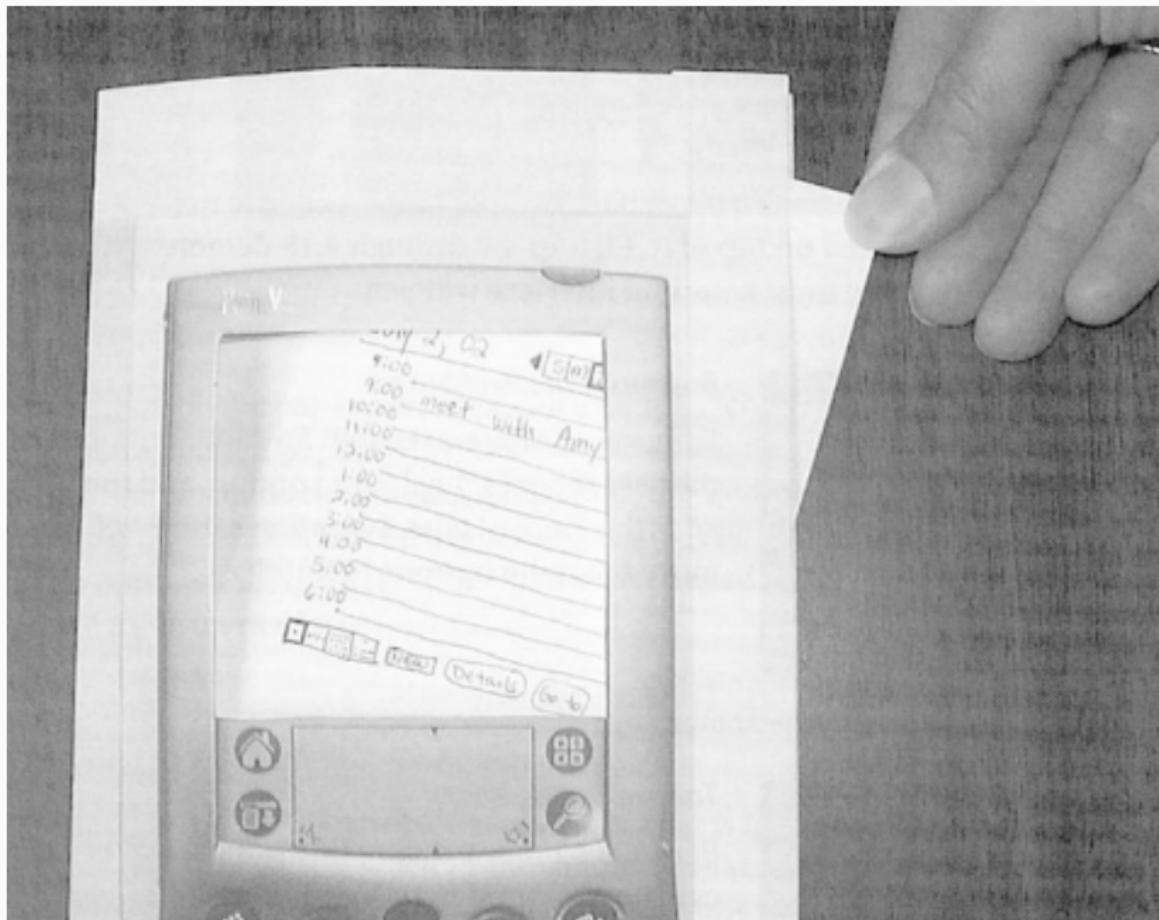
# PROTOTYPING REDSKABER



# PROTOTYPING TRICKS

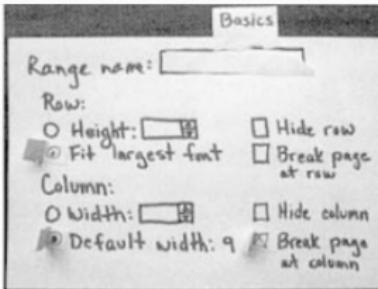


## PROTOTYPING TRICKS

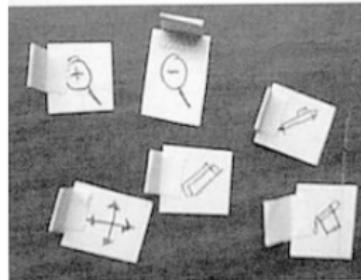


## PROTOTYPING TRICKS

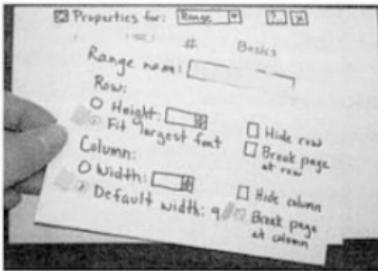
Radio  
buttons and  
checkboxes



## Cursors



## Tabbed interface boxes



## Scrolling



# PROTOTYPING TRICKS

1. Where the From line contains people

Where the Subject line contains specific words

Where the message body contains specific word

Where the To line contains people

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2. Select Select the color for your message

Copy it (color: Default)  (Color:  Default)  Black  Red  Green  Blue  Yellow

Delete  (Delete)  (Cancel)

Forward  (Forward)  (Cancel)

Highlight  (Highlight)  (Cancel)

1. Where the Subject line contains specific words

Where the message body contains specific word

Where the To line contains people

---

2. Select Select the color for your message

Copy it (color: Default)  (Color:  Default)  Black  Red  Green  Blue  Yellow

Delete  (Delete)  (Cancel)

Forward  (Forward)  (Cancel)

Highlight  (Highlight)  (Cancel)

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3. Role Description (c)

1. Where the message body contains people

2. Select the color for your message

(color:  Red)  (Color:  Red)  Black  Red  Green  Blue  Yellow

Delete  (Delete)  (Cancel)

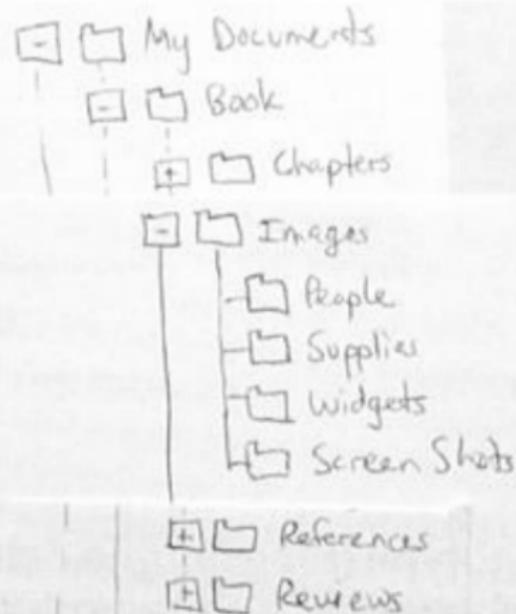
Forward  (Forward)  (Cancel)

Highlight  (Highlight)  (Cancel)

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Description (click underlined value to change)

## PROTOTYPING TRICKS



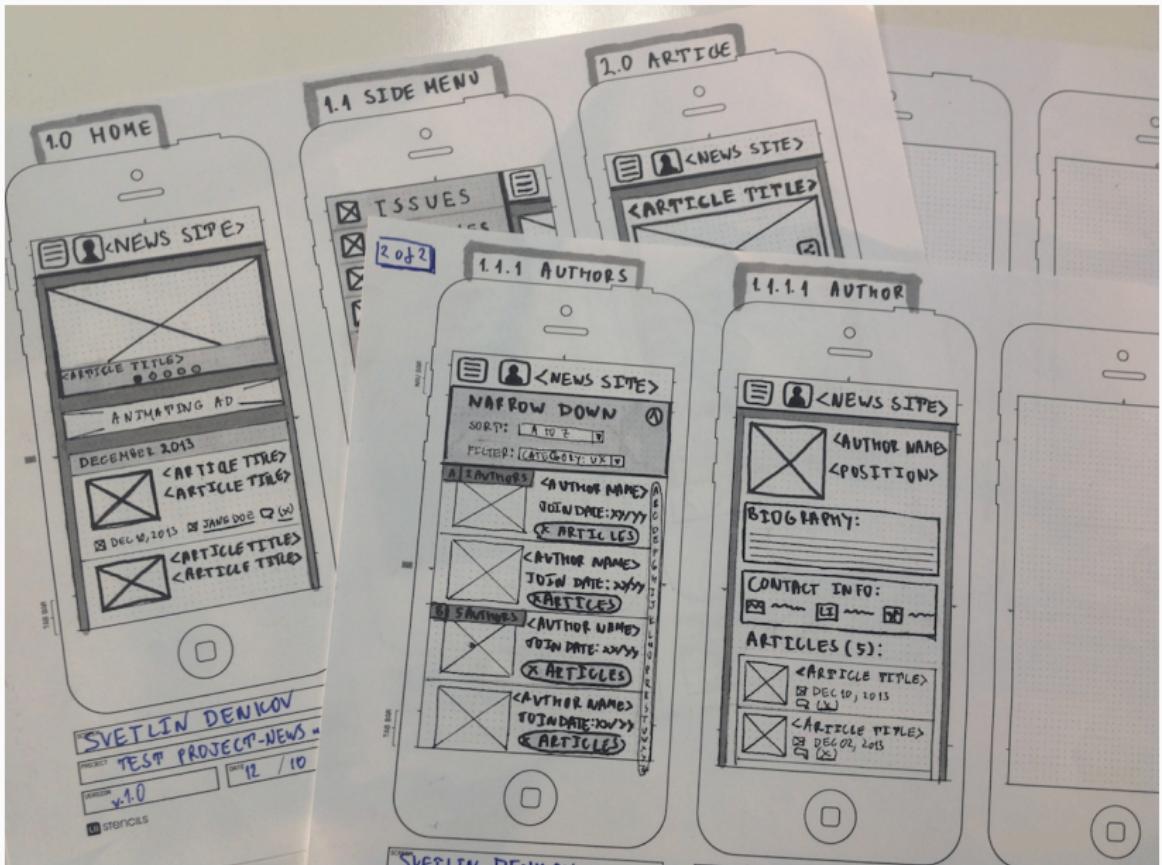
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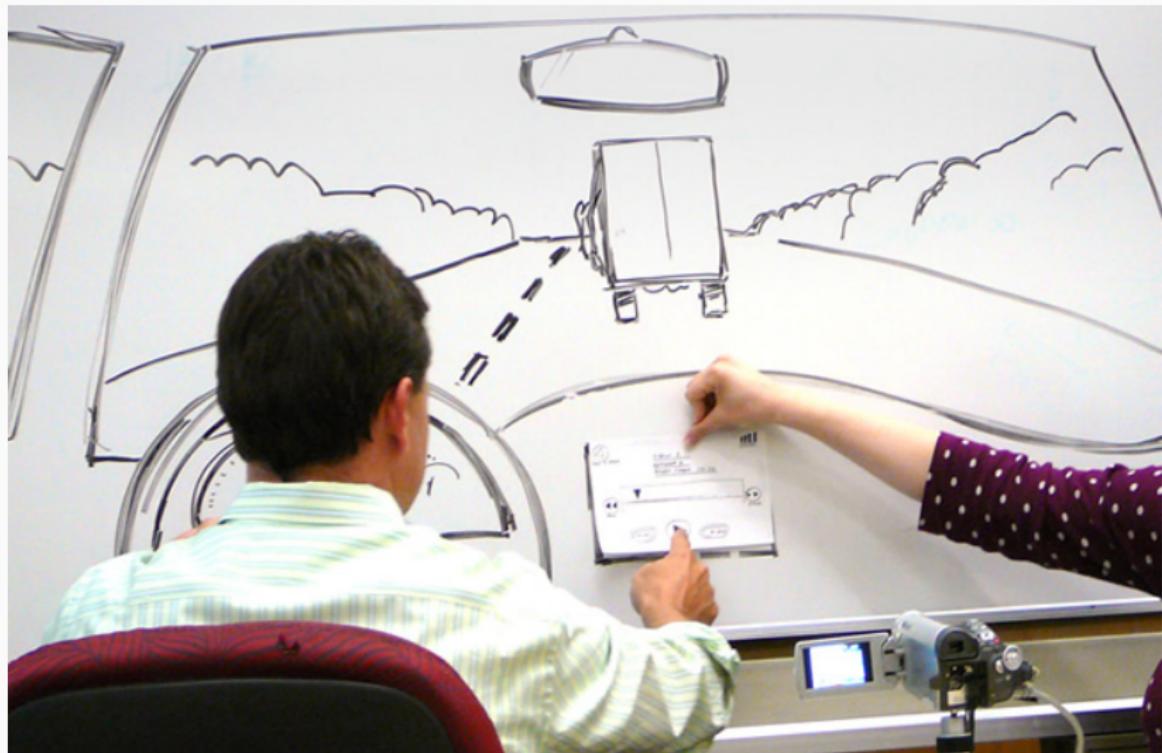
ØVELSE:

LAV EN PROTOTYPE, HVER, AF JERES APP IDE

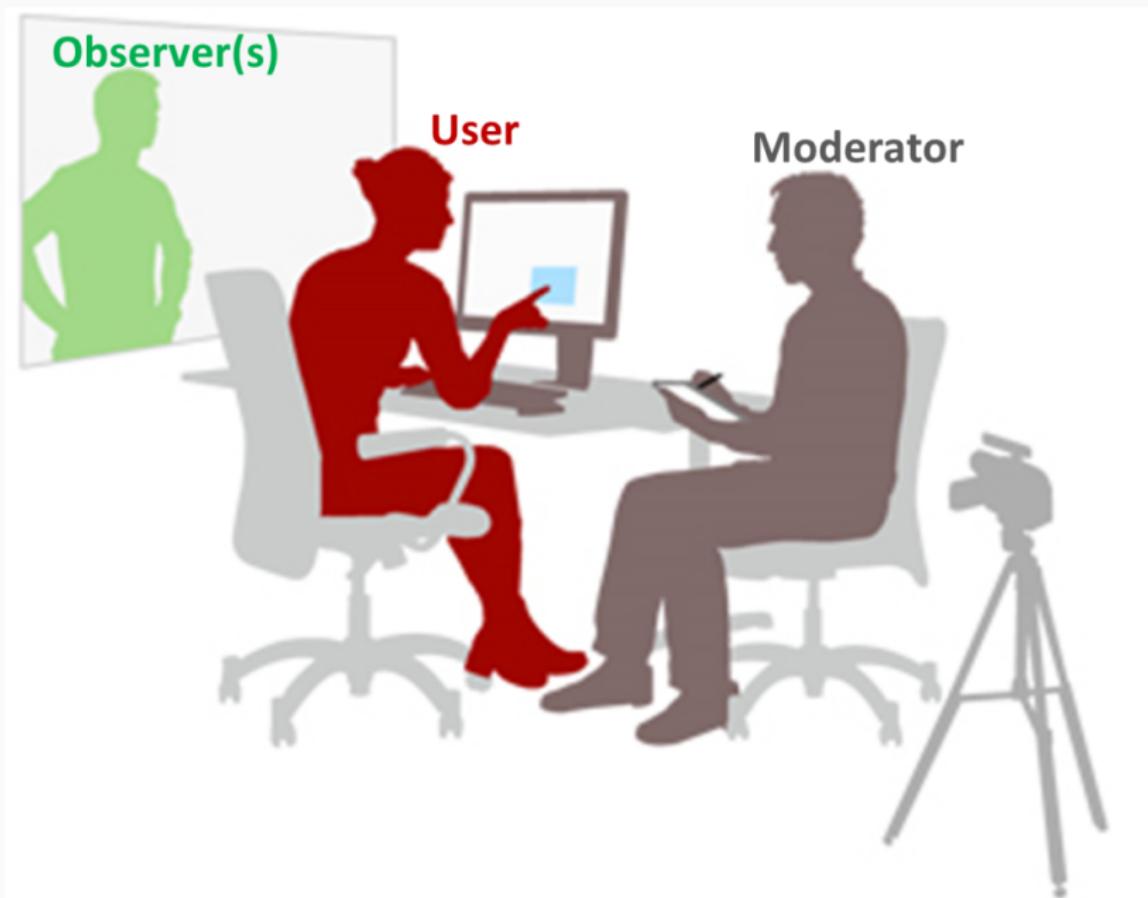
## BRUGBARHEDSTEST

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## BRUGBARHED / USABILITY



## BRUGBARHED / USABILITY



# BRUGBARHED / USABILITY



## BRUGBARHEDSTEST AKTIVITETER

- Lav en testplan
  - Formålet med testen
  - Hvem er vores brugere?
  - Hvilke redskaber har vi?
  - Hvordan skal vi teste?
  - Fremstil opgaver der tester funktionaliteten
- Udfør testen
  - Præsenter din app
  - Sæt testpersonen i gang med opgaver
  - Noter problemer imens testpersonen løser opgaverne
- Gennemgå dit data, forbedrer din prototype og gentag

APPINVENTOR

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<http://appinventor.mit.edu/>