Lab Work 2

Interactive Multimedia

Applications

Mobile Application Design

Prototyping: Wireframes and Mockups

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Introduction

The objective of this work is to build the wireframe and the mockup of the final project. It is also objective to carry out the design phase of the methodology focused on the user experience to develop mobile applications.

Note: this lab work should be done in class and the resulting documents must be delivered through the Moodle platform until **April 7th**.

Scheduling

March 17th: Start of laboratory work - interaction scenarios and paper sketches;
Evaluation of the first lab work.
March 18th: Design Principles and Mobile User Interface Patterns.
March 24th: Figma user interface design recommendation.
March 31st: Pre-evaluation of Figma prototypes to provide feedback for improving;
April 7th: Submission of the lab work until 8pm.

Laboratory Work

Wireframe and Mockup

1. Present the list of tasks of the mobile application that you will implement resulting from the 1st laboratory work.

2. Select 4 tasks from the previous list and build an interaction scenario for each of the tasks.

3. Based on the previous interaction scenarios, make a **paper sketch** of the application. This sketch does not need to have all the screens. Just the screens to implement the previous 4 tasks.

4. Make the Wireframes and the Mockups of the overall mobile app to be developed in the final project of the curricular unit, using the **Figma** tool.