

Wireframing and prototyping

Agenda

Homework

Storyboarding

Wireframing

Prototyping

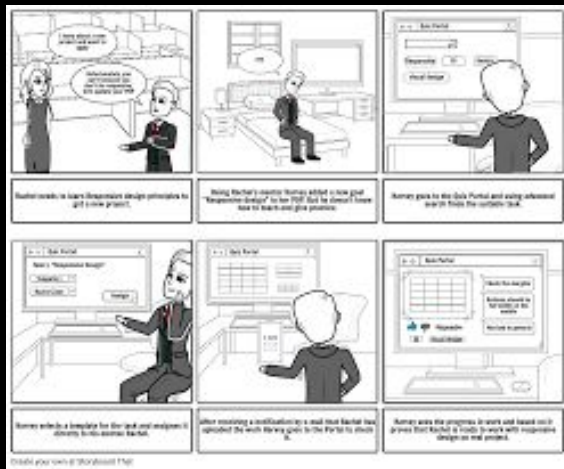
Heuristics

Activity

Storyboarding

- A sequence of drawings, typically with some directions and dialogue, representing the user's actions and emotions
- In your storyboarding make sure that you account for affordances in both digital and physical interactions in the product
- You can start thinking about how to make your product accessible as early as the research phase, and the storyboard is another great opportunity to visualize (accessibility) measures
- <https://olgashavrina.com/en/storyboard>





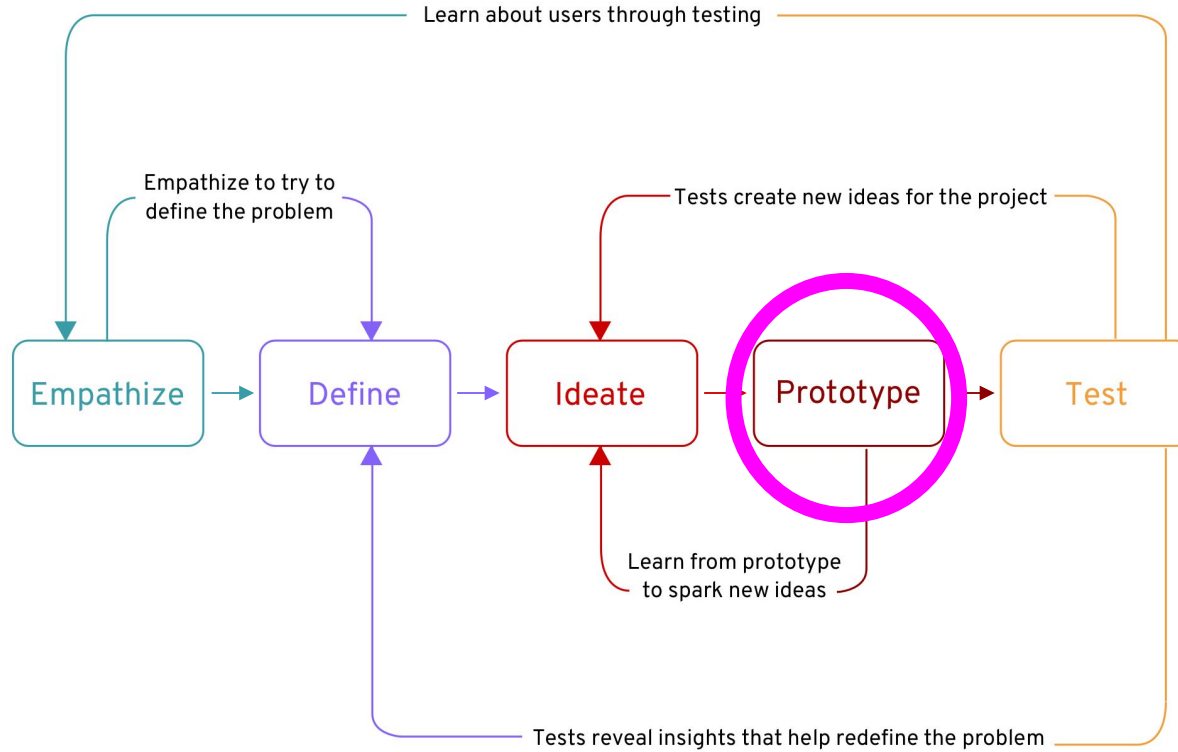
Use storyboards to visualize a flow or solution within your problem space.

- Define context (environment), main character (persona), product, interaction with the product and happy ending.
- Before drawing – prepare a diagram with notes.
- Project: Čekárna nebo váš projekt

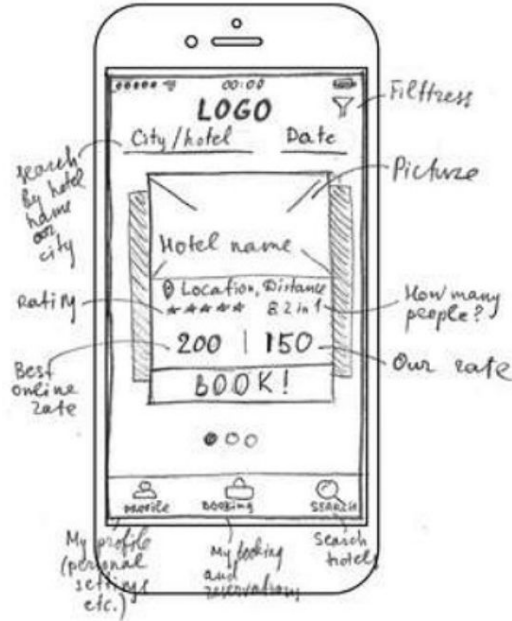
Activity



DESIGN THINKING : A NON-LINEAR PROCESS



Prototype



Sketch



Wireframe



Mockup



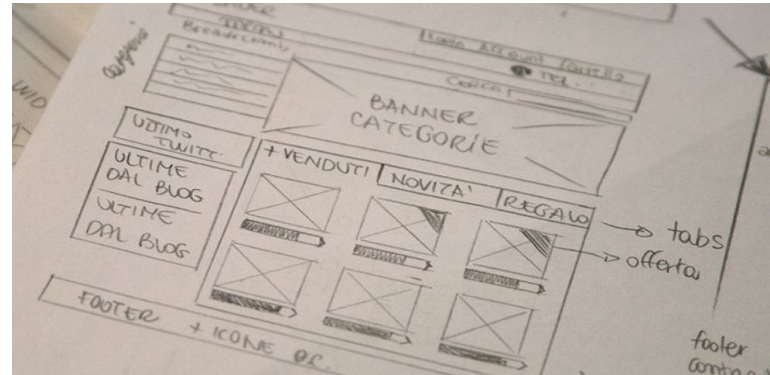
Prototype

	Wireframe	Mockup	Prototype
What	A quick sketch to convey the high-level concept of new product functionality	A realistic visual design that resembles what the new product functionality will look like	Interactive simulation of new product functionality
Purpose	To gain consensus and collect internal feedback on how new functionality will work	To facilitate more detailed critiques of visual elements and functionality so changes can be made	To collect feedback by user testing the real experience
Design fidelity	Low	Middle	High
Included elements	The format and structure of content	Additional visual elements like logos, colors, and icons	Final interactive elements and navigation
Time invested	Low	Medium	High

Wireframe

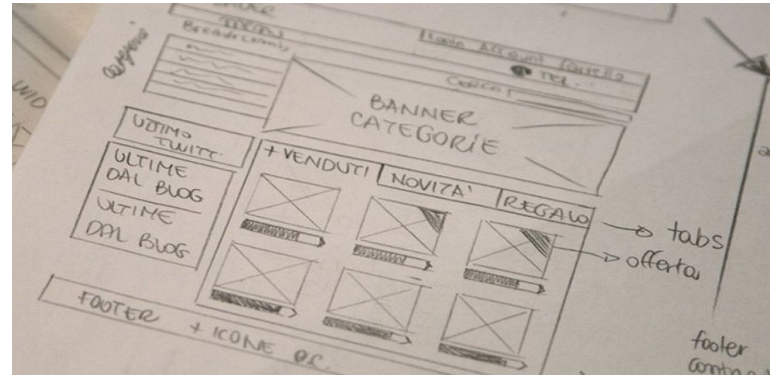
- A wireframe is a graphical skeleton of a website, that guides the content and concepts of the pages, and helps designers and clients to discuss the details of the website building (like a blueprint)
- The simple wireframe is a kind of low fidelity design, it consists lines, boxes, and grayscale colors.
- To communicate Info structure/ layout/ content/ functionality
- Watch:

https://www.youtube.com/watch?time_continue=124&v=8-vTd7GRk-w&feature=emb_logo



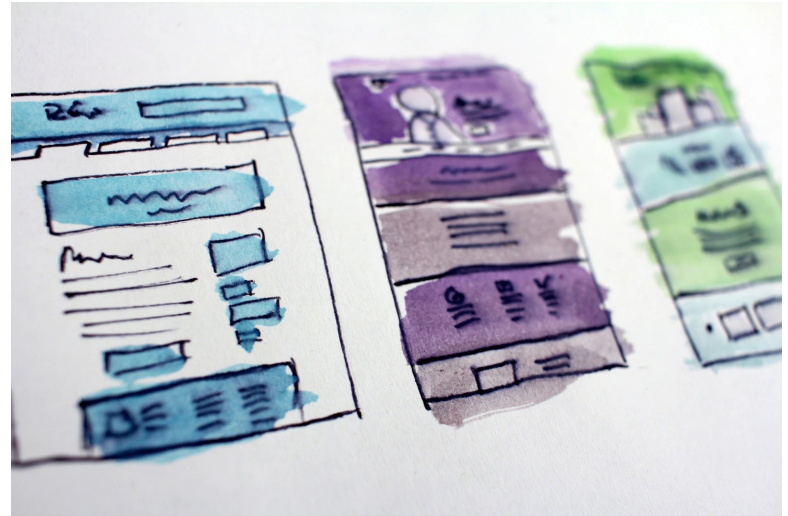
Mockup

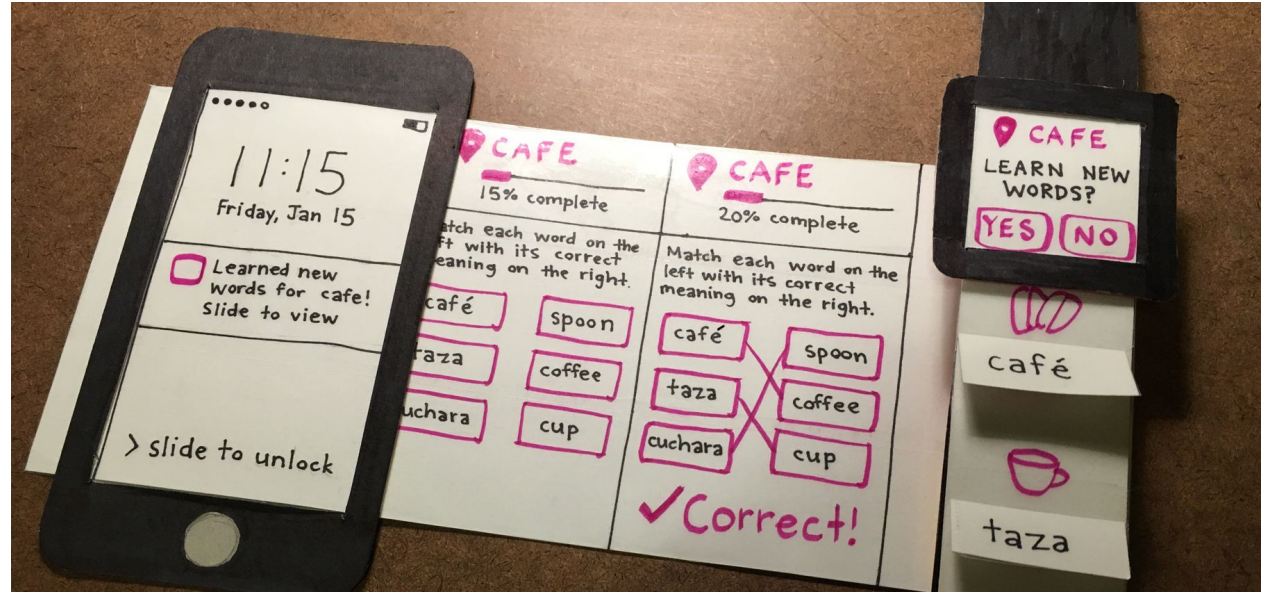
- Step-up from a wireframe
- Higher fidelity
- It incorporates seemingly realistic looking components.
- To discuss further with stakeholders
- Watch:
https://www.youtube.com/watch?time_continue=124&v=8-vTd7GRk-w&feature=emb_logo



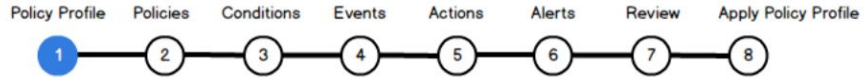
Prototype

- a draft version of a product that allows you to explore your ideas and show intention behind a feature or the overall design concept to users before investing time and money into development
- can be a simple series of paper sketches that details the product function and solves for a use case
- great for validating product early. Ready to be tested with users
- Validated prototypes are ready to be developed





Create new policy - guided flow



This step by step guide will walk you with selecting a policy profile. Policy profile is a group of policies. Policies are defined with conditions, events, actions and alerts.



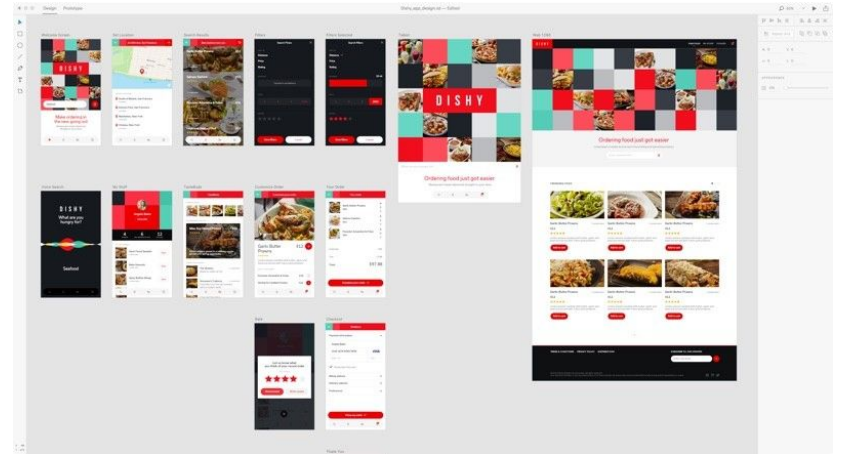
>	Policy profile^	Includes policies	Last update	Status
>	Check RHEV Hypervisor - check firewall	0	now	not applied

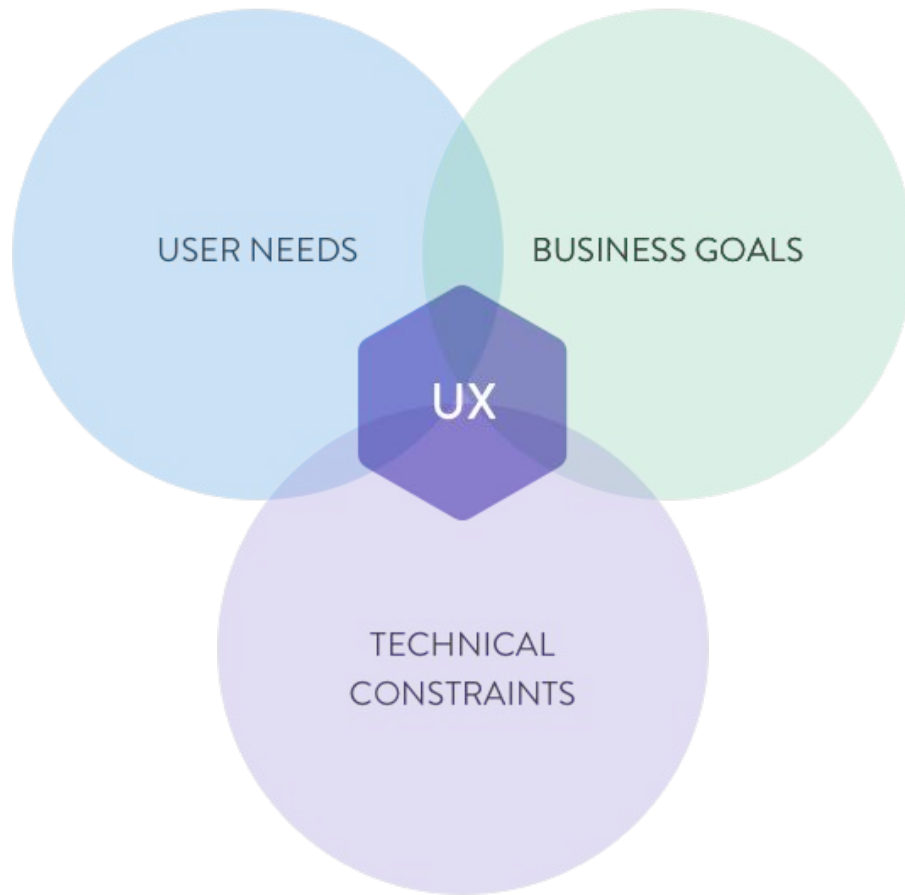
« < 1 of 3 > »

High fidelity

Used when

- a full story that incorporates visual design elements
- conceptually complete design





Prototyping tools

Most of these have free trials



[InVision](#)

proto.io

[Proto.io](#)



[Google Slides](#)



[Sketch](#)



[Mogups](#)



[Keynote](#)



[Marvel](#)



[Draw.io](#)



[PowerPoint](#)



[Balsamiq](#)



[Lucidchart](#)



[Flinto](#)



[Figma](#)

More UX Methods: <https://kisk.phil.muni.cz/100metod/navrhovani>
Example: <https://marvelapp.com/prototype/b19dc99/screen/88563108>

Critique

- To create a dialogue that helps designers focus and reach consensus
 - To provide educated guidance and recommendations to move designs forward
 - To help designers grow and improve by learning from one another
1. Don't take feedback personally, it's about the design.
 2. Don't feel like you have to pursue all of the feedback that you receive.
 3. If you don't know the answer to a question, it's okay. Take a note to research and follow up.
 4. Get feedback from a wide variety of people, not just designers on your team.

NIELSEN'S USABILITY HEURISTICS

- Jakob Nielsen's 10 general principles for interaction design
- They are called "heuristics" because they are broad rules of thumb and not specific usability guidelines

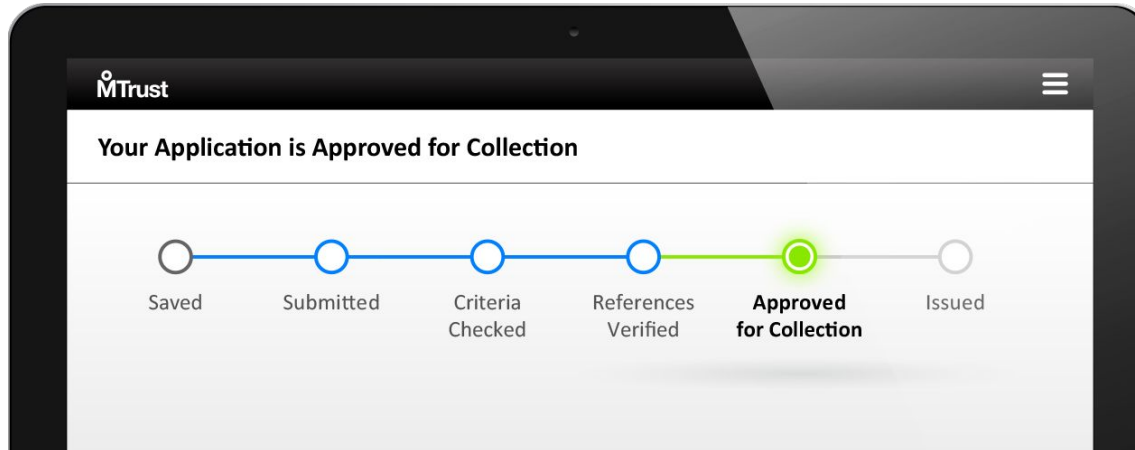


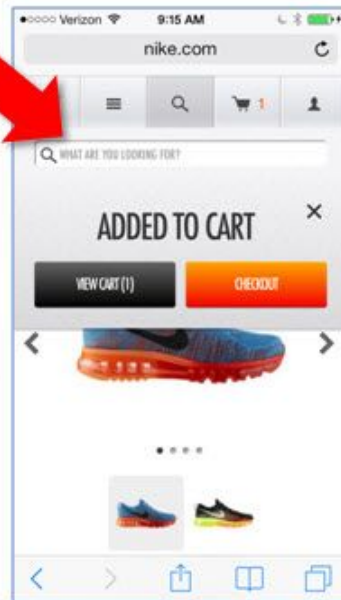
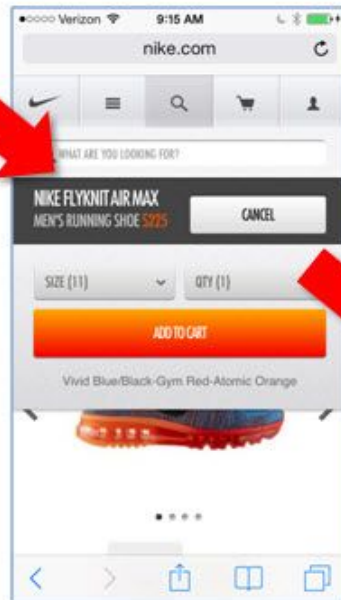
NIELSEN'S 10 USABILITY PRINCIPLES

Visibility of System Status

1

Keep users oriented and clear about where they are in the system or where they are up to in a process.





NIELSEN'S 10 USABILITY PRINCIPLES

Match between the system and the real world

2

Follow real-world conventions, making information appear in a natural and logical order.

"I know what you're talking about."



NIELSEN'S 10 USABILITY PRINCIPLES

User Control and Freedom

3

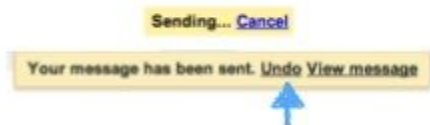
Users should be free to select and sequence tasks (when appropriate), rather than having the system do this for them.

"Oops, let me out of here."

3 User control and freedom

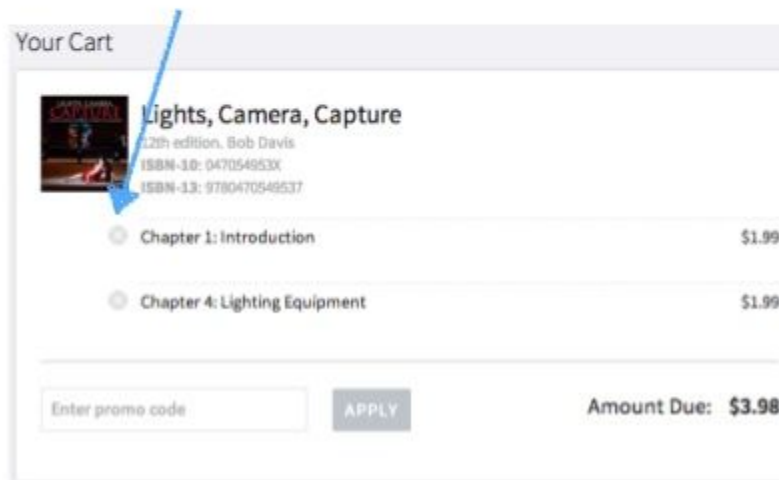
“Oops, let me outta here”

Allow people to change or delete items in a shopping cart as seen in this example from Inkling. It's also useful to allow them to continue shopping.



Ever felt the need for an undo button after sending an email to the wrong person?

It's a good thing Gmail allows that.



NIELSEN'S 10 USABILITY PRINCIPLES

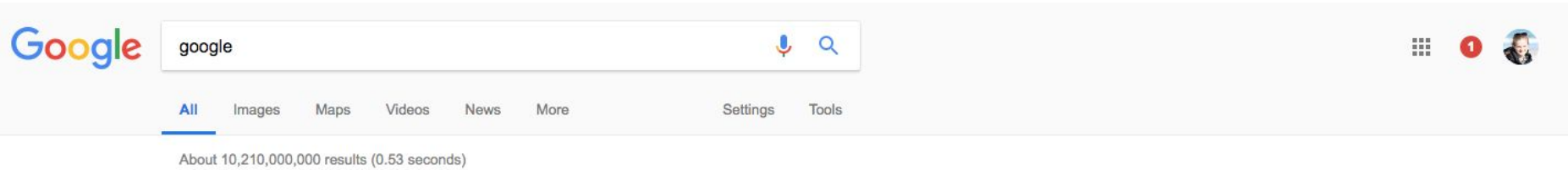
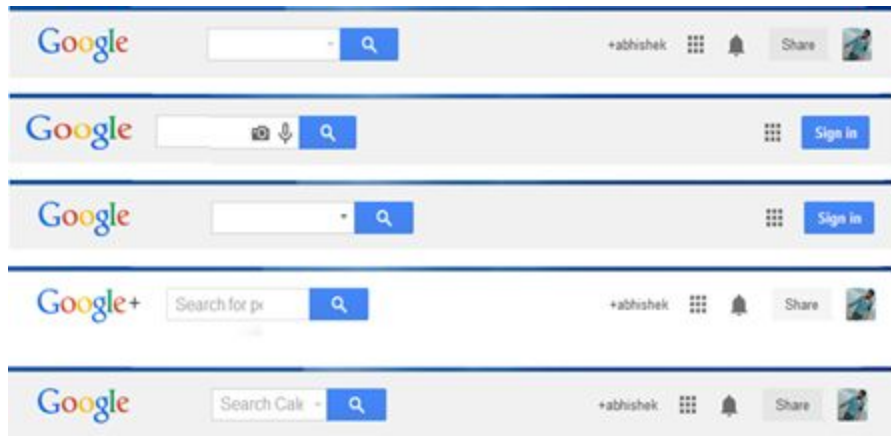
Consistency and Standards



4

Follow platform conventions. Principle of least surprise.

"Seems familiar, makes sense."



NIELSEN'S 10 USABILITY PRINCIPLES

Help Users Recognize, Diagnose, and Recover from Errors

5

Error messages in plain language. Give users understanding of how they will solve the problem in plain language.

"I know what went wrong, I can fix it."

Message from webpage



Adult 1: Title is required.
Adult 1: First Name is required.
Adult 1: Last Name is required.
Adult 1: Please choose Priority Boarding option.
Adult 2: Title is required.
Adult 2: First Name is required.
Adult 2: Last Name is required.
Adult 2: Please choose Priority Boarding option.
SMS confirmation option not selected
Please indicate that you have read and understand the terms and conditions to continue.

OK

Or start a new account

Choose a username (no spaces)

bert

! bert is already taken. Please choose a different username.

Choose a password

! Passwords must be at least 6 characters and can only contain letters and numbers.

Retype password

Email address (must be real!)

not an email

! The email provided does not appear to be valid

Send me occasional Digg updates.

Oops!

We can't seem to find the page you're looking for.

Error code: 404

Here are some helpful links instead:

[Home](#)

[Search](#)

[Help](#)

[Traveling on Airbnb](#)

[Hosting on Airbnb](#)

[Trust & Safety](#)



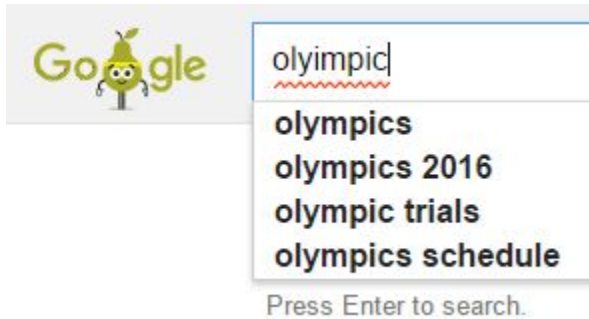
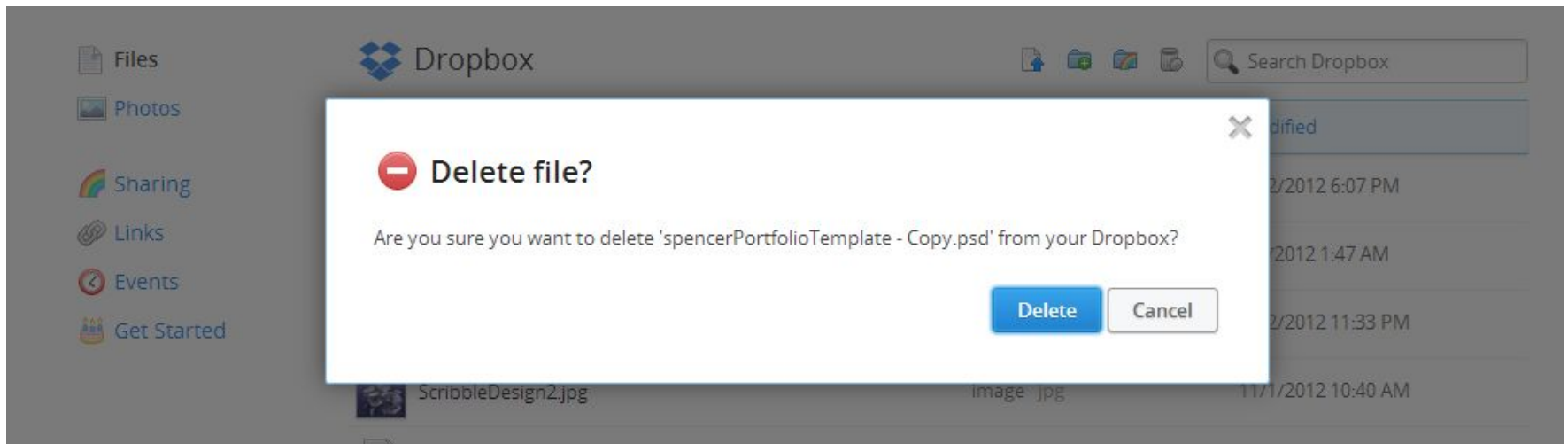
NIELSEN'S 10 USABILITY PRINCIPLES

Error Prevention



Even better than good error messages is a careful design that prevents a problem from occurring in the first place.

"Glad I didn't do that."



NIELSEN'S 10 USABILITY PRINCIPLES

Recognition Rather than Recall



Make objects, actions, and options visible.

"I know what I need to do here."

6 Recognition rather than recall

"I know what I need to do here"

Minimise the user's memory load by making objects, actions, and options visible. The user should not have to remember information from one part of the dialogue to another. Instructions for use of the system should be visible or easily retrievable whenever appropriate.

The screenshot shows a travel website's search interface. On the left is a vertical navigation menu with icons and text for: Flights, Hotels, Flight + Hotel, Trains, Buses, Weekend getaways (with a 'NEW' badge), Collections, Waytogo, and Mobile. The main content area is titled "Search for hotels" and includes the text "Over 100,000 hotels around the world". There are two radio buttons: "Hotels" (selected) and "Weekend Getaways" (with a "NEW" badge). A "Where" section has a text input field with the placeholder "Enter a city, area, landmark or hotel". Below this are "Check-in" and "Check-out" sections, each with a "Pick a date" label and a calendar icon. At the bottom, there are "Rooms", "Adults", and "Children" sections, each with a numeric input field and a dropdown arrow. The "Adults" section also includes the text "12+ yrs" and the "Children" section includes "0-11 yrs". A prominent orange "Search hotels" button is located at the bottom right. A circular badge in the top right corner of the main area says "WEEKEND GETAWAYS" and "Escape. Every Weekend." with an icon of a car and a suitcase.

NIELSEN'S 10 USABILITY PRINCIPLES

Flexibility and efficiency of use



Cater the system to the inexperienced and expert user. Encourage exploration. Offer accelerators.

"Allow me to do more of less."



dogs in hats



Web **Images** Videos Shopping News More + Search tools

Size - Color - Type - Time - Usage rights - More tools -

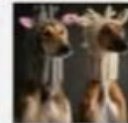
- Any size
- Large
- Medium
- Icon
- Larger than...
- Exactly...



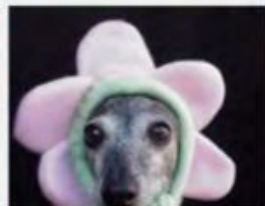
Halloween



Party



Winter



NIELSEN'S 10 USABILITY PRINCIPLES

Aesthetic and Minimalist Design



Dialogues should not contain information that is irrelevant or rarely needed. Simplicity.

"Looks good, works beautifully."



Google



Google Search

I'm Feeling Lucky

Google offered in: čeština

NIELSEN'S 10 USABILITY PRINCIPLES

Help and Documentation

10

Integrate help with the system. "How do I...?"

"Okay, I need help."

1



Visibility of system status

2



Match between system + real world

3



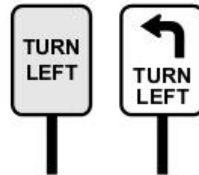
User control and freedom

4



Consistency and standards

5



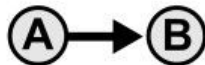
Recognition rather than recall

6



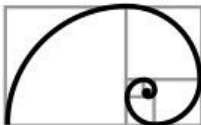
Error prevention

7



Flexibility and efficiency of use

8



Aesthetic and minimalist design

9



Help users with errors

10



Help and documentation