

- Design of the interactive simulations for iPhone
- Intro to LucidChart
- Using Images
- Adding Interactivity
- Real Time Collaboration
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- Assignment 8

Design of the interactive simulations for iPhone and iPad

Software designers can now create simulations to test how users will interact with their applications. Simulation software enables designers to rapidly build lightweight, animated interactive simulations of iPhone and iPad apps, without writing code. Designers can interact with a simulation to uncover design flaws, requirements gaps, and usability errors. Designers can test their designs with collaborators using interactive simulations, not static documents and wireframes - before development begins. These simulations typically called proof of concept (POC).

- See design in action
- Improve your design
- Optimize the user experience (UX)
- Test feasibility of the application
- Reduce the need for changes during development

Intro to LucidChart

Angry Birds Demo

Create new document

Main Menu

Dock- Navigator, Graphics, Text, Master, Metrics

Resizing the images and iPhone template using metrics

Toolbox- text, notes, hotspots

Creating a link to another page

Various shapes, GUI elements, libraries

Getting more shapes

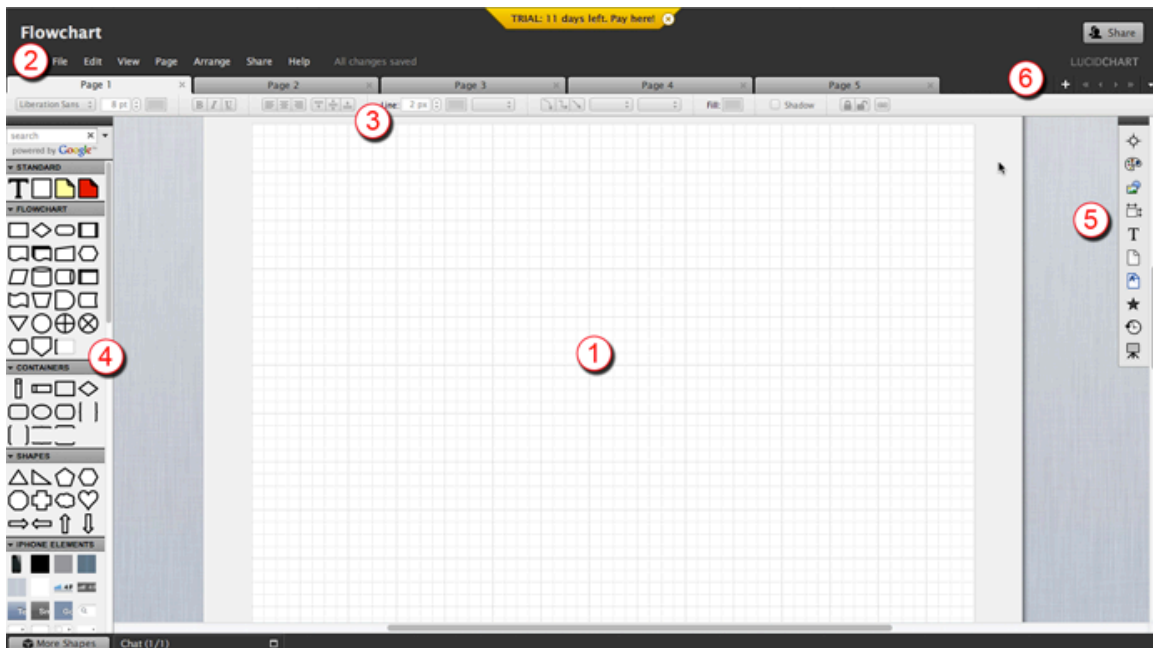
User Images

Resolution demo

Sharing files

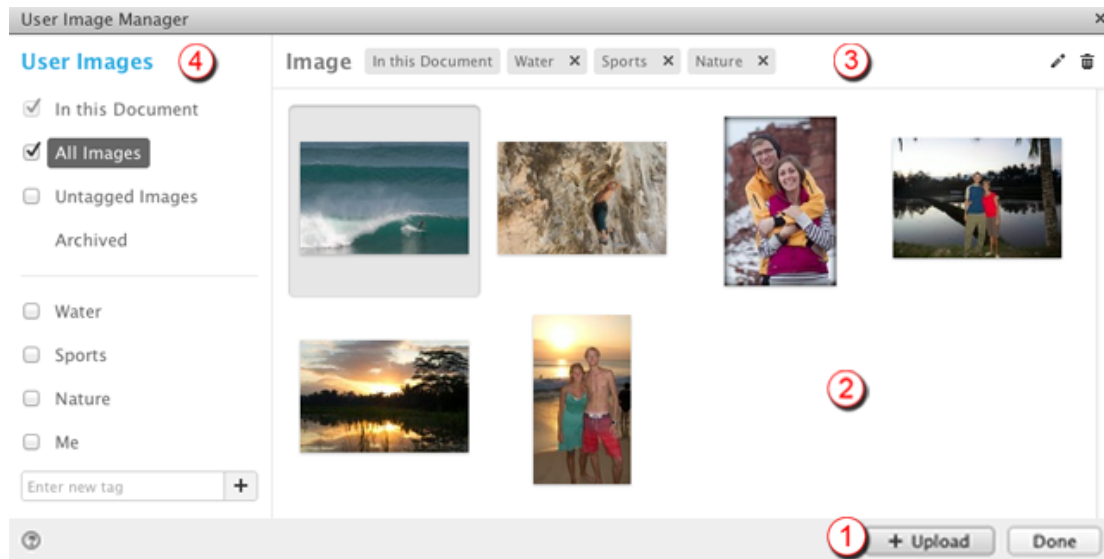
Generating links

Editor Overview



1. Canvas
2. Menu bar
3. Properties bar
4. Toolbox
5. Dock
6. Page controls

Adding Images



1. Image uploader: Quickly add files to your library.
2. Image viewer: Shows thumbnail of image(s) based on which set is selected.
3. Properties bar: Displays information about the image or tag and allows you to modify it.
4. Image sets and tags: Apply tags to images to create sets and organize what appears in your toolbox.

Adding Interactivity

- Adding links
- Creating hotspots
- Creating states

Real Time Collaboration

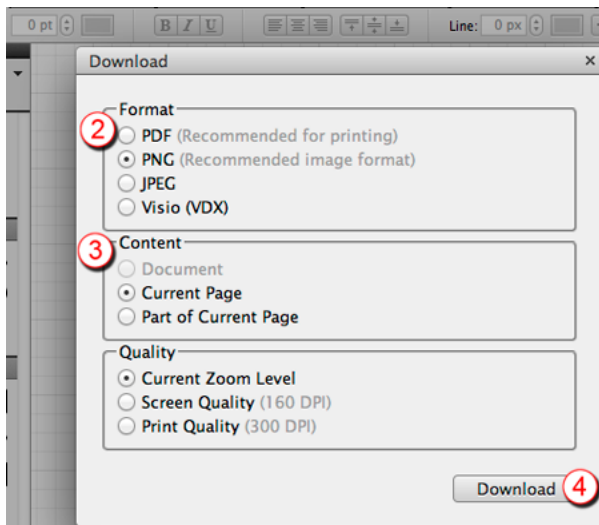
- Sharing files

https://www.youtube.com/watch?feature=player_embedded&v=sueeV7fg_fm

- Work in team

https://www.youtube.com/watch?feature=player_embedded&v=OINRyw7azJs

Export, Publishing



1. Click "File" from the Menu bar and select "Download As..."
2. A menu will appear where you can select which image type you want to download (PNG or JPEG).
3. Next, select whether to download the entire page or part of a current page. An additional menu will allow you to select the quality for your image.
4. Press "Download" and the image will begin downloading. If you selected to print a part of the page, you will be prompted to drag and highlight which part of the page.

Assignment 8

Interactive Simulation

Interpreting and utilizing feedback from instructors and fellow classmates is a very important step in the process to a finalized design. Whether it is from the very beginning during the mockups to the simulation, continuing to gather and use effective feedback will make design stronger.

Build an interactive simulation (proof of concept) for chosen mobile device.

The simulation should eventually include all screens from your flowchart. Your launcher icon (App icon) should be on the first screen. The majority of the elements should be of your own design imported as user images.