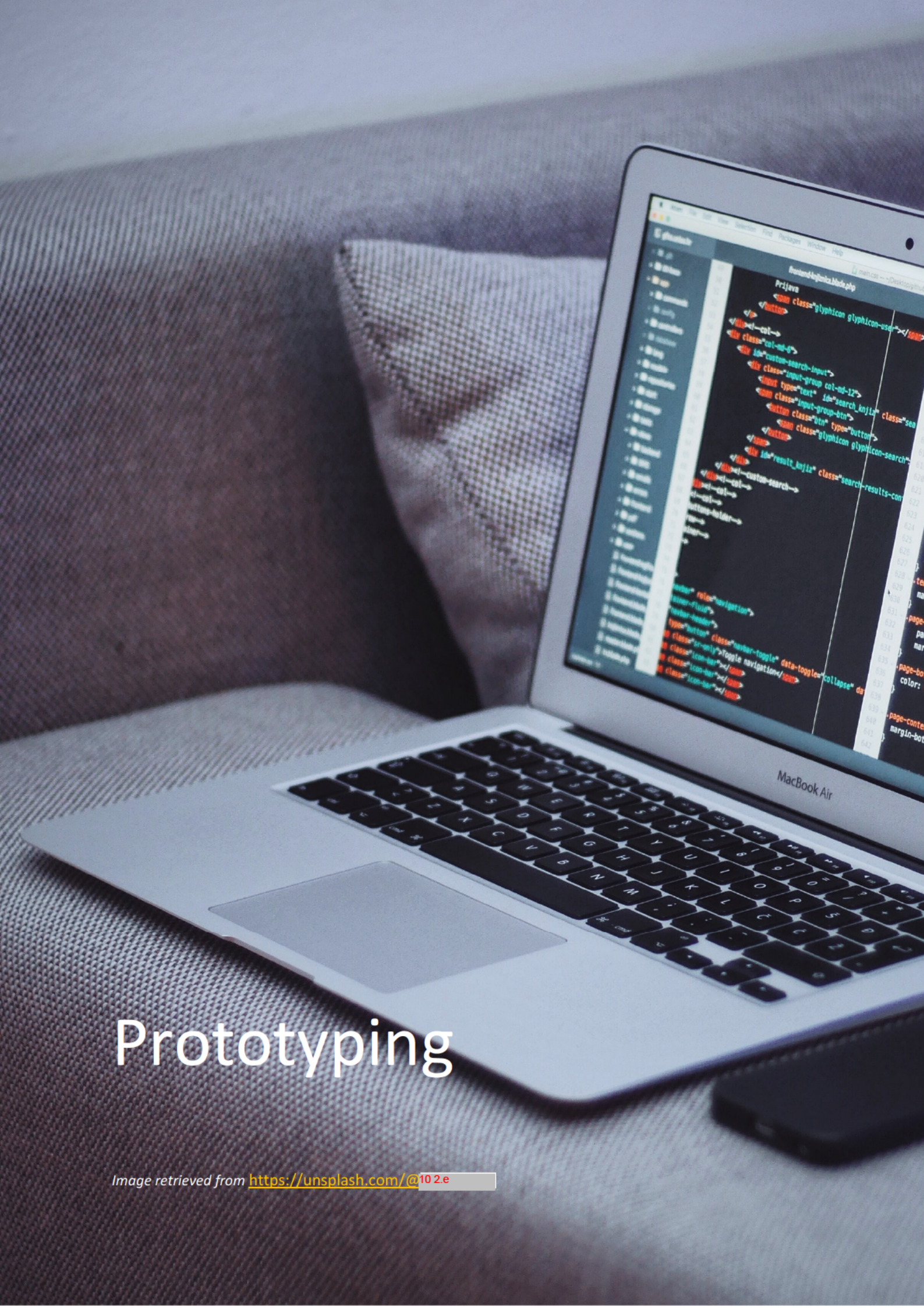


Prototyping

Image retrieved from https://unsplash.com/@10 2.e

4. Prototype phase

- Tools used
- Library used
- Why they were chosen
- How are they used
- For what purpose are they used
- Flow chart

When it came time to choose a tool for the UI design, there are several tools that a person could choose. The most popular ones at the time of writing this report are: Adobe XD, Sketch, Figma, JustInMind, FluidUI, UXPin, Zeplin. The criteria used to pick a tool for the UI prototype are as follows: Pricing, platform, functionality and 3rd party plugins.

Pricing plays an important role in deciding which tool is going to be used. If the tool is free to use that gives it an advantage when choosing. The tools that are free are: Adobe XD, Figma, and Zeplin. With the other options giving you tiered price depending on the user's need/budget.

The platform in which the tool can be used on is something developers or designer should keep in mind. Some tools are just made for only one operating system, such as Sketch, which can only be used on a mac pc or laptop. While other previously mentioned tools can run on both operating system. With Figma being the only one that can be used both as an application on your computer and used in the web browser.

In terms of functionality they are all similar. One of the most useful function in such application is the ability to convert the design into programming code. Another one would be the ability to simulate the prototype itself, meaning that it is not just panel of screens, but that you can navigate through those screen as if you were using the chosen device or platform. There are cases where the application does not have a certain functionality that is important but can get it through 3rd party plugins.

Considering all the criteria that are present. The prototype tool that will be used is Figma. With it being a free browser base, a user can have up to 3 projects with an free account, you can simulate the project, and most important is that the program allows its user to get the code equivalent of the design that they make.

Reflection prototype phase

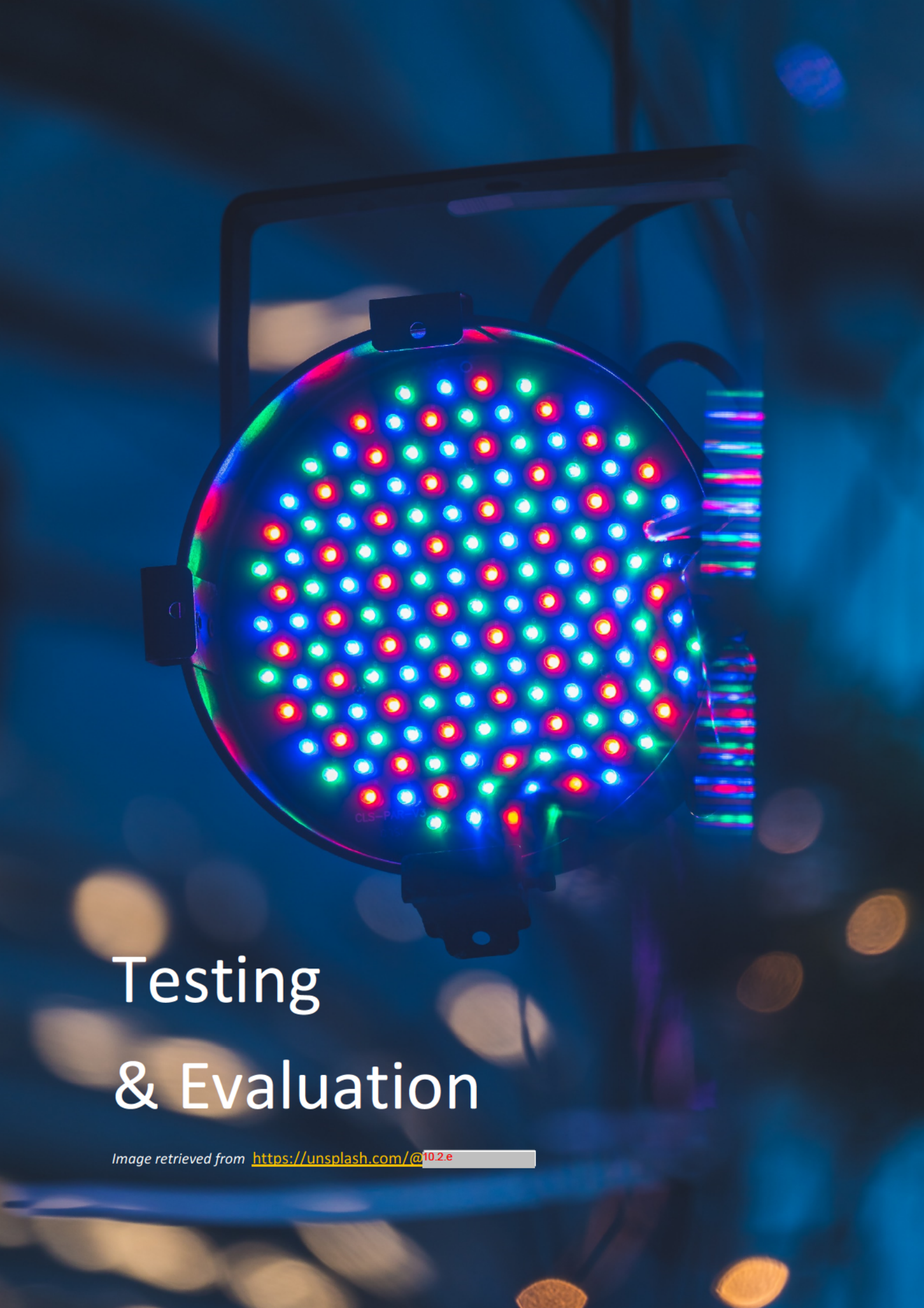
What went right.

What went wrong.

What would I have done differently and why?

What could be improved.

Recommendation.



Testing & Evaluation

Image retrieved from https://unsplash.com/@10.2.e

5. Test phase

Participant

Materials

Procedure

Measurement

Evaluation

Method

conclusion

Reflection on the test and evaluation

What went right.

What went wrong.

What would I have done differently and why?