

Lesson 3 - Prototyping

Program: Graphic Design

Subject: Adv. Multimedia and Animation

Prepared By: Tinnick

Overview & Purpose

Exploration of sketching, wireframing, and prototyping using traditional paper sketch methods and Adobe XD.

	Teacher Guide	Student Guide	
Objectives (Specify skills/information that will be learned.)	Creation of detailed sketches, wireframes, and interactive prototyping Exploration of Adobe XD and it's integration with other Adobe CC applications	Understand the importance of sketching to the user interface designer and explore various sketching methods Develop a digital prototype and test using Adobe XD	Materials Needed Greenburg, S. <i>Sketching User Experiences: The Workbook</i> . Elsevier, Inc., 2012. Adobe Education Exchange: Module 3.3 from UX2UI.
Information (Give and/or demonstrate necessary information)	Lecture: The importance of sketching on paper from Sketching User Experiences, the Workbook 2.1: Scribble Sketching Lecture: The benefits of wireframing from Adobe EdEx Demonstrate: Wireframing and Prototyping in XD		
Verification (Steps to check for student understanding)	Assign: Project - Interface sketch Assign: Project – Wireframing and Prototyping in XD	Other Resources User interaction patterns: http://ui-patterns.com/patterns Interface templates: http://interfacesketch.com/	