

is an emerging UI prototyping tool, in the context of:



## rise of rich interactivity

Today's user interfaces are becoming more and more complex. Designers not only need to represent multiple pages or screens, but with richer interactivity, pages and elements also now contain numerous states which also need to be handled.



## rise of sketching & agile

The return to pen and paper as a design tool is strong in the UI design community. Paper, sketching and agile philosophies are a ticket to light and good enough documentation. Heavy documents that cover the full scope are out. Similarly, prototypes do not have to be complete but the designer can now choose what to explore and cover.



## rise of HTML prototypes

Choosing a prototyping environment that is closest to the end user experience (as in the browser) is important. That's why HTML prototyping is hot these days. When the browser takes center stage, Javascript becomes a very powerful ally in conveying interaction. Relying on the browser also makes code reuse possible.



with the intention of supporting the following design activities:



## refinement

Changing how the interface looks, works and behaves is the norm of a UI design process. The future UI designer needs tools which afford to change and refine the early conceptual forms. As screens and states are added, the ability to make changes should be easy, fast and agile, independent of interface scope or complexity.

### possible implementations

- master objects & inheritance
- auto grouping & nesting of elements



## exploration

The tools designers use should afford the widening of the design space by means of creating design alternatives. Our tools should not narrow us down. Converging in a design process should be the designer's conscious choice. Anytime in the process the designer should be able to try out and branch out to a new idea, quickly and cheaply.

### possible implementations

- idea toggle
- design patterns
- object to real code toggle



## communication

Sharing interface and interaction ideas with others is a core design activity. Narrative or scenarios are often very popular means of making sense out of a multitude of screens. Quite often, documents are also sent out as stand alone, and the interactions have to be understood without any hand holding.

### possible implementations

- experience threading (narrative user scenarios)
- saving as links
- emphasis tools



## evaluation

Testing interfaces is the essence of a user centered design process. Various interface ideas need to be exposed to negative feedback streams in order to be improved.

### possible implementations

- electronic wizard of oz
- data prototyping
- clickable prototypes
- expert reviews & heuristic evaluations

the tool should deliver on the above activities with values of:

+ speed

+ agility

+ plays nice with others

## first release should allow for:

- installation and setup of the application
- working locally or on server
- moving of work between local setup and server
- drawing and editing of objects in a workspace
- injection into objects of: custom HTML, Javascript Code and CSS
- creation of object alternatives
- copying and pasting of objects as instances
- switching between alternatives
- saving of the prototype
- creation and management of multiple states of objects
- creation and switching between pages
- creation of scrolling page prototypes

## future releases may allow for:

- creation of interaction stories between pages and states
- evaluation of the prototype
- multiple project management
- reuse of other code/patterns
- creation of absolute and relative object modifiers
- sharing of a prototype with someone else

## stuff we might not need:

- text tool
- form tool
- account creation & user management
- master & instance model  
multiple idea toggle might be more powerful
- too many lines of Javascript (refactor code)