

Axure Rp Prototyping Cookbook

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Intro de05295690 Prototyping in Drupal (Commons) 3-5 content types Node references, OG and Views 30+ hours of labor de05295690 Prototyping in Axure 4 hours of labor 8 pages of annotated screenshots, including node/add screens de05295690 Re-architect the college magazine, Berklee Today, using a custom taxonomy and content type for display de05295690 Prototyping in Drupal: Benefits Can turn prototype into \"production code\" easily Can play with content models and relationships more easily Help understand how Drupal's infrastructure impacts the UX of what you're building de05295690 Set up team projects Team Create Team Project from File OR Team Get and Open Team Project · Lets you collaborate on a prototype with others on the team Check Out and Check In to make changes. de05295690 Search filters de05295690 Set up Grids Arrange Grid and Guides Create Guides... 4 presets: 1200 grid 12 column \u0026 15

column 960 grid 12 \u0026 16 column de05295690 Let's talk about... A tale of two projects de05295690 Re-architect the way that departments and staff/faculty members were presented throughout the college's website, including creating an internal faculty/staff directory de05295690 Spherical Videos de05295690 Prototyping in Drupal: Drawbacks Time and labor-intensive for complex features Much harder to \"give up on\" code and iterate when needed Not great for rapid iteration de05295690 Set up Adaptive Views Project Adaptive Views... Has some standard presets already (Tablet, Phone, etc.) Lets you set up your own Do all your work in Base, then adjust in the other views as needed. de05295690 Work with widget and page styles · Lets you set up default styles including fonts, colors, etc. Makes going from low to high fidelity easier Can adjust color/grayscale, page sketchiness, etc. with Page Styles de05295690 ALL IN THE SAME DOCUMENT! Pretty cool, huh? de05295690 Axure RP 10 and UX Design Core Skills Course - Axure RP 10 and UX Design Core Skills Course 1 minute, 29 seconds - Axure RP, 10 is a powerful tool for rapid **prototyping**,, enabling the creation of **prototypes**,, wireframes, mockups, and flowcharts with ... de05295690 Information architecture and content modeling? Stakeholder feedback? Documentation for developers? de05295690 Playback de05295690 Set up your base layers Adaptive Views Page grids FontAwesome de05295690 DrupalCon Austin 2014: AXURE PROTOTYPING FOR DRUPAL - DrupalCon

Austin 2014: AXURE PROTOTYPING FOR DRUPAL 1 hour - Speakers: danigrri When working on relatively simple sites, there's a lot you can do directly in Drupal to show clients how content ... de05295690 Put in the other pages Use masters where appropriate Create dynamic panels and interactions to link de05295690 Work with Masters Lets you re-use elements on different pages of the prototype - Makes iteration easier de05295690 Axure RP 10 and UX design core skills course - 13.1 Publishing project - Axure RP 10 and UX design core skills course - 13.1 Publishing project 2 minutes, 24 seconds - You can preview the finished **prototype**,. Publish it locally, or to **Axure**, Cloud. More contents:<https://axureboutique.com> ... de05295690 Decide what pages and features need to be included. Sketch. And Sketch again. de05295690 Can adjust color and size without loss of fidelity Requires FontAwesome to be installed on computer Requires adjustment to prototype generator de05295690 Keyboard shortcuts de05295690 Comparing Sketch, UXPin, and Axure RP for Prototyping - Comparing Sketch, UXPin, and Axure RP for Prototyping 2 minutes, 46 seconds - Sketch, known as a streamlined version of Illustrator, is a graphics tool primarily designed for creating user interfaces. While it ... de05295690 Annotate as you go Widget notes allow you to explain thinking and implementation notes behind specific elements Page notes allow you to focus on page-wide goals and concepts de05295690 Proficient Prototyping in Axure RP:

Course welcome - Proficient Prototyping in Axure RP: Course welcome 2 minutes, 1 second - Welcome to the Proficient **Prototyping**, in **Axure RP**, where we shall be creating an eCommerce Homepage **prototype**, in **Axure RP**,. de05295690 Discuss and Iterate Use Page Notes to explain global issues, and explain specific feedback desired Discussions allow Tweet-length comments from multiple stakeholders de05295690 Download some widget libraries Creates nicer defaults to make building wireframes easier. Favorites: FontAwesome, EE Callouts, Web Widgets by Proto Five de05295690 Set up your header and footers Logo Placeholder Navigation Search Box Donate Button de05295690 BUT you can... . Go beyond wireframes into interactive prototypes that can be tested and iterated before development time is spent Comment and discuss with distributed teams online Annotate as you go, making it easy for devs to see your thought process and break down for implementation Work more efficiently with multiple pages, styles \u0026 masters Create team projects that allow collaboration with other team members directly in the document de05295690 months 30+ pages of site maps Prototypes for 6 new features Content models for 3 new areas de05295690 Start with the Core Training - 6 Tutorials in 1 hour will teach you most of what you need to know about working in Axure. de05295690 When you need to work in Axure When feedback comes from many different sources When things are likely to change frequently When

working with smaller, foundational \"slices\" of the experience, e.g, site navigation or a new section of content When you need to get the experience right before you commit things to code de05295690 Identify which pieces of the project need to be prototyped Which slices of the experience require the most stakeholder input or hand-holding? Are there sections of content that have unique needs? Are there slices of the experience where development would be too hard to reverse if the solution doesn't work out? de05295690 Subtitles and closed captions de05295690 General de05295690 Use masters for common elements - Apply to all pages, or just a few de05295690 Prototyping in Drupal: When to do it When you know exactly what you are building When you're setting up initial configuration When you need to think through \"how Drupal does things.\" de05295690 Publish to Axure Share Make sure FontAwesome is made available in specification generator Create custom generators for different needs, eg, testing vs. stakeholder feedback de05295690 Annotate! Page Notes lets you put notes on each page explaining goals, considerations, etc. Annotating elements in Widget Notes allows developers and stakeholders to see rationale, interaction intentions, etc. Annotations are exported into Specifications Developers can work directly from annotated prototypes de05295690

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