

1. Record Nr.	UNINA9910254325203321
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Titolo	Prototyping of User Interfaces for Mobile Applications // by Benjamin Bähr
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2017
ISBN	3-319-53210-3
Edizione	[1st ed. 2017.]
Descrizione fisica	1 online resource (X, 162 p. 29 illus., 23 illus. in color.)
Collana	T-Labs Series in Telecommunication Services, , 2192-2810
Disciplina	004
Soggetti	User interfaces (Computer systems) Electrical engineering User Interfaces and Human Computer Interaction Communications Engineering, Networks
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references.
Nota di contenuto	Introduction -- State of Prototyping Mobile Application User-Interfaces -- Prototyping Requirements -- Blended Prototyping – Design and Implementation -- Comparative Evaluation of Blended Prototyping -- Conclusion.
Sommario/riassunto	This book investigates processes for the prototyping of user interfaces for mobile apps, and describes the development of new concepts and tools that can improve the prototype driven app development in the early stages. It presents the development and evaluation of a new requirements catalogue for prototyping mobile app tools that identifies the most important criteria such tools should meet at different prototype-development stages. This catalogue is not just a good point of orientation for designing new prototyping approaches, but also provides a set of metrics for a comparing the performance of alternative prototyping tools. In addition, the book discusses the development of Blended Prototyping, a new approach for prototyping user interfaces for mobile applications in the early and middle development stages, and presents the results of an evaluation of its performance, showing that it provides a tool for teamwork-oriented, creative prototyping of mobile apps in the early design stages.

