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Autore	Schwartz Ezra
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Soggetti	Rapid prototyping Electronic books.
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Formato	Materiale a stampa
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Note generali	Includes index.
Nota di contenuto	Cover; Copyright; Credits; Foreword; About the Author; Acknowledgement; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Prototyping Fundamentals; The art of UX prototyping; Prototyping interaction; The prototyping checklist; The project; Simple websites; Web applications and portals; Mobile apps; Heuristic evaluation; User validation; Deliverables: Prototype and specifications; Balancing act: What stakeholders have to say; Business stakeholders; Management; Business process architects; Project management; Visual design; Development stakeholders The UX perspective The UX practitioner; The UX team lead; The challenge; Team structure; Process; Extending the process; Axure: The Good; Axure: The Bad; Tips for using Axure on large design projects; Axure around the world; The Axure perspective; Summary; Chapter 2: Axure Basics-the User Interface; Getting started; Working with multiple project files; The Axure workspace; Customizing the workspace; The Sitemap pane; Wireframe pages; Flow pages; The Page Properties pane; Page notes; Managing notes; Page interactions; Page formatting; Sketch effects; The Widgets pane; Wireframe Widgets

Flow widgetsCreating your own widget library; Third party widget libraries; The Widget Properties pane; Annotation tab; Annotation fields; Annotation views; Interactions tab; Interactions; Events; Cases; Actions; Formatting tab; Location and size; Font; Alignment + Padding; Style; Ordering; Fills, Lines, + Borders; The Wireframe pane; Grid and Guides; The Masters pane; Master behavior; Normal; Place in Background; Custom Widget; Usage Report; The Dynamic Panel Manager; The toolbar and menu bar; Axure file formats; The .RP file format (stand-alone); The RPPRJ file format (shared project) SummaryChapter 3: Prototype Construction Basics; Prototyping principles; Alexandria, the Digital Library Project; Getting started-productivity in 30 minutes; Initial requirements and use cases; Use case diagram page; Saving the project file; First wireframe pages; Task flow diagram page; Browse path flow diagram; Search path flow diagram; Link use cases to flow diagrams; Generating the HTML prototype; Getting started with masters and dynamic Panels; The first wireframe; The quick and dirty approach; The quick but structured approach; First masters: navigation systems; Global navigation bar Secondary navigation systemThe first dynamic panel; Adding states to a dynamic panel; Adding visual effects; Adding sketch effects; Updating task flow diagrams; Practitioner's corner-Axure prototyping for mobile devices; Mobile friendly websites and mobile apps; Different device resolutions and aspect ratios; Using the Viewport Tag; Using a full screen browser; Landscape and portrait page versions; Event and gesture compatibility; Browser limitations; Using widget libraries; Loading prototypes onto the device; Summary; Chapter 4: Interactivity 101; Interaction design-brief history
The 1950-60s

Sommario/riassunto

Axure RP 6 Prototyping Essentials is a detailed, practical primer on the leading rapid prototyping tool. Short on jargon and high on concepts, real-life scenarios and step-by-step guidance through hands-on examples, this book will show you how to integrate Axure into your UX workflow. This book is written for UX practitioners, business analysts, product managers, and anyone else who is involved in UX projects. The book assumes that you have no or very little familiarity with Axure. It will help you if you are evaluating the tool for an upcoming project or are required to quickly get up to spee
