# Think Like a Digital Designer: Unplugged

CREATE A PAPER PROTOTYPE FOR AN APP

# Apps We Use

- What Apps are you currently using?

    - What are some of your <u>favorite</u> things about the app?
    - What are some things you wish you could <u>change</u>?

# Collaborating on a Design Team

- Collaboration is a big piece of the puzzle!

  - It is important for designers to think critically and functionally about designs.

  - Creating an aesthetically pleasing static design is only half the battle.

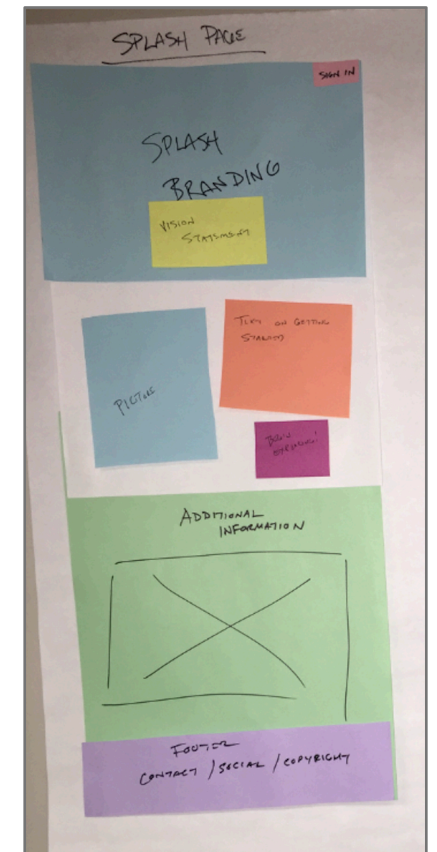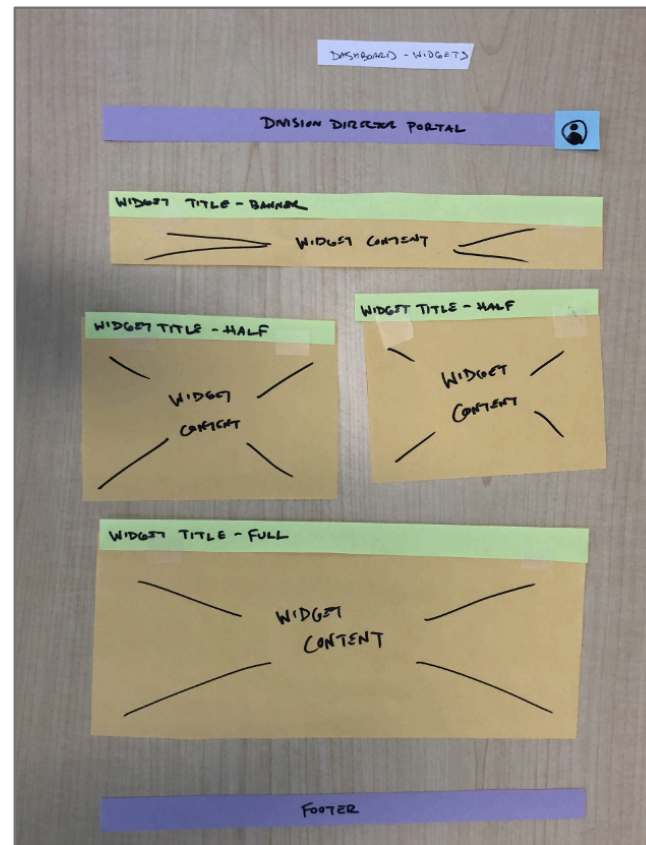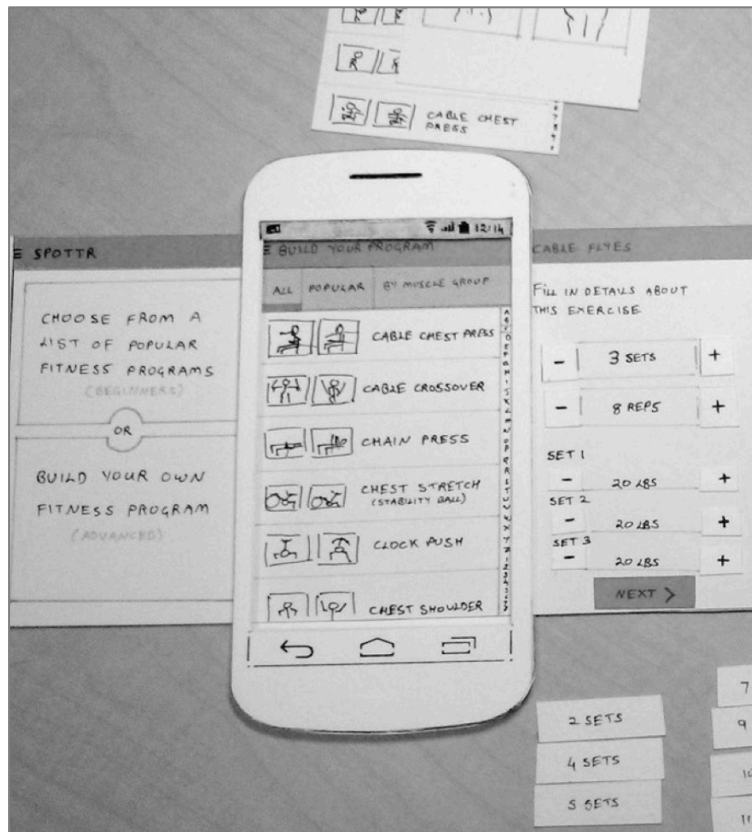  - In order for a design to become fully realized, all details and nuances must be accounted for.

# Where to Begin?

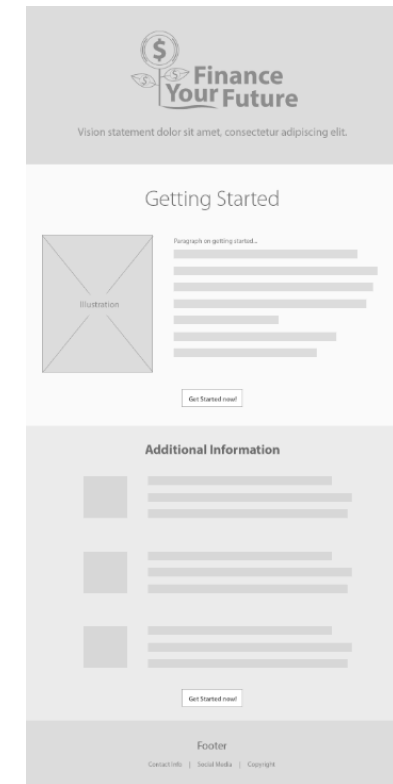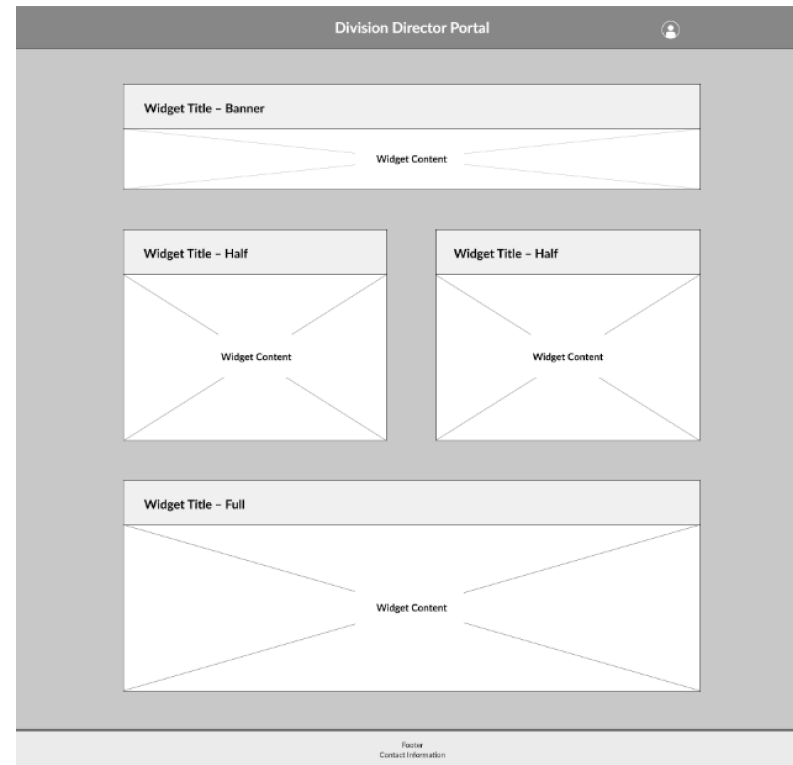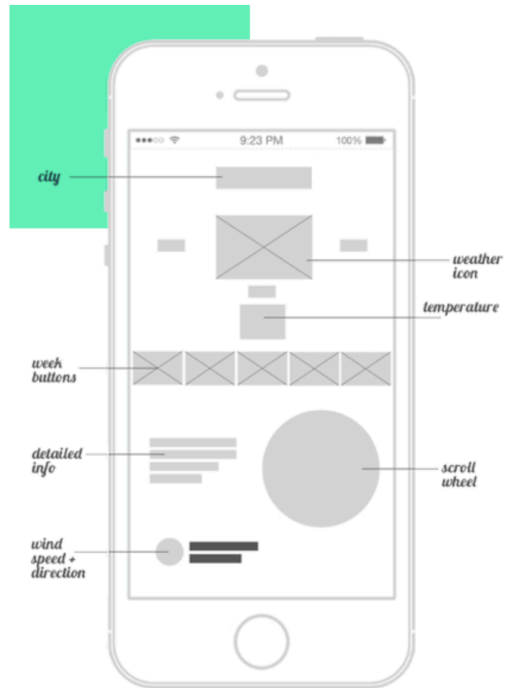- Before we even sit down at a computer and begin to code, a design team needs to flesh out the idea.
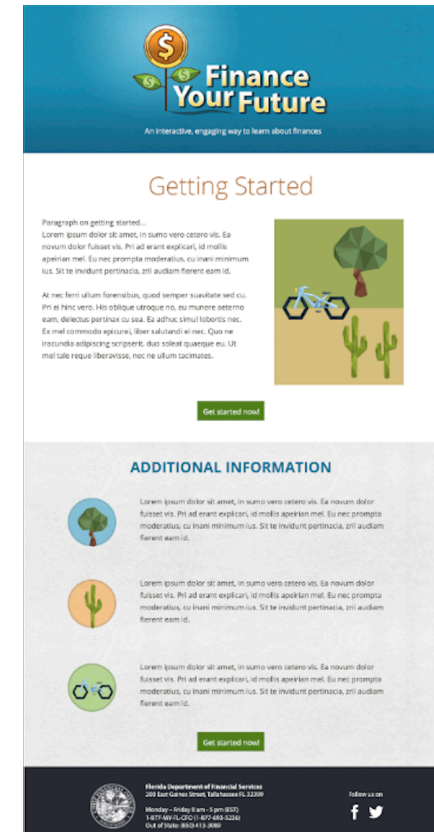
We start with the following steps:

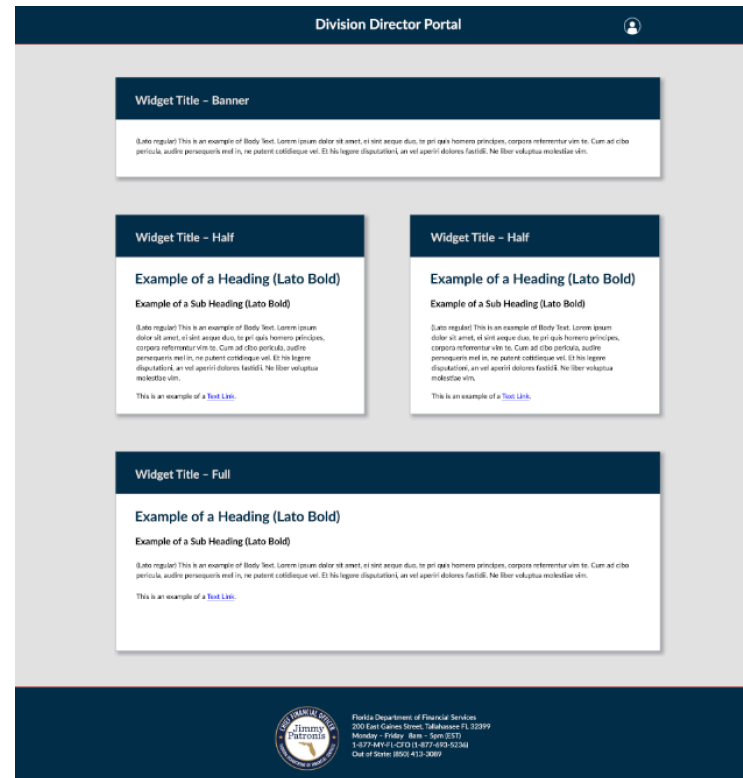- Paper Prototype
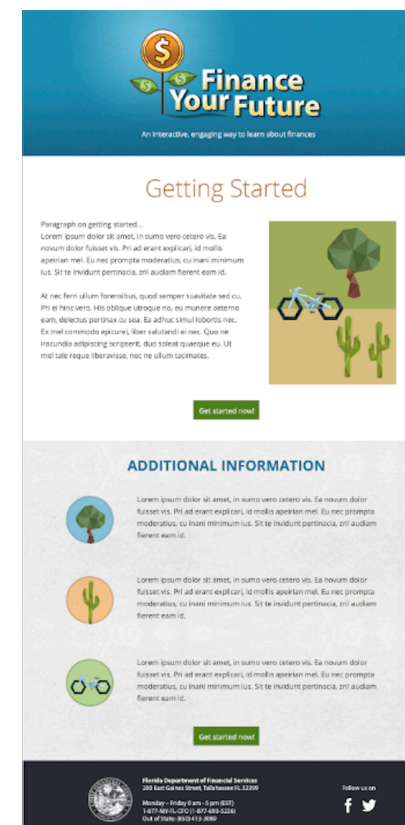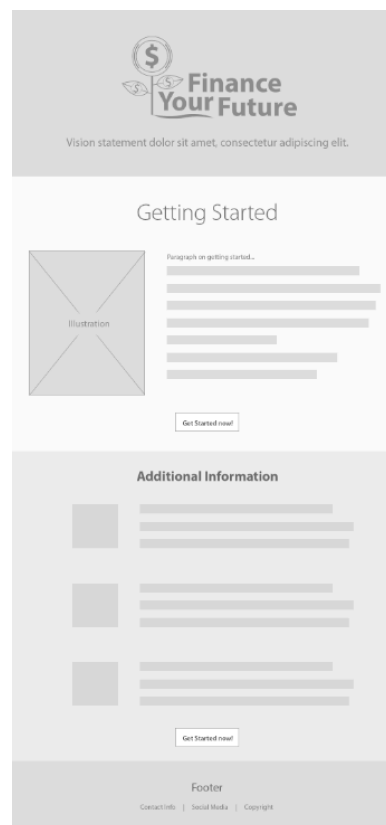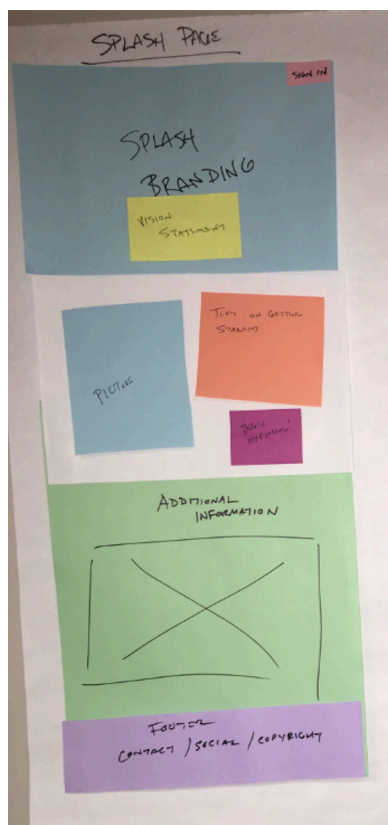- Wireframe
- Mockup

# Examples of Paper Prototypes

# Examples of Wireframes

# Examples of Mockups

# Paper Prototype to Mockup

# Paper Prototype Your Own App!

▶ For this activity, you are going to have to think about what a person might need from an app, and how you can design an app to meet those needs.

   ▶ Design 3 paper prototypes of a mobile App.

      ▶ Title page with name and logo.

      ▶ Homepage with menu, content areas, and buttons.

      ▶ One page that you get to from the homepage.