



Community Experience Distilled

Mobile Prototyping with Axure 7

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Mobile Prototyping With Axure 7 Hacker Will

Ezra Schwartz, Elizabeth Srail



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Mobile Prototyping with Axure 7 Will Hacker,2013-11-25 This book is a step by step tutorial which includes hands on examples and downloadable Axure files to get you started with mobile prototyping immediately You will learn how to develop an application from scratch and will be guided through each and every step If you are a mobile centric developer designer or someone who would like to take their Axure prototyping skills to the next level and start designing and testing mobile prototypes this book is ideal for you You should be familiar with prototyping and Axure specifically before you read this book

Learning Axure RP Interactive Prototypes John Henry Krahenbuhl,2015-01-31 If you are a user experience professional designer information architect or business analyst who wants to gain interactive prototyping skills with Axure then this book is ideal for you Some familiarity with Axure is preferred but not essential

Axure for Mobile, Second Edition Lennart Hennigs,2014-03-20 Do you have a great idea for a mobile website or an app Want to turn this idea into a reality Are you looking for a fast way to test different concepts before committing to one of them Do you want to present your idea to your stakeholders to let them experience it before development starts And do you want to showcase it on a mobile device If you answered any of those questions with yes this book is for you Learn how to Set up Axure for mobile prototyping Create responsive web prototypes View prototypes on your mobile device Prototype animations and transitions All major mobile platforms iOS Android Windows Phone Firefox OS and mobile web are covered Start prototyping today And visit www.axureformobile.com for more information

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eCommerce prototype This book will exhibit to novice as well as experienced users common design patterns for exploration and continued learning Equipped with these new design patterns and methods readers can complete engaging interactive projects faster What You Will Learn Explore foundational interactions for popular design patterns Construct advanced interactions i e parallax scrolling etc using the default widget library Expand Axure s core set of interactions by using AxShare Plugins with JavaScript Construct a reusable Social Media module that includes live feeds from Facebook Twitter Instagram and Pinterest Build a Community Site that includes header and footer masters and an interactive Carousel Leverage the Repeater widget to create an adaptive Photo Gallery Create a Photo Contest with registration for desktop tablet and mobile viewports utilizing Adaptive Views Enable an interactive eCommerce Shopping Cart optimized for desktop tablet and mobile using an adaptive repeater widgetWho This Book Is ForIf you are a user experienced professional designer information architect or business analyst who wants to explore common design patterns and enhance your interactive prototyping skills with Axure then this book is ideal for you Having some experience in creating wireframes as well as an interest in interaction design and want to create immersive interactive prototypes will be a add on bonus Style and approachStarting with the fundamentals you will create progressively complex prototypes while learning basic intermediate and advanced interactions in Axure You will apply what you learn to create an increasingly interactive prototype

Prototyping Essentials with Axure Second Edition Ezra Schwartz,Elizabeth Ann Srail,2014 A hands on guide filled with practical examples to device OS independent User Experience Strategy with Axure 7 If you are a UX practitioner or a business analyst or a product manager involved in UX projects this book is for you This book will also be useful to consultants or in house staff who work for agencies and individual practitioners or UX team members Familiarity with Axure will help but is not mandatory Prototyping of User Interfaces for Mobile Applications Benjamin Bähr,2017-03-14 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

Interactive Prototyping with Axure RP 8 Debbie Levitt,2016 Learn Axure the popular UX software for creating flow charts wire frames or clickable interactive prototypes from top S F Bay Area UX designer Debbie Levitt Levitt runs Ptype one of the few companies in the world recommended by Axure to teach Axure Designed for new and experienced UXers IxDs IAs

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Axure for Mobile, Second Edition Lennart Hennigs,2014-05-14 Do you have a great idea for a mobile website or an app Want to turn this idea into a reality Are you looking for a fast way to test different concepts before committing to one of them Do you want to present your idea to your stakeholders to let them experience it before development starts And do you want to showcase it on a mobile device If you answered any of those questions with yes this book is for you Learn how to Set up Axure for mobile prototyping Create responsive web prototypes View prototypes on your mobile device Prototype animations and transitions All major mobile platforms iOS Android Windows Phone Firefox OS and mobile web are covered Start prototyping today **Axure RP 6 Prototyping Essentials** Ezra Schwartz,2012-01-24 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 widgets Creating 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 **Axure RP7 Prototyping Essentials** Ezra Schwartz,Elizabeth Srail,2014-05 A hands on guide filled with practical examples to device OS independent User Experience Strategy with Axure 7 If you are a UX practitioner or a business analyst or a product manager involved in UX projects this book is for you This book will also be useful to consultants or in house staff who work for agencies and individual practitioners or UX team members Familiarity with Axure will help but is not mandatory [Instant Axure RP Starter](#) Amit Daliot,2013 Start prototyping your first Axure RP project the easy way Learn something new in an Instant A short fast focused guide delivering immediate results Helping you learn the fundamentals of Axure RP while making prototypes Focus on only the most important features saving you time and helping you to start using Axure RP immediately Providing you with essential resources that will help you become an Axure master In Detail User interface prototyping is here and it is quickly becoming

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