



Resource Guide 04



# The Practical Handbook on Prototype and Presentation

# 4 THE PRACTICAL HANDBOOK ON PROTOTYPE AND PRESENTATION

*Prototyping is extremely important to designers: it showcases the actual functions to the client.*

*Rather than trying to imagine how the final product will turn out, the client can easily observe how it works while developers will also have an unambiguous guide to aid them in writing the code.*

*Every UX designer should include this as part of your process.*

## PowerPoint

Presentation is a very important part of design. You have to sell your idea - to your teammates, to the stakeholders, and the users. Collaborate for free with the online version, share with your teammates and work together at the same time.

### How to use it

Theme colours ensure that even the most non-aesthetically inclined person is able to create a cohesive-looking presentation. Toggle between themes for different moods when presenting different concepts. Remember to break down information on each slide into digestible chunks.

### How not to use it

Don't flood it with too much content on every slide, or add animations to every detail.

### Best way to get value from it

Use slide transitions and animations to present information more effectively. Create as many slides as you want to spread out your information.

## Keynote



The Mac version of Powerpoint. With Keynote you can easily create gorgeous presentations using simple tools and effects. Anyone can collaborate on your Keynote to give pointers and comments. It's an efficient and easy-to-use tool to do up your presentation deck.

### How to use it

Similar to Powerpoint, you can use Keynote to simplify your information into many slides.

### How not to use it

If you know that you might have to open or edit the file on a Microsoft computer, you're better off sticking to Powerpoint as Keynote doesn't work outside of Apple platforms.

### Best way to get value from it

There are many tools available to help you improve your design aesthetically. The range of edit tools available is much higher and allows for greater precision when editing multimedia files directly in the programme.

### Useful links

- <https://business.tutsplus.com/tutorials/how-to-create-a-basic-keynote-presentation--mac-57364>

# Flinto

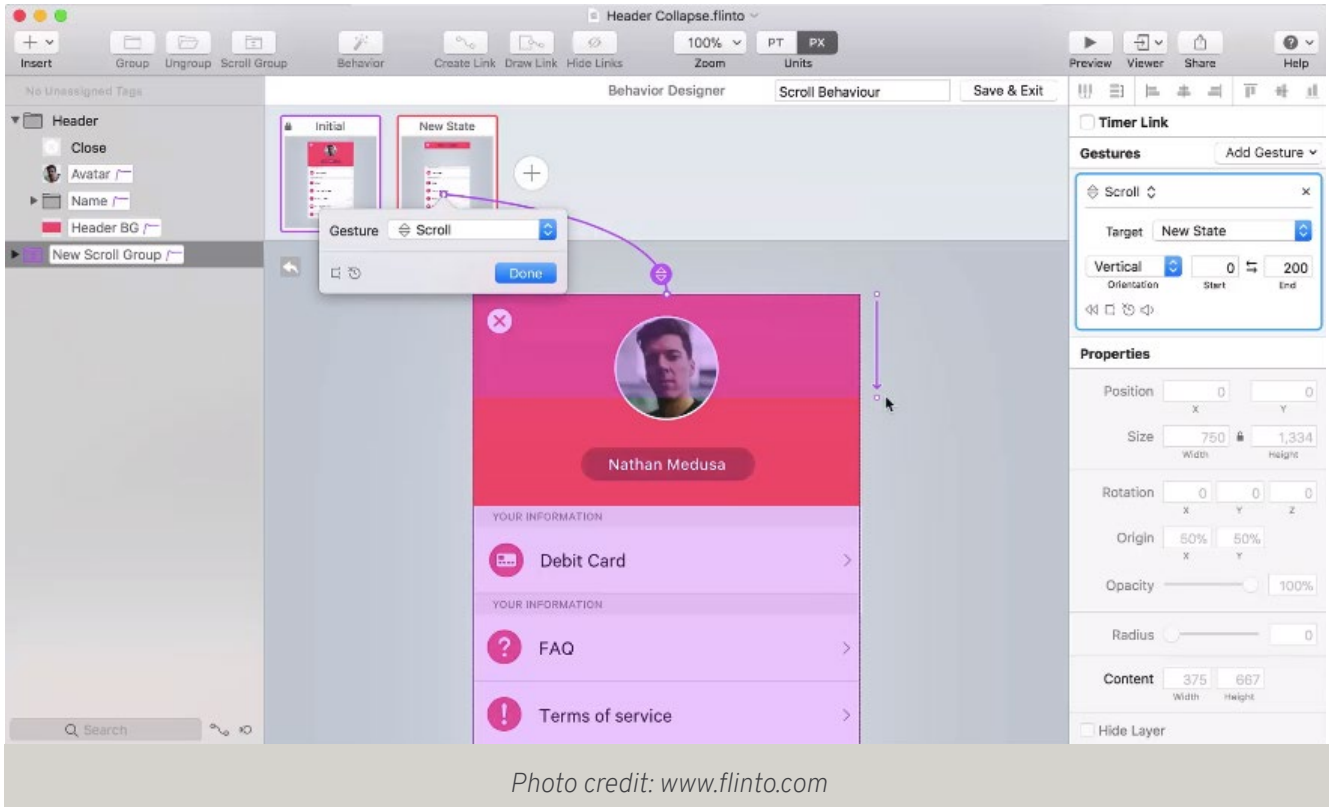


Photo credit: [www.flinto.com](http://www.flinto.com)

By allowing users to create high-fidelity prototypes with custom animated transition, direct manipulation gestures and flexible scrolling options, Flinto helps to conduct a better presentation and bring ideas to life especially when clients have difficulty visualising how an app will work when just viewing static mockups.

## How to use it

Create custom animated transitions for each button, or create different links between screens when an action is executed. You can also link transitions to specific action types, so that everything can be visually represented in the prototypes.

## How not to use it

Flinto is a tool to help you show transition animations when you need it, but it doesn't mean that you should animate everything that is on the screen! Know when to animate something and when not to.

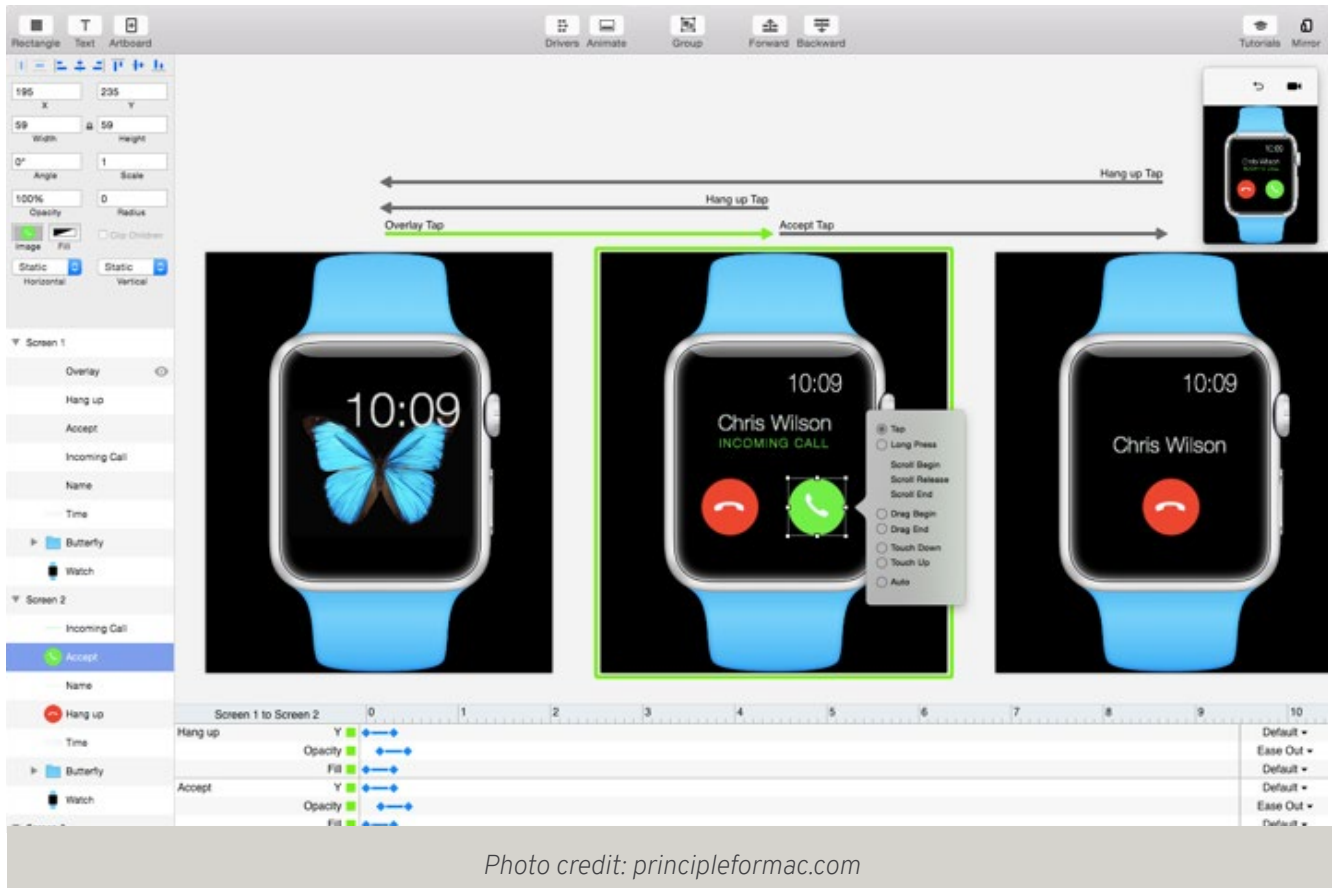
## Best way to get value from it

Showing animated transitions help the development team to know exactly what you want them to do, rather than wordy descriptions that are open to interpretation.

## Useful links

- <https://www.youtube.com/channel/UCKQ7xHm52MIA8MSxjVj-Nwg>
- <https://yalantis.com/blog/how-can-you-use-flinto-to-create-cool-interactive-prototypes/>

## Principle



Similar to its competitor - Flinto, Principle allows designers to design animated and interactive user interfaces. Whether you are working on illustrating a short animation in your design, the cool transitions or just working on the design artboard - it's the multi-use tool for designers.

## How to use it

Using Artboards - like Sketch and a timeline, Principle guides you to easily arrange the starting screen and ending screen on the timeline. You can use this timeline to define the animation/transition/interaction speed, delay and smoothing. Similar to how you would work within Flinto.

## How not to use it

You do not need to animate the entire app out! Just key interactions will give a lasting impact.

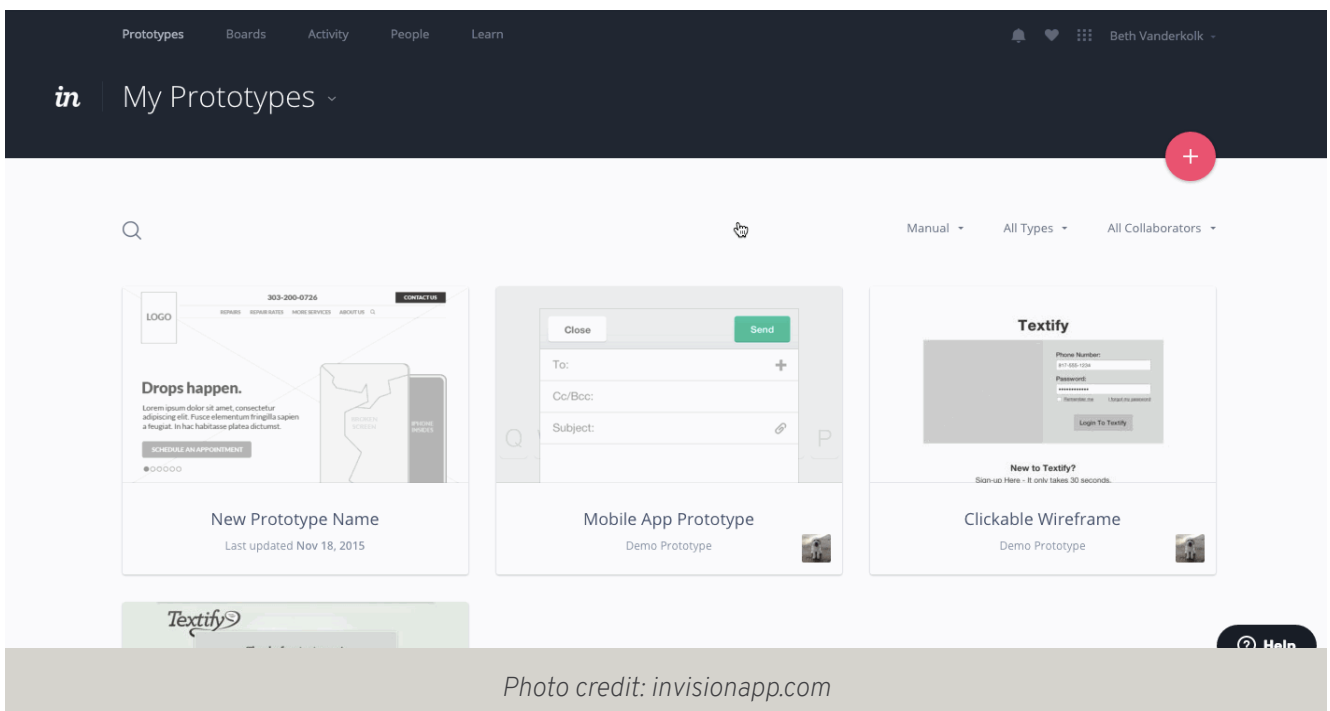
## Best way to get value from it

Improve your presentation to the clients and development by showing them exactly how you visualize it to be. Experiment with the motion and your workflow.

## Useful links

- <https://www.toptal.com/designers/prototyping/a-practical-guide-to-ui-animation>
- <https://blog.prototypr.io/prototyping-with-sketch-principle-4b88f50a0a85>

## InVision



A super useful tool for an all-rounded communication between designers, developments and stakeholders. InVision allows quick uploading of screens and creating interactive clickable prototypes to gather instant feedback from stakeholders.

## How to use it

Design in Sketch and sync directly to InVision. Or, sync from Dropbox, Box or InVision Sync.

## **How not to use it**

When sending an InVision prototype to someone who isn't familiar with the programme, make sure to include instructions on how to use it! While easy to use once you get into it, its professional look may put off some clients. Do ensure that they know how to look through your design screens.

## **Best way to get value from it**

Iterate your designs in real time as you gather feedback and update designs immediately. Collaborators can comment directly and you can easily sync any changes from Sketch. Share links so that you can open designs on mobile devices to see your work on the right screens.

## **Useful links**

- <https://webdesign.tutsplus.com/categories/invision>
- <https://medium.com/@mrjeremywells/7-reasons-why-i-use-invision-for-rapid-prototyping-ed1c33d5b86>



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