

MAI4CAREU

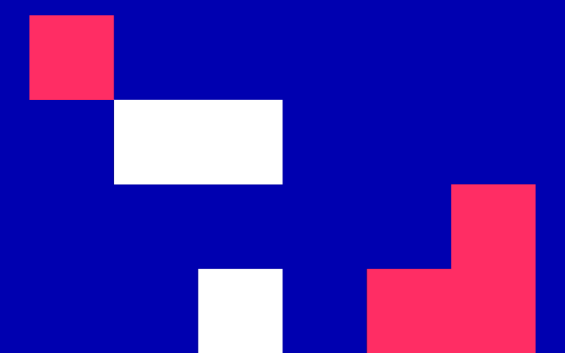
Master programmes in Artificial
Intelligence 4 Careers in Europe

University of Cyprus

HUMAN-CENTERED INTELLIGENT USER INTERFACES - MAI648

Marios Belk

2022



LAB 3

Intelligent User Interface Design Prototyping – Part 1

CONTENTS

- Design prototyping
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 - Justinmind prototyping tool
 - Setting up the environment for Justinmind prototyping tool
 - Explore the Justinmind user interface
- Explore core components in Justinmind
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 - Resources and help

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Design Prototyping

- The act to make, test and analyze a model or a mockup in different stages of the design process
- Experimentation
- Different techniques and approaches for prototyping
 - Horizontal
 - Vertical
- https://en.wikipedia.org/wiki/Design_prototyping

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Prototyping tools

- Tools that allow designers and developers to rapidly develop front-end user interfaces aiming to provide the end-users a representation of the interactive system.
- Several prototyping tools available, e.g.
 - Justinmind
 - Proto.io
 - Figma

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Justinmind

- Justinmind is a high-fidelity prototyping platform, to prototype feature-rich web and mobile applications that are no different from the real app.
- <https://www.justinmind.com>

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Justinmind



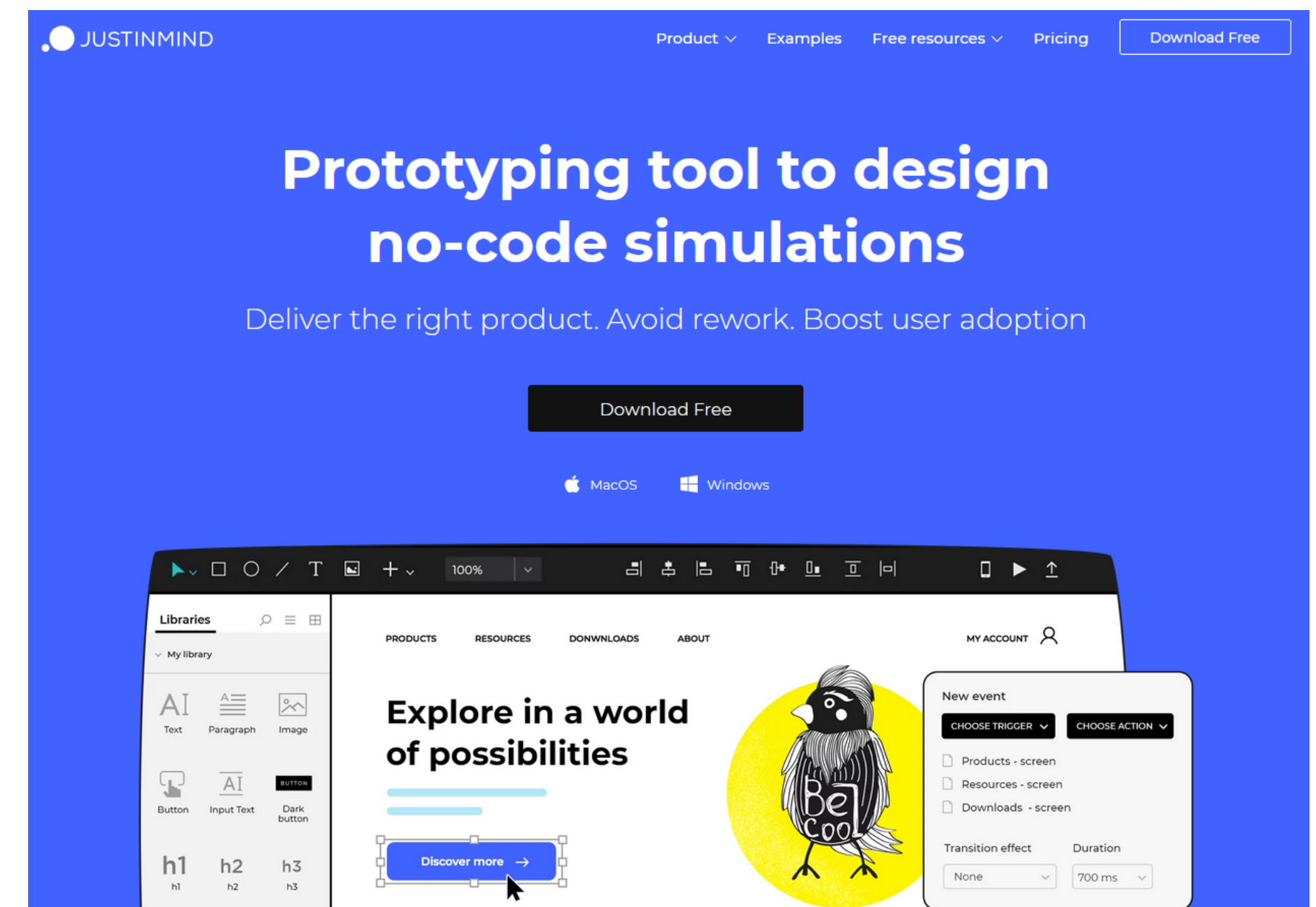
- For our course, we have obtained a free academic license to use the prototyping tool for interactive applications
- Justinmind is one of the leading tools for easy and quick production of interactive prototypes, which are also made using existing application templates
- Designed prototypes operate almost as normally running applications, which can then be tested with potential end-users
- Justinmind tool will be used by students for the subjects that will need to build prototype applications



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Setting up Justinmind

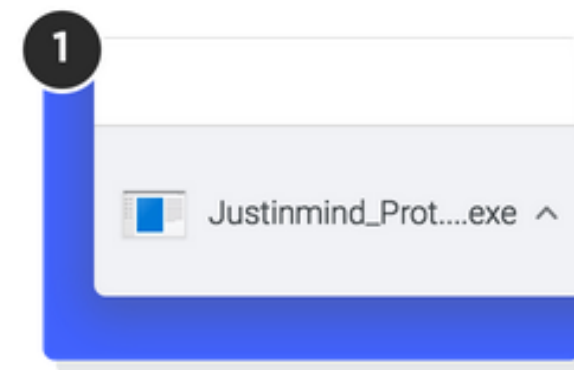
- Go to <https://www.justinmind.com/prototyping-tool>
- Download Justinmind prototyping tool



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Follow the installation steps

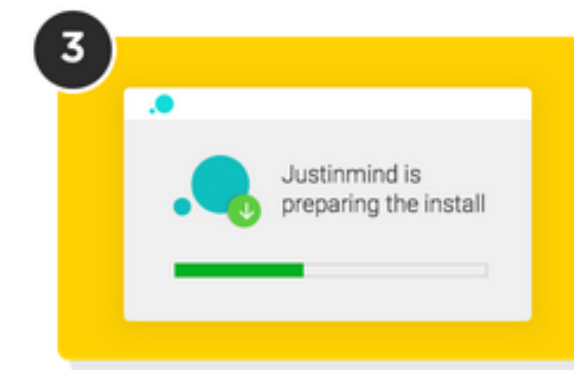
Just a few steps left



1
Open the Justinmind.exe file from the downloads list at the bottom left corner of this window.



2
If asked "Do you want to allow this app to make changes on your device?" click "Yes".



3
Follow the installer instructions. Justinmind will open automatically when it's done.

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Academic License

- Login to Justinmind with your University account
- Your instructor has assigned to you a free academic license to freely use Justinmind tool during the semester

JUSTINMIND

Sign in to your Justinmind Account

Sign in with Google

or

Email address

Password

[Forgot password?](#)

Sign In

Don't have an account? [Sign up](#)

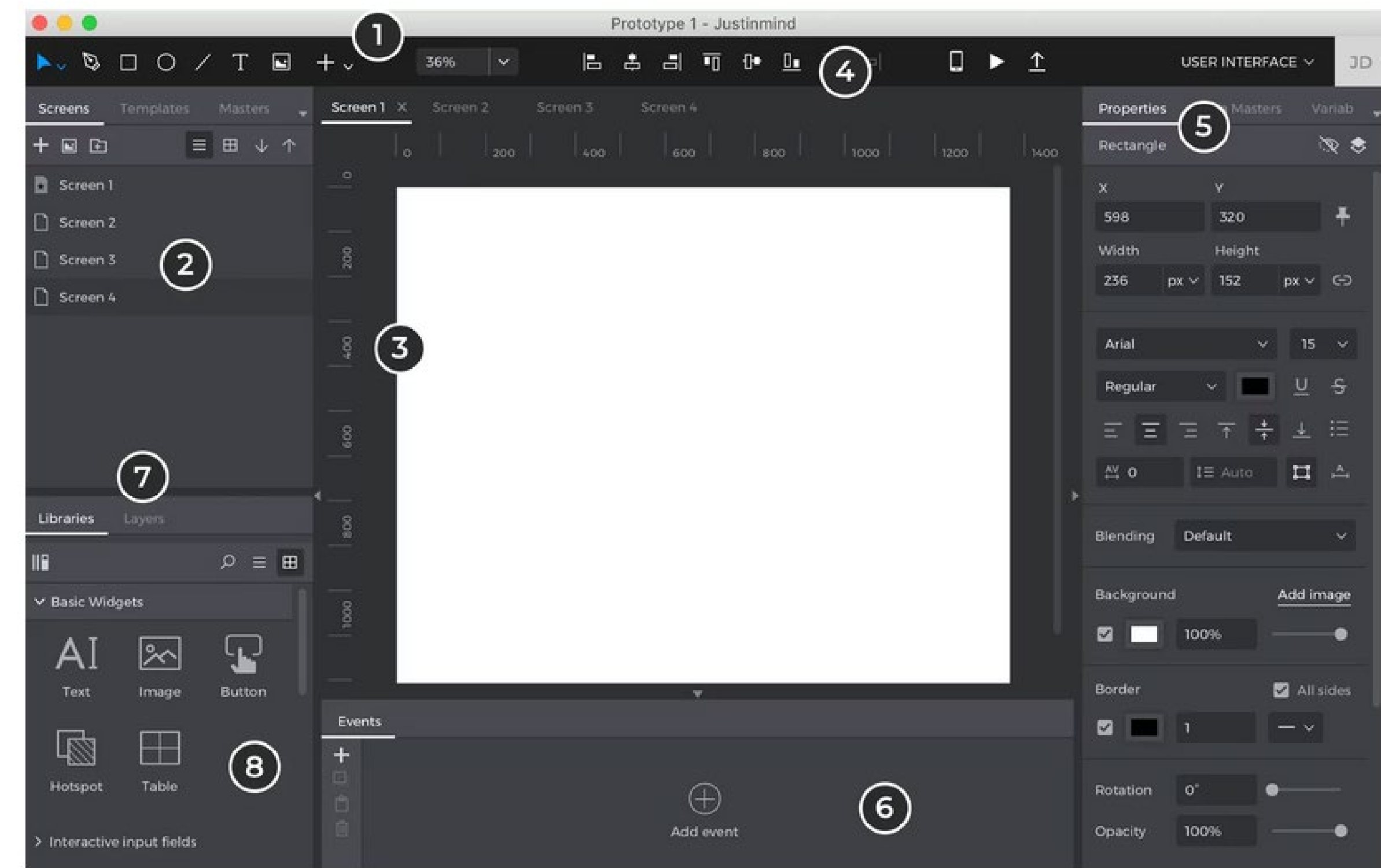
v.9.8.8

[Settings](#)

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Explore the Justinmind User Interface

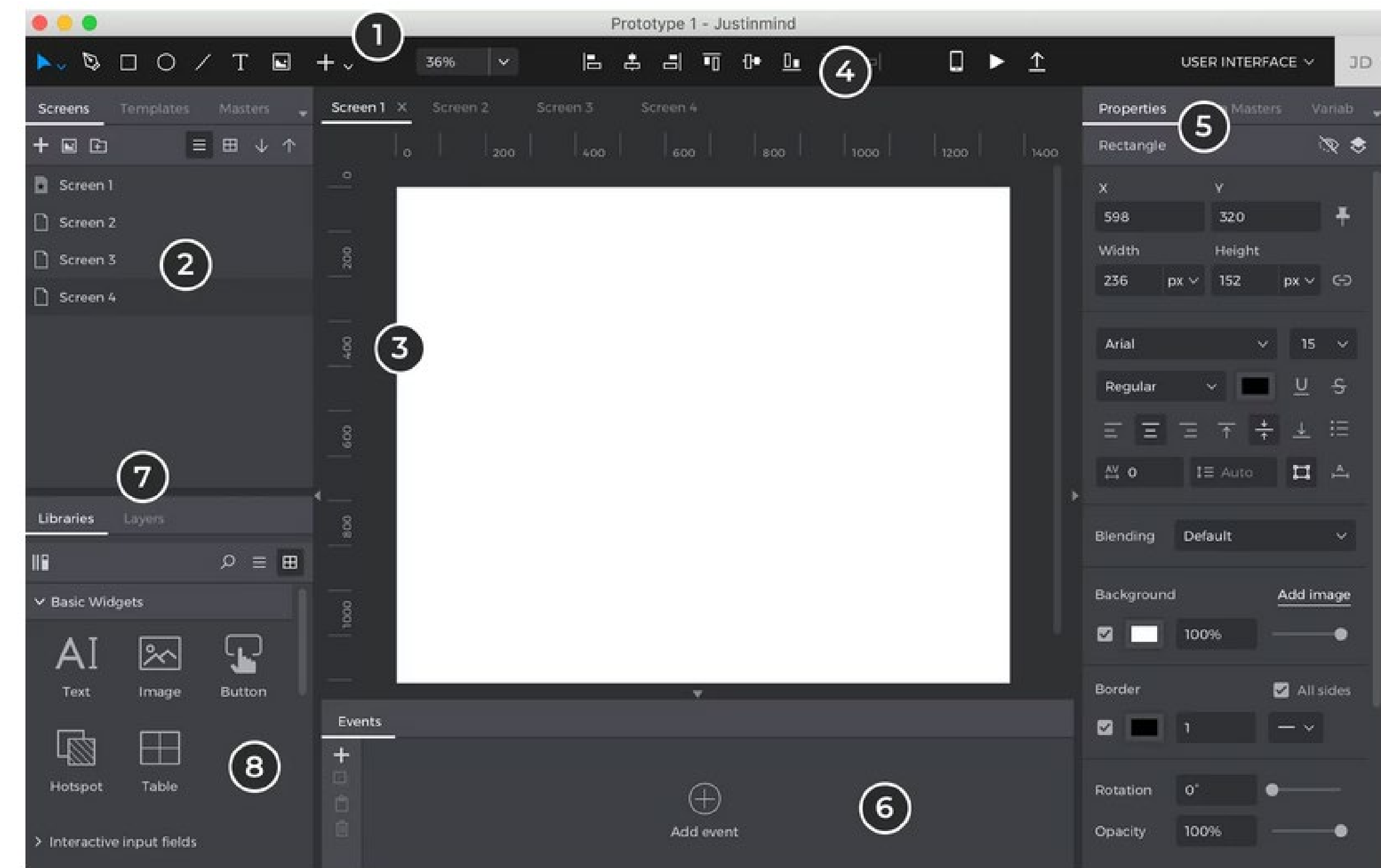
- 1. Toolbar – select Shapes, Images, and Text elements from the Toolbar and place them on the Canvas to design your prototype
- 2. Screens – view and add new screens in the Screens palette
- 3. Canvas – place elements onto the Canvas to build your designs and wireframes



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Explore the Justinmind User Interface

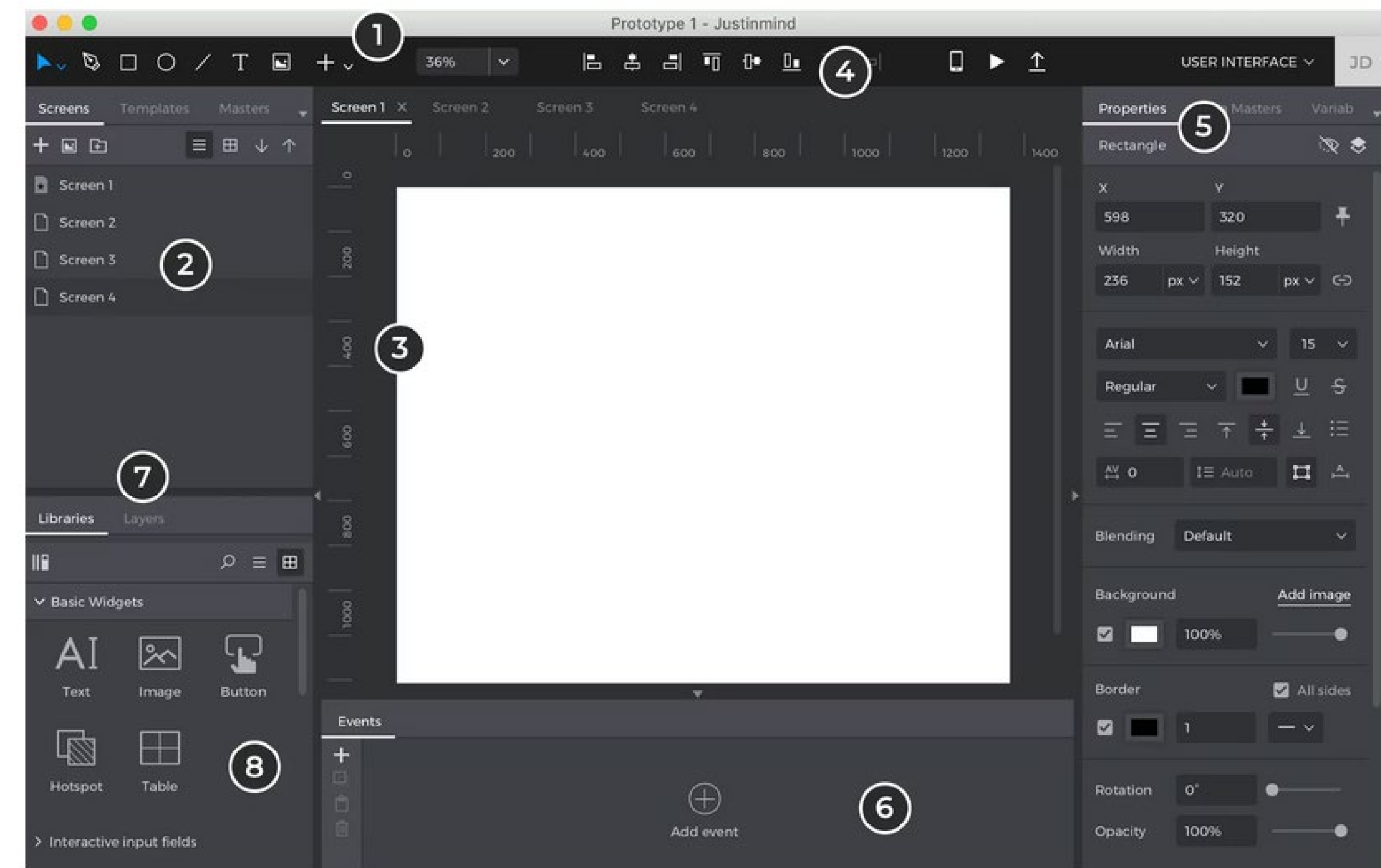
- 4. Alignment – align and distribute elements on the Canvas
- 5. Properties – view and edit an element’s styling, position, and visibility
- 6. Events – create interactions and turn wireframes into high-fidelity prototypes in the Events palette



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Explore the Justinmind User Interface

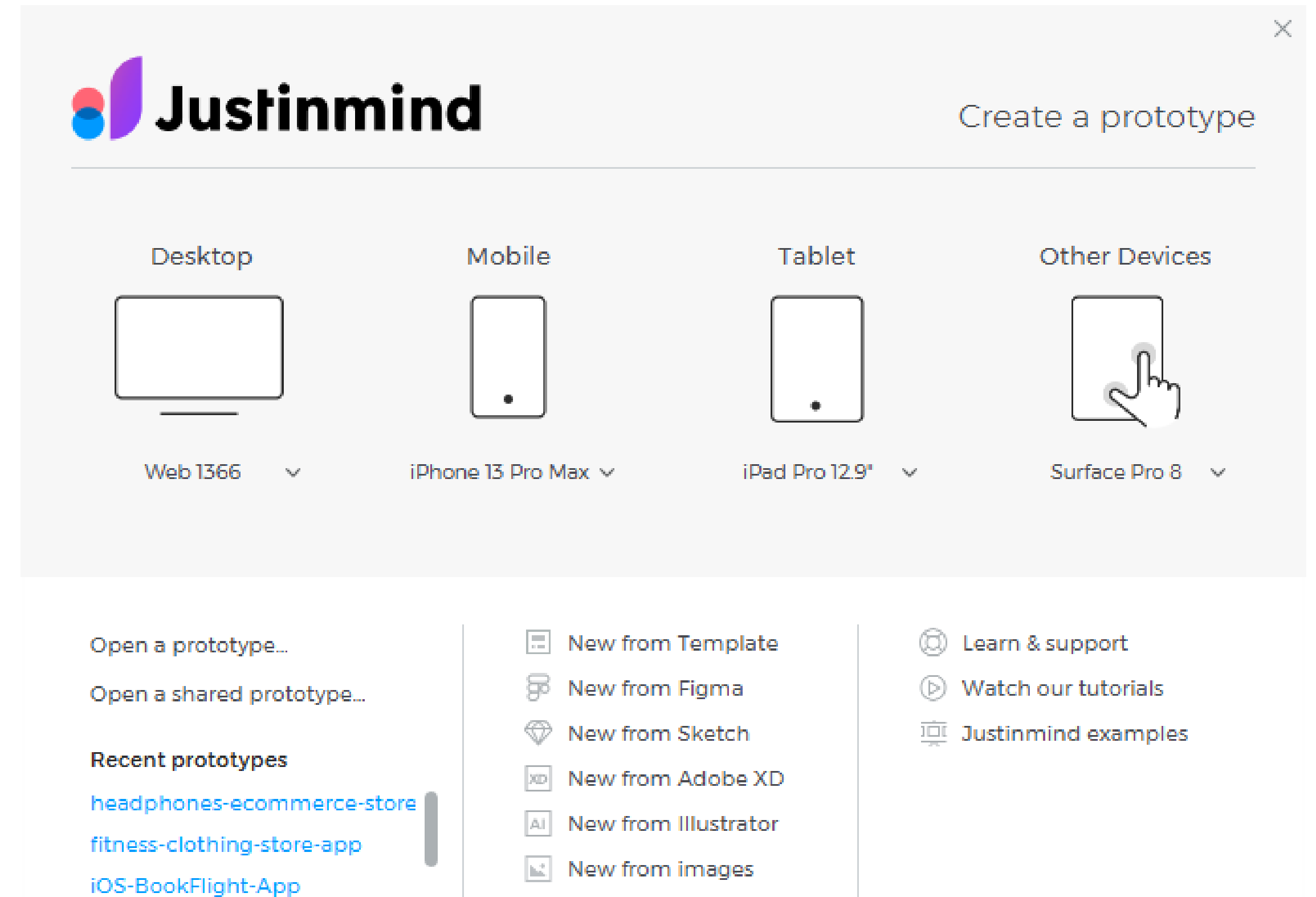
- 7. Layers – view and reorder elements' hierarchical positioning on the Canvas
- 8. Libraries – find extra pre-styled elements in the Libraries palette



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Design your first prototype

- Choose from several device templates to prototype with
- Websites
- Mobile phones
- Tablets



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Let's start with a mobile phone

- Choose one mobile phone of your choice to start designing a prototype for that specific device

Mobile

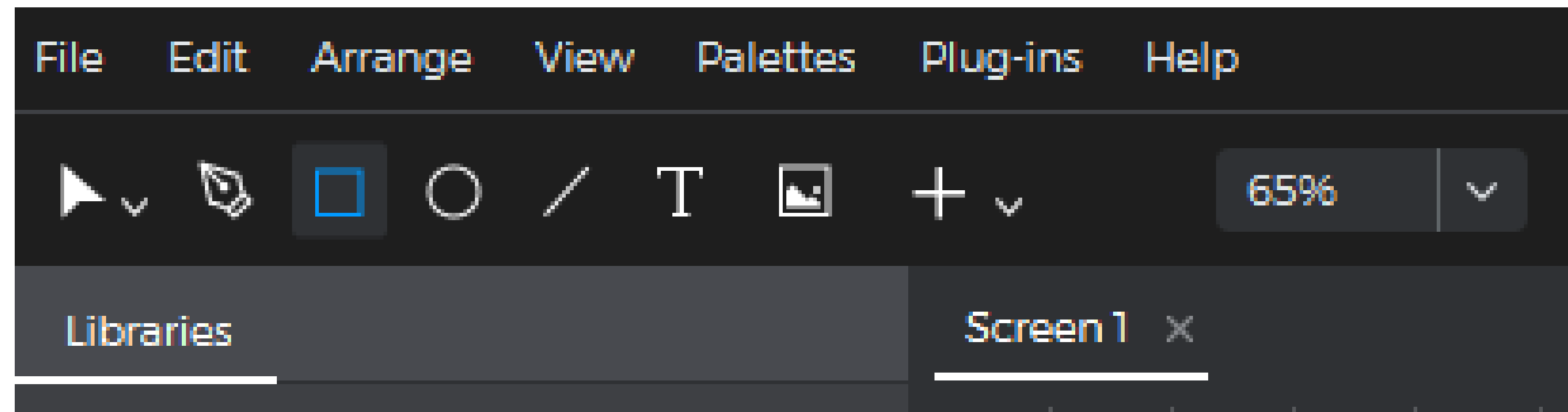
iPhone 13 Pro Max ▾

428 x 926 px

New Prototype

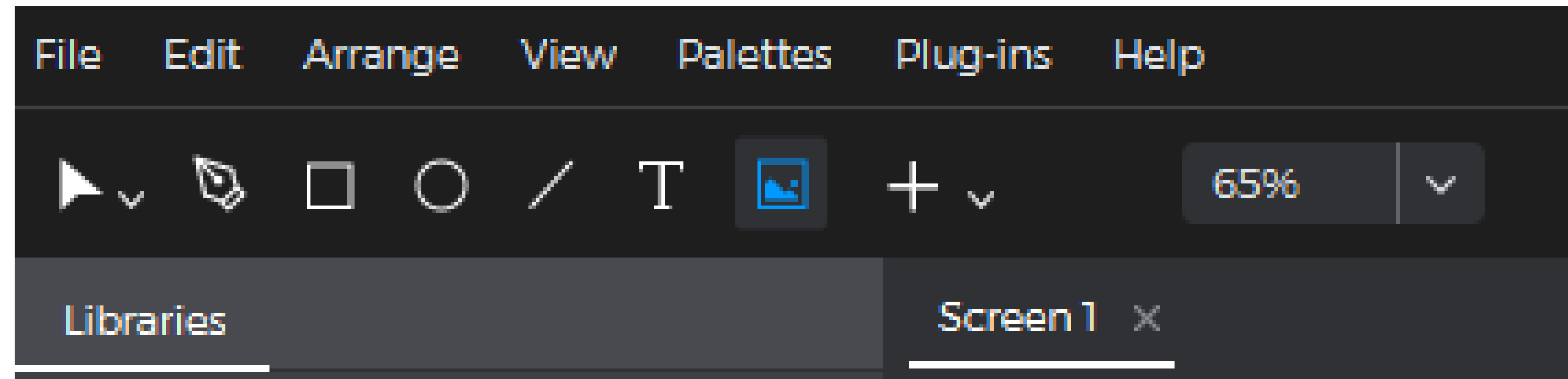
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Draw vector shapes



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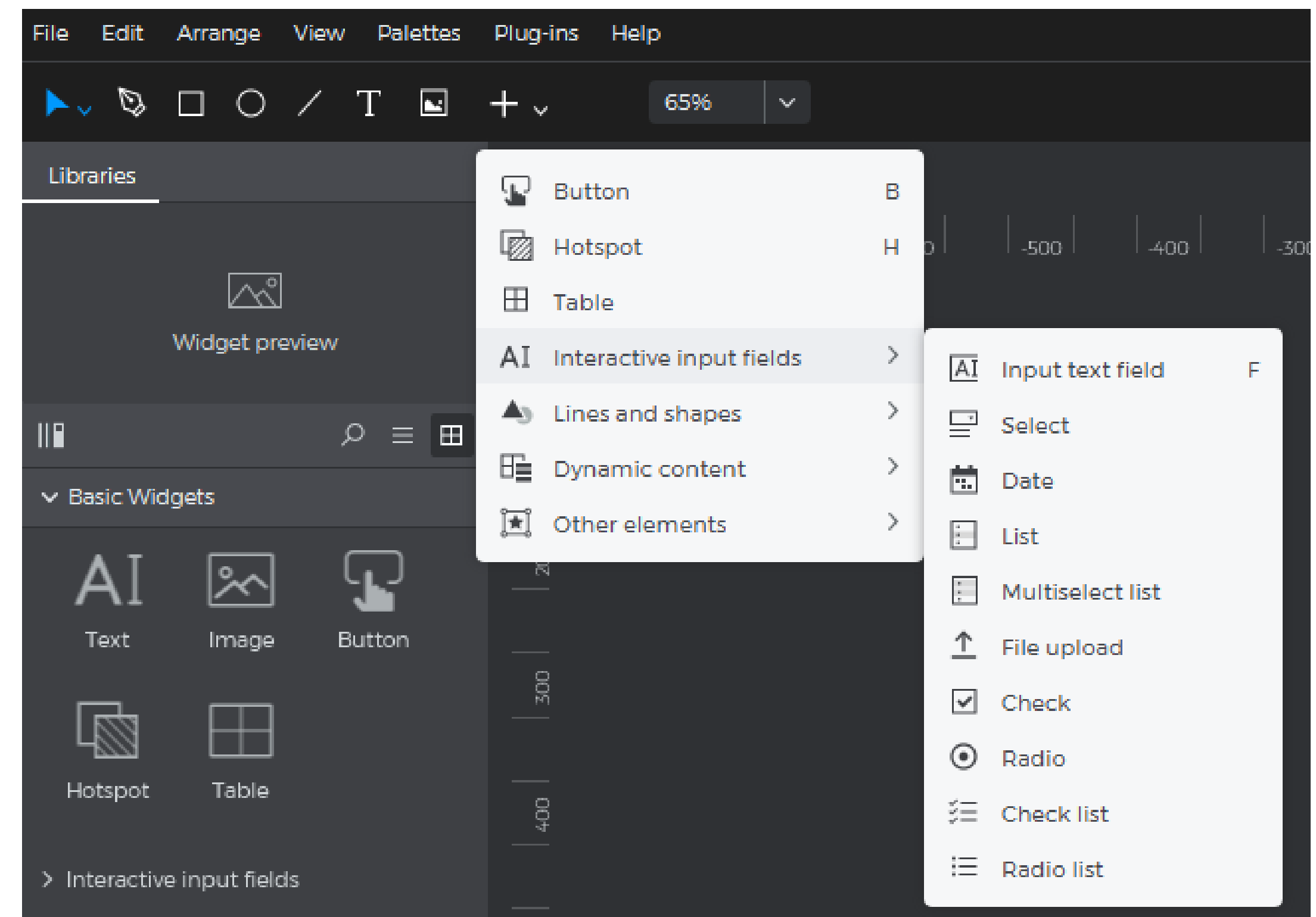
Add images



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Add interactive inputs

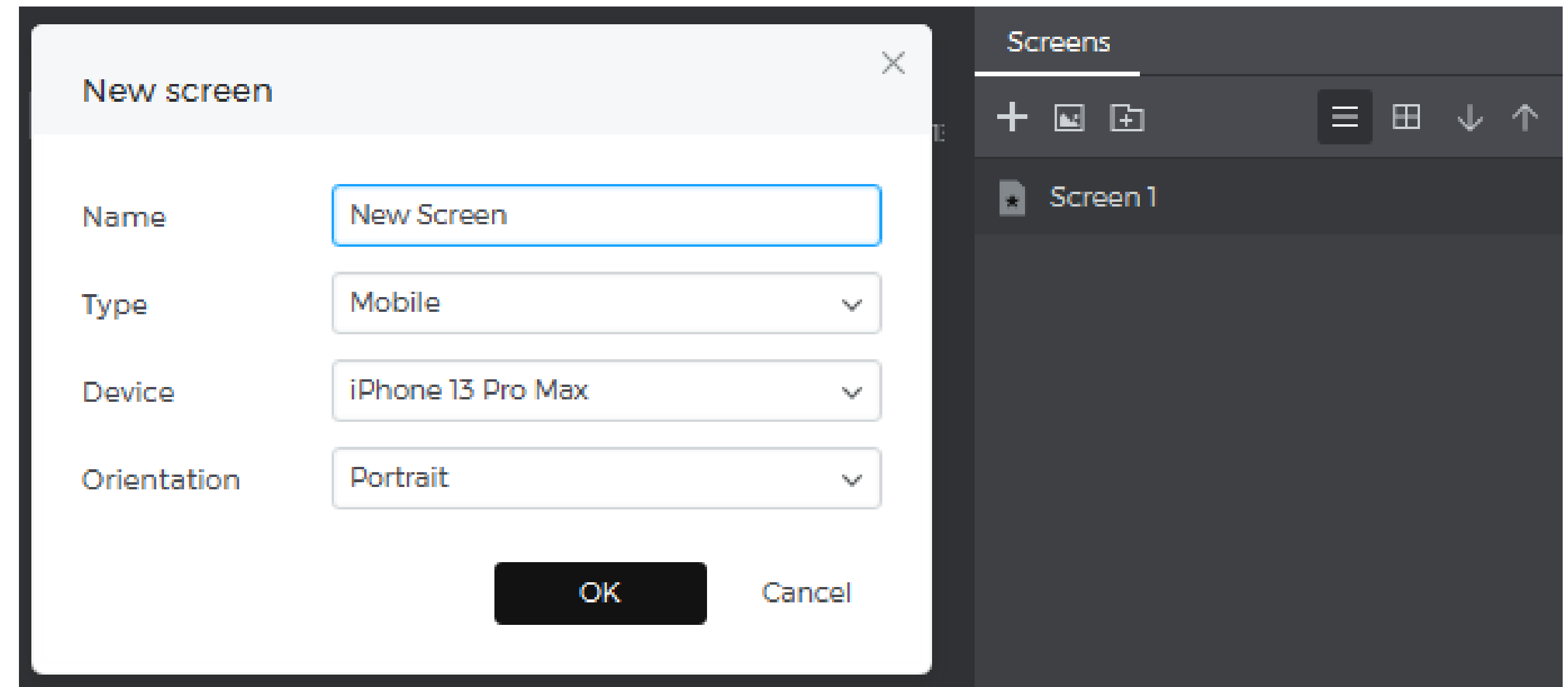
- Choose from a list of pre-defined interactive inputs



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Add a new screen

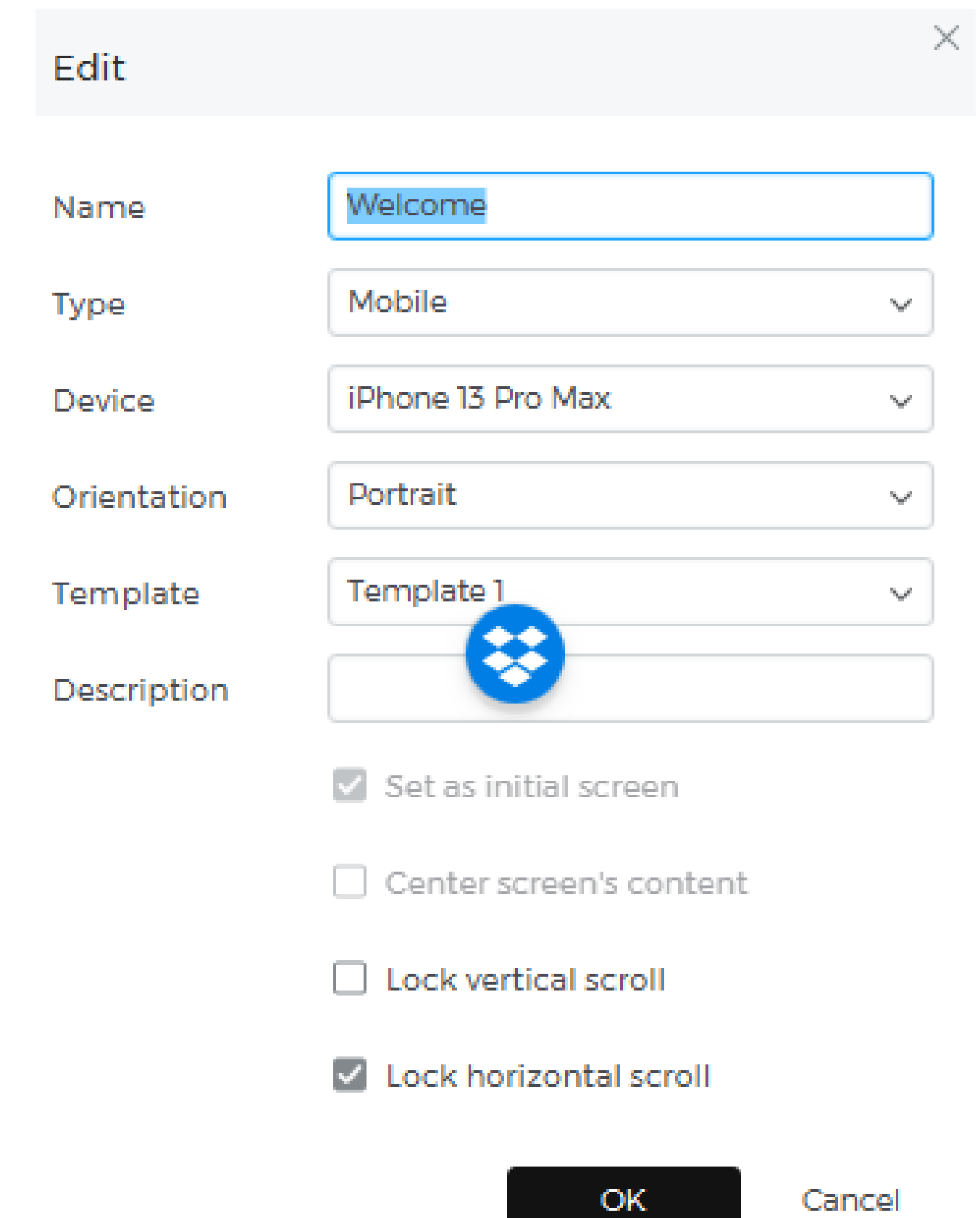
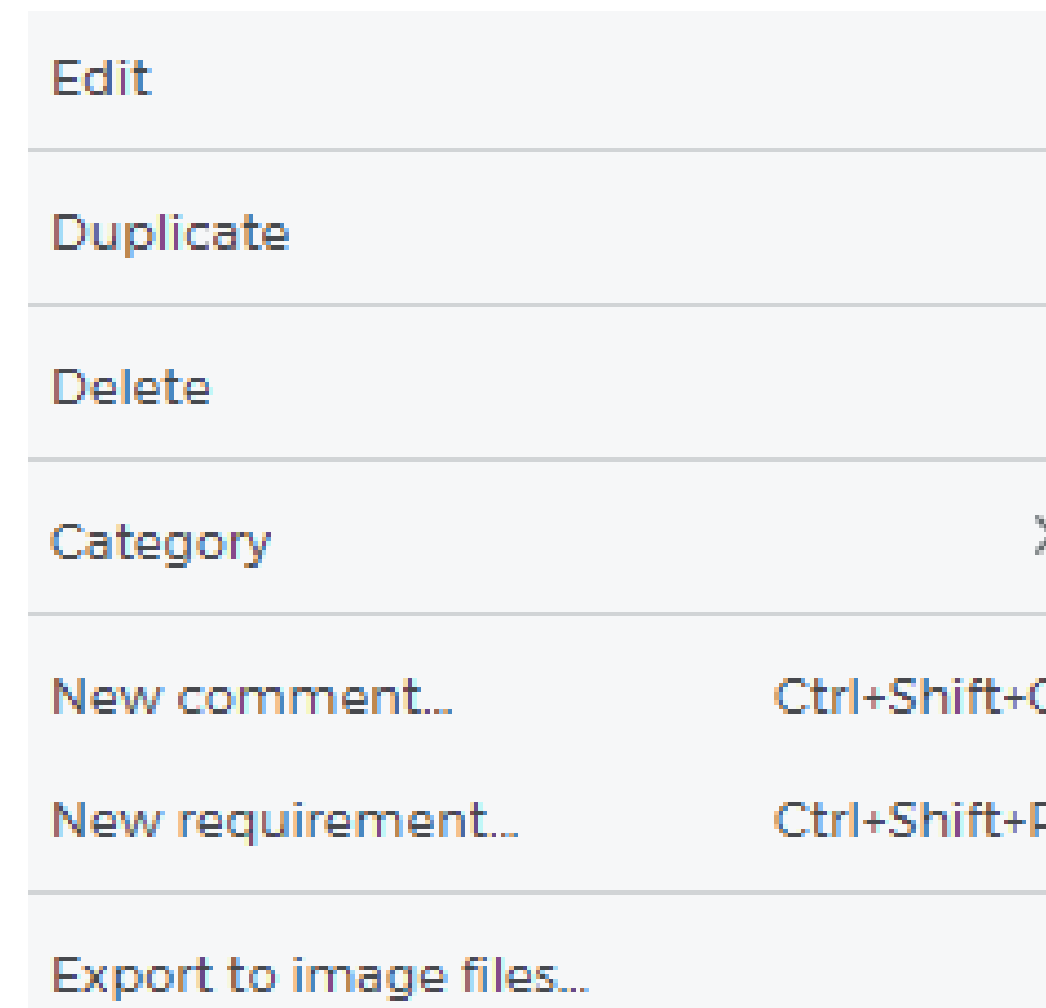
- Go to the Screens palette and click on the “+” button to add a new screen
- Enter the description and other characteristics of the new screen



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Edit screen characteristics

- Right-click on any screen you wish and then click on the “Edit” button
- Then a new window will open in which you will be able to edit the characteristics of your screen



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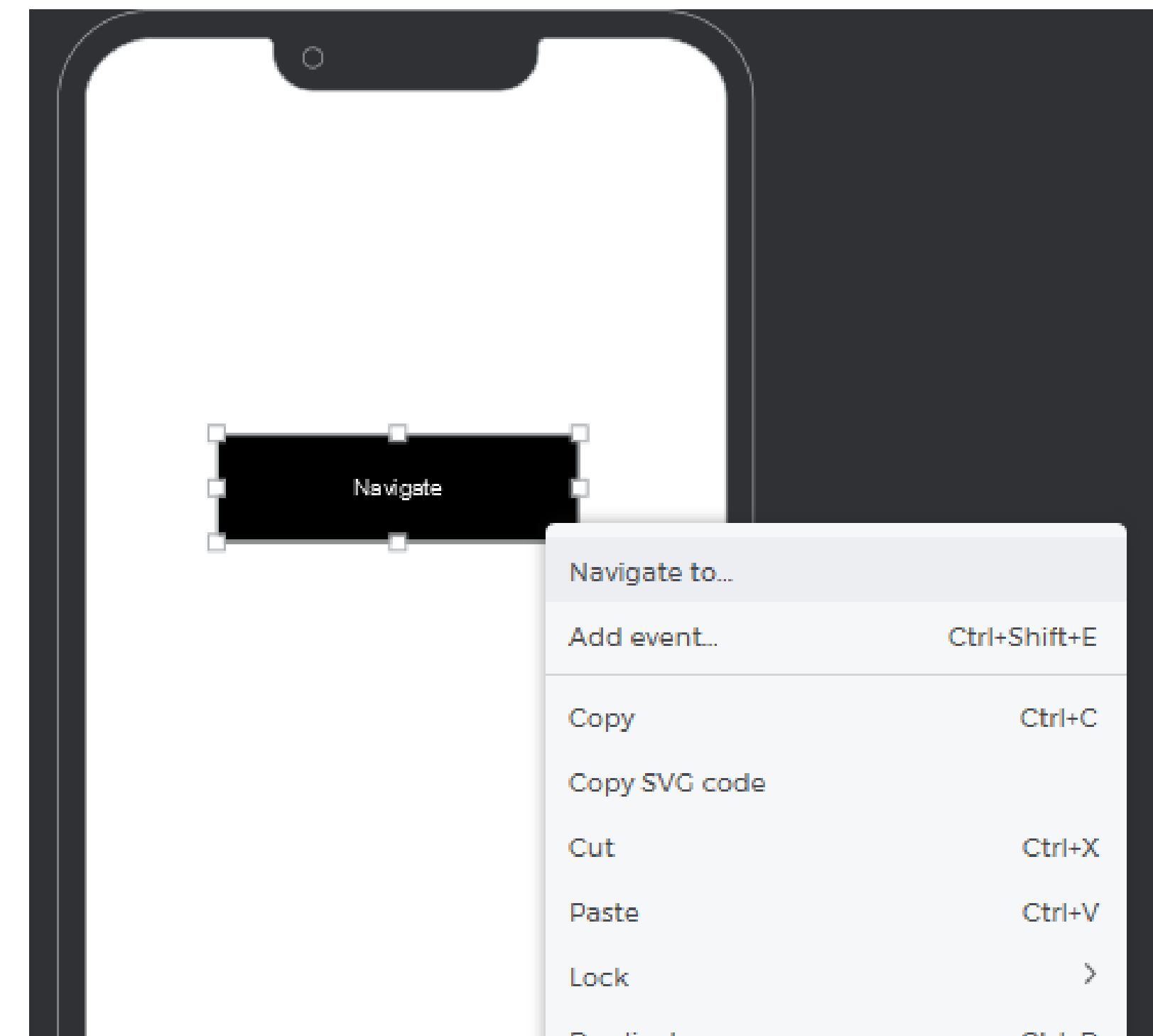
Add links and clickable elements – Option 1

- You may navigate from one screen to another in three different ways as follows:
- **Drag and drop:** Select an element on the Canvas you'd like to link to another screen. Then, drag it to the Screens palette and to a screen you'd like to link to. This will create an **On Click/Tap + Navigate To** event automatically.

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Add links and clickable elements – Option 2

- **Right-click:** Select an element you'd like to link to another screen, right-click on it, and select **Navigate To** in the pop-up. You can then choose a screen to link to and whether or not to include a transition effect with the link.



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Add links and clickable elements – Option 3

- **The Events palette:** Select an element you'd like to link to another screen, go to the Events palette, and click 'Add Event'. In the Events dialog, click on the 'Choose Trigger' dropdown, hover over the **Mouse** section, and choose an **On Click** trigger. You'll see the 'Action' dropdown next. Click on it and pick **Navigate To**. Finally, select a screen to link to from the list that appears below and click 'OK' to finish building the event.

New event



ON TAP

NAVIGATE TO

Select the target for your link

Screen Previous screen URL Scenario

+ [img] [img] [img] [img] [img] [img] [img] [img]

- Welcome
- Dashboard

Transition effect: Duration:

Open in a new tab: Yes No

OK

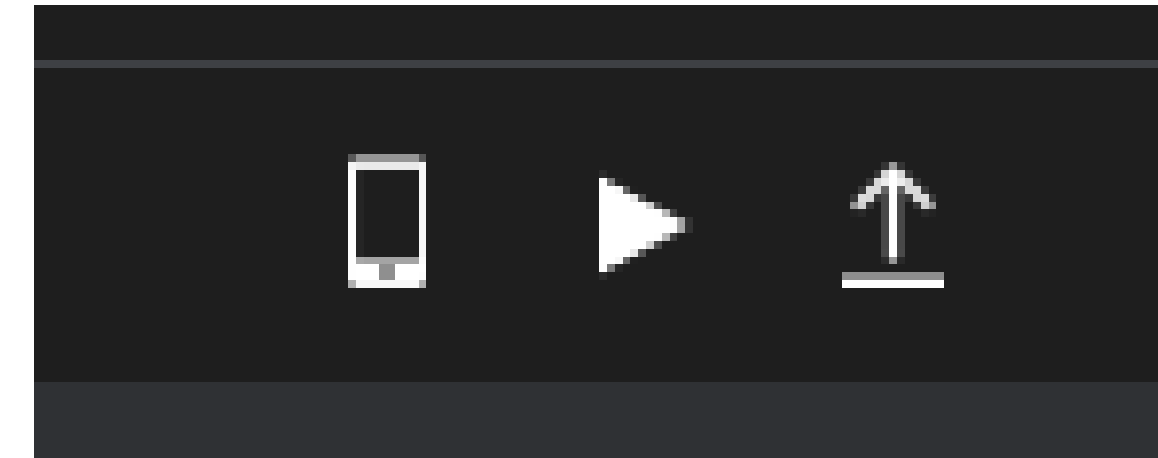
Cancel



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Simulate your prototype

- Check out your prototype's interactivity in real-time by simulating. Click the 'Play' button or hit F5 to launch the simulation viewer in a browser.



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Share prototype

Share prototype ✕


Use projects to organize your prototypes in your Justinmind account. Each project can be assigned different user permissions.

Choose a project

Select an existing project:

Prototype 1 ▼

Create a new project:



Share prototype

The prototype "Prototype 1_1" has been successfully uploaded and published in the account.

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Get feedback from reviewers

The screenshot shows the Justinmind web application interface. At the top, the user is logged in as 'Mario Belk - TRIAL ACCOUNT' with the email 'belk.mario@ucy.ac.cy'. The navigation menu includes 'PROJECTS', 'USERS', 'COLLABORATORS', 'NOTIFICATIONS', 'SETTINGS', and 'Help'. A modal dialog titled 'Invite collaborators to: Prototype 1_1' is open. It contains the following fields and options:

- Email list:** A text input field with the placeholder text 'Insert the emails separated by commas.'
- Invite them as:** Two radio buttons, 'Reviewers' (selected) and 'Developers'.
- Subject:** A text input field with the placeholder text 'You have been invited to review a prototype'.
- Message:** A text area with the placeholder text 'Invitation message'.
- Buttons:** 'SEND INVITATIONS' and 'Cancel'.

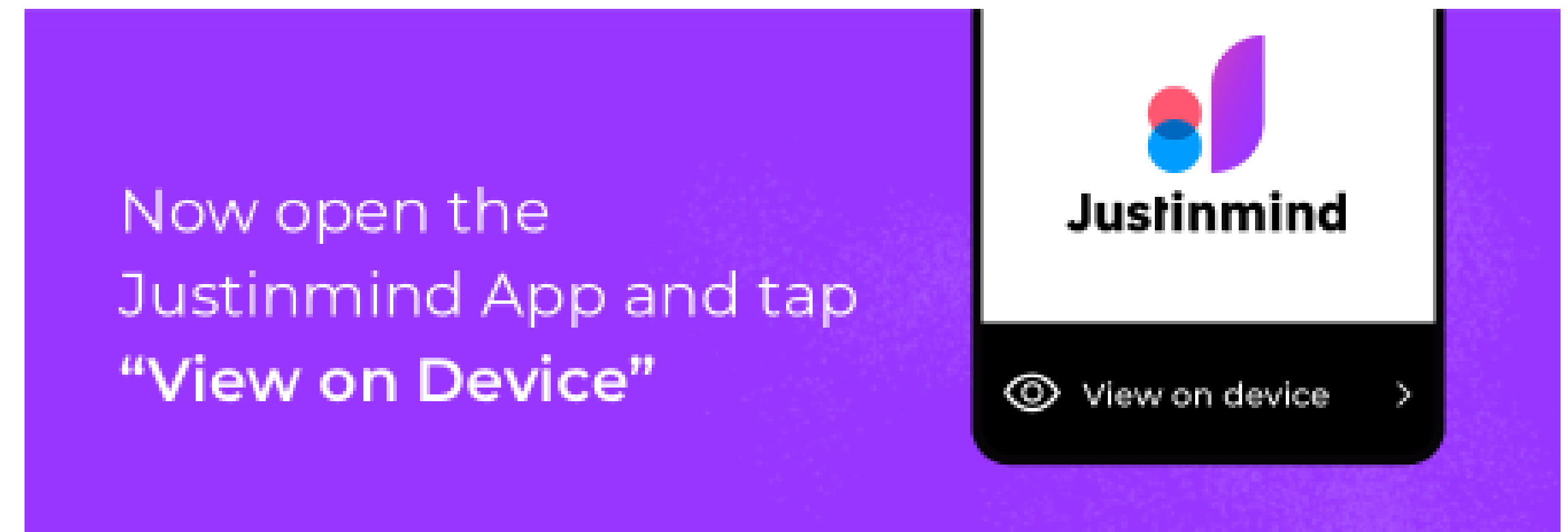
On the right side of the dialog, there is a list of 'Collaborators and groups that you can invite:' with the following users and checkboxes:

- aandre23 (USER)
- aargyr01 (USER)
- achara14 (USER)
- ageorg47 (USER)
- aioann19 (USER)
- akiour01 (USER)
- anicol04 (USER)
- apapad02 (USER)
- apatti01 (USER)
- asavvi01 (USER)

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Simulate a prototype on a real device

- Reviewers and clients can view and interact with your prototypes on their mobile devices
 - **Justinmind mobile app**
 - **Mobile browser**



Close

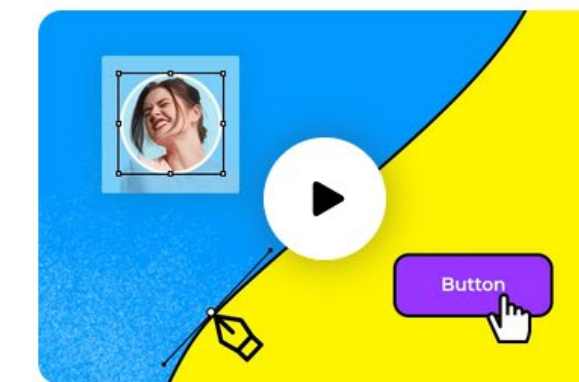
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Resources and Help

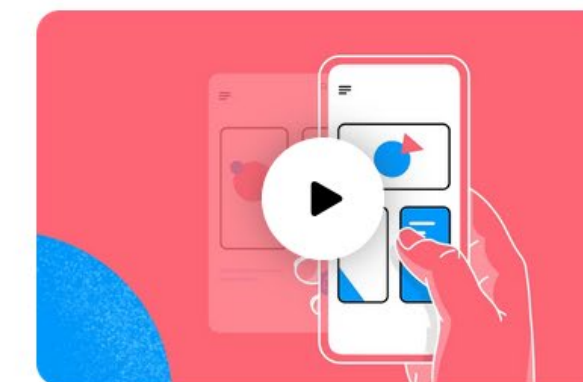
- <https://www.justinmind.com/prototyping-tool>
- <https://www.justinmind.com/support>
- [https://en.wikipedia.org/wiki/Justinmind_\(software\)](https://en.wikipedia.org/wiki/Justinmind_(software))

Help center

What are you looking for?



Getting started



Interaction design



Export and share

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Thank you.