

Keynote Prototyping

i198 - Spring 2013



Agenda

- Why Keynote?
- Planning your prototype
- Standard vs. Custom UI
- Animation & Transition
- Samples
- Try it!



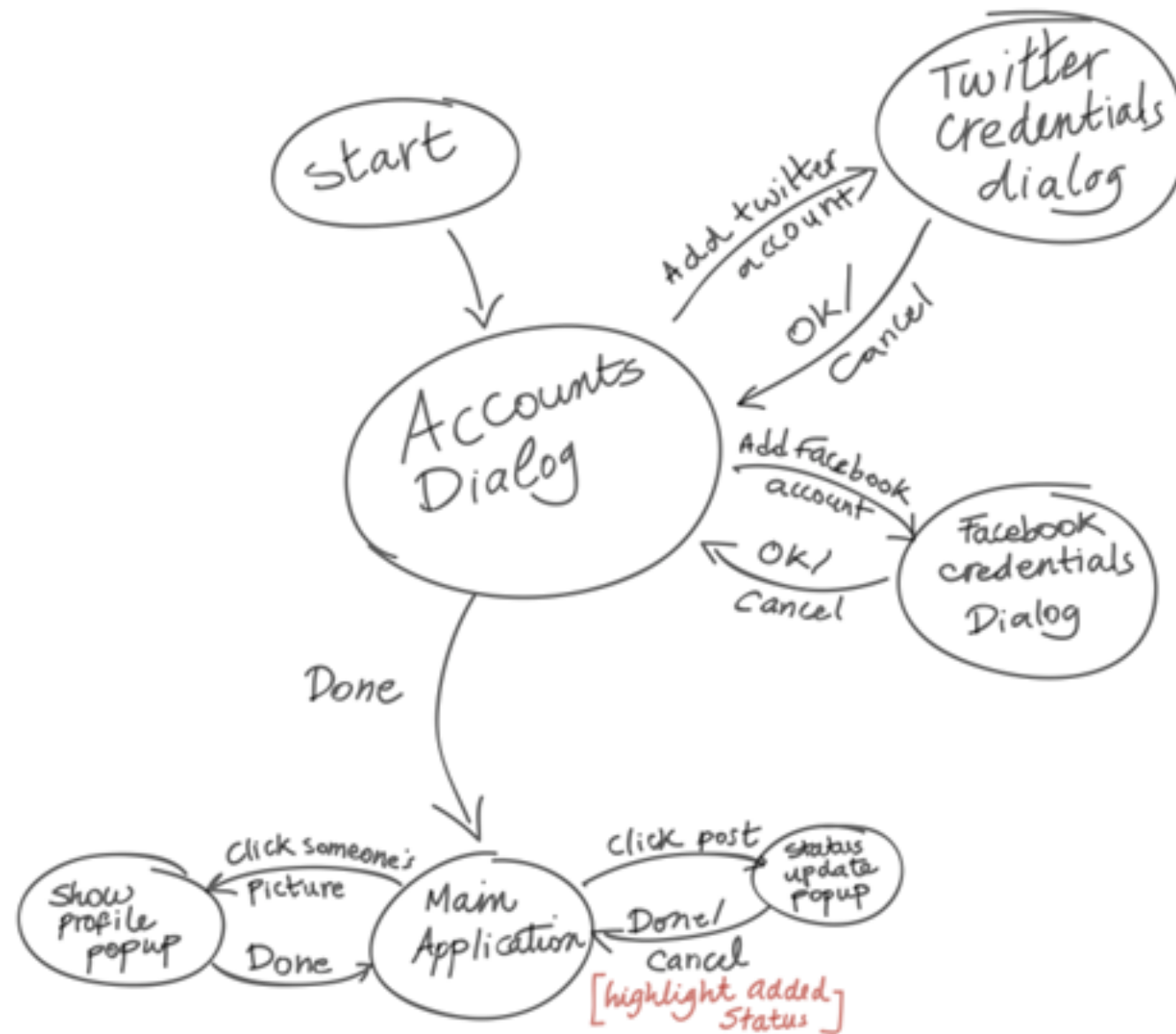
Why Keynote?

Why Keynote?

- Easy to use. Nobody is afraid of Keynote!
- Prototype with very simplistic wireframe shapes (as well as more refined ones)
- Allows for side notes and examples to clarify issues about the app screens
- Easy to share with non-technical people
- Visualize the same mockup on the Mac and on the iPad/ iPhone in Keynote format
- Export it as PDF and visualize it universally




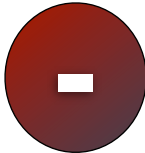
Planning


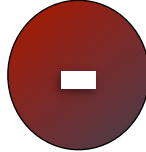


Amir khella

<http://keynotopia.com/guides/>

Standard Templates vs. Custom Elements

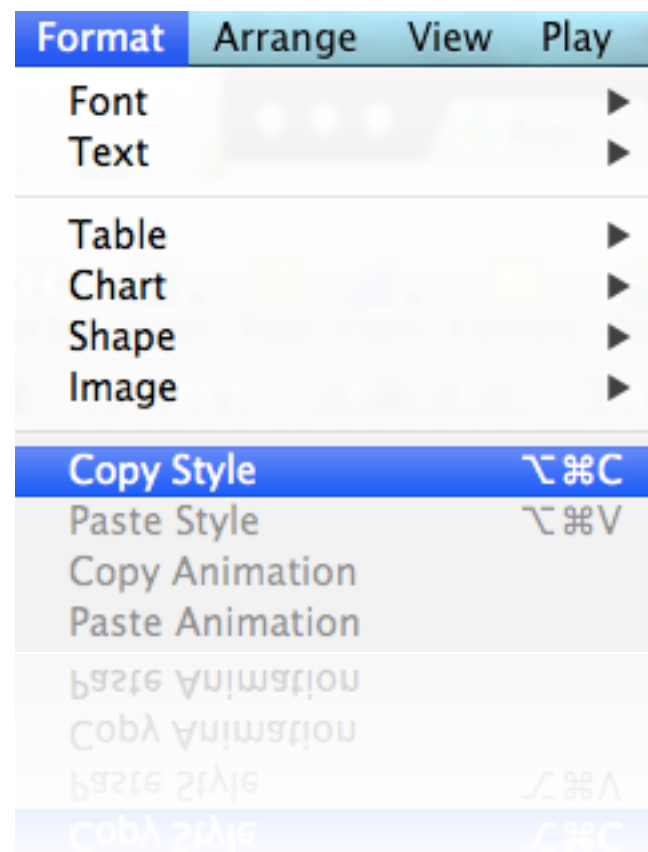
-  Can drastically reduce time and effort to create high fidelity wireframes/ prototypes.
-  Could narrow the designer's scope and restrict creativity.

-  Using basic shapes keeps things abstract so people are forced to focus on design issues. No technical or visual issues are involved at the prototyping phase. And its free!
-  It is difficult for some people to visualize the app watching at this so simple mockup.

<http://indiedevstories.com/2012/04/24/app-prototyping-with-keynote/>

Custom Elements

Create custom elements that fit your app with the ability to copy/ paste styles



Wireframe



Add gradient



Add shadow



Add font color & shadow

Tutorial: <http://vimeo.com/20778110>

Standard Templates



<http://keynotopia.com/themes/>

Standard Templates

Free Keynote Mockup Tem x

keynotopia.com/keynote-mockups-templates/

And best of all, you no longer have to throw away your sketches and mockups to create high fidelity prototypes from scratch: you can easily convert them into high fidelity prototypes using **Keynotopia high fidelity UI components** and Keynote's copy/paste style feature.

Copy / Paste Style

Copy / Paste Style

Hidden Feature

You need to hold your device upside down, shake it sideways then touch your nose to activate this feature

Cancel OK

Mockup

Hidden Feature

You need to hold your device upside down, shake it sideways then touch your nose to activate this feature

Cancel OK

Wireframe

Hidden Feature

You need to hold your device upside down, shake it sideways then touch your nose to activate this feature

Cancel OK

High-Fidelity Prototype

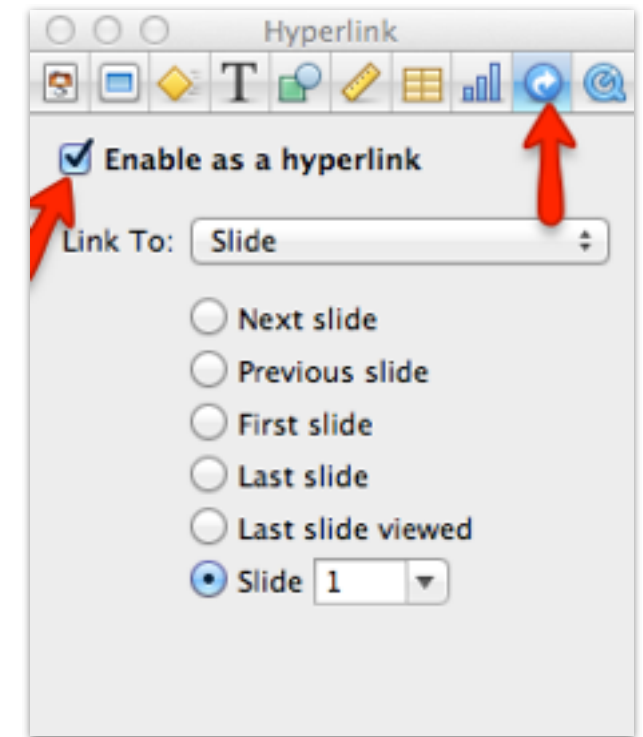
<http://keynotopia.com/themes/>

Animation

<http://indiedevstories.com/2012/04/24/app-prototyping-with-keynote/>

Animation

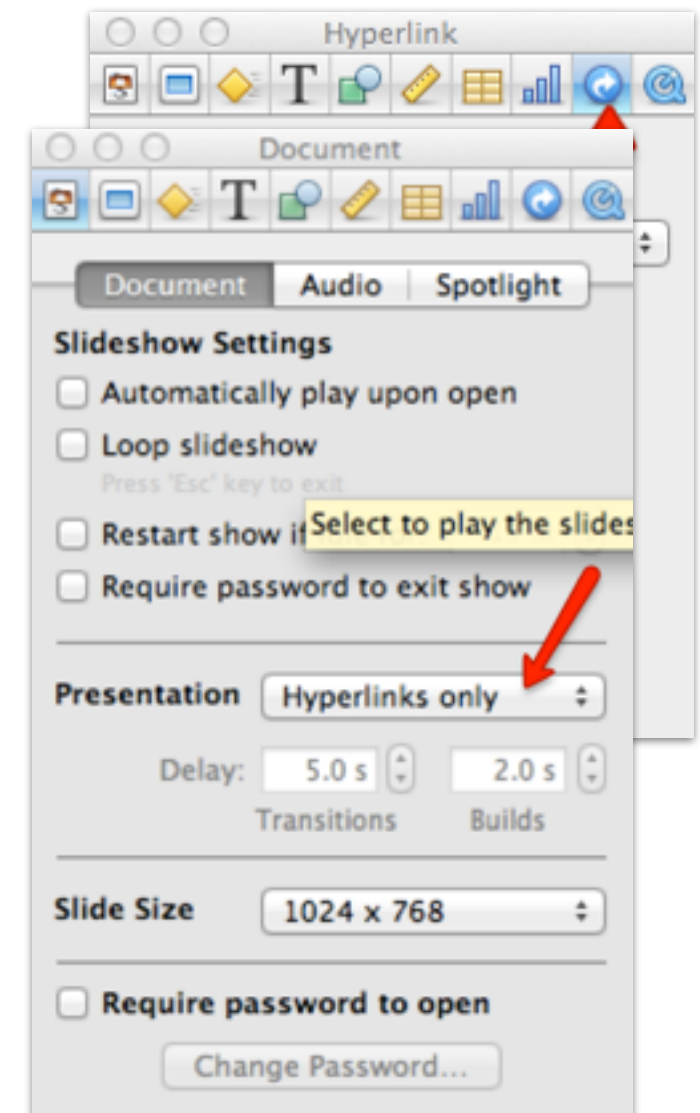
- Every shape or object in Keynote can be enabled as hyperlink



<http://indiedevstories.com/2012/04/24/app-prototyping-with-keynote/>

Animation

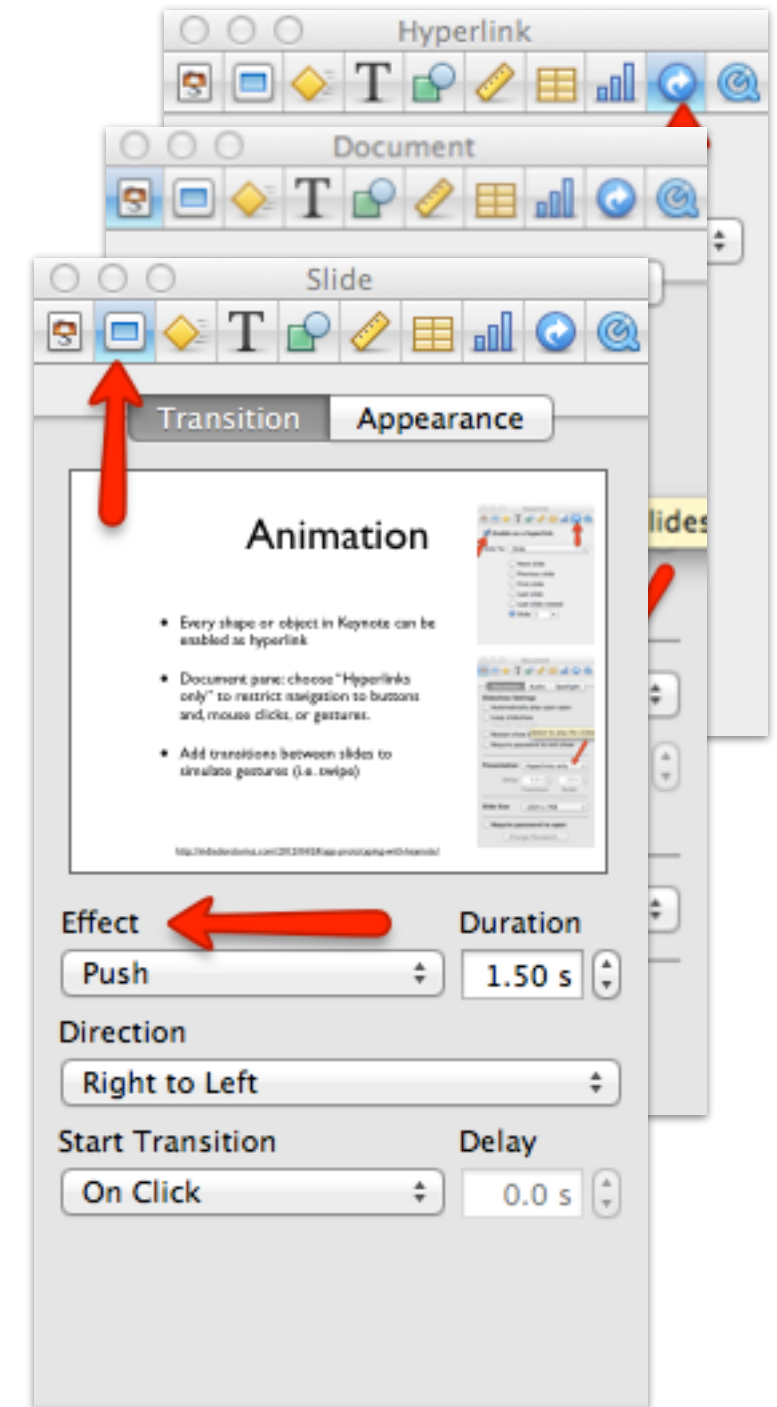
- Every shape or object in Keynote can be enabled as hyperlink
- Document pane: choose “Hyperlinks only” to restrict navigation to buttons and, mouse clicks, or gestures.



<http://indiedevstories.com/2012/04/24/app-prototyping-with-keynote/>

Animation

- Every shape or object in Keynote can be enabled as hyperlink
- Document pane: choose “Hyperlinks only” to restrict navigation to buttons and, mouse clicks, or gestures.
- Add transitions between slides to simulate gestures (i.e. swipe)



<http://indiedevstories.com/2012/04/24/app-prototyping-with-keynote/>

Sharing & Testing

- Export as clickable pdf
- Use the Keynote mobile app
- Third party apps?



Finally..

The prototype is only intended to detect design issues at early stages of development and to unify the mental views that every team member has about the future app.

<http://indiedevstories.com/2012/04/24/app-prototyping-with-keynote/>

Examples

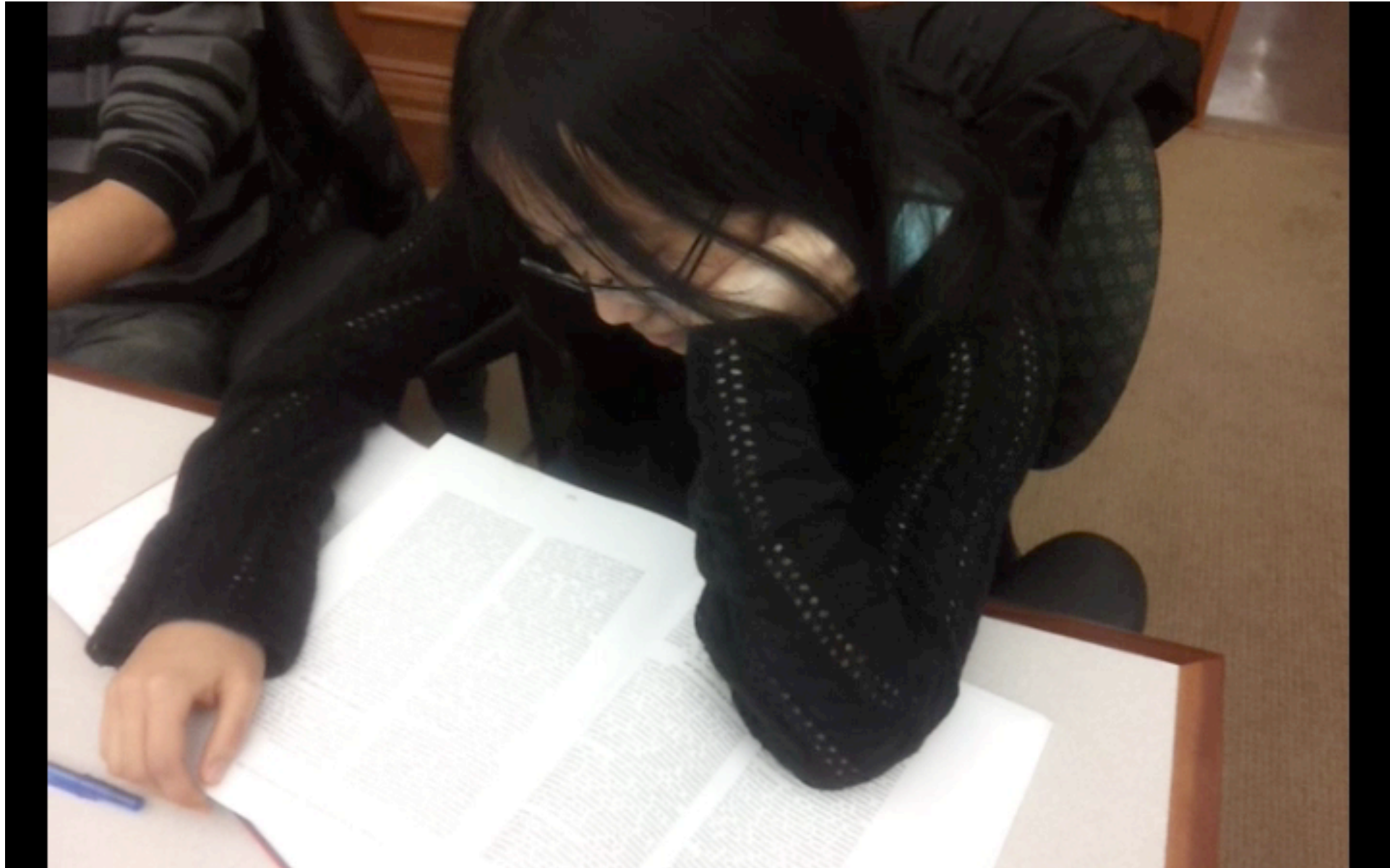
- Wireframe Tutorial:
 - <http://vimeo.com/31852265>
 - http://www.youtube.com/watch?v=fFwazVNu_d0
- Concept: Location Q&A (with video)



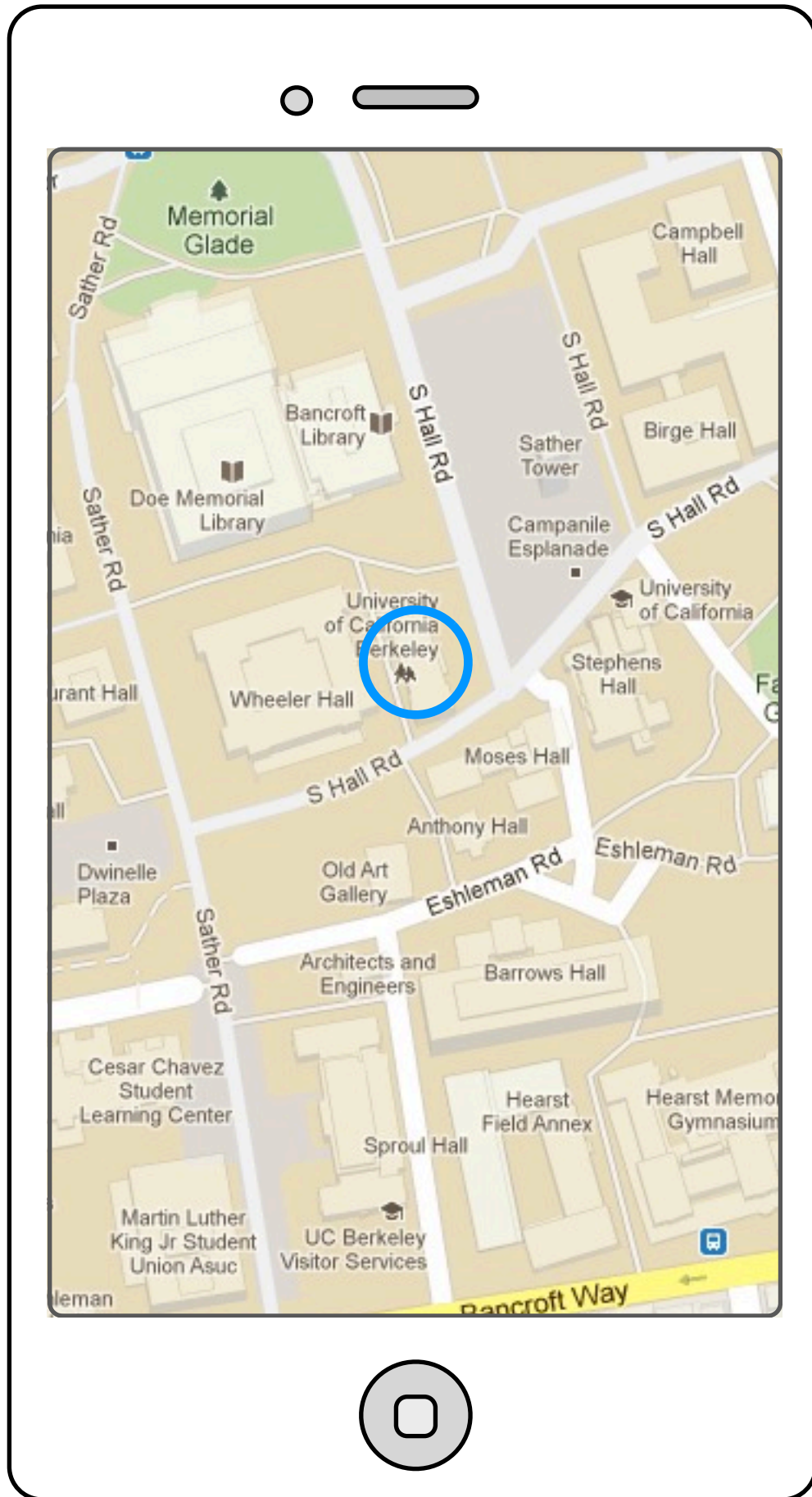




Location Q&A



Location Q&A



Location Q&A

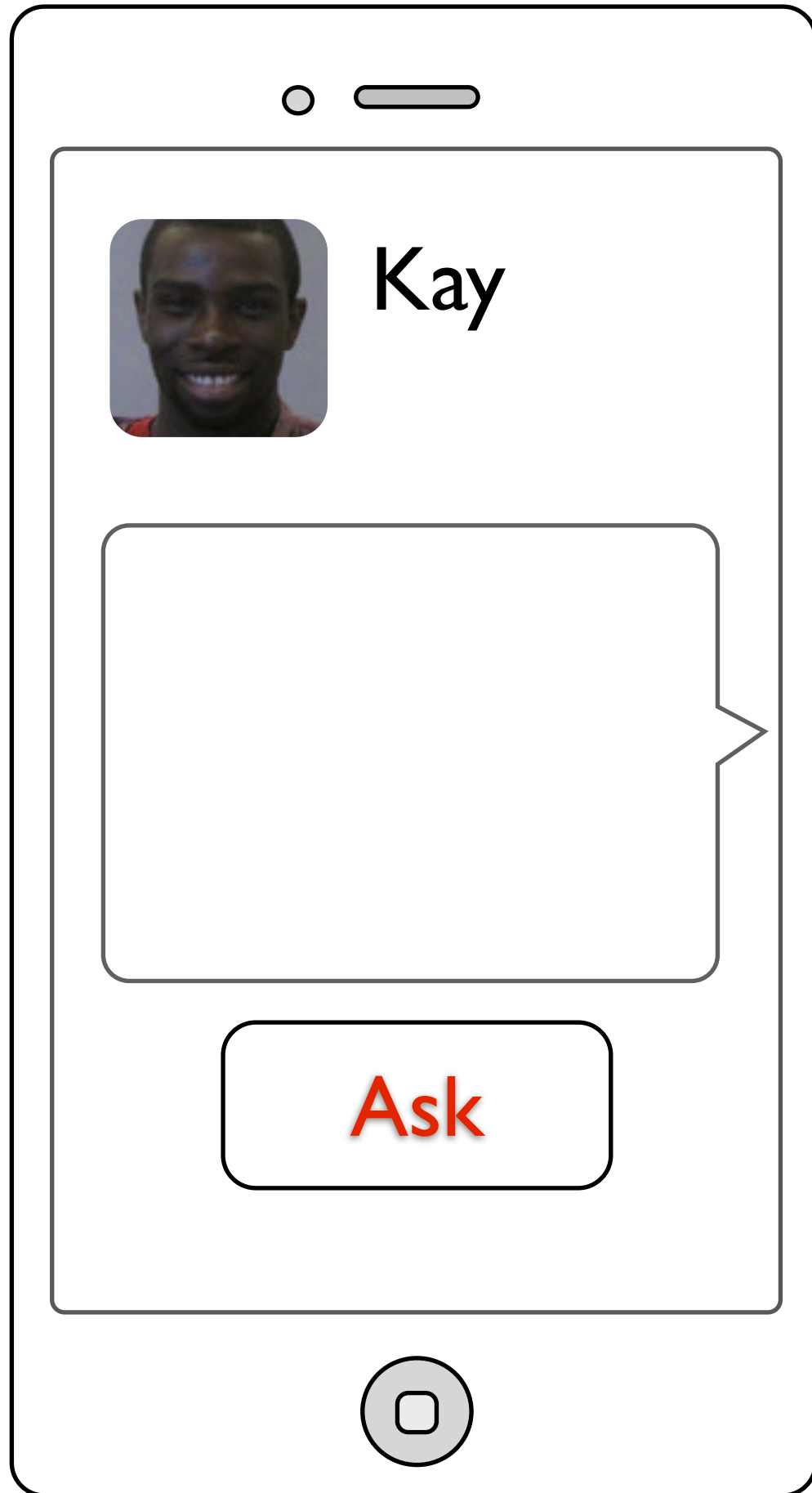


Find friends nearby

Oh, there are 4 of them!

I think ill ask Kay

Location Q&A



Location Q&A



Location Q&A



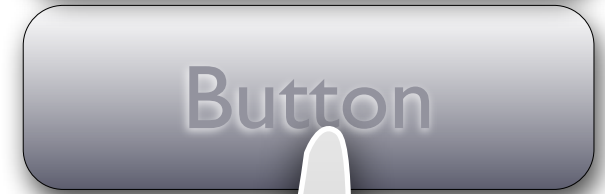
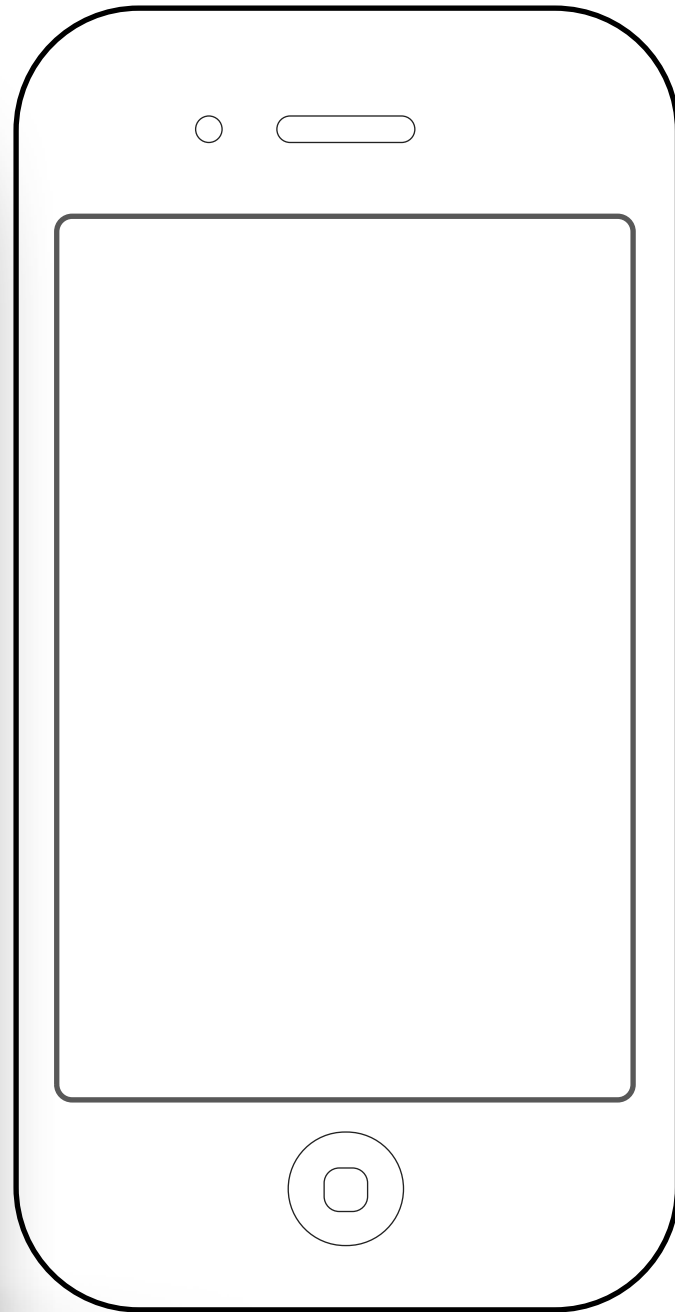
Location Q&A



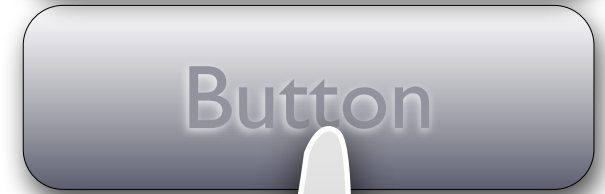
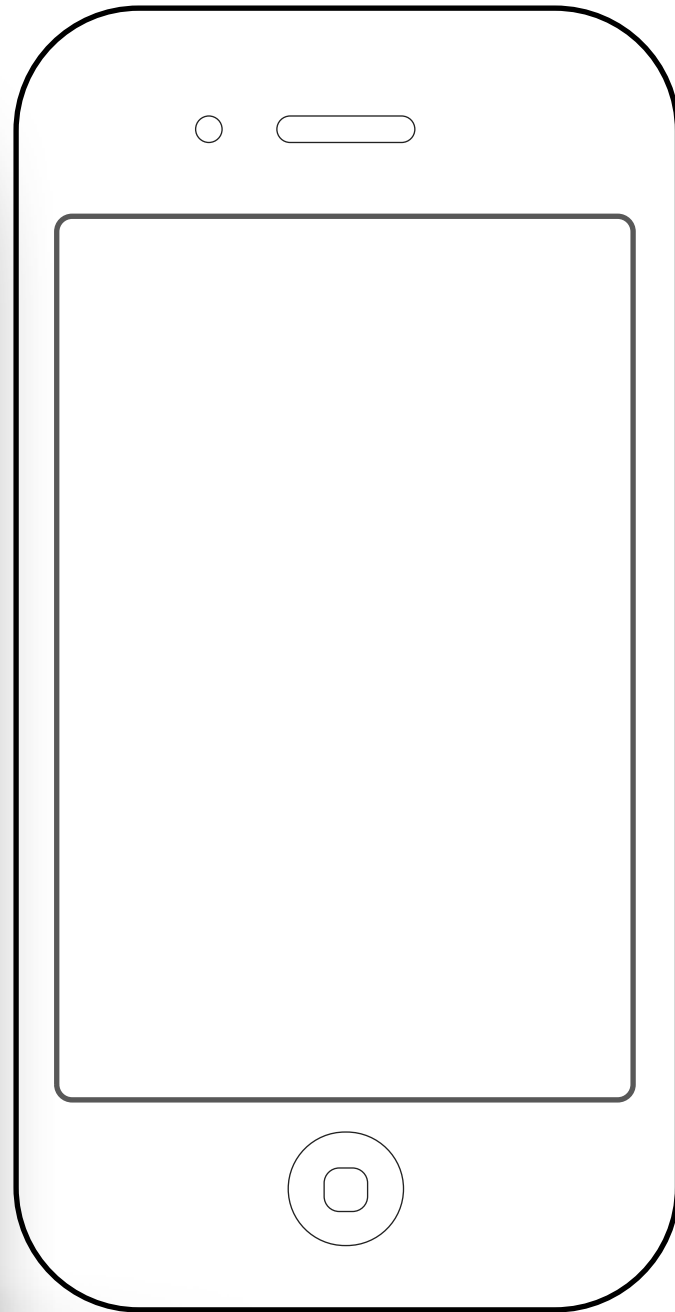
Location Q&A



In class example



In class example



Try it!

Build a Keynote prototype:

- Step 1: Plan It
- Step 2: Prototype It
- Step 3: Add Interactivity
- Step 4: Share It & Get Feedback

<http://keynotopia.com/tutorials/>