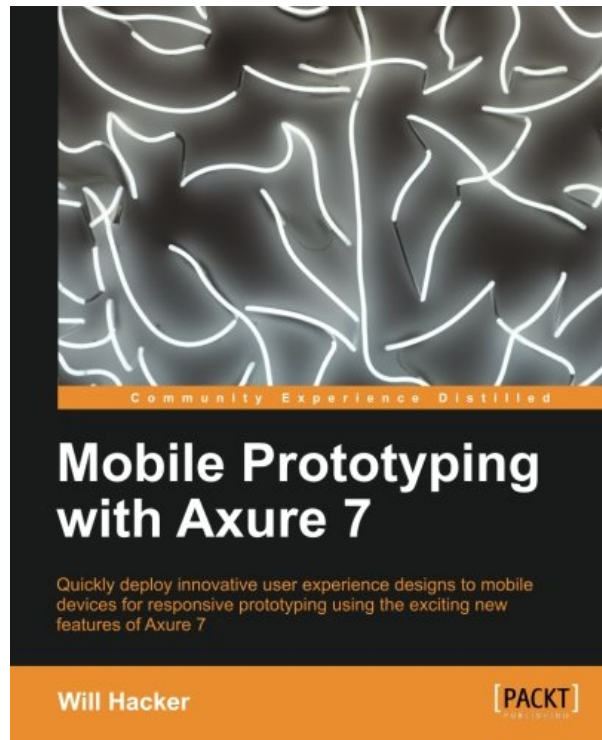
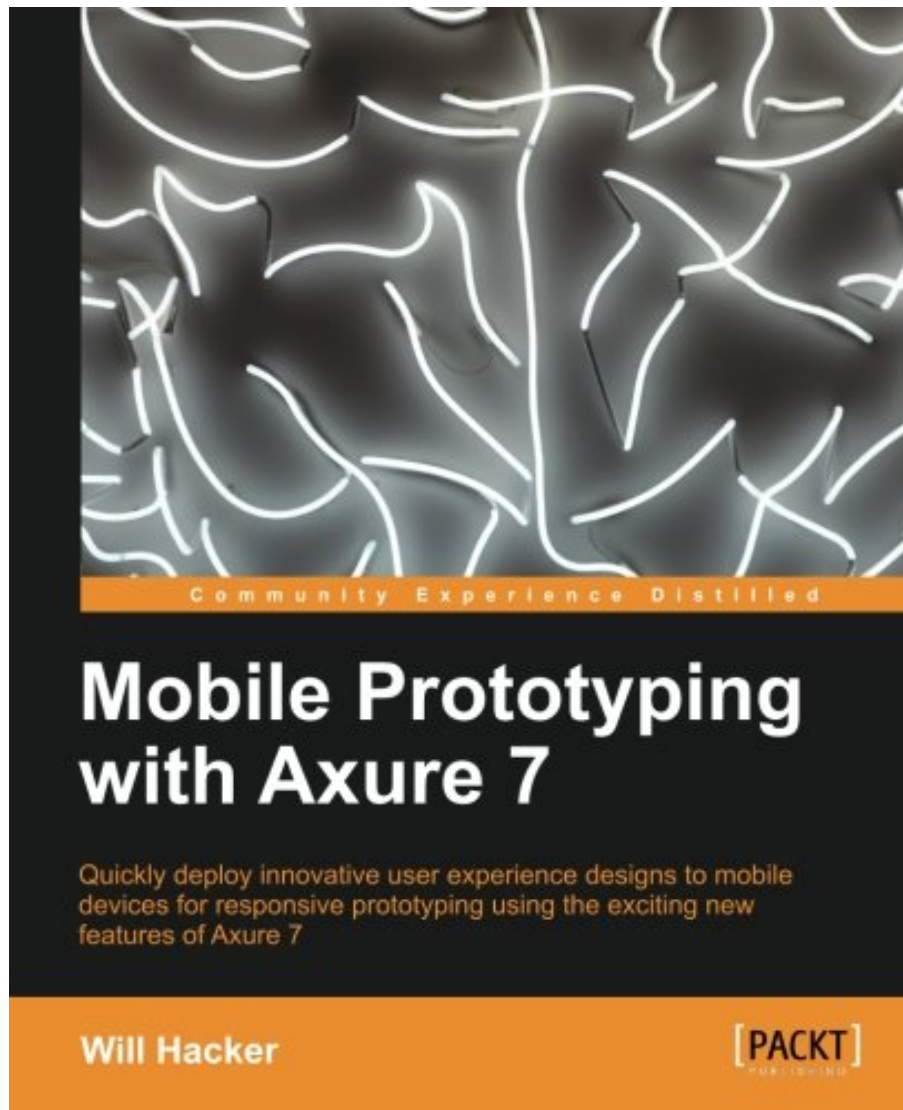


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Will Hacker is a Lead Interaction Designer at GE Capital, where he works on multidevice designs for commercial lending software. He's used Axure for several years as part of his iterative design and prototyping process, and spent two and a half years working exclusively on mobile design, prototyping, and usability testing for Cars.com. He has also written about user experience and mobile design for Smashing Magazine and UX Booth, and is a frequent speaker at UX design events in Chicago. He holds a Master's degree in Human-computer Interaction from DePaul University. He tweets at @willhacker and blogs at willhacker.net.

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PDF

Designing for mobile is different, which is why prototyping is so important. This book takes you through Axure's capabilities in this field with an example-led, hands-on approach that helps you get started quickly.

Overview

- Walk through the steps needed to build mobile interactions in Axure.
- Deploy your prototypes on devices and in user's hands
- Download Axure RP 7 files and get started immediately

In Detail

Mobile app and website design are two of the most popular areas of user experience design. Axure RP 7 allows you to design and build mobile prototypes and deploy them to real devices for testing and stakeholder review. It also allows you to create an interactive HTML website wireframe or UI mockup without coding. Axure 7 has new features such as new widget events, page events, adaptive views, and so on, that give you more flexibility while building mobile prototypes.

If you have experience with Axure but have never designed anything for mobile devices or responsive design, this book will get you started right away. This book contains working examples of how to complete some common mobile design tasks using Axure and focuses on creating rich, functional prototypes for mobiles, whether they are apps or websites.

Using this practical, example-oriented guide, you will learn how Axure RP 7 can be used by user experience designers to create and deploy mobile prototypes on smartphones and tablets.

You will also learn how Axure RP 7 can be used to create adaptive views for multi-device designs, sliding menus, mobile-friendly forms, drag and drop interactions, tool bars, and basic transitional animations common to mobile apps. You will get to know how to publish prototypes so that they can be tested or demonstrated on a real mobile device.

What you will learn from this book

- Design adaptive views for responsive web designs
- Create mobile-friendly forms
- Develop navigation tab bars and menus
- Produce gesture-based interactions
- Work with drag-and-drop interactions in mobile design
- Devise home screen icons and splash screens for mobile apps
- Use Dynamic Panels to organize mobile app screens
- Publish prototypes for testing and viewing on mobile devices

Approach

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.

Who this book is written for

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.

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Most helpful customer reviews

1 of 1 people found the following review helpful.

Excellent Mobile Prototyping Book

By Jessamyn Smallenburg

This book covers many topics in detail, including User Interface fundamentals, new features in Axure 7, and some of the more recent developments in mobile computing. Each chapter is summarized succinctly. The book has excellent contextual information. For example, the author covers not just what to do on mobile design projects, but also gets into some of the more conceptual information surrounding mobile design and development. I find contextual knowledge like this infinitely valuable when I read tech books.

0 of 0 people found the following review helpful.

Good Read

By Nivedita

It is a nice starting guide to Axure. Author has addressed all the important topics, some with exercises and examples that help understand the basics of Axure and its features. Although some topics could have been

brief and more to the point .

Liked that the book also talks about Mobile Design concepts including screen resolutions and devices which most experienced professionals are aware of but could be very helpful for someone just starting to learn Axure or transitioning from a more web-based designing. The chapter on Adaptive Views is is very helpful, the example takes you though creating adaptive view with clear and crisp instructions. Author has touched adding conditions and actions briefly but it is explained well enough to give you the feel of the functionality. The book at places go at length to talk about the historical information and fundamentals of UI design that I think could have been avoided as they kind of take the reader away from main topic.

Overall it meets its objective of letting reader quickly learn the fundamentals and get on with prototyping mobile on Axure.

0 of 0 people found the following review helpful.

Good for Axure users and those conversant in prototyping & front-end development.

By Kevin W Bishop

The Preface of this book proclaims that the reader should be familiar "with prototyping practices and Axure specifically" but then begins by discussing the why's and wherefore's of prototyping and Axure's usefulness for those without coding skills. With that said, it consistently highlights new features of Axure 7 -- which is a dramatically impressive upgrade! -- whether or not they directly impact mobile development for mobile. So it delivers a bit more than it promises.

This book gives a good, cursory introduction to prototyping mobile in Axure and does presume the reader has some knowledge of Axure. Instead of demonstrating a complete build-out of a mobile prototype, it gives enough guidance for anyone with knowledge of Axure to hit the ground running. And as others have said, it's a very quick read.

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