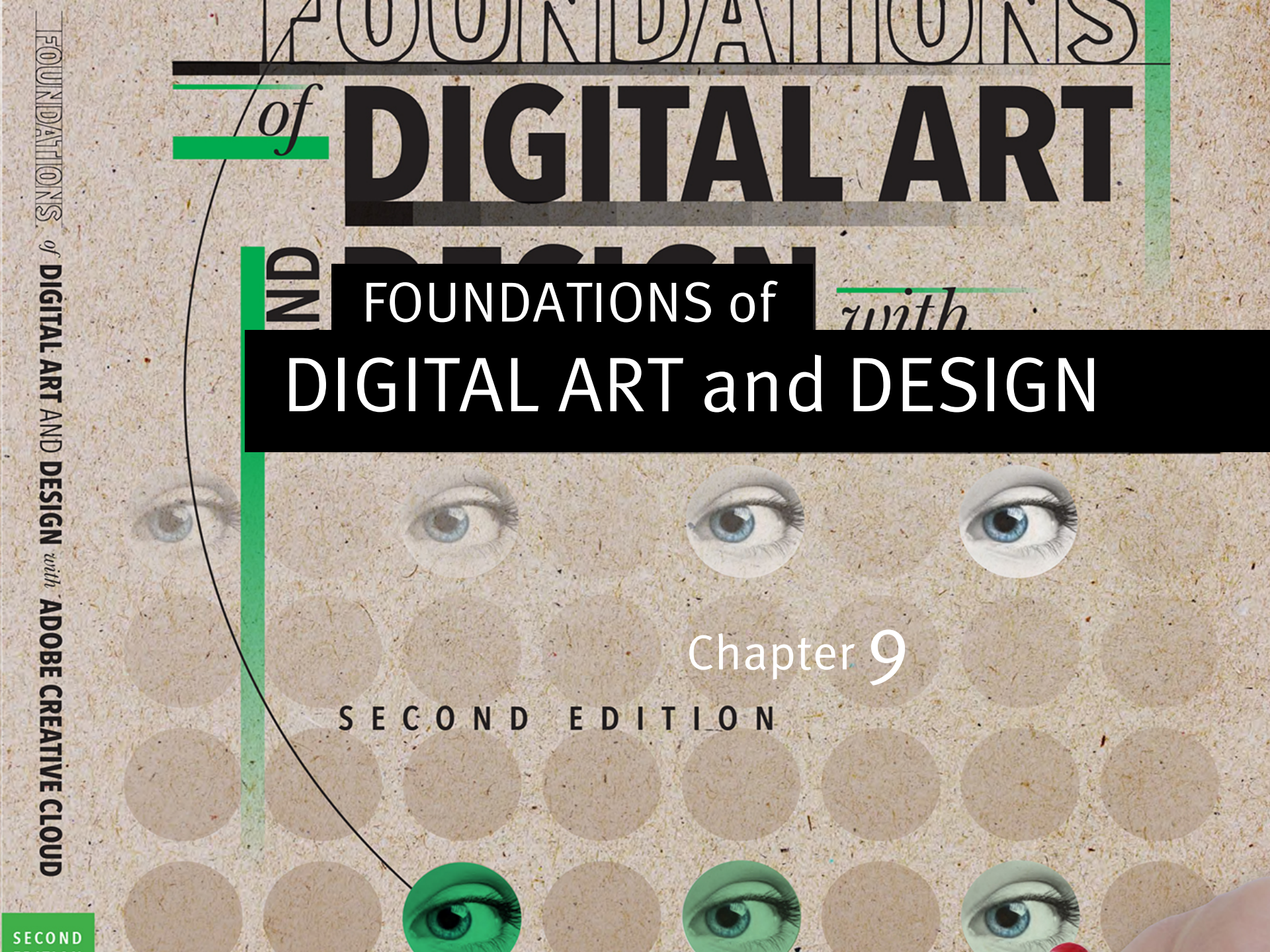
FOUNDATIONS of DIGITAL ART AND DESIGN with ADOBE CREATIVE CLOUD

FOUNDATIONS of DIGITAL ART AND DESIGN with

FOUNDATIONS of DIGITAL ART and DESIGN

Chapter 9

SECOND EDITION



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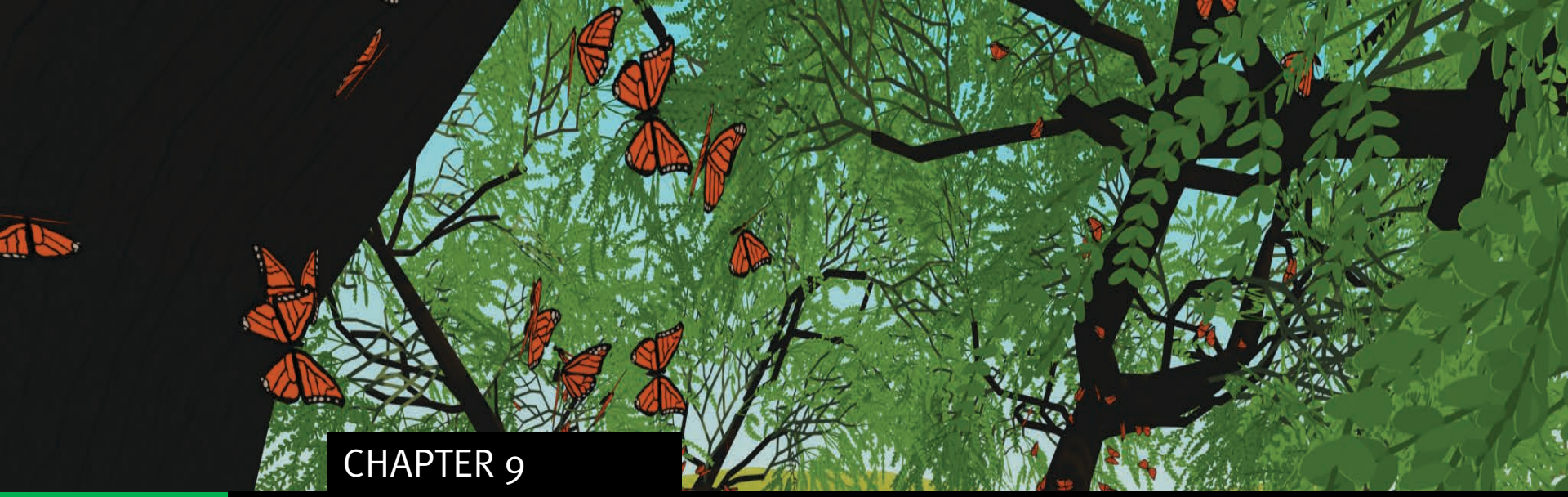
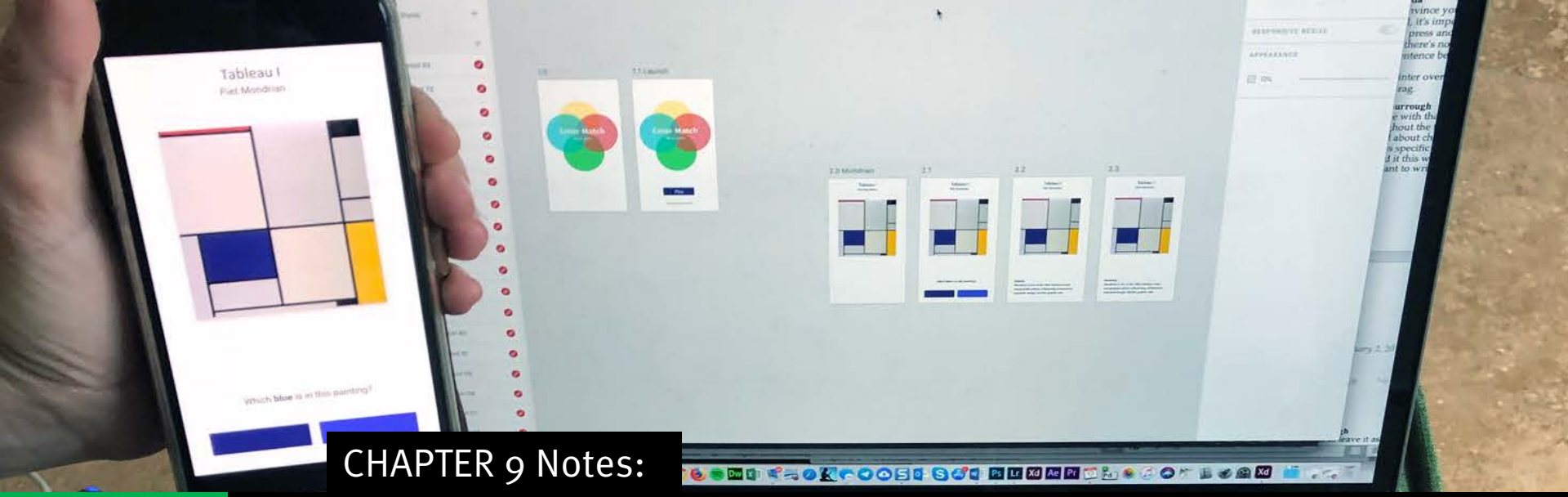


CHAPTER 9

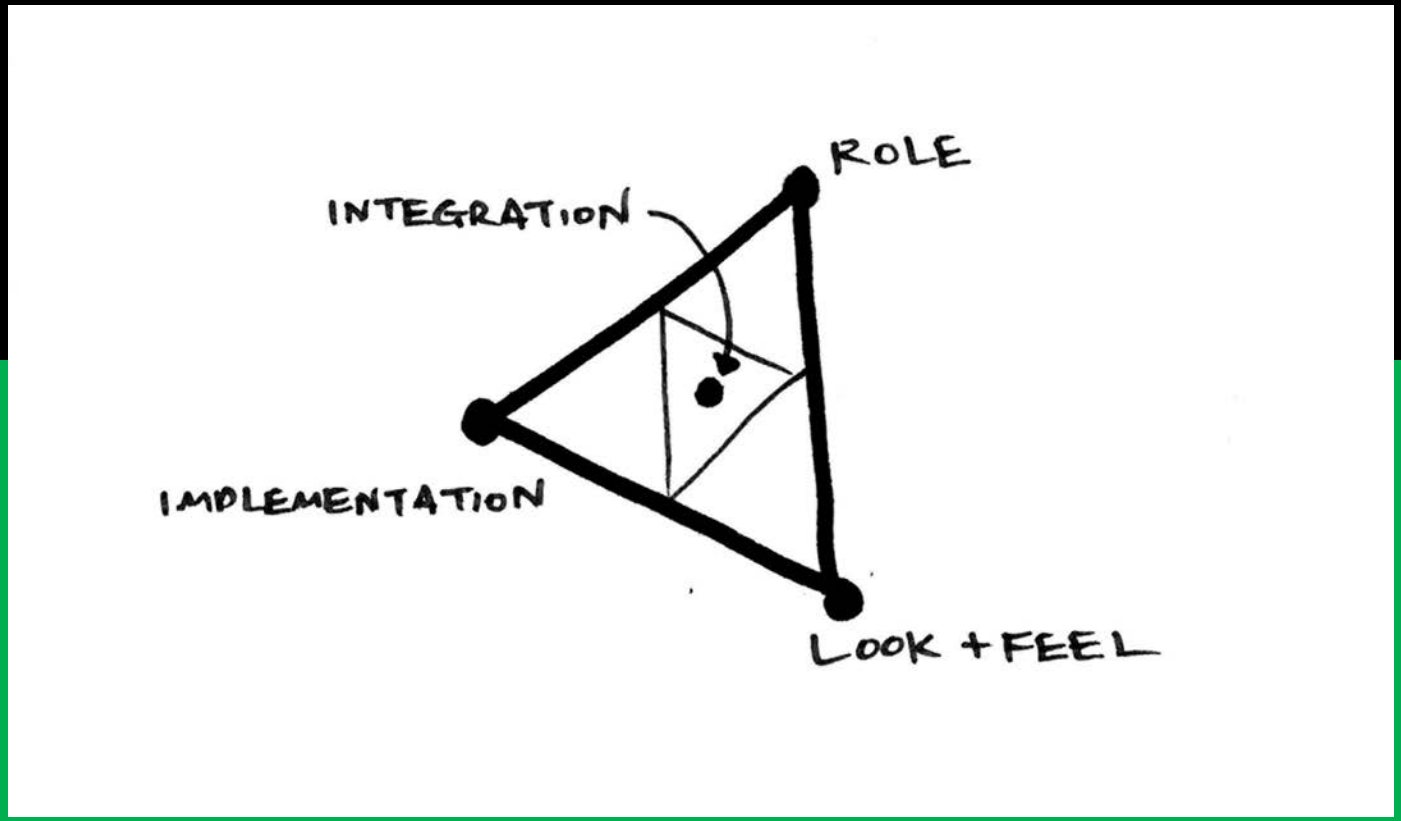
PROTOTYPING EXPERIENCES FOR MOBILE AUDIENCES

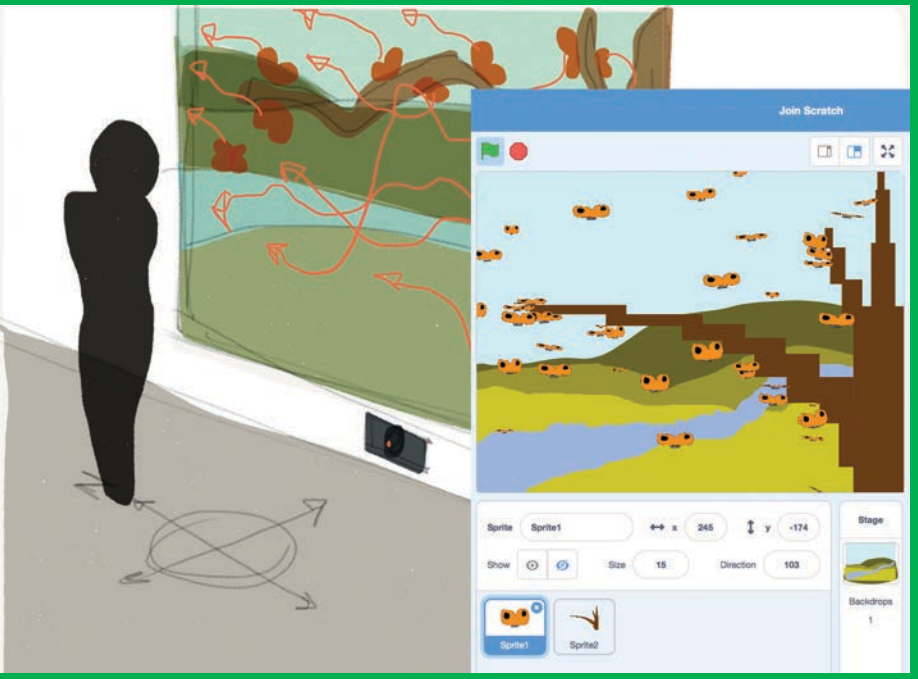


CHAPTER 9 Notes:

AN INTEGRATION PROTOTYPE EXPLORES:

- Implementation
- How something is created
- The role an artifact plays in a person's life


ROLE
INTEGRATION
IMPLEMENTATION
LOOK + FEEL



Prototypes begin a process of iterative exploration and refinement, informed by conversations around it

Migraciones

Sketch and prototype by SWEAT (Esteban Fajardo, Chris GauthierDickey, Rafael Fajardo), 2017.

Art Game

An Early Interactive Design from the Office of Charles & Ray Eames

Jim Hoekema
Hoekema Design & Editorial (New York)

Interaction 18
Interaction Design Association
Lyon - 6 February 2018

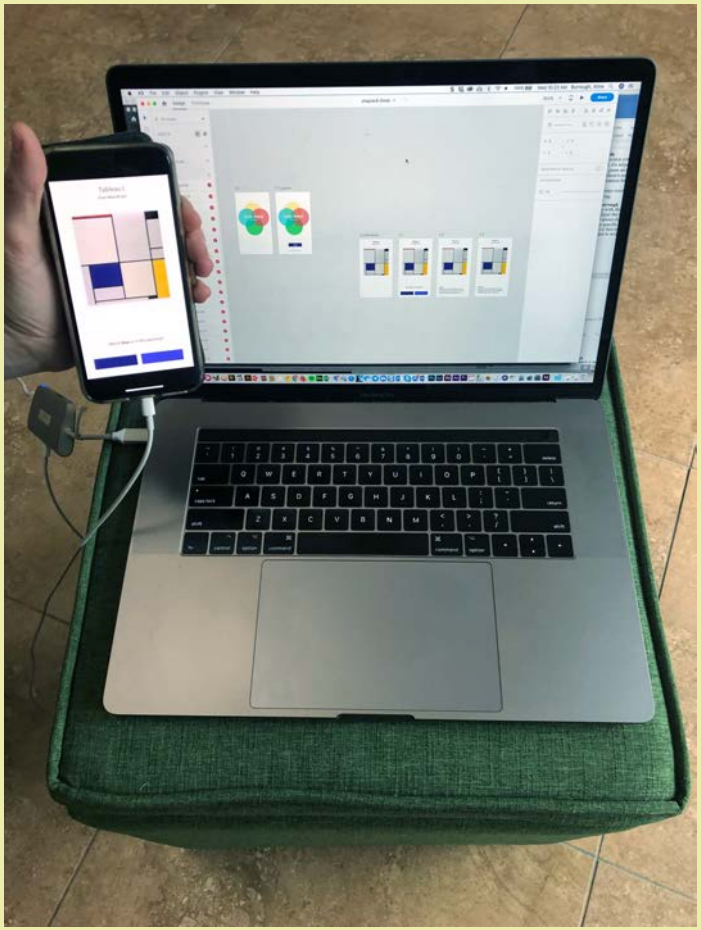
interaction 18

00:03

vimeo

View Jim Hoekema's talk at Interaction 18 for the Interaction Design Association

Download work files from www.digitalart-design.com



You'll create a simple color-matching game that samples colors from famous works of art. You'll learn to create app screens as well as transitions and buttons to

WHAT YOU'LL MAKE

Chapter 9