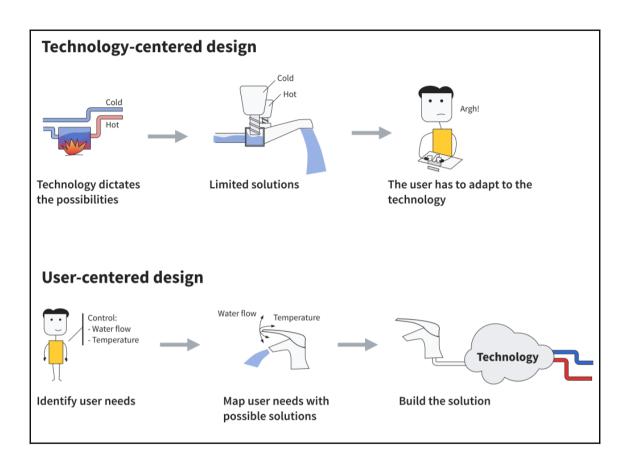
# **Chapter 1: Design Principles and General Design Planning**

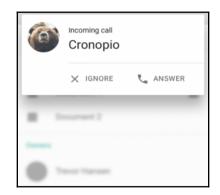




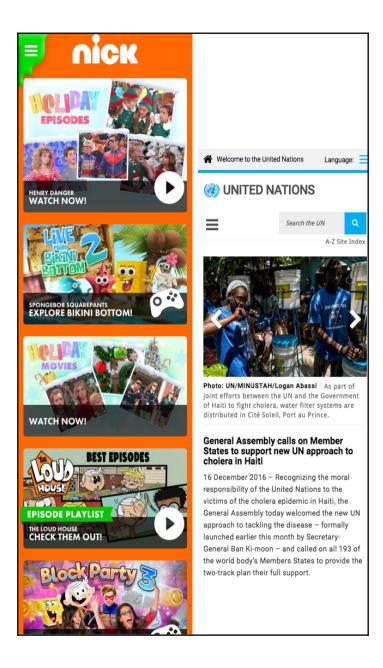




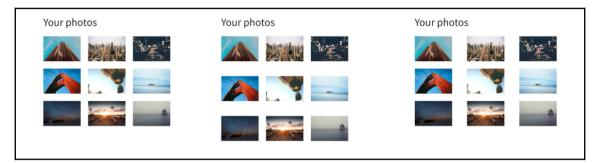






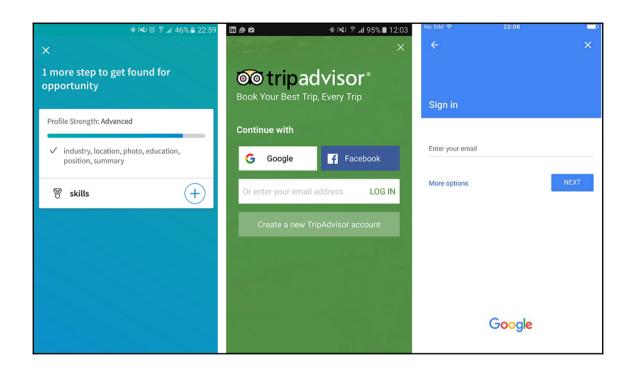


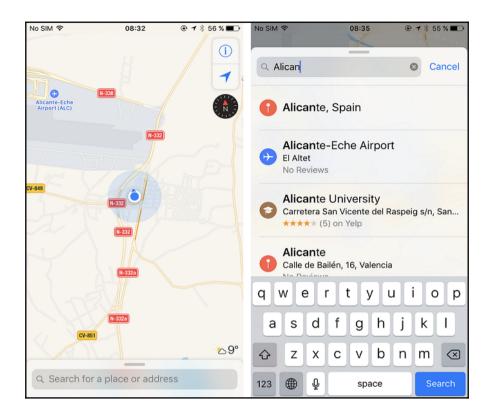


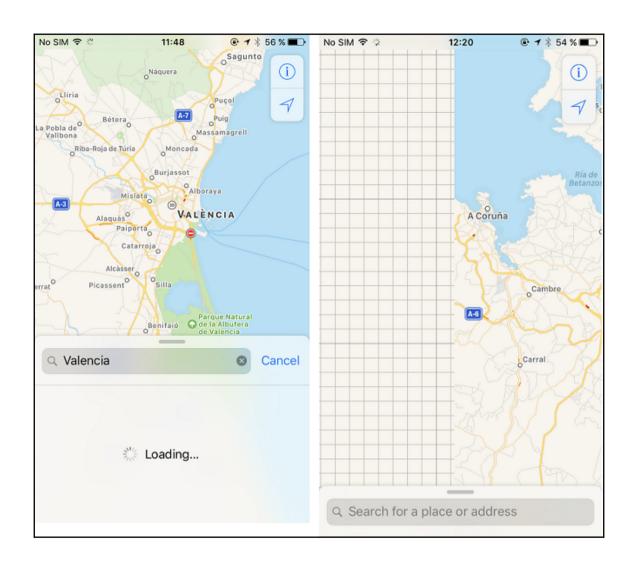


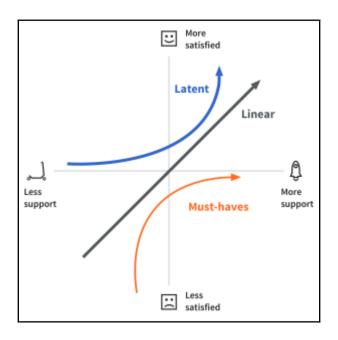






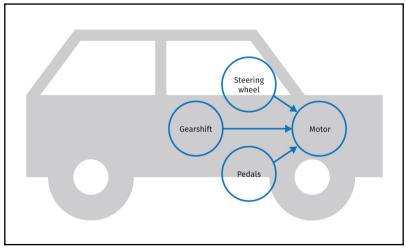


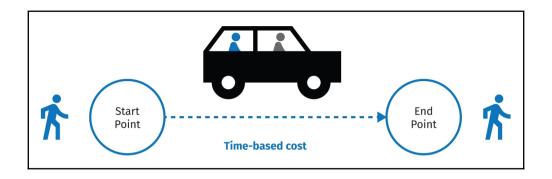


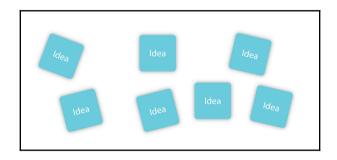


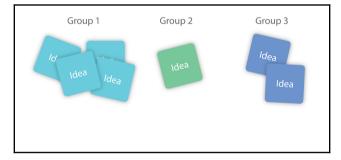
### **Chapter 2: Research - Learning from Your Users**

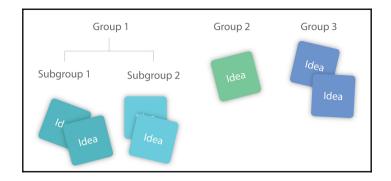


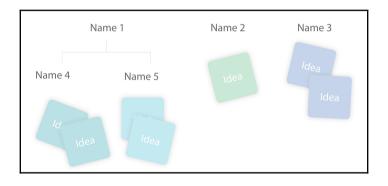


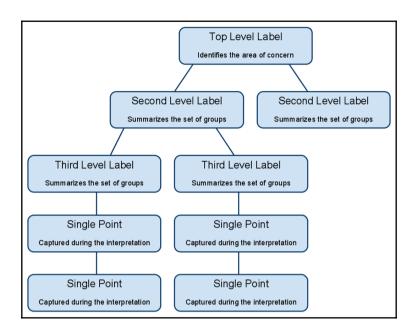


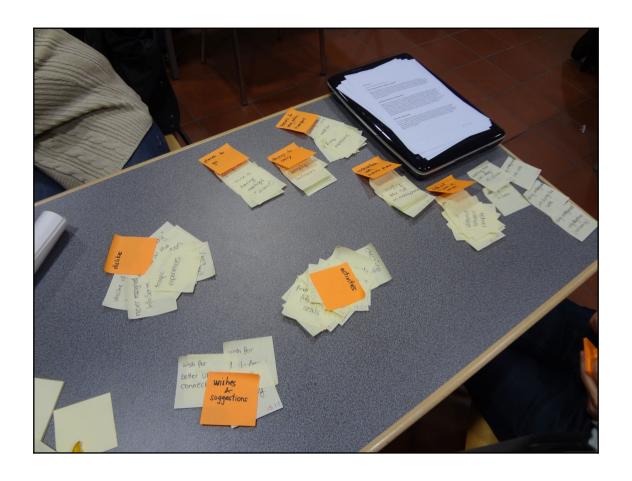


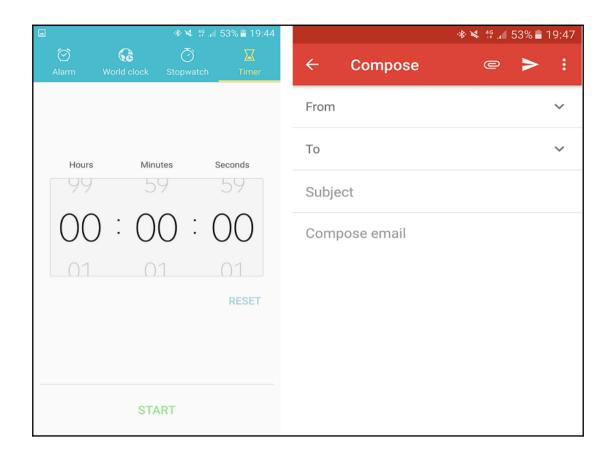














### **JAMES LAWRENCE**

COMPUTER ENGINEER

### DEMOGRAPHIC

Age 32

Status Single

**Educational level** 

Degree

Languages

English French

### **DESCRIPTION**

James works as a developer in a company that produces mobile applications. He is passionate about technology, so he is always testing the latest inventions that come to market. He does not mind learning new programming languages or facing new projects.

I love working in my company and always stay updated.

### **EXPERTISE**

### DOMAIN EXPERTISE



### TECHNICAL EXPERTISE



### **GOALS**

- · Use the platform to do networking.
- · Find good tutorials to improve his skills.
- · Use the forums to ask and answer technical issues.

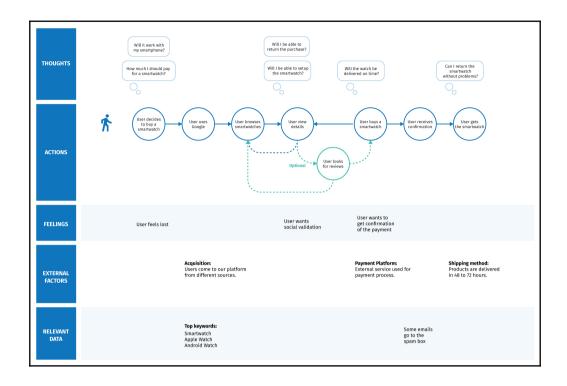
### **MOTIVATIONS**

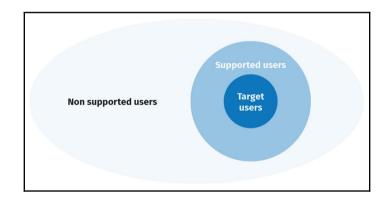
- · Improving as a programmer will allow him to participate in projects of greater relevance.
- · Facing new challenges will enrich him as a person and as a professional.

### **FRUSTRATIONS**

- · It is difficult to find good documentation on very modern programming languages.

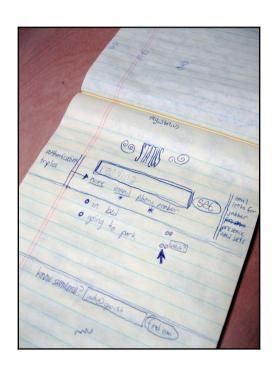
  • The software they use to program is too complex.

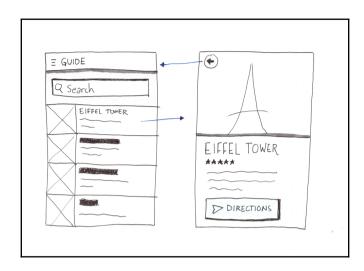




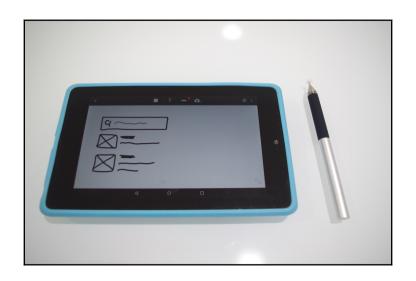
### **Chapter 3: Exploring Ideas - Sketching**

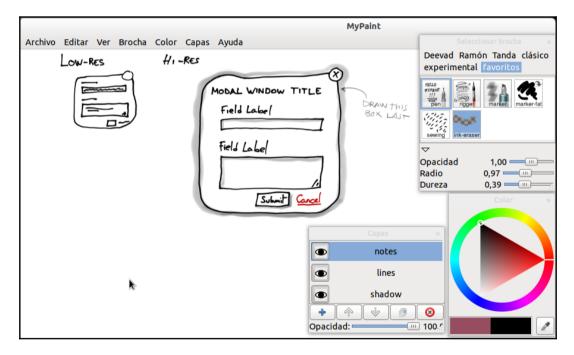


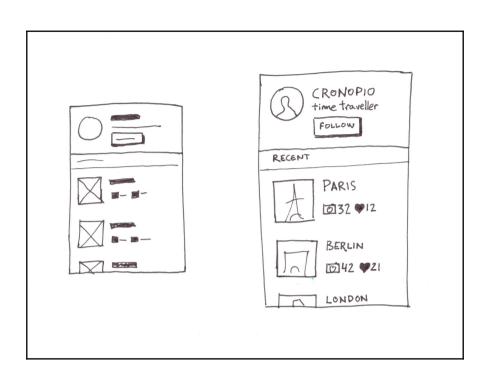


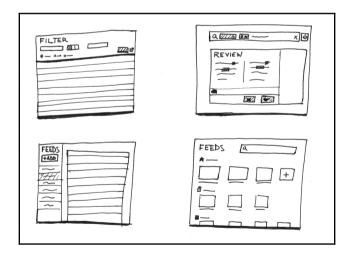


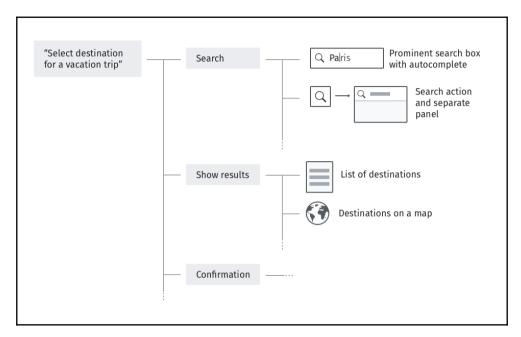


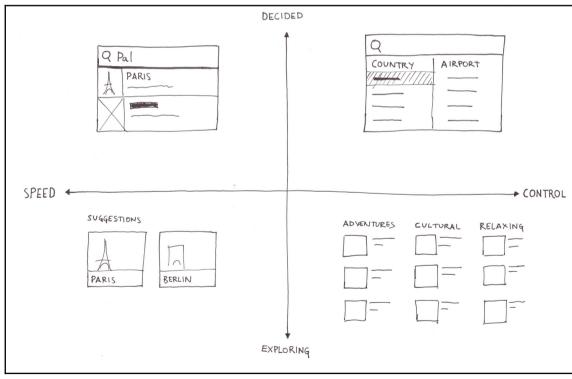


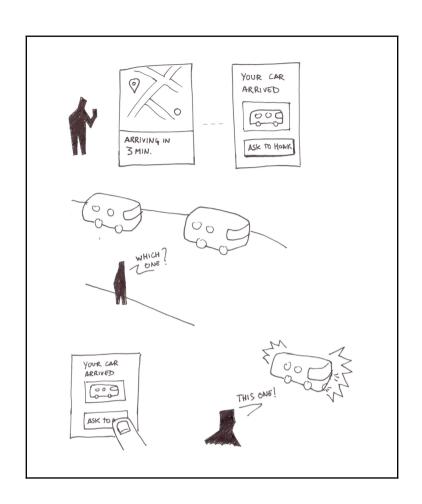






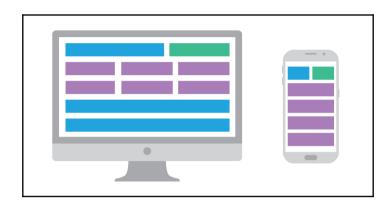






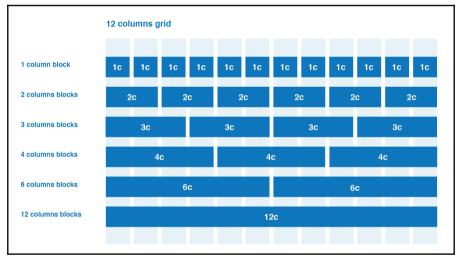


# **Chapter 4: Mobile Patterns - Web App, Android, and iOS Best Practices**









### **DESKTOP**

### 6 columns

### 6 columns

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### **MOBILE**

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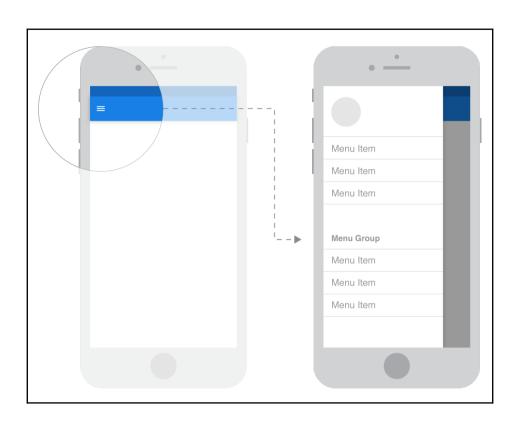
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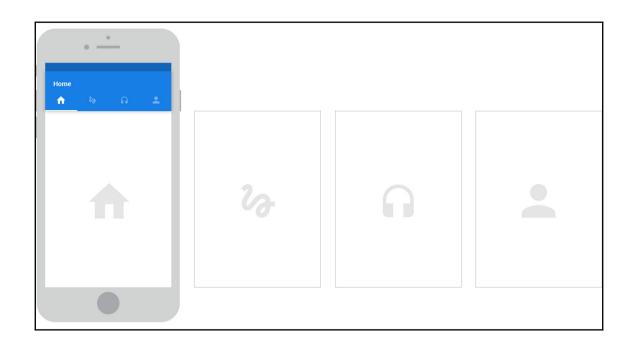
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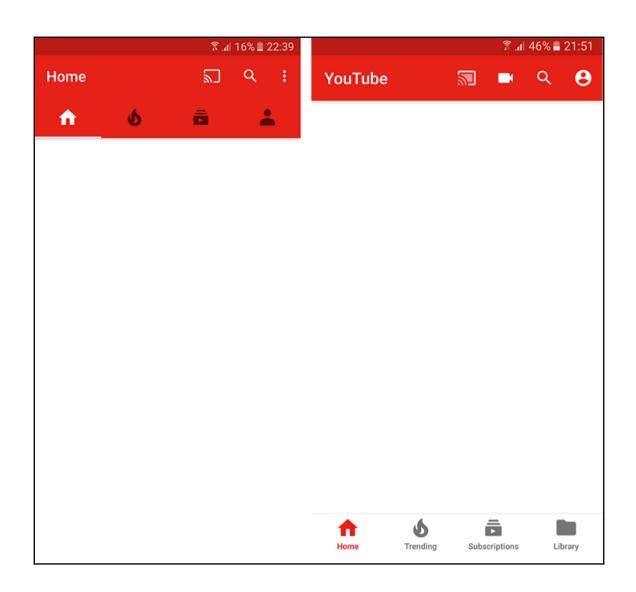
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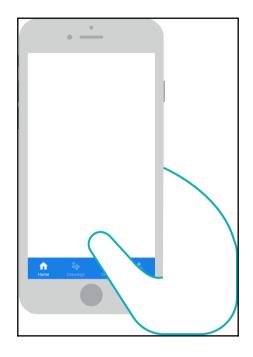
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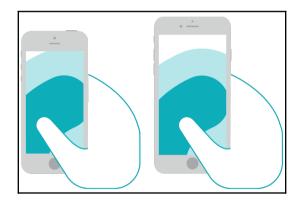
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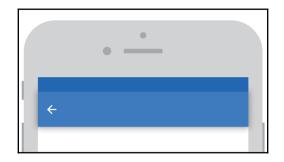


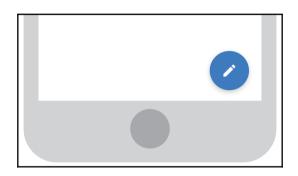






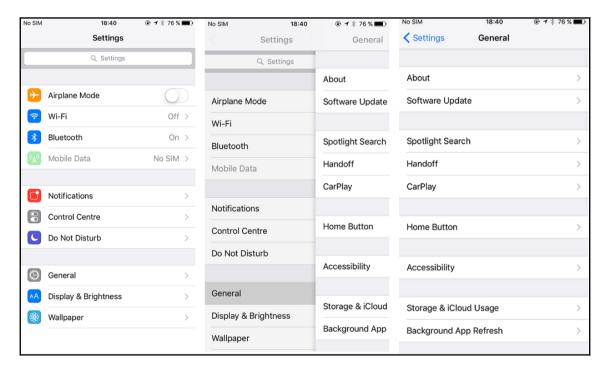


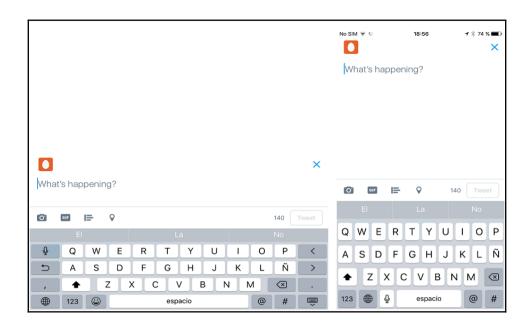






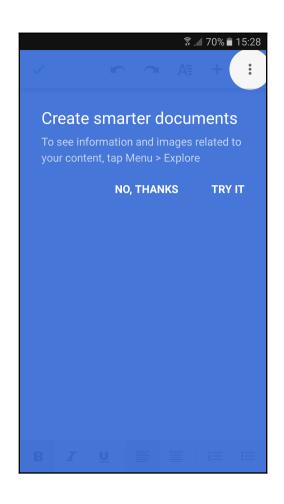




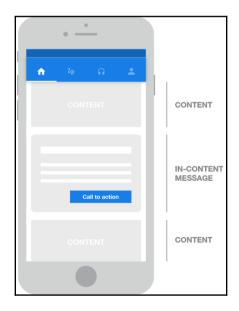


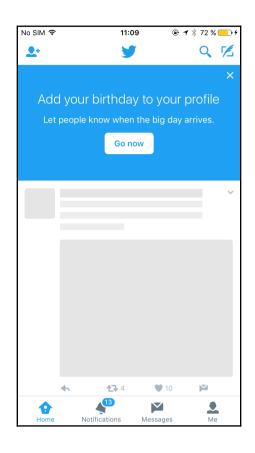


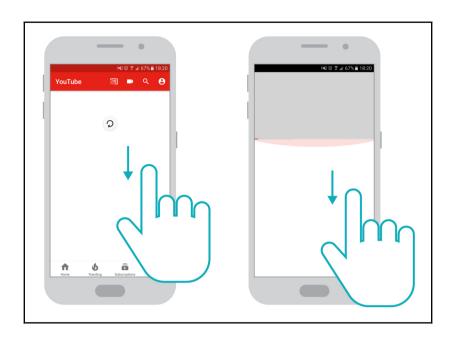


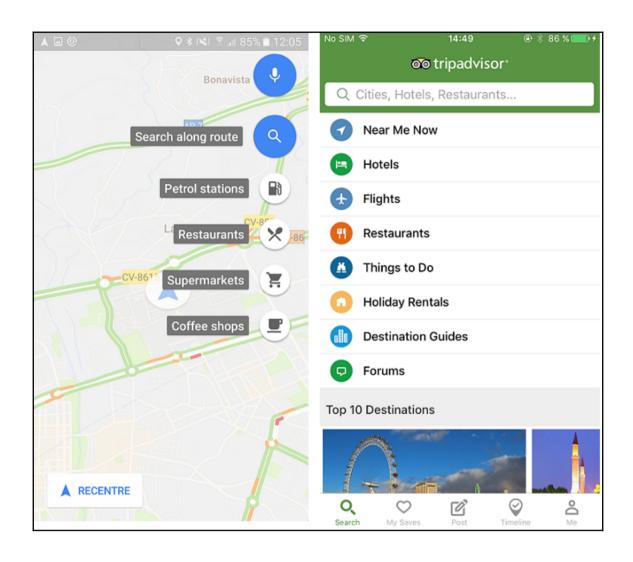


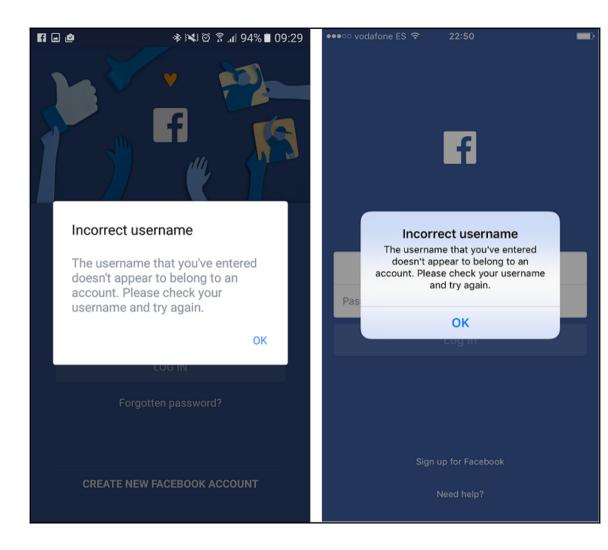


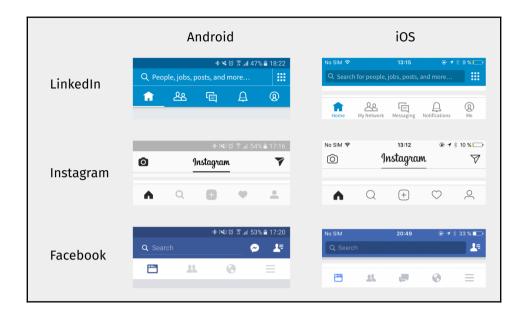












#### Roboto

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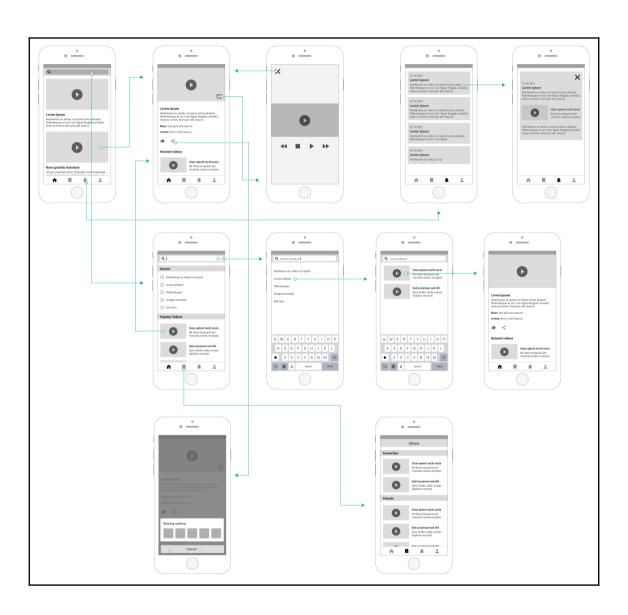
#### **Helvetica Neue**

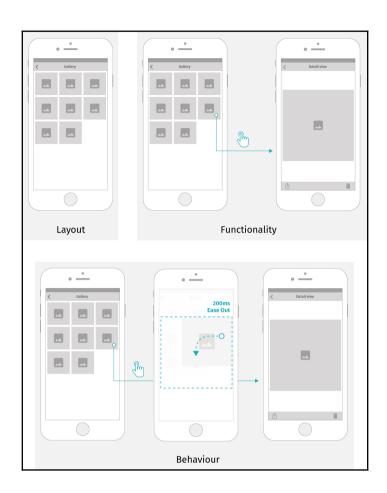
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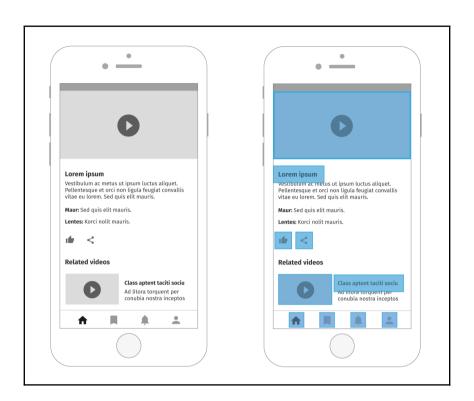
### **SF UI Display**

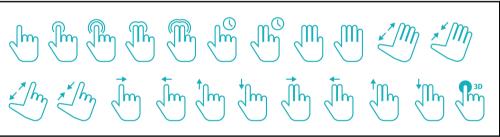
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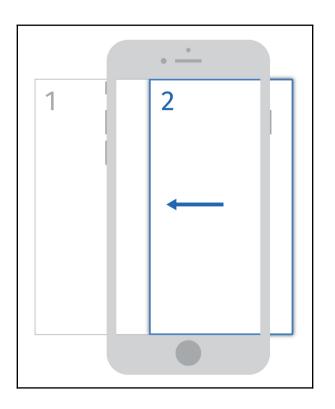
# **Chapter 5: Detail Your Solution - Wireframes and Mockups**

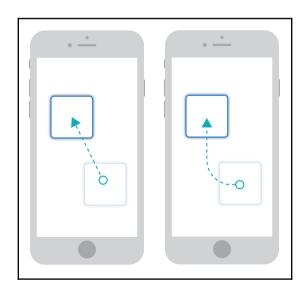


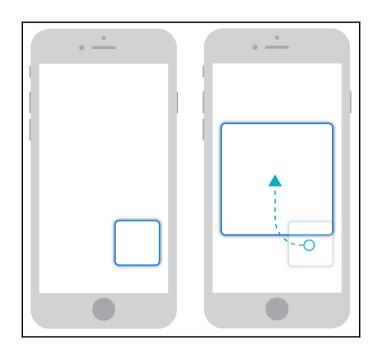


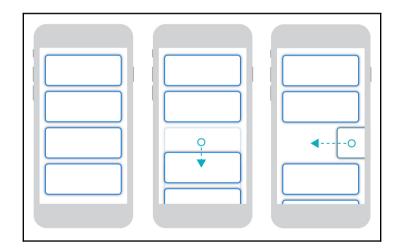


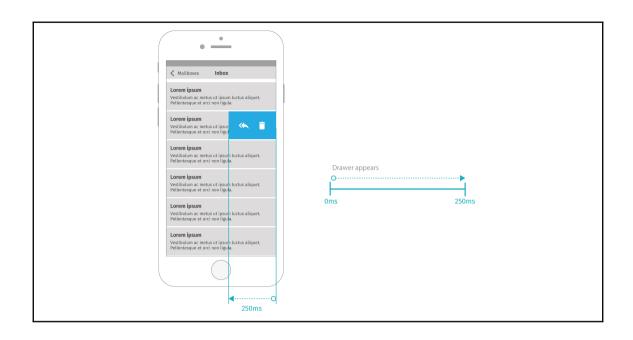


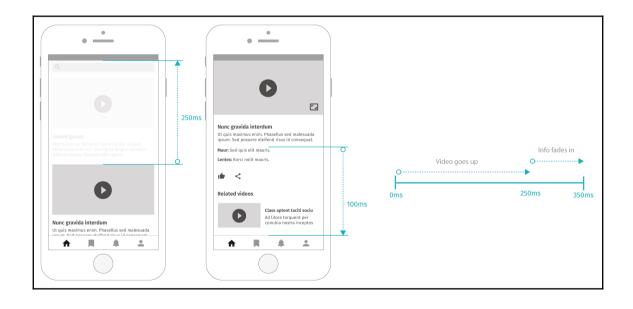


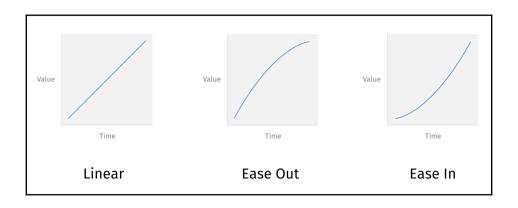


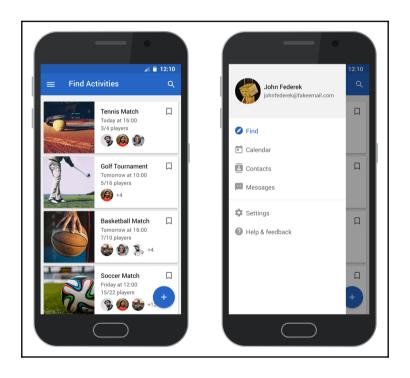


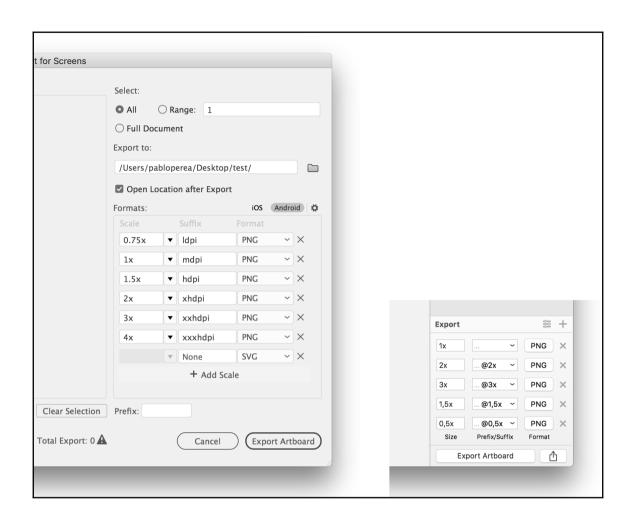


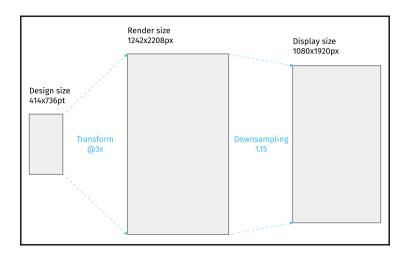


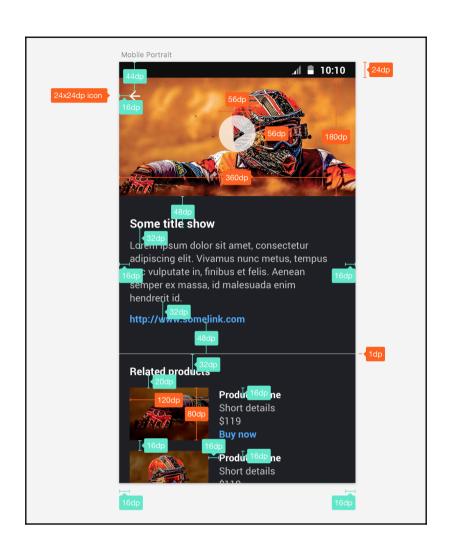


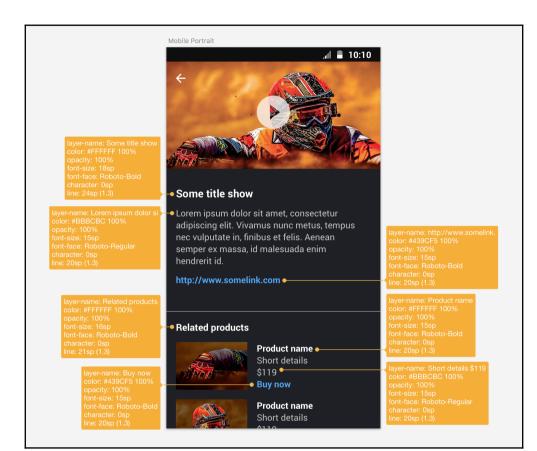


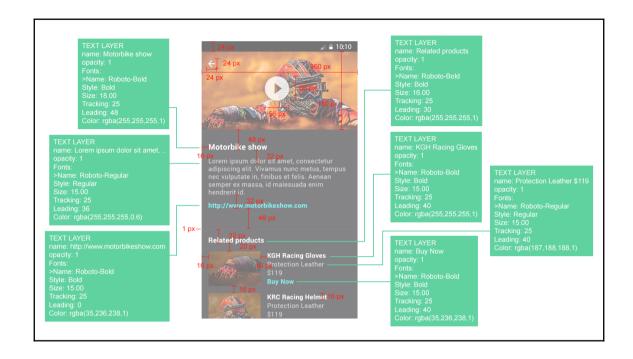


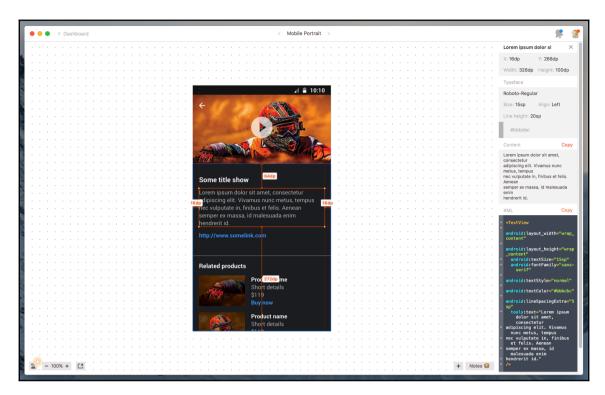


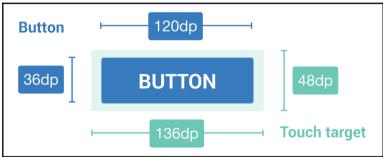




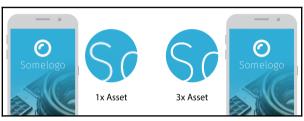




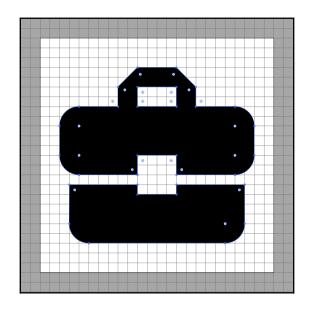


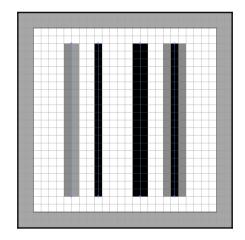


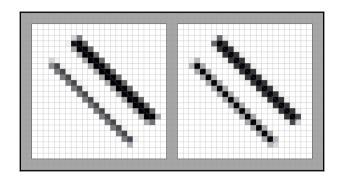


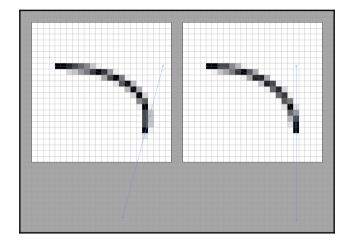








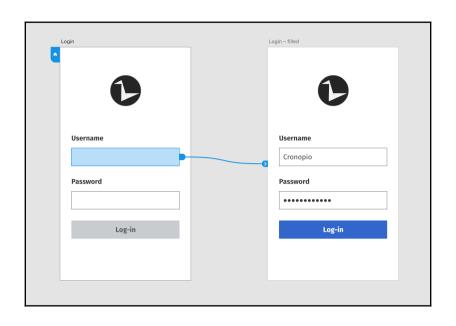


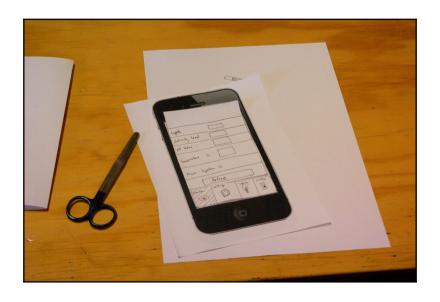


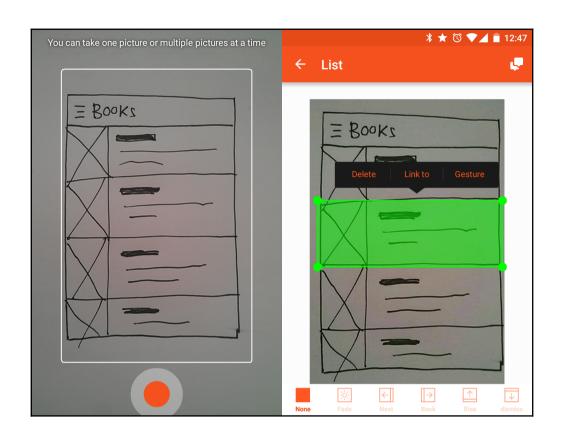
## **Chapter 6: Prototyping - Bringing Your Ideas** to Life

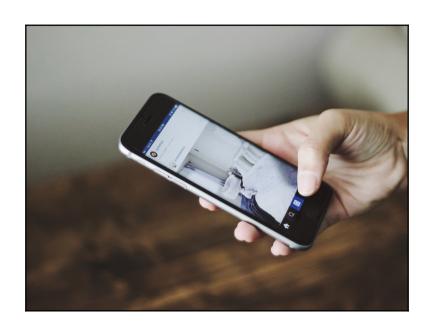


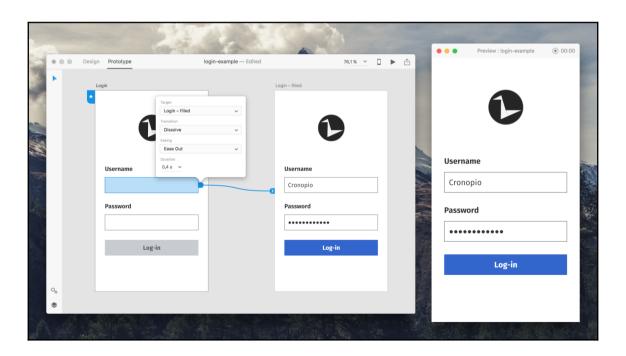


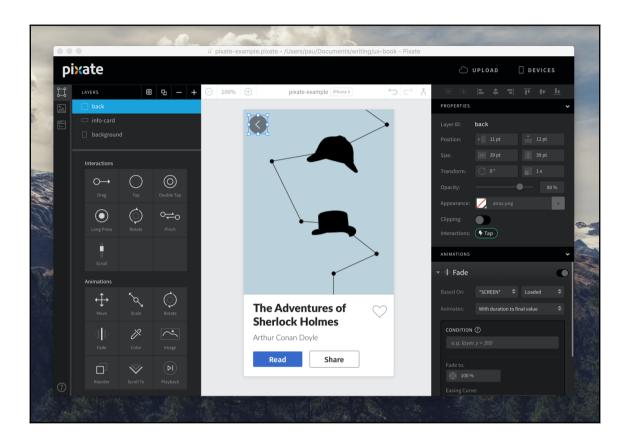


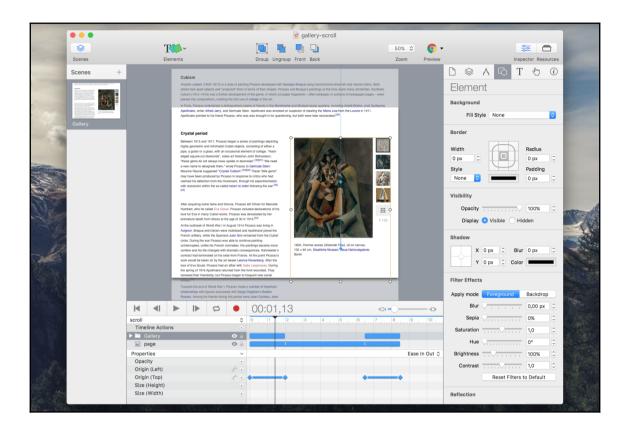


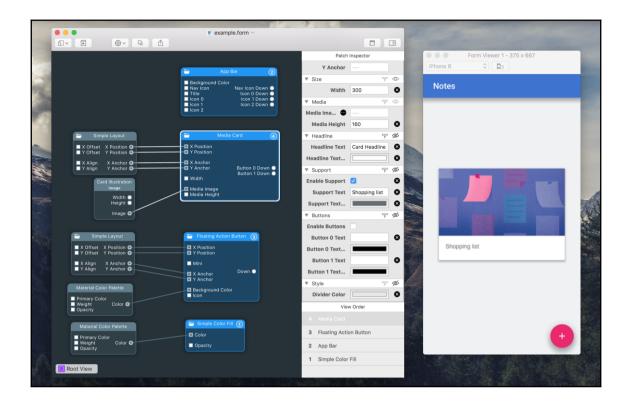


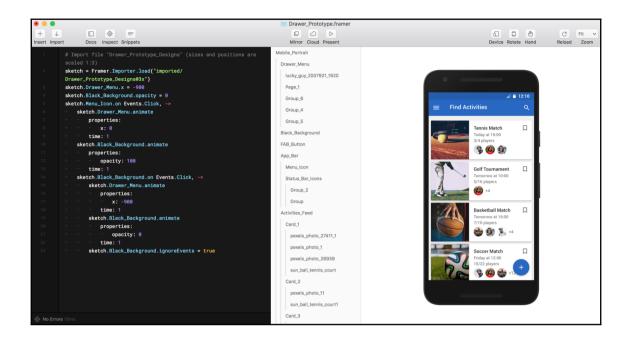


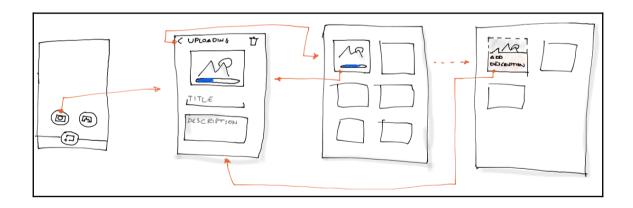




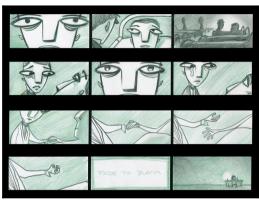


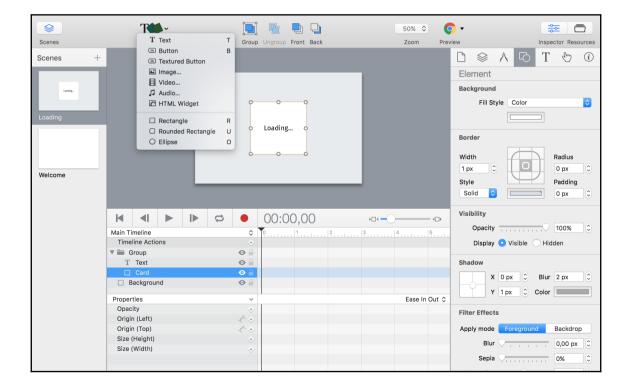


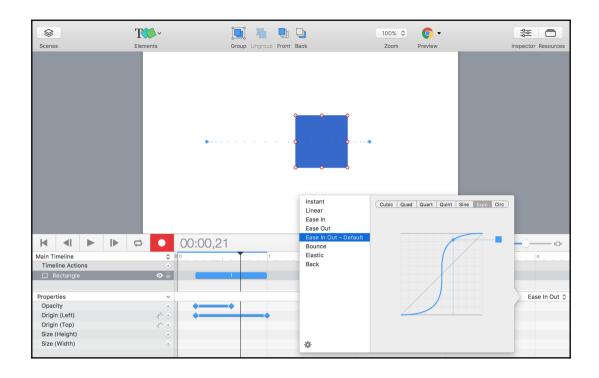


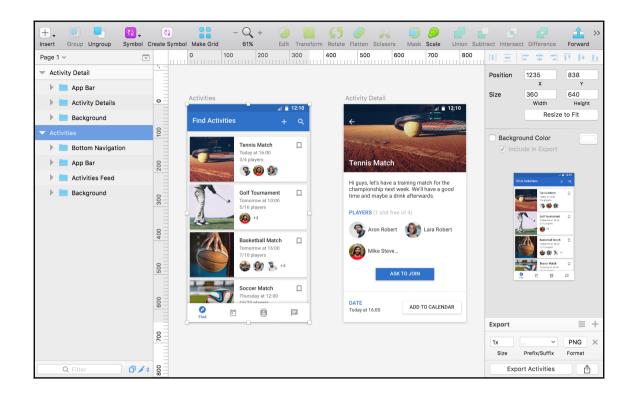


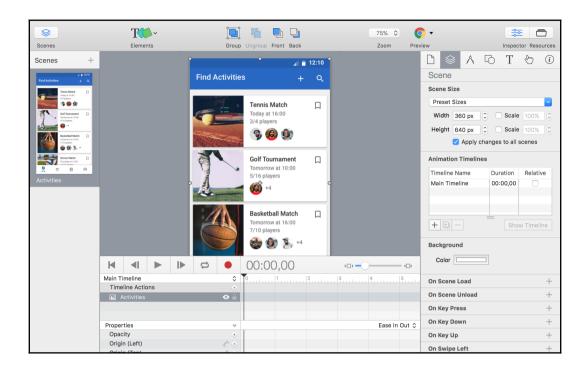
### **Chapter 7: Prototyping with Motion - Using Tumult Hype**

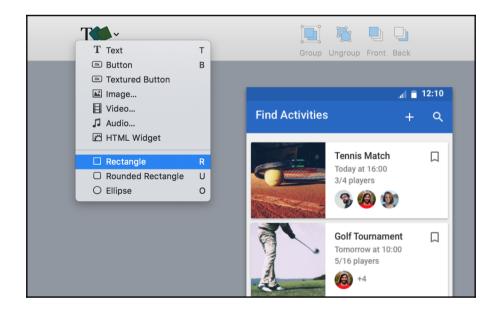




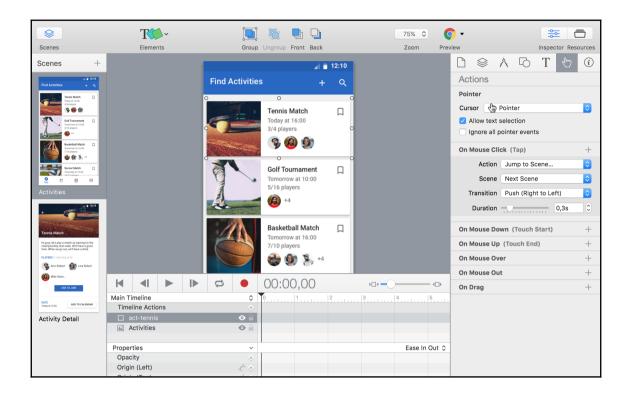


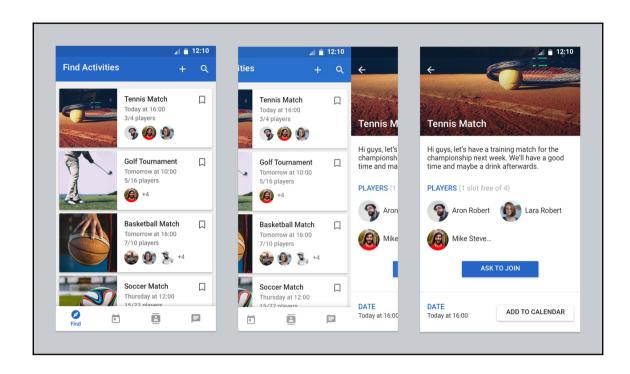


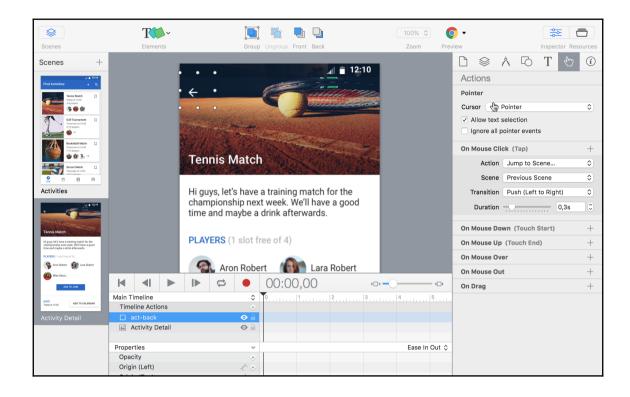


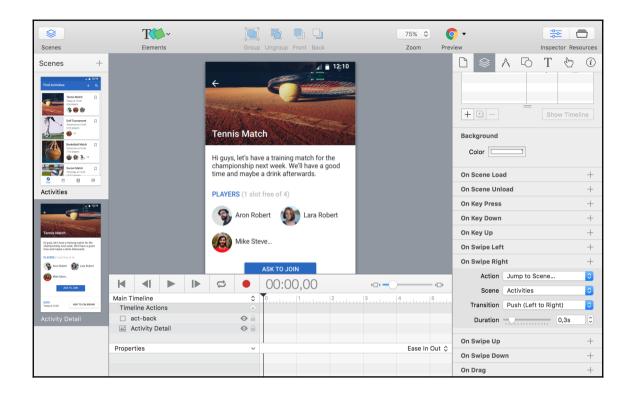


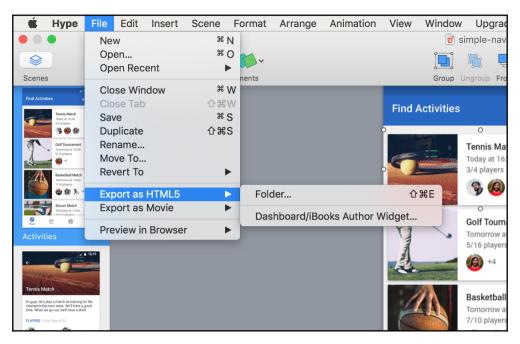


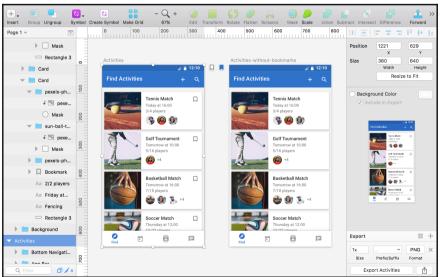


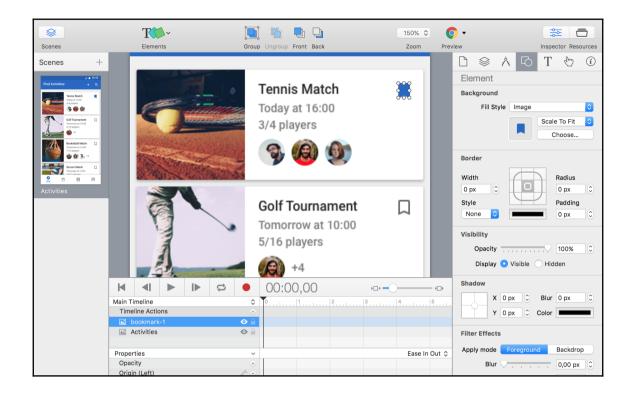


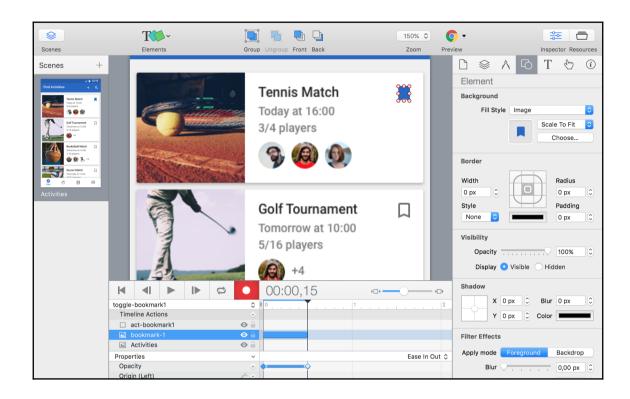


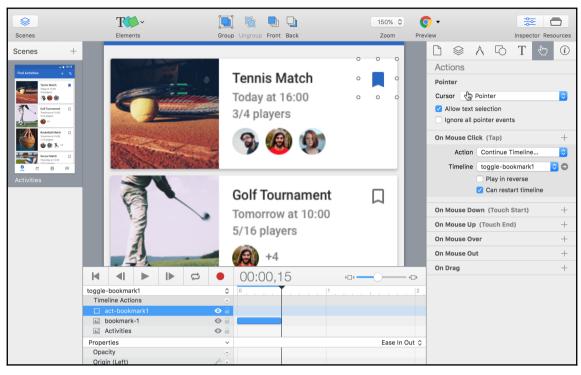


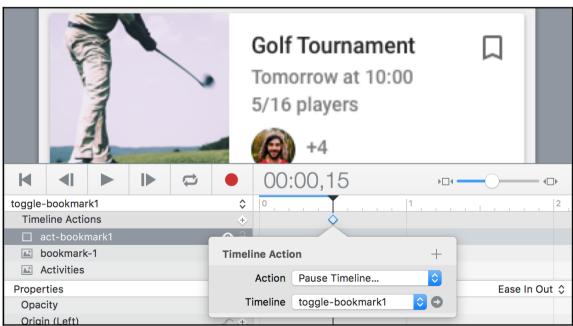


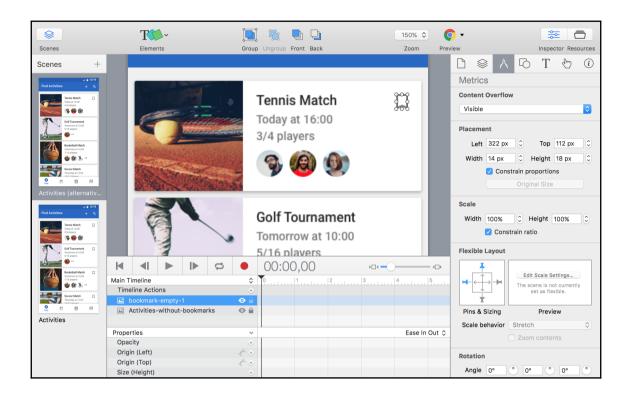




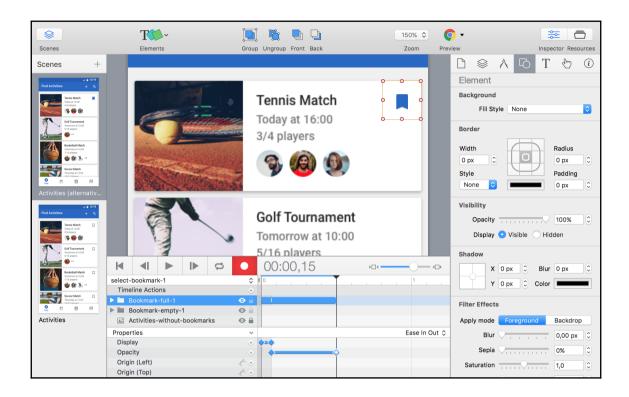


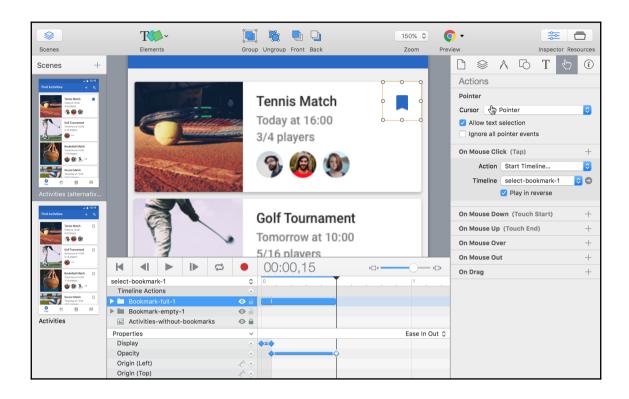


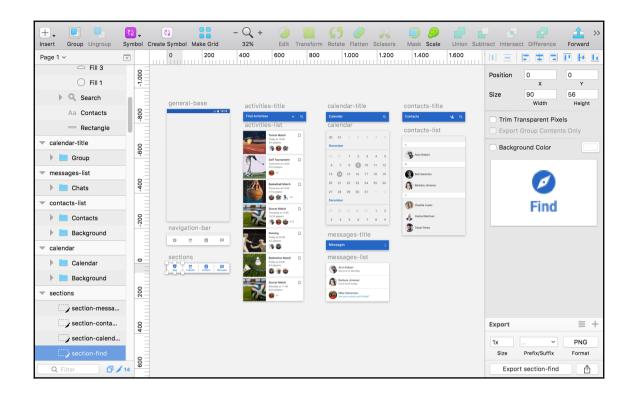


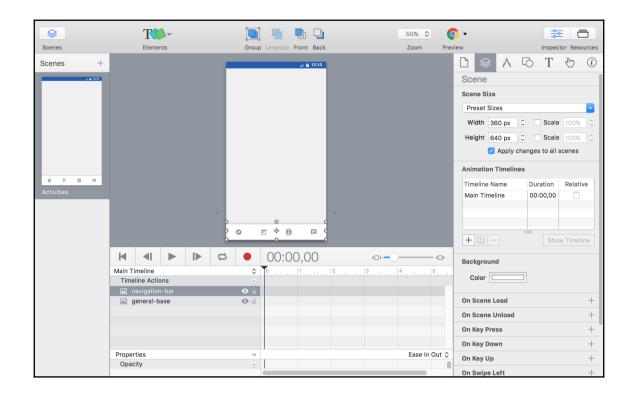


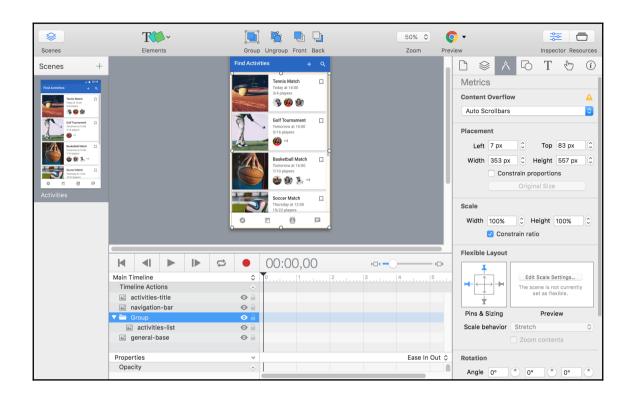


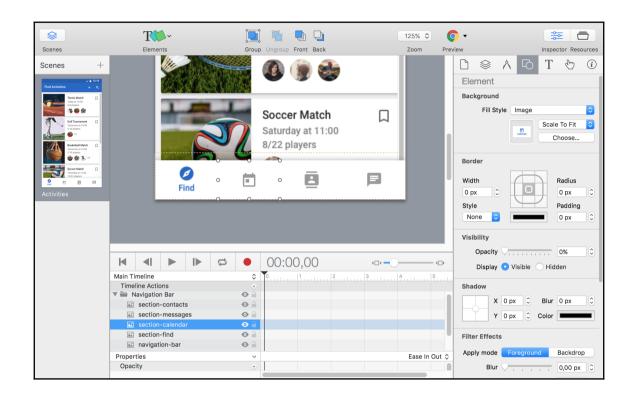


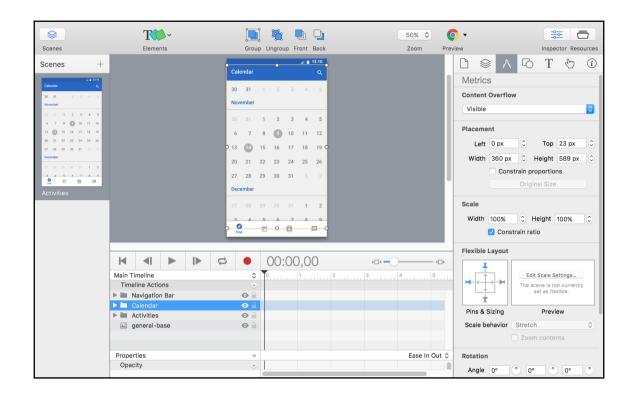


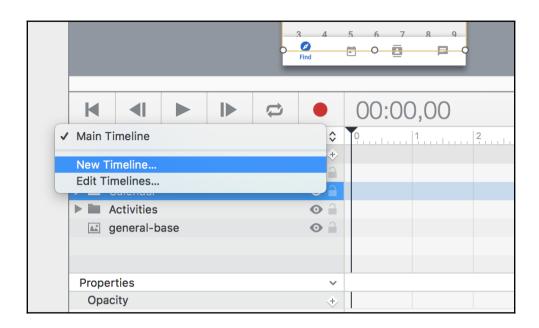


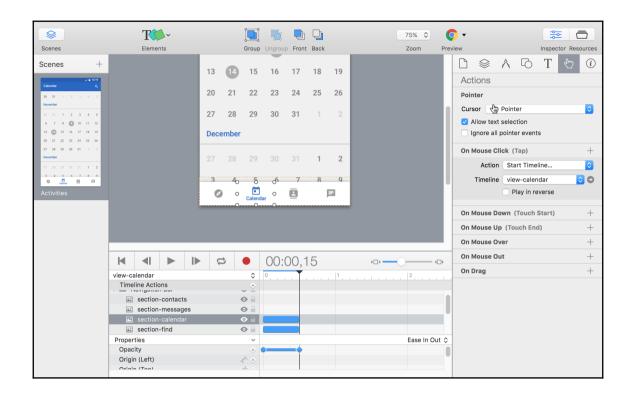


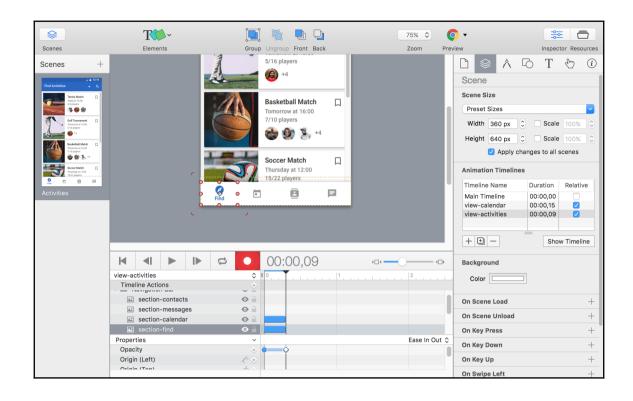


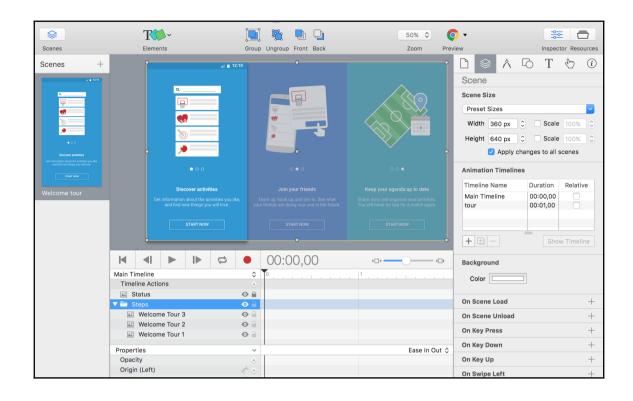


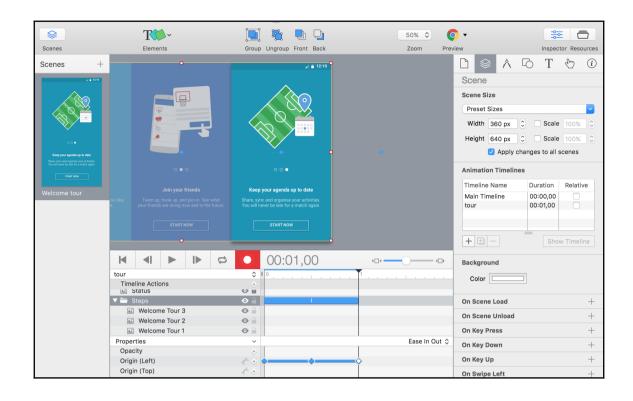


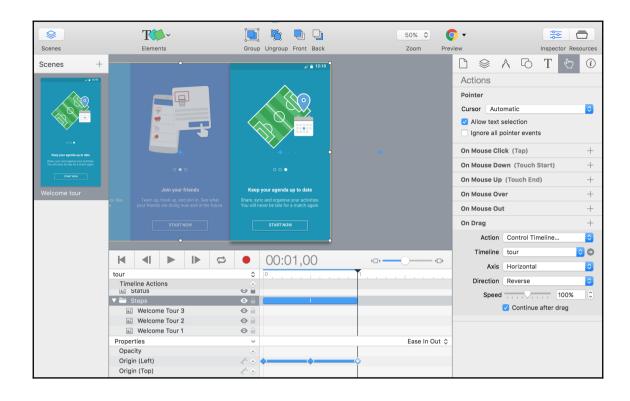






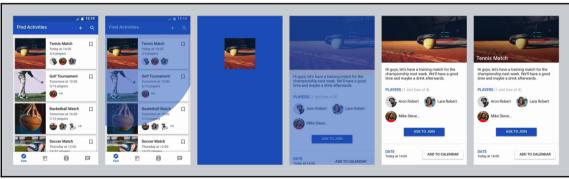


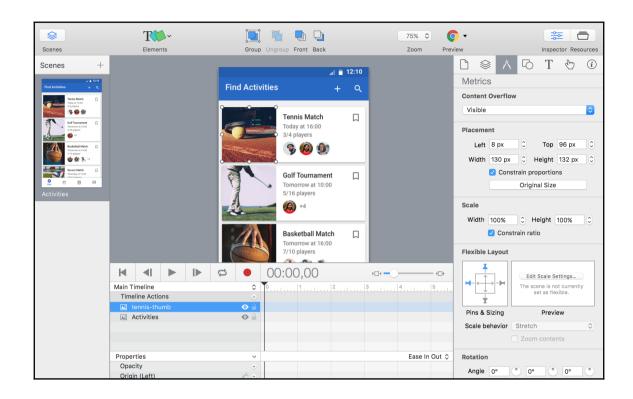


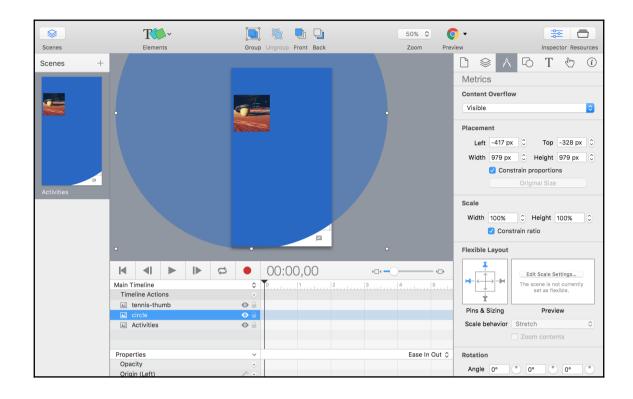


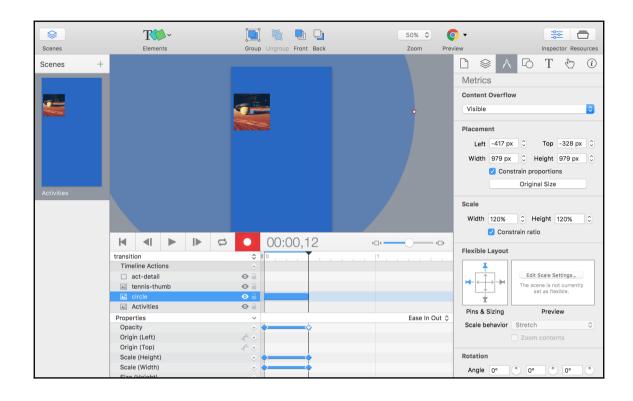


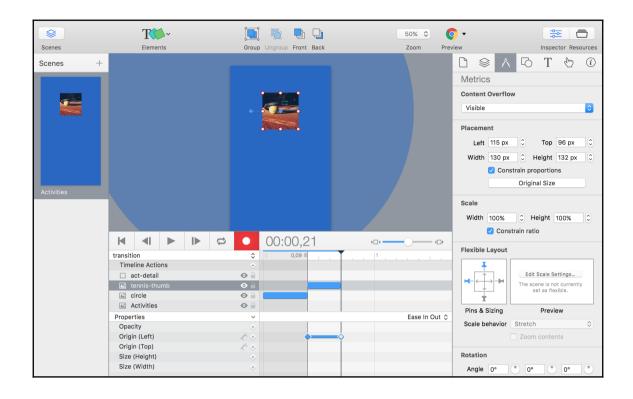


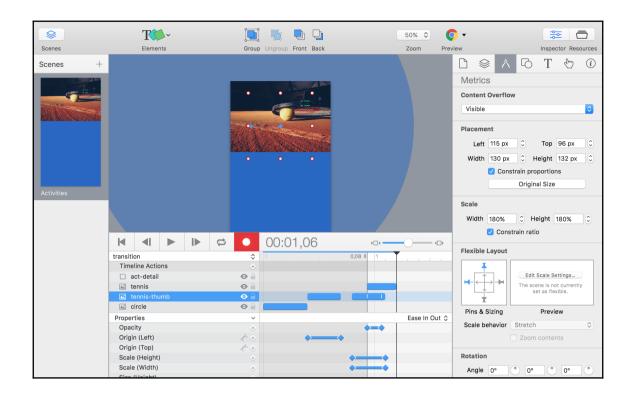


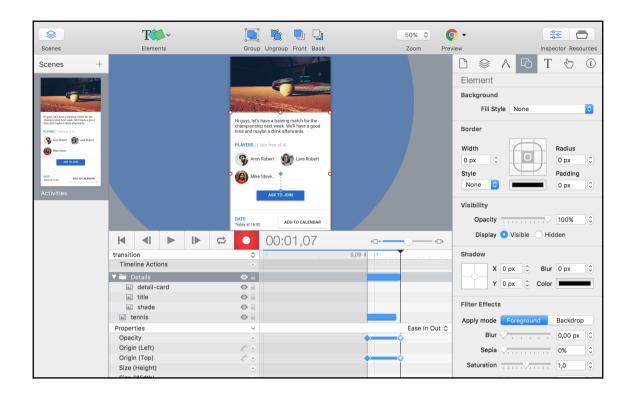


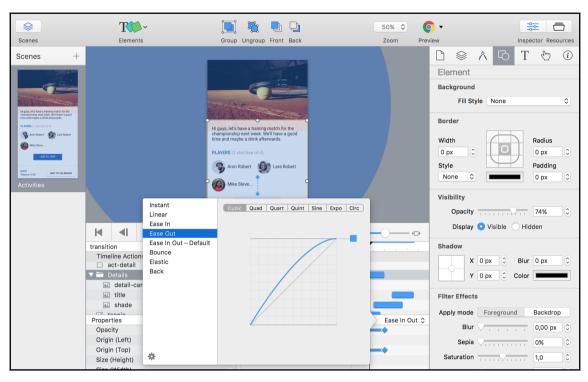


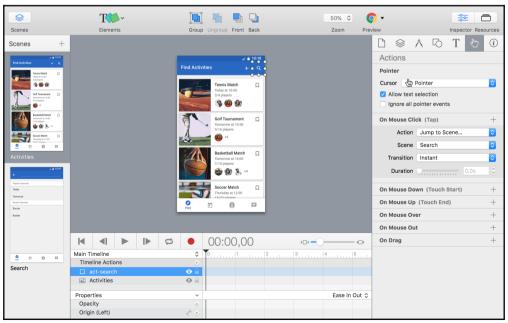


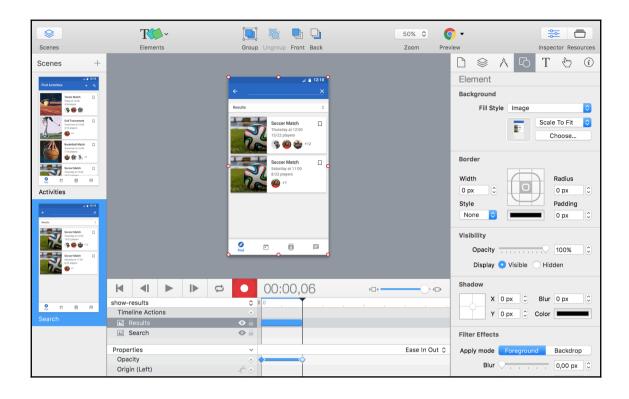


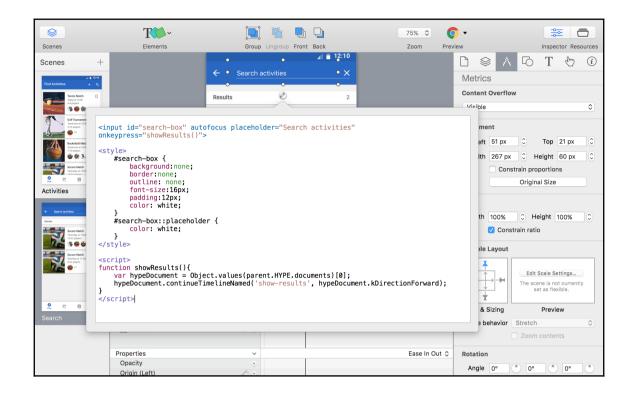


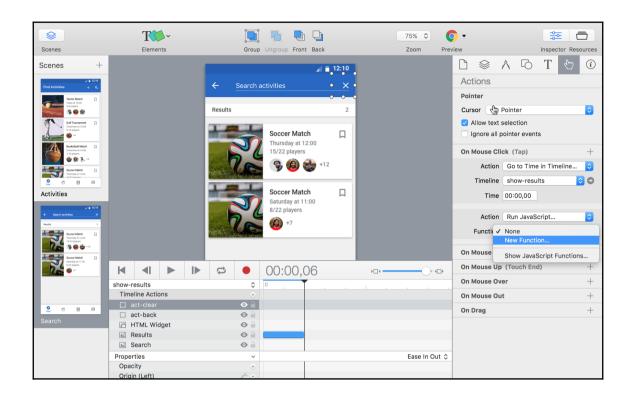


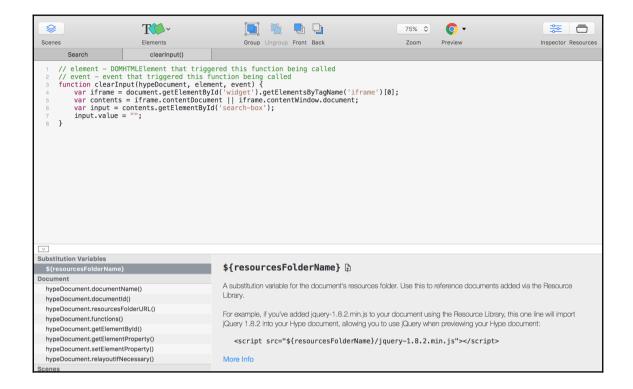




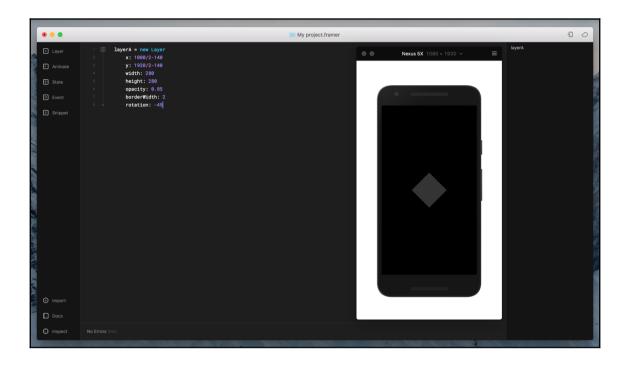


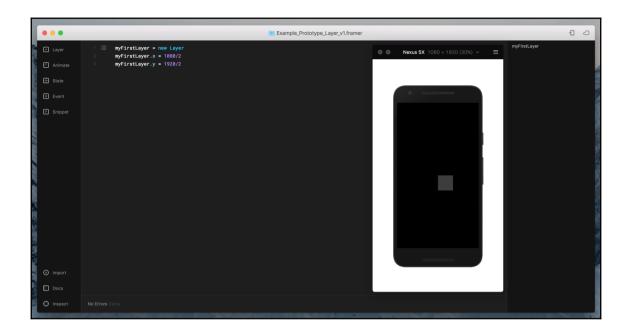


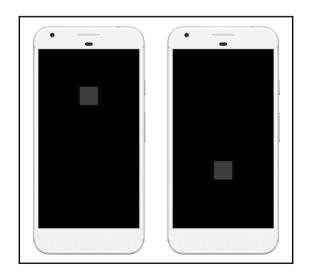




## **Chapter 8: Prototyping with Code - Using Framer Studio**

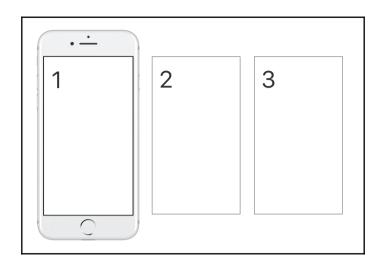


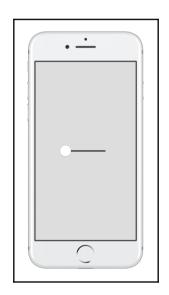


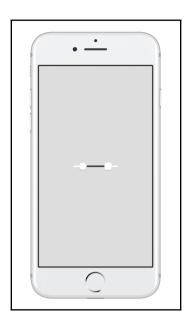


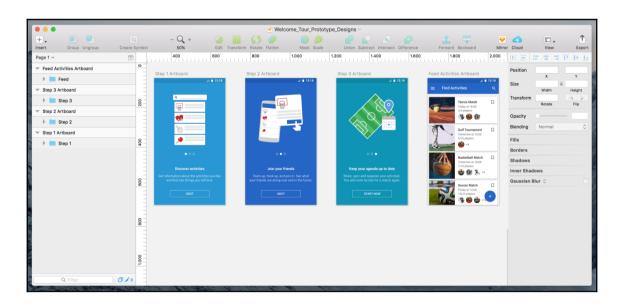




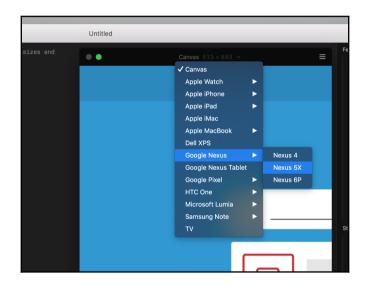


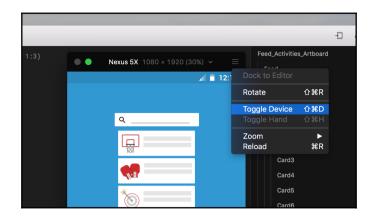


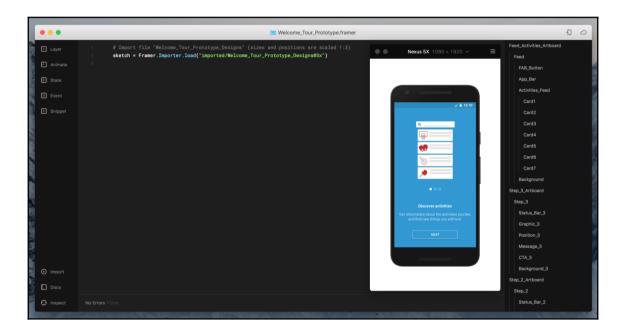




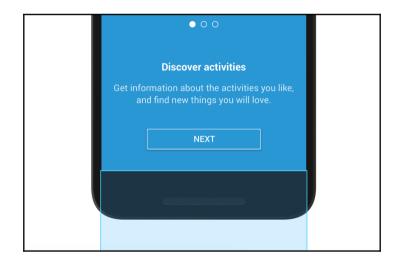


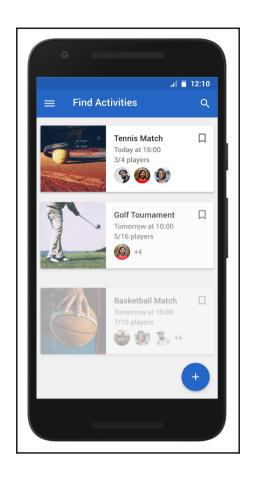


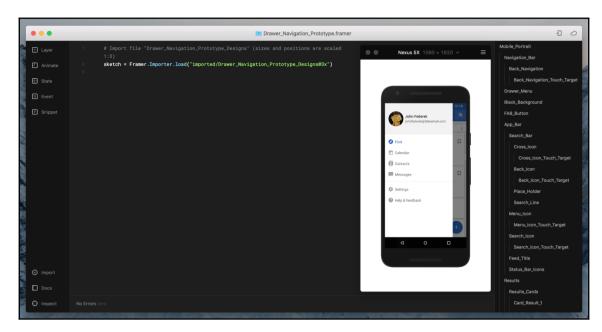


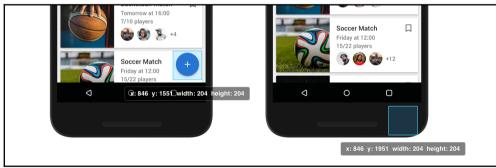


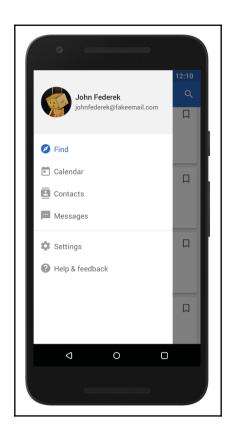


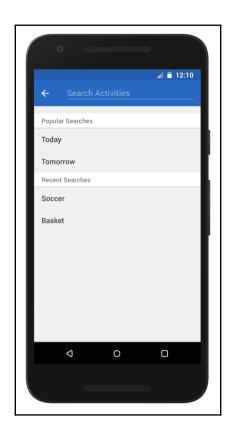


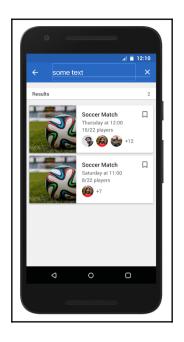


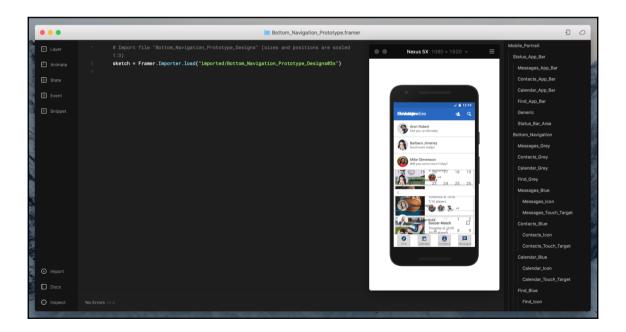


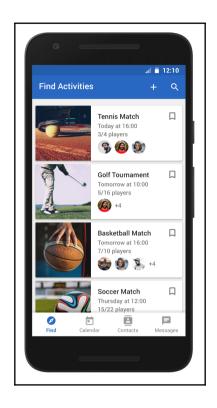


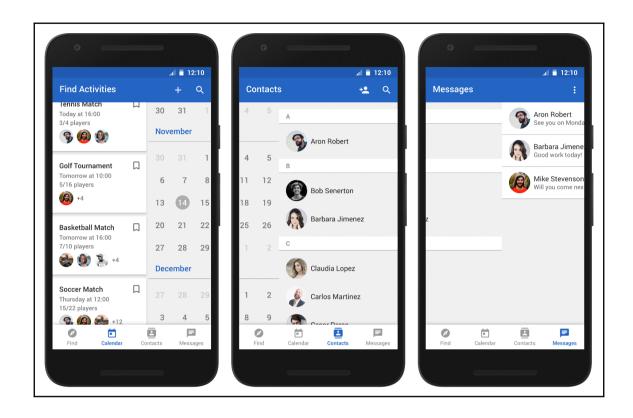












## **Chapter 9: User Testing**





