

《从无到有制作一款APP》之

使用 ProtoPie

制作App交互原型



原型的用途

- 内部沟通
- 收集用户反馈
- 设计师可独立探索更优的设计解决方案

思维模式



工具产品

概念模型的探索之路



Tony Kim

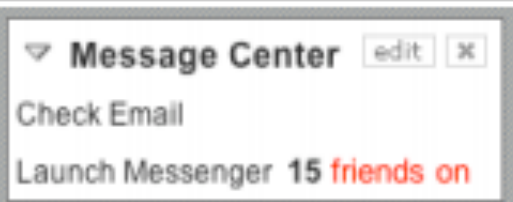
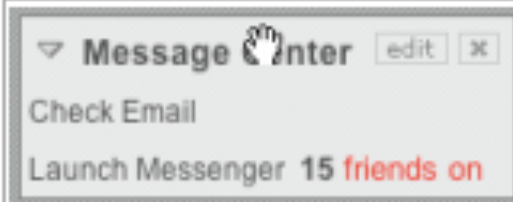
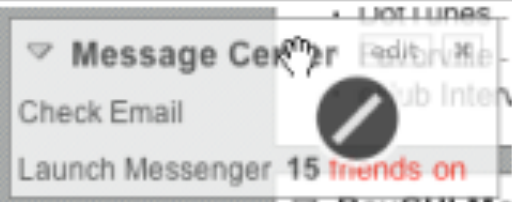
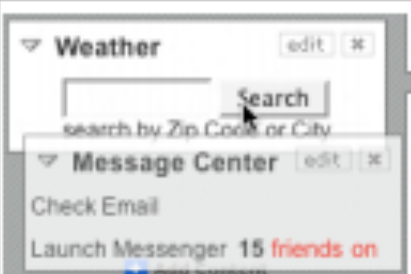
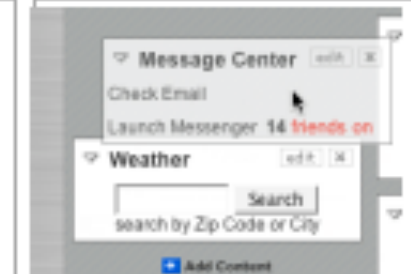
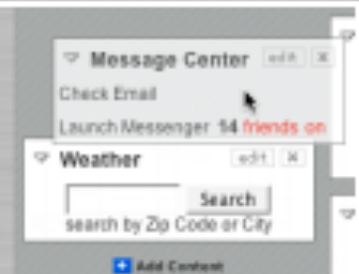
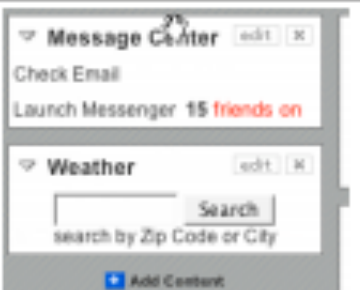
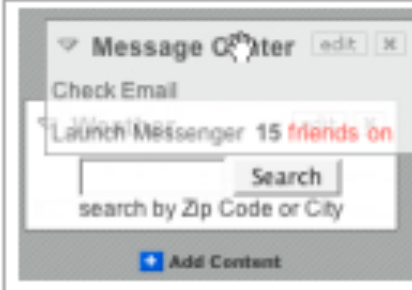
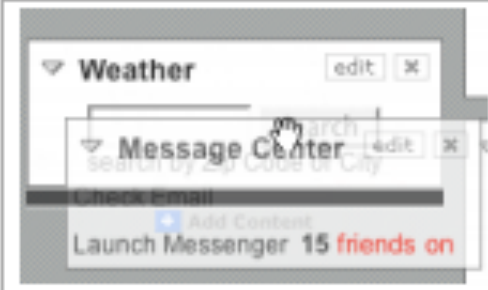
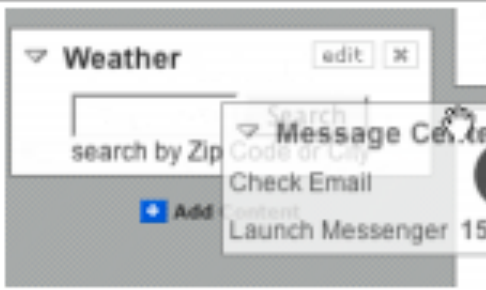
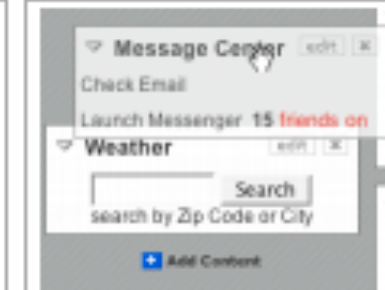
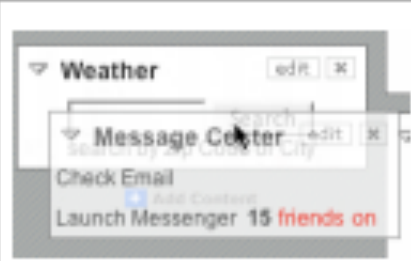
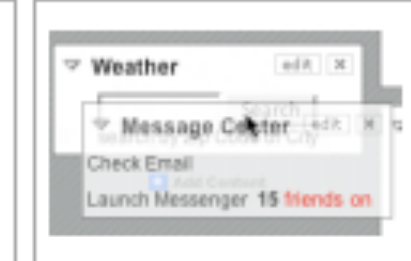
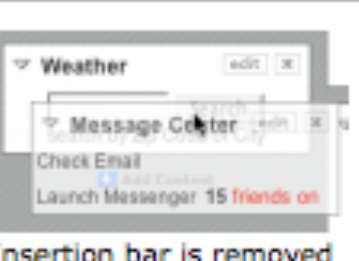
CEO / Co-founder

NAVER

Google

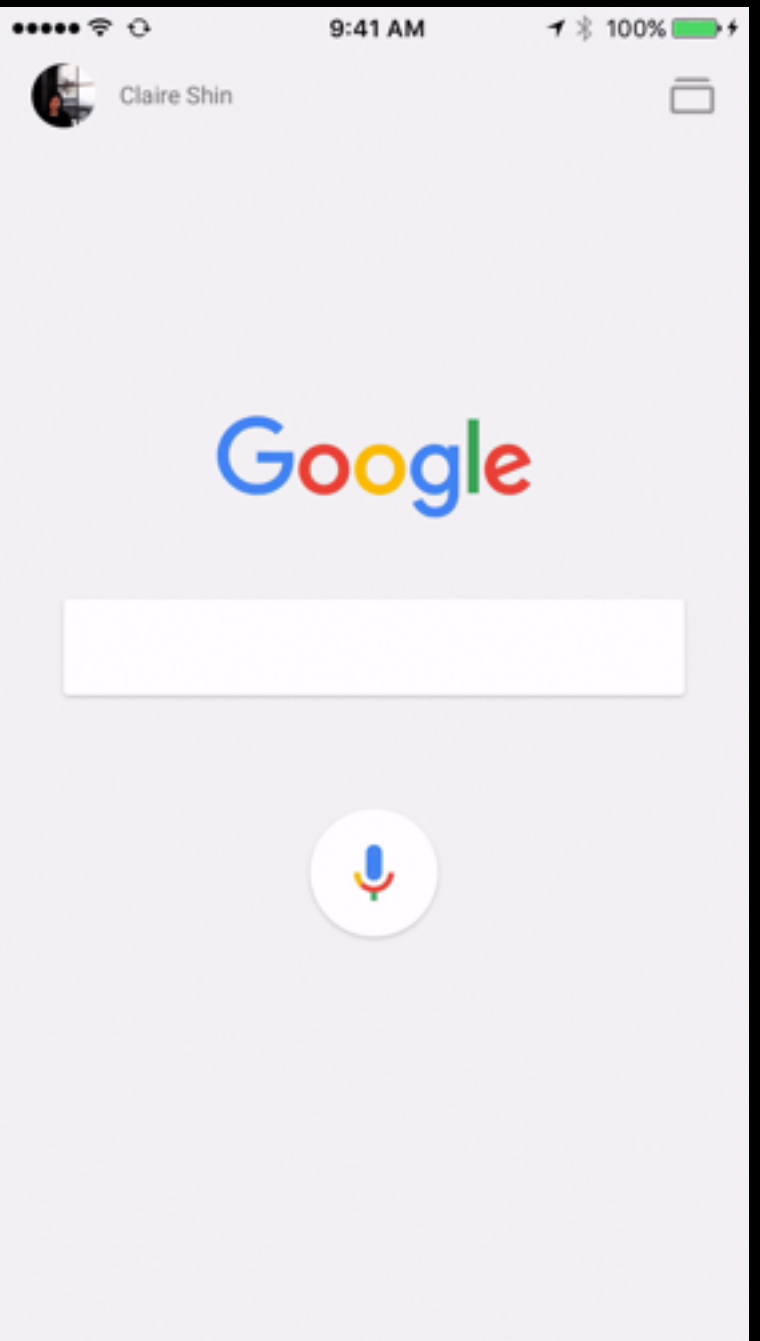
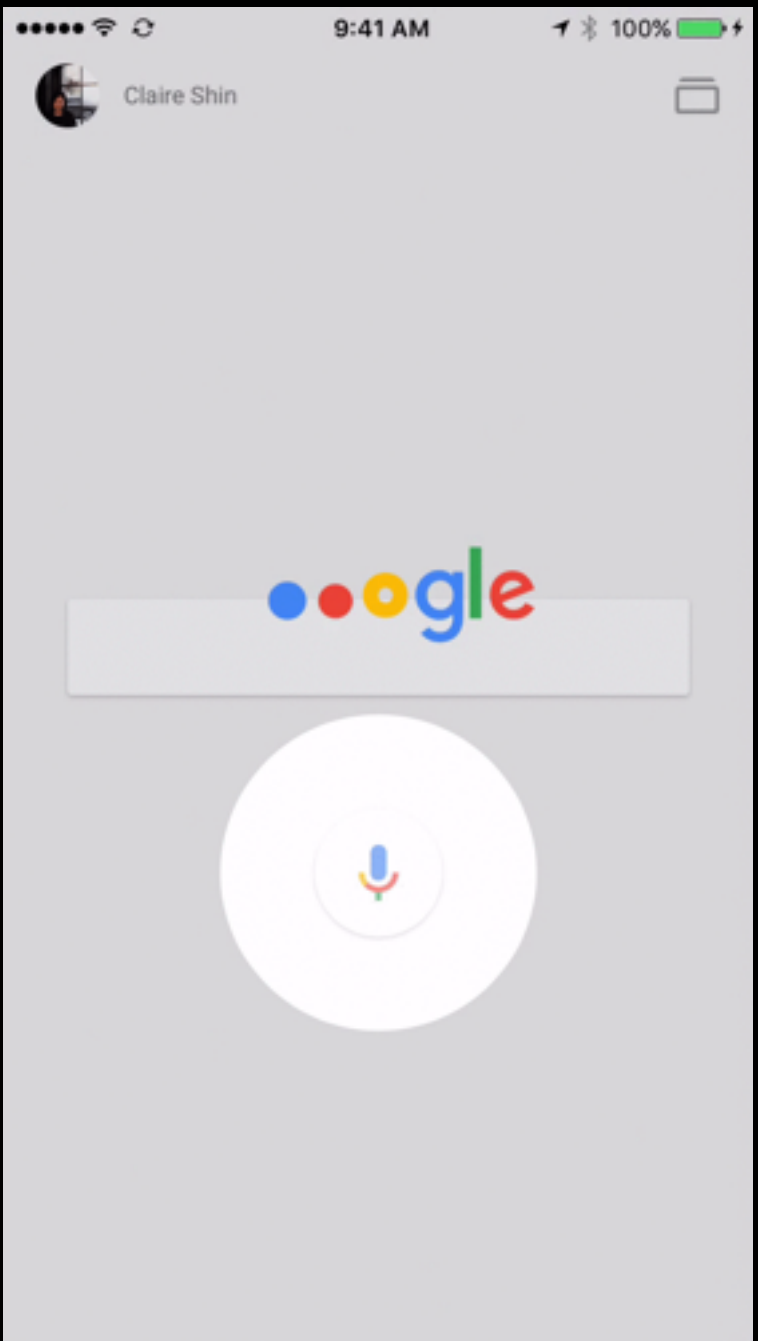
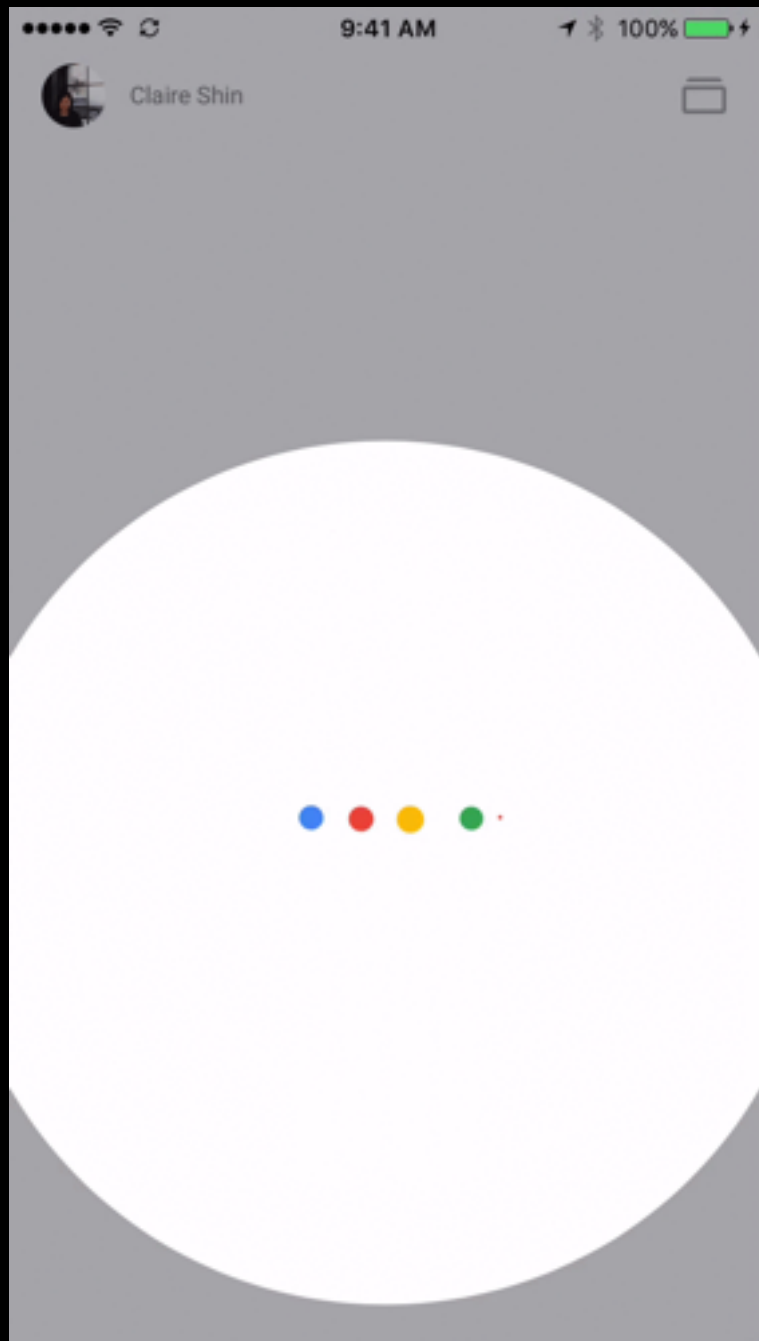
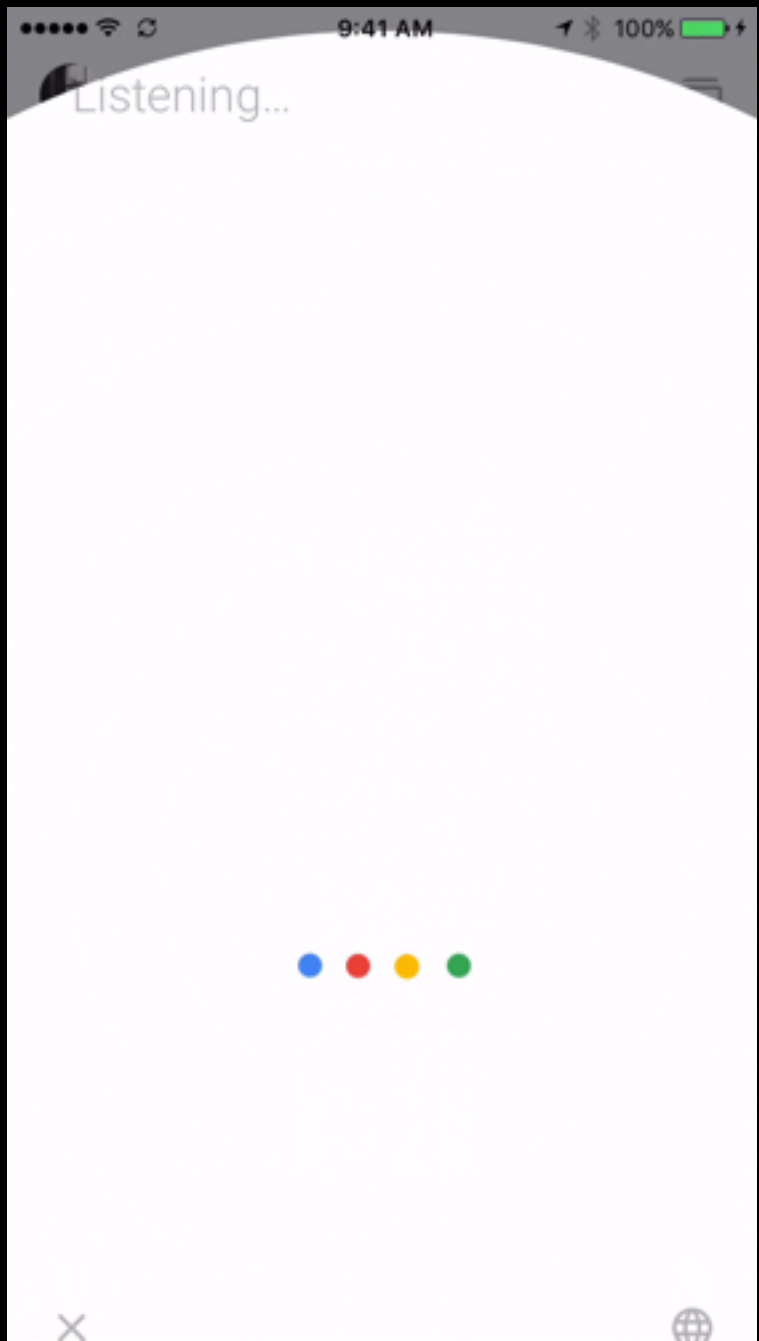
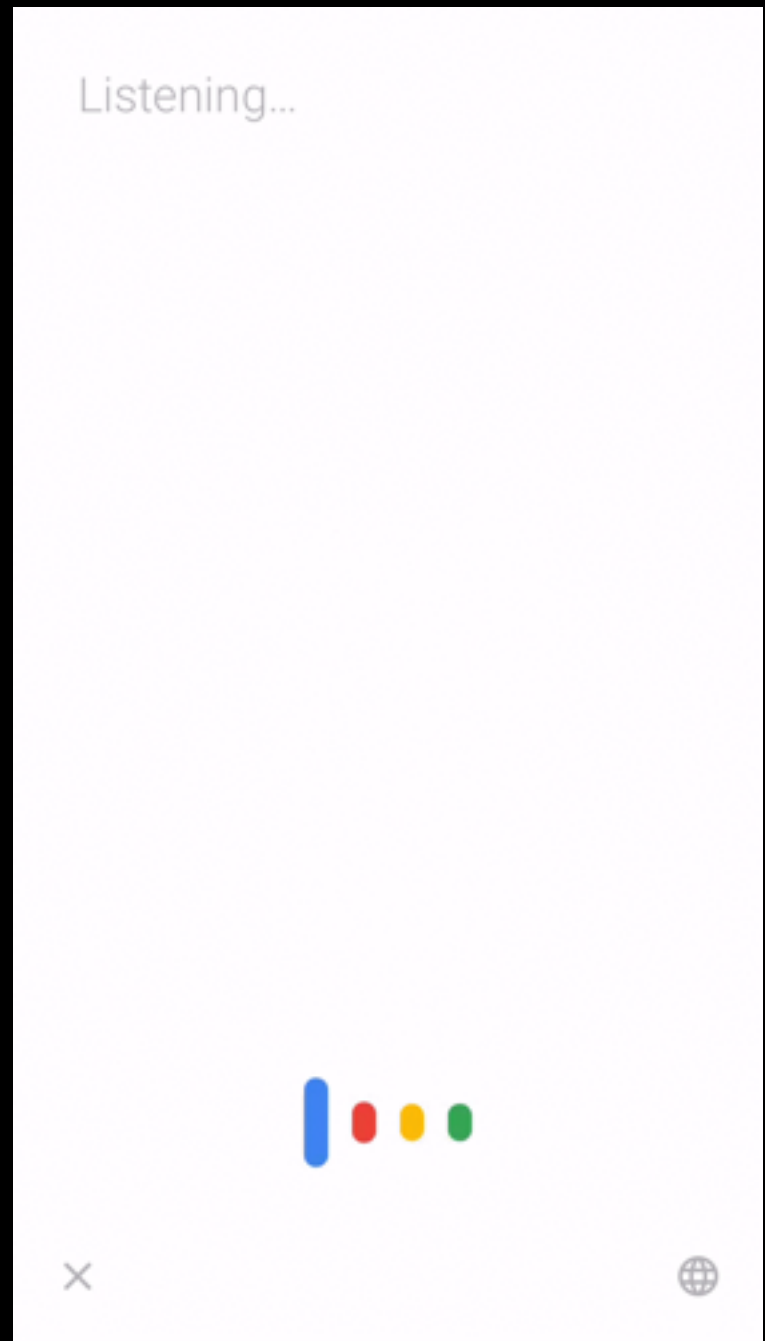
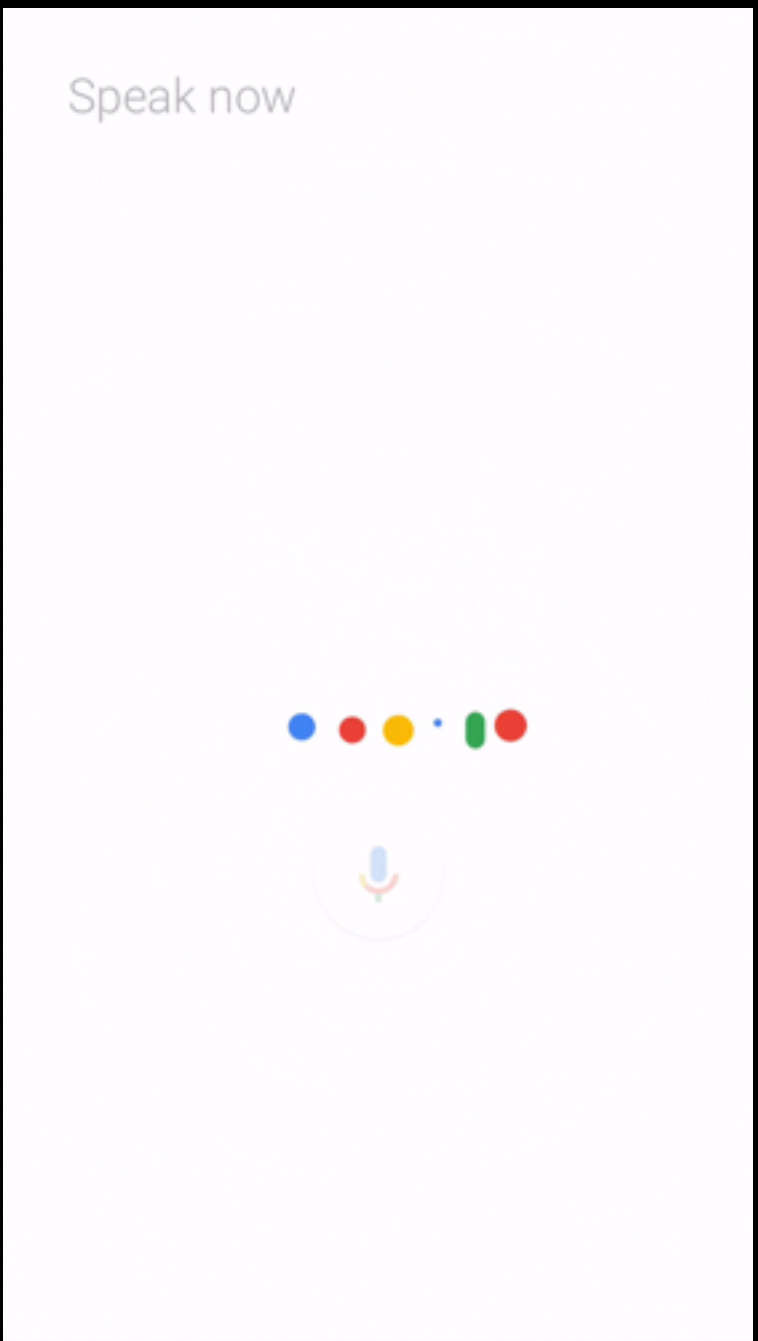
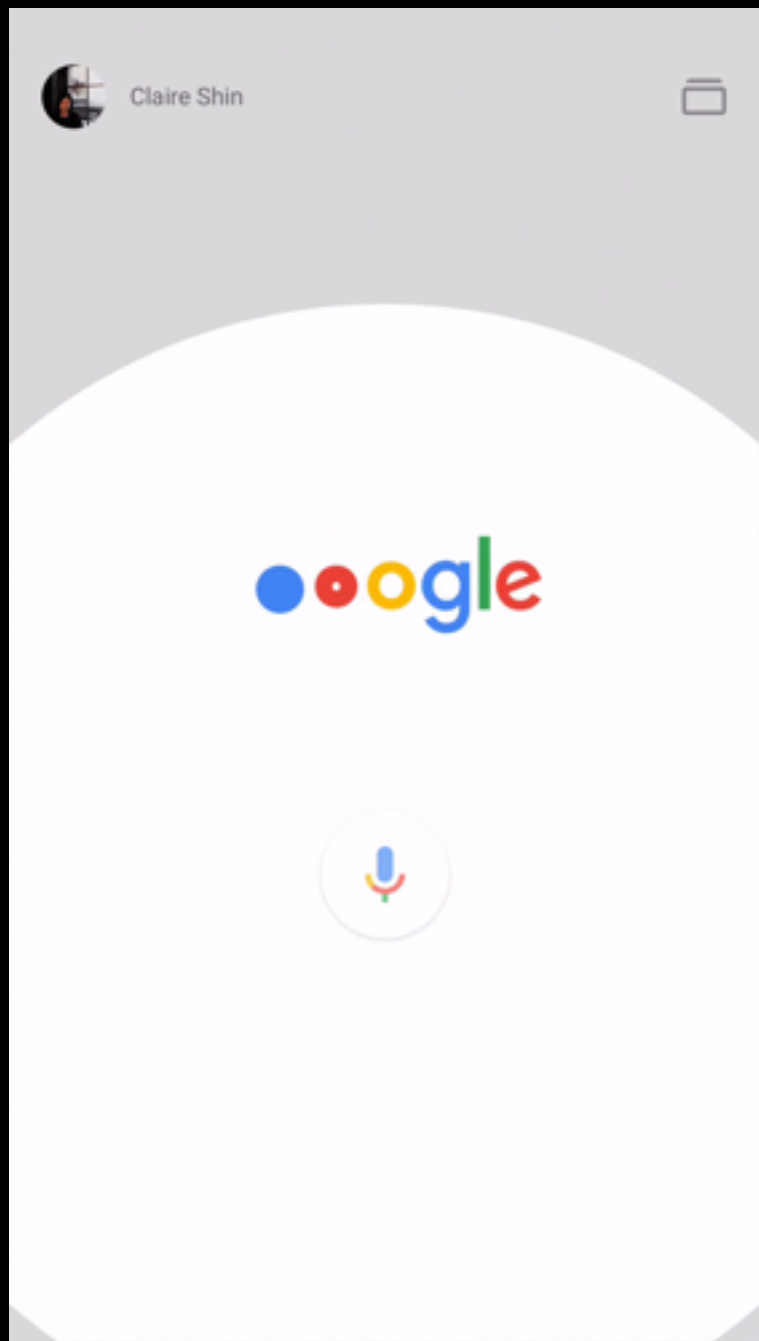
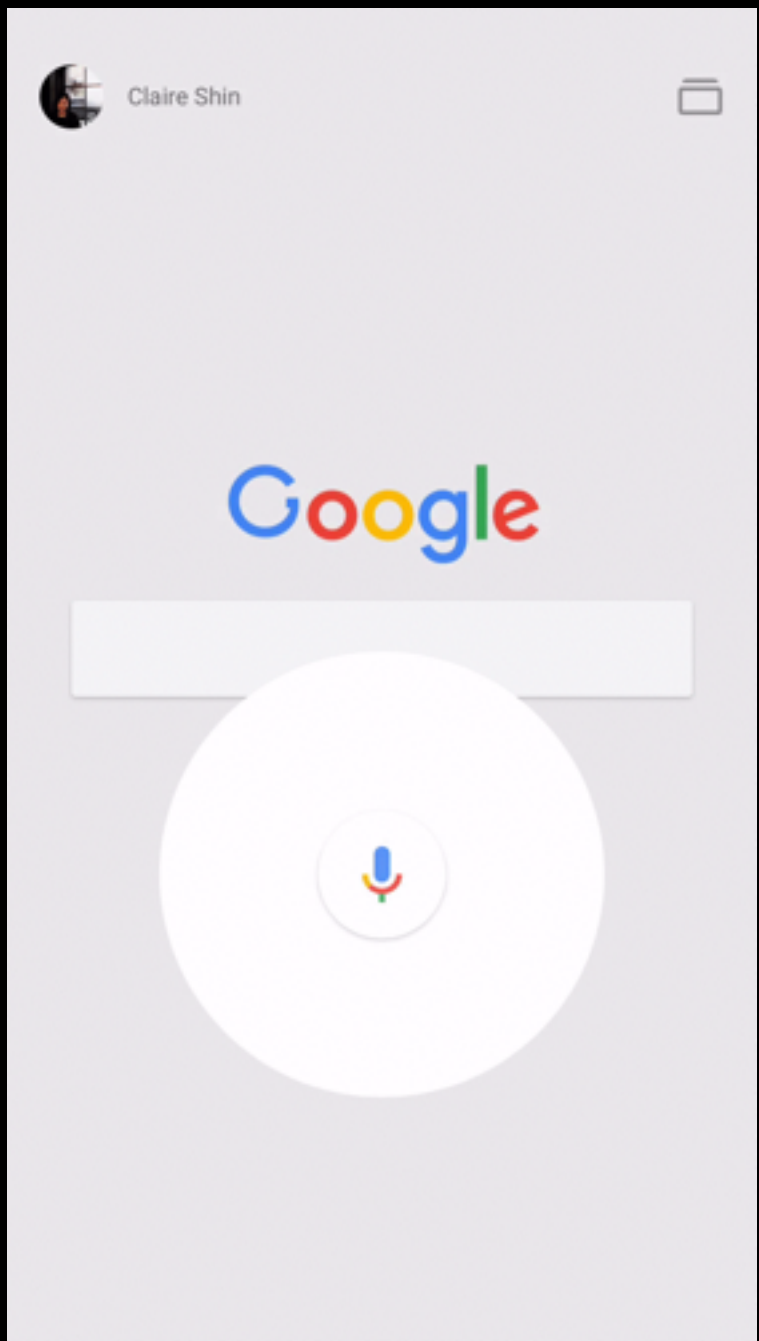
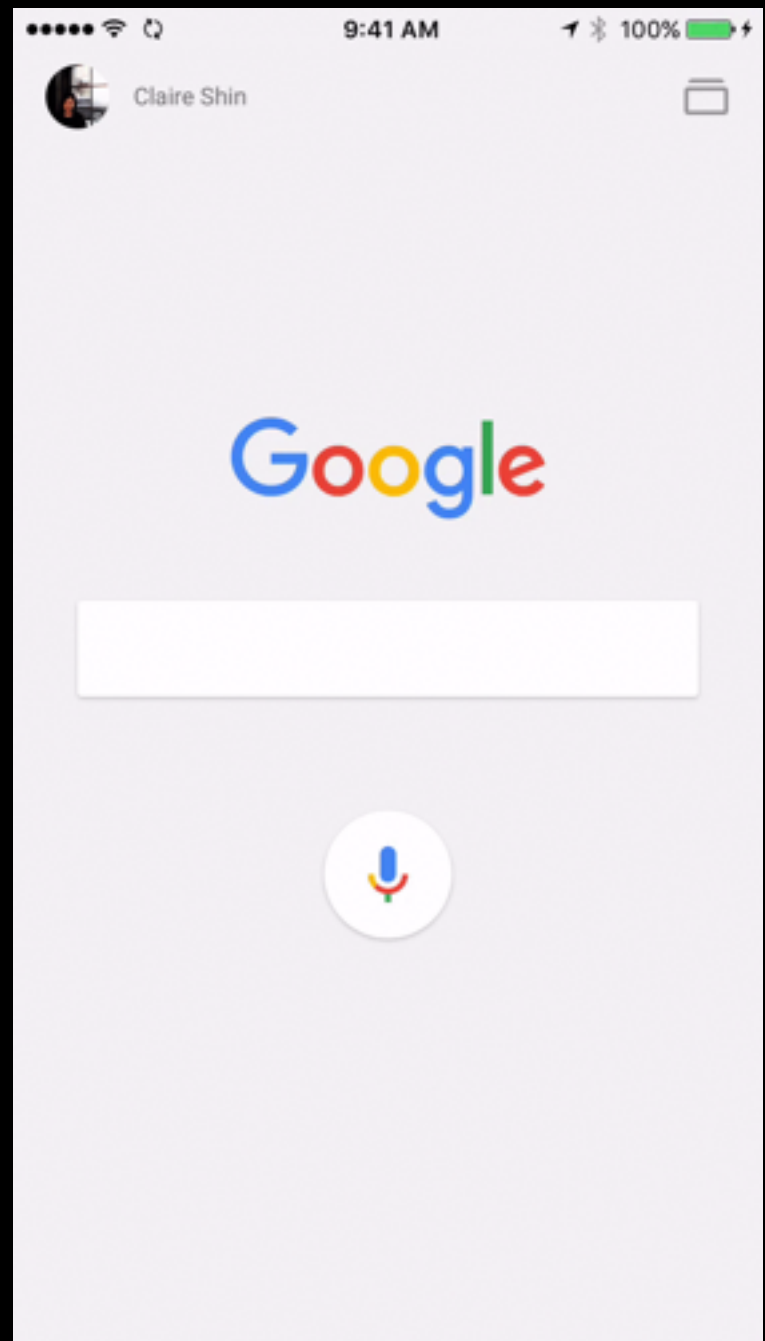
交互的描述方式

Drag and Drop Modules - Interesting Moments Grid

Currently on beta.my.yahoo.com		ID: Bill Scott & Eric Miraglia		Date: Nov-05					
	Mouse Hover	Mouse Down	Drag Initiated	Drag Over Valid Target	Drag Over Invalid Target	Drag Over Parent Container	Drop Accepted	Drop Rejected	Drop On Parent Container
Cursor	 								
Tool Tip	CSS Move cursor	CSS Move cursor	CSS Move cursor	CSS Move cursor	CSS Move cursor	CSS Move cursor	Normal Cursor	Normal Cursor	Normal Cursor
Drag Object	 Full Opacity	 Reduced Opacity	 Reduced Opacity	 Reduced Opacity & Invalid Badge	 Reduced Opacity	 Modules animates into the area just below insertion bar	 Modules animates back to the home area	 Modules animates back to the home area	
Drop Target	 No insertion bar, just a gap	 No insertion bar, just a gap	 Insertion bar showing where it will drop	 No insertion bar, just a gap	 No insertion bar, just a gap & original hole	 Insertion bar is removed as first frame of animation	 Insertion bar is removed as first frame of animation	 Insertion bar is removed as first frame of animation	

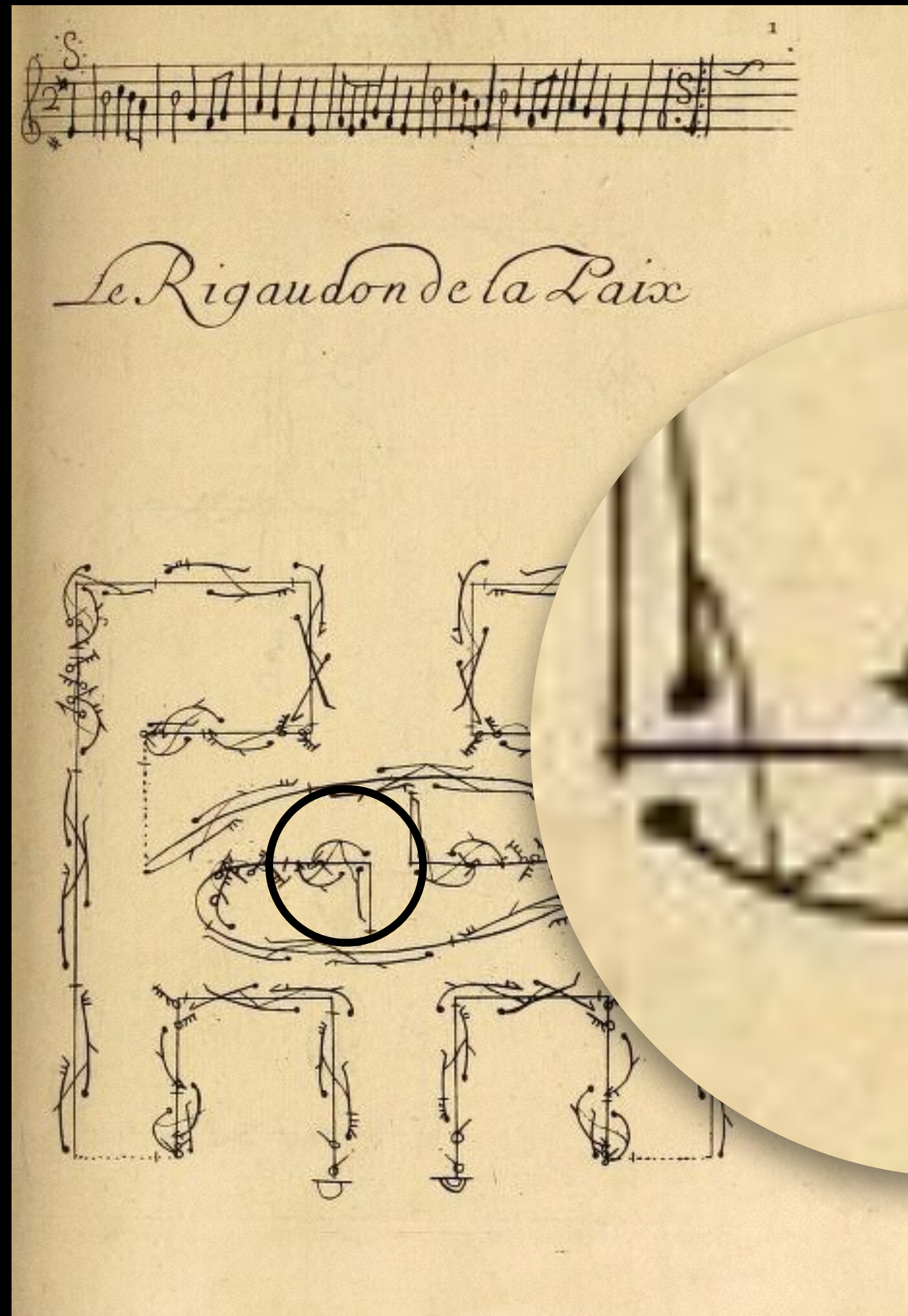
Interesting moment grid by Bill Scott

<http://billwscott.com/share/DragAndDropModules-InterestingMoments.pdf>



舞蹈笔记

by Pierre Beauchamp



<https://medium.com/protopie/protopie-the-journey-of-discovery-cd65772dbd6a#.9s3539xx7>

研究理论的借鉴



Trigger-Operation-Update model by Bill Scott

Ajax
Tech
Practical
2006
Web



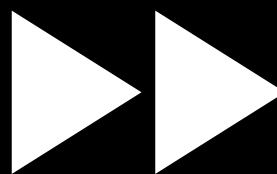
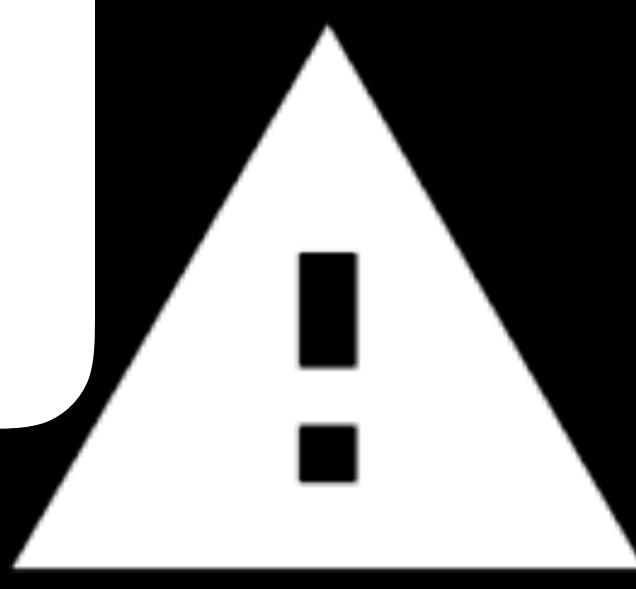
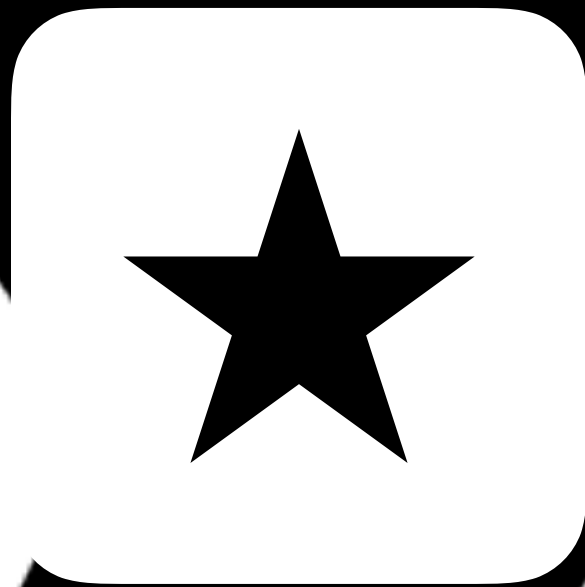
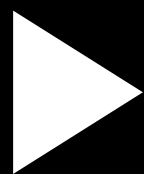
Microinteraction model by Dan Saffer

Microinteraction
Universal
Conceptual
2013
Mobile app

<http://www.slideshare.net/manikandakumar/designing-ajax-principles-and-patterns-for-designing-rich-internet-applications>

<http://microinteractions.com/what-is-a-microinteraction/>

Object
对象



Trigger
触发

Rules
规则

Response
反应

Loops
循环

Interaction
交互

=

Trigger
触发

+

Response
反应

+

Object
对象

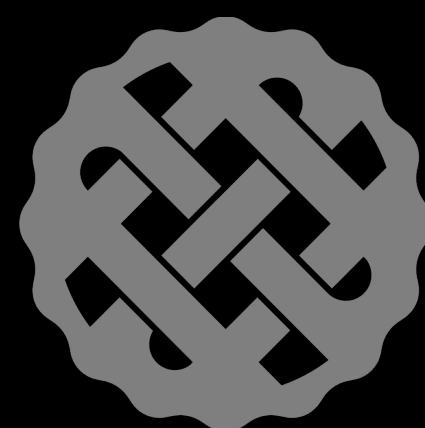
触发动作

01 单击 TAP				
02 下击 TOUCH DOWN	06 拖拽 DRAG			
03 抬起 TOUCH UP	07 夹捏 PINCH	10 3D Touch 3D TOUCH	13 声音 SOUND	
04 双击 DOUBLE TAP	08 旋转 ROTATE	11 联动 CHAIN	14 罗盘 COMPASS	
05 长按 LONG PRESS	09 推拉 PULL	12 自动加载 ONLOAD	15 倾斜 TILT	16 接收 RECEIVE

反应动作

			01 移动 MOVE
	08 滚页 SCROLL	05 透明度 OPACITY	02 大小 SCALE
	09 排序 REORDER	06 颜色 COLOR	03 旋转 ROTATE
11 发送 SEND	10 转场 JUMP	07 圆角 RADIUS	04 3D 旋转 3D ROTATE

概念理论在产品中的应用与表达



概念模型的体现

交互			
触发 1			0.0
	反应 1		
	反应 2		
	反应 3		
	+		
触发 2			0
	反应 1		
触发 3			0.0
	反应 1		
	反应 2		
	反应 3		
	+		



交互 1



交互 2



交互 3



交互原型

protopie.pie

插入图层

设备 iPhone6 375 x 667 @2x 场景 voice_message 添加触发

工具栏 演示

图层

容器层

滑页容器层

矩形 1

滚页容器层

矩形 1

矩形 1

图片

矩形 1

背景

+ 100% -



交互

单击

大小

移动

旋转

+

联动

移动

属性

位置 (0, 0)

锚点 (0%, 0%)



图层 1

位置

0 0

X Y

大小

0 0

宽度 高度

旋转

0

角度

锚点

50 50

X Y

圆角

0

透明度

80

图层栏 编辑区 交互栏 属性栏

ProtoPie Studio: 制作原型

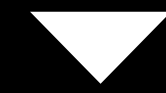
ProtoPie Player: 演示原型



内测

内测

公测(免费)



1. Apple Pie

Cloud
v.0



2. Banana Pie

Client
v.1



3. Choco Pie

Client
v.2



交互原型的制作

触发动作

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反应动作

	01 移动 MOVE
05 透明度 OPACITY	02 大小 SCALE

官网

<http://protopie.cn>



微博

<http://weibo.com/protopie>

