Learning Axure RP Interactive Prototypes

By John Henry Krahenbuhl

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A practical, step-by-step guide to creating engaging prototypes with Axure

About This Book

- Understand the fundamentals and the architecture of Axure RP
- Build fascinating and interactive prototypes without writing a single line of code
- Familiarize yourself with effective time-saving methods you can use to construct and annotate wireframes, interactive prototypes, and UX specifications

Who This Book Is For

If you are a user experience professional, designer, information architect, or business analyst who wants to gain interactive prototyping skills with Axure, then this book is ideal for you. Some familiarity with Axure is preferred but not essential.

What You Will Learn

- Master Axure's pages, panes, and design area
- Create interactions for global headers and footers
- Animate a custom carousel including YouTube and Vimeo videos
- Incorporate dynamic feeds from Twitter and Facebook
- Develop interactive catalog and category pages by leveraging the new Repeater widget
- Build functional account sign up and login forms
- Design an engaging shopping cart prototype with the checkout functionality

In Detail

This book provides you with a rapid introduction to interactive prototyping. It starts with explaining the basics of Axure RP and quickly familiarizes you with pages, panes, and widgets. It then walks you through designing increasingly

compelling experiences by enabling basic, intermediate, and advanced interactions with your own interactive prototype.

You will also learn how to generate common interactions for a typical home page that includes a global header and footer as well as an interactive carousel. You'll also incorporate social media feeds from Facebook and Twitter. You'll enhance your functional prototype with user account creation and login validation; simulate a Content Management System driving catalog, category, and search results pages; and finally learn to fashion a dynamic shopping cart with a progress indicator and checkout interactions.

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Editorial Review

About the Author

John Henry Krahenbuhl

John Henry Krahenbuhl has over 20 years of experience in architecting practical, cost-effective, and innovative solutions. Being a creative thinker and having an entrepreneurial spirit has enabled him to be the lead or co-inventor on numerous utility patent applications. He is a multifaceted, collaborative management professional who is highly skilled at managing products through the entire life cycle, from design to obsolescence, including specification and use case definitions, schematic and PCB layouts, production software implementation, and hardware implementation. He's a passionate, resourceful leader who demands and delivers excellence in design and user experience.

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