

UNNC Institute of Asia and Pacific Studies (IAPS)

Creative and Cultural Industries (CCI)

What is prototyping?

A prototype is a simple working model of an app or webpage. Prototypes typically have colour, animations, and parts of the content that will be displayed in the final product. Prototype allows the user to test a digital product's interface and interactions, and it can be useful during the usability testing of an application. It saves the time and effort of the development team during the development phase. Prototypes are the visual representation of the digital product to show to other people or make tiny tweaks before sending the designs over to the developers or engineers who will make it real. [Click here to see an example of a clickable prototype created using InVision.](#)

What is InVision?

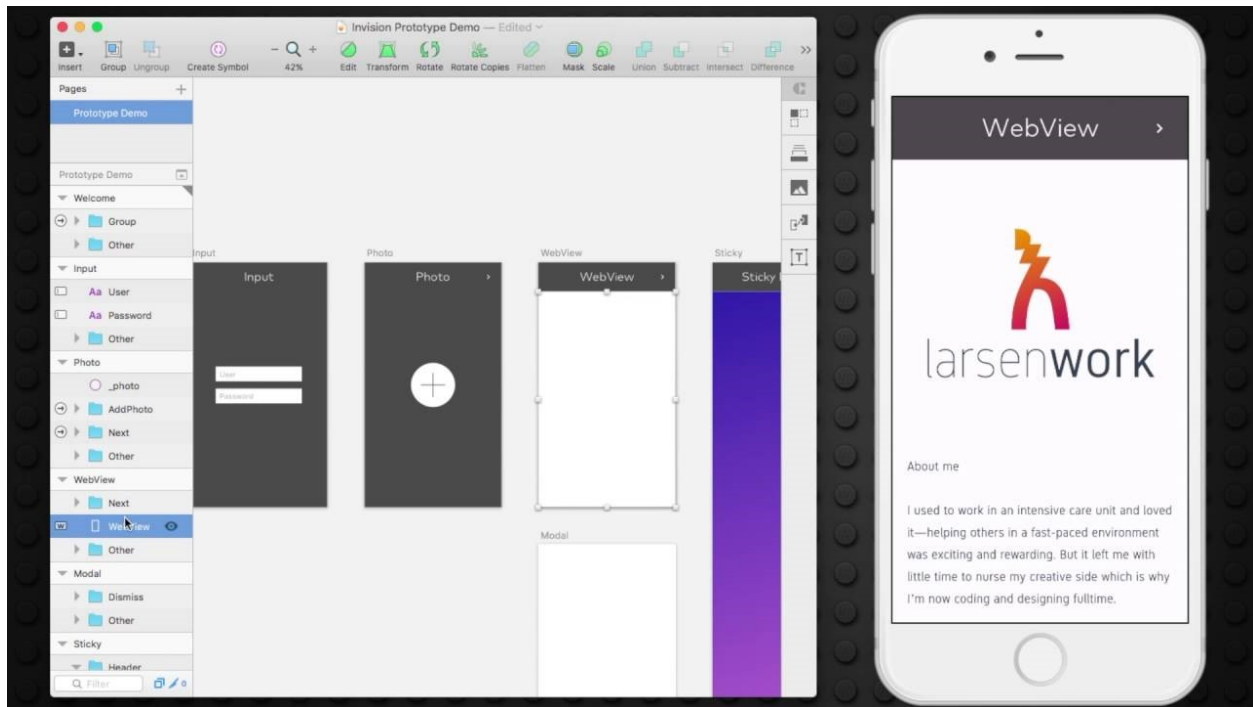
[InVision](#) is a one-stop prototyping tool. It allows users to upload the design files created in [InVision Studio](#), and add animations, gestures, and transitions to transform the static screens into clickable, interactive prototypes. The users can also allow team members to provide comments by adding them to the designs. InVision encrypts data with industry standards including SSL and AES-256 and makes sure it stays protected with 24x7 monitoring.

There are three types of plans (versions) of InVision. The recommended and most popular plan is the Pro version. The Pro version supports up to 15 active users to form a cross-collaborative team with unlimited documents as well as unlimited public and private spaces. The price of the Pro Version of InVision for each active user is \$9.95 per month (approximately 64.41 RMB). An active user is a member or guest who joins the team's documents. A member can see all documents within the team, but the guests need to be added to each space/document in order to see it. Both members and guests have access to write, edit, and comment on the document level.

Who can use InVision?

InVision is a powerful screen design tool. It is a unified digital product design environment with features that empower collaboration and streamline the design process. Users can use InVision to create

- a mobile app prototype using the adaptive layout engine.
- a rapid prototyping and animation/motion graphic design.
- a clickable web/mobile screen prototype with some interactive elements.
- seamless collaboration with InVision's cloud-based workflow.



A sample of mobile app interface developed by InVision [online image]

“How to create a mobile app prototype in InVision” workshop

There will be one 2-hour workshop open to all staff (and the PhD students of the staff interested in using InVision Studio), on 10 March 2021 (Wednesday) at 2–4 pm. The workshop will cover basic steps in using InVision Studio to create prototypes of the mobile app with clickable web screens and animations. The workshop participants will be guided to use the free account of InVision.

The main objectives of the workshop are:

1. to provide a hands-on experience for getting the hang of the platforms in InVision
2. to encourage the development of innovative projects on digital products/services
3. to promote the submission of the proposal of the cross-disciplinary research project

Project Timeline

1 Feb – 7 Mar 2021	Call for proposals and workshop registration
10 Mar 2021	Workshops and discussion sessions
26 Mar 2021	Project proposal submission deadline
2 April 2021	Announcement of selected project proposals
5 Apr 2021 – 31 Mar 2022	Project design & development

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Proposal of Design & Prototyping Project 2021

Project Title	
Research Team members (full name, school, email) <i>(not more than 5 members)</i>	<i>(leader)</i>
	<i>(member 1)</i>
	<i>(member 2)</i>
	<i>(member 3)</i>
	<i>(member 4)</i>
Objectives and rationale of the research project <i>(not more than 500 words)</i>	
Research questions and methods <i>(not more than 300 words)</i>	

<p>Expected outcomes (publication, conference presentation, training, larger grant application etc.) <i>(not more than 300 words)</i></p>	
<p>Budget breakdown (Item name, unit cost, quality, total, supplier)</p>	<p>Notes:</p> <ol style="list-style-type: none"> 1. The maximum requested fund is 5,000 RMB. 2. The budget covers <ol style="list-style-type: none"> a. <u>Option 1</u> - InVision subscription license (you can decide the duration between 3 -12 months, not more than 5 members), stationeries, printing, consumables. b. <u>Option 2</u> – the subscription license of another prototyping software (you can decide the duration between 3 -12 months, not more than 5 members), stationeries, printing, consumables. 3. The budget does not cover transportation, conference fee, meals, computer hardware and software. 4. Budget must be spent, and claims must be submitted by 30 June 2021.
<p>Project timeline & milestones</p>	
<p>Declaration of ethics considerations <i>(clearance by school/faculty ethics committee if necessary)</i></p>	