SketchApp and InVision: UI, UX and Prototyping

Content: What is Sketch and InVision. Why will it help us?
Features: Artboards | Libraries | Style guides | Prototyping | Sharing with Users for feedback | Exporting for development

What are Sketch and InVision and why are we using them?

SketchApp

Simply put SketchApp is a professional design tool that focuses on the needs of UI, UX & Product designers. Its sleek, simple, clean, seamless and pretty much handles any project with ease.

The fact that you work with vectors (creating them or importing them) which can be exported into 1x, 2x and 3x PNG and JPG files means it is also a developers best friend!

InVision

InVisionapp is basically a prototyping tool that allows you to create clickable versions of your design. It really works in early stages of your projects, when you wish to test concepts with users in different Trusts or Regions. InVision is also and most importantly featured as a Plug In with Sketch using CRAFT. This allows you to create interactive links, walking users through journeys with realistic transitions and interactions. They can also add feedback to the prototype as can you as developers. Helping us to keep all annotations in one place.

What features will help us with TIS?

Artboards

Sketch has an unlimited canvas. This means that I can create an abundance of artboards (UI screens) that link to each other and once published into InVision

can be interactive giving the user the ability to go from a static concept to an interactive one.

Libraries

Sketch has the ability to work with libraries. For us creating TIS this means as a designer I can create the UI with Fontawesome and Bootstrap libraries. Meaning that the UI I share with Stakeholders and users, will be essentially identical to the finished product.

Templates work like CSS

As with CSS in code. Sketch has a symbols and templates feature so that updating one Icon or actual CSS value such as a H1 in Sketch will pull through to every UI

example. This, unlike with say Illustrator means once change can be rolled out immediately, and not

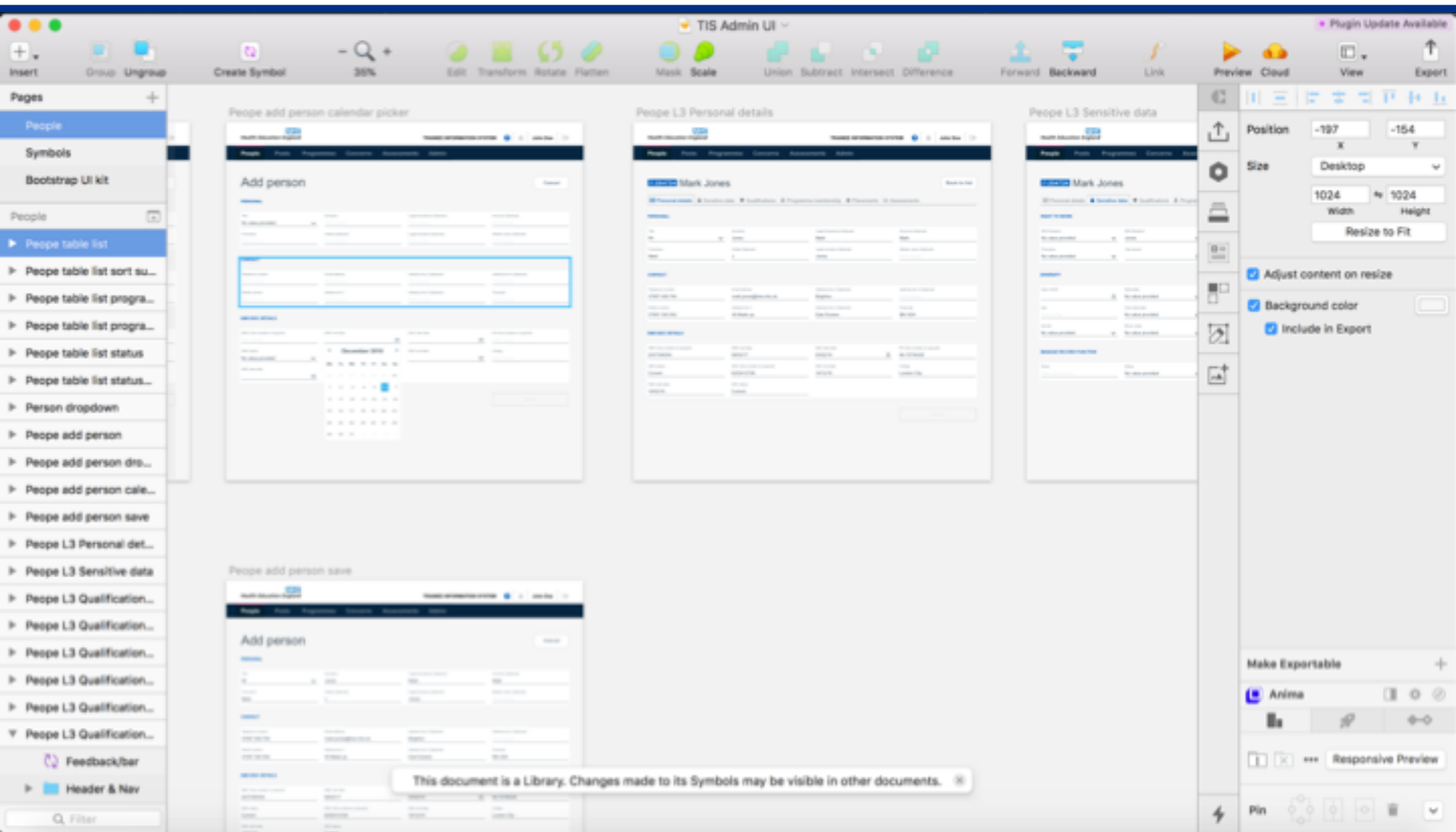have to be done in every instance.

Responsive design

Sketch has an awesome feature that allows us to create UI examples that will display on any

device we need. This allows us to create a fully working prototype for

Mobile, for example, which can automatically be scaled up into Tablet.

Prototyping

Using a Plug in, and they have Plug ins for every kind of situation, prototyping is incredibly easy and

efficient. Using a number of transitional interactions we can

simulate any app or site functionality to share with users.
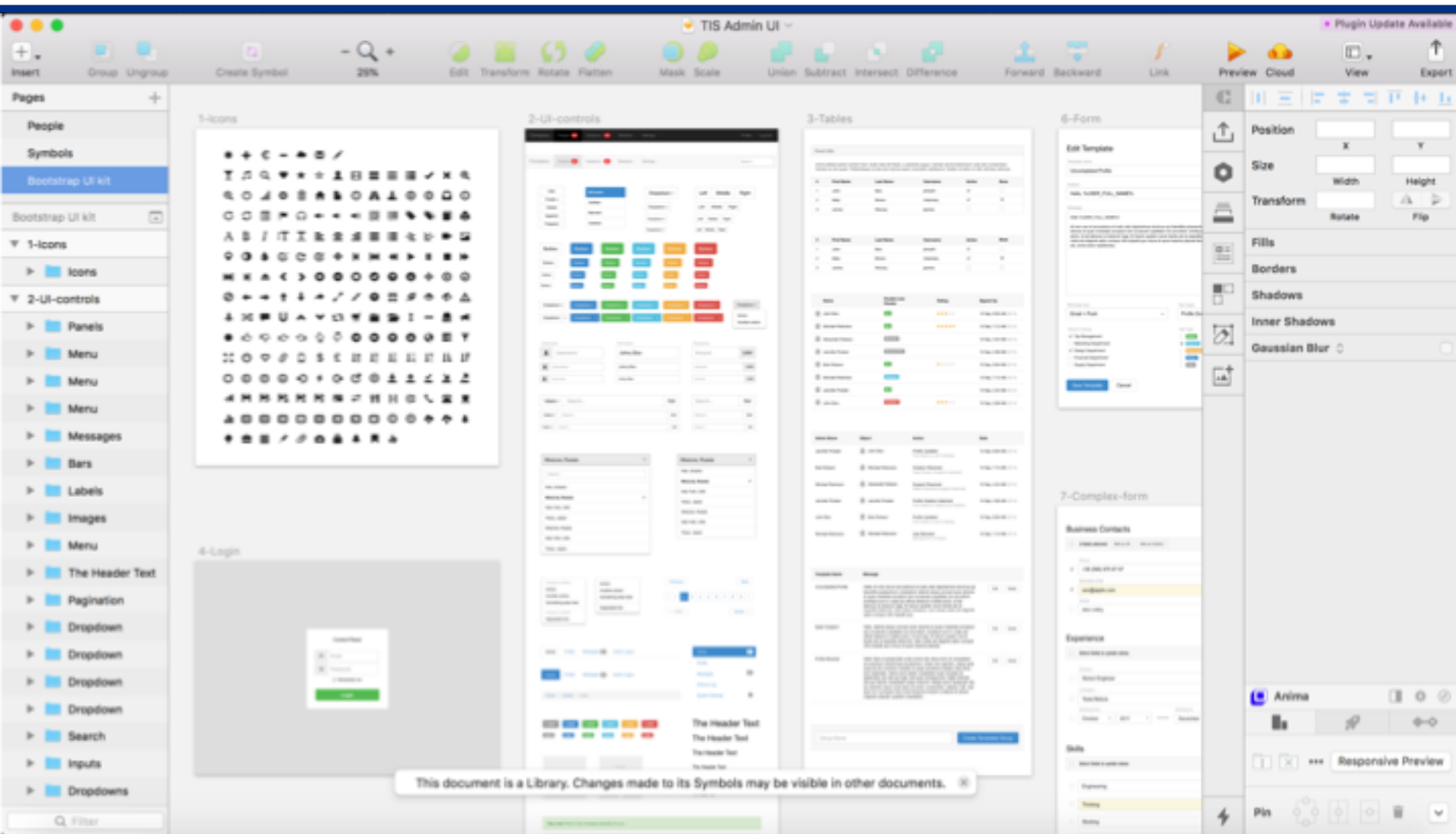
Design to development

All UI's created in sketch have an ability to export elements for development. From Icons and UI

elements to actual CSS values. This means that we are able to

work directly from the prototype when development begins.
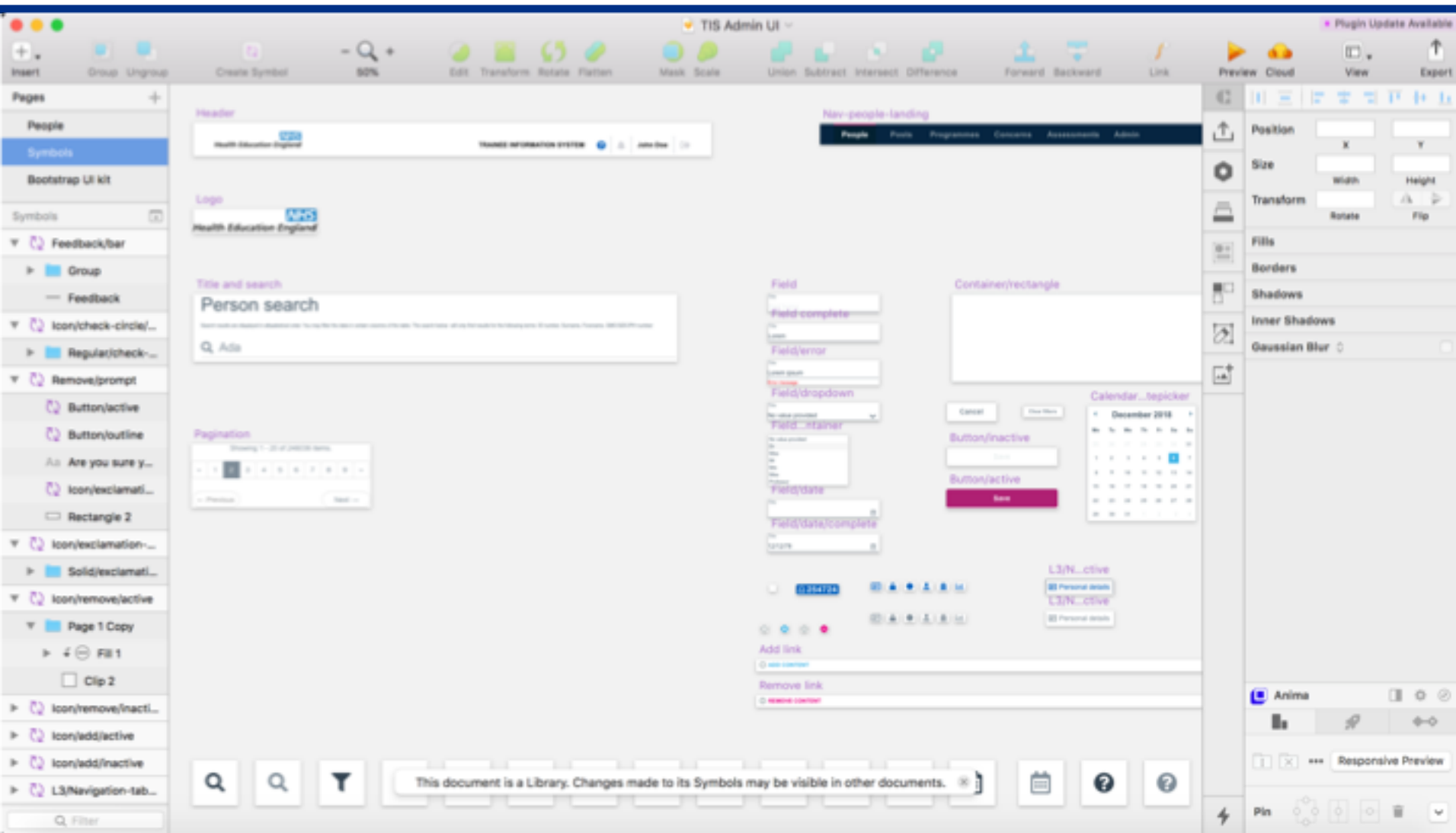
Artboards

Why this helps?

1 Sketch file for all UI work on a project. Artboards can be duplicated and linked. Artboards can be exported, grouped and linked together for several different prototypes. If you want to export a part of an Artboard, to share with a group of users you don't have to slice any artwork. The artboards have the ability to export any element you need.
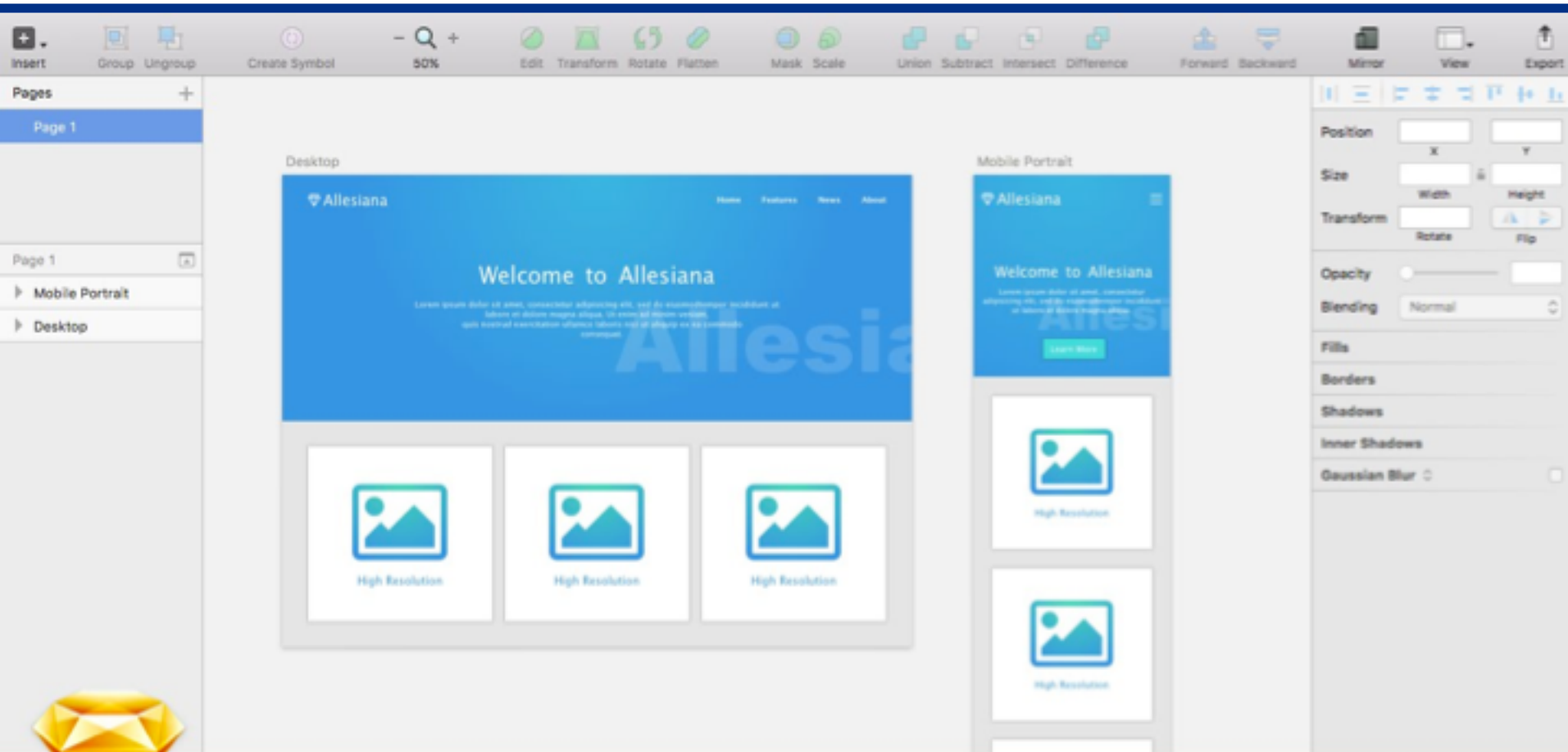
Libraries

Why this helps?

Having libraries as Plug ins (Bootstrap and Fontawesome) allows us to use icons, UI elements and Interactions that are ready for development. All libraries are editable, giving us the control we need. You can also create your own libraries, that if you need to update, will also change throughout the whole of the project.

Templates

Why this helps?

Creating templates (Or as they call them Symbols) in Sketch is a very valuable feature. For example, HEE have recently changed the branding (Logo). Without the use of templates in Sketch I would have to update that logo in every instance. Not with Sketch, one change in the header template and it pulls through to the whole project.
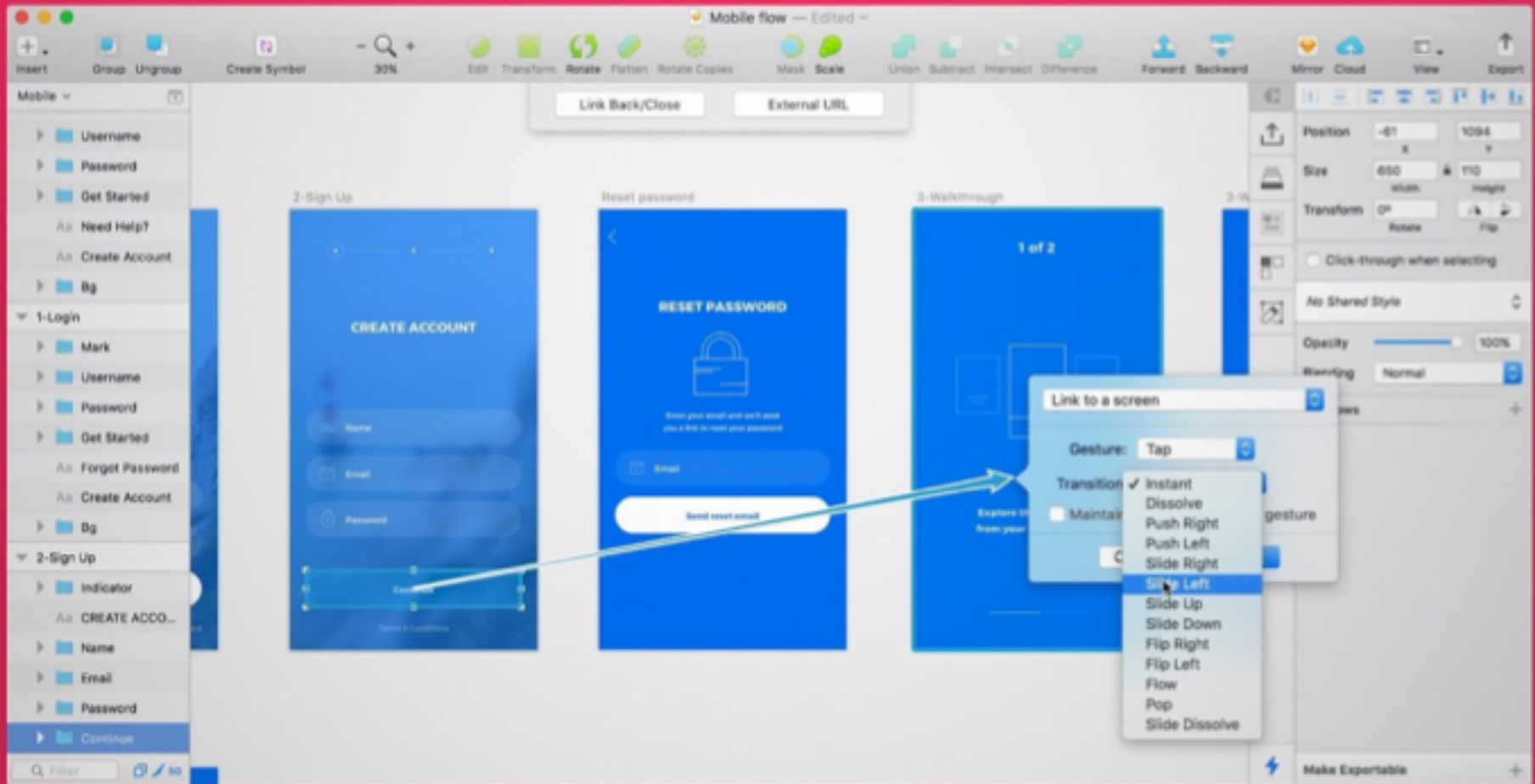
Responsive Web Design Tutorial
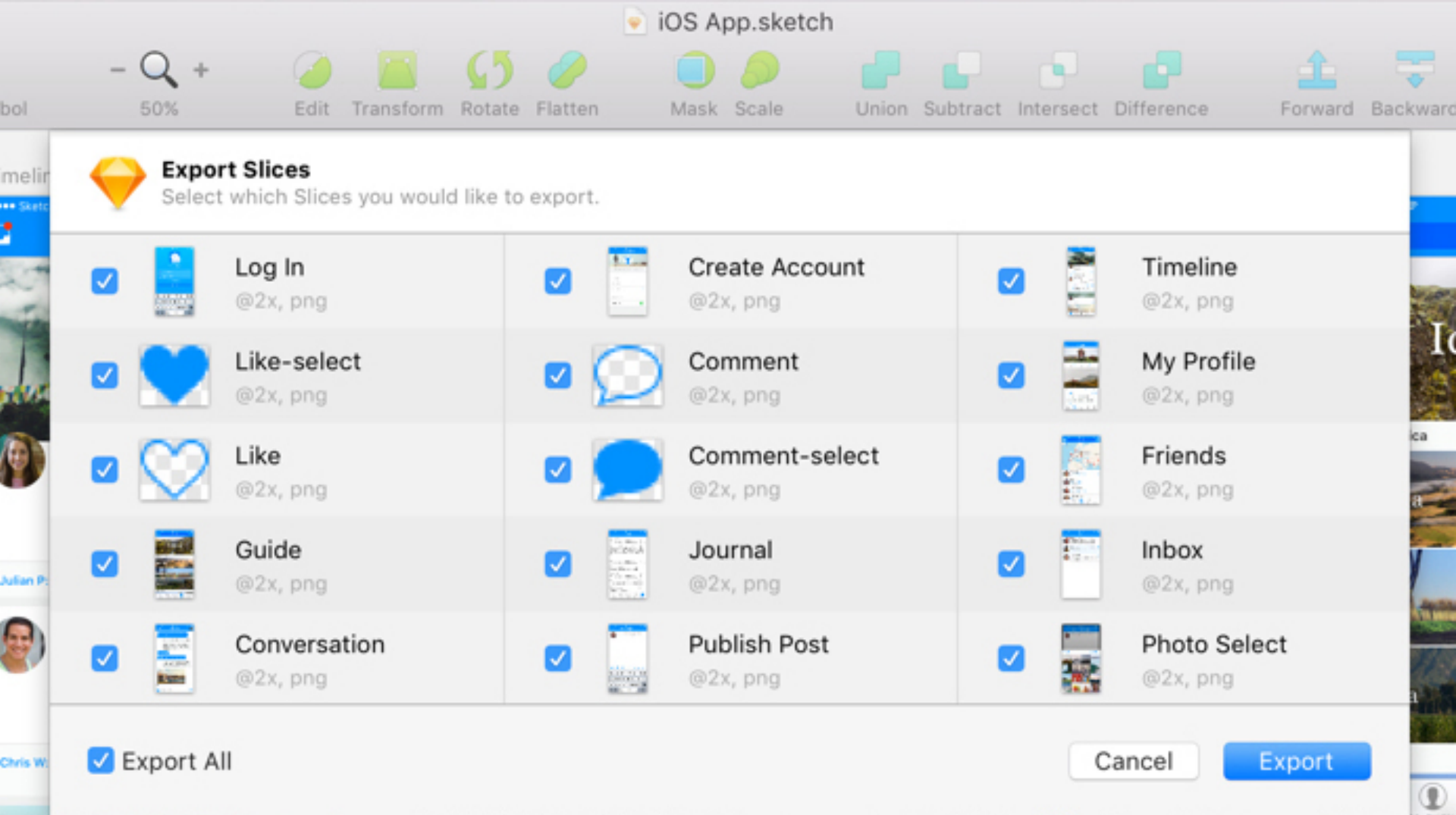
Responsive

Why this helps?

Creating a UX/UI prototype in Sketch that you can scale up/scale down automatically, and preview on different devices allows us to share UI state changes with Stakeholders and Users.

Prototyping

Why this helps?

Using the CRAFT and InVision plug in we are able to have what would have normally been a static example, now interact with the user, giving them the ability to actually navigate around the concept and add feedback where needed.

Exporting

Why this helps?

The days of slicing untold amounts of UI examples are gone. SketchApp works with Vectors and CSS values. Tis means that once your ready to build the concept all you need to do is export the elements, of and they have the added ability of doing this a Retina sizes 1X, 2X and 3X

https://youtu.be/YdIeiCyKwpI