

Course : Sketch, design and prototype web and mobile interfaces

Practical course - 2d - 14h00 - Ref. SKT

You'll learn how to build ergonomics for mobile and web interfaces in UX design mode with Sketch. You'll master the interface and functionalities. You'll be able to create shapes with the pen tool for in-depth graphics, and manage prototyping and export tools.

Teaching objectives

At the end of the training, the participant will be able to:

- ✓ Apply the UX design approach to adaptive or responsive web design projects
- ✓ Learn the methods and techniques for designing a responsive interface
- ✓ Design and prototype an interface with Sketch App
- ✓ Create navigation paths that meet user needs
- ✓ Apply best practices in interface design and interaction

Intended audience

Graphic designers, web designers or anyone who needs to create mock-ups for websites and mobile and tablet applications.

Prerequisites

Good knowledge of the web, DTP software would be a plus.

Course schedule

1 Software features

- What is Sketch App?
- Software assets and challenges.
- Discover essential plug-ins: Craft, Zeplin, Anima...
- Functional perimeters: wireframes, design system, style guide, interactive graphic model.

Hands-on work

Discovery of manipulation.

PARTICIPANTS

Graphic designers, web designers or anyone who needs to create mock-ups for websites and mobile and tablet applications.

PREREQUISITES

Good knowledge of the web, DTP software would be a plus.

TRAINER QUALIFICATIONS

The experts leading the training are specialists in the covered subjects. They have been approved by our instructional teams for both their professional knowledge and their teaching ability, for each course they teach. They have at least five to ten years of experience in their field and hold (or have held) decision-making positions in companies.

ASSESSMENT TERMS

The trainer evaluates each participant's academic progress throughout the training using multiple choice, scenarios, hands-on work and more.

Participants also complete a placement test before and after the course to measure the skills they've developed.

2 Discover the Sketch interface

- Toolbars and property panels.
- Work plans, pages and layers.
- Customize the toolbar.

Hands-on work

Handling the Sketch interface.

3 Prototype a graphic model for the web

- Design stages.
- Interface design.
- Content choreography.
- Design trends.

Hands-on work

Creation of a first mock-up of a responsive web page.

4 Mobile application interface

- Mobile application interfaces.
- Define the interface sketch or detailed wireframe mockup according to an adapted content choreography.

Hands-on work

Creation of a first mobile interface.

5 Designer with Sketch

- Create a work plan.
- Create and manage layers.
- Use grids and markers.
- Create and modify shapes.
- Import vector and bitmap graphic elements.

Hands-on work

Working with layers and markers.

6 Conceptualize and add shapes

- Sketch and vectors.
- The pencil tool.
- Create, modify and edit shapes.
- Create vector elements with the pen tool.
- Handling anchor points.
- Text objects, lines and borders.

Hands-on work

Create custom shapes with the feather tool.

TEACHING AIDS AND TECHNICAL RESOURCES

- The main teaching aids and instructional methods used in the training are audiovisual aids, documentation and course material, hands-on application exercises and corrected exercises for practical training courses, case studies and coverage of real cases for training seminars.
- At the end of each course or seminar, ORSYS provides participants with a course evaluation questionnaire that is analysed by our instructional teams.
- A check-in sheet for each half-day of attendance is provided at the end of the training, along with a course completion certificate if the trainee attended the entire session.

TERMS AND DEADLINES

Registration must be completed 24 hours before the start of the training.

ACCESSIBILITY FOR PEOPLE WITH DISABILITIES

Do you need special accessibility accommodations? Contact Mrs. Fosse, Disability Manager, at psh-accueil@orsys.fr to review your request and its feasibility.

7 Export graphic elements

- Identify the different export formats for the Web (SVG, PNG, JPEG, CSS).
- Export for Retina or HD screens.
- Quickly reuse a guide style with the Craft plug-in.
- Collaborate effectively with developers (using Sketch and Zeplin).

Hands-on work

Creation of a web export.

8 Creating an interactive prototype with Sketch and InVision

- Define reactive zones.
- Create links between work plans.
- Export and share the interactive prototype in InVision.

Hands-on work

Creation of an interactive prototype.