Introduction to Axure Workshop

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OfficeMax Headquarters
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This one-day, hands-on workshop is designed for those who want to learn how this powerful rapid prototyping tool can be used to create clickable HTML-based prototypes so they can more clearly communicate their visual and interaction designs to stakeholders and end users. Unlike tools that create static wireframes, Axure RP 7 lets user experience designers create highly interactive prototypes that can be used in web browsers and on mobile devices without having to write any code.

This workshop will get you up and running with a mixture of examples, tutorials, and exercises that start with static wireframes and then advance to interactive prototypes that use forms and variables to capture user input and update the interface based on user actions.

Overview

Workshop Setup
- Conference/training room
- Network access (for demonstrating shared project files)
- Internet access (for facilitator and participants)
- Projector
- Laptops for all participants
- Video out cables (to display participants work on-screen)
- Power strips to keep laptops charged

Topics Covered
- Planning an Axure project
- Learning the Axure workspace
- Using Axure's interface widget library
- Creating simple wireframes
- Working with forms
- Adding interactivity to a prototype
- Using variables to store data used by the prototype
- Dynamic panels and their role in prototyping
- Displaying and sharing a prototype
- Topics covered can be customized to suit the client's need

Required Preparation for Attendees
All participants must have a laptop with Axure RP 7 installed and ready to run at the start of the workshop. The workshop facilitator will be using version 7.0.0.3142 for Mac, but Axure 7 runs on Windows as well and files created on one operating system can be used on the other.

If participants do not have a licensed copy of Axure, they can download a free 30-day trial at http://www.axure.com/download. Participants are responsible to make sure their trial version is not expired on the day of the workshop.

Axure System Requirements

For Mac:
- Mac computer with Intel processor
- Mac OS X 10.5+
- 2 GB Memory (4 GB recommended)
- 200 MB disk space
- For prototypes, Firefox, Safari, or Chrome

For Windows:
- Windows XP, 2003 Server, Vista, 7, or 8
- 2 GB RAM (4 GB recommended)
- 1 GHz Processor
- 60 MB disk space
- For prototypes, IE 7.0+, Firefox, Safari, or Chrome

Workshop Facilitator

Will Hacker is the author of *Mobile Prototyping With Axure 7*. He's used Axure for several years as part of his iterative design and prototyping process. Will spent two and a half years working exclusively on mobile design, prototyping, and usability testing at Cars.com, and Axure was one of the main tools in his arsenal. He also has written about prototyping and user experience design for Smashing Magazine and UX Booth, and is a frequent speaker at design events in Chicago. Will is a Lead Interaction Designer at GE Capital. You can follow his tweets at @willhacker or visit his website at willhacker.net.