TO: Professor Blain

FROM: Meiting Wang

DATE: Sept. 28, 2017

SUBJECT: 500-word summary of “The 7 best wireframing and prototyping tools for app makers.”

Naylor, I. (2017, June 7). The 7 best wireframing and prototyping tools for a makers. *InfoWorkd.com.* Retrieved from <http://go.galegroup.com/ps/i.do?p=ITOF&sw=w&u=cuny_nytc&v=2.1&it=r&id=GALE%7CA494688352&asid=cc957f43a22b30df2b50ec35590bdb82>

In the app development field, many tools are available for rapid wireframing and prototyping. To find out a correct tool for the app that developer want to develop is major issue for app developers. The article. "The 7 best wireframing and prototyping tools for app makers." by Naylor lan states that there is clear distinction between a wireframe and prototype. A wireframe is a skeletal, bare-bones layout of your app’s structure, it is usually done without any color, it does not include actual image. Prototypes fall between wireframes and a fully functional app. The most important part of a prototype is the use of animation, and it allows you to examine how your app will respond to your user interface. If you are only interested in putting together a wireframe of your app idea, then Balsamiq and WireframePro are the tools for you. In addition, as the name suggests, UXPin is a tool that can take care of both wireframing and prototyping for your app. Prott, InVision and Marvel Proto.io supports is exclusively prototyping tools.

The article introduced the different functions of wireframing and prototyping tools that the author thinks is useful. Balsamiq is a limited wireframe tool that you can use to create a simple click-through prototype but you cannot create a fully prototype using Balsamiq. Although there are more higher level tool, WireframePro is a tool for a starter to develop their app easily, it comes with different components that you need, including a selection for Apple, Android smartwatches and Mock Store which you will have a lot of selection of 3rd-party templates if you want to have more option to edit into your app. You also can share your project to anyone you like and the app also limits if people can edit it or not. You can use UPin to modify wireframing and prototyping website, so you do not have to switch tools if you want to change your work format. It is super easy to keep track of new files that you add or create, because it is hard for user to find out the files from your work USB. It is very easy and fast tool to create basic prototypes and wireframes. Although Prott is tool that you is only useful for prototype, you are still able to photograph your sketches, or use as a foundation for your wireframe. Prott includes a large number of UI kits for a variety of devices, from iOS through to Android and web, but you can also create your own library of interface elements. Instead of just sharing you prototype with other people, you can also see detailed map that clearly shows the structure of your app and comment directly on each screen. As he said, InVision tool is exclusively for prototyping, you can create prototypes of your website, web app, or mobile app, and then view the prototype on almost all the devices and it’s very easy and quick.

Like InVision, the Marvel app is for prototyping, it supports Sketch and Photoshop files, Marvel also has an iOS and Android app that allows you to photograph your own doodles and designs, and specifically you can upload your project directly into your Marvel library. You can highlight the part you want people to comment for, and it is easier because you do not have to create a Marvel account. The last tool Proto.io is a popular prototyping tool because it includes all the features required in a prototyping tool, but the update has also brought a slew of simplified features. Proto.io has also put a lot of emphasis on animation. Motion is an important feature of mobile apps, and Proto.io's State Transitions feature makes it easy for anyone to create and customize animations in their prototype. Proto.io has also introduced an interaction design patterns library, making the addition of interactions effortless

In conclusion, this article talks about how software developers can choose best app for their project. People do not even know how the software app will change in the future, but they still have to find a way to make their life easy through this article today.

**Reference**

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