

Tutorial: *Creating Interaction with the myBalsamiq tools for mocking up ideas.*

This tutorial is intended to give you an introduction to adding interactivity to your ideas with the mybaslsamiq mockup tools.

The goal for this tutorial is that you can add interaction to your mockups, to enable you to explore ideas more fully.

To start, login to the mybalsmiq site. For students at ASU, you should have received an invite to the site, and can login at:

<https://asu-games-impact.mybalsamiq.com/projects>

This tutorial assumes you are already familiar with making prototypes with the Balsamiq tools.

Balsamiq provides a youtube video showing the creation of an click-through prototype of a website here http://youtu.be/_8llyvECYrg that shows a small portion of what you can do just by linking prototypes together. I recommend viewing it as a starting point, and then move onto the rest of the tutorial.

** Note: Throughout this tutorial mockup and prototype are used interchangeably. These terms refer to both individual mockups and a group of mockups treated as a single unit.

The First Step: Creating Click-through Prototypes with Links

Think of creating a click-through prototype like you would animate a sketch. To start, you create several of the views, pages or states of what you happens in your prototype, and then link together the files. This is similar to how you would use hyperlinks in simple HTML documents, in PDFs, or links in PowerPoint or Keynote, if you are familiar with those technologies. **This is to say, think of each mockup/prototype as a separate slide or page in PowerPoint, and how you can link them together.**



[[View the prototype above](#) and download BMML files.]

The first thing to be aware of is that files must be saved before you can link them. Once you have saved files, you can create links between mockups using any of the components that support linking, for example, link, button, buttonbar, tabs, etc.

Please refer to the [linking section of the help documentation](#). It shows how to use the property inspector to create links between saved files. You can watch the short video below for a quick primer.

The Second Step: How Do You Capture Social Interaction?

One way to show social interaction is to detail the process, similar to the approach taken in the first tutorial.

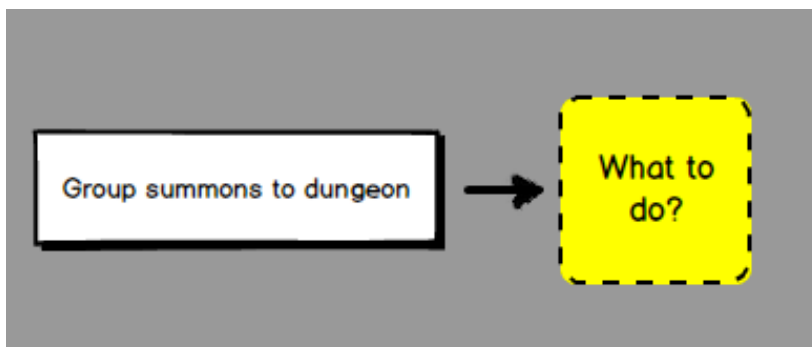


Figure 1 The first state (prototype 1).

Here the interaction sequence is shown: the group first is summoned, and now the group members have the experience of pondering, “What do we do now?” To capture this the prototype designer setup a separate prototype showing some of the outcomes of this decision.

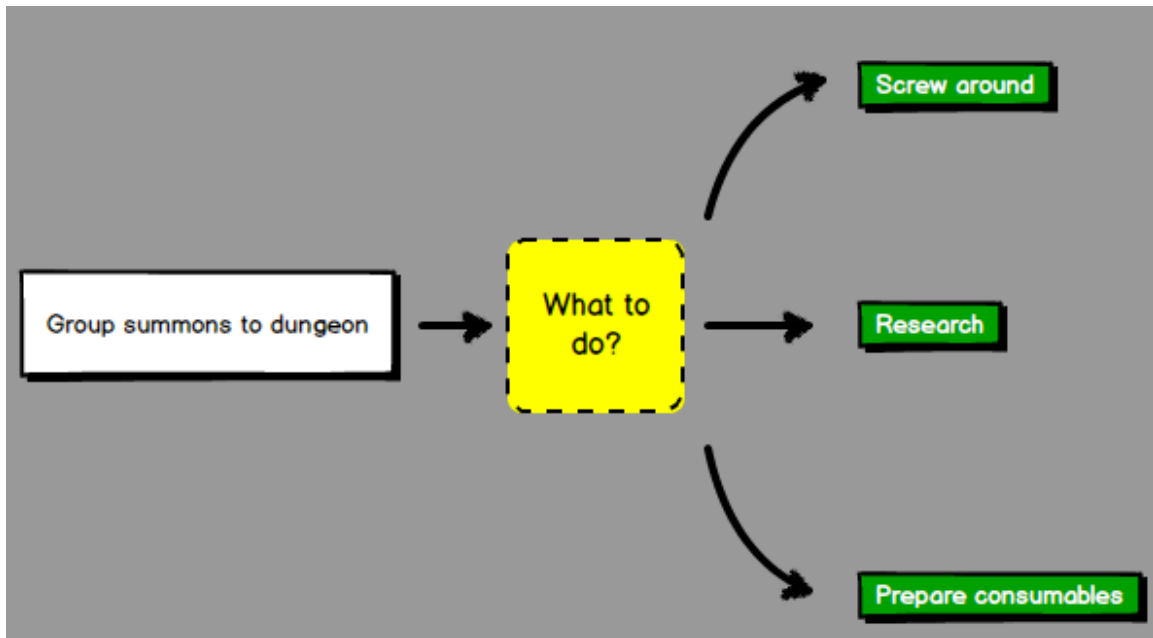
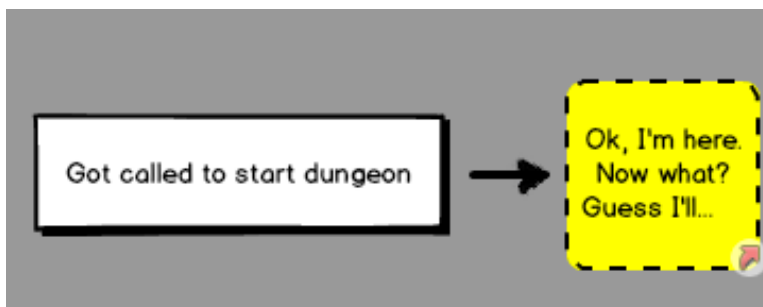


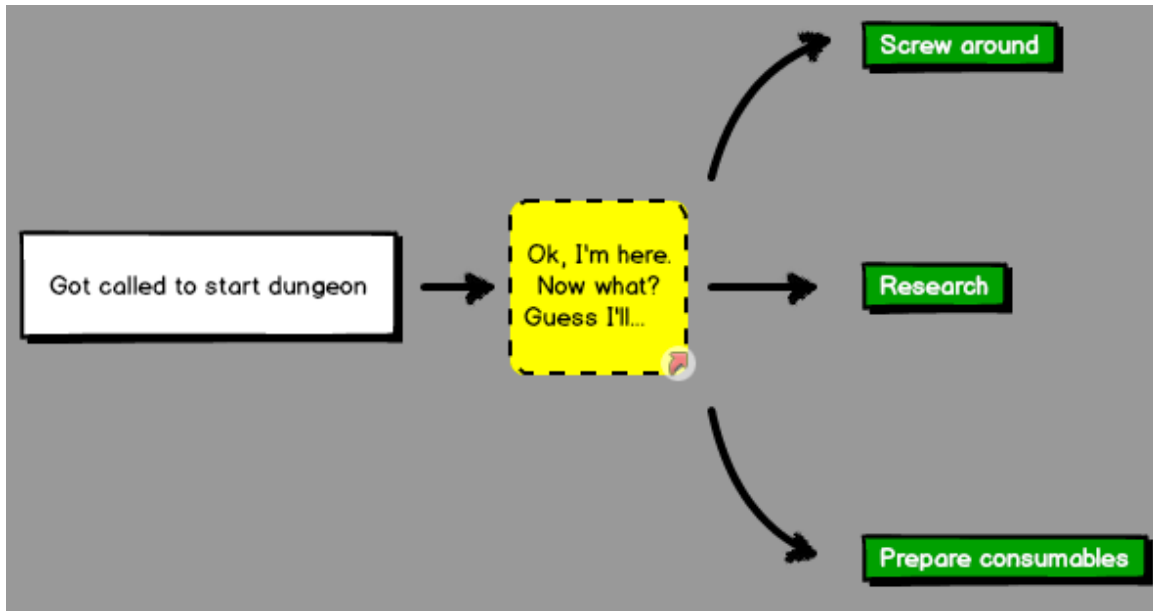
Figure 2 The second state (prototype 2).

In order to create this link between prototype 1 and prototype 2, the designer clicked on the shape in prototype 1 and set the link to prototype 2 as described in the first section—so we won't go into details here.

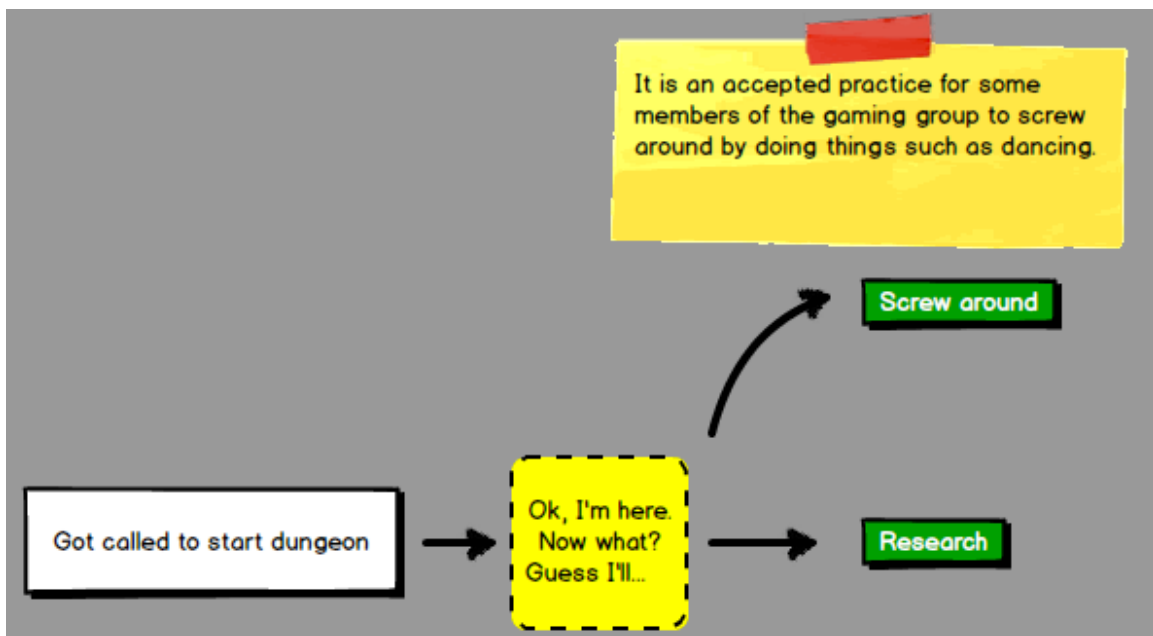
Another way to capture this interaction would be to document it from the participant perspective.



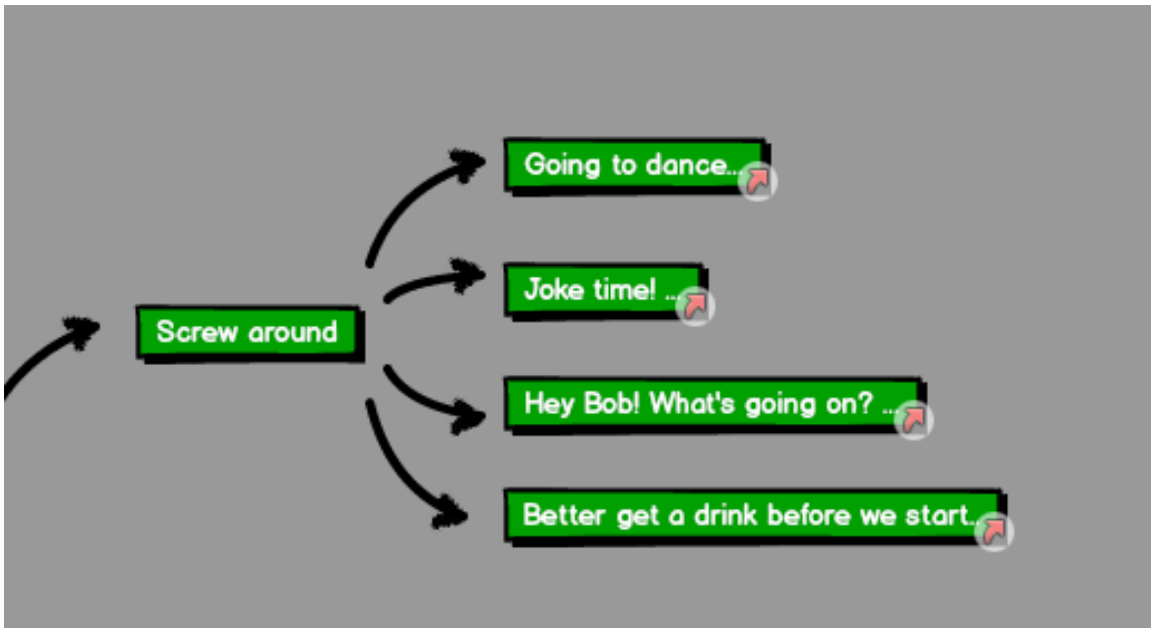
This then leads the user to explore what the options are, so maybe the state actually looks like this:



So lets look at what might happen if I select “Screw around”.



Here as a designer capturing social interaction, I can project my voice onto the prototype by describing the interaction. But this might also be too early...If I want to create the experience for the user of my interactive prototype, of being in the gaming group, maybe I should give them options, like this:

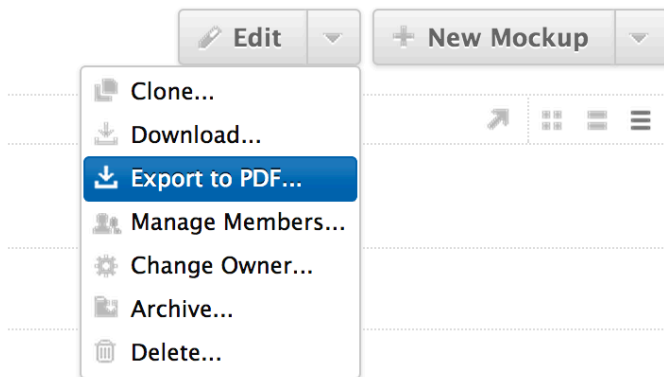


For getting a sense of the interaction, this then lets the reader experience what these decisions might actually mean.

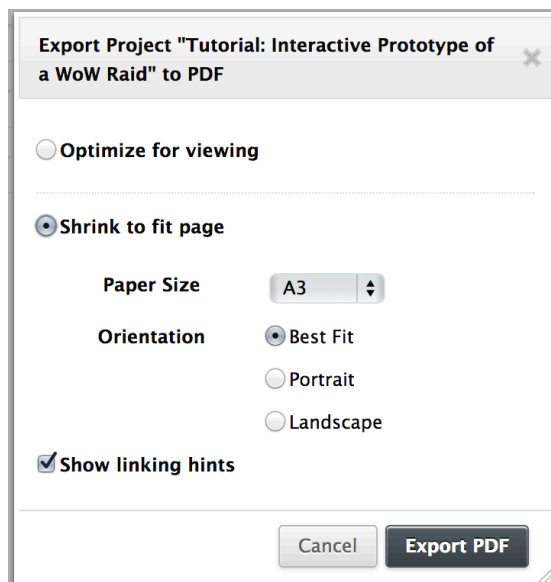


The Third Step: Exporting for Sharing

The easiest thing to do is to export your entire project as an interactive PDF.



When you select “Export to PDF...” you will be prompted to specify the properties of the export. Set the paper size as makes sense. **The key item is to check “Show linking hints”**. This will make the active areas of your mockup clearer to the reader by adding a light red border to the interactive elements.



At this point you can embed the PDF into your blog.

Conclusion

This tutorial has laid out how to go about creating links between prototypes in your projects. We then covered two ways of capturing social interaction in your work, but these are by no means, the only options. Be creative, and think about how the interaction you illustrate to a user will help them understand the experience more deeply. Finally, we covered how to export your prototype for use elsewhere.