

# Axure Training – Syllabus

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## Training targets –

- Be able to complete your first project design with Axure.
- From specifications to prototype – how to bridge the gap between users personas, use cases and sketches using a prototyping tool.

## Environment –

- PC with an installed Axure software for each trainee since day 1 (30 day trial license is OK)
- 80% of time is self practice; trainer is coaching each individual, following his progress.
- Up to 15 students in a class

## Duration –

- 2-4 half day sessions (4 hours each session)
- Mix and match training topics based on trainees goals

# Before we Axure

## Overview

- Why Axure is not “yet another tool” – what makes it different, when it is best used and how it improves the product workflow
- Comparison with alternative tools
- The tricky aspects of prototyping. To sketch or not to sketch?
- Personas (in a nutshell) and how to document them in Axure
- Introduction to the first project - this to be coordinated with customer's real project. Taking real life project and prototyping it.
- Using Axure to build the use cases flow charts

# Hands on Axure 1

- Get familiar with the Axure environment
- Widgets, masters, styles and settings
- Get familiar with best Widget libraries from the web
- Getting familiar with common widgets styles and properties
- Dynamic panels and first feeling of interactions

# Hands on Axure 2

- Dynamic panels (advanced) – structure and states, flyout and animations.
- Tabbed navigation design pattern – how to create it the right way.
- Dynamic drop list – one drop list influence the other
- Conditional logics inside interactions
- Page load concept and interactions

# Hands on Axure 3

- Using variables:
  - how to initialize them, best practices
- Project homework task review – this to be coordinated with customer.
- Working in a team
  - Shared workspace with Dropbox
  - Creating personal widgets library for a better code re-use
- Delivering documentations and embedded prototype annotations
- Master pages:
  - Best practice and three modes of behavior
  - When do we need the “raise event”
- Implementing move interactions with dynamic panels.

# Advanced stuff

- What's new and special in Axure version 9.0
- How to utilize the Adaptive Views feature
- Using repeaters for data processing
- Working with iFrames, embedding videos and Jscripts
- Implementing a sticky navigation header/footer
- Prototyping for mobile:
  - Using device widgets templates
  - How to structure the sitemap to enable testing on a real device
  - What can (and cannot) be simulated
- The role of 'prototyper'. Is it a new profession?!
- Tips and tricks that makes you more productive in Axure

## About Me

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**Expertise** High complexity web products, UX design, Axure training partner.  
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