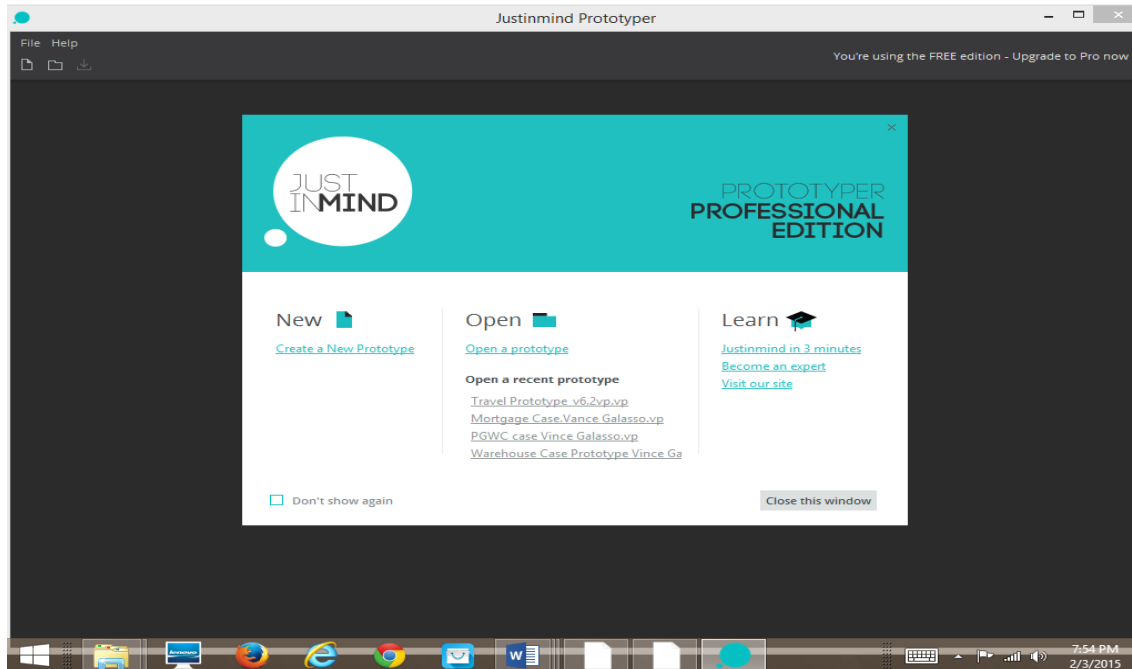


JustinMind Prototype Introduction Assignment

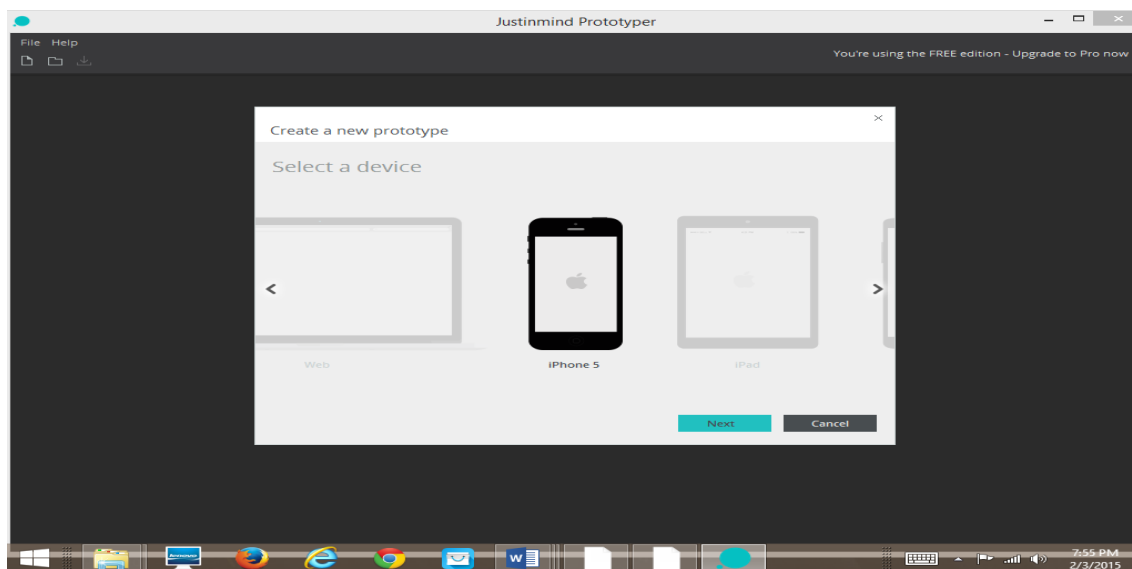
Install a copy of the software, information on site can be found on the web site under the section JustinMind Software

You will find a copy of the software key in your Grade book entry

- Create a new prototype








- Select a device template
- Select Next



- Select the empty template form
- Orientation may be Portrait or Landscape
- Select Finish

Create a new prototype ×

Start your prototype from

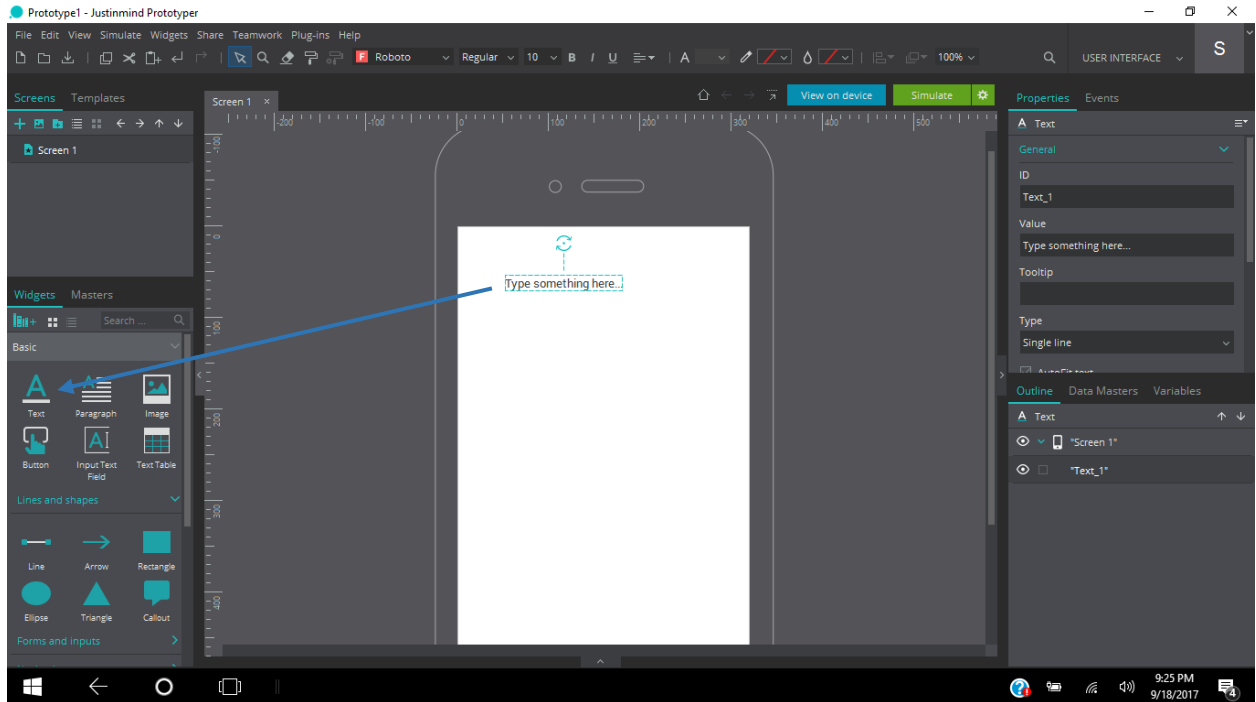
    

Empty Images Example Another

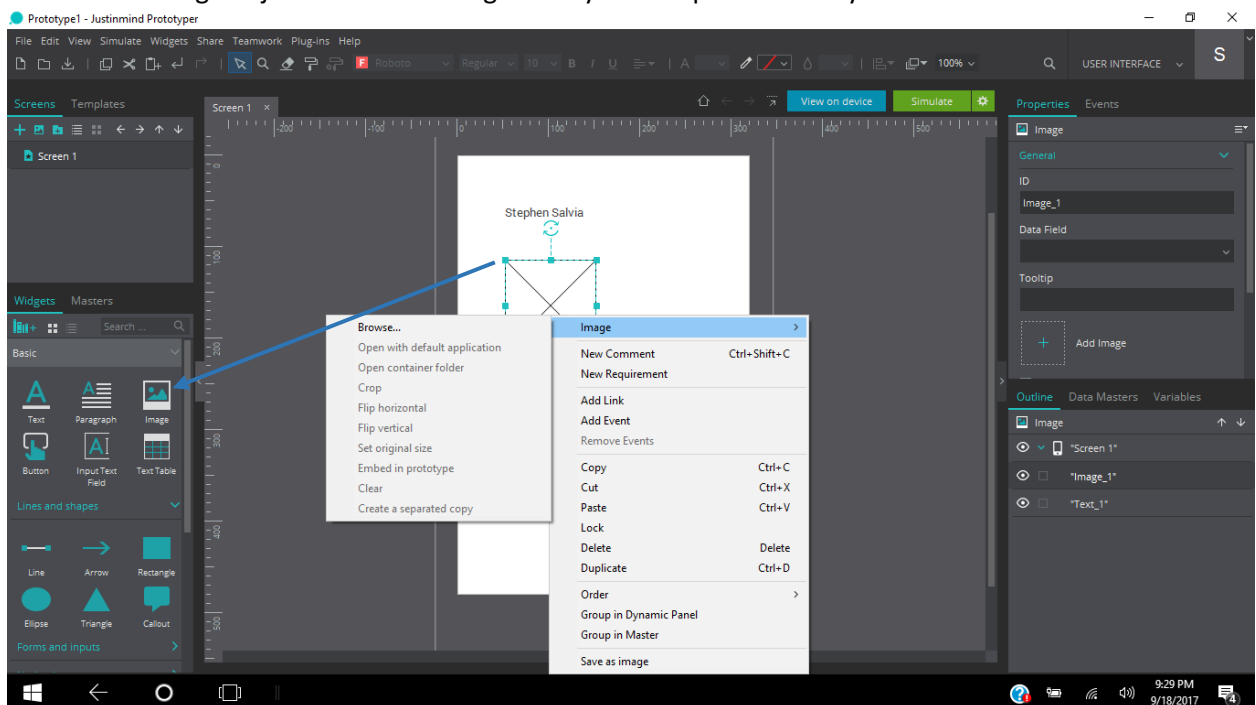
Define your prototype settings

Orientation ▼

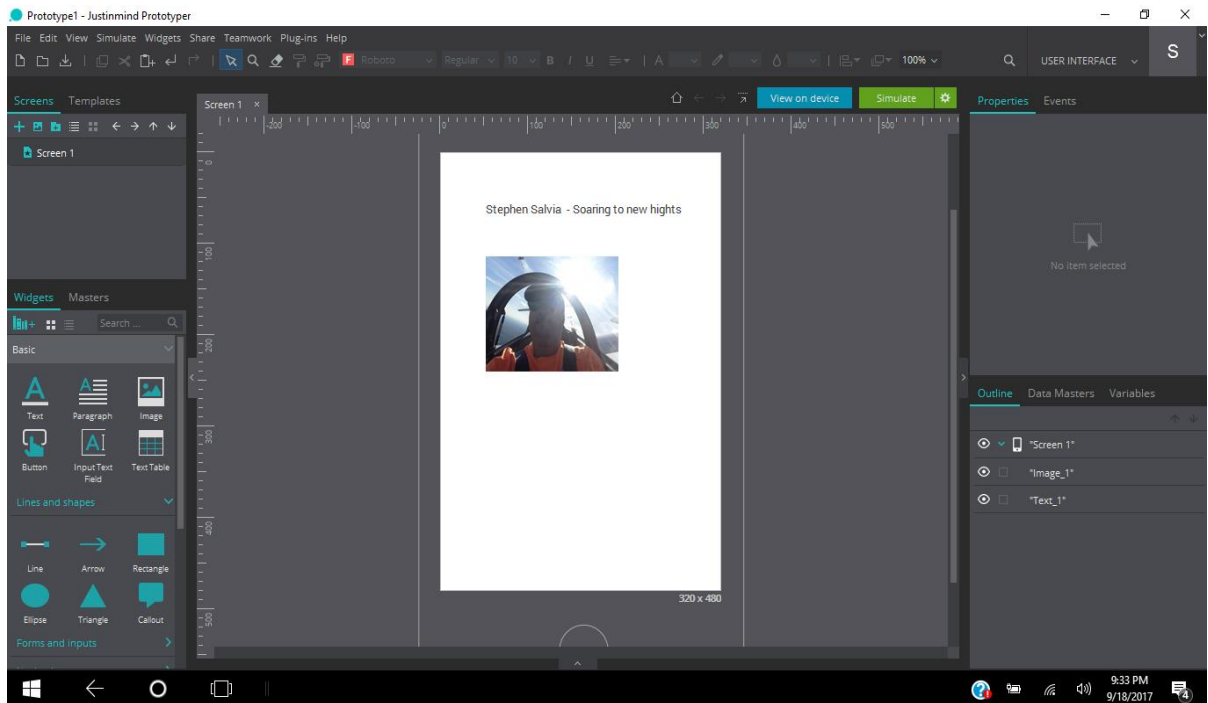
- Using the design editor create a basic Application Home Page containing your name and image that represents your personality (be creative) using the **Text** object and (**Image** object.
 - Drag and drop the label objects from the library on to the screen, double click in the label box and type your name



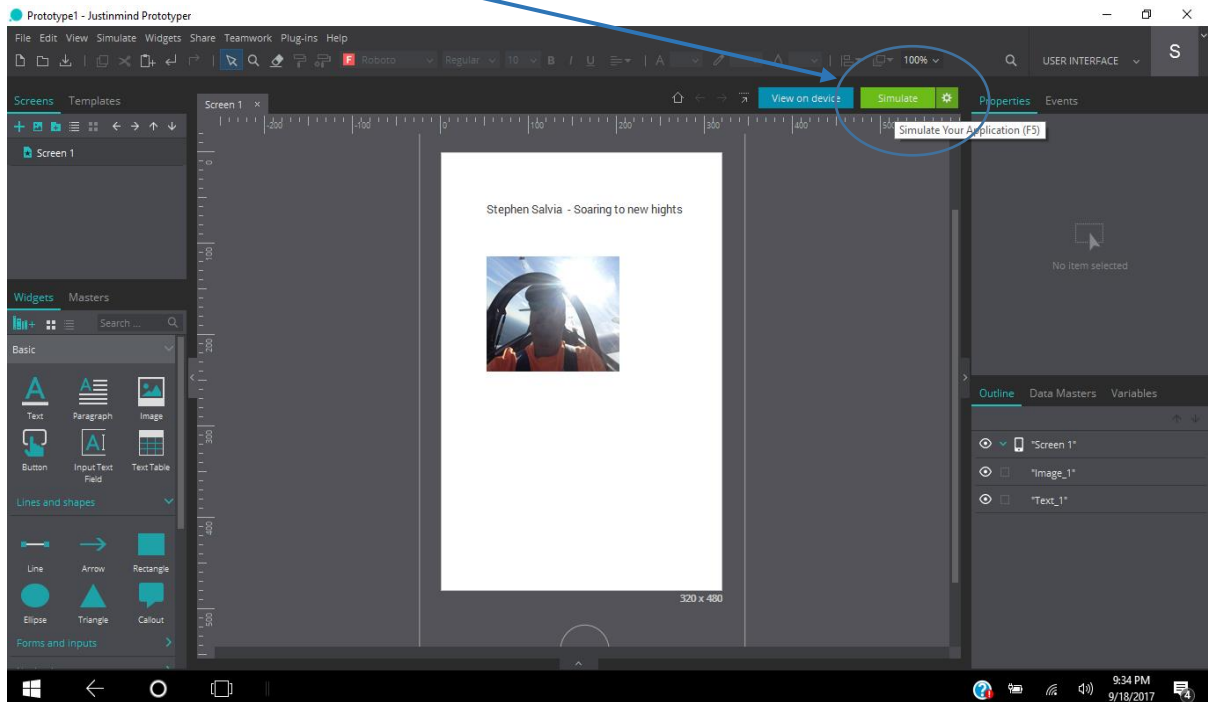
- Drag and drop the image object from the library on to the screen, right click in the image object select and image from you own picture library



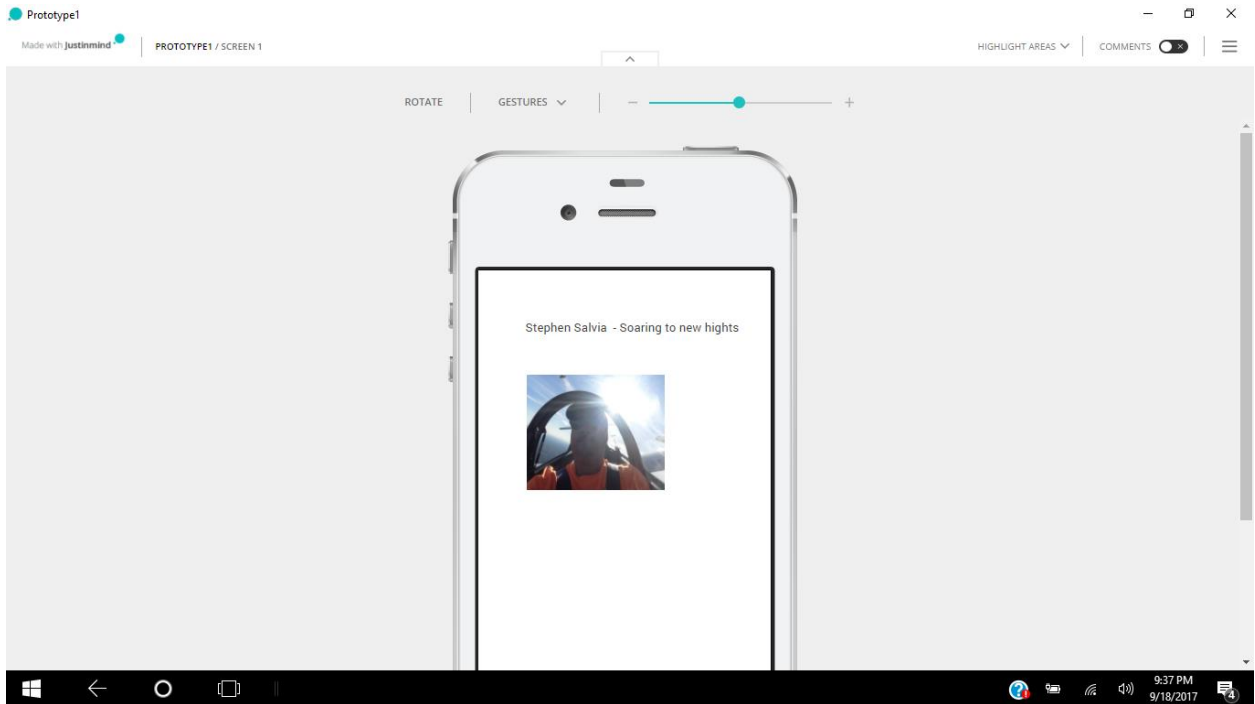
- You may be creative as you would like, the lab is just an introduction to the software tool



- Take a screen shot of the completed page in the editor (prt sc) paste in to a work doc
- Run the simulate feature



- Take a screen shot of the simulation, (prt sc) paste in to a work doc



- Print a copy of both page screen shots (editor view and simulation view) and turn in for next class