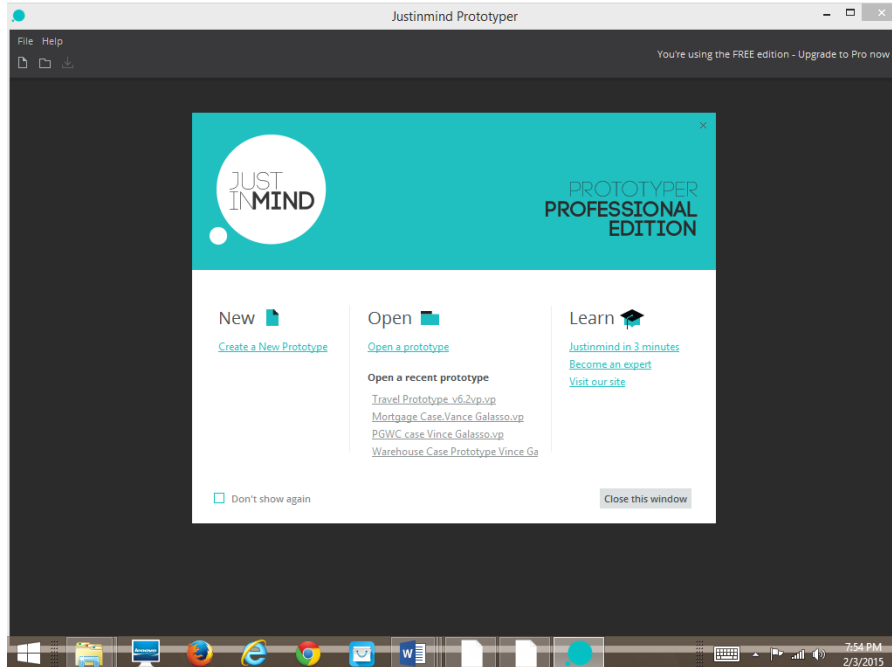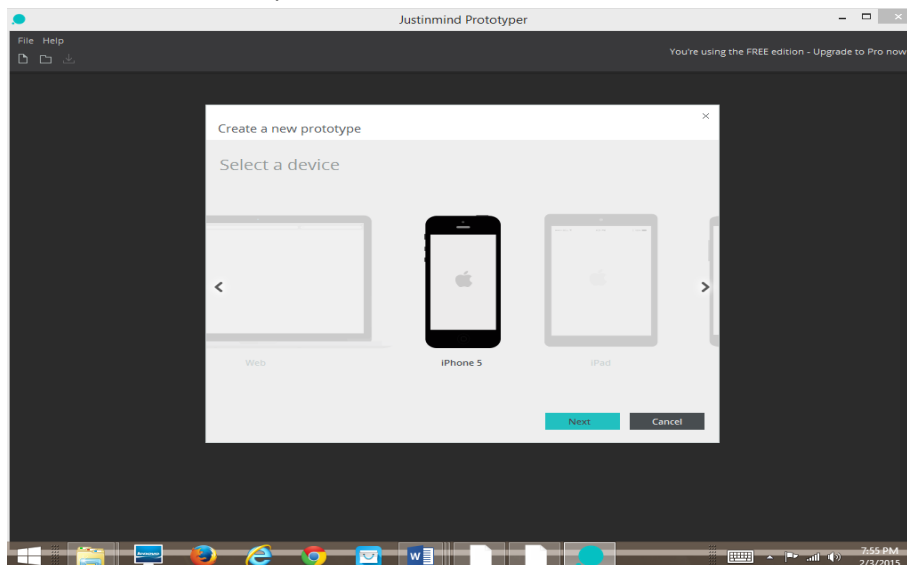# JustinMind Prototype Introduction Assignment

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
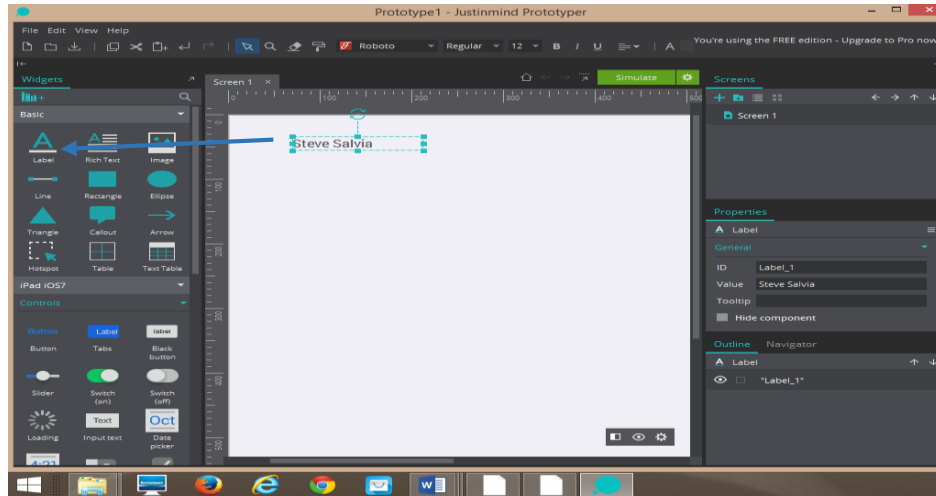
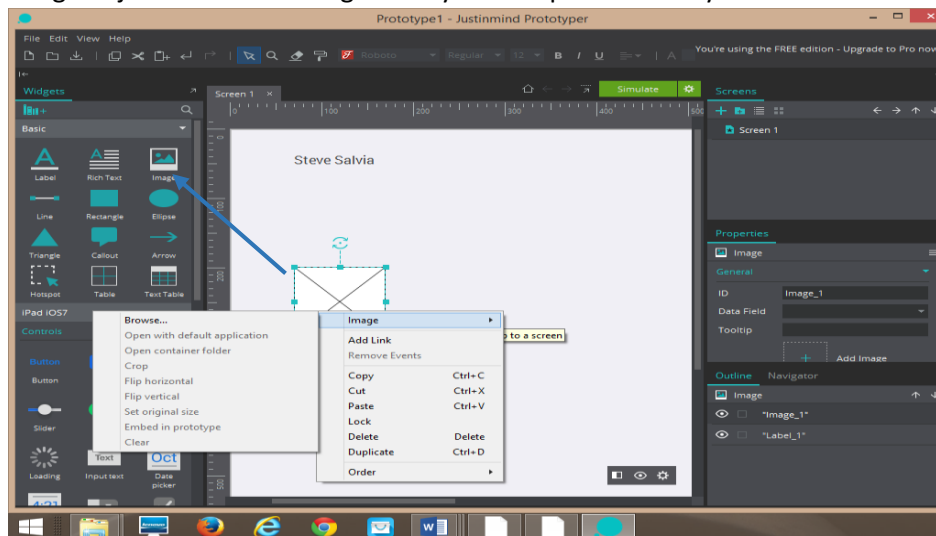- Create a new prototype

- Select a device template

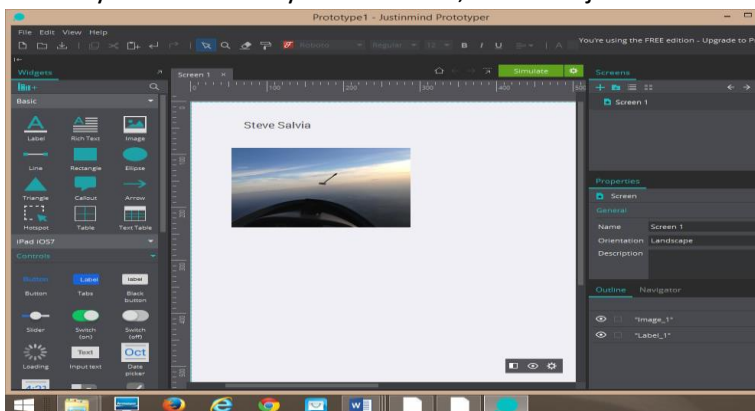- One page containing your name (use the label object) and a picture (image object)

- Drag and drop the label objects from the library on to the screen, double click in the label box and type you name
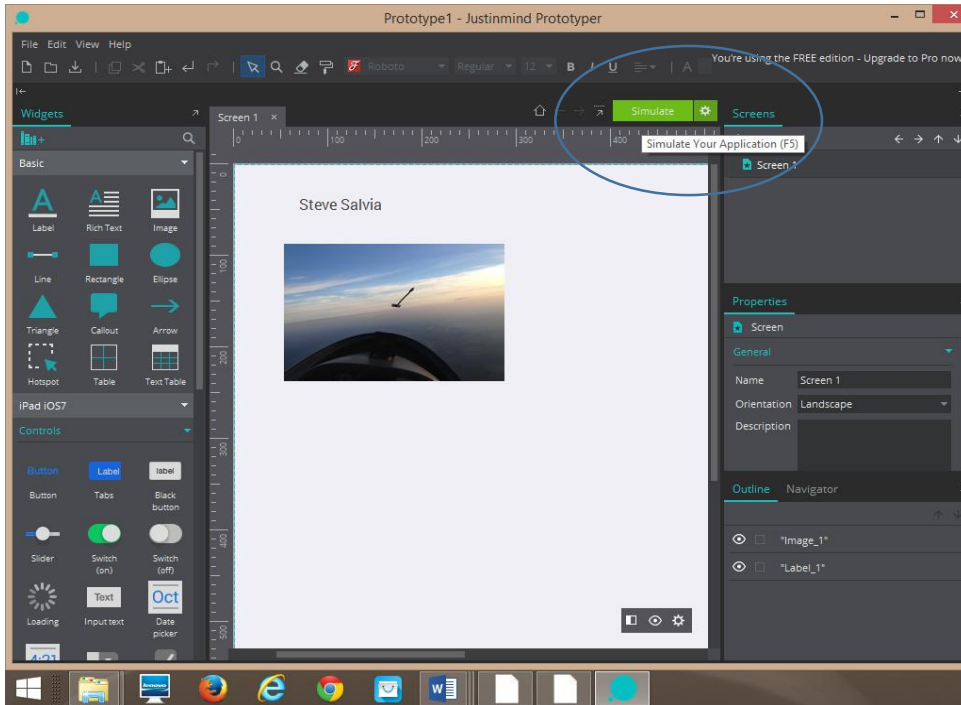

- Drag and drop the image objects from the library on to the screen, right click in the image object select and image from you own picture library
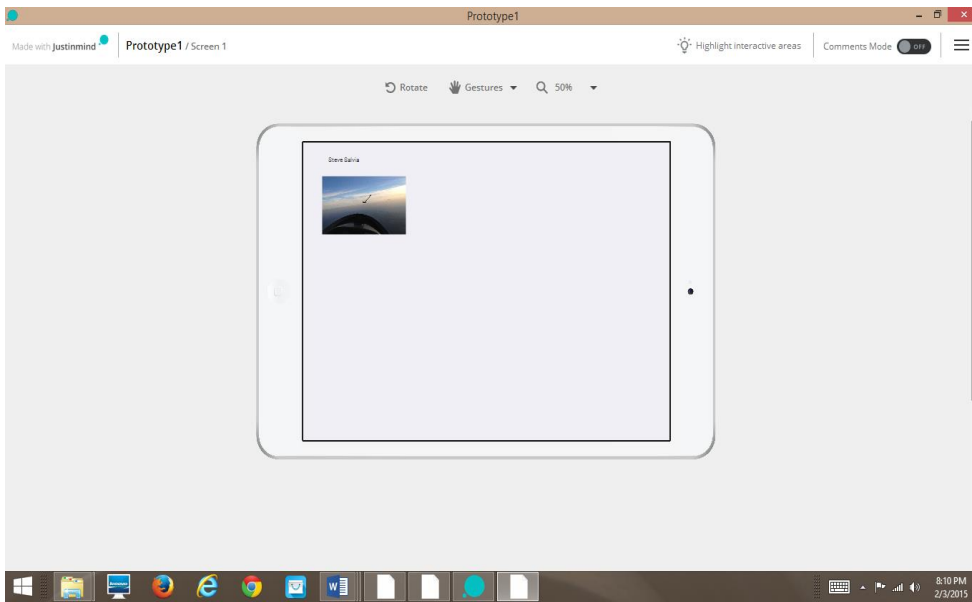

- You may be creative as you would like, the lab is just an introduction to the software tool

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- Run the simulate feature

- Take a screen shot

- Print a copy of the page and turn in for next class