JustinMind Prototype Introduction Assignment
Due on 2/10/2015

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)
  o Drag and drop the label objects from the library on to the screen, double click in the label box and type your name

  ![Label](image1.png)

  ![Label](image2.png)

  ![Image](image3.png)

  ![Image](image4.png)

• 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
• Run the simulate feature

• Take a screen shot

• Print a copy of the page and turn in for next week 2/10/2015