

TODAY'S SPEAKERS



Marc Wallace
UX Director
Fresh Consulting



Daniel Conroy

Design Lead

Crank Software



Who is Dan?

Fancy Dan

- 2011 joined Crank Software
- Support Customer Design Teams
- Website guy cranksoftware.com
- Storyboard videos
- Ul Design Professional Services
- Sample applications
- Defender Crank Software brand
- Left Handed



Outline

CRANK + EMBEDDED UX

- Intro to Crank and Storyboard
- Best practices for embedded development and UX.
- Do's and Don'ts for design teams.
- Live Demo. Wow!
- UI on a Target Device



ABOUT CRANK SOFTWARE

Built Upon
20+ YEARS
GUI Design & Development
Experience







Global Partner Network



Partnership Ecosystem

















Privately Held

Canadian

Company



Awarded
Company of
the Year



Innovative Software



Industry Recognized
Award-winnng UIs



















Crank Software

SOFTWARE + SERVICES

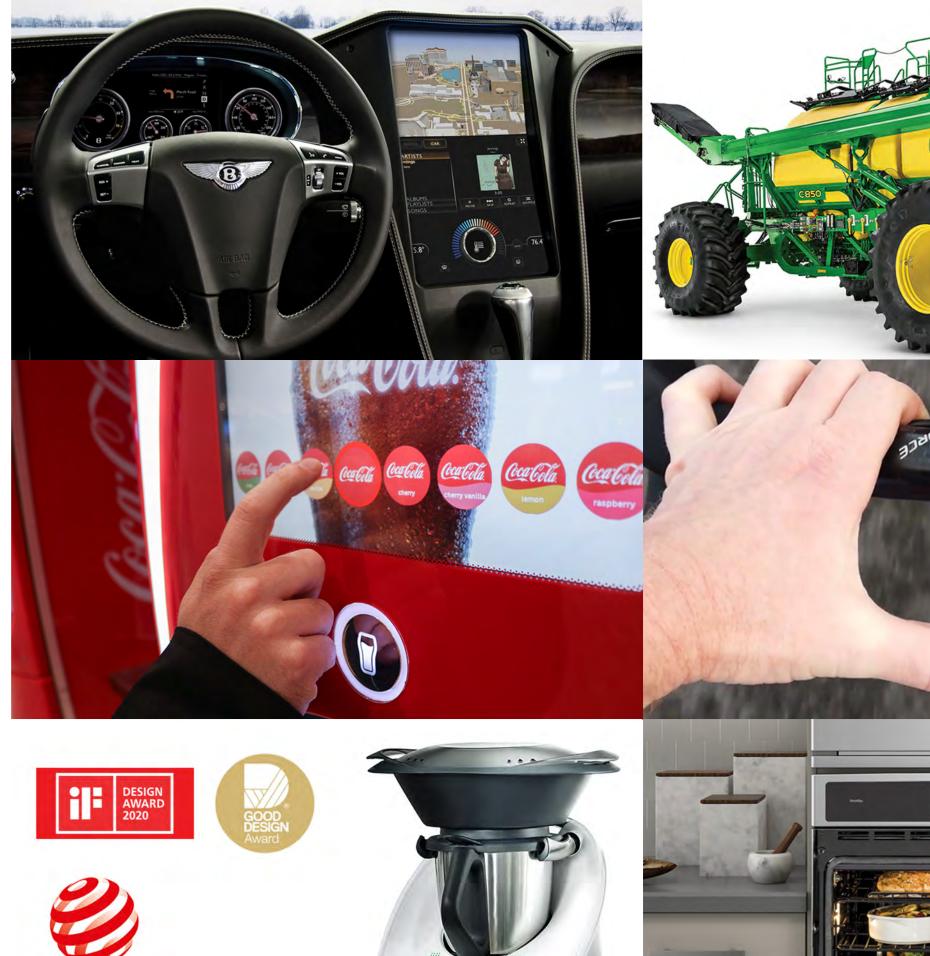
Crank Software helps accelerate the design and development of brilliant graphics for embedded devices.













BEST VALUE

EDITORS' CHOICE

BEST OVERALL







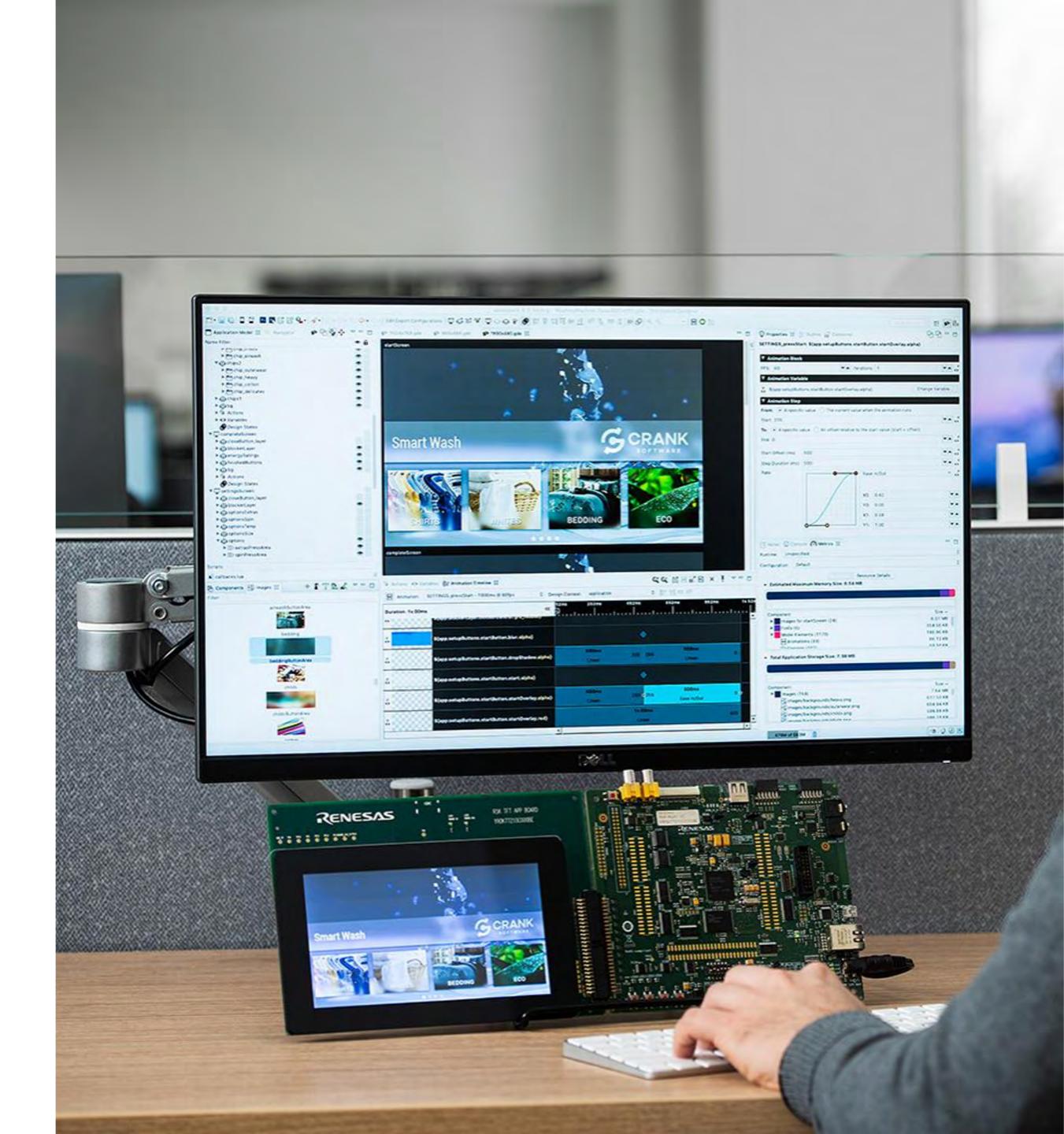


How Storyboard helps















BEST PRACTICES CONTEXT MATTERS



CONSUMER EXPECTATIONS



EXPECATIONS OF THE DESIGNER



OPTIMZED PERFORMANCE FOR EMBEDDED





Consumer Expectations





- Touch user interfaces should work the same way as our smartphones.
- Smartphones can cost in excess of \$1000. Ultimate performance devices that are worth it.
- Consumers are not prepared to pay \$1000 for a coffee machine or for a thermostat.





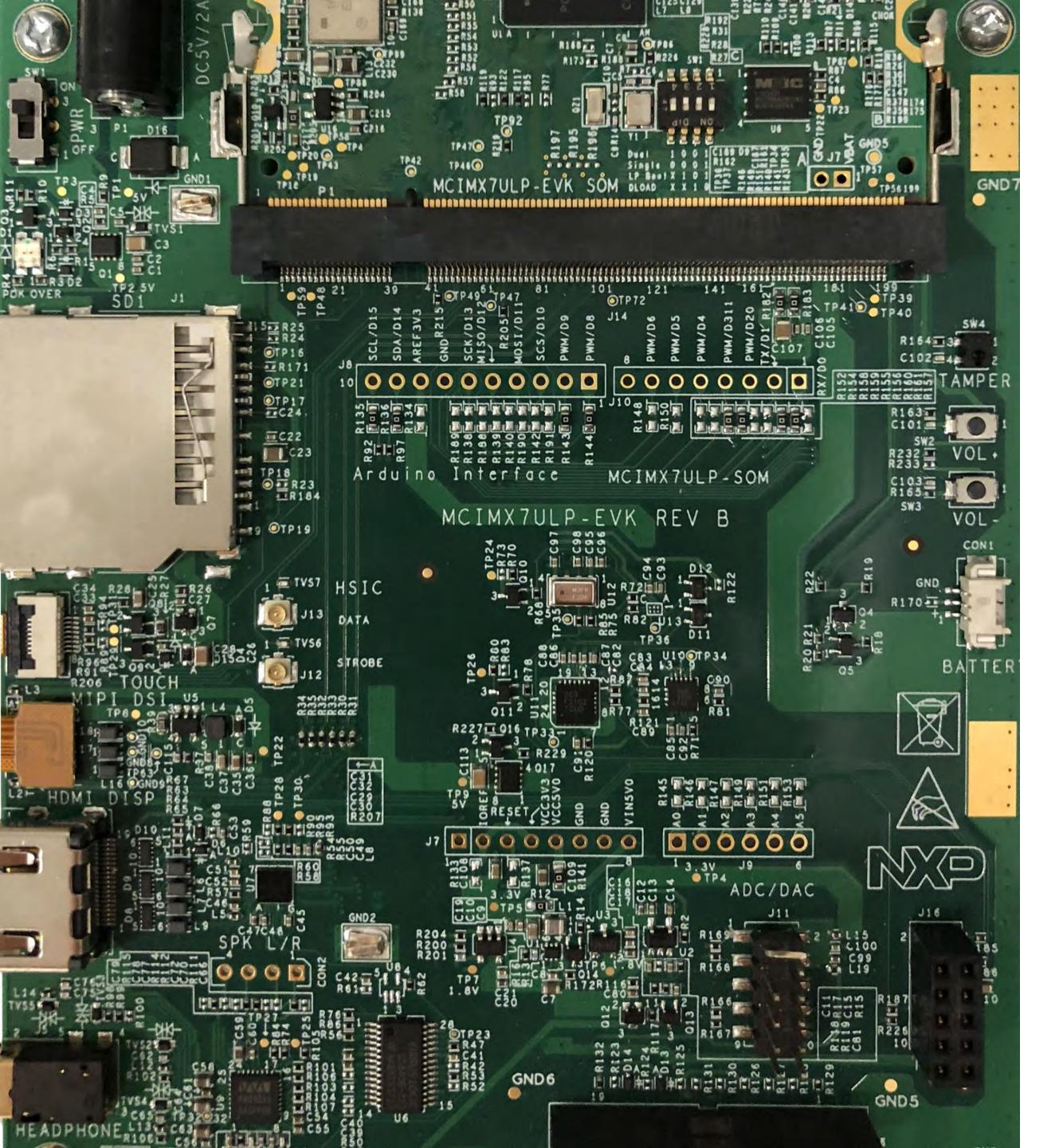
Designer Expectations





- Design process should be the same as working with other prototyping tools InVision, Sketch, Adobe XD,
 Figma, Flinto, Framer, Webflow, Principle etc.
- Prototyping tools can simulate the application for Windows, OS X, Android, iOS, Watch OS, Windows 10 Mobile and web.
- Assumption of high performance. Apps can be resource demanding. Gesture interactions, 3D content, video, motion design.





Optimized Performance



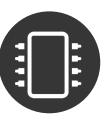


- Storyboard has the ability to deliver rich UIs specific to the platform configuration.
- The challenge is achieving the most performance your configuration is capable of.



Do's + Don'ts - Design Teams

Depending on what hardware configuration is being used will influence some of the best practices teams should follow.



TEST ON HARDWARE

Make it a goal to get to hardware as soon as possible.



MOTION

Use motion, but don't use too much motion.



EMBRACE PARALLEL WORKFLOW

Design once screen/view/mode and hand it off to a developer.



REDUCE ALPHA

Reduce the amount of transparency in images.



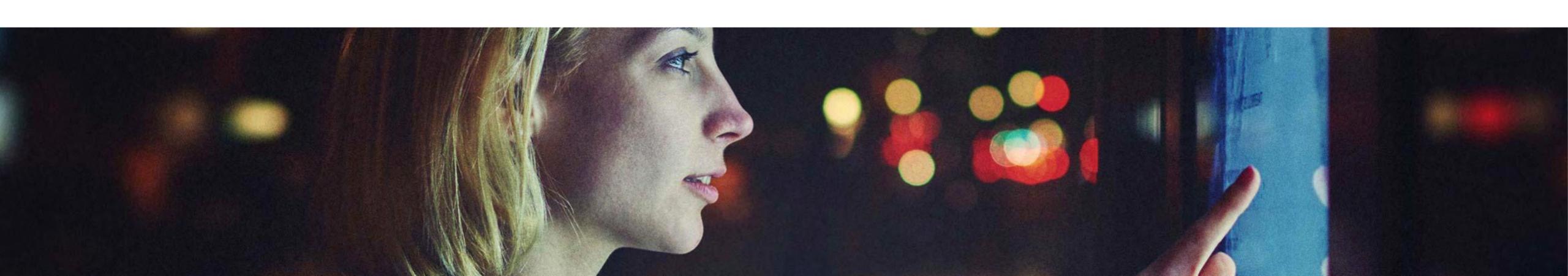
DESIGN ITERATION

Refine the design and re-import artwork.



MERGE IMAGES

Overlapping non-dynamic images should be merged.





DESIGN

Get super creative. Make an amazing embedded UI in your favorite design tool.

DEVELOP

Import your design to Storyboard and start adding functionality.

DEPLOY

Test your application with the desktop simulator, on mobile, or target device.





Key take away(s)

Download Storyboard

Give it a try
Visit our Help Center for getting started videos

Download Sample GUI Demo Images

Make it part of your evaluation process

Connect with Crank Software

Leverage our expertise with GUIs to help win designs





Questions?

www.cranksoftware.com/free-trial www.freshconsulting.com







Thanks for joining

Accelerating tomorrow's embedded GUI experiences



