EA GUI Prototyping Workshop

This workshop teaches delegates how to create GUI prototypes in Enterprise Architect. Delegates learn how to create wireframe diagrams and website designs with interface controls populated with realistic content. The workshop also teaches delegates how to create a state machine diagram to automate the interface interaction.

Duration: 1 day

Prerequisites: Delegates should have a working knowledge of Enterprise Architect.

Equipment: For on-site delivery the customer should provide a suitable training room with a screen or projector to connect to our trainer's laptop and a whiteboard or flipchart. All delegates require a PC or laptop running Enterprise Architect (corporate edition or higher).

For webinar delivery delegates require a PC or laptop running Enterprise Architect with an Internet connection (a headset can be helpful). If you wish to test your environment join a test WebEx meeting: www.webex.com/test-meeting.html

A trial version of Enterprise Architect is fine for training and can be downloaded from Sparx Systems website: www.sparxsystems.com/products/ea/trial.html. It is also helpful to have a mouse as this makes creating diagrams much easier.

Workshop Style: 40% theory, 60% practical.
This workshop comprises a set of targeted hands-on exercises to allow delegates to become confident creating GUI prototypes in Enterprise Architect.

Delegate Handouts: Each delegate receives a booklet containing all the workshop slides and comprehensive theory notes which form excellent reference material. Booklets also contain exercises and suggested solutions. Following successful completion of the workshop each delegate receives a certificate.

Workshop Modules:

			Theory	EA	Notation	Exercise	Hands-on
HIPPO 00	Introduction	½ hour					
HIPPO 72	EA GUI Design	1½ hours		🌀			🖥
HIPPO W65	EA GUI Prototyping Workshop	4 hours		🌀			🖥