

TALLER



Prototipo final
de nuestra app

¿Qué hicimos el encuentro pasado?

E1

Figma

- ✓ Colores
- ✓ Diseños
- ✓ Textos

E2

Prototipo

- ✓ Iconos
- ✓ Boton
- ✓ Prototipado

E3

Estructuras

- ✓ Estructura
- ✓ Login App
- ✓ Scroll Vertical

E4

Test Final

- ✓ Scroll Horizo.
- ✓ Flujo App
- ✓ Test en Celular

Hasta aquí llegamos el encuentro pasado

Login 1



Bienvenid@
nuevamente!

Email

Contraseña

ingresar

olvidé login

Login 2



Bienvenid@
nuevamente!

Email
carlosperez@gmail.com

Contraseña

ingresar

olvidé login

Login 3



Bienvenid@
nuevamente!

Email
carlosperez@gmail.com

Contraseña

ingresar

olvidé login

Pantalla de mam...



Pantalla de aves



Elefante



Canguro



¿Qué vamos a aprender hoy?

E1

Figma

- ✓ Colores
- ✓ Diseños
- ✓ Figma

E2

Prototipo

- ✓ Boton
- ✓ Iconos
- ✓ Prototipar

E3

Estructuras

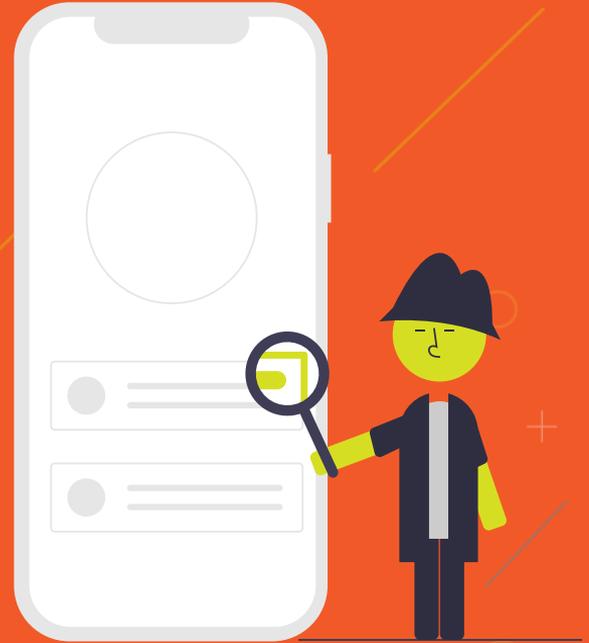
- ✓ Estructura
- ✓ Login App
- ✓ Scroll Vertical

E4

Test Final

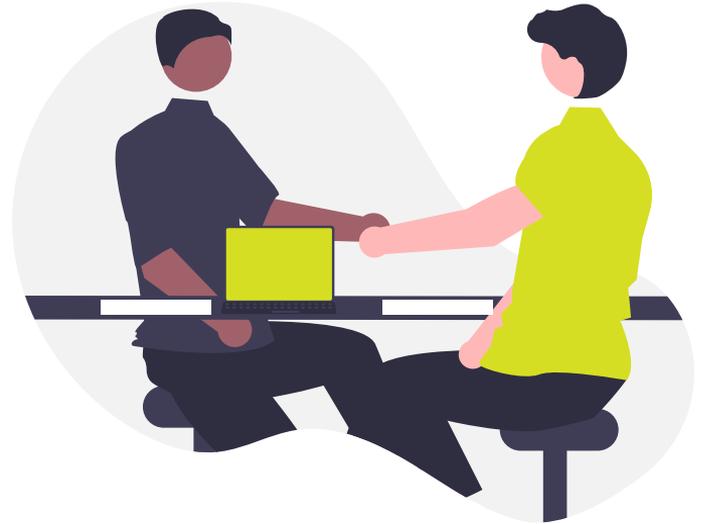
- ✓ Nueva App
- ✓ Scroll Horiz.
- ✓ Test en Celular

Nos pidieron crear
una app para
Los Creadores



Poniéndonos la capa del Ux

- Crea un prototipo funcional rapido
- Sale a probarlo con usuarios reales
- Obtiene información valiosa y modifica prototipo
- Ahorra tiempo y recursos
- No crea el product final



Vamos a la página de loscreadores.cl



[INICIO](#) • [GANADORES](#) • [ESCUELA DE CREADORES](#) • [INFORMACIÓN ÚTIL](#) • [RECURSOS DIGITALES](#) • [IMPULSORES](#) • [CONTACTO](#) • [POSTULA](#)

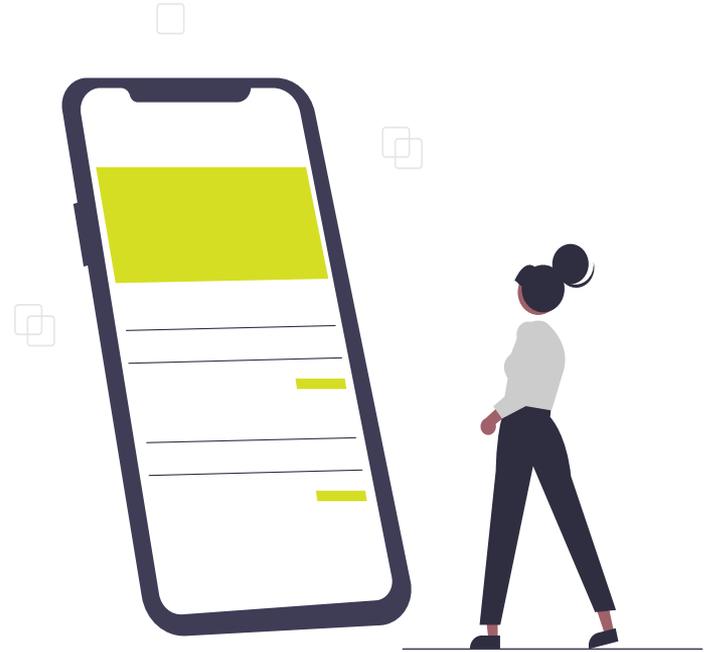
Talleres y Masterclass

ESCUELA DE CREADORES

Para alumn@s y docentes

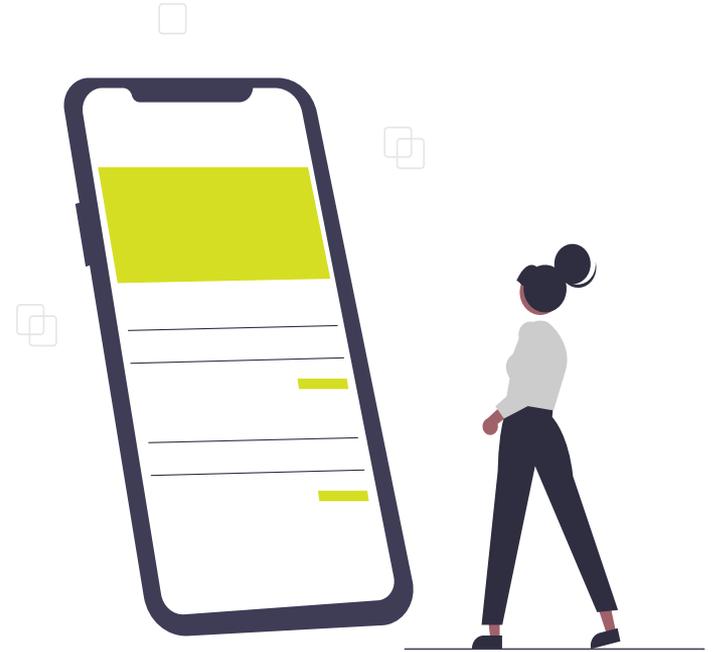
Requerimientos para nuestra APP

- Mensaje de bienvenida a la app



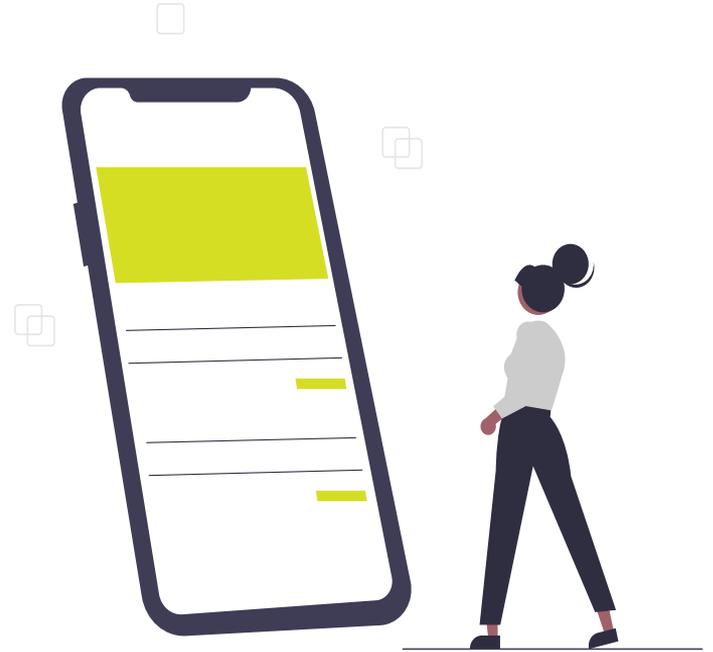
Requerimientos para nuestra APP

- Mensaje de bienvenida a la app
- Sistema de Login, opción saltarse



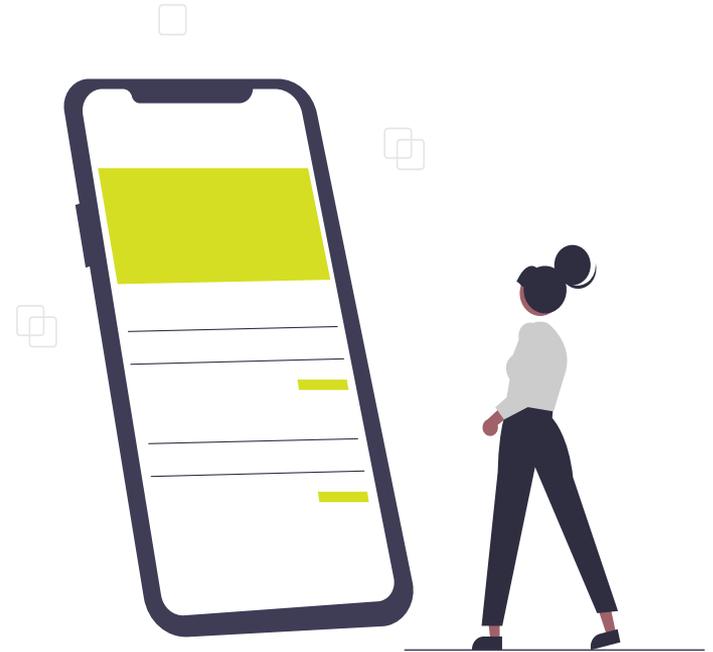
Requerimientos para nuestra APP

- Mensaje de bienvenida a la app
- Sistema de Login, opción saltarse
- Talleres categorizados + Info de c/u



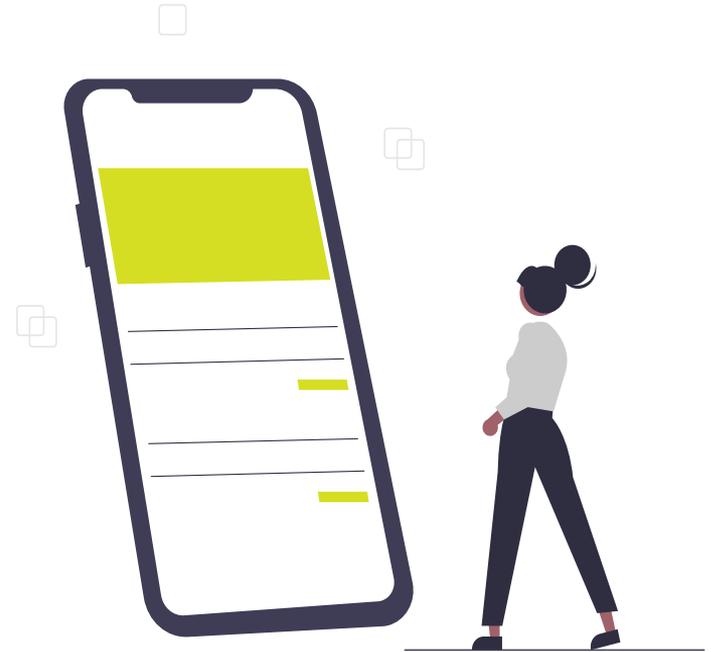
Requerimientos para nuestra APP

- Mensaje de bienvenida a la app
- Sistema de Login, opción saltarse
- Talleres categorizados + Info de c/u
- Usuario seleccionar sus favoritos



Requerimientos para nuestra APP

- Mensaje de bienvenida a la app
- Sistema de Login, opción saltarse
- Talleres categorizados + Info de c/u
- Usuario seleccionar sus favoritos
- Sección para postular al premio



😊 Ahora si...
¡Manos a la obra!



Actividad 1:

Importar proyecto
Los Creadores



Vamos a importar el proyecto

🔍 🏠 📏 📐 🌿 🔧 👤 💬
Drafts / App de los Creadores ▾

K
Share
▶
26% ▾

Layers Assets Design ▾

- # Bienvenida 1
- # Bienvenida 2
- # Login 2
- # Login 3
- # Login 4
- # Creacion de cuenta 2
- # Creacion de cuenta 3
- # Creacion de cuenta 4
- # Creacion de cuenta 5
- # Pantalla de inicio
- # Taller de Microbit
- # Taller de Microbit (favorito)
- # Taller Arduino
- # Taller Arduino (favorito)
- # Footer
- # Imagen
- # Titulo
- 🔧 Si eres docente, te invitamos ...

Bienvenida 1



Bienvenida 2



Login 2



Login 3



Login 4



Creacion de cu...



Creacion de cu...



Creacion de cu...



Creacion de cu...



Pantalla de inicio



Taller de Micro...



Taller de Micro...



Taller Arduino



Taller Arduino ...



Design Prototype Inspect

Background

E5E5E5 100% 👁

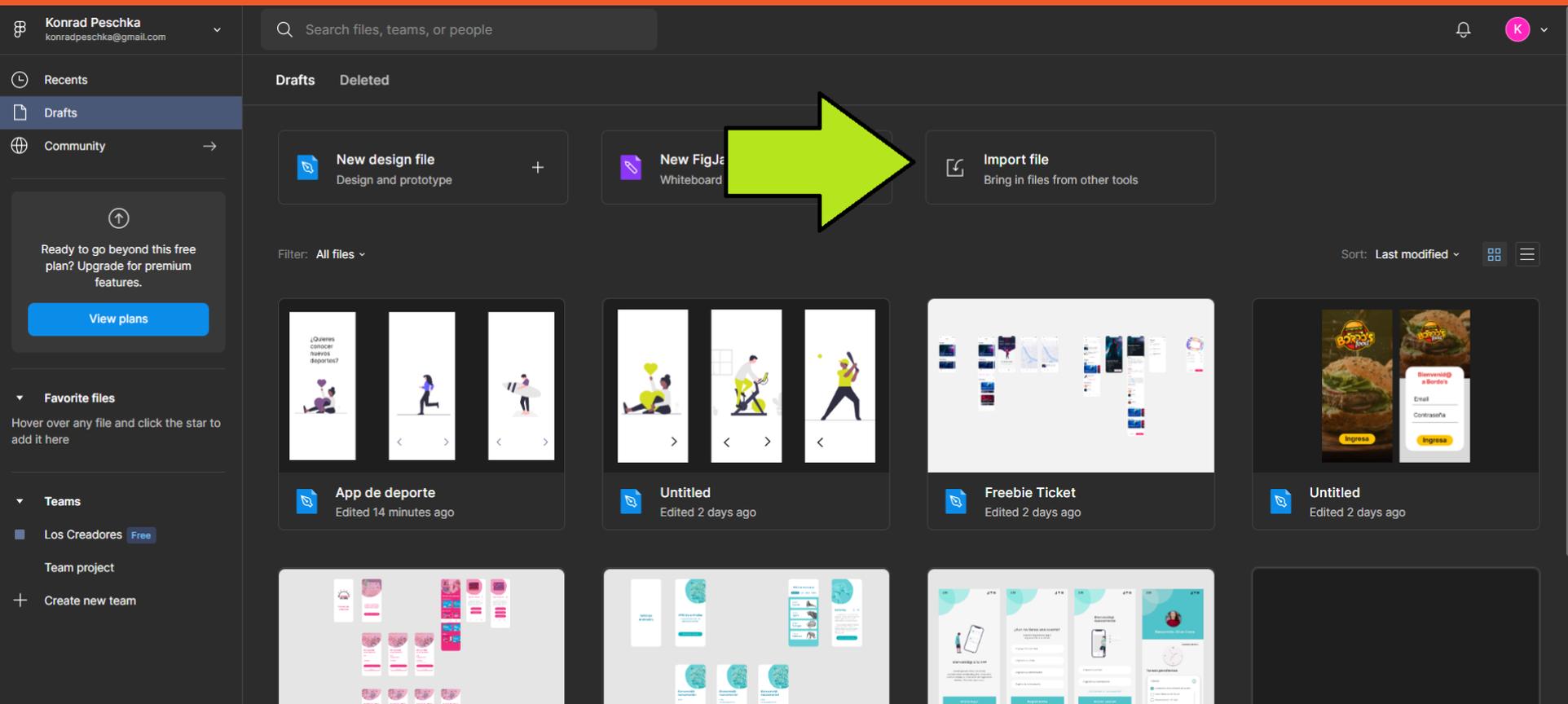
Export +

Desafío:

Encuentra la
trampa 😬



1.Importar un proyecto al figma



The screenshot shows the Figma web interface. On the left, there is a sidebar with the user's name 'Konrad Peschka', navigation options for 'Recents', 'Drafts', and 'Community', and a 'View plans' button. The main workspace is dark grey and contains several design files. A large green arrow points to the 'Import file' button, which is located in the top row of the workspace. Below the 'Import file' button, there are several design files displayed in a grid. The first row includes 'New design file', 'New FigJam Whiteboard', and 'Import file'. The second row includes 'App de deporte', 'Untitled', 'Freebie Ticket', and 'Untitled'. The third row shows more design files. The interface also features a search bar at the top, a filter dropdown, and a sort dropdown.

Konrad Peschka
konradpeschka@gmail.com

Search files, teams, or people

Recents
Drafts
Community

Ready to go beyond this free plan? Upgrade for premium features.
View plans

Favorite files
Hover over any file and click the star to add it here

Teams
Los Creadores Free
Team project
Create new team

Drafts Deleted

New design file
Design and prototype

New FigJam Whiteboard

Import file
Bring in files from other tools

Filter: All files

Sort: Last modified

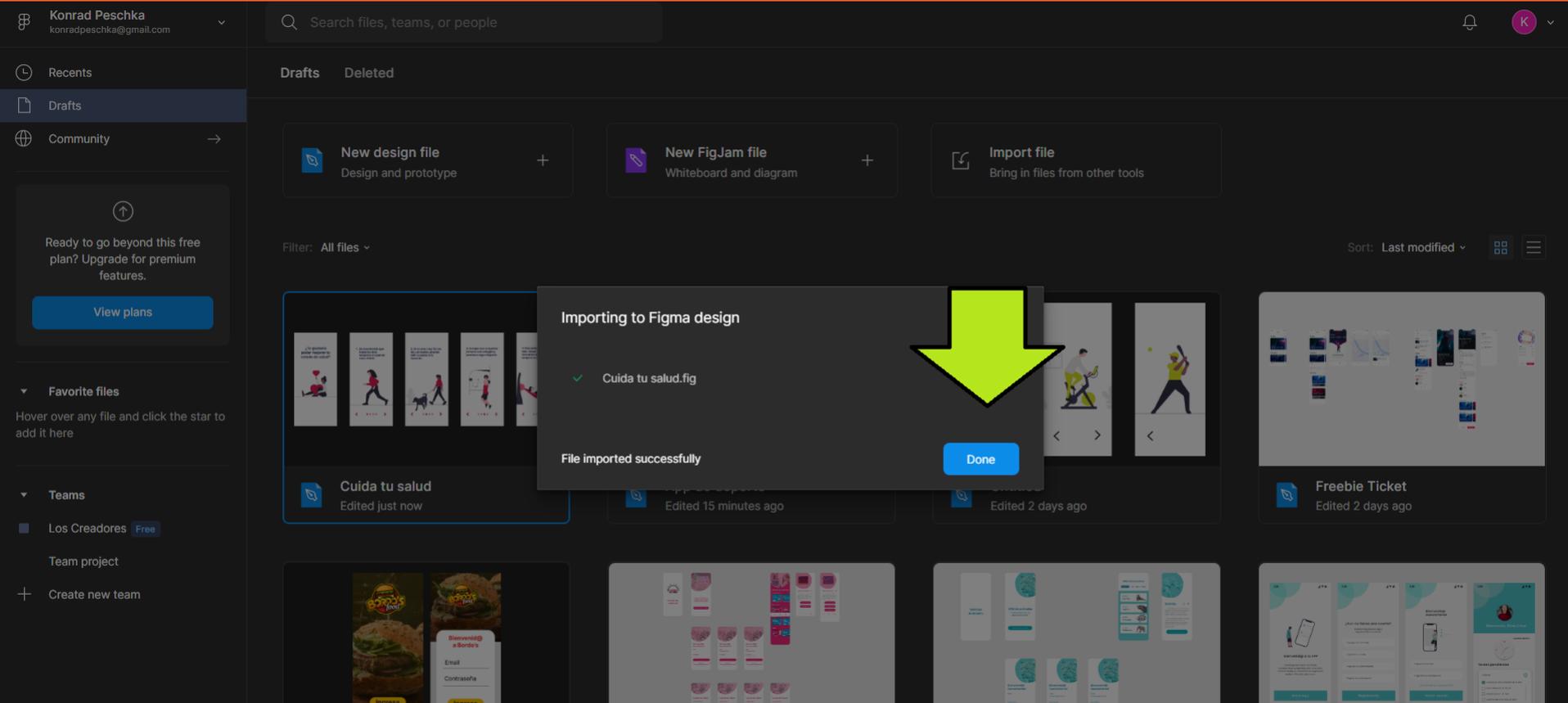
App de deporte
Edited 14 minutes ago

Untitled
Edited 2 days ago

Freebie Ticket
Edited 2 days ago

Untitled
Edited 2 days ago

2. Buscar el archivo y esperar a que cargue



Konrad Peschka
konradpeschka@gmail.com

Search files, teams, or people

Recents

Drafts

Community

Ready to go beyond this free plan? Upgrade for premium features.

View plans

Favorite files

Teams

Los Creadores Free

Team project

Create new team

Drafts Deleted

New design file
Design and prototype

New FigJam file
Whiteboard and diagram

Import file
Bring in files from other tools

Filter: All files

Sort: Last modified

Importing to Figma design

✓ Cuida tu salud.fig

File imported successfully

Done

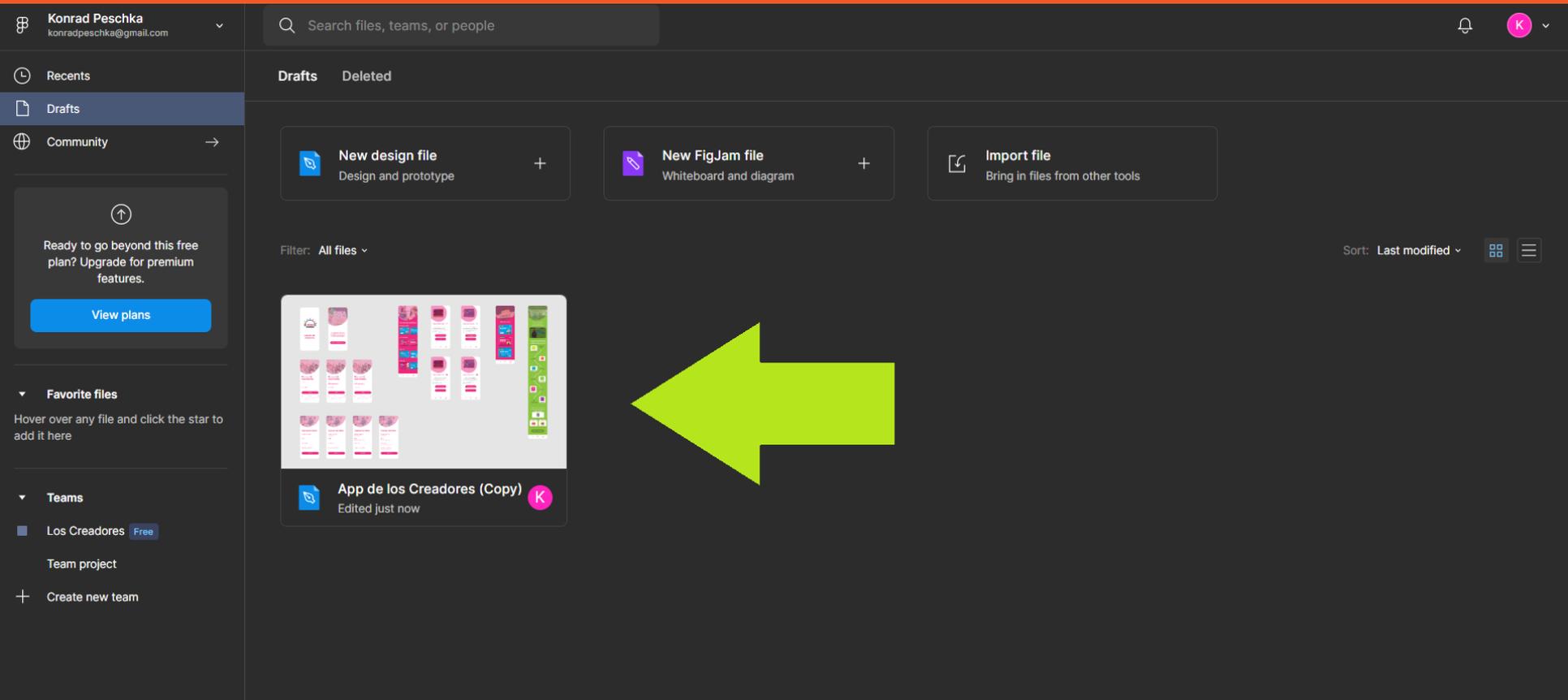
Cuida tu salud
Edited just now

Edited 15 minutes ago

Edited 2 days ago

Freebie Ticket
Edited 2 days ago

3. Doble clic al proyecto recién cargado



The screenshot shows a design tool interface with a dark theme. On the left, a sidebar contains the user profile 'Konrad Peschka', navigation options for 'Recents', 'Drafts', and 'Community', a 'Favorite files' section, and 'Teams' including 'Los Creadores'. The main workspace has a search bar at the top and tabs for 'Drafts' and 'Deleted'. Below the tabs are three options: 'New design file', 'New FigJam file', and 'Import file'. A filter dropdown is set to 'All files'. A grid of file thumbnails is visible, with the file 'App de los Creadores (Copy)' selected and highlighted by a large green arrow. The file is marked as 'Edited just now' and has a pink 'K' icon.

4. Analiza los flujos, encuentra el error y resuelve

The screenshot displays the Axure RP interface for a mobile application prototype. The central workspace shows a flowchart with the following elements:

- Flow 1:** A sequence of screens including:
 - Bienvenid...:** Welcome screens for 'Escuela de creadores' and 'Escuela de Creadores'.
 - Logins 2-4:** 'Bienvenid@ Nuevamente!' login screens.
 - Creacion ...:** 'Ingresar tus datos' registration screens.
 - Pantalla d...:** Home screen 'Escuela de Creadores' with categories like Programación, Potenciado, Clases, and Recursos.
 - Taller de ...:** Workshop screens for 'Taller de Memb...', 'Taller de Ard...', and 'Taller de ...'.
 - Favoritos:** 'Mis Favoritos' screen.
 - Postula a ...:** 'Elije que se trata de tu creación?' screen with a 'Elije tu industria' section.

The interface includes a left sidebar with layers (Favoritos, Postula a los Creadores) and a right sidebar with design settings (Device: Android Large, Model: Silver, Background: 0081A7). A 'Removing a connection' tooltip is visible at the bottom right.

¡Vamos tu puedes!

 **Tienes 5min**

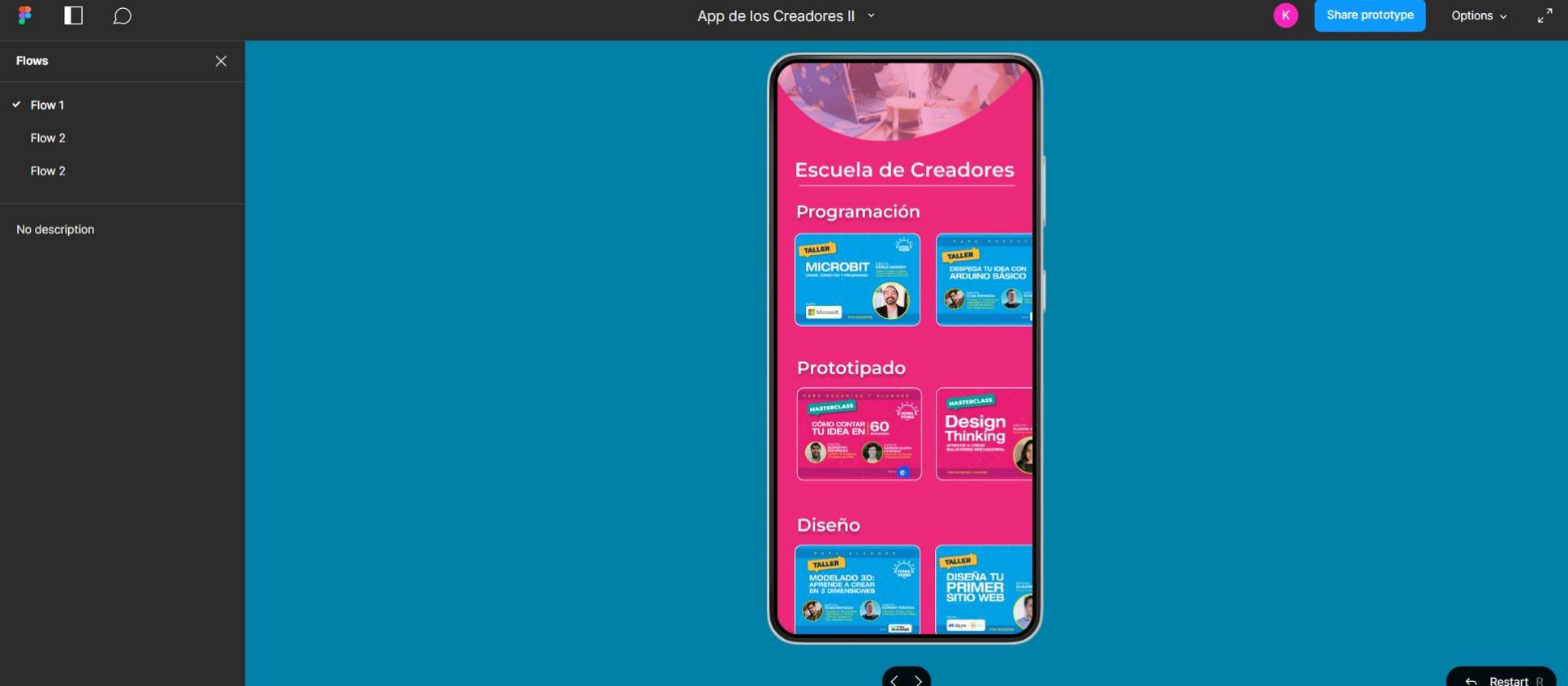




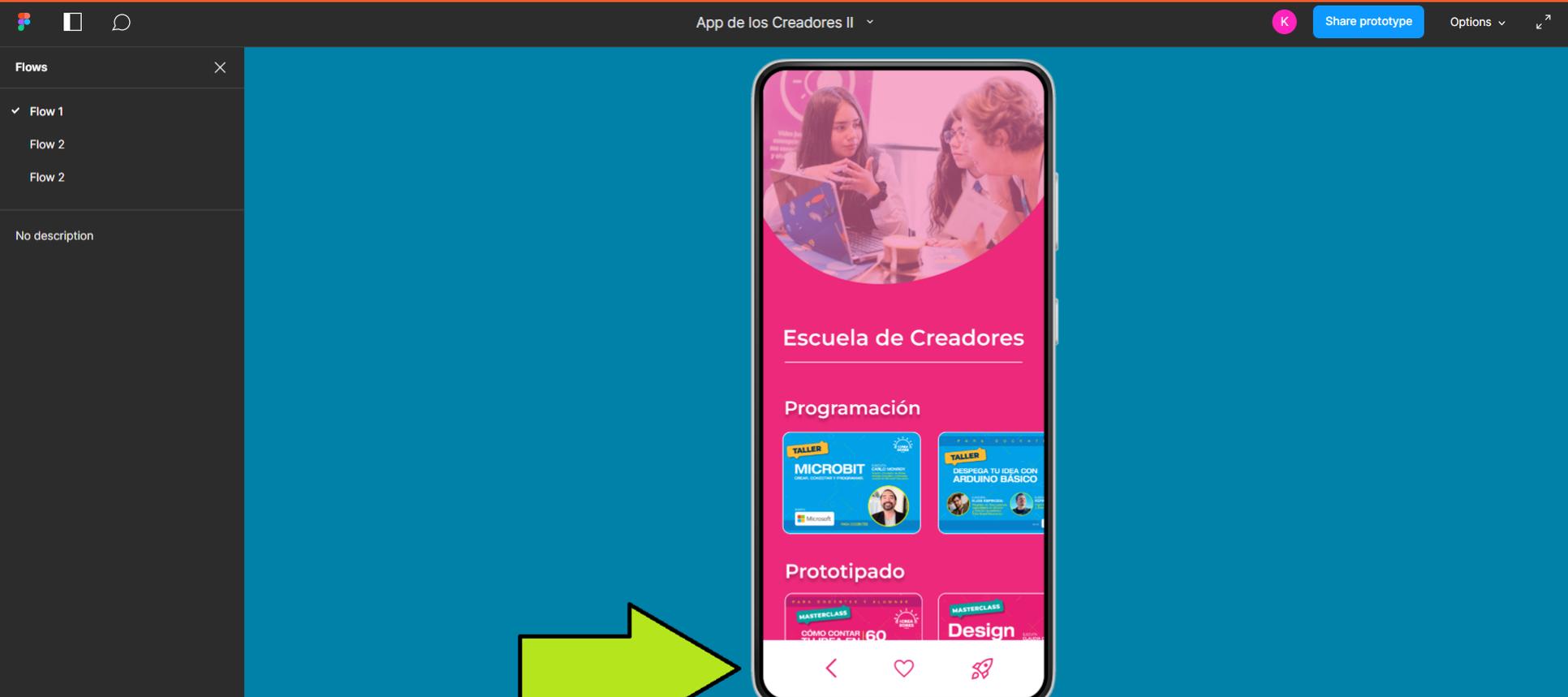
Actividad 2:

Scroll vertical y fijar Menu

¿Cómo hago para deslizar hacia abajo?



¿Cómo hacemos para fijar la barra del Menu?





Desafío:

Ahora te toca a ti experimentar

1. Seleccionar la Vista y elegir "Vertical scrolling"

The screenshot shows the Axure RP software interface. On the left is a 'Layers' panel with a tree view containing items like 'Pantalla de inicio', 'Line 1', 'Programacion', 'Programación', 'Imágenes', 'Prototipado', 'Prototipado', 'Imágenes', 'Diseño', 'Diseño', 'Imágenes', 'Otros', 'Otros', 'Imágenes', and 'Color de Fondo'. Below this are 'Taller de Microbit' and 'Taller de Microbit (favorito)'. The main workspace displays a vertical scrollable prototype with two frames: 'Pantalla de inicio' (a photo of people at a laptop) and 'Taller de Microbit' (a card with a micro:bit image). A large green arrow points from the 'Taller de Microbit' frame to the 'Vertical scrolling' option in the settings panel. The settings panel on the right is open to the 'Prototype' tab, showing 'Overflow scrolling' options: 'No scrolling', 'Horizontal scrolling', 'Vertical scrolling' (highlighted), and 'Horizontal and vertical scrolling'. Other settings include 'Removing a connection', 'Running your prototype', and a play button icon.

2. Seleccionar la tarjetas y elegir "Horizontal scrolling"

The screenshot shows the Axure RP software interface. On the left is a 'Layers' panel with a tree view containing items like 'Pantalla de inicio', 'Line 1', 'Programacion', 'Programación', 'Imágenes', 'Prototipado', 'Prototipado', 'Imágenes', 'Diseño', 'Diseño', 'Imágenes', 'Otros', 'Otros', 'Imágenes', and 'Color de Fondo'. The main canvas displays a design for a 'Escuela de Creadores' website. It features a pink background with sections for 'Programación', 'Prototipado', and 'Diseño'. Two blue 'TALLER MICROBIT' cards are selected, with a dimension box showing '335 x 130'. A blue arrow points from these cards to the 'Horizontal scrolling' option in the 'Interactions' panel on the right. The 'Interactions' panel is open, showing 'Horizontal scrolling' selected with a checkmark. Other options include 'No scrolling', 'Vertical scrolling', and 'Horizontal and vertical scrolling'. Below this, there are sections for 'Removing a connection' and 'Running your prototype'. The top right of the interface includes a 'Share' button, a user icon 'K', and a zoom level of '72%'. Two large green arrows point from the design cards to the 'Horizontal scrolling' option in the sidebar.

3. Posicionar el menú donde queremos que este

The screenshot shows the Axure RP interface with a mobile app prototype. The prototype consists of three main screens: 'Pantalla de inicio' (Home), 'Taller de Microbit', and 'Taller Arduino'. A navigation menu is visible at the bottom of the 'Pantalla de inicio' screen, containing icons for back, home, and search. A large green arrow points to this menu, indicating the focus of the task. The interface includes a top toolbar with various tool icons, a left sidebar with a 'Layers' panel listing elements like 'Login 2', 'Creacion de cuenta 2', etc., and a right sidebar with 'Design', 'Prototype', and 'Inspect' panels. The 'Design' panel shows dimensions (360 x 73) and constraints for the selected menu element.

4. En design seleccionar la opción de "Fix oosition"

The screenshot shows the Axure RP Design tool interface. On the left is a 'Layers' panel with a tree view containing elements like 'Login 2', 'Creacion de cuenta 2', 'Pantalla de inicio', and 'Taller de Microbit'. The main workspace displays a mobile app design with three screens: 'Pantalla de inicio', 'Taller de Microbit', and 'Taller Arduino'. A white navigation bar at the bottom of the 'Pantalla de inicio' screen is selected, with a bounding box and a '360 x 73' dimension label. On the right, the 'Design' panel is open, showing a 'Constraints' section where the 'Fix position when scrolling' checkbox is checked. A green arrow points to this checkbox. Another green arrow points to the 'Design' tab in the top right corner of the tool. The top of the interface includes a toolbar with various design tools and a 'Share' button.

¡Vamos tu puedes!

 **Tienes 5min**





 Un breve
Descanso de



Actividad 3:

Scroll Horizontal



Desafío:
Ahora prueba tu!



¡Vamos tu puedes!

 **Tienes 5min**

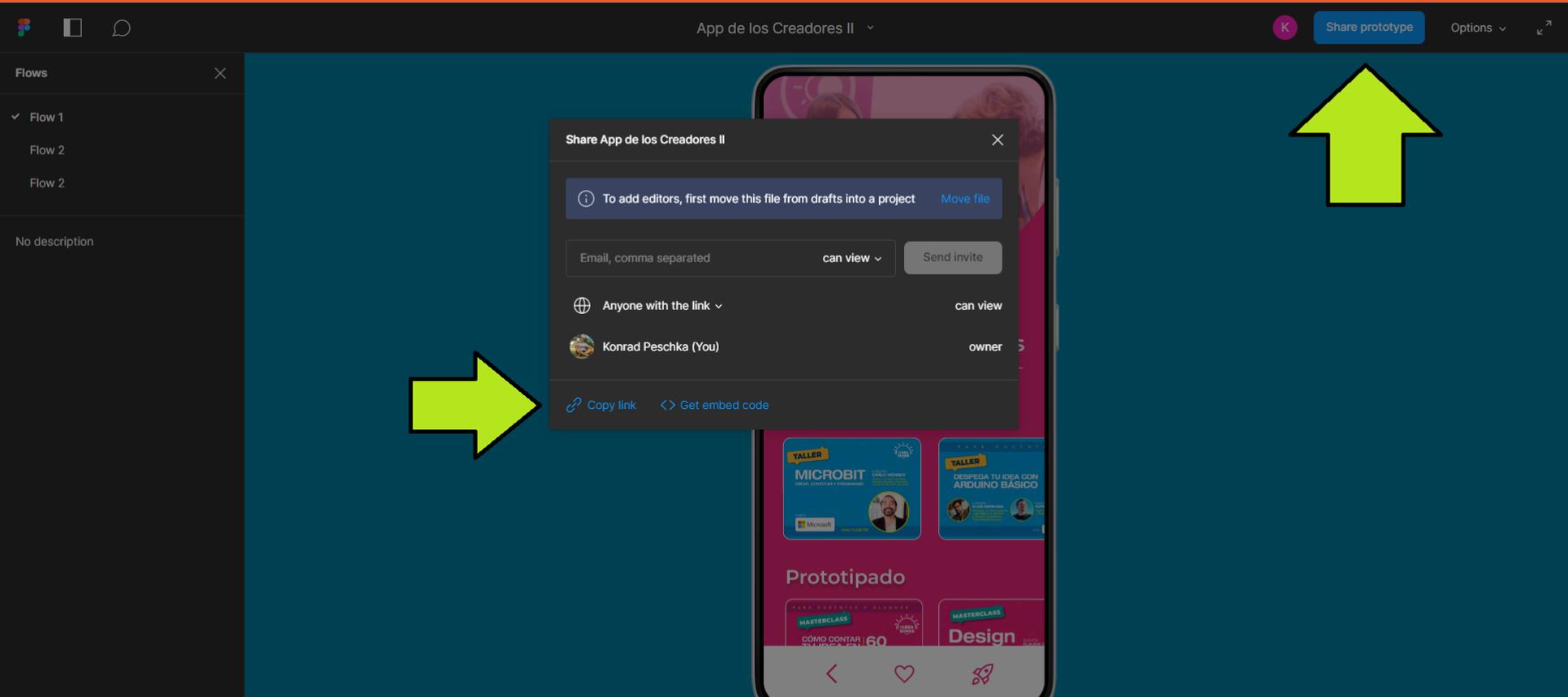




Actividad 4:

Ahora si, probemos
en el celular 

1.Opcion de enviar el link directo del navegador



The screenshot displays the Axure RP software interface. At the top right, there is a 'Share prototype' button. A yellow arrow points to this button. In the center, a 'Share App de los Creadores II' dialog box is open. Inside this dialog, there is a 'Copy link' option at the bottom, which is highlighted by another yellow arrow. The background shows a mobile app prototype with various educational cards for 'TALLER MICROBIT' and 'TALLER DESPIEGA TU IDEA CON ARDUINO BÁSICO', and 'MASTERCLASS' sections for 'CÓMO CONTAR TU IDEAS EN 60' and 'Design'.

2.Descargar la app de Figma y logearte con tu cuenta

FIGMA TO STORE

Design Template Automation





Desafío:
Comparte
tu app!

Opcion de enviar el link directo del navegador

The image shows a mobile application interface with a dark teal background. At the top, there is a navigation bar with the text "App de los Creadores II" and a "Share prototype" button. A "Share App de los Creadores II" dialog box is open in the center, displaying sharing options. A yellow arrow points to the "Copy link" option at the bottom of the dialog. Another yellow arrow points to the "Share prototype" button in the top right corner of the app interface. The background of the app shows a grid of educational content cards, including "TALLER MICROBIT" and "TALLER DESPIGA TU IDEA CON ARDUINO BÁSICO".

Share App de los Creadores II

To add editors, first move this file from drafts into a project [Move file](#)

Email, comma separated can view Send invite

Anyone with the link can view

Konrad Peschka (You) owner

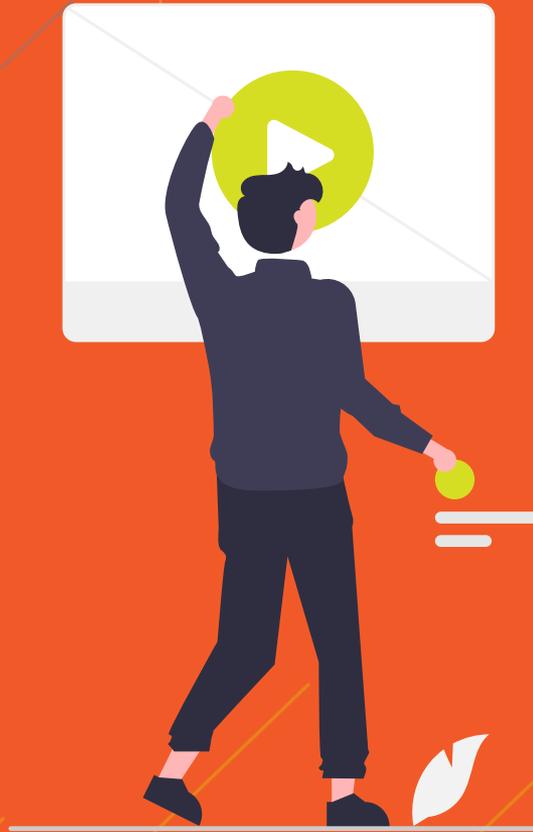
[Copy link](#) [Get embed code](#)

Share prototype

¡Vamos tu puedes!

 **Tienes 5min**





Ejemplos de aplicación

TAI aprendizaje– LC 2021



¿Que te llevas
de este taller?





LOS **CREA
DORES**
CHILE



¡MUCHAS
GRACIAS!

@LOSCREADORESCHILE
#ESTIEMPODECREADORES