Everyone Can Code

Project Presentation

This Everyone Can Code presentation is designed for use in educational settings. It can be customised, duplicated or shared for the purpose of the content, curriculum or age level of the learners for educational purposes. The presentation can also be used as a template for educator-made tutorials. The images, video or audio in this presentation should not duplicated or shared for commercial purposes or used in a way in which it was not originally intended.

Design a Simple App

Everyone Can Code

This instructional presentation showcases iPadOS 16.3, Keynote for iPad version 13.0 and Swift Playgrounds for iPad version 4.3. User interface elements may vary depending on the software version installed on your device.

Design a Simple App

Use Keynote to design a simple app meant to make your day — or someone else's — better.

Project Example >

Brainstorm and Plan >	40 mins
Keynote Prototype >	40 mins
Evaluate >	15 mins
Promote Your App >	25 mins

Estimated time: 2 hrs

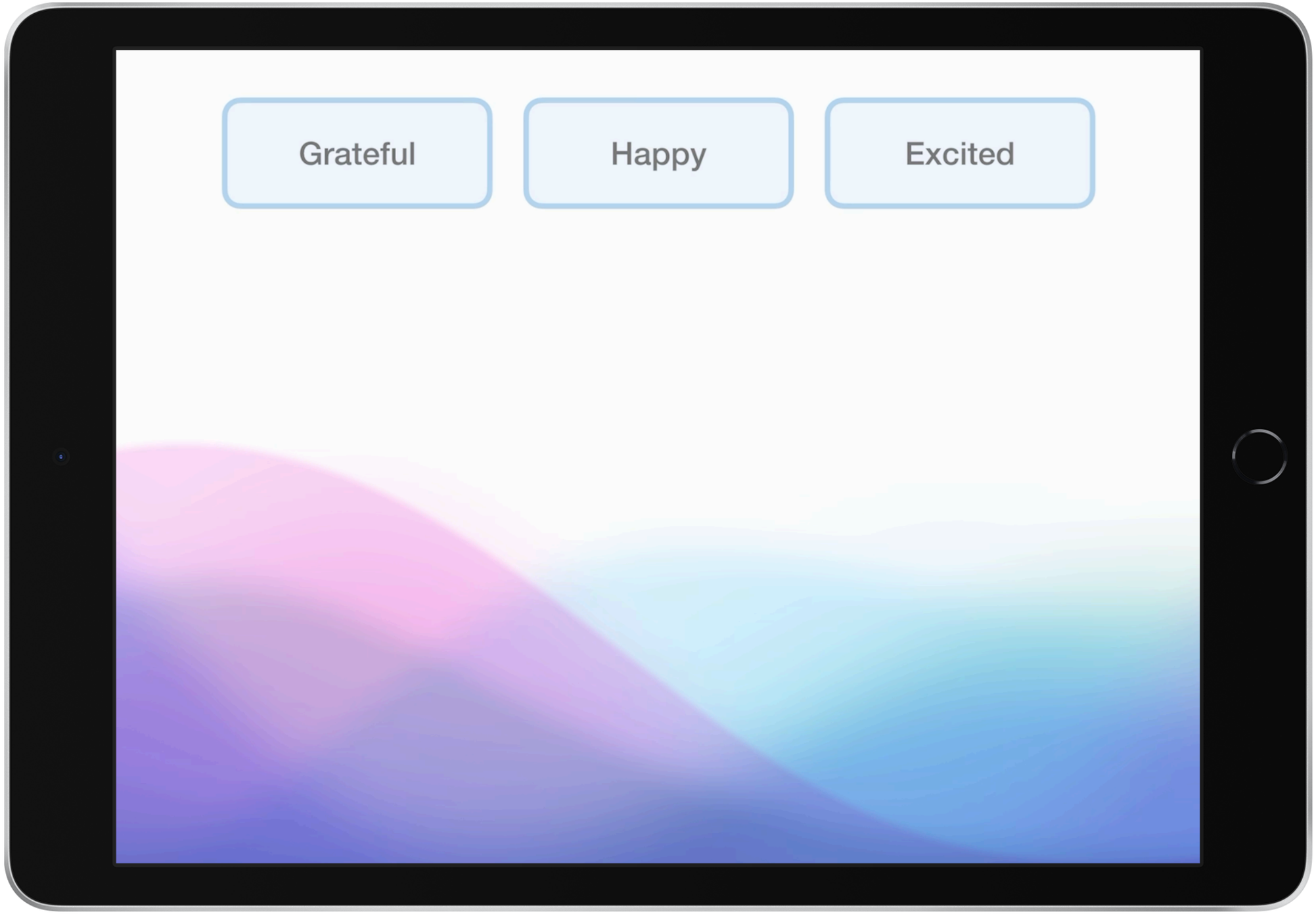
Swipe right from the left edge of the screen to show the slide navigator. Swipe left over the slide navigator to hide.

EDIT

Allows you to customise the current Keynote.

Show and hide presenter notes.

The presenter notes icon at the bottom of a screen indicates there is extra information in Presenter Notes.


Grateful
Happy
Excited

What you'll learn:

- Practise rapid prototyping and collect feedback
- Design an app in Keynote
- Mock up an app product page

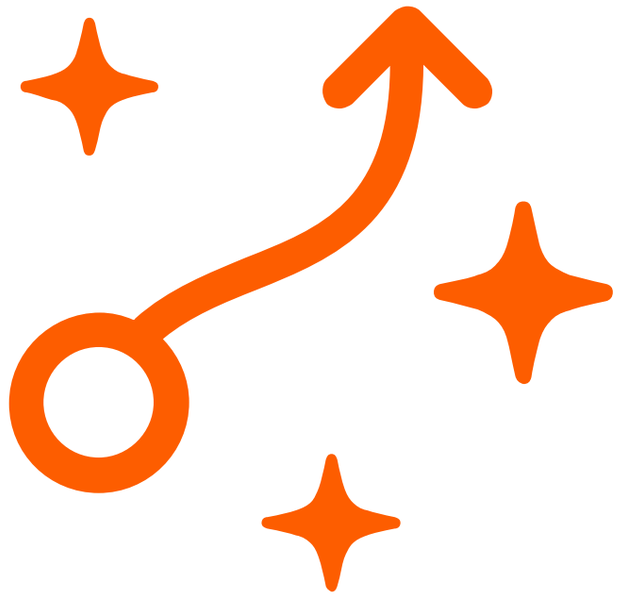
What you'll need:

Keynote for iPad

Tutorial 1

Brainstorm and Plan

Prepare and sketch designs for a simple app.



Estimated time:
40 mins

Step 1

Generate ten ideas in 10 minutes for an app that makes your day — or someone else's — better.

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

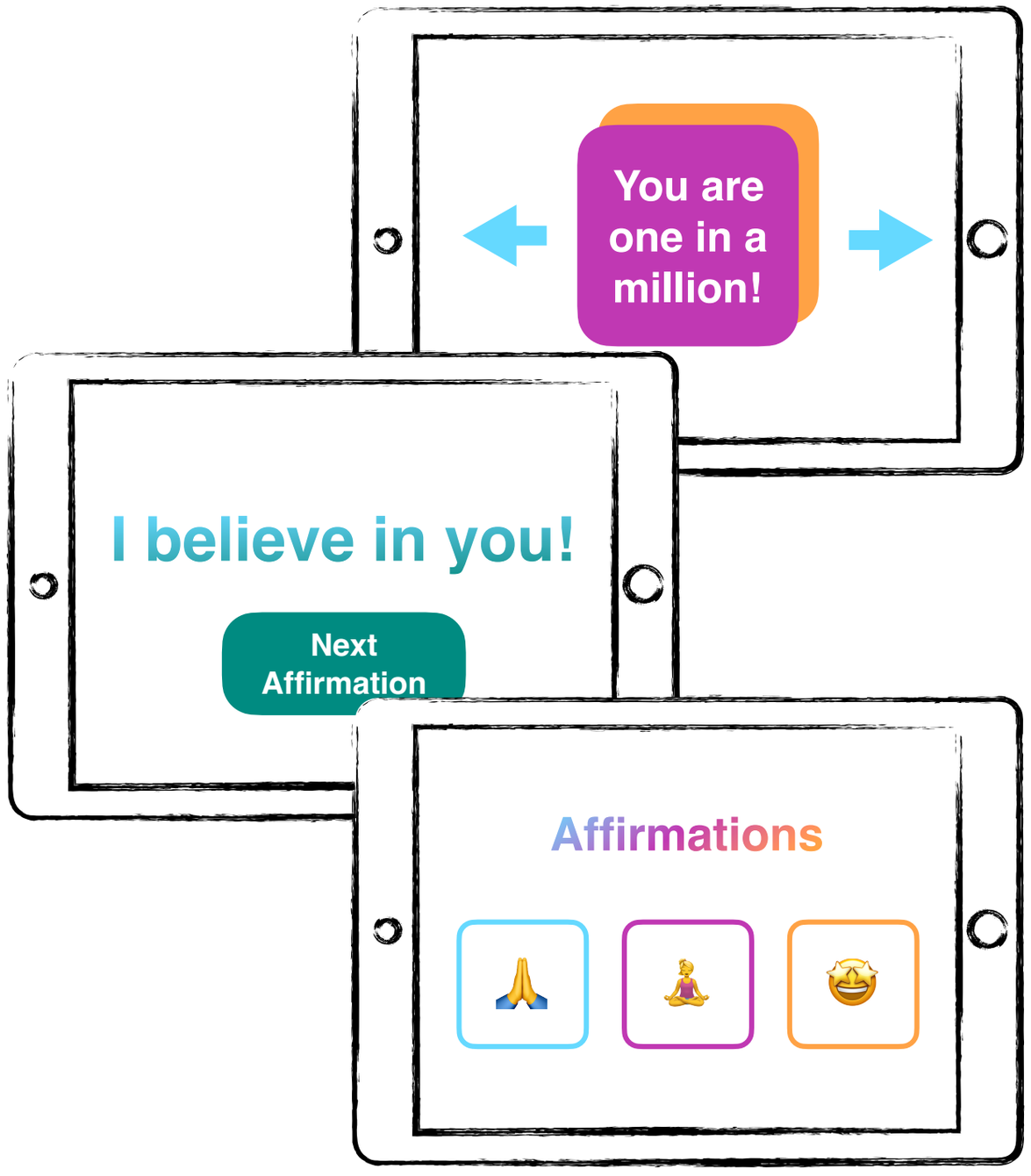
Step 2

Ask three to five people to look at your app ideas and drag a star next to the idea they like best.

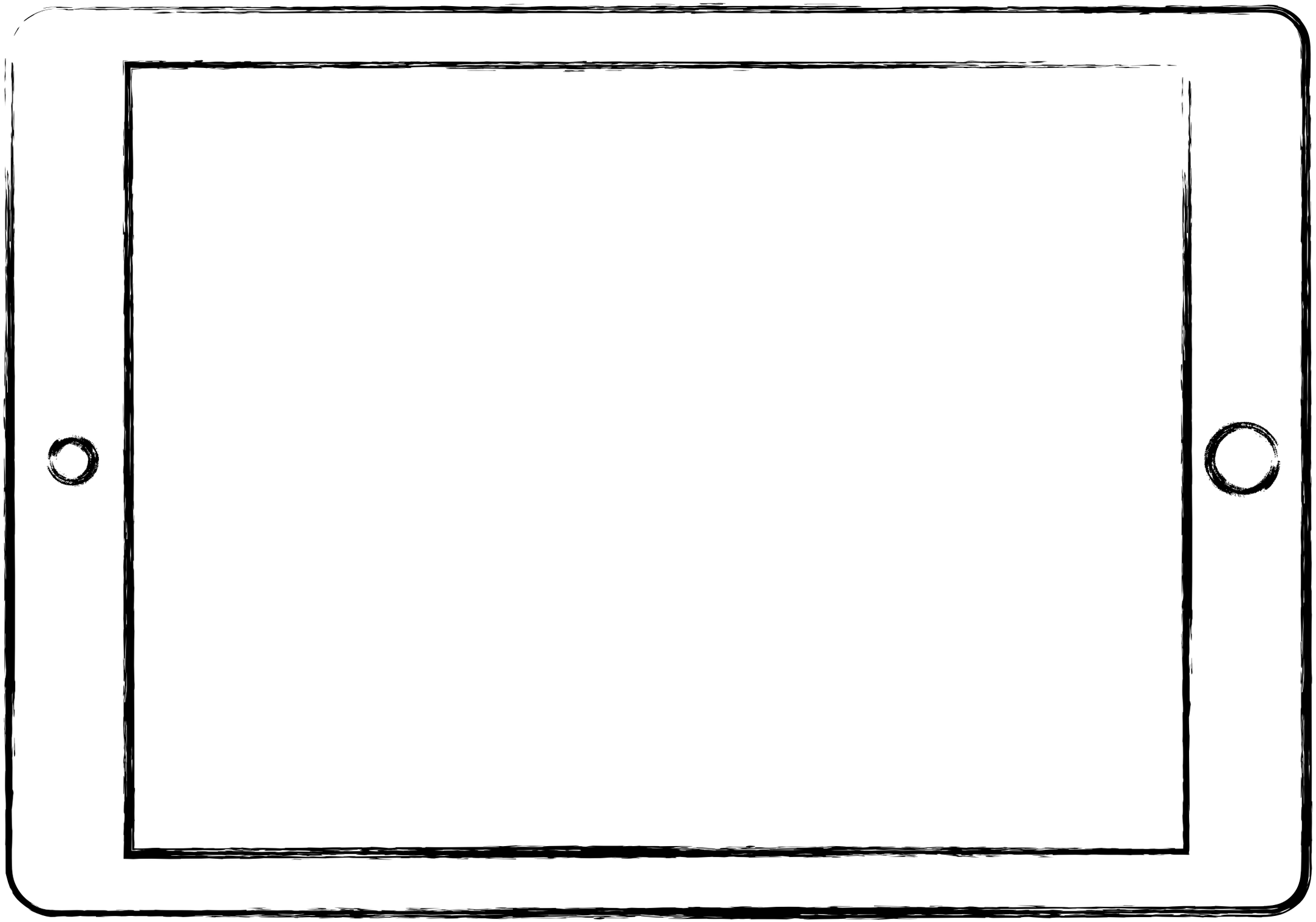
Step 3

Rapid prototyping helps you think creatively about what your app could look like or how it could work.

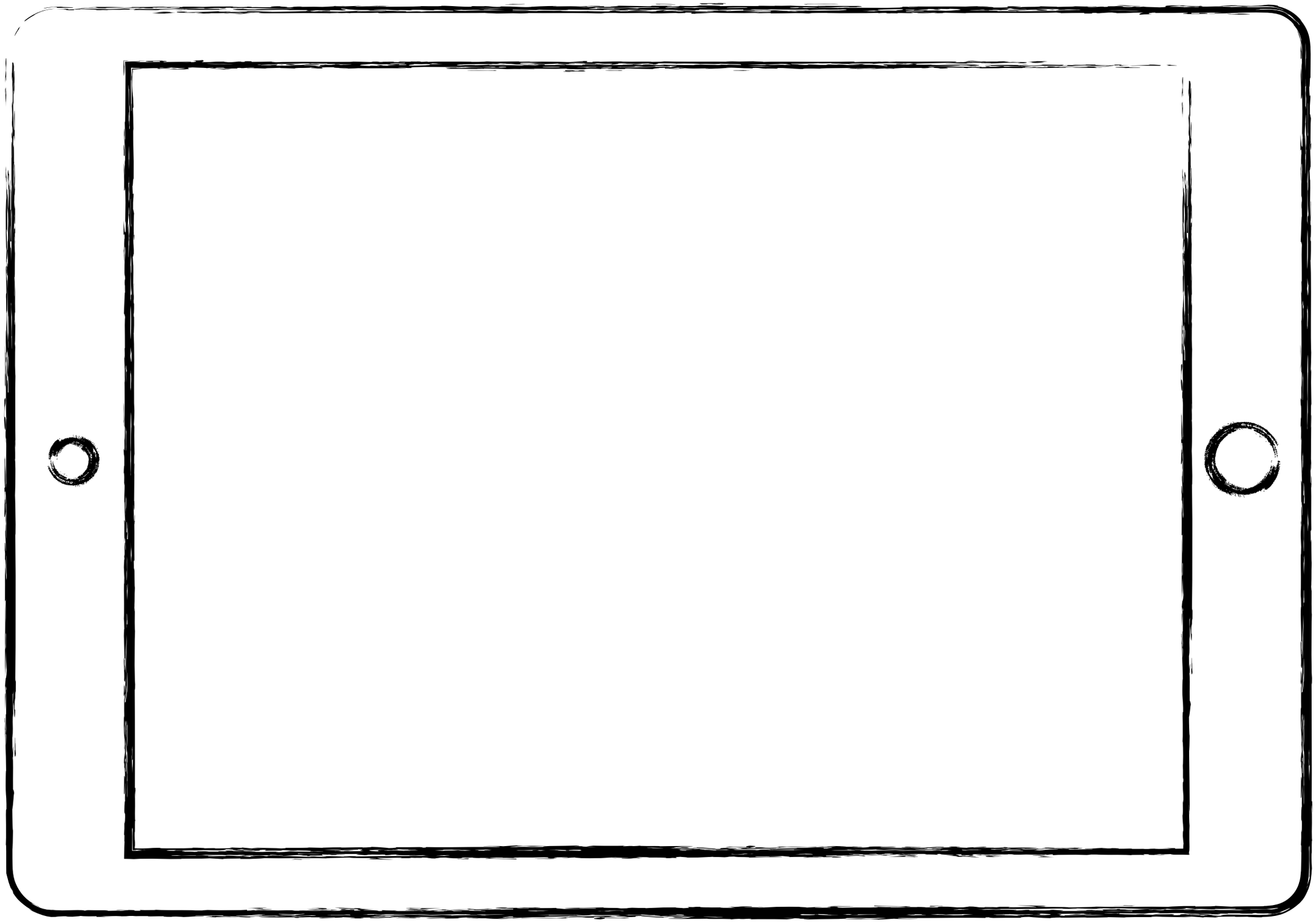
Use the following slides to sketch five rapid prototypes in 15 minutes.



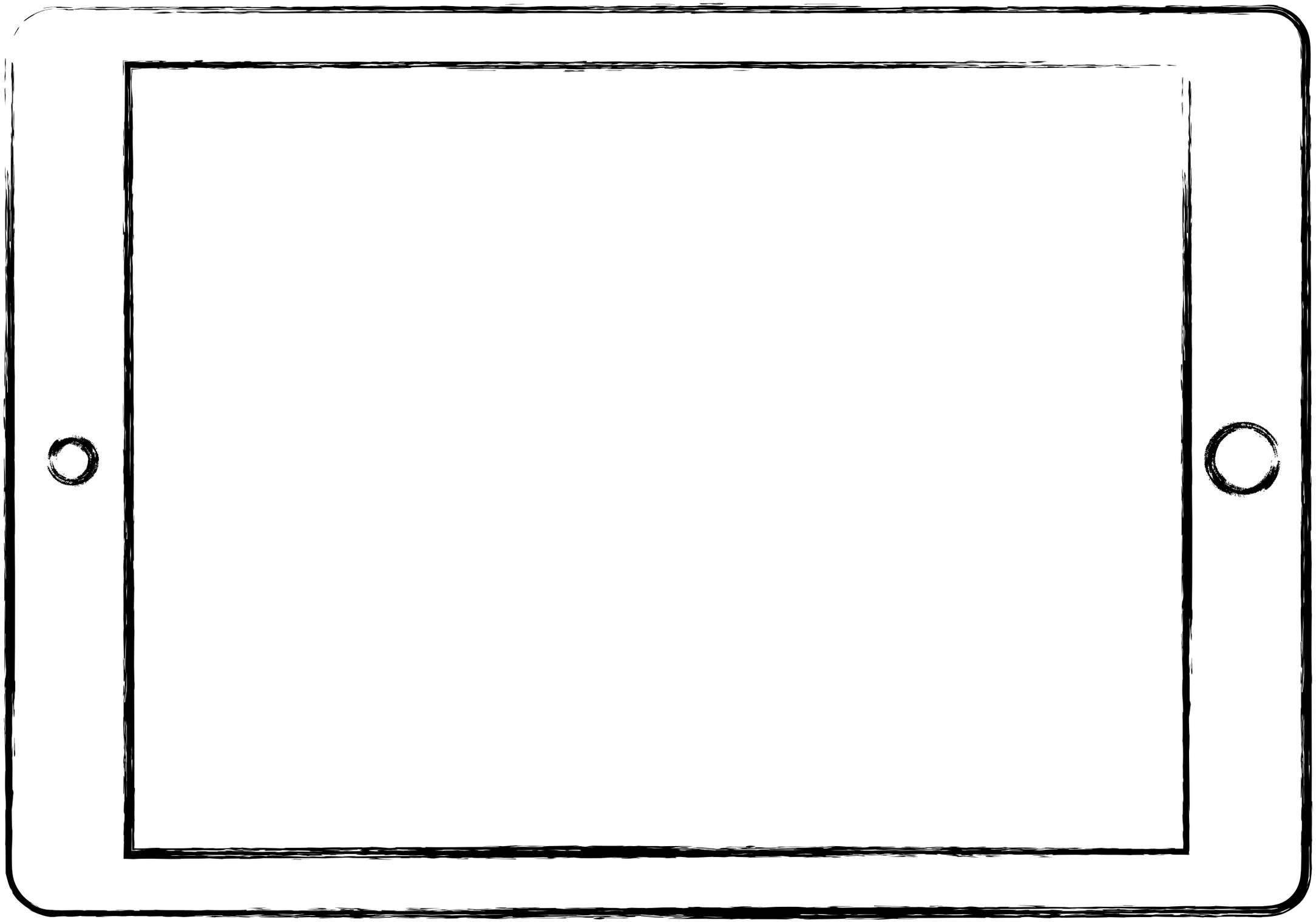
1



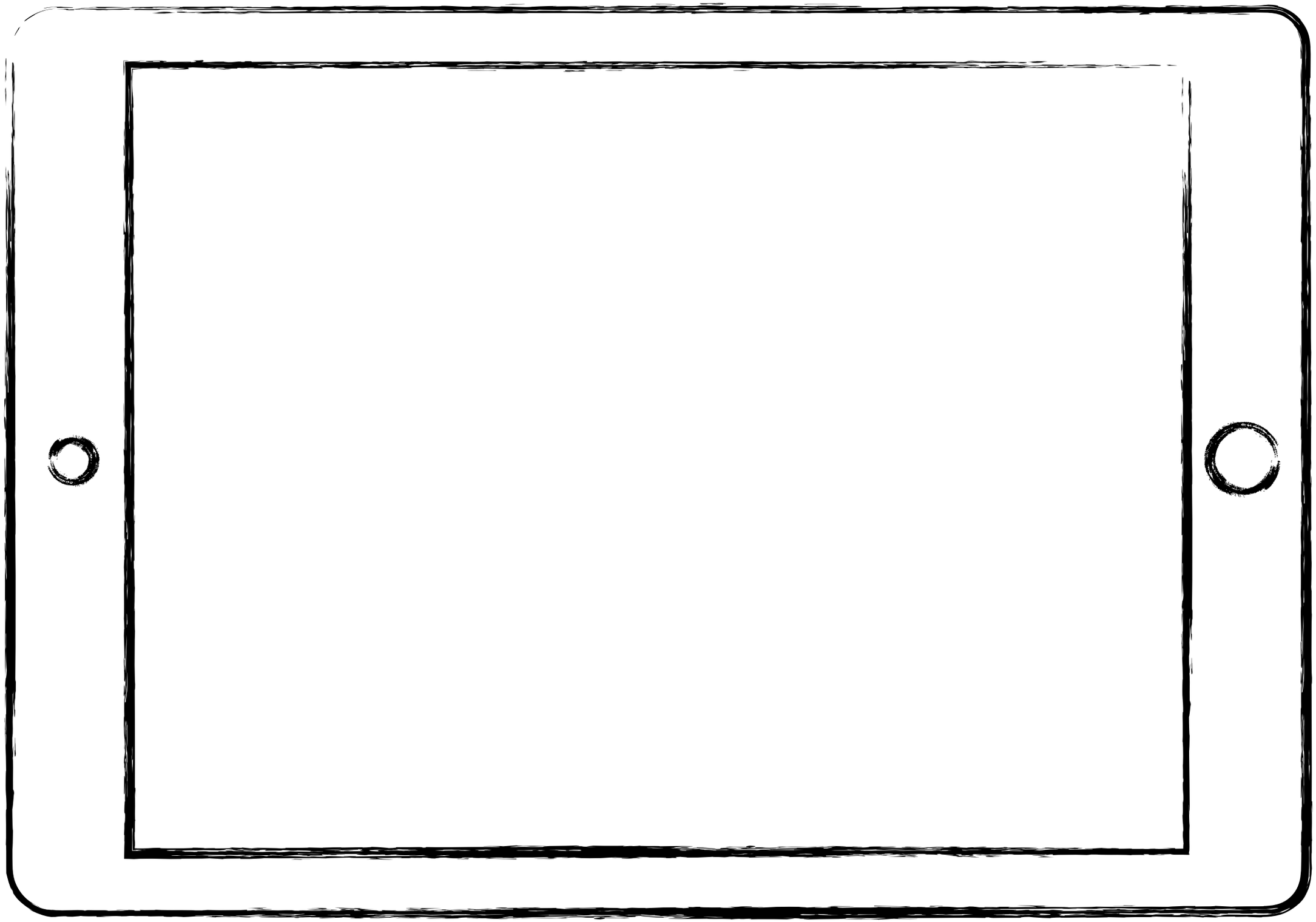
2



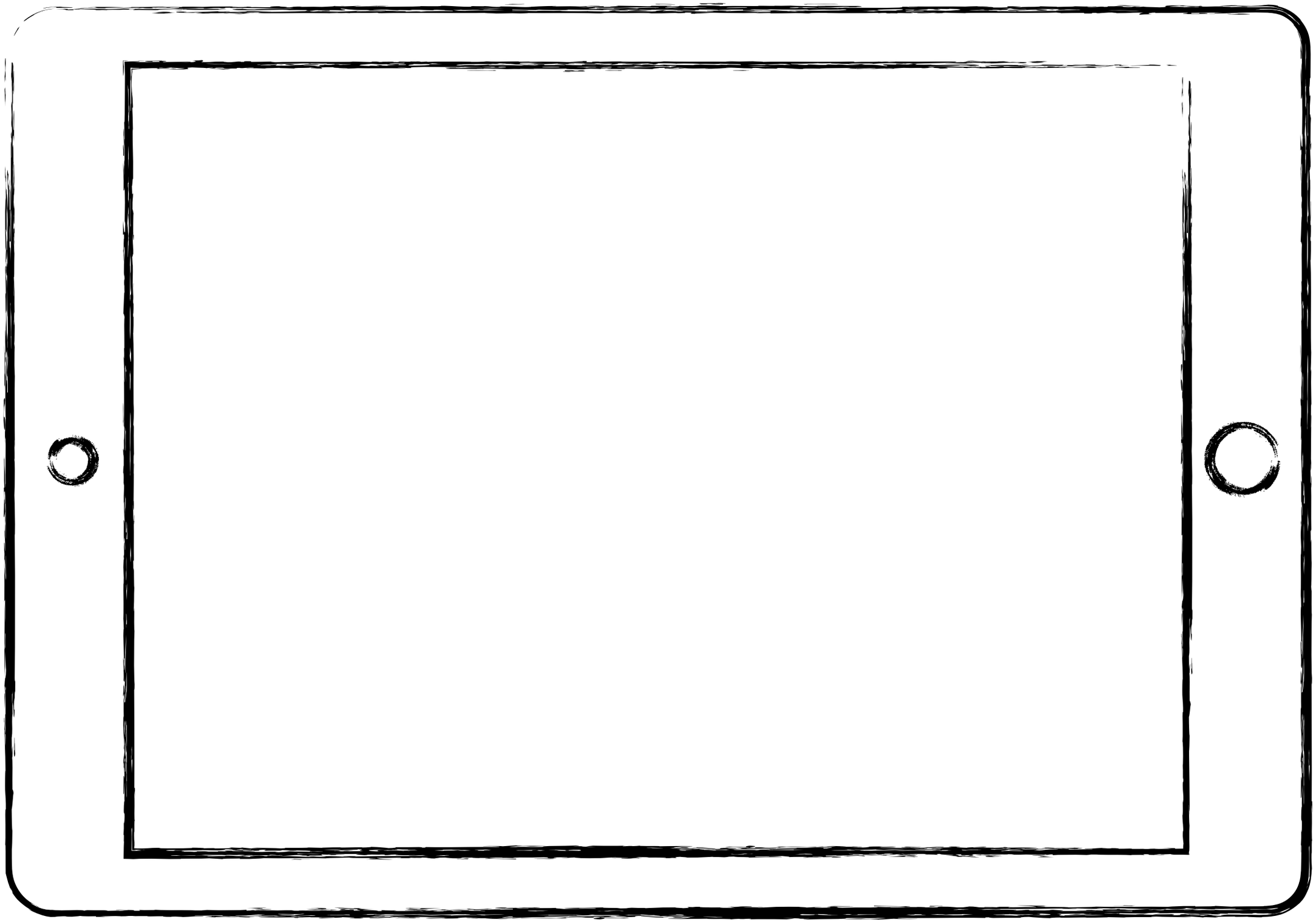
3



4

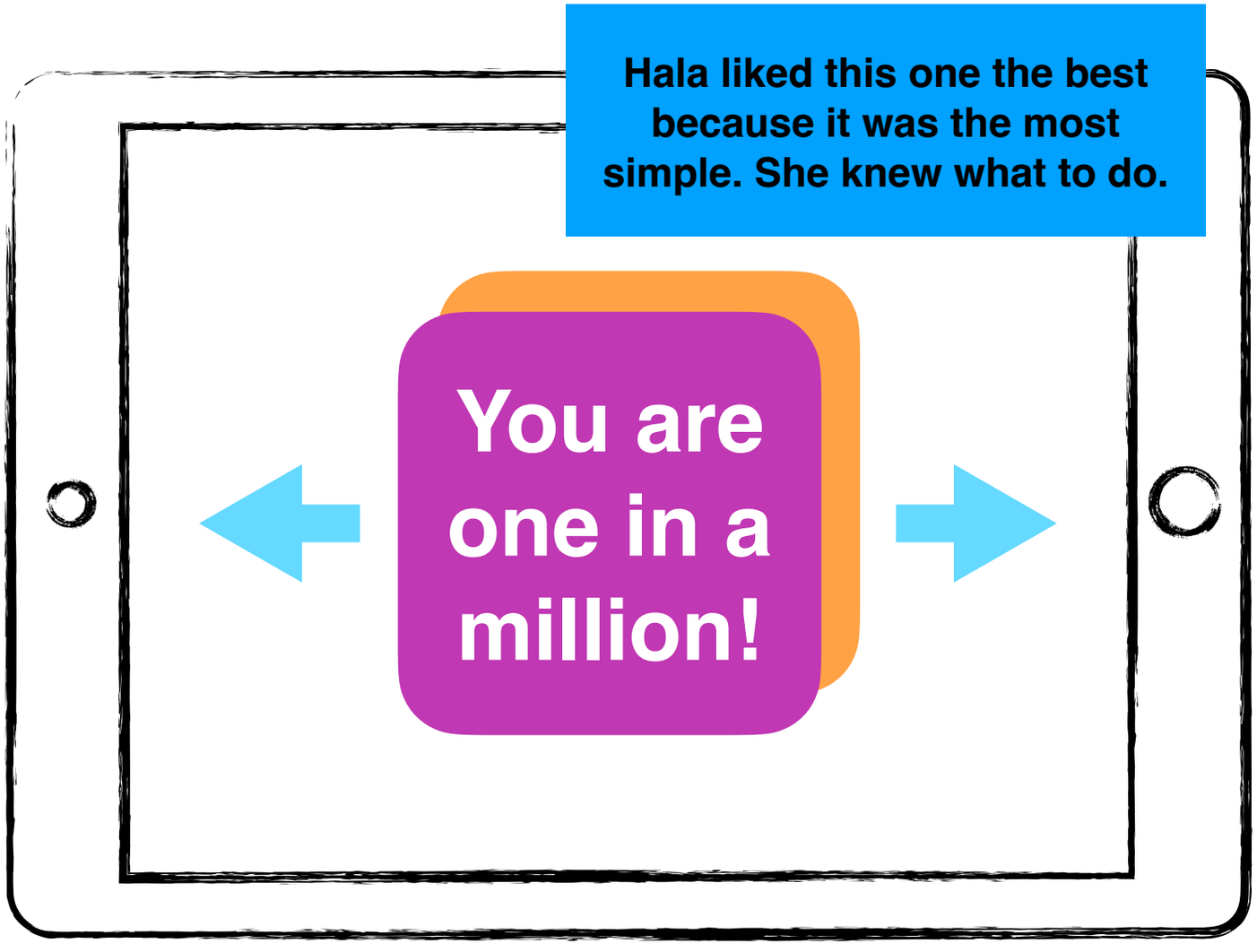


5



Step 4

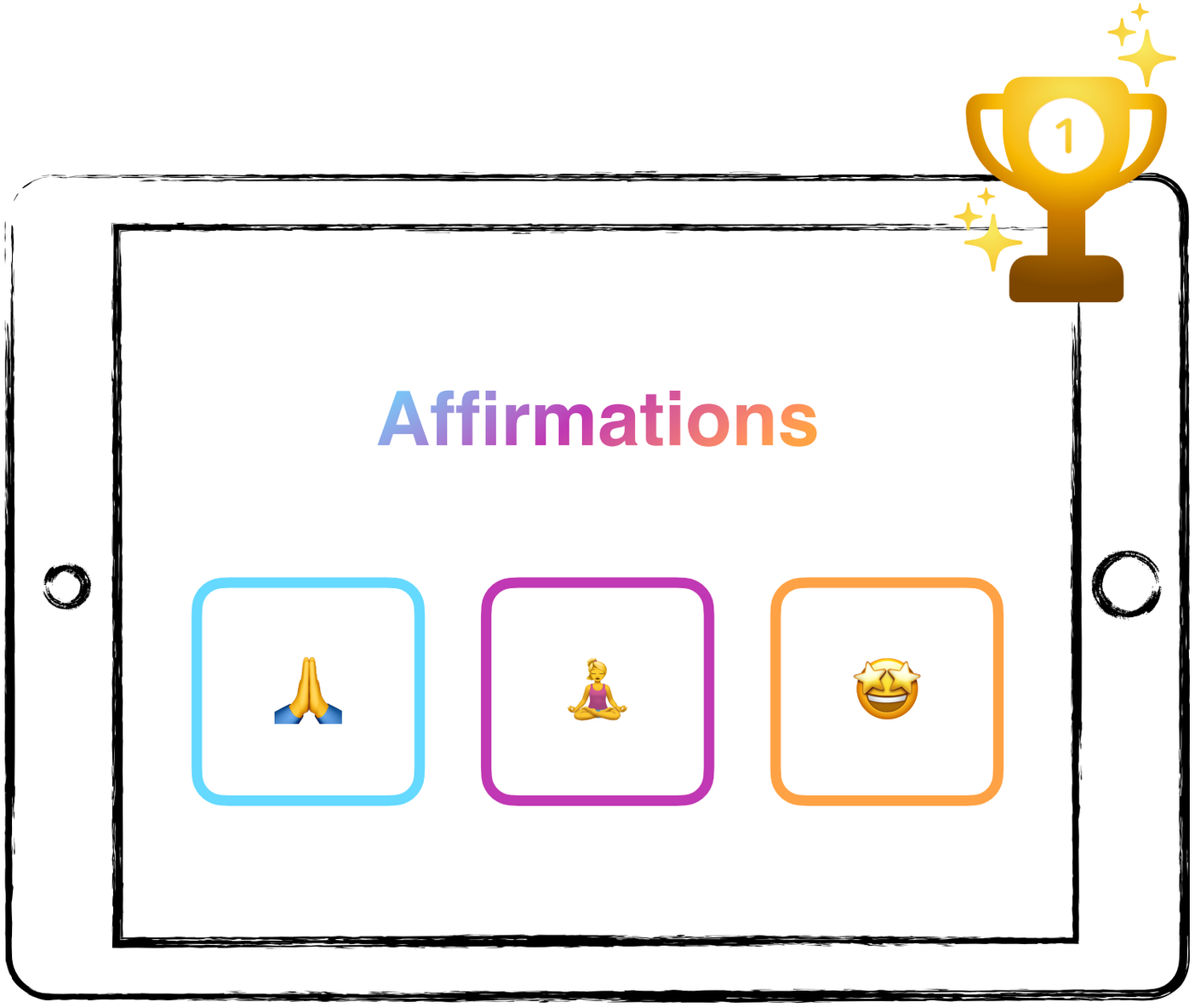
Show your designs to at least three people and ask for feedback.



Step 5

Using the feedback you collected, decide on a design to move forwards with.

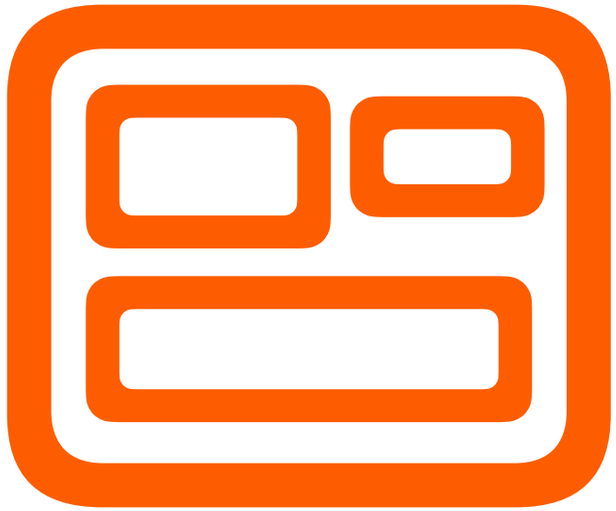
Cut the trophy graphic below and paste it on the winning design.



Tutorial 2

Keynote Prototype

In Keynote, create a prototype of your app.

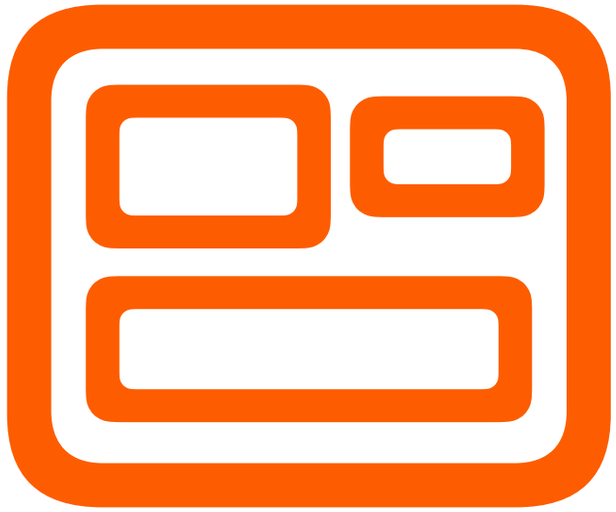


Estimated time:
40 mins

Section 1

Create your Keynote prototype

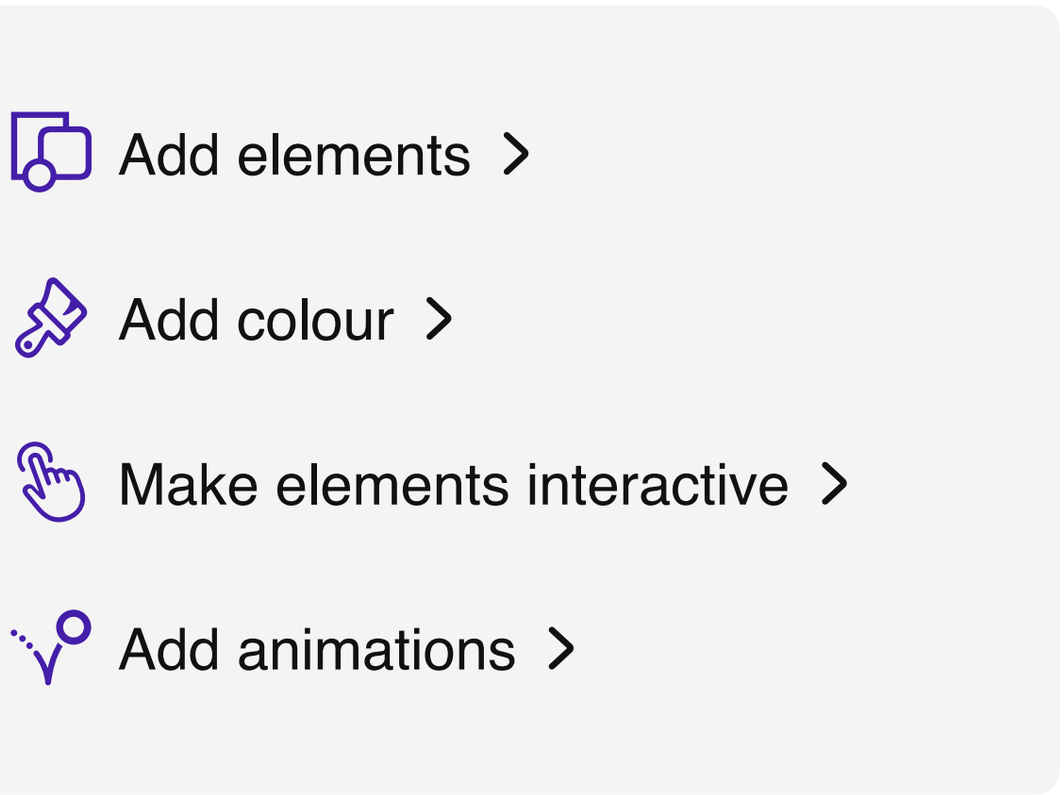
Use the blank slide provided to make your prototype. Duplicate the slide if needed.



Section 2

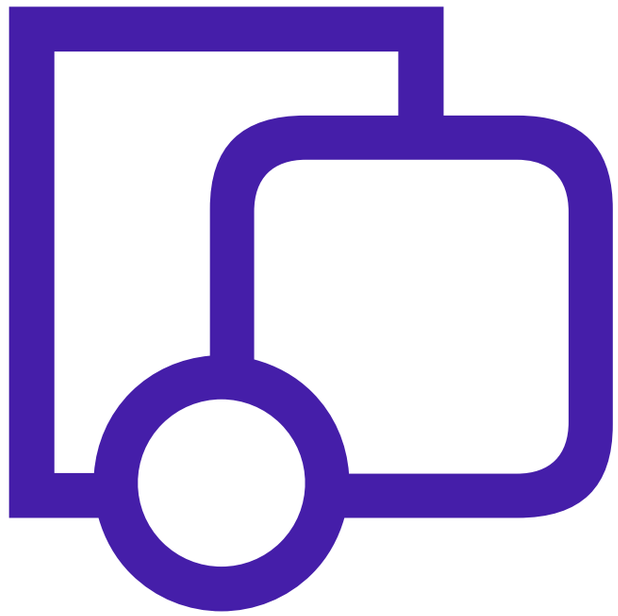
Explore Keynote tools

Learn about the following features of Keynote that you might want to use in your app. Each section uses the Affirmations app as an example.



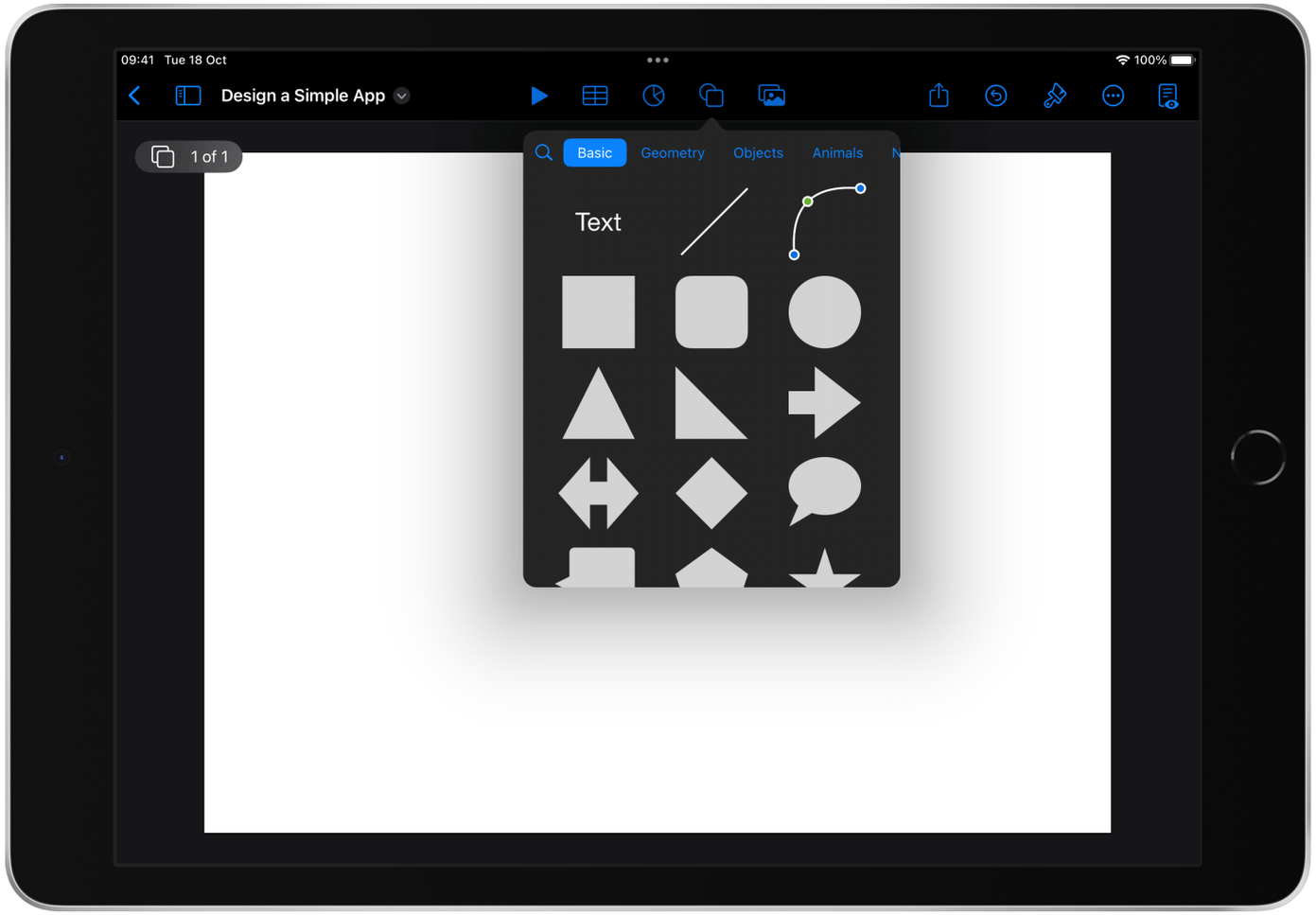
Add elements

Add text, lines and shapes.



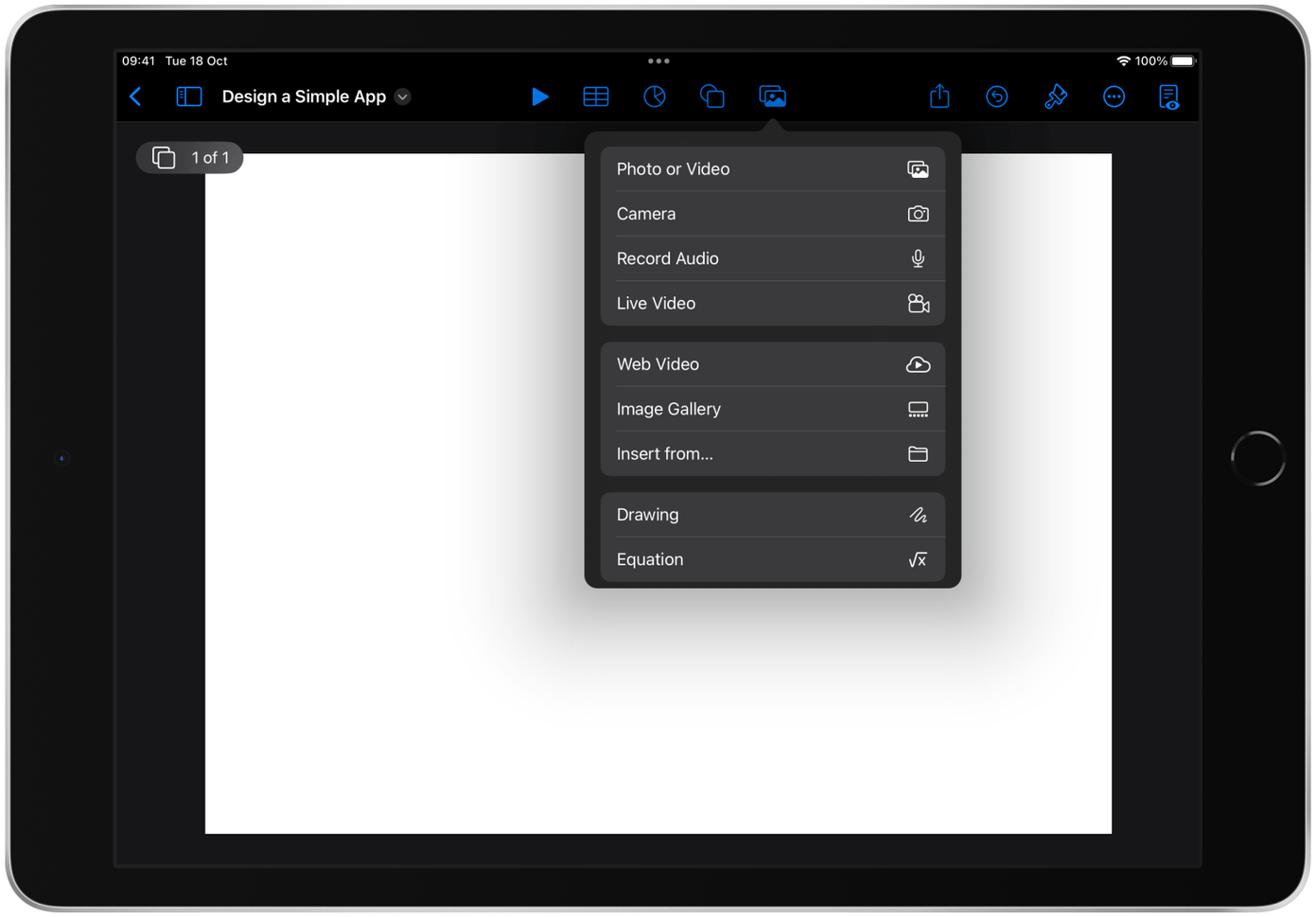
Step 1

To add text, lines or shapes, tap Shapes and choose an element.



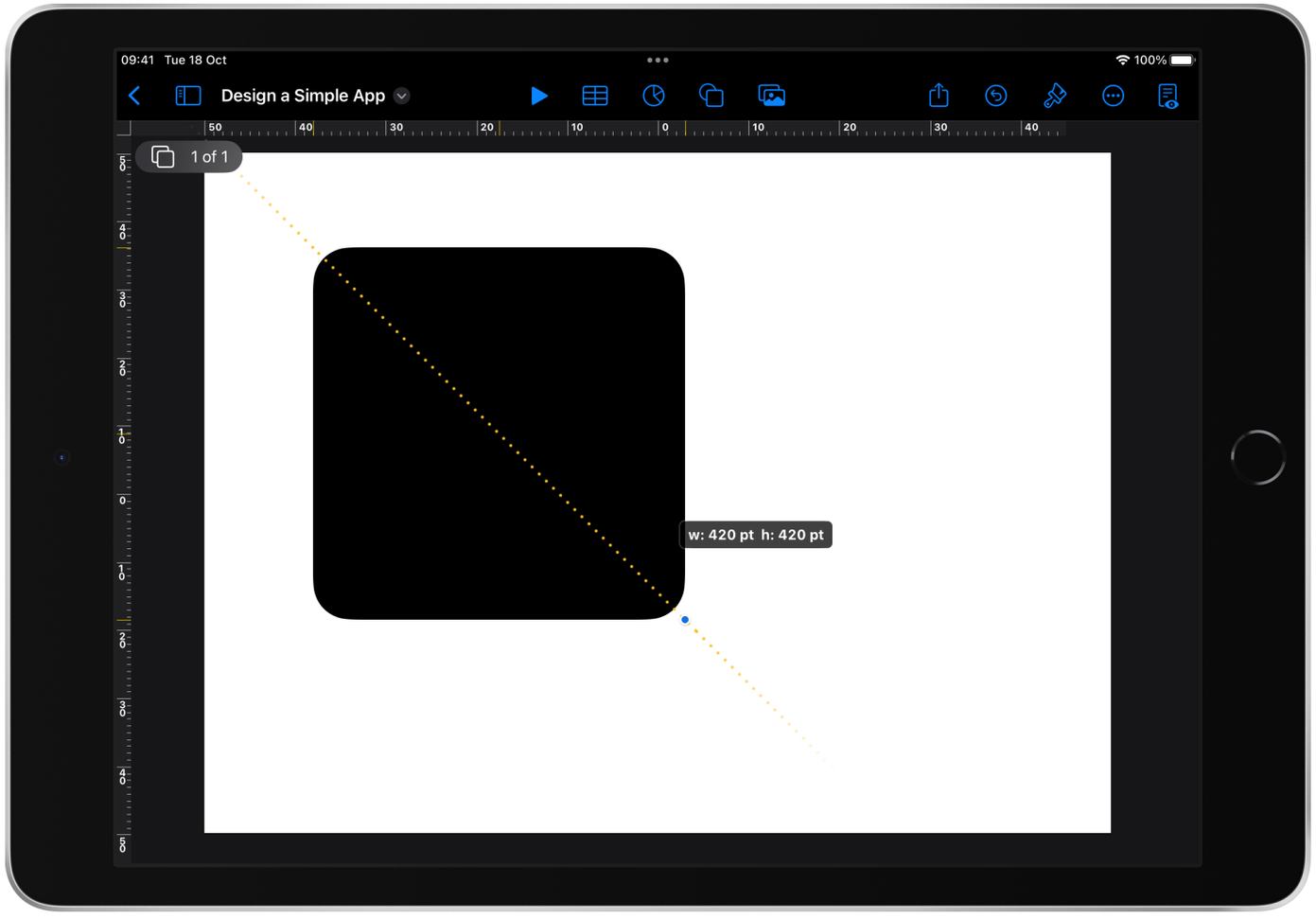
Step 2

Tap Media to add images, audio, drawings or video.



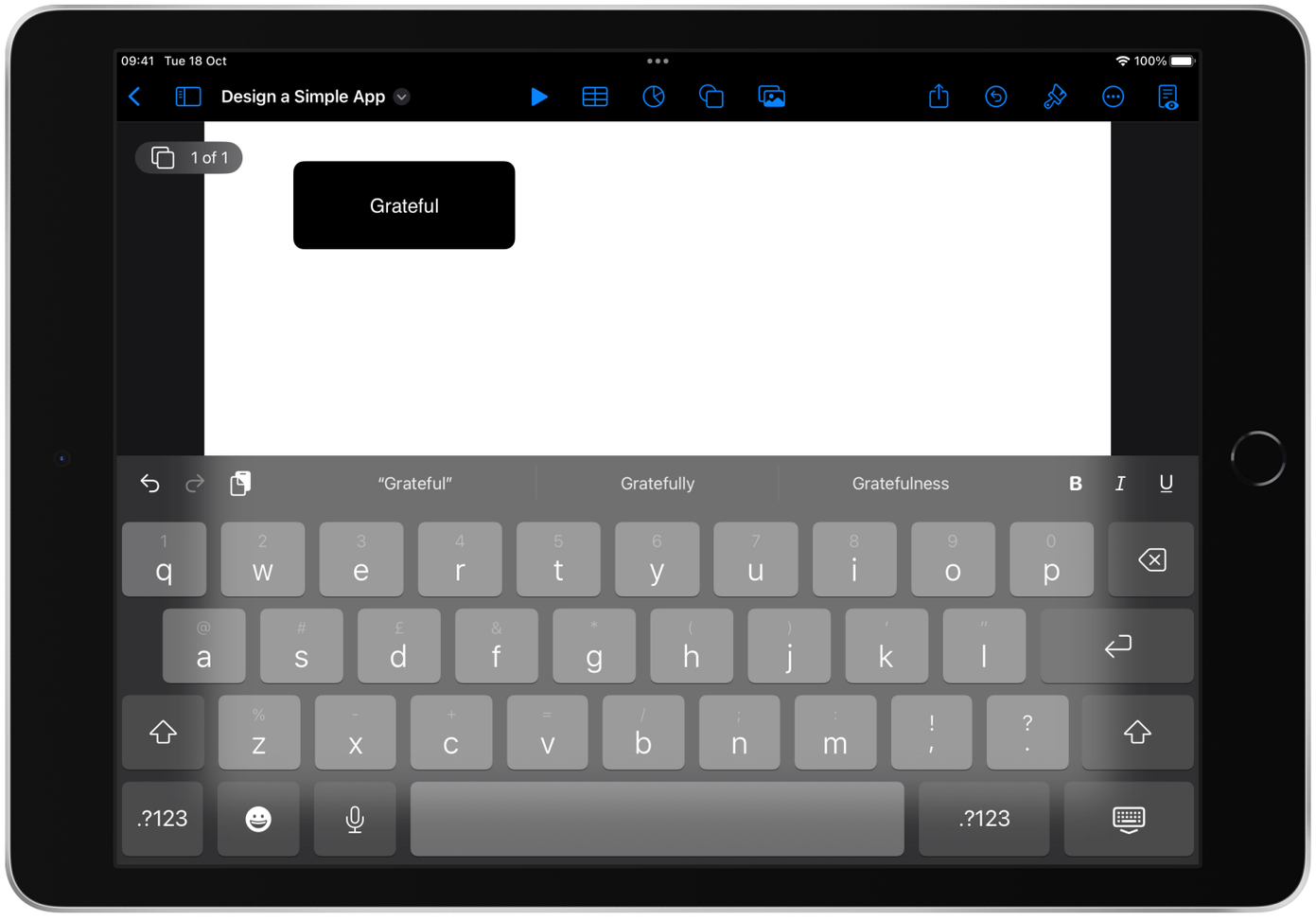
Step 3

To resize a shape or image, drag the blue corners to the desired location.



Step 4

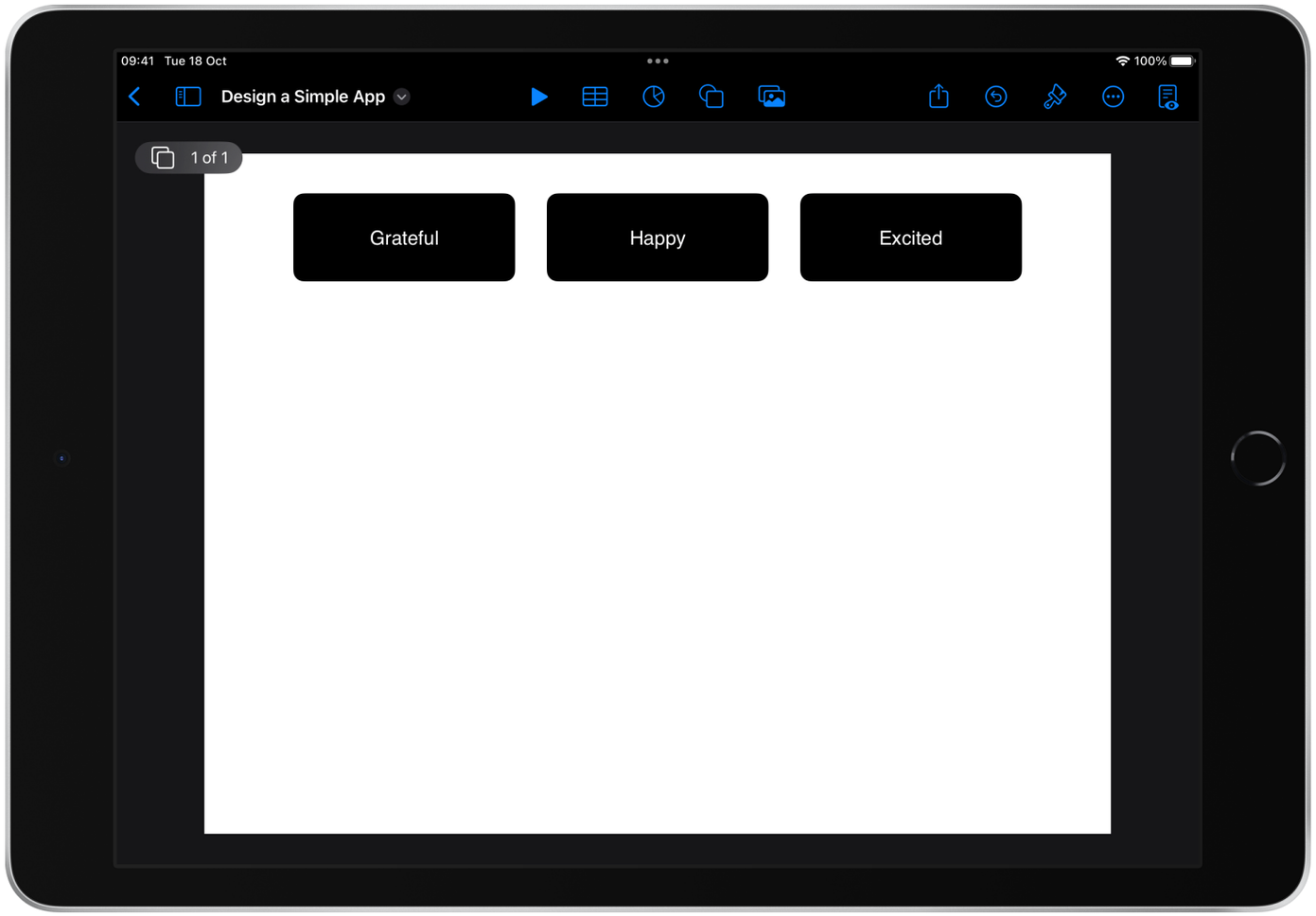
Double-tap on a shape to add text.



Step 5

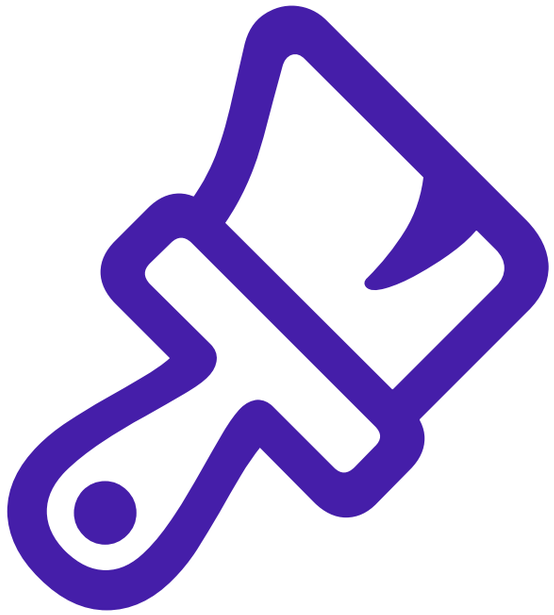
Add all the elements for your app and size them correctly.

Consider titles, images and buttons.



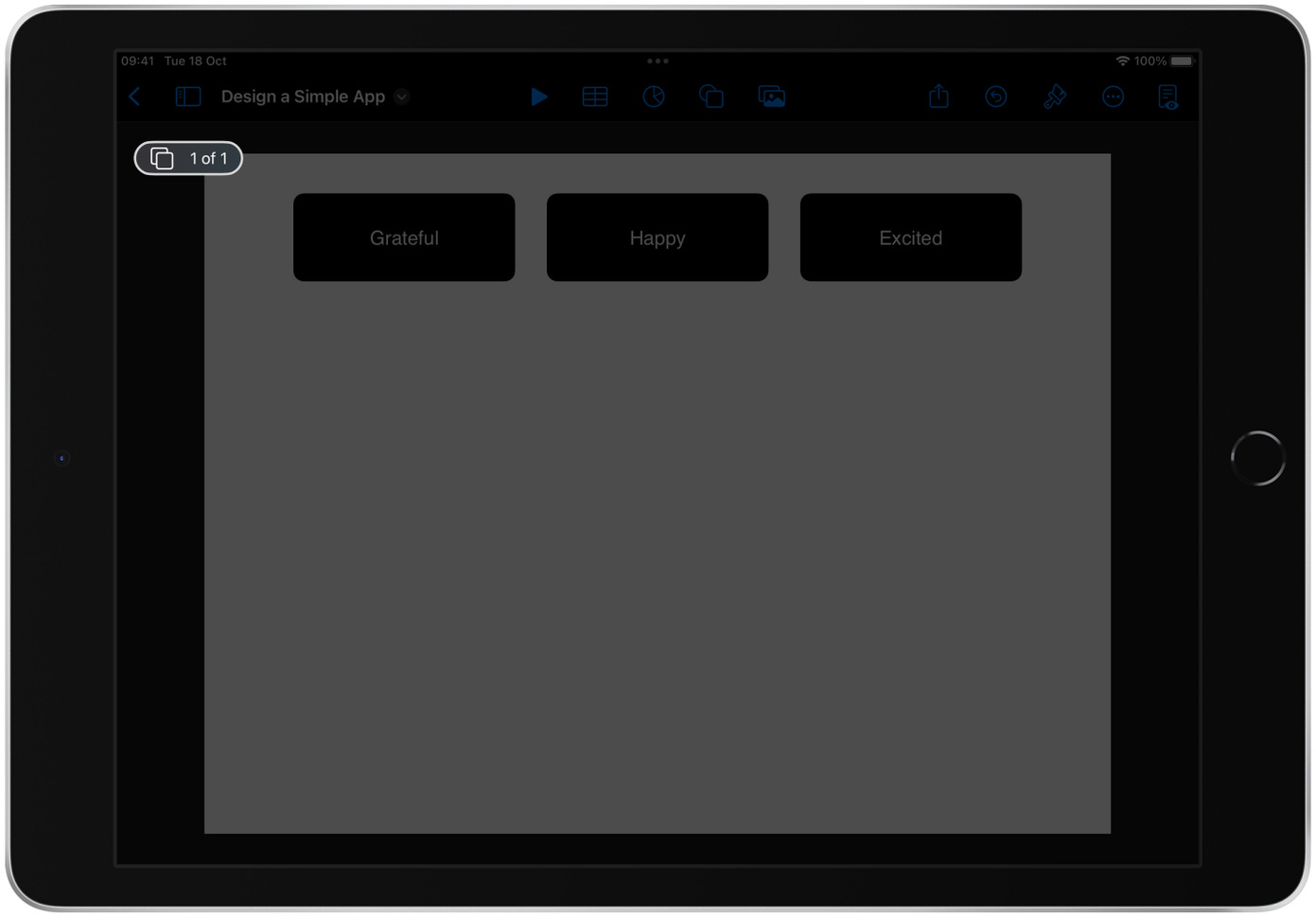
Add colour

Edit the colour and transparency of elements in your prototype.



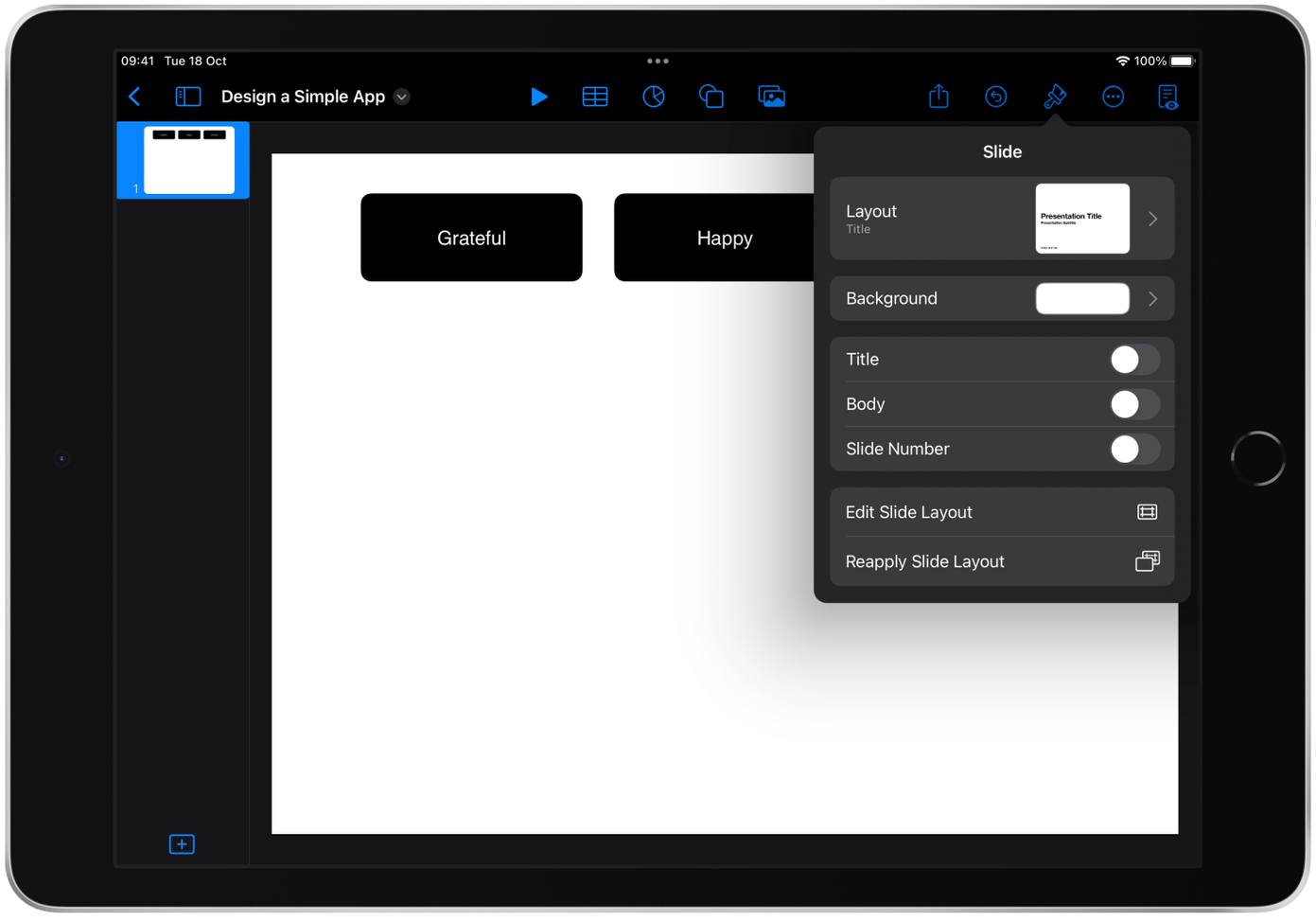
Step 1

Show the slide navigator.



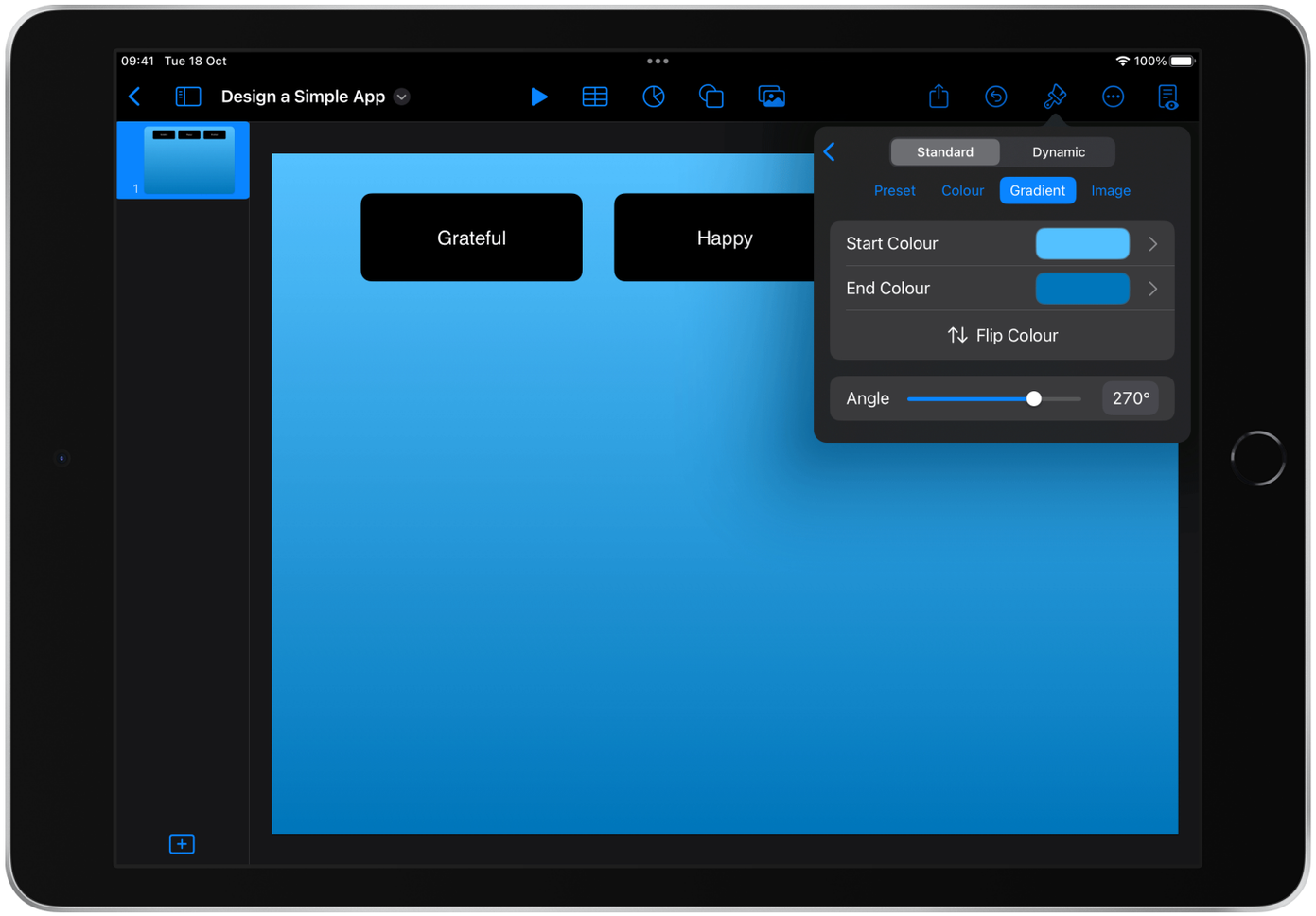
Step 2

Change the background by selecting the slide and tap Format .



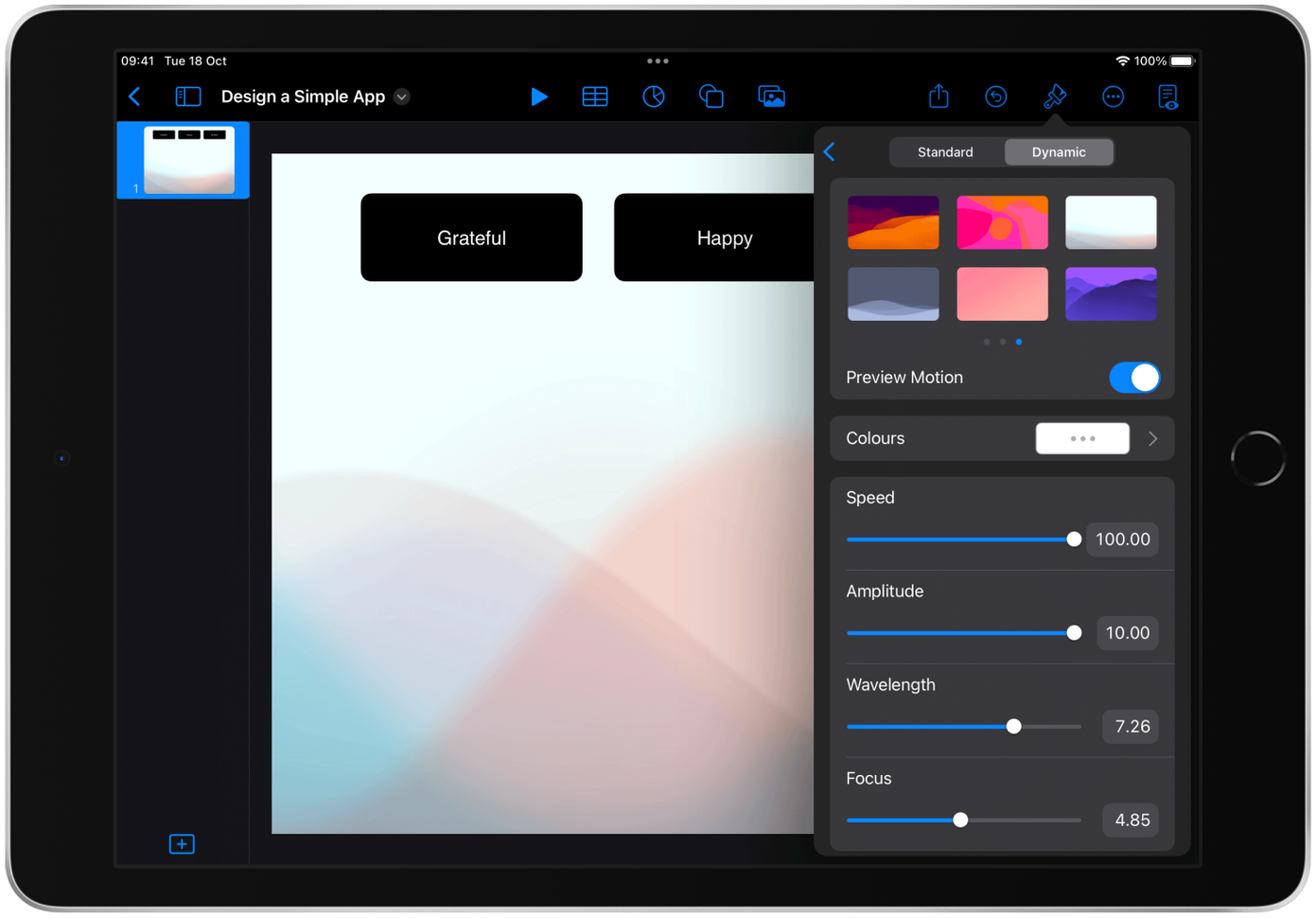
Step 3

Tap Background and choose a colour, gradient or image.



Step 4

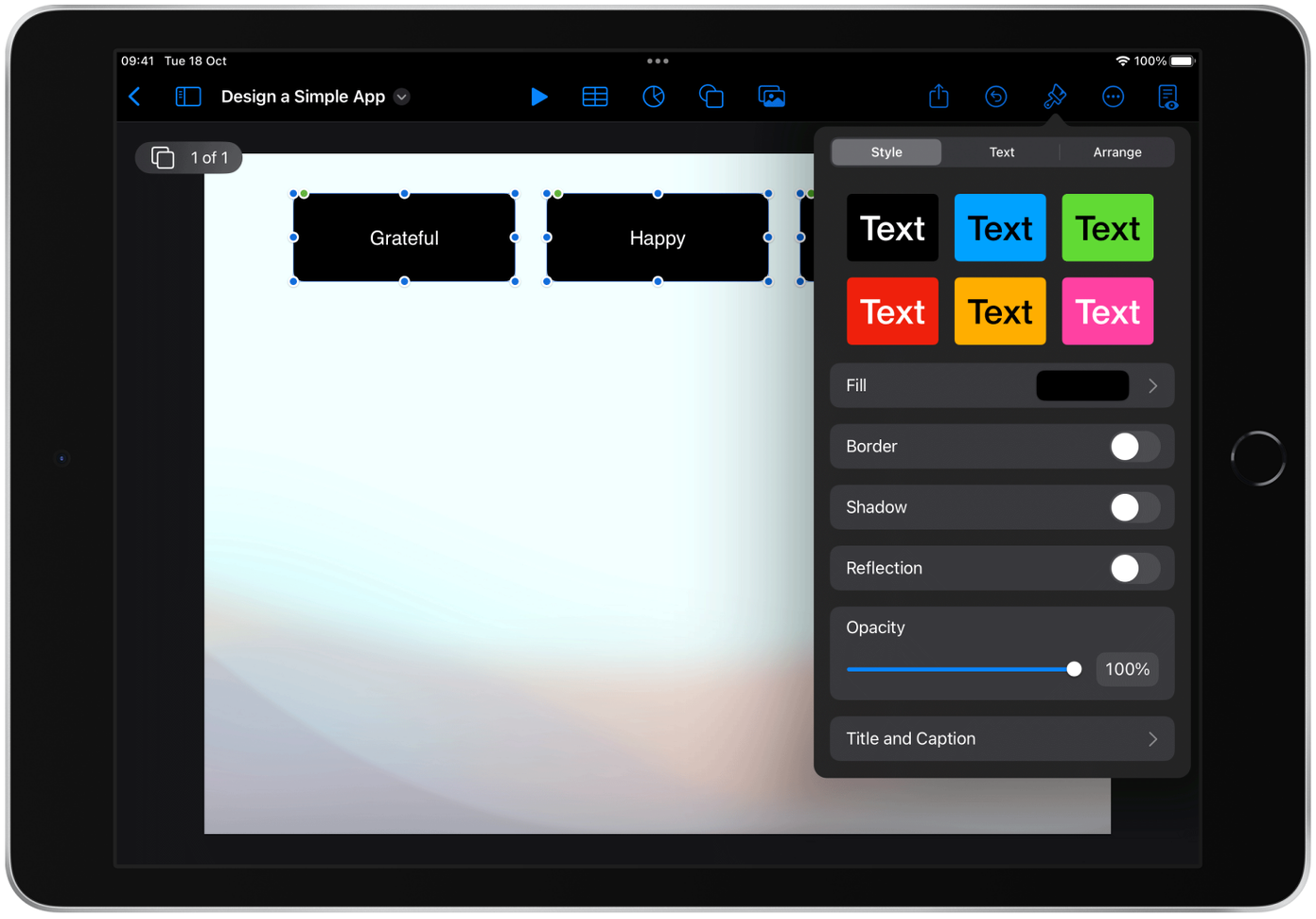
Tap Dynamic to add a moving background.



Step 5

Change the colour of a shape:

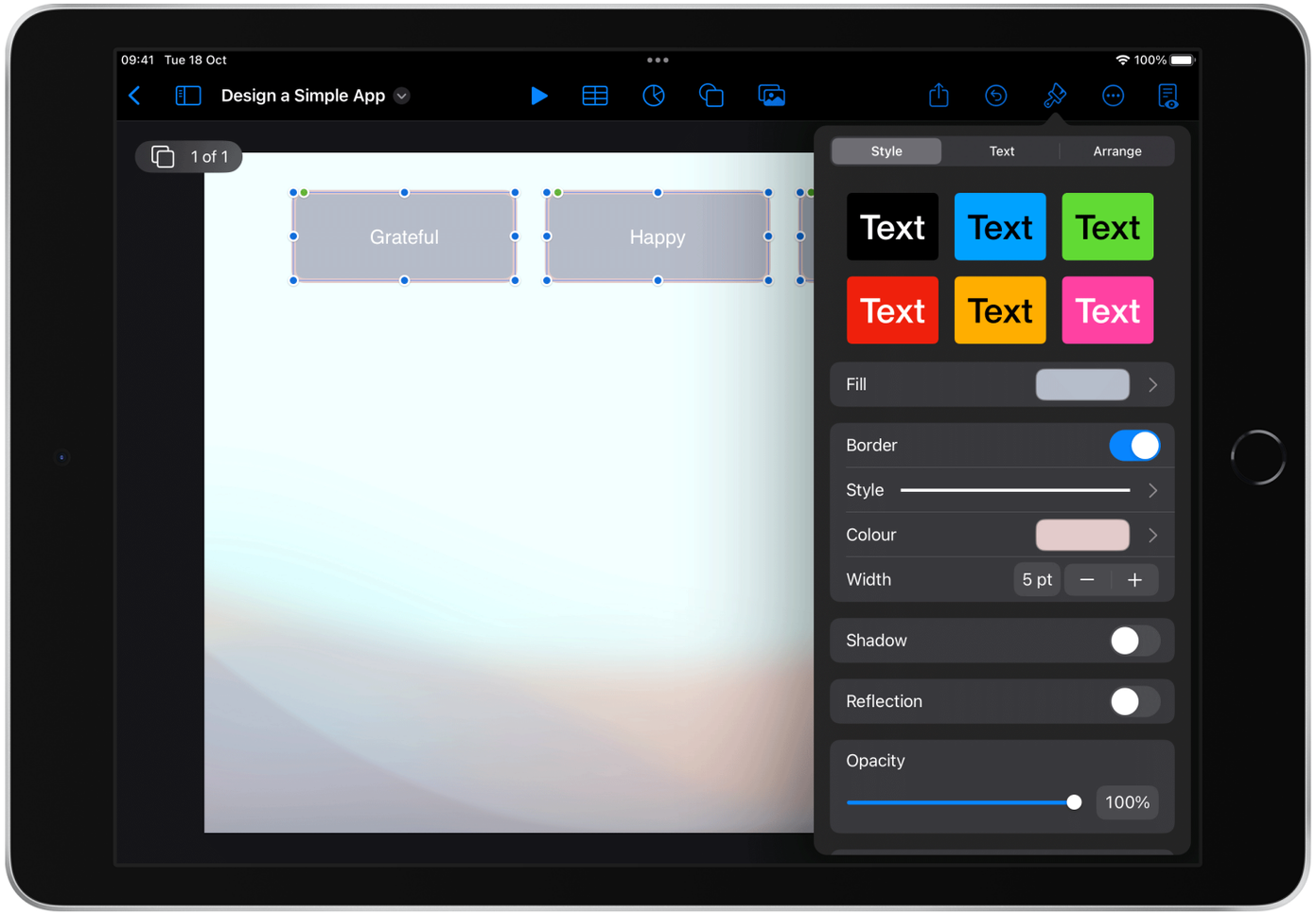
- Tap the shape (or multiple shapes)
- Tap Format
- Tap Fill



Step 6

Use the opacity slider to adjust the transparency of an element:

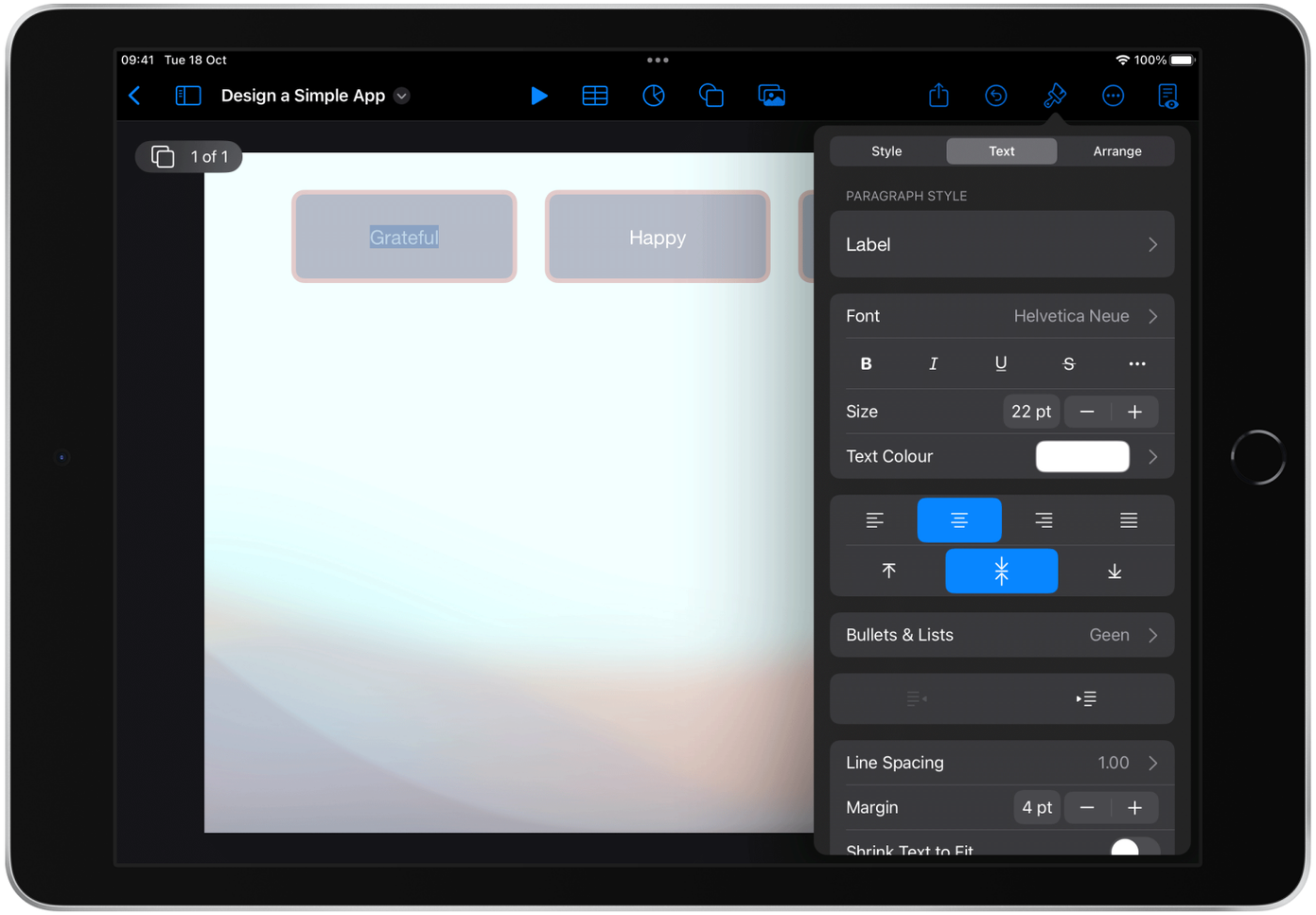
- Select the element
- Tap Format
- Slide the opacity slider to the desired transparency



Step 7

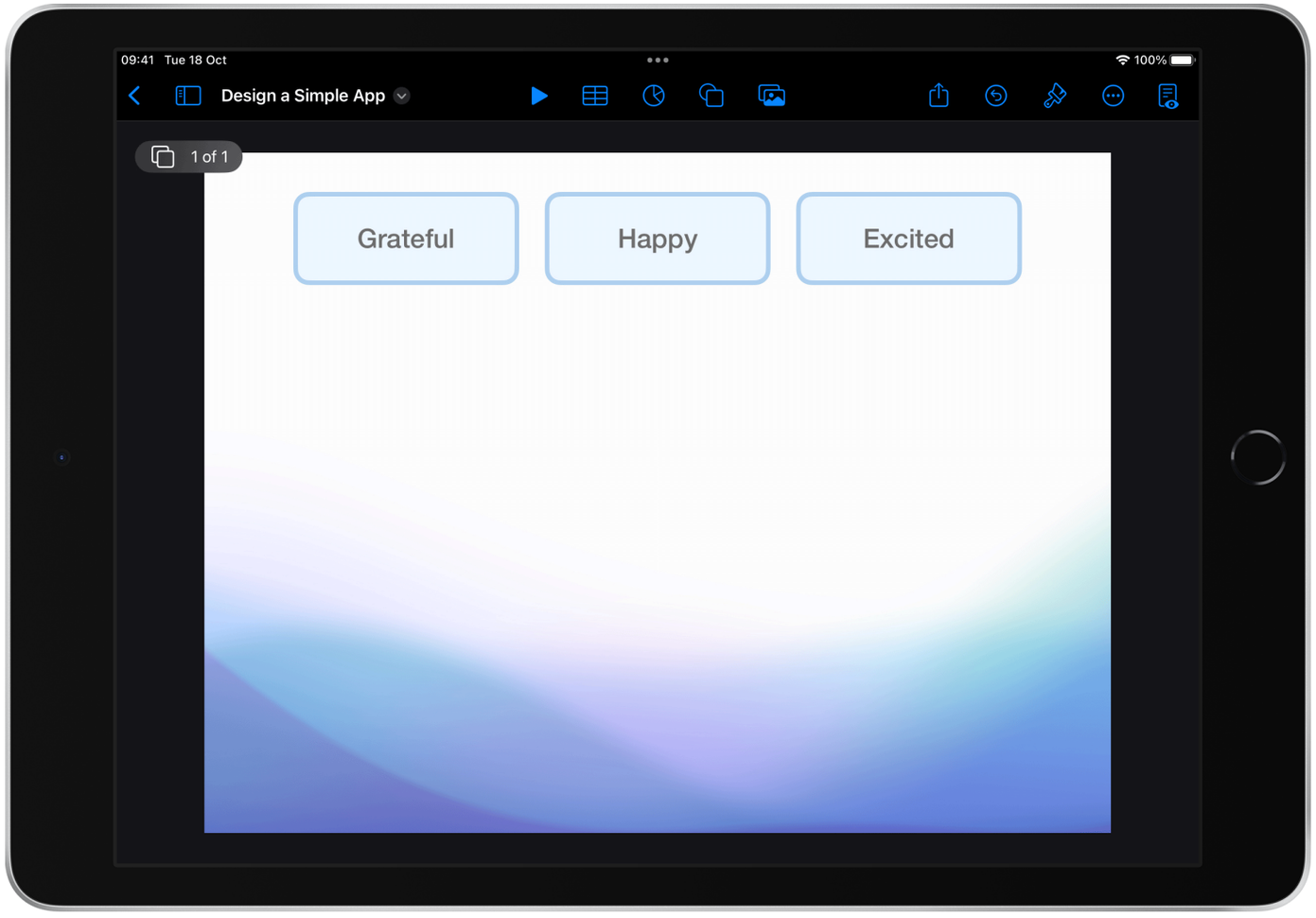
Use the provided controls to edit the text style:

- Tap to select the text
- Tap Format
- Tap Text



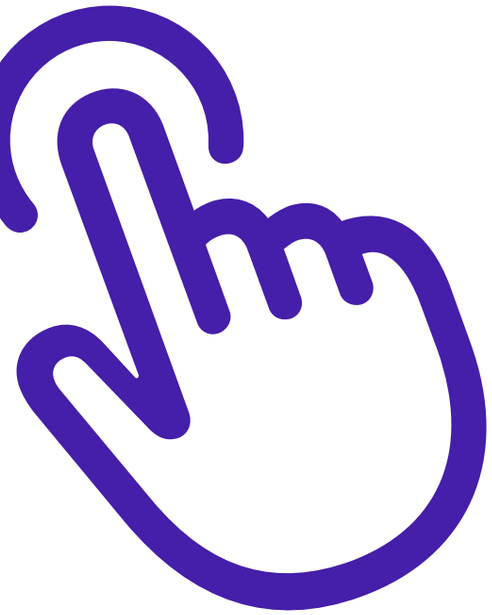
Step 8

Continue editing the design of your prototype until you’re proud of it.



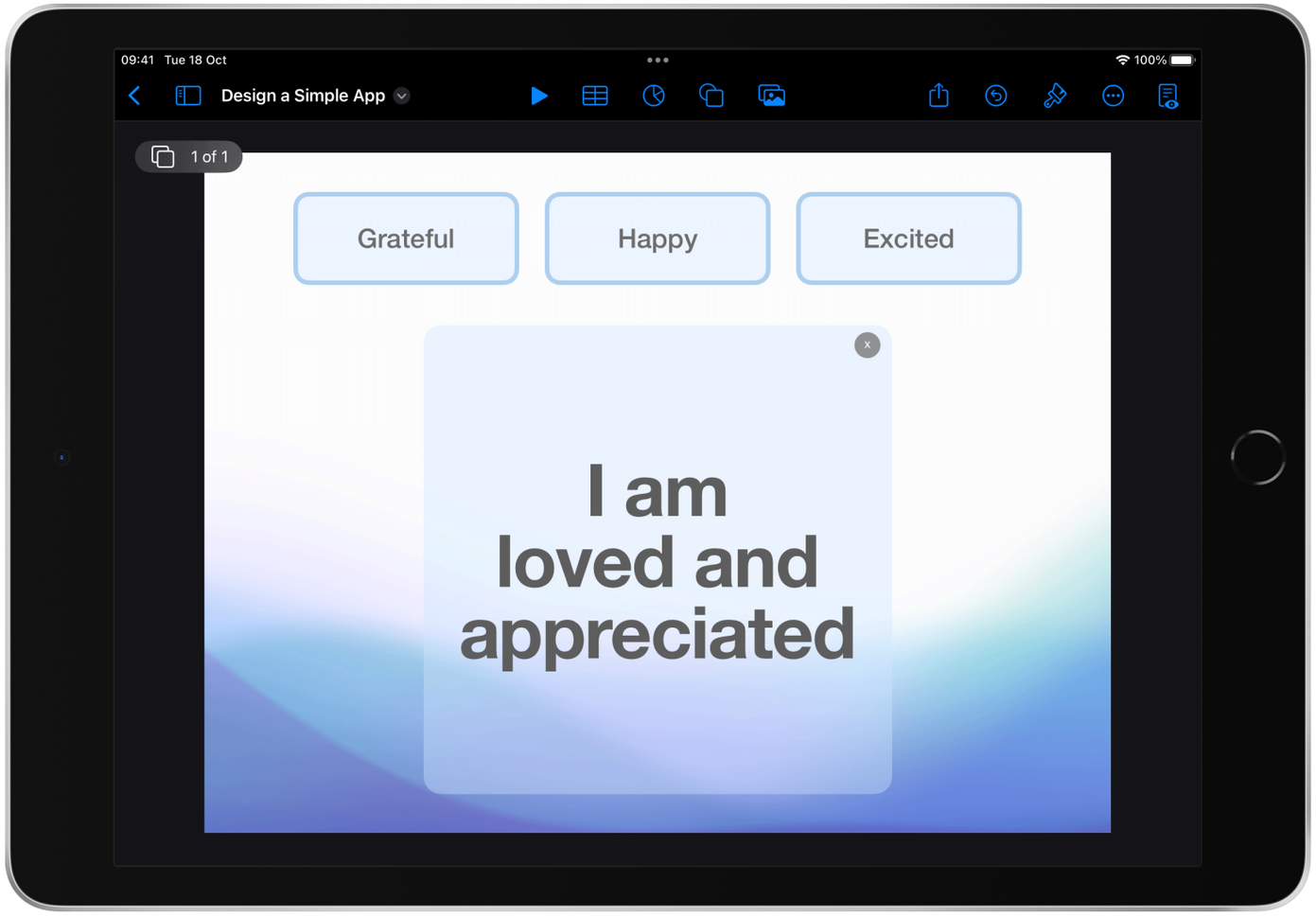
Make elements interactive

Make your app prototype interactive by adding links between slides.



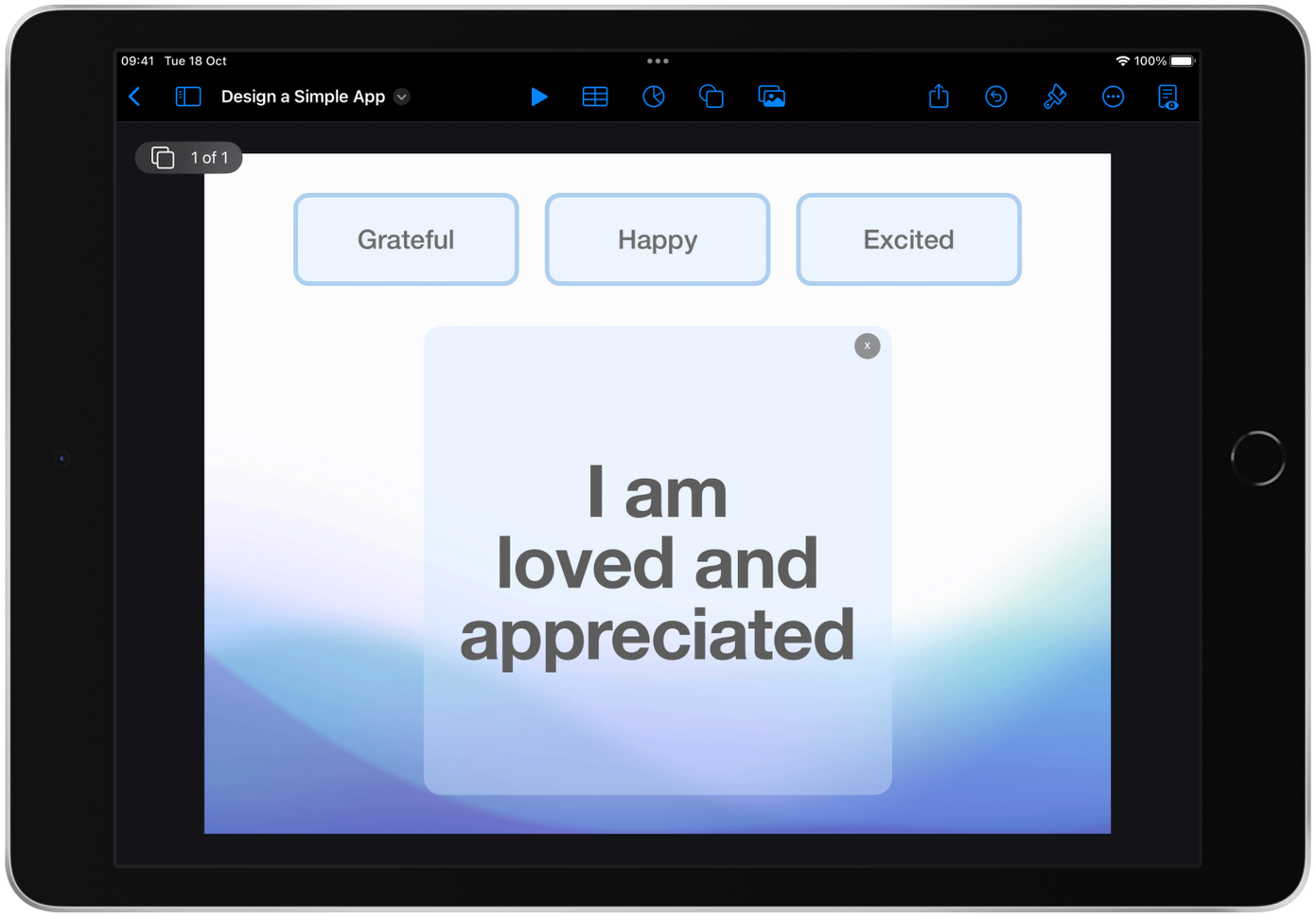
Step 1

Decide if your app needs any transitions or interactivity.



TIP

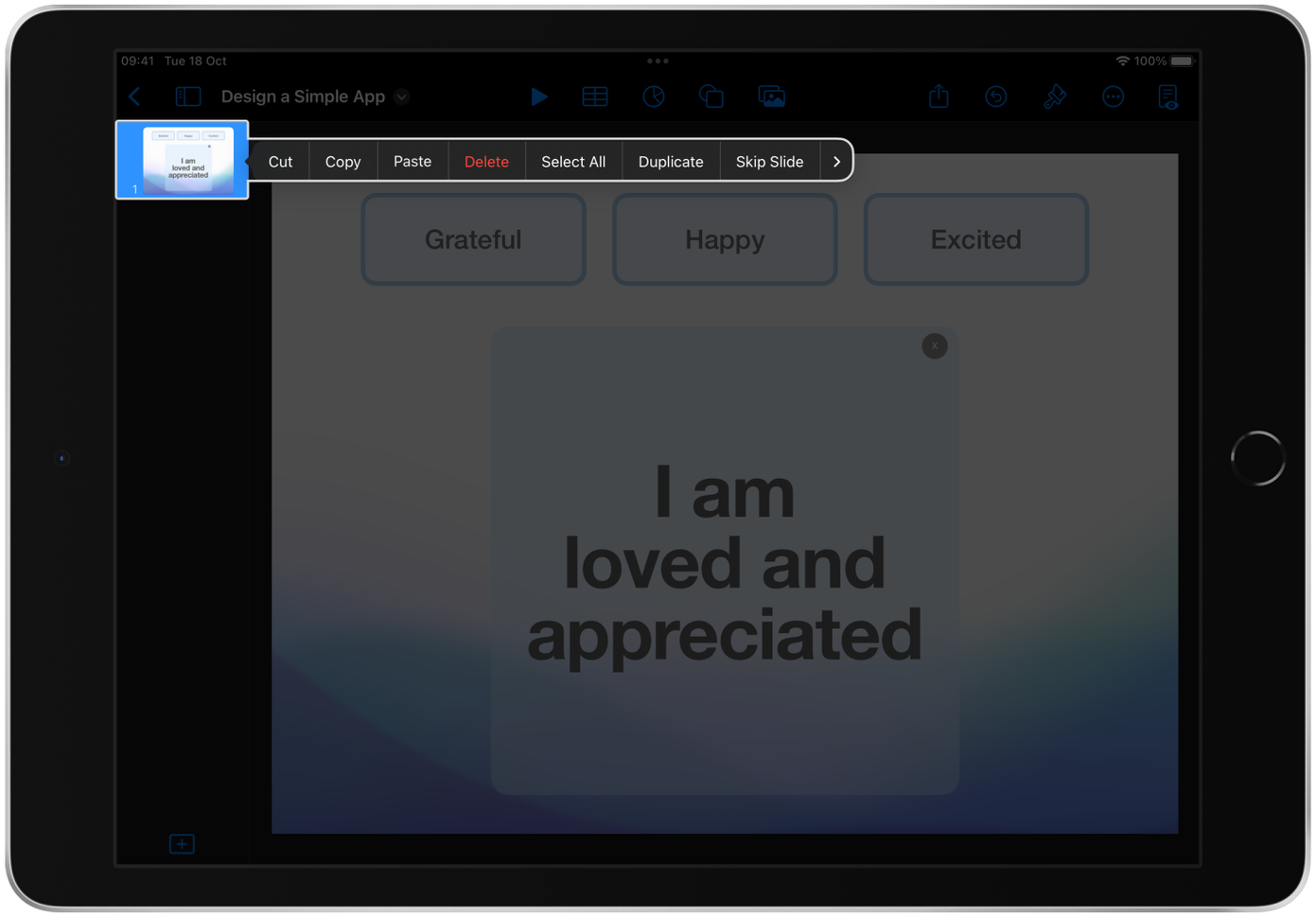
To make your prototype interactive, use multiple slides to add or change elements.



Step 2

To add a slide:

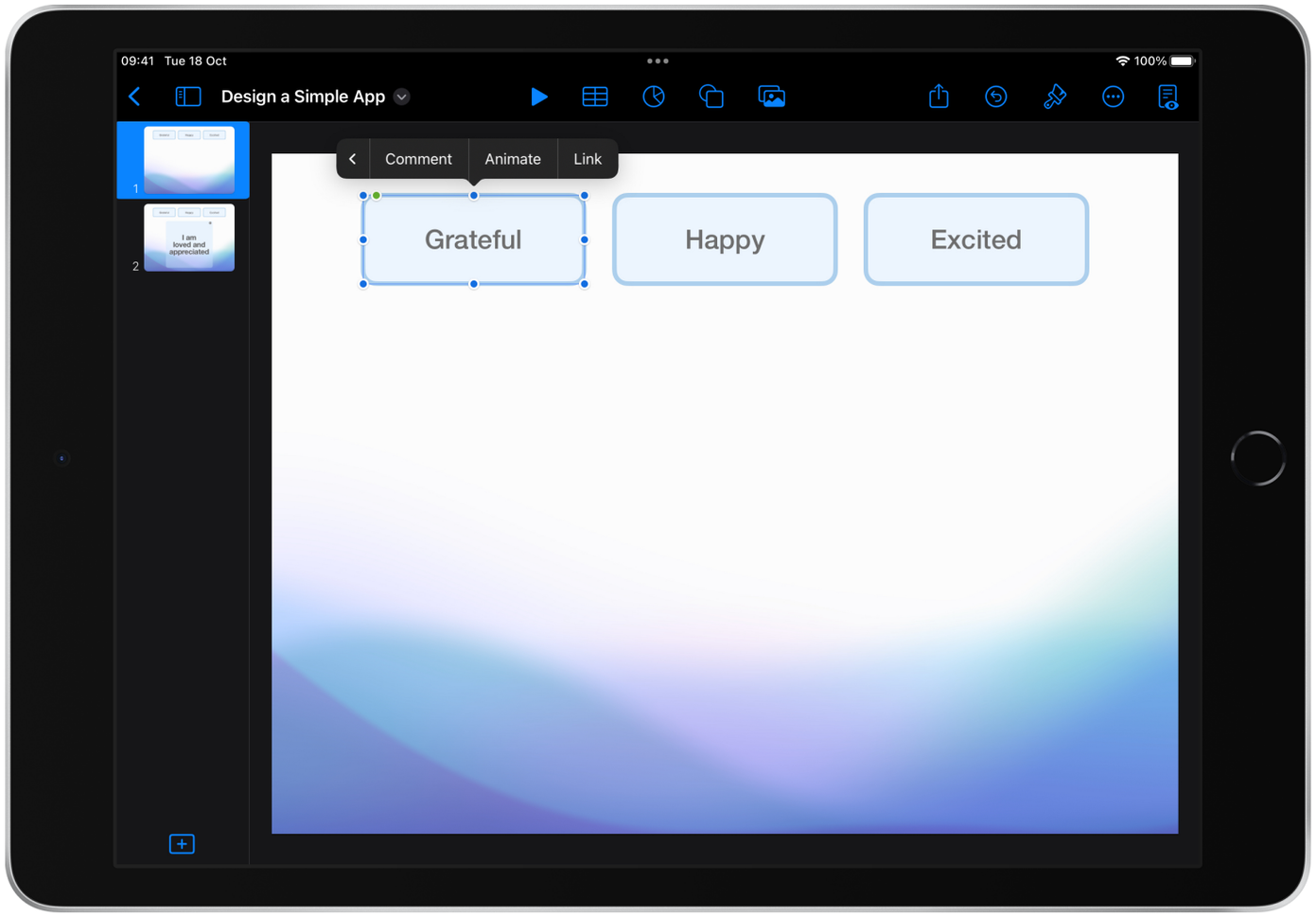
- Tap the slide
- Tap Duplicate



Step 3

To create a link:

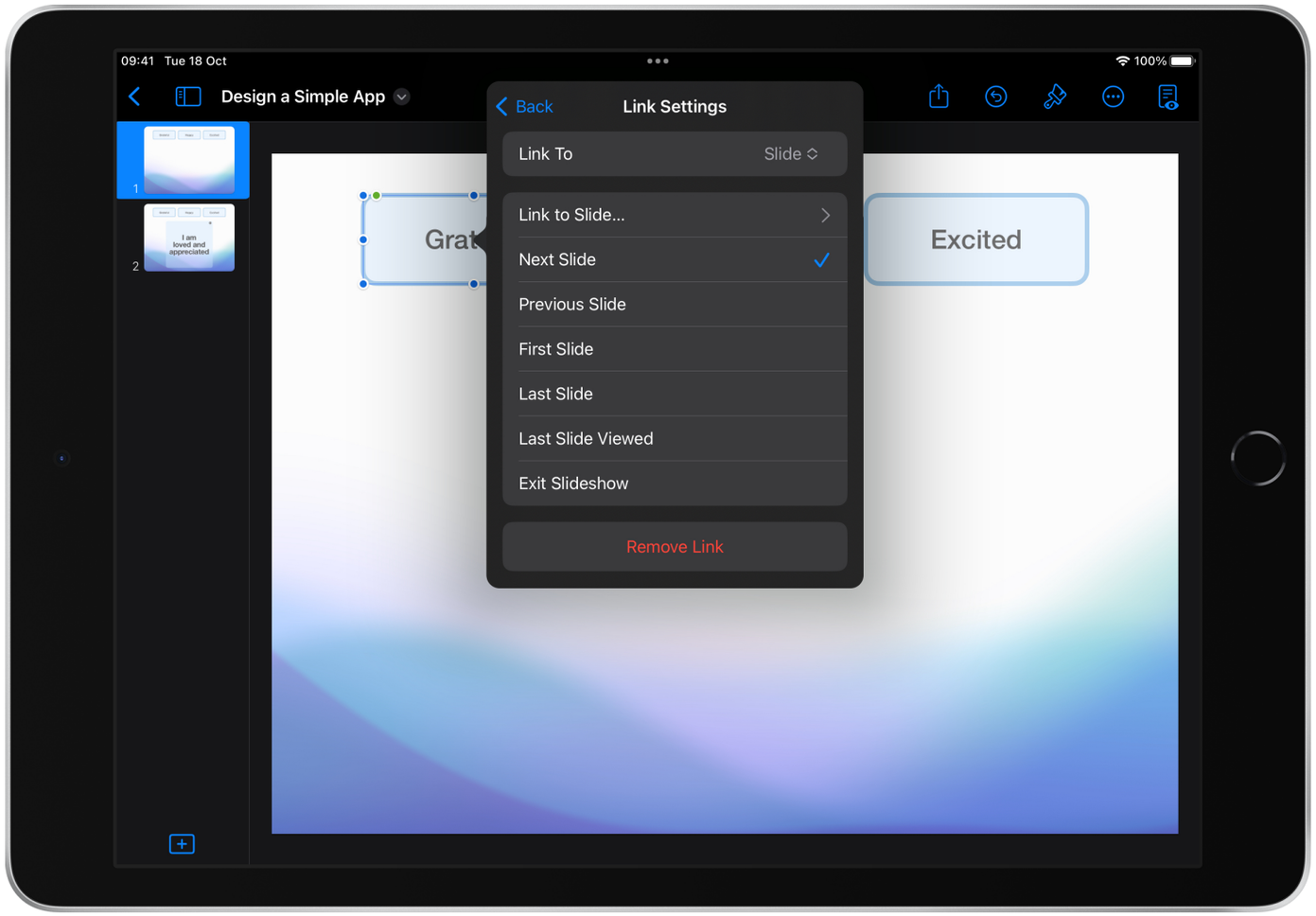
- Select the element
- Select Link



Step 4

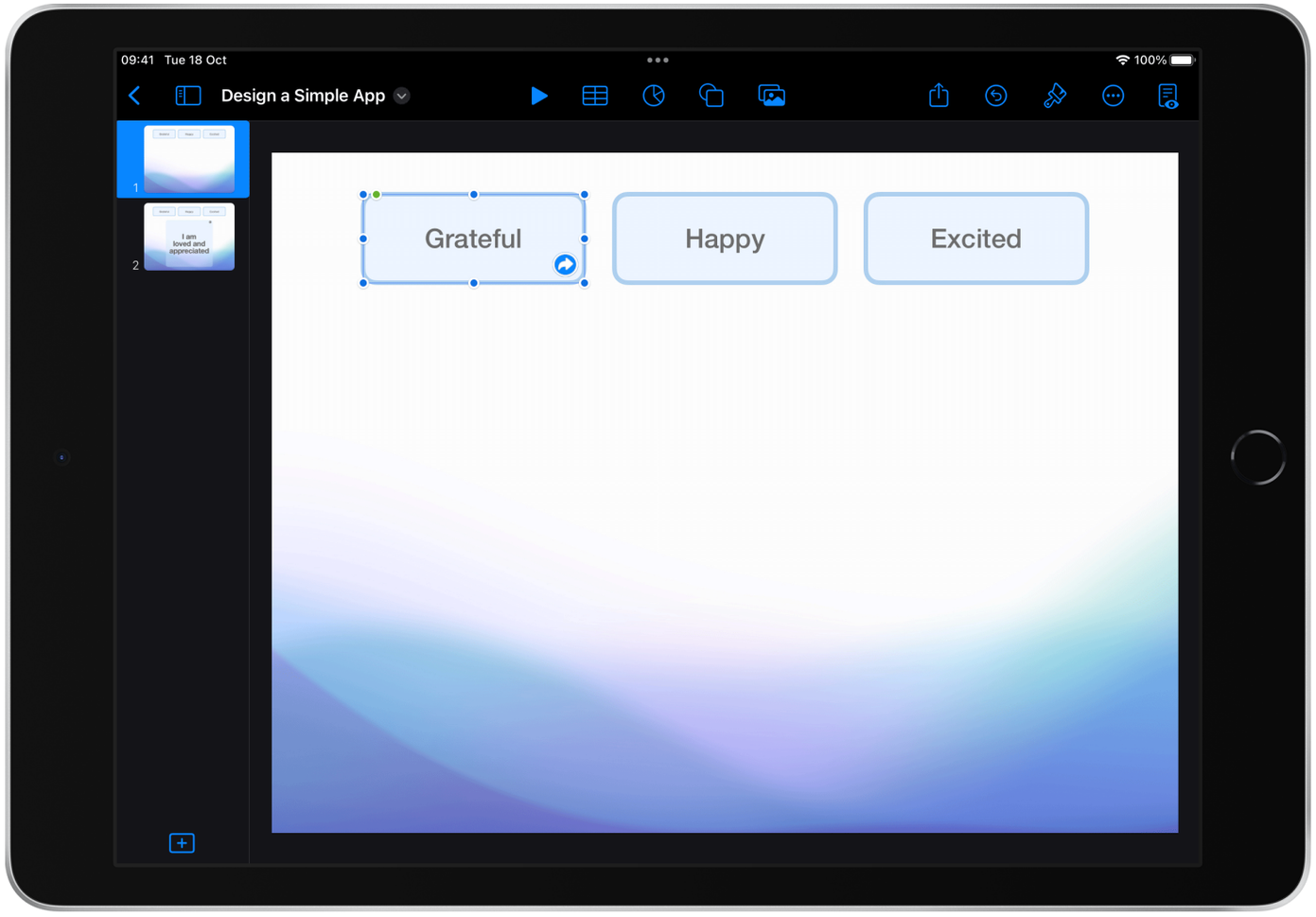
Decide where the link should go. You can link to:

- A slide
- A web page
- An email
- A phone number



TIP

To make your prototype behave like an app, only allow navigation via links.



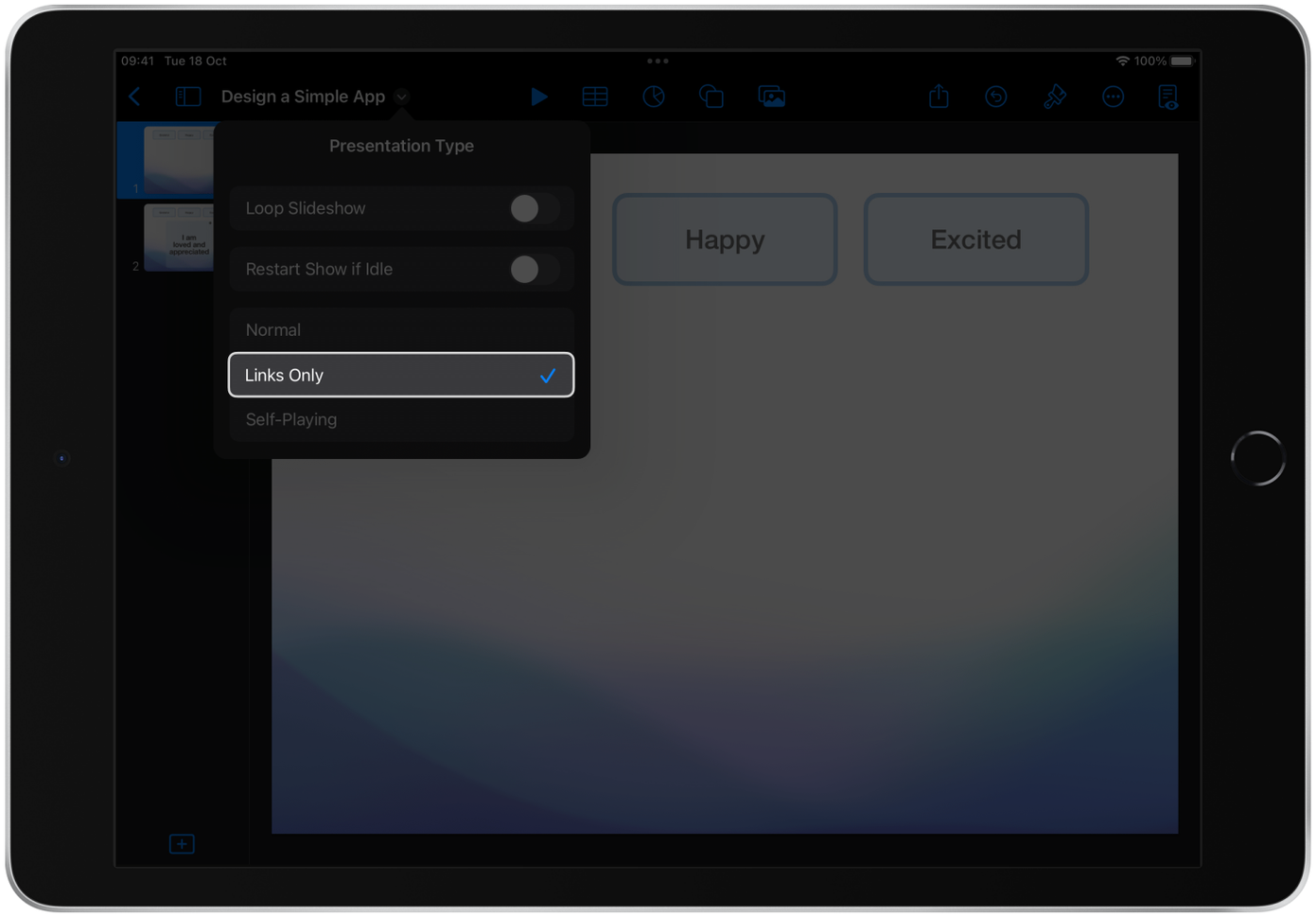
Step 5

To select a presentation type:

- Tap the name of your presentation
- Tap Presentation Options
- Tap Presentation Type

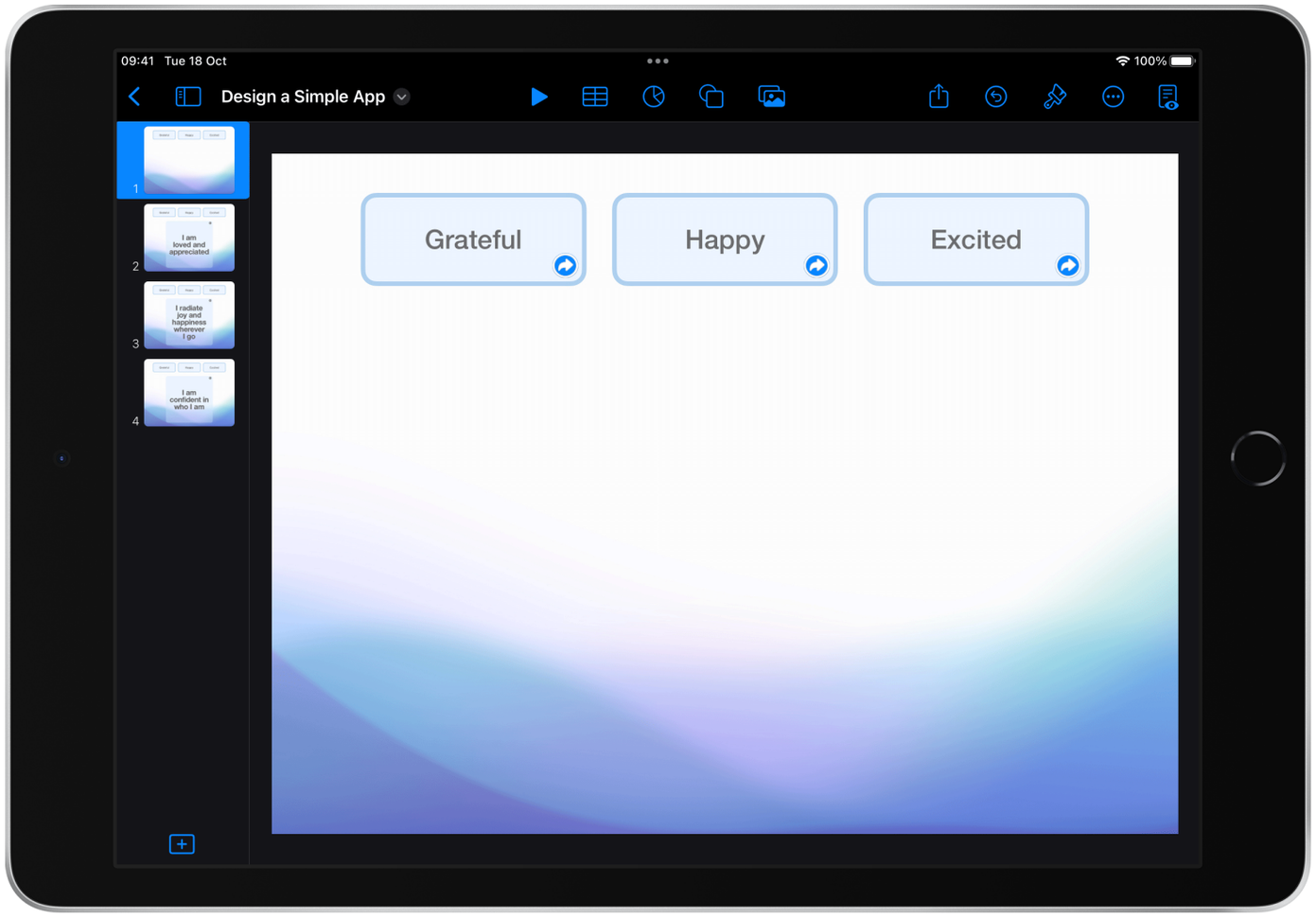
Step 6

Tap Links Only.



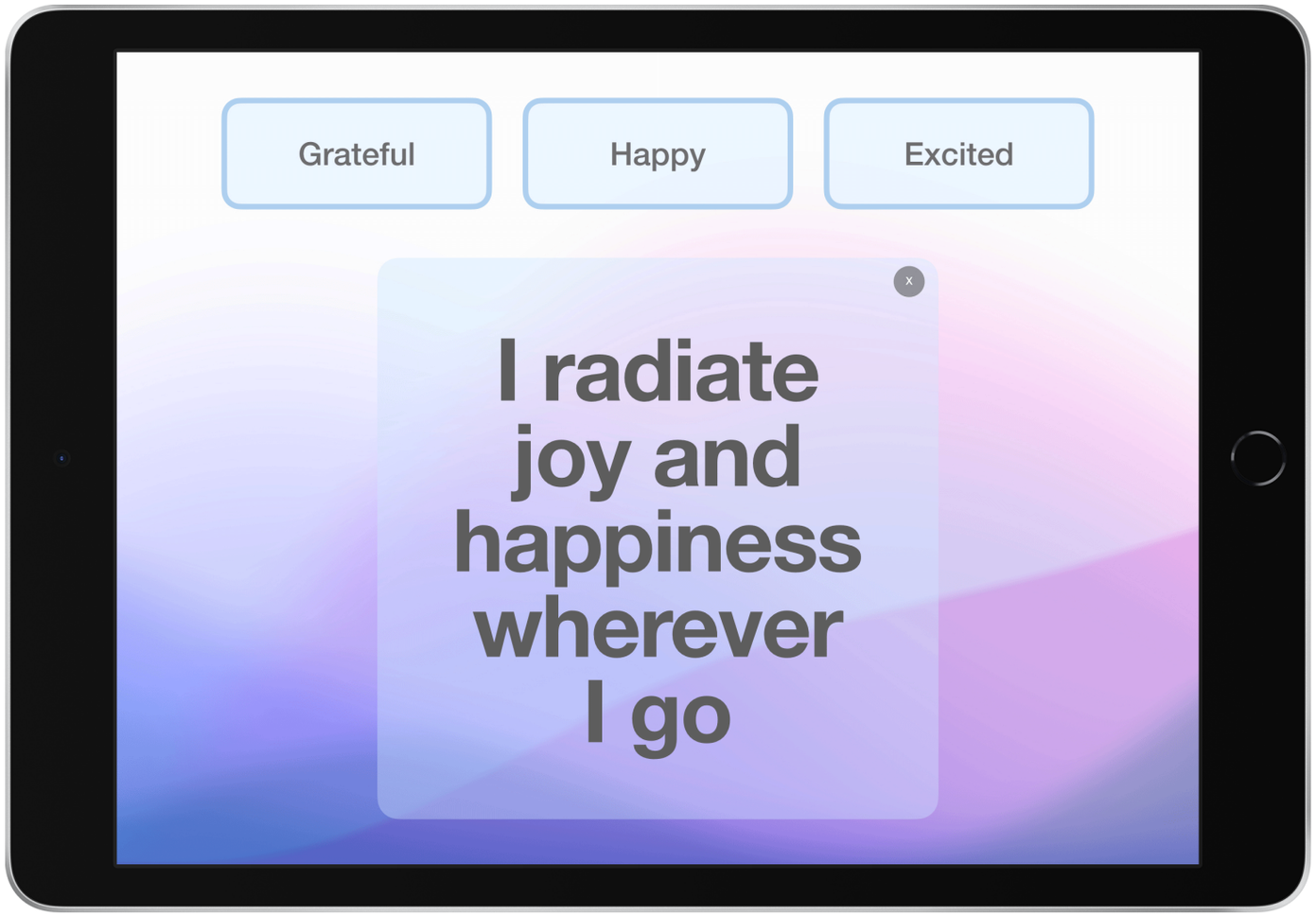
Step 7

Continue making slides and links until your app is complete. Tap Play ▶ and test the links as you add them.



Step 8

Tap Play ▶ and follow all possible paths through your app. Are there any dead ends? If so, add a link to ensure your user never gets stuck.

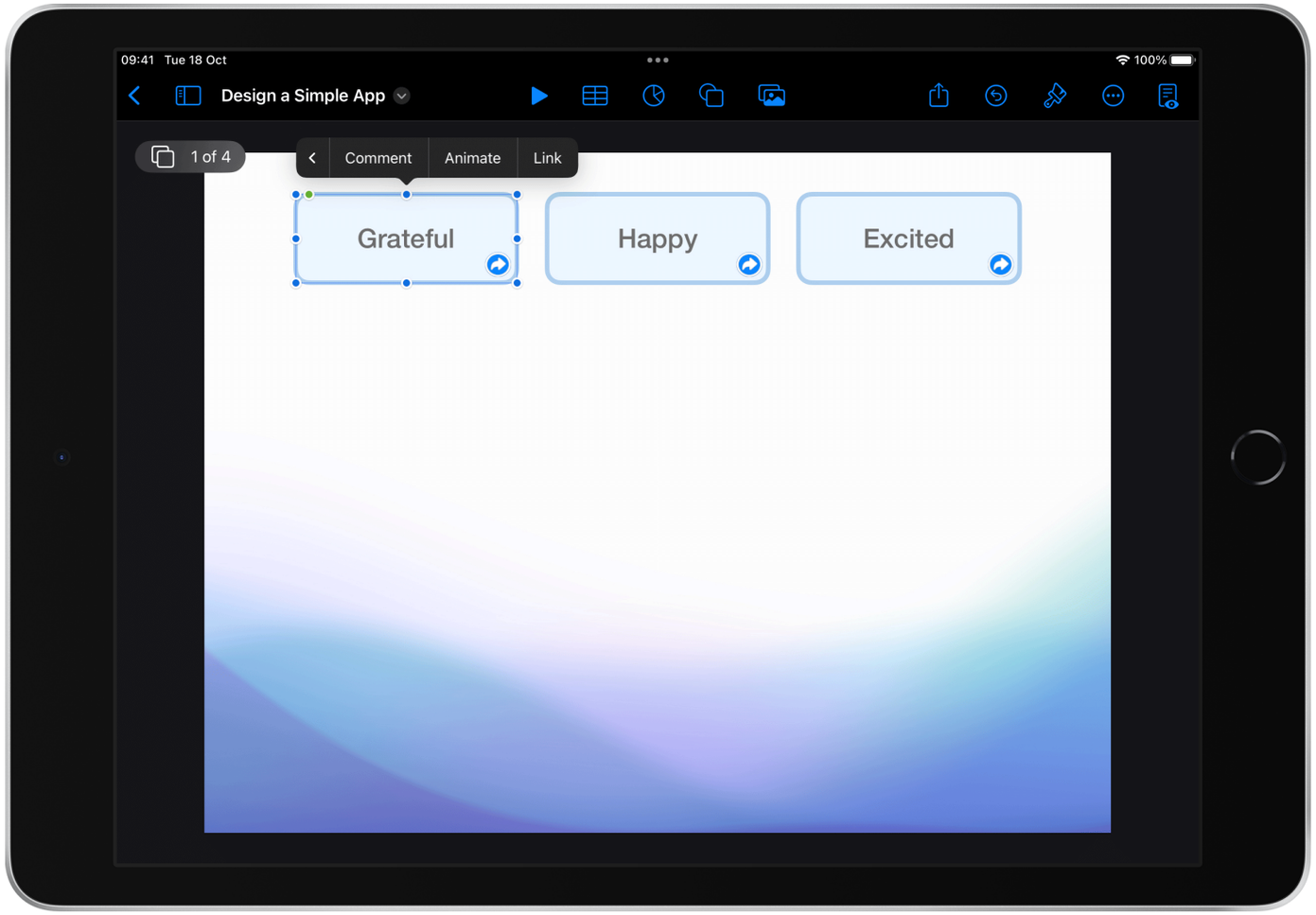


Add animations

Use animations to add, enhance or remove elements.

Step 1

To add an animation, tap the element you want to animate and select Animate.



Step 2

Explore the different animation options:

- Add Build In — Add the element to the screen
- Add Action — Perform an action
- Add Build Out — Remove the element from the screen

Step 3

Try the different animations from the menu to see what fits.

Tap Back ⊗ when you’ve finished.

Step 4

Tap on your animation and adjust the settings to your liking, then tap Done.

TIP

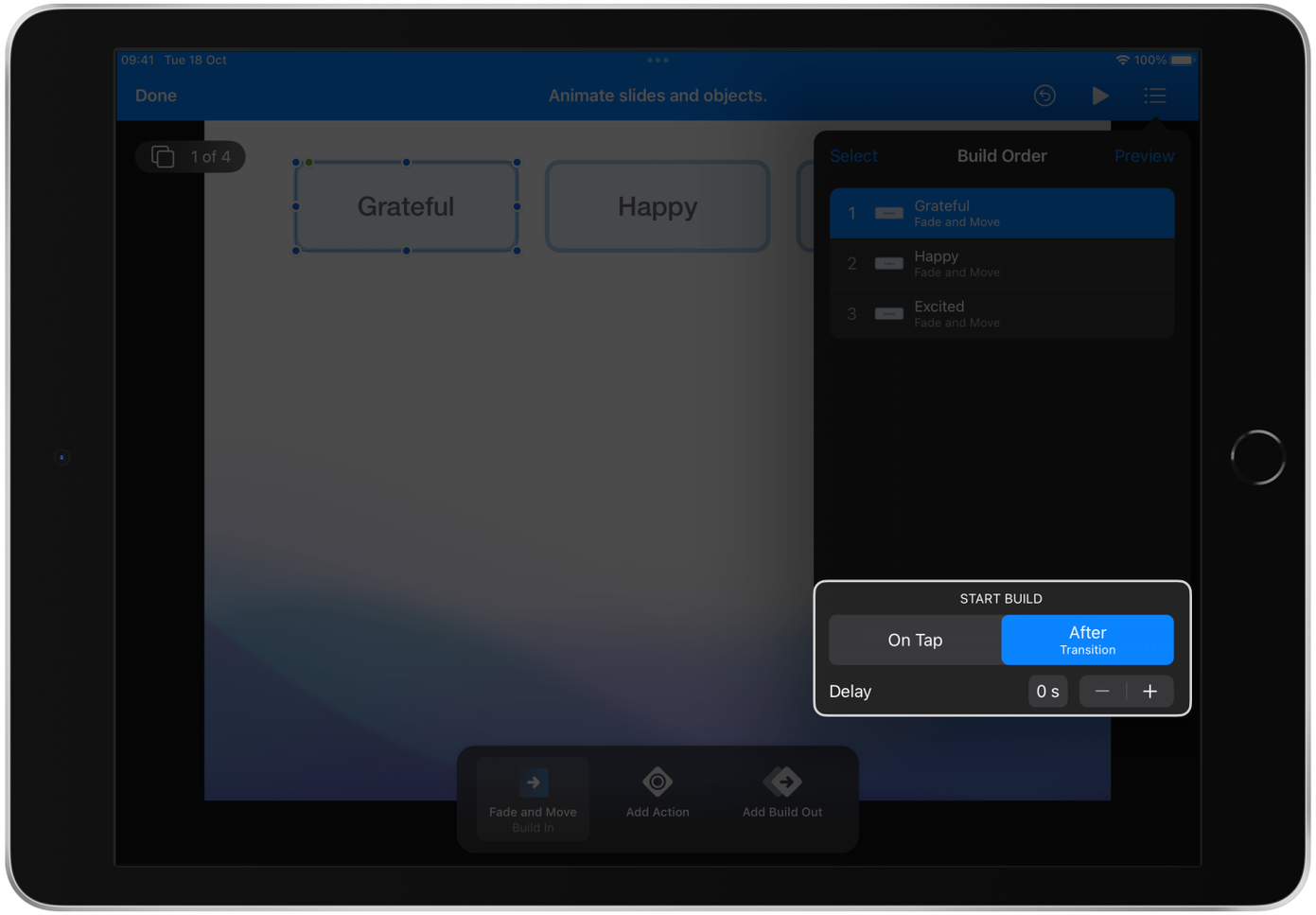
If you’re using the Links Only presentation type, animations will only play consecutively after a transition.

Step 5

Tap Build Order to edit the build settings.

Step 6

On the first animation, tap After Transition.



Step 7

On all other animations, tap After Build.

Step 8

Tap Preview ▶ to test your animations. Continue editing until your app looks and functions correctly.

Tutorial 3

Evaluate

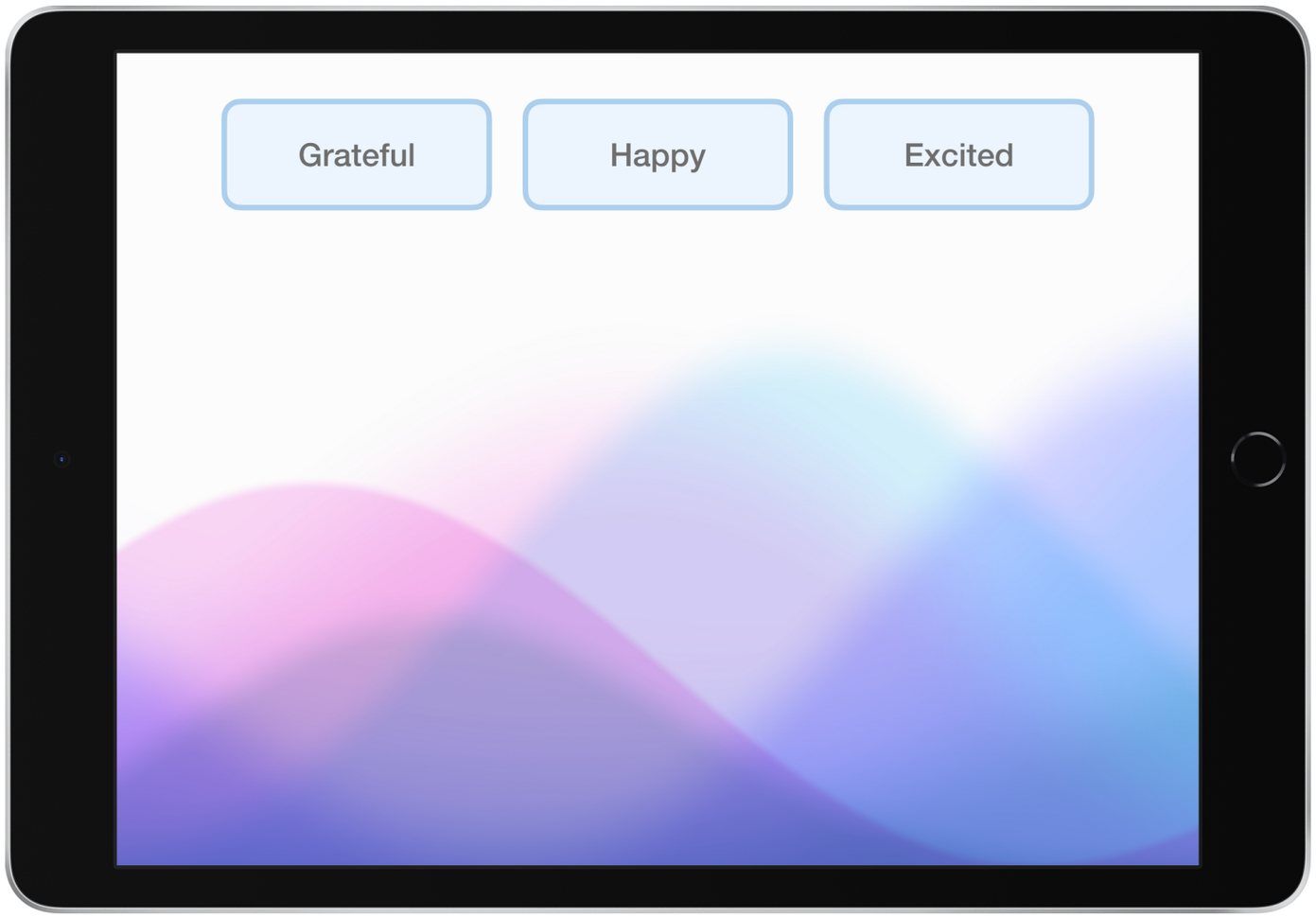
Have others test your app and observe how they interact with it. Take note of when they show signs of joy or misunderstanding.

Estimated time:
15 mins

Step 1

Show your Keynote prototype to at least three people.

Ask your users to fill in the feedback form on the following slides.



Feedback 1

How would you rate your experience?

1 2 3 4 5

Was my app easy to use?

1 2 3 4 5

In what ways did you enjoy my app?

Suggestions to improve the experience?

Feedback 2

How would you rate your experience?

1 2 3 4 5

Was my app easy to use?

1 2 3 4 5

In what ways did you enjoy my app?

Suggestions to improve the experience?

Feedback 3

How would you rate your experience?

1 2 3 4 5

Was my app easy to use?

1 2 3 4 5

In what ways did you enjoy my app?

Suggestions to improve the experience?

Tutorial 4

Promote Your App

Create an app product page to give potential users information before they download your app. Investigate what information to include, then make an app product page of your own.

Estimated time:
25 mins

Step 1

View the Swift Playgrounds product page.
Then answer the following questions.

Go to the Swift Playgrounds product page >

In the app description, what words or phrases inspire people to want to use Swift Playgrounds?

What category is Swift Playgrounds listed under?

How do the images show users what they will do in Swift Playgrounds?

What data is Swift Playgrounds collecting?

Step 2

Make your product page.

Complete each section on the next slide.

App Title

Subtitle

OPEN

App description

Category

Fill in category info here

Age Rating

Fill in age rating here

TM and © 2023 Apple Inc. All rights reserved.