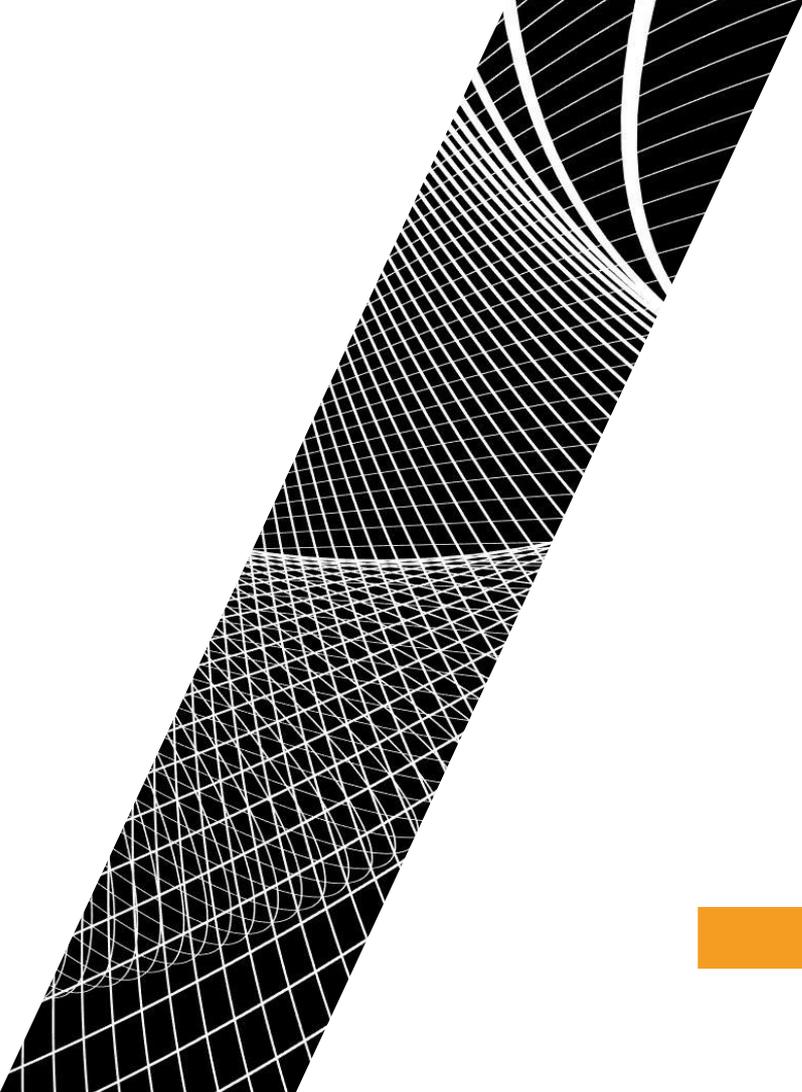


July 9, 2021 | Alicia Hardegen

# UX TOOL COMPARISON



UID

# UX TOOL COMPARISON

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# GENERAL

# UX TOOL COMPARISON

## GENERAL

For a long time, **Sketch** has been the most commonly used tool for UX and UI designers. Now there are serious competitors such as **Adobe XD** and **Figma**, that offer new features for the community. Below, we will present these three tools as well as **Axure**, highlight their **differences** and **characteristics**. We have included Axure, too, as it has a number of particularities when it comes to prototyping.

It must also be pointed out that **all tools keep evolving** and that it therefore makes sense to stay up to date about new developments. In part, the differences between the tools are minimal. Sketch, Figma and Adobe XD are similar in the way that UI designs can be created. Axure aims less at implementing visual designs but focuses more on prototyping.

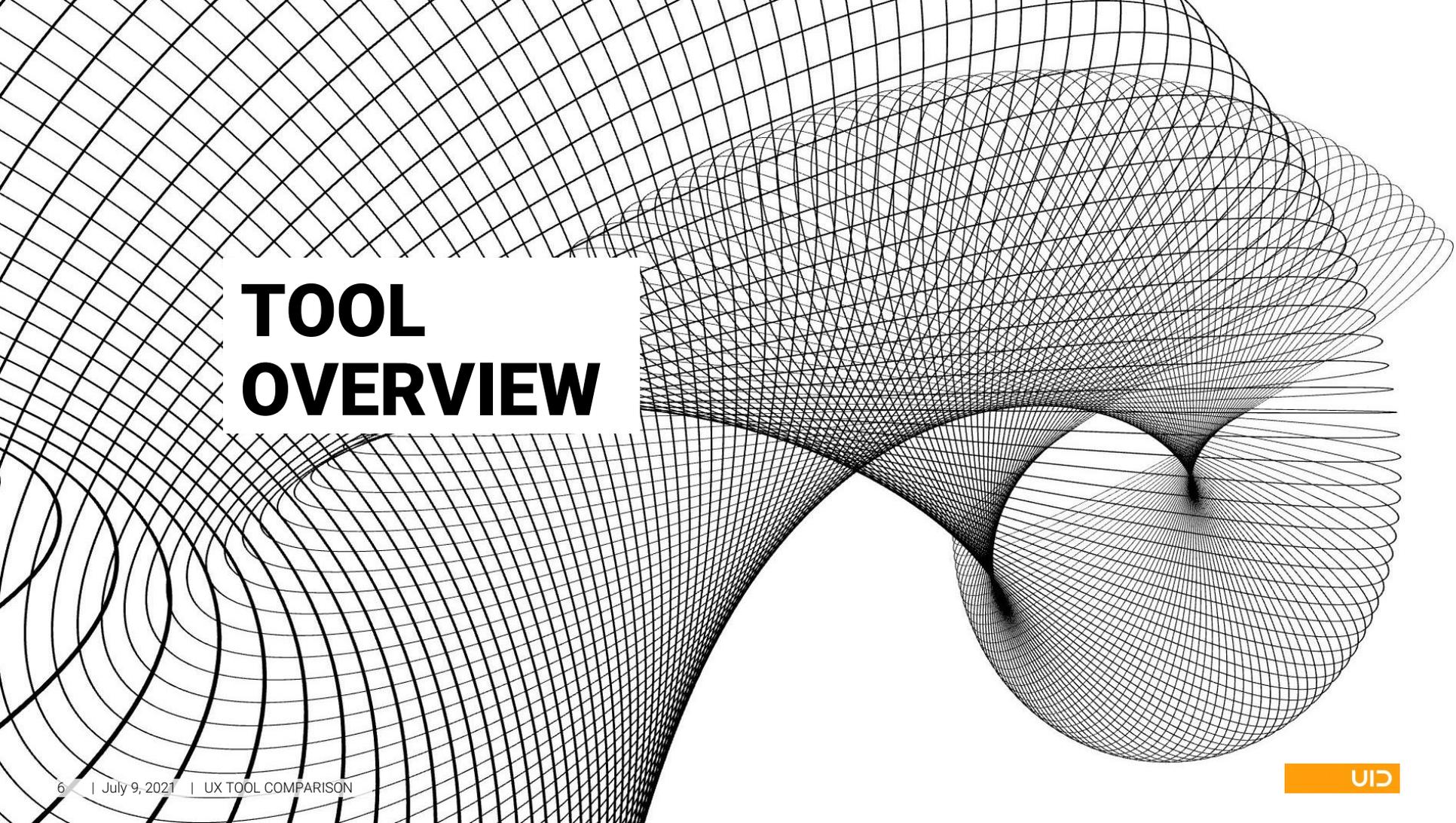
In this comparison, we **have not considered plug-ins** but only the basic features of the programs.

# UX TOOL COMPARISON

## GENERAL

Categories	Sketch	Figma	Adobe XD	Axure
Price per month	from 9\$	from 12\$	from 9.99 \$	From 29 \$
Platform	Mac	Mac, Windows+	Mac, Windows	Mac, Windows
Complexity				
Collaboration	★ ★ ★ ★ ★	★ ★ ★ ★ ★	★ ★ ★ ★ ★	★ ★ ★ ★ ★
Concept	★ ★ ★ ★ ★	★ ★ ★ ★ ★	★ ★ ★ ★ ★	★ ★ ★ ★ ★
Design styles	★ ★ ★ ★ ★	★ ★ ★ ★ ★	★ ★ ★ ★ ★	★ ★ ★ ★ ★
Design systems	★ ★ ★ ★ ★	★ ★ ★ ★ ★	★ ★ ★ ★ ★	★ ★ ★ ★ ★
Responsive	★ ★ ★ ★ ★	★ ★ ★ ★ ★	★ ★ ★ ★ ★	★ ★ ★ ★ ★
Prototyping	★ ★ ★ ★ ★	★ ★ ★ ★ ★	★ ★ ★ ★ ★	★ ★ ★ ★ ★
Transitions	★ ★ ★ ★ ★	★ ★ ★ ★ ★	★ ★ ★ ★ ★	★ ★ ★ ★ ★
	★ ★ ★ ★ ★	★ ★ ★ ★ ★	★ ★ ★ ★ ★	★ ★ ★ ★ ★

We aim to be objective. The assessment is based on the perspective of UX designers. Plug-ins are not considered.



# TOOL OVERVIEW

# UX TOOL COMPARISON

## SKETCH

Sketch was one of the first tools that were developed exclusively for creating UI designs. Therefore, it still enjoys great renown among UX designers. Sketch is clearly structured and therefore **easy to use for beginners**. Moreover, it is very well suited for short-term projects. It doesn't focus on structuring very large projects.

Sketch now offers a team collaboration feature. Up to now, this feature has not been realized to its full potential so that Sketch is best used for **working individually**.

Plugins View Window Help

Sketch MeaXure >  
Unplash >  
Run Script...  
Run 'Spec Export' Again...  
Manage Plugins...

Star/filled



Star/half



Star/empty



Sketc...tline



Sketc...filled



# UX TOOL COMPARISON

## SKETCH

### COMMUNITY

Sketch has been renowned and established worldwide for a long time. Therefore, it is **compatible** with many other programs, e. g. with numerous prototyping tools. To guarantee increased functionality, there are many **plug-ins** and **tutorials**.

### PRICE

There is no unlimited free option. However, at a monthly price of 9 \$, Sketch is among the cheaper UX tools.

### DISADVANTAGES

Sketch **only** runs on **Mac**. Moreover, its prototyping functionality is very limited. If you only require a linear click dummy, Sketch is all you need.

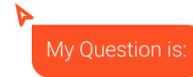
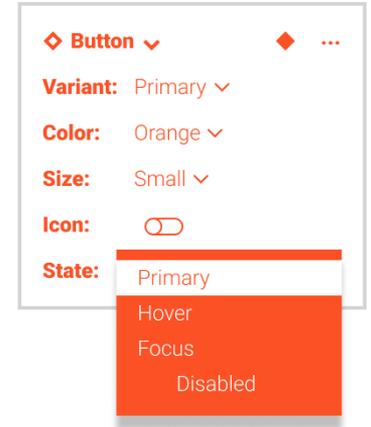
Now, the tool has been upgraded to include real-time cooperation. However, there is still room for improvement from a technical point of view.

# UX TOOL COMPARISON

## FIGMA

Figma is a web-based app that is inspired by Sketch but focuses on **collaboration**. Users can edit, comment and share projects in real-time. This allows for **high transparency and close cooperation** with clients and software developers. Figma is therefore especially well suited for **large projects or in agile structures**, when many different stakeholders contribute to a project.

Design Prototype Inspect



# UX TOOL COMPARISON

## FIGMA

### RESOURCE MANAGEMENT

Figma makes it easy to use different assets, e. g. icons, in different projects. All resources are constantly **synchronized**. Moreover, users can set up **teams** with different folders and projects.

### DESIGN

Setting up different **styles** as well as creating and managing UI elements in different statuses and **variants** has been implemented particularly well. Among the four tools in our comparison, only Figma allows for creating variants.

### AUTO LAYOUT

Auto Layout adjusts elements to their content, e. g. a button will automatically adapt to the text length. Even complex structures are easy to work with.

### FIGJAM

In the Figma community, users can access various templates for design methods and processes such as user journeys and personas. The new tool **FigJam** resembles digital whiteboards like Miro.

### INSPECT

Figma allows users to read out **CSS** data directly. This can improve cooperation with software developers.

### DISADVANTAGES

Users need to be connected to the internet to use all Figma features.

# UX TOOL COMPARISON

## ADOBE XD

Adobe XD closes the gap in Adobe Suite when it comes to UX design. If you are already **working with other Adobe programs in a project**, e. g. with Photoshop or Illustrator, it makes sense to stick with the Adobe family.

As far as interactive prototypes are concerned, Adobe XD is easy to use and offers a similar scope of functions as Figma. For more complex prototypes, however, it is not advisable to use Adobe XD since it only supports linear prototypes, and it is currently not possible to work with real data.

PRIMÄRKOMPONENTE ⓘ

◆ Standardzustand

◆ Hover

LAYOUT ⓘ

Responsive Resize

Auto

Manuel



Fix Width



Fix Height

ERSCHEINUNGSBILD ⓘ

# UX TOOL COMPARISON

## ADOBE XD

### RESPONSIVE DESIGN

Adobe XD adapts screens **automatically and responsively**. Moreover, users can manually adjust little errors that may occur in the automated process. For a responsive layout that adapts to the respective content, an extra plug-in is required.

### PROTOTYPING

The prototyping feature in Adobe XD is easy to use. There are different transitions and triggers. Currently Adobe XD is the only tool to support interaction via **voice control**.

### DISADVANTAGES

When developing design systems in Adobe XD, it is **difficult to keep an overview** of all the components that have been created because the statuses are defined directly in a component. The possibility to save styles, too, is more restricted than in alternative programs.

In contrast to Sketch and Figma, there is only one workspace which limits the possibilities to structure projects.

# UX TOOL COMPARISON

## AXURE

Axure is a design tool that allows for fast and complex HTML prototyping. If you need a **comprehensive or realistic prototype**, Axure will be the tool of choice for you.

Axure is less suitable for creating visual designs. Here, users can detail the design with one of the other UX tools and then set up the prototype in Axure.

STYLE INTERACTIONS • NOTES

PAGE INTERACTIONS

☰ PAGE CLICK OR TAP

Open Link

LINK TO

Page 2

MORE OPTIONS ▶

Cancel

OK

+

MORE INTERACTIONS

# UX TOOL COMPARISON

## AXURE

### CONCEPT

By default, Axure offers a **wireframe** library that enables users to quickly implement initial concepts. Axure also includes a tool for creating flow charts using placeholders or adding previously created pages.

### PROTOTYPING

In Axure, users can save **several interactions per screen** so that a very flexible prototype is created. The tool offers various interaction and animation functions. Moreover, elements can be filled with real data, and Google maps can be implemented. Variables and **conditions** can be defined, too. Axure is therefore advisable for comprehensive and very realistic user tests.

### DISADVANTAGES

Only Axure Team has a real-time collaboration feature.

Moreover, it is easier to use other tools for **simple visual designs**. For example, there is one page for every screen in Axure, which makes it harder to keep an overview. Defining styles in Axure is more complicated and less flexible. If the visual design has been created in another program, it is advisable to edit the screens before importing.

Responsive design is only possible if users manually transfer the new size to the individual screens.

Moreover, Axure is comparatively expensive.



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