01 Wireframes & prepping for code
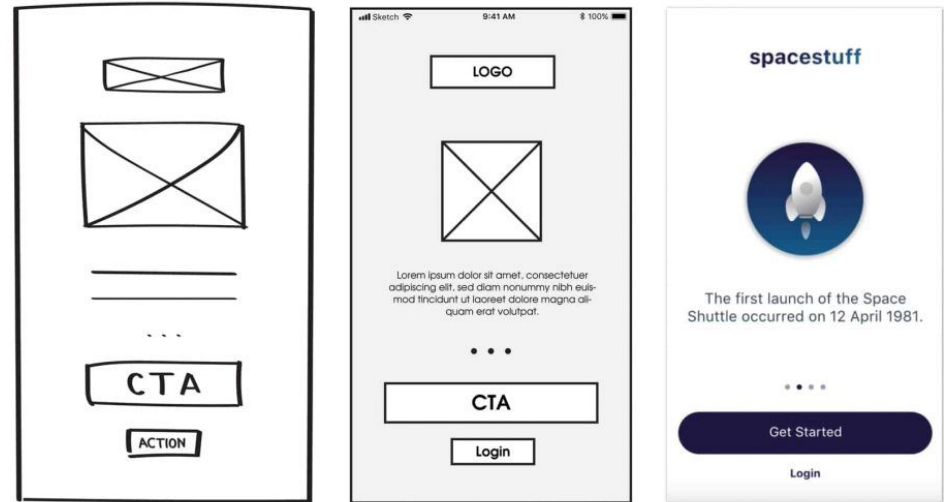
BNTA

HTML-CSS-Javascript

- Together, these make up the frontend (client) of your application
- Kitchen analogy: Front of House
- Grammatical analogy: Nouns (HTML), Adjectives (CSS), Verbs (Javascript)
- HTML: What needs to be on the page?

A bit about UX

- UX == User Experience
- *the overall experience of a person using a product such as a website or computer application, especially in terms of how easy or pleasing it is to use*
- A speciality of its own
- Part of this process is to pull out user needs, required functionality, etc
- The result is often a prototype to show stakeholders (including developers)
- Prior to the prototype, we usually have a **wireframe…**

Wireframing

- A wireframe is the outline of a web page or app
- Wireframes provide an overview of layout, structure, user flow and functionality
- Come in different fidelities:

Source: Tsvetelina Lazarova, designer

Consider Responsive Design

- Users interact with applications across many different devices
- We've tipped over into majority mobile usage (slender margin)
- **Responsive Design**
- *An approach to design that aims to make apps render well on a variety of devices and screen sizes*
- May wish to consider 'mobile first'
- Generally thought to be harder to design for a smaller screen
- May have to re-think functionality and (most likely) user flow

Consider Accessibility

- Making an app accessible means making sure it can be used by as many people as possible
- UK: understanding accessibility requirements for the public sector
- **Web Content Accessibility Guidelines** (WCAG)
- (1) Meet the International WCAG 2.1AA accessibility standard
- (2) Publish an accessibility statement that explains how accessible your application is
- **WCAG 2.1** (https://www.gov.uk/service-manual/helping-people-to-use-your-service/understanding-wcag)
- **UK Gov Guidelines** (https://www.gov.uk/guidance/accessibility-requirements-for-public-sector-websites-and-apps)
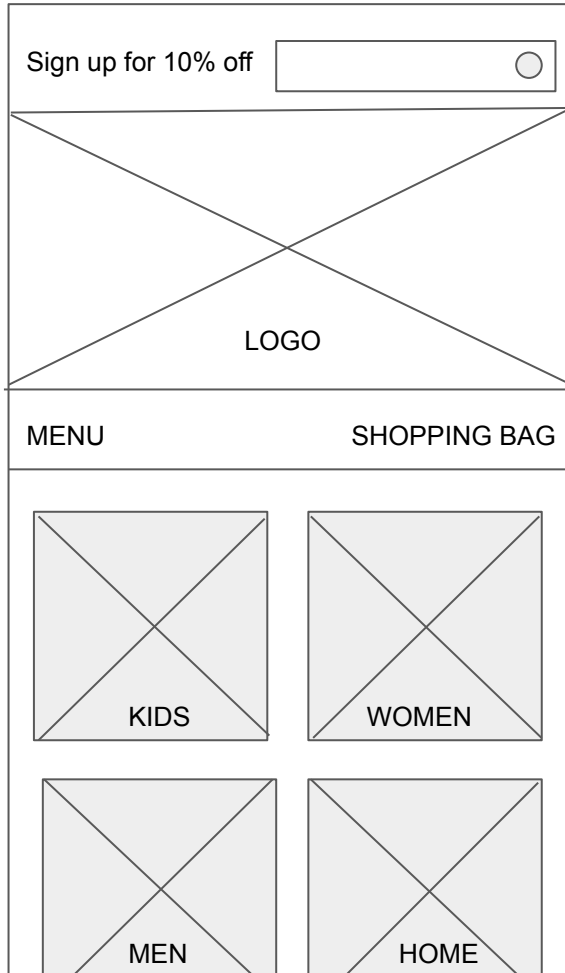
Possible workflow (Wireframing)

- Start with a list:
  - what needs to be on the page?
- Pen and paper
  - Prevents loss of focus/getting bogged down in detail
  - Encourages 'flow of ideas'
  - Try Crazy Eights
- Create a digital wireframe (good for feedback)
  - Figma
  - Sketch
  - Invision
  - Excalidraw
- Refactor after feedback/review

Bright Jumpers

- A homepage for a mobile site for the company 'Bright Jumpers', which sell high-quality woollens for adults, children and the home

- **Task**: have a go at **Crazy Fours/Eights:** fold a piece of paper into 4 or 8 and sketch out some possible homepage layouts for a mobile app
- Requirements:
  - Logo
  - Newsletter sign up
  - Link to main menu
  - Link to shopping cart
  - Link to collections (Kids, Women, Men, Home

Sign up for 10% off

LOGO

MENU   SHOPPING BAG

KIDS   WOMEN

MEN   HOME

Wireframe for
Bright Jumpers