[2CEIT604 USER EXPERIENCE DESIGN]

Practical: 4

AIM- Learn Techniques of UI & UX to design Mockup/Prototype from Wireframe by adjusting Color, fonts, etc.

a. Explain types of Wireframe design

b. Explore & Write down new three techniques to create UX design

c. Create High-fidelity wireframe of web pages created in practical-3.

Department of Information Technology

A. Types of Wireframe Design:

1. **Low-Fidelity Wireframes:**
   - These wireframes are basic, using simple shapes and placeholders to outline the structure of the interface without focusing on aesthetics or details.

2. **Mid-Fidelity Wireframes:**
   - Mid-fidelity wireframes add more detail than low-fidelity ones, including basic visual elements like colors, fonts, and sometimes images, to provide a clearer representation of the final design without getting into specifics.

3. **High-Fidelity Wireframes:**
   - High-fidelity wireframes are more polished and detailed, closely resembling the final product. They include actual content, precise layouts, interactive elements, and often mimic the final design's look and feel.

B. Three Techniques to Create UX Design:

1. **User Flow Mapping:**
   - Visualize and understand the user's journey through the interface, identifying key touchpoints, interactions, and potential pain points to optimize the user experience.

2. **Prototyping:**
   - Build interactive prototypes using tools like Sketch, Adobe XD, or Figma to simulate the user experience and gather feedback early in the design process, allowing for iterative improvements.

3. **User Testing:**
   - Conduct usability testing with real users to evaluate the effectiveness and usability of the design, gathering insights to refine and enhance the user experience further.

C. <u>Three Techniques to Create UX Design:</u>