**[** **2CEIT604** **USER EXPERIENCE DESIGN]**

Practical: 4

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

* 1. **Explain types of Wireframe design**
  2. **Explore & Write down new three techniques to create UX design**
  3. **Create High-fidelity wireframe of web pages created in practical-3.**



**Department of Information Technology**

1. **Types of Wireframe Design:**
2. **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.

1. **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.

1. **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.

1. **Three Techniques to Create UX Design:**
2. **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.

1. **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.

1. **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.

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

