UX - Wireframing

Introduction

Balsamiq Mockups is a user interface design tool for creating wireframes or mockups. We can use it to create sketches of our product ideas to share with team members of users before writing any code.

Learning Outcomes

Topics include:

- The basics
- Adding controls
- Image paper controls
- Completing the mockup

UX - Wireframing

- Why use wireframes ?
  - useful in initial design, **before** starting to code
  - any gaps can be identified early on
  - get buy in from your clients (sense of ownership)
  - elicit feedback
- Who is your audience
  - -   stakeholders
- How to conduct research
  - -   variety of methods

UX - Wireframing

- Prototyping
  - low-fi , sketching, post it notes
  - medium-fi , **wireframing**, storyboarding
  - hi-fi, photoshop etc (see http://proto.io for demos), approaches final design

We're going to look at wireframing in this lesson

Many tools around, we will use **balsamiq**

Wireframing is all about practice, so today will be a hands-on session

UX - Wireframing

Follow the instructions in the Lesson folder to get started

- refer to balsamiq website for help https://docs.balsamiq.com/desktop/

When you've completed the lesson notes. Add the following to the choco web page.

- Add a menu bar in the top right with links 'Home', 'Contact', 'About'

- Follow the instructions to create links to new pages in your project

- create screens for the Home, Contact and About pages (with appropriate names)

- Home is the page you were working on

For instructions on linking see instructions at   https://docs.balsamiq.com/desktop/linking/

UX - Wireframing

Complete the challenge at the end of the lesson notes.

Go to codeinstitute.net to steal the background image (right-click, save-as)

Extra challenge in Lesson Folder

Extra challenge http://support.balsamiq.com/customer/portal/articles/1119780