Wireframes

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Wireframes

Sections in this chapter:

1. Wireframes

<div style="border:1px solid black; border-radius:10px; padding:20px; text-align:center">

3-1. Wireframes

</div>

Q What are **wireframes**?   *3-1-1*

A **Wireframes** are **visualization tools** for presenting **functions**, **structure**   *3-1-2*
and **content** of a web page or website.

Wireframing itself can be divided into two parts: *3-1-3*

Low-fidelity and **high-fidelity**

Low-fidelity means providing a simple picture displaying the layout and   *3-1-4*
hierarchy of the elements making up the page or site. It is a quick way of
getting your ideas down and it is easy to change the wireframe to meet the
needs of the customer or yourself.

High-fidelity contains more realistic content and can be used to build an   *3-1-5*
actual visual design. They have more detail and substance and thus makes it
easier for clients to grasp what the end product might look like.

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SKETCH   **LOW-FI**   **HI-FI**
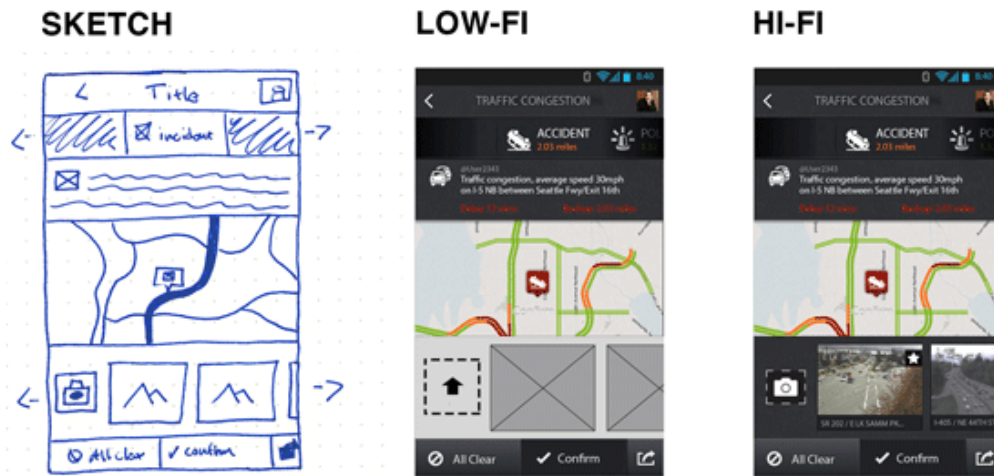
Source: jfarny.com

It is also a good way of capturing the **user flow**. If a user clicks a button, what page does it take them to and what might that page look like?

General rules for creating wireframes:

- Keep them practical and usable
- Don't worry about keeping them tidy and perfect
- Iterate, meaning don't be afraid to throw things away and start over
- Start very basic, maybe just pen and paper or a whiteboard, then move on to digital tools