

LAB SESSION 4
TITLE: UI DESIGN INTERFACE (WIREFRAMES)
DATE:

Problem Definition:

Design a basic wireframe using Figma for building the user interface prototype of the project.

Software used:

Figma

Theory:

Wireframes are low-fidelity, simplified visual representations of a webpage or application's layout and structure. They focus on functionality, content placement, and user flow rather than visual design elements.

Why Used:

1. Communication: Facilitate discussion between stakeholders, designers, and developers.
2. Cost-effective: Allow for rapid iteration and changes early in the design process.
3. Focus: Emphasize structure and functionality without the distraction of visual details.
4. User-centric design: Help identify and address usability issues early.

Purpose:

1. Outline layout and information hierarchy.
2. Define core functionality and features.
3. Visualize user flow and navigation.
4. Establish consistency across different pages or screens.
5. Gather feedback on structure before investing in detailed design.
6. Serve as a blueprint for further development.

Types of Wireframes:

- Low-fidelity: Basic sketches or outlines, often hand-drawn.
- Mid-fidelity: More detailed digital wireframes with placeholder content.
- High-fidelity: Detailed wireframes that may include some visual design elements.

Components of a Wireframe:

- Layout grid.
- Navigation elements.
- Content blocks.
- Functional elements such as buttons and forms.
- Placeholder text and images.

Wireframing Process: a. Research and planning. b. Sketching initial ideas. c. Creating digital wireframes. d. Review and iteration. e. Transition to prototyping or visual design.

Tools for Wireframing:

- Specialized software like Balsamiq, Axure, and Sketch.
- General-purpose design tools such as Adobe XD and Figma.
- Paper and pencil for quick sketches.

Benefits for Different Stakeholders:

- Designers: Explore layout options quickly.
- Developers: Understand functionality requirements.
- Project managers: Estimate time and resources needed.
- Clients: Visualize the product early in the process.

Relationship to Other Design Phases:

- Precedes visual design and prototyping.
- Informs information architecture.
- Guides content strategy.

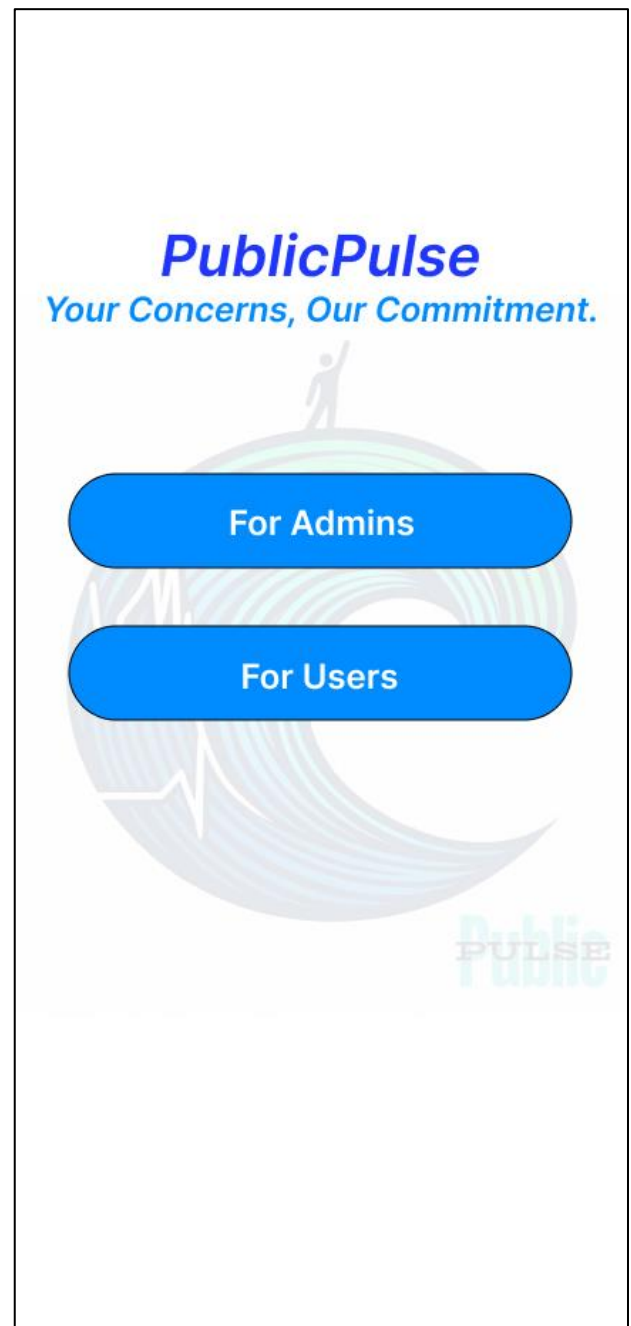
Best Practices:

- Keep it simple and focused.
- Use a consistent level of detail.
- Include annotations for clarity.
- Consider responsive design early.
- Test with users when possible.

Common Challenges:

- Balancing detail and simplicity.
- Avoiding premature focus on aesthetics.
- Communicating interactivity in static wireframes.
- Managing stakeholder expectations.


Output and Results:




USERS

Welcome Back
Enter your credential for login

 Admin Username

 Admin Password

 Admin Email

[Login Now](#)

[Forgot password ?](#)

PublicPulse



Admin Name
Admin ID: 54323

Overall Complaint Status

[View Reports >](#)

Total Complaints
100

Resolved Complaints
85



Feedback



Dashboard




Community





Progress





Account


Feedback List

User Reviews


 Jane Smith 
Great customer service!

 Mike Johnson 
Needs improvement in response time.

Feedback Analysis

Total Feedback
100

Resolved
80


Feedback List



Complaint ID



☆ 0001

☆ 0002

☆ 0003

User Reviews


 Jane Smith 
Great customer service!


 Mike Johnson 
Needs improvement in response time.

Feedback Analysis


Total Feedback
100


Resolved
80



Feedback


 Complaint ID
0002


Date: Jan 15, 2022


 User
Tom Hanks

 Department
PWD

 Rating
4/5 stars

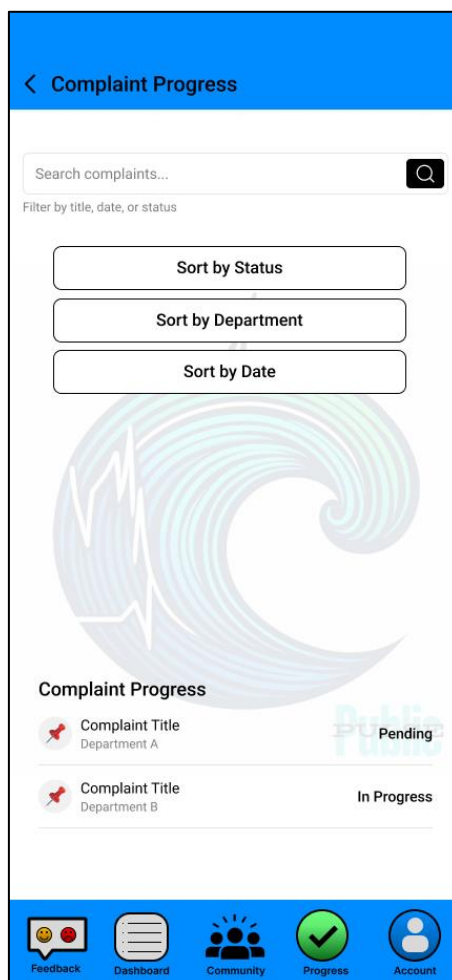
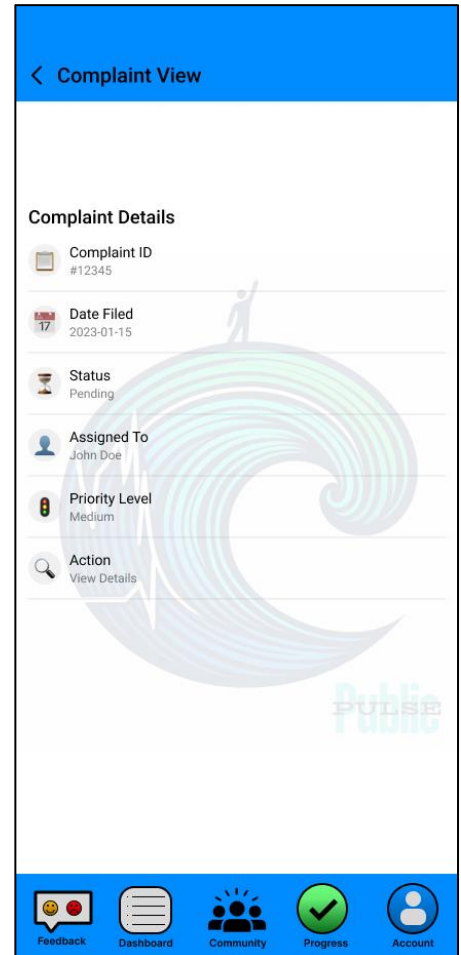
 Comments
Quick response appreciated.

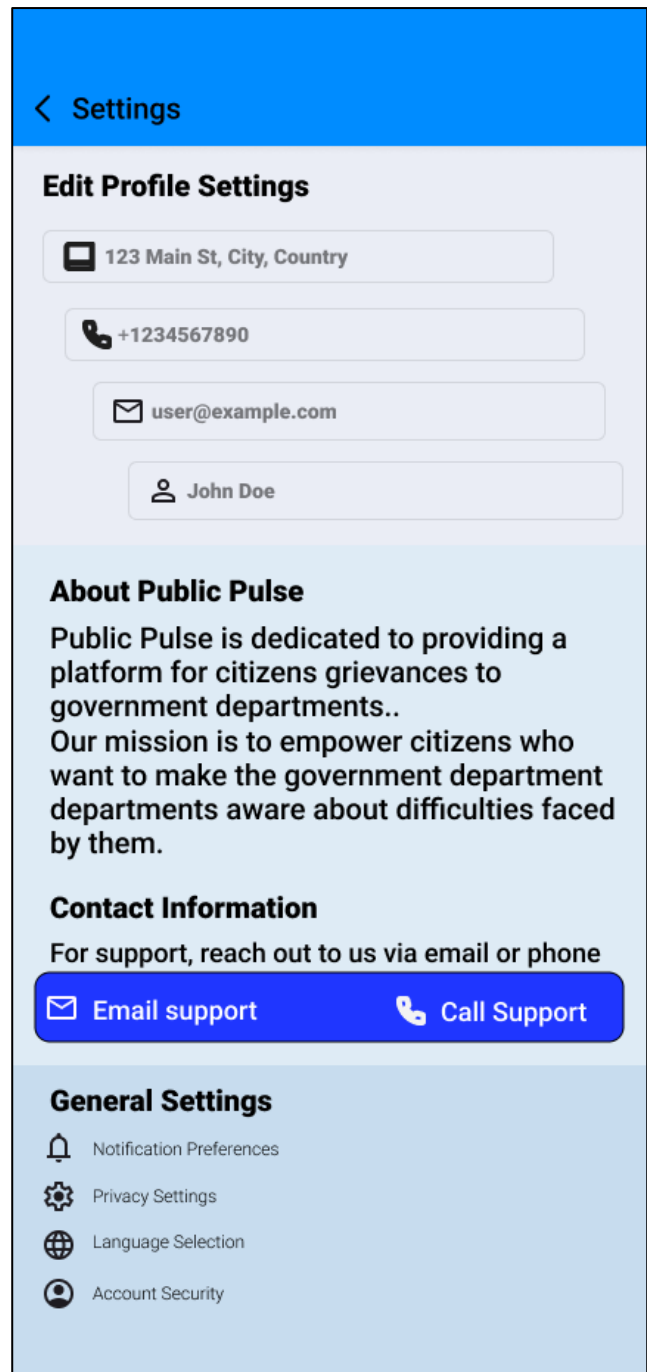
 Complaint Status
Completed

 Actions
View Details

Delete

Respond






ADMINS

Welcome Back

Enter your credential for login

 Username

 Password

Login Now


[Forgot password ?](#)

Don't have an account? [Sign Up](#)


Sign Up

Create your account

 Username

 Email

 Password

 Confirm Password

Sign Up

Or



Login with Google

Already have an account? [Login](#)







Filter by title, date, or status

Complaint Overview

-  Complaint A
Department A
-  Complaint B
Department B
-  Complaint C
Department C



 Feedback
  Community
  Progress
  Account

 **Complaint Progress**

Complaint Details

Last Update: 05-10-2021

Complaint ID: 001

Status: Resolved

Last Update: 10-10-2021


Complaint ID: 002


Status: In Progress


Last Update: 10-10-2021


Complaint ID: 005


Status: Pending




 Feedback

 Community

 Progress

 Account

 **Feedback**

Name: John Doe
Email: john.doe@example.com
User ID: 22555

Complaint Information
Complaint ID: 12345
Brief Description: Streetlight not working

Department ID: D0001
Department Name: PWD

Rate Timeliness ★★★★★

Comments on Timeliness

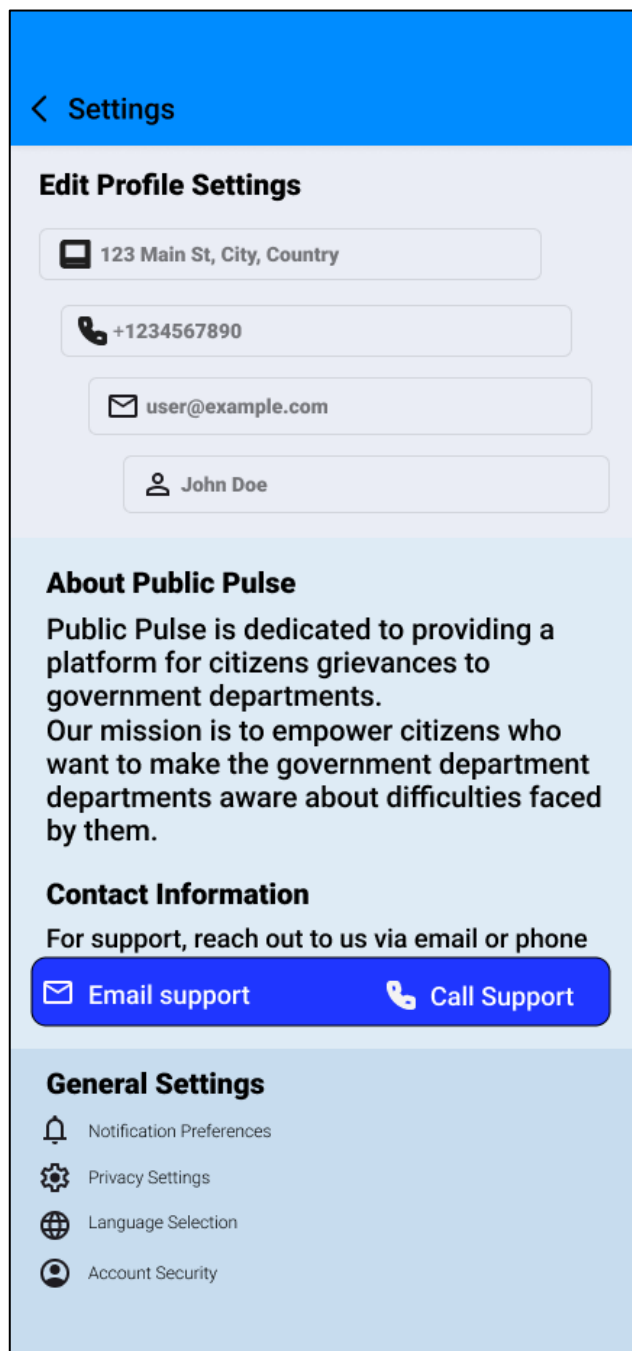
Rate Effectiveness ★★★★★

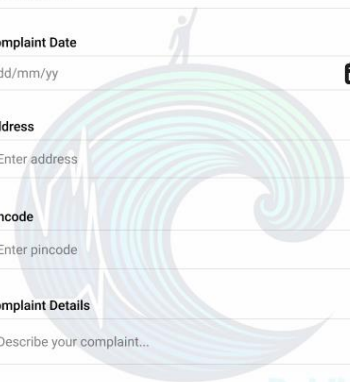
Comments on Effectiveness

Rate Communication ★★★★★

Comments on Communication

Submit Feedback



PublicPulse

< File a Complaint

Complaint Title
Enter complaint title

Department
Department

Complaint Date
dd/mm/yy

Address
Enter address

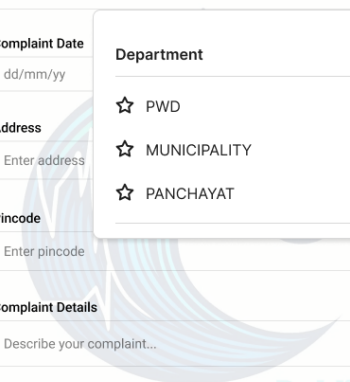
Pincode
Enter pincode

Complaint Details
Describe your complaint...

Attachment
Upload files related to the complaint

Notification
☒ Notify me of updates via email/SMS

Cancel Submit Complaint

PublicPulse

< File a Complaint

Complaint Title
Enter complaint title

Department
Department

Complaint Date
dd/mm/yy

Address
Enter address

Pincode
Enter pincode

Complaint Details
Describe your complaint...

Attachment
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Notification
☒ Notify me of updates via email/SMS

Cancel Submit Complaint



Conclusion:

A wireframe is a critical tool in the design process that outlines the basic structure and functionality of a website or application. It serves as a blueprint, focusing on layout and user experience without the distraction of visual design elements. By clearly presenting the placement of content and interactive elements, wireframes facilitate collaboration among stakeholders, help identify potential usability issues early, and streamline the development process. This approach ensures that the final product is user-centered and meets the project's objectives efficiently, saving time and resources in the long run.