

Assignment: Creating Wireframes for Facebook Interface Improvements

Objective: Your assignment is to create wireframes for two new concepts for each of the following Facebook interfaces: **Newsfeed**, **Login Page**, and **Profile Page**.

This exercise will count as a Quiz grade.

Background: With the aim of improving user interaction and functionality on Facebook, this assignment challenges you to propose wireframe concepts that enhance the platform's usability and accessibility. Your wireframes should serve as a blueprint for potential improvements in how users interact with Facebook.

Assignment Details:

1. Newsfeed:

- **Concept 1:** Wireframe a version that boosts how users discover and interact with content.
- **Concept 2:** Develop a wireframe that emphasizes a streamlined content presentation.

2. Login Page:

- **Concept 1:** Wireframe an inviting and secure entry point.
- **Concept 2:** Create a wireframe that integrates advanced security features seamlessly.

3. Profile Page:

- **Concept 1:** Produce a wireframe showcasing enhanced personalization and activity highlights.
- **Concept 2:** Create a wireframe focused on simplified navigation and content interaction.

Considerations:

- Ensure your wireframes make Facebook more approachable for all users, particularly those with special needs.
- Your wireframes should effectively communicate improvements in the platform's interface that address user requirements and facilitate interaction.
- Reflect on how current software development trends can inform your wireframe concepts.

Submission Guidelines:

- Your wireframes should be sketched by hand.

- For each wireframe, provide a brief explanation (up to 100 words) detailing its focus and how it proposes to enhance the interface.
- Compile your wireframes and explanations into a single PDF document for submission.

Caution on Plagiarism:

- Originality is crucial in your submissions. Copying others' work or presenting it as your own will not be tolerated. Any instance of plagiarism will **result in a score of 0** for this assignment.