

Lab Task: Wireframing

Objective:

In this lab task, the goal is to create wireframes that effectively communicate the layout, content organization, and user interface (UI) elements of a fictional mobile application called "HealthTrack".

Task Overview:

Your team is tasked with designing wireframes for "HealthTrack," a mobile app designed to assist users in monitoring their health metrics, setting and tracking fitness goals, and accessing health-related advice. Your designs should cater to a broad audience, prioritizing ease of use and accessibility.

Requirements:

1. **Application Overview Page:** Craft an overview page wireframe that presents users' health metrics at a glance. This includes steps taken, calories burned, water intake, and sleep tracking. The design should prioritize immediate access to information.
2. **Goal Setting Page:** Sketch a wireframe for a goal-setting page where users can establish personal health objectives. This page should facilitate setting goals for steps, calorie intake, water consumption, and exercise routines, offering both preset options and customization.
3. **Advice and Tips Page:** Develop a wireframe for a page that offers health and fitness advice, incorporating articles, videos, and tips. Ensure there's a search feature, categories for filtering, and a mechanism for suggesting content tailored to the user's goals and interests.
4. **User Profile Page:** Design a wireframe for the user profile, detailing sections for personal information, a summary of health metrics, progress on goals, and user settings. The layout should support easy navigation and modification of user details or preferences.

Instructions:

- Your team will use pen/pencil and paper to create these wireframes. Embrace this traditional method to focus on the basics of layout and user interaction without the influence of software tools.
- Concentrate on the structural layout and user flow rather than aesthetic details. Utilize placeholders for text and graphical elements.

- Include essential UI components such as buttons, icons, and menus to foster user-friendly navigation and interaction.
- Ensure your wireframes are neatly drawn, clearly labeled, and include concise annotations to explain your design rationale.

Submission Guidelines:

- Once completed, compile all wireframes into a single PDF document for online submission. The document should include a cover page with your team names, student IDs, and the lab task title.
- Additionally, prepare a neat, hardcopy version of your wireframes. Collect all team members' work and submit it as one package to your class representative. The class representative will then deliver these hardcopies to the course instructor.
- Make sure both your online submission and hardcopy are turned in by the deadline provided by your instructor.

Evaluation Criteria:

- **Clarity and Organization:** The ability of your wireframe to clearly represent the app's layout and the organization of its content.
- **User-Centered Design:** How well your wireframe demonstrates an understanding of and caters to user needs and goals.
- **Creativity and Innovation:** The effectiveness of your design in introducing creative solutions for an enhanced user experience.
- **Adherence to Requirements:** The extent to which your wireframes fulfill the specified task requirements and instructions.