

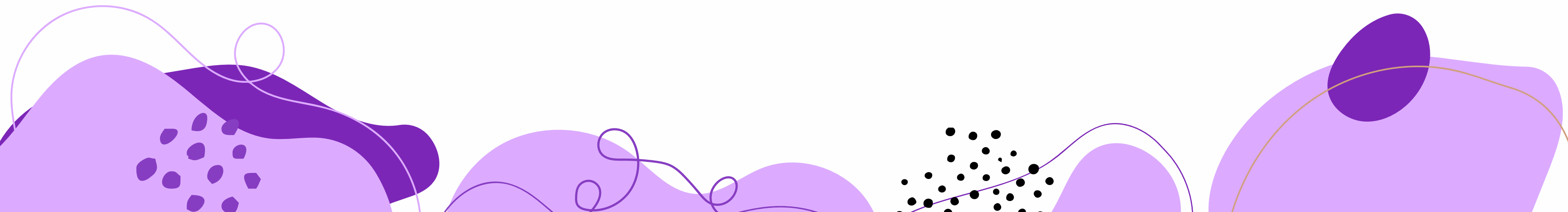


Introduction to Wireframing and UX/UI Design



What We'll Cover

- What is UX Design?
- What is UI Design?
- UX vs UI: How they work together
- The role & importance of wireframing
- Wireframing basics & types
- Wireframing process & best practices
- Tools, examples, mistakes & summary



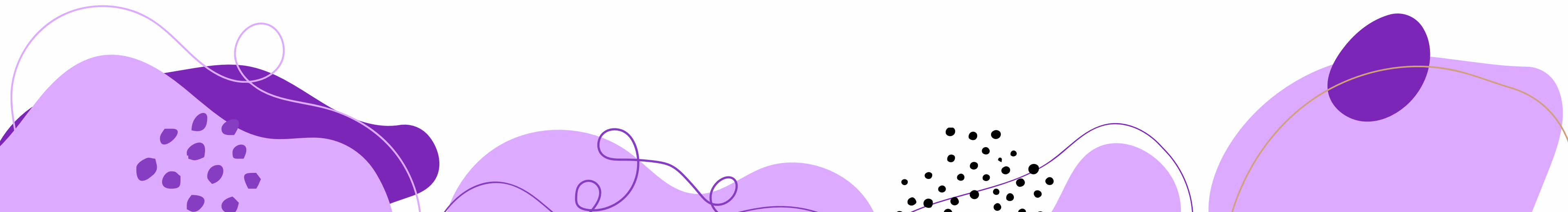
What is UX Design?

User Experience (UX) design revolves around creating a comprehensive user journey within a product or service. It involves crafting experiences that deeply connect with users encompassing branding, usability, functionality, and design. UX designers prioritize understanding users' emotions. Ensuring a seamless interaction that leaves them satisfied.



Core Principles of UX Design

- **User-Centricity** - Design for real people, not assumptions (empathy maps, user needs first)
- **Usability** - Easy to learn, efficient to use, few errors, satisfying (Nielsen's usability heuristics)
- **Consistency** - Same actions = same results across the product
- **Hierarchy & Flow** - Guide users logically through tasks (information architecture)



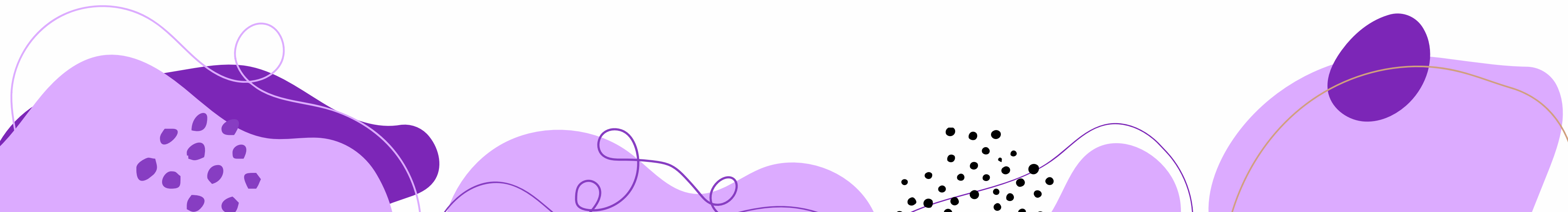
Core Principles of UX Design

- **Accessibility** — Inclusive for everyone (color contrast, screen readers, keyboard navigation)
- **Feedback & Control** — Users know what's happening & feel in control
- **Iteration & Validation** — Test early, often, with real users



What is UI Design?

User interface (UI) design focuses on the visual elements directly engaged by users. UI designers are responsible for creating appealing interfaces that are easy to use emphasizing aesthetics and visual components such, as buttons, icons, and menus.



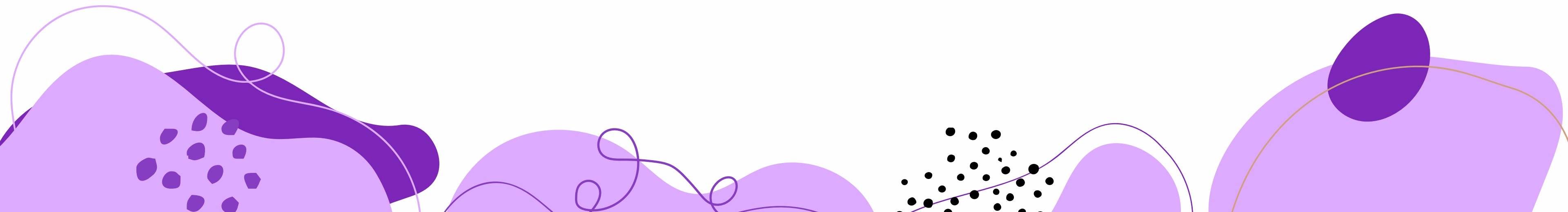
Core Principles of UI Design

- Visual Hierarchy — Guide the eye to what's most important first (size, color, contrast, position)
- Consistency — Same styles, icons, spacing, language everywhere
- Contrast & Readability — Make text & elements pop (color theory basics, 4.5:1 contrast ratio)



Core Principles of UI Design

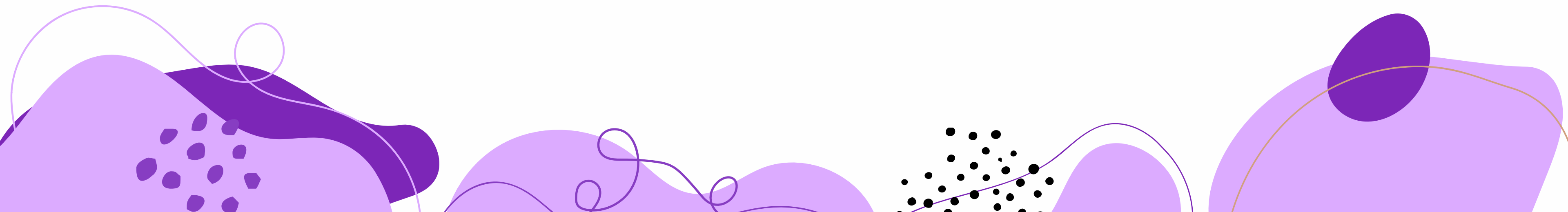
- Typography — Right fonts, sizes, weights, line spacing for clarity & mood
- Color — Evoke emotion, highlight actions, ensure accessibility
- Spacing & Alignment — Use white space & grids for clean, balanced layouts
- Affordance & Feedback — Buttons should look clickable; show hover/click

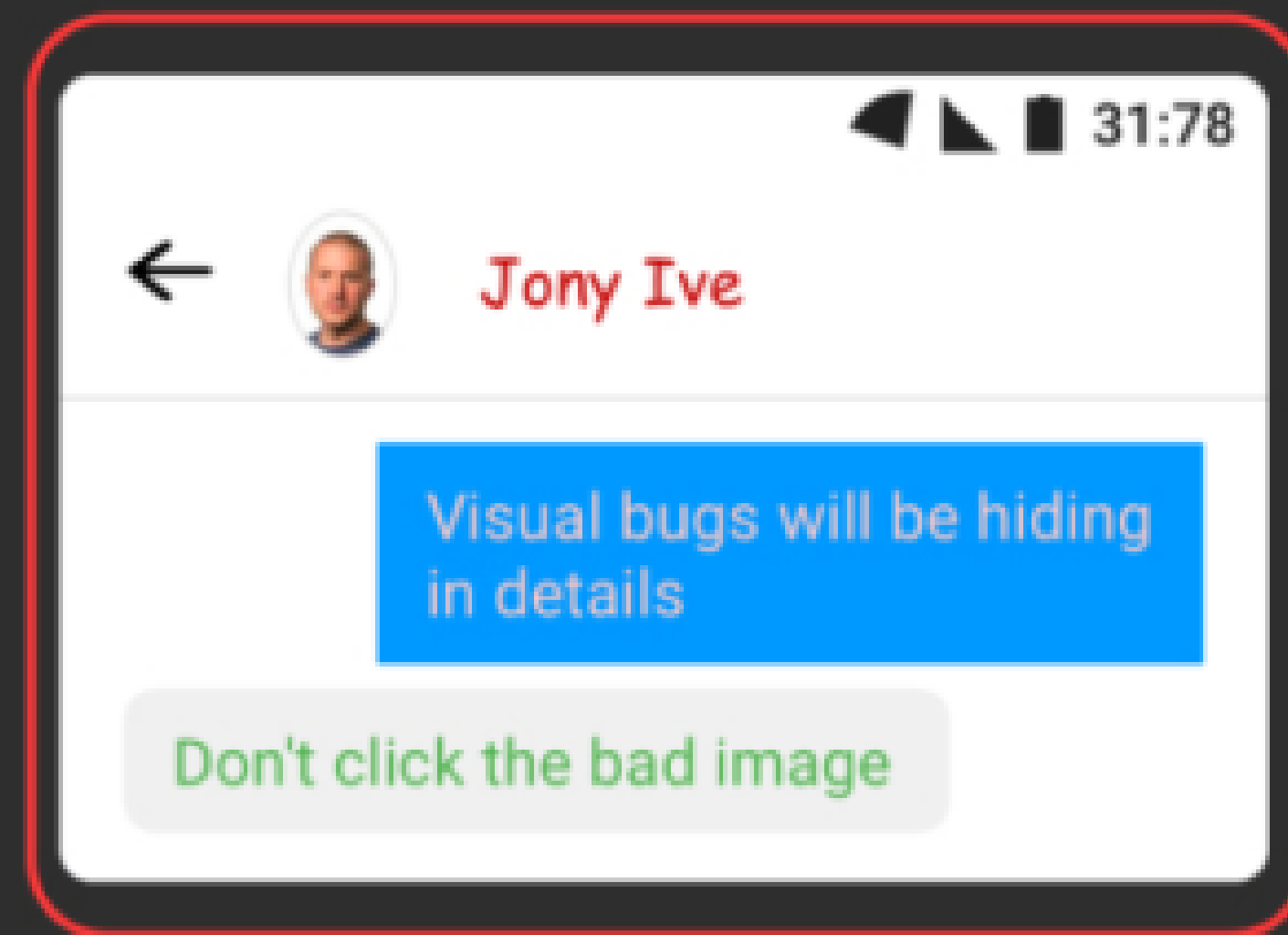
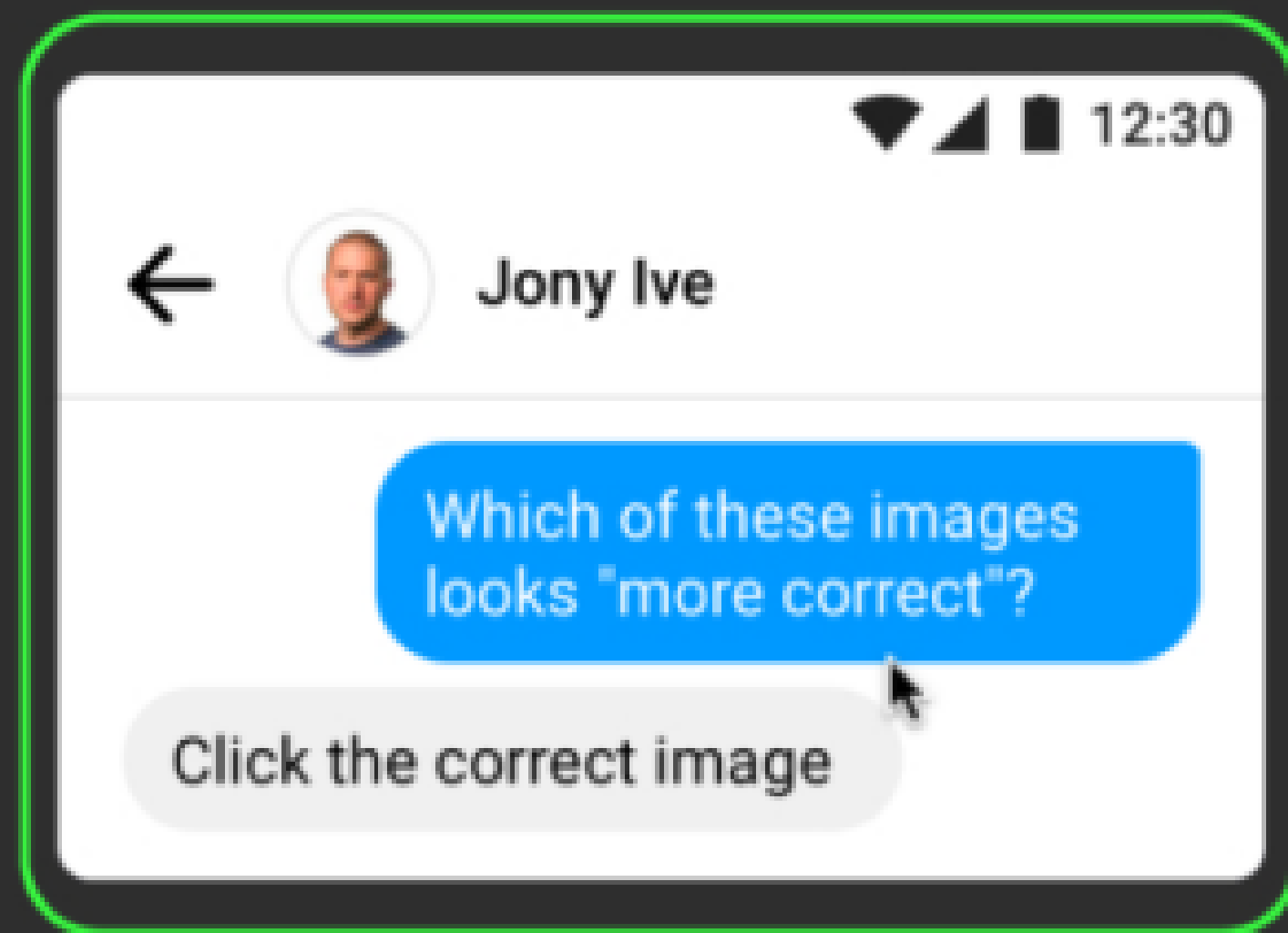


Bad vs Good

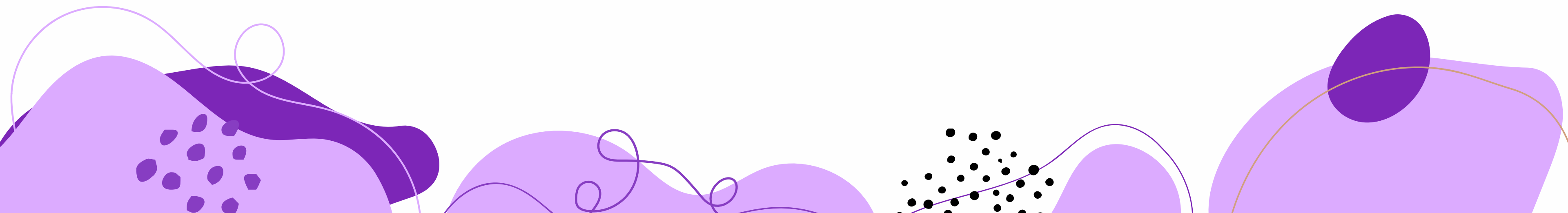
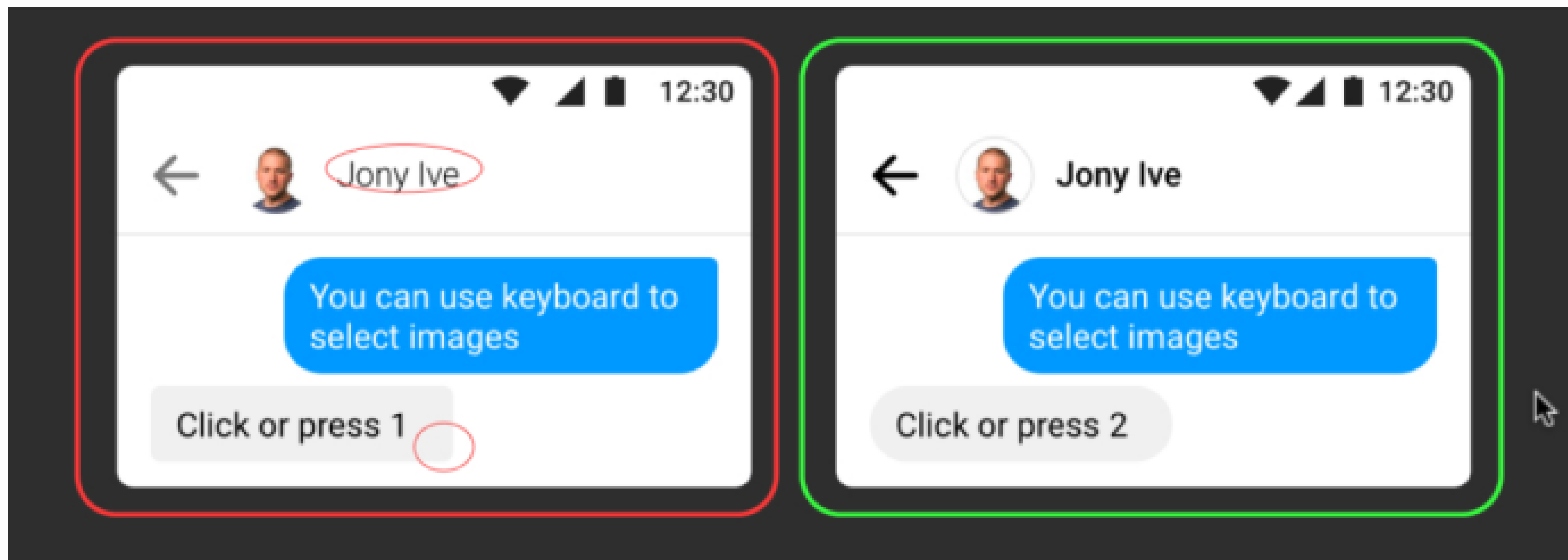
UI/UX design

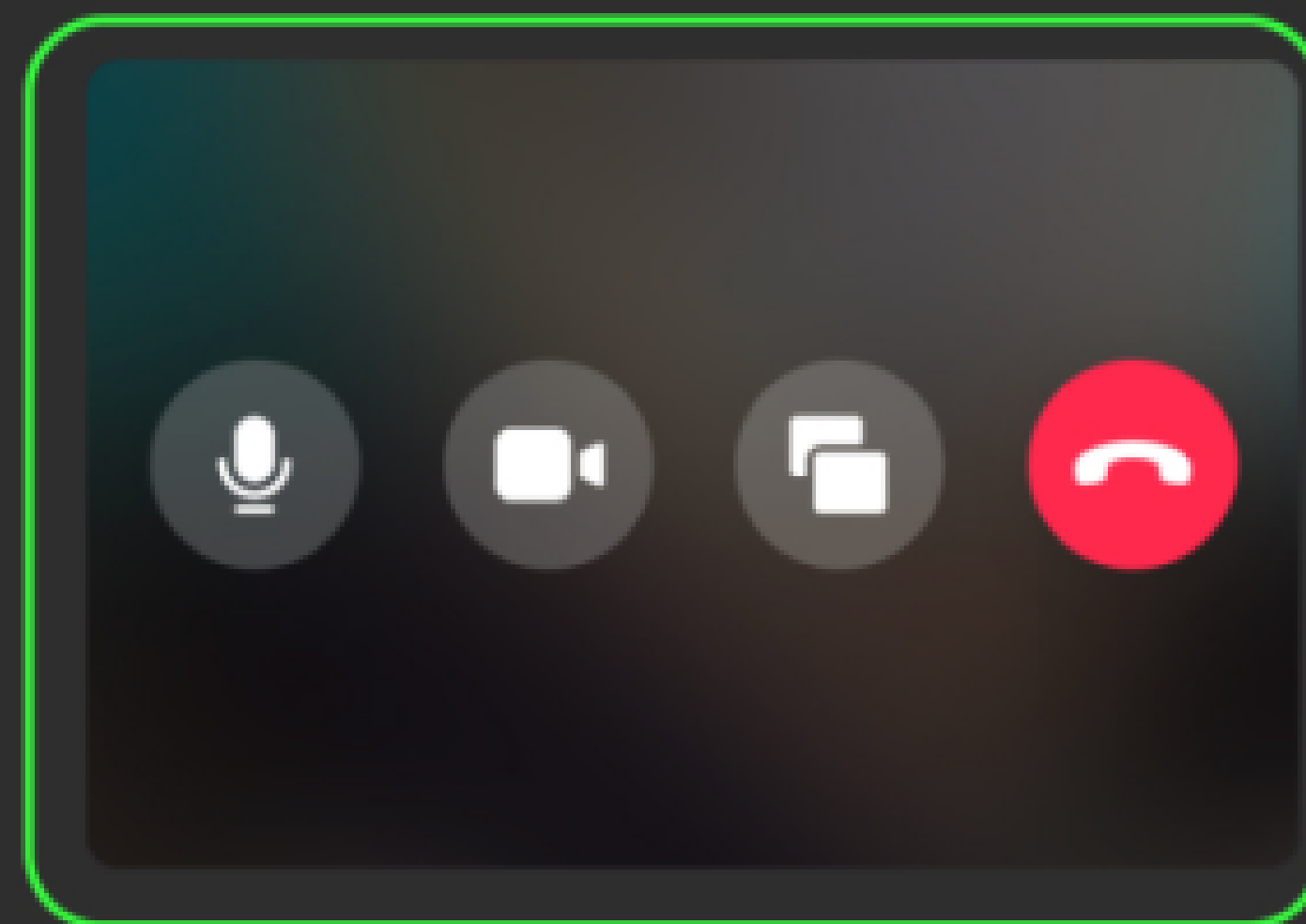
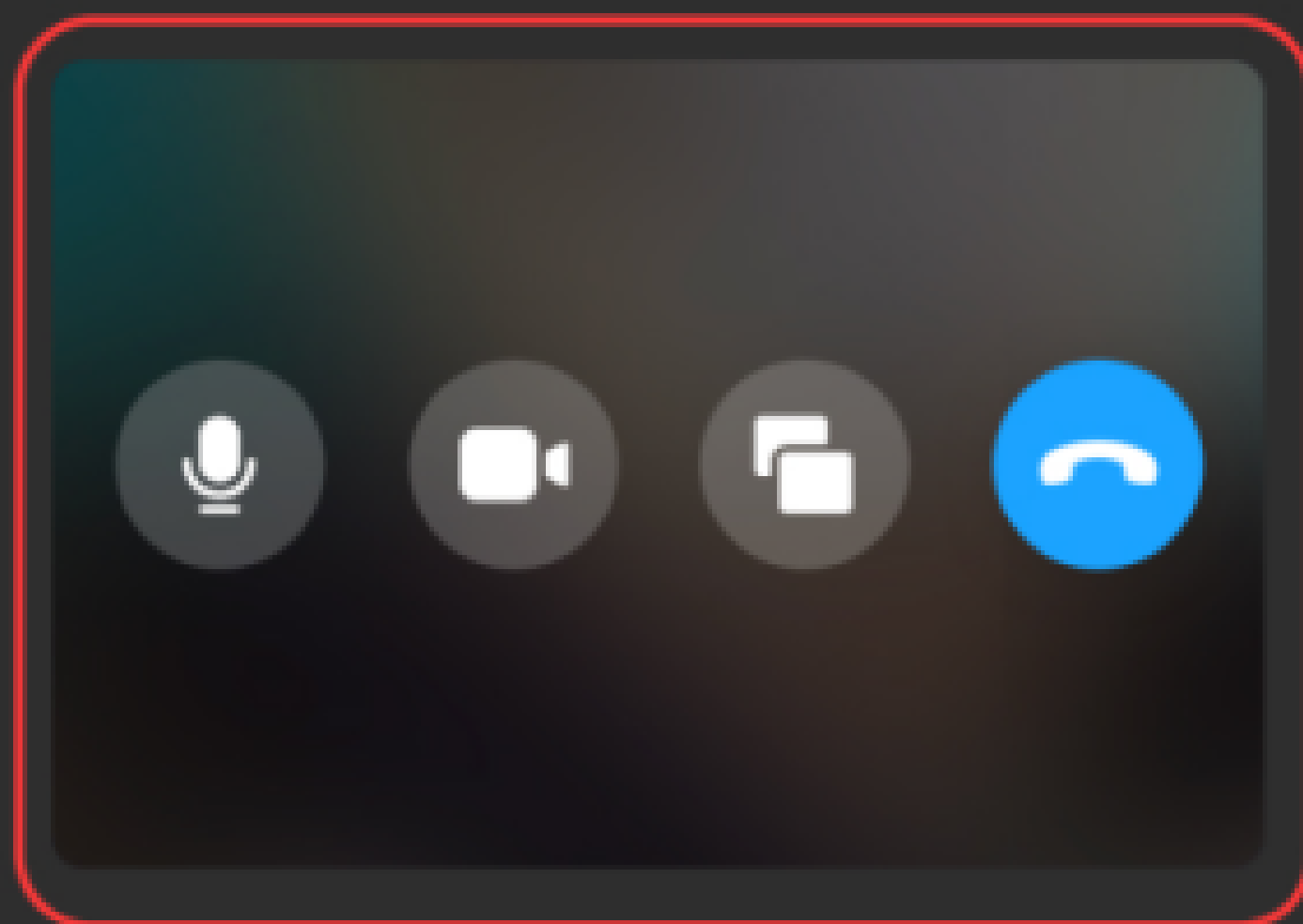
Can you identify the Good and the Bad?





Select the design that is most correct





Select the design that is most correct



You can invite other group members to this conversation.

INVITE FRIENDS

SKIP

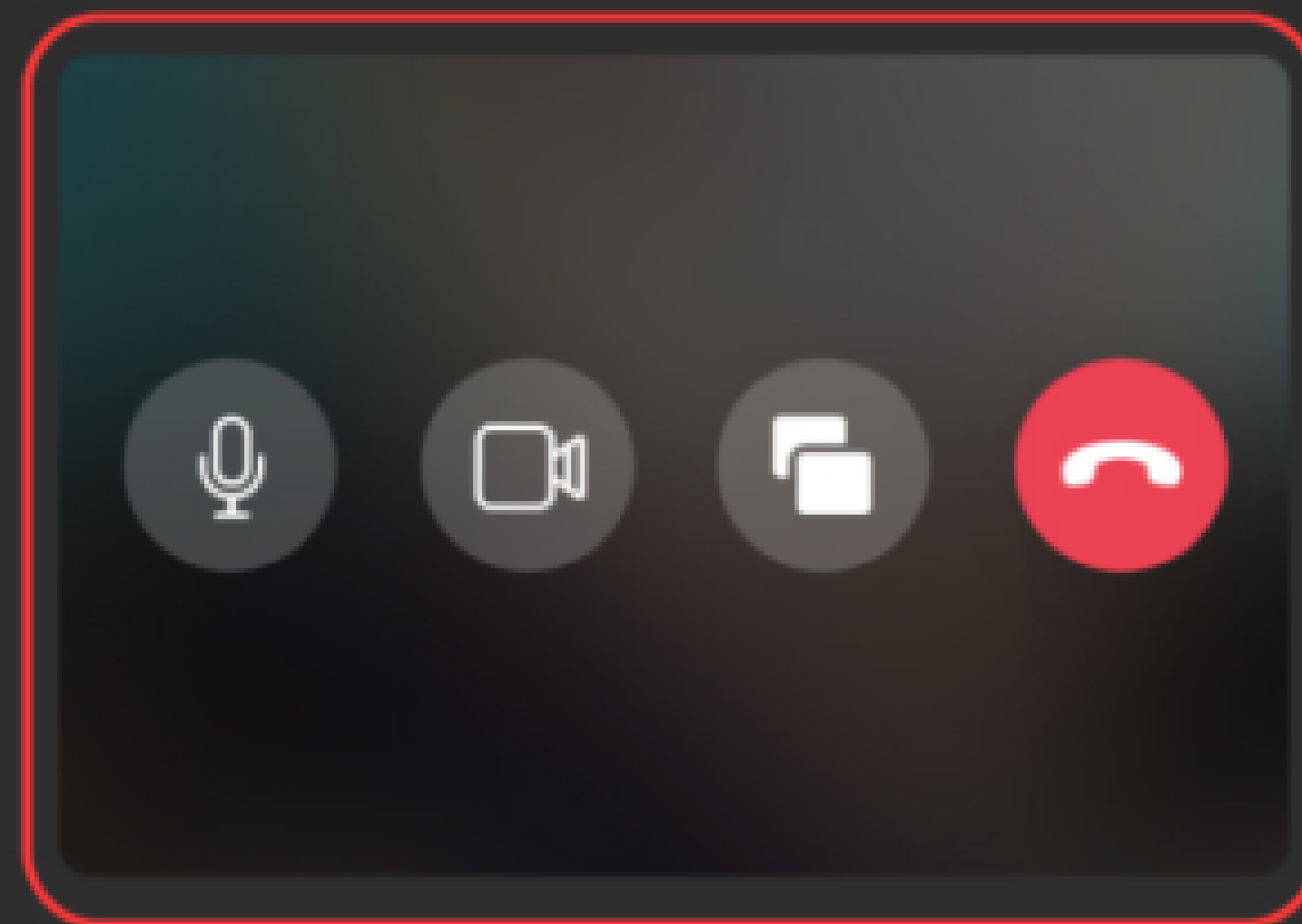
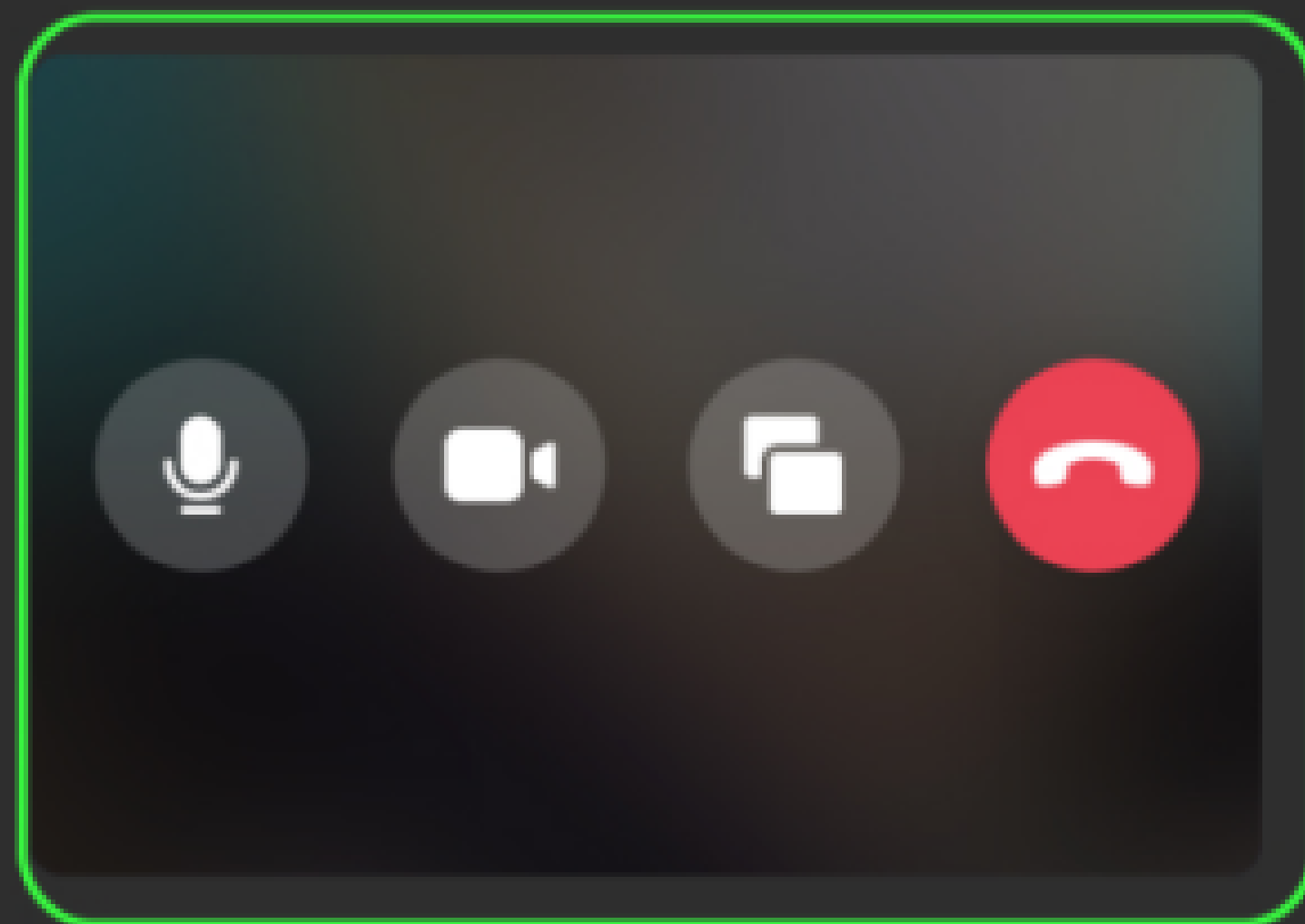


You can invite other group members to this conversation.

INVITE FRIENDS

SKIP





Select the design that is most correct

What is a Wireframe?

A wireframe is a blueprint that is useful for helping you, your team and stakeholders think and communicate about the structure of the software, website, product you're building. Starting your projects with wireframes, before any code is written, and any visual design is done, will save you a lot of time, and will help you and your team in testing more ideas before locking on a single one.



Types of Wireframes



Low-Fidelity

Quick sketches for early concepts



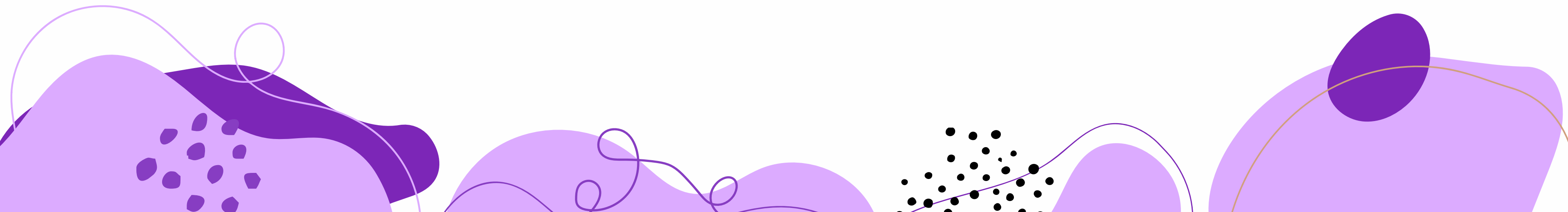
Mid-Fidelity

Structured layouts for user flows



High-Fidelity

Detailed mockups for final approval



1. Low-Fidelity Wireframes (Lo-Fi)



Idea-Driven Sketches

Explore concepts quickly using simple shapes to define layout and structure.



Speed Over Detail

Focus on rapid creation and iteration without worrying about visuals or polish.



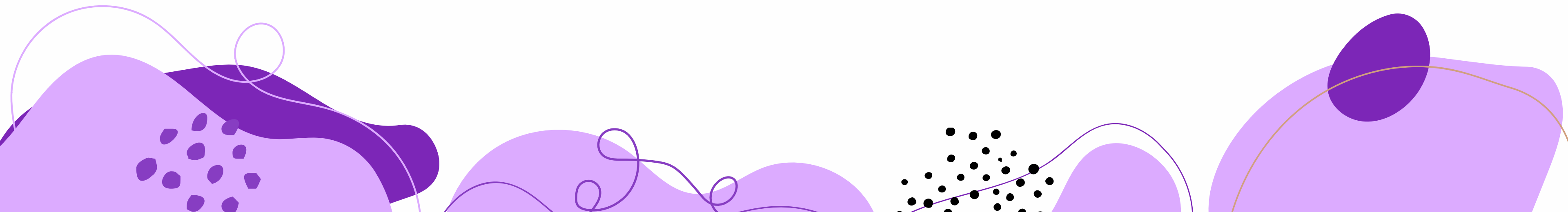
Early Feedback

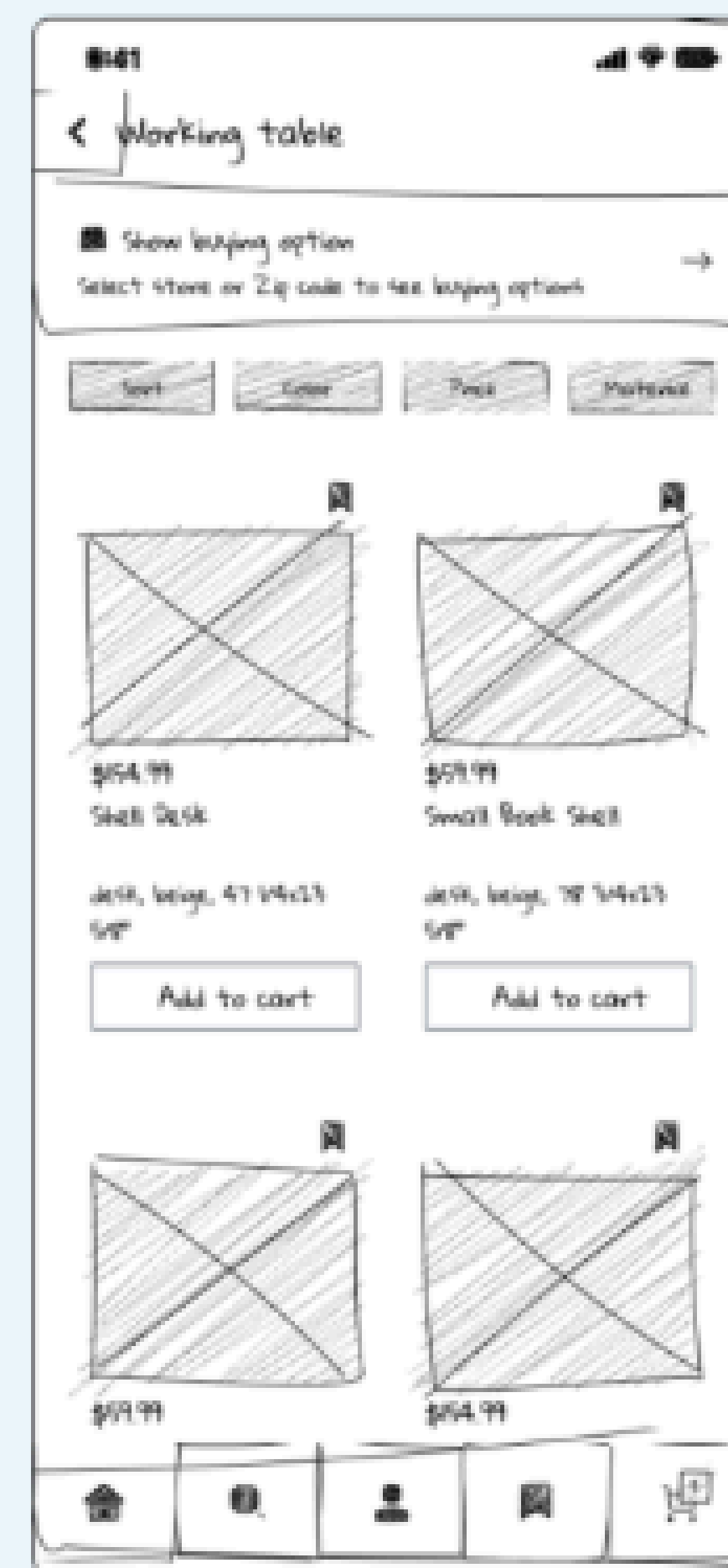
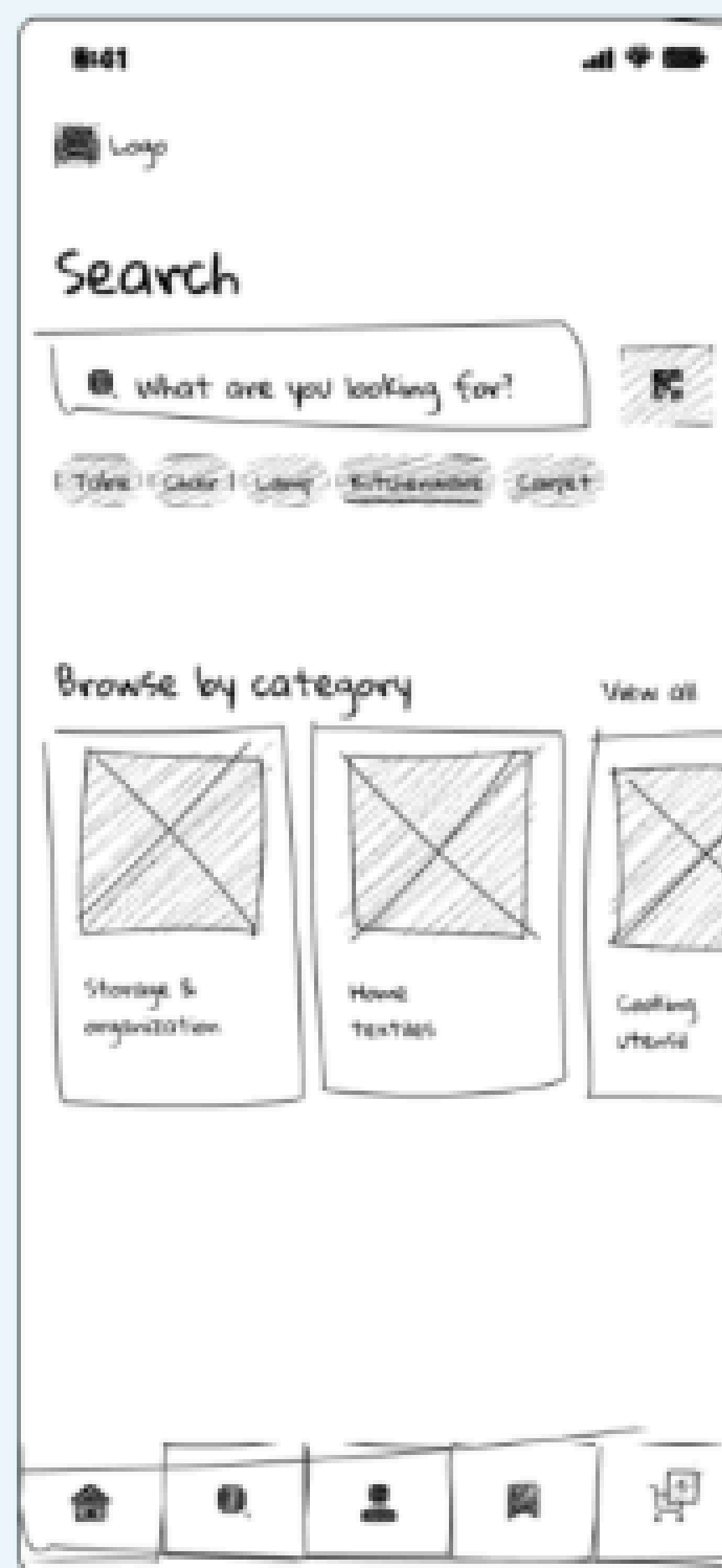
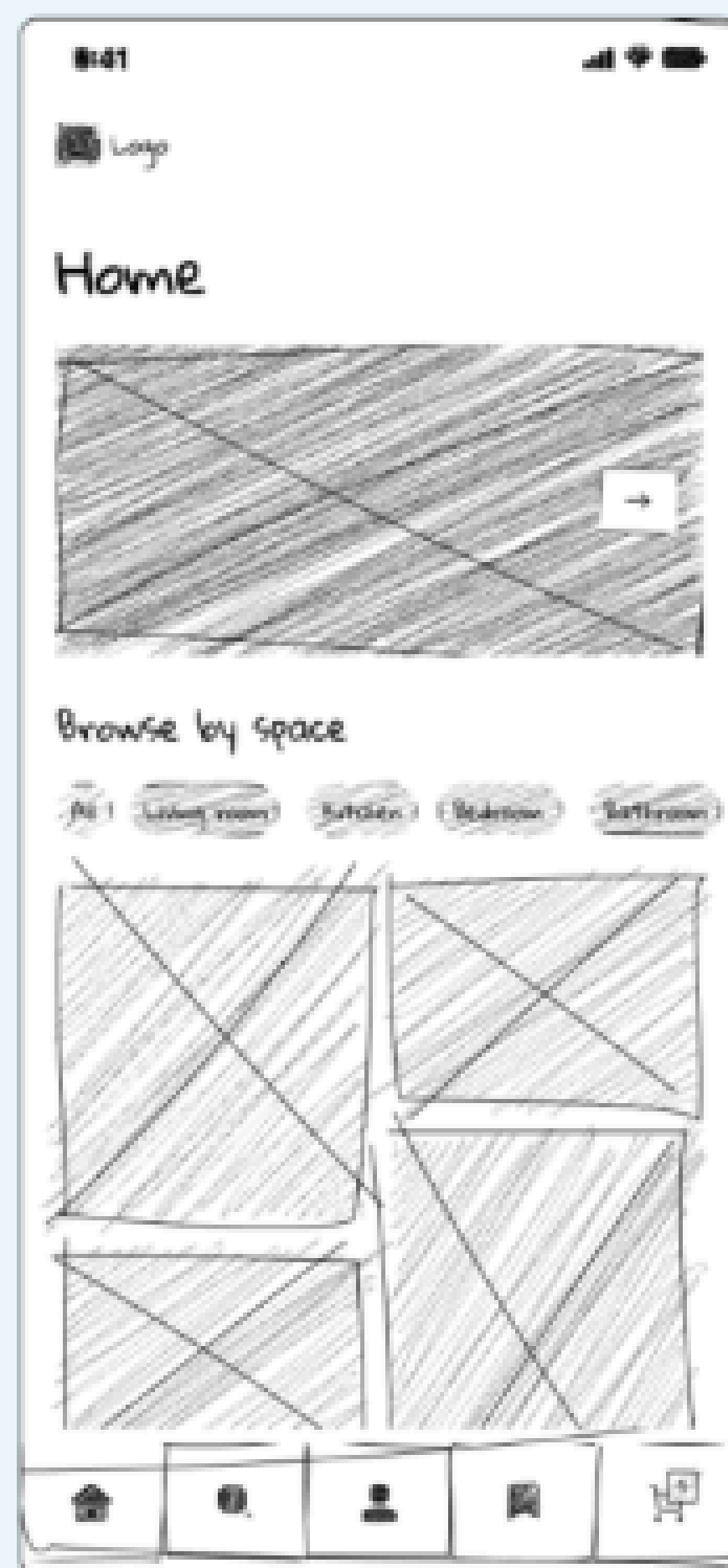
Validate ideas, user flows, and content placement early with stakeholders or users.



Concept Validation

Ensure the core experience makes sense before investing time in details.





2. Mid-Fidelity Wireframes (Mid-Fi)



Structured Layouts

Refine digital experiences with precise spacing and clear visual hierarchy for intuitive navigation.



Basic Interactions

Incorporate functional elements like buttons, links, and forms to test user flow and responsiveness.



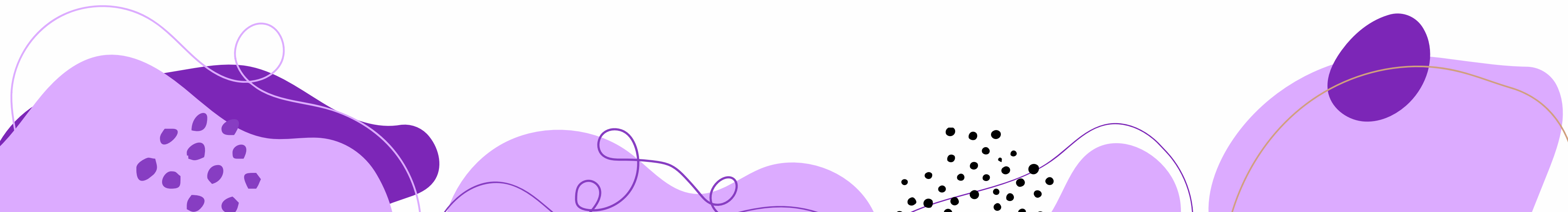
Function-Focused Aesthetic

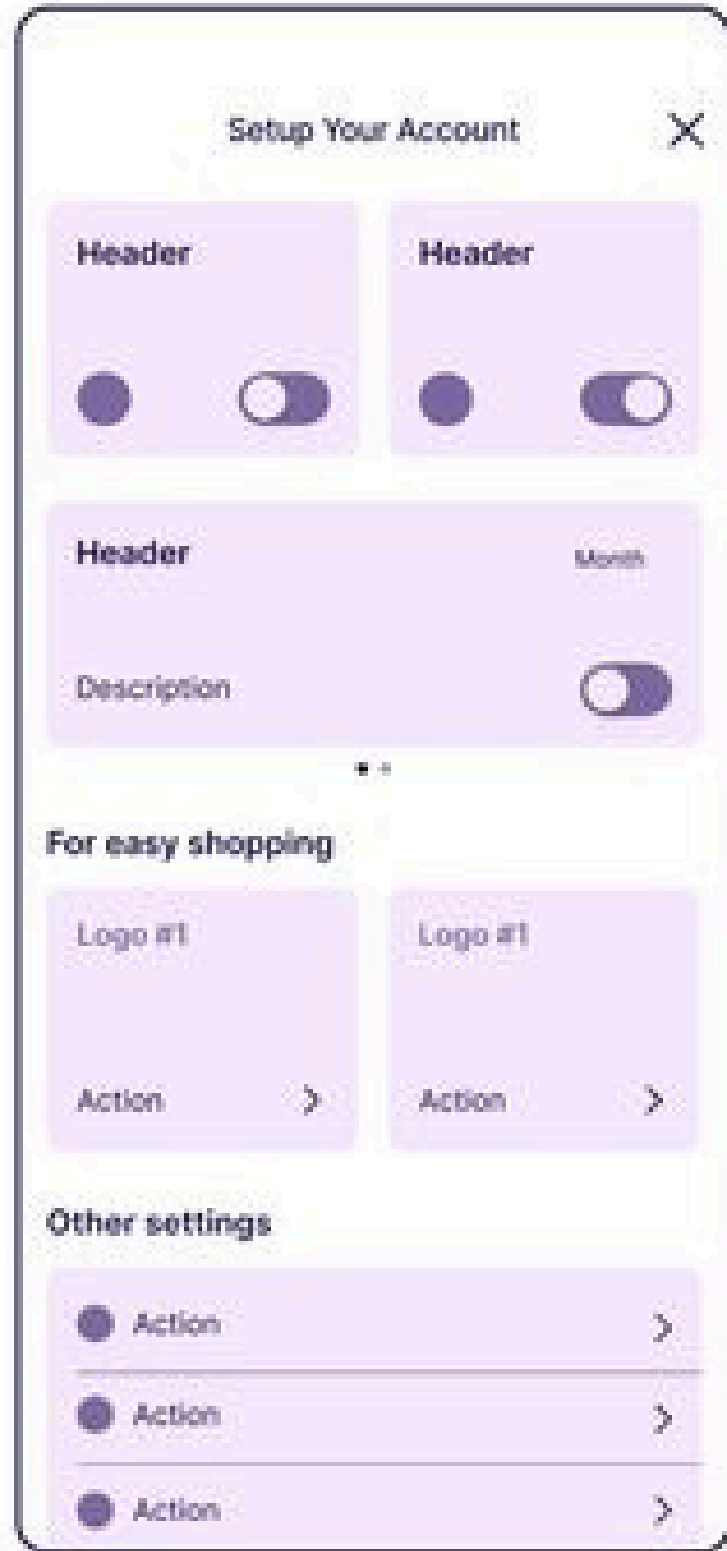
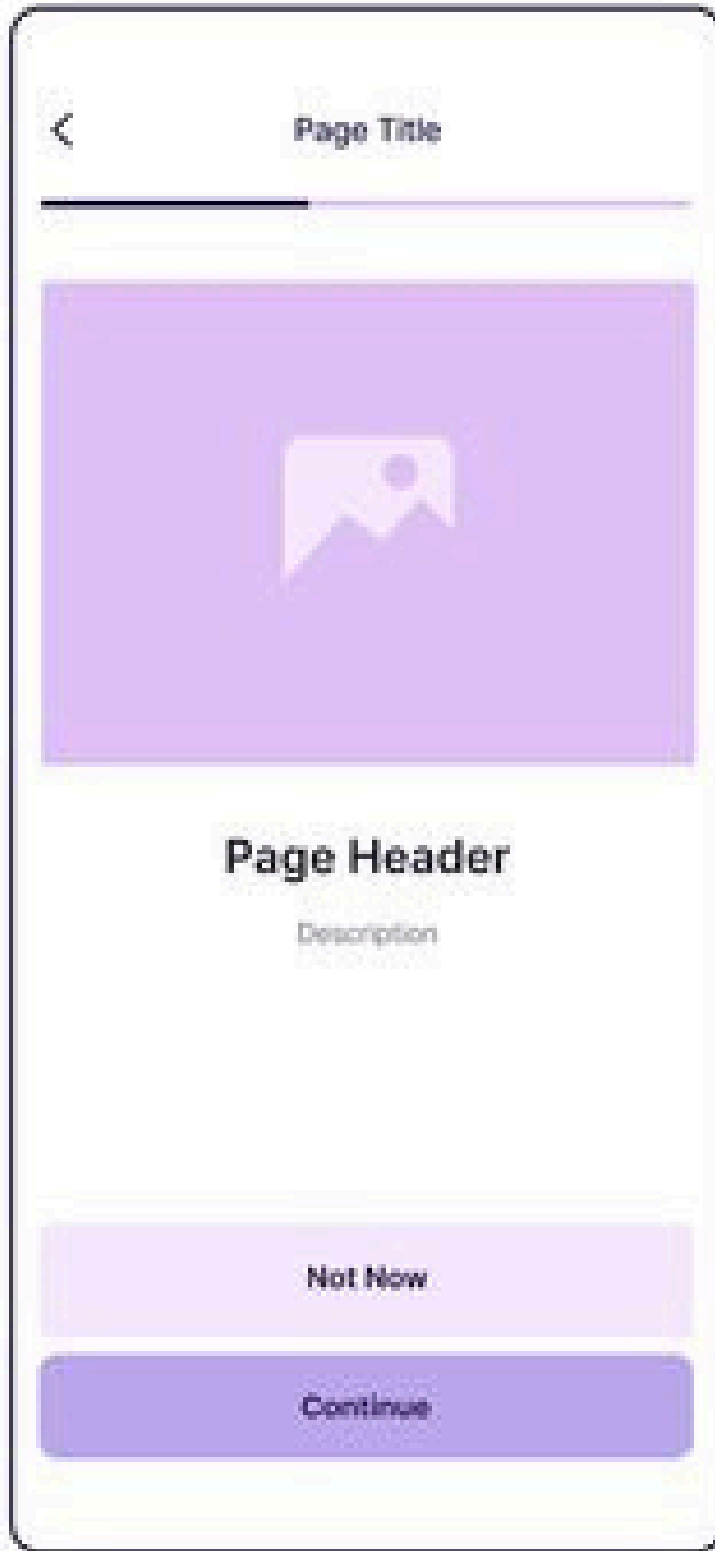
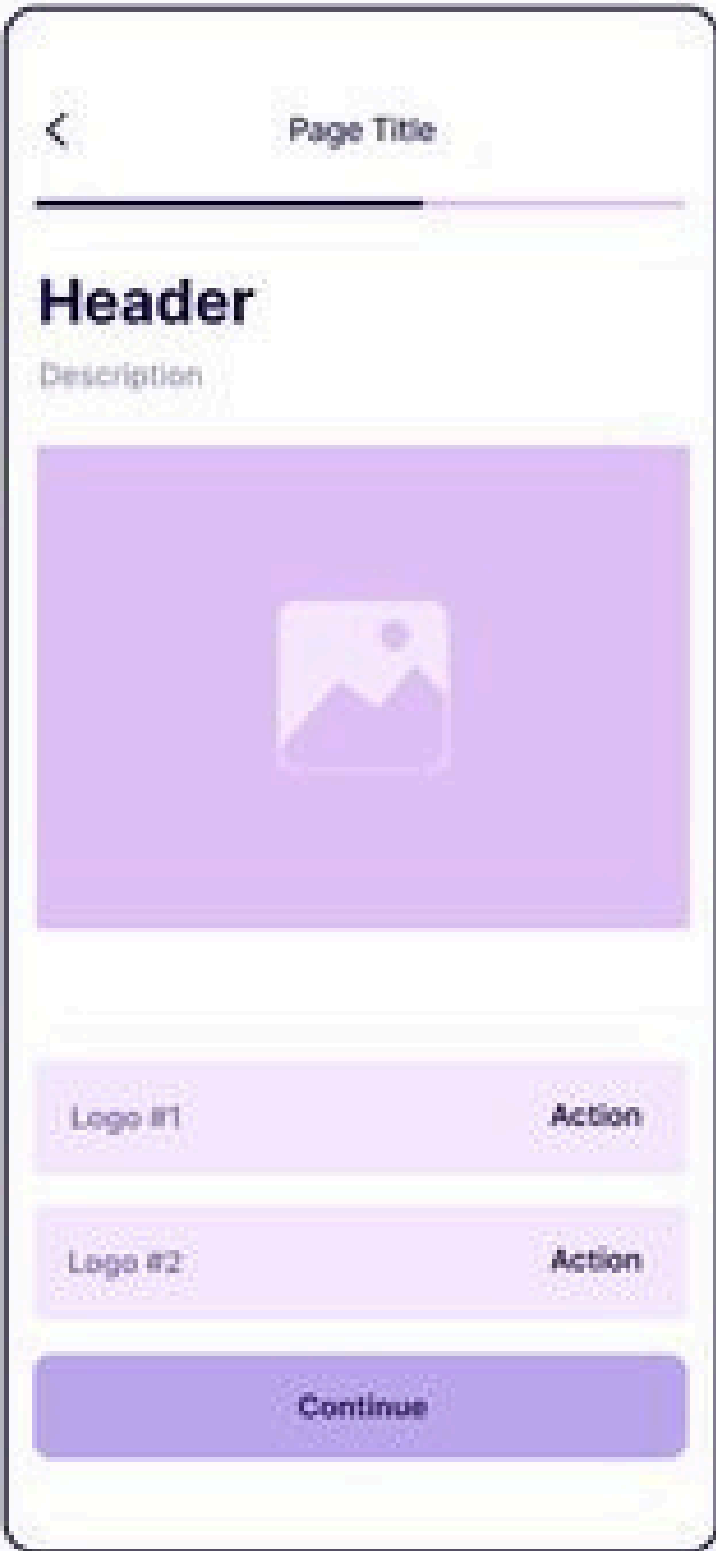
Utilize grayscale designs to emphasize functionality over aesthetics, ensuring core mechanics are sound.



Refine & Handoff

Optimize user flows and prepare for seamless developer handoff by detailing interactions and specifications.





3. High-Fidelity Wireframes (Hi-Fi)



Near-Final Structure

Present accurate spacing, alignment, and proportions close to the final product.



Interactive Prototypes

Include clickable elements to test usability and interactions more realistically.



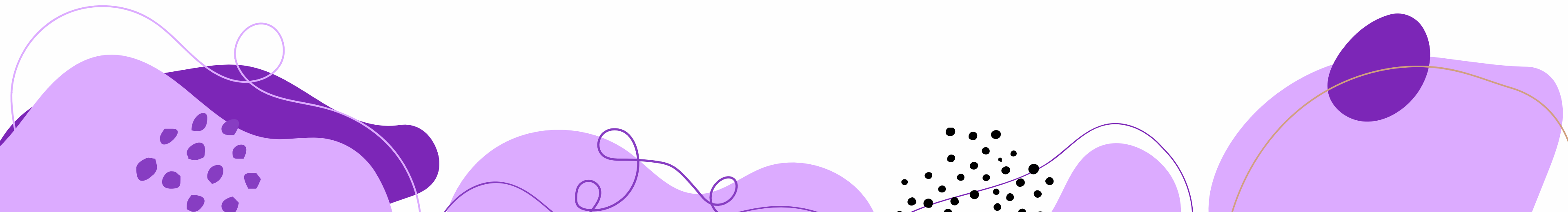
Realistic Content

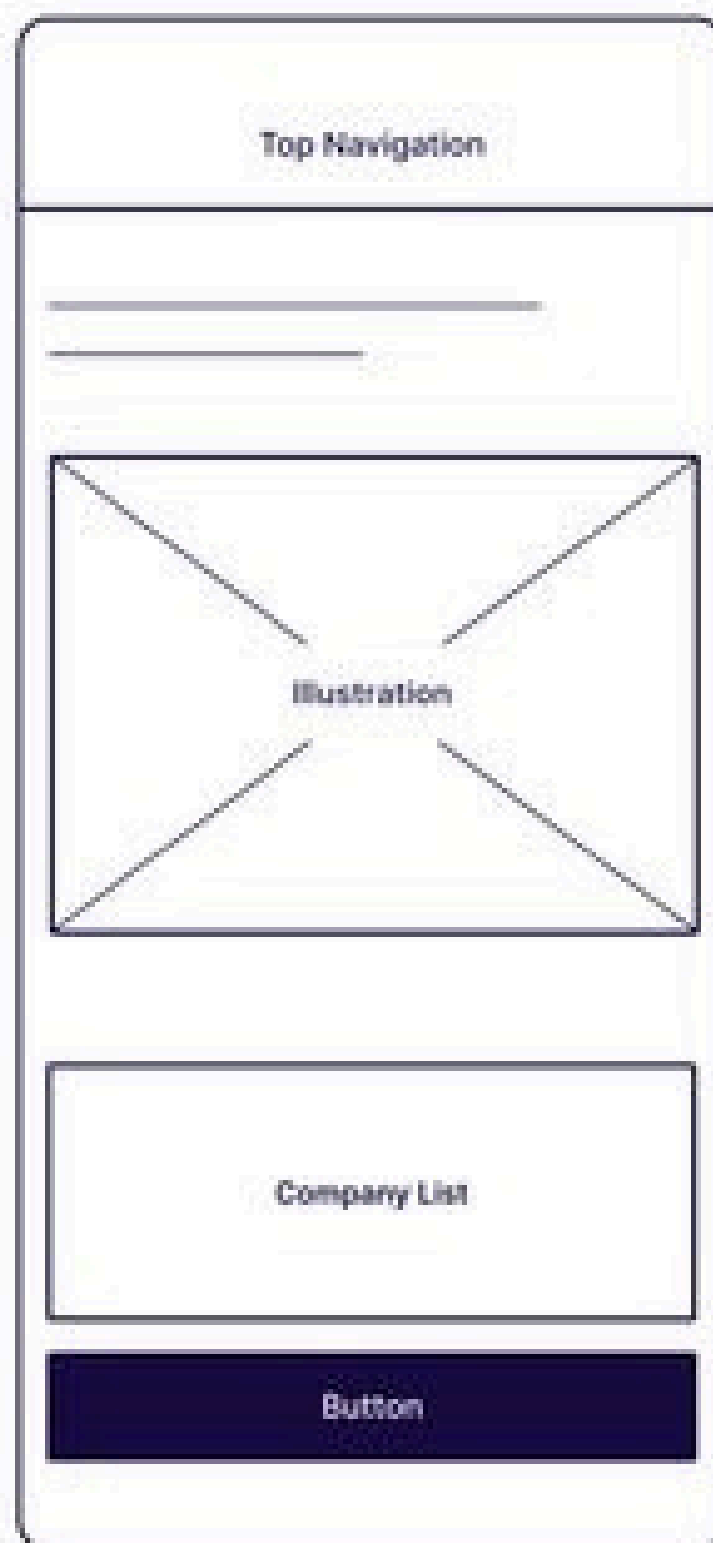
Use real text, icons, and data to reflect real user experiences.



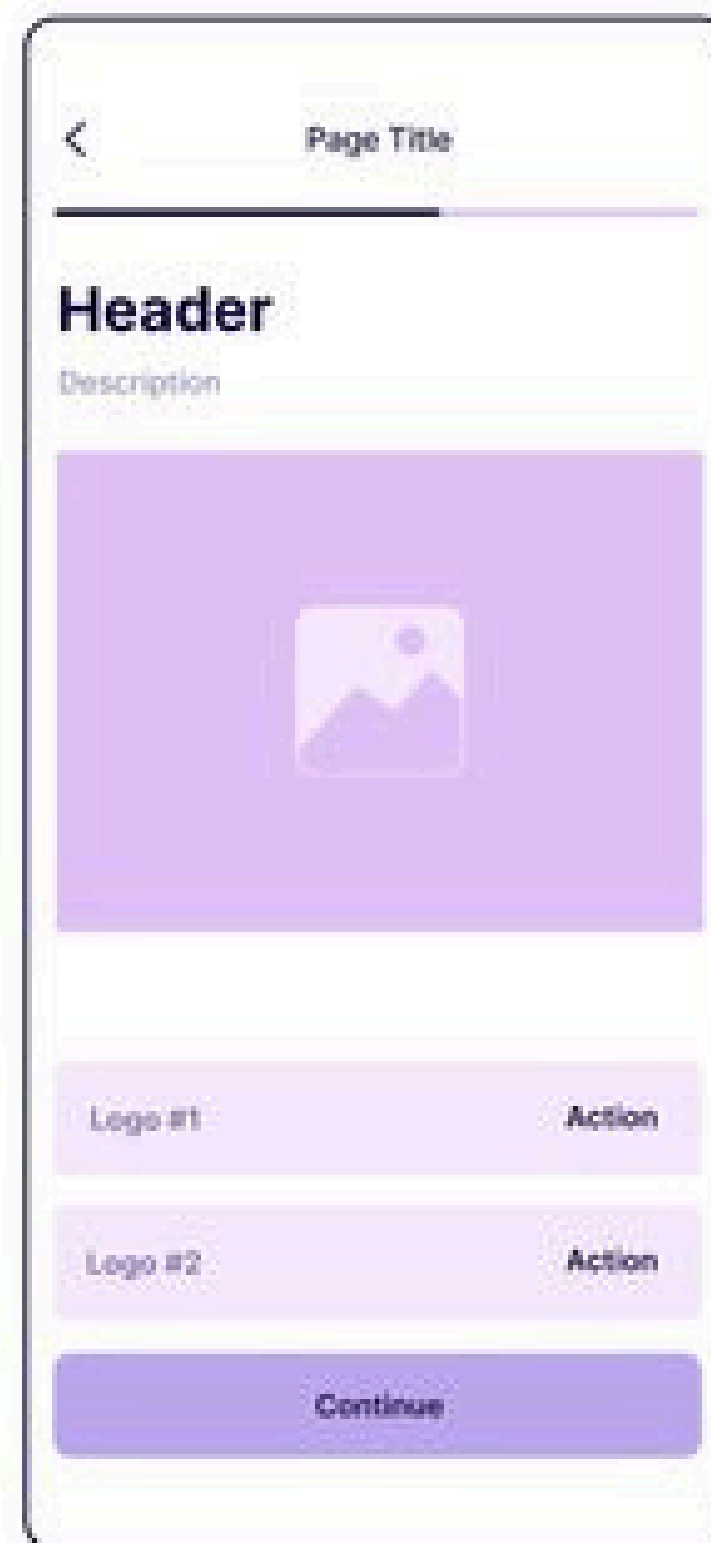
UX Approval & Handoff

Support usability testing and prepare designs for UI/visual design or development.

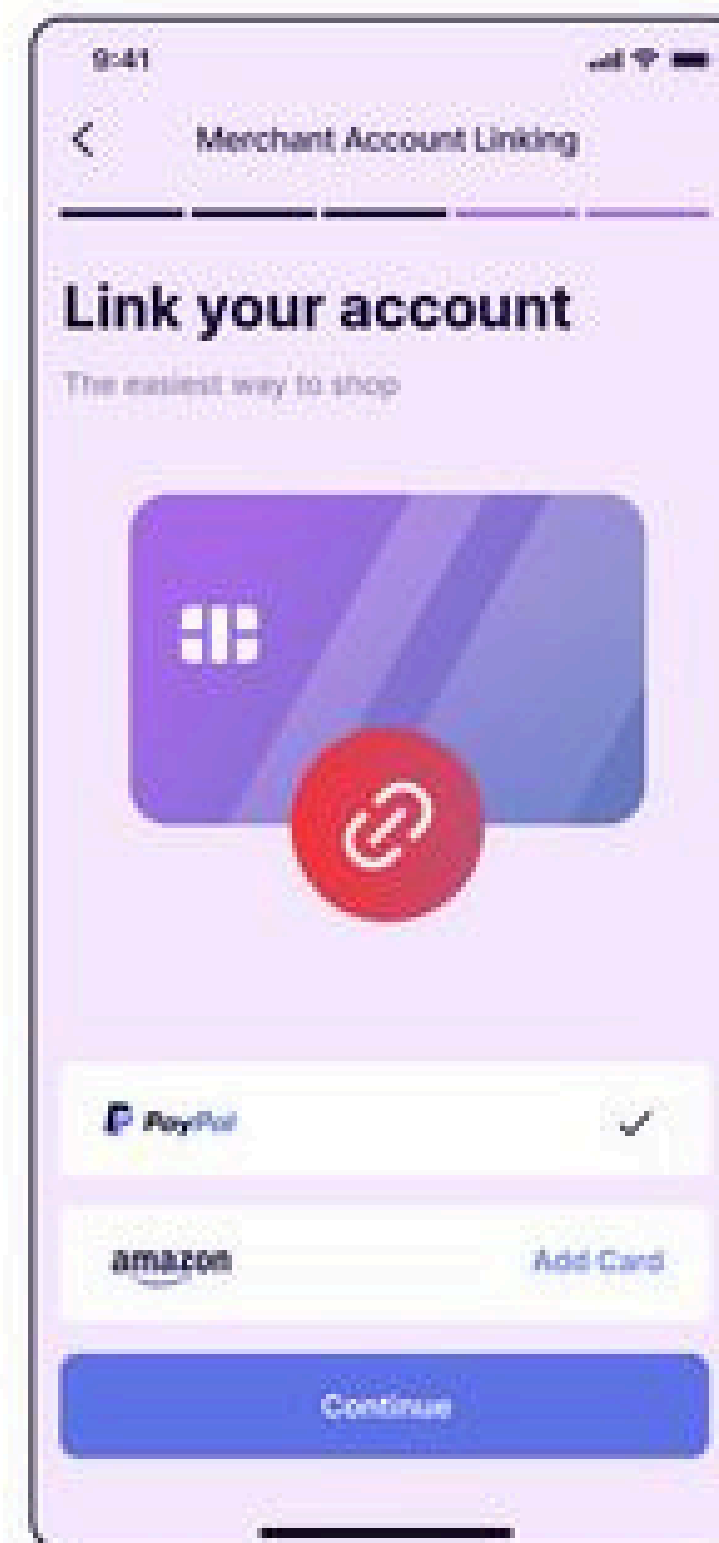




Low



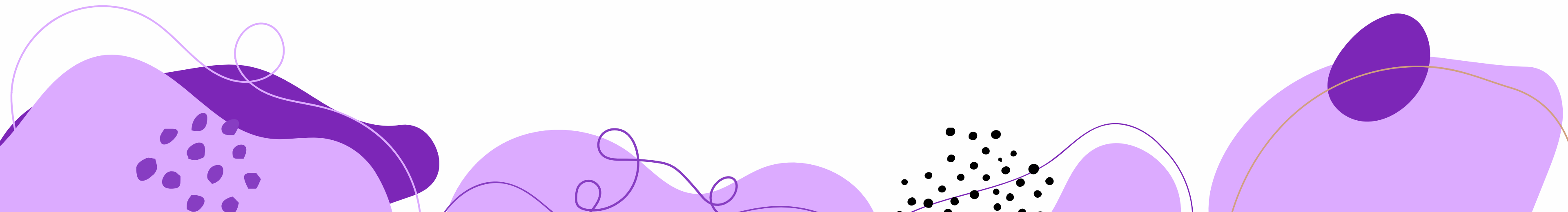
Mid



High

Why Wireframe? Key Benefits

- Fast & cheap to create and change
- Focuses on structure & usability (no visual distractions)
- Builds early team & stakeholder alignment
- Ideal for quick user flow testing & feedback
- Saves major time & money later



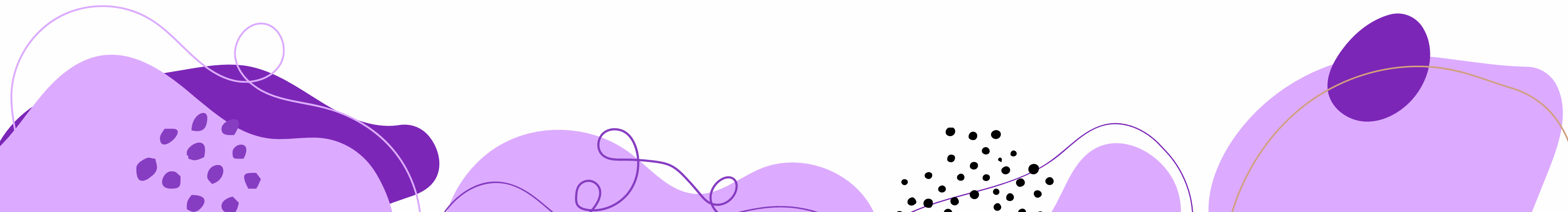
Do's of Wireframing

1. Research before wireframing

- Understand user needs + business goals first
- Set clear objectives for what the wireframes should achieve

2. Keep wireframes simple

- Prioritize speed and clarity
- Avoid unnecessary details to stay focused on ideas



Do's of Wireframing

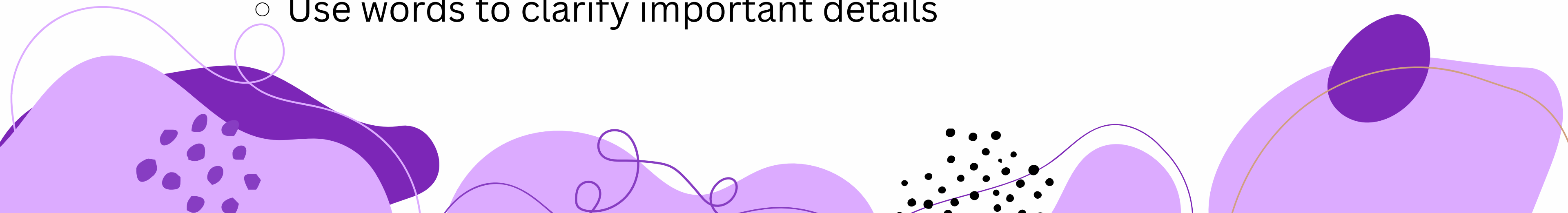
3. Generate many ideas & variations

- Create multiple options → more chances to find the best solution
- Explore benefits and drawbacks of each approach
- Test with non-team members

4. Make wireframes easy to understand

Wireframes are communication tools

- Add clear annotations & explanations
- Use words to clarify important details



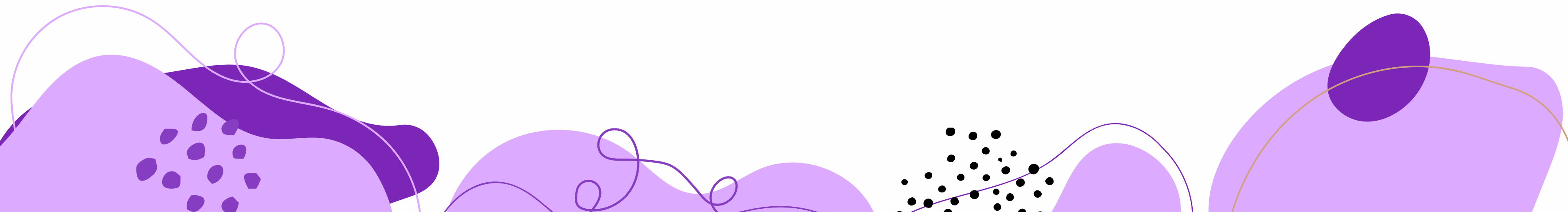
Don'ts of Wireframing

1. Don't skip any part of the app

- Wireframe every screen — even “obvious” ones
- Prevents missing critical user flows & interactions

2. Don't use colors (unless intentional)

- Stick to grayscale to avoid visual distraction
- Focus remains on layout, content & functionality



Don'ts of Wireframing

3. Don't try to make wireframes look pretty

- Wireframes are not final designs
- Focus on usefulness & communication, not visual polish
- Save aesthetics for UI design stage

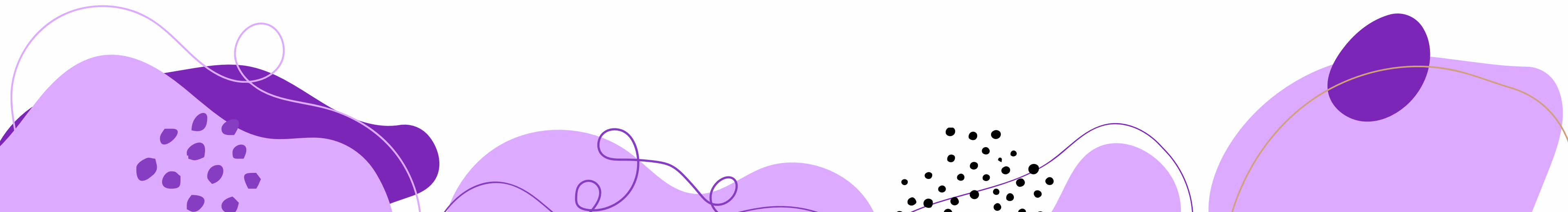
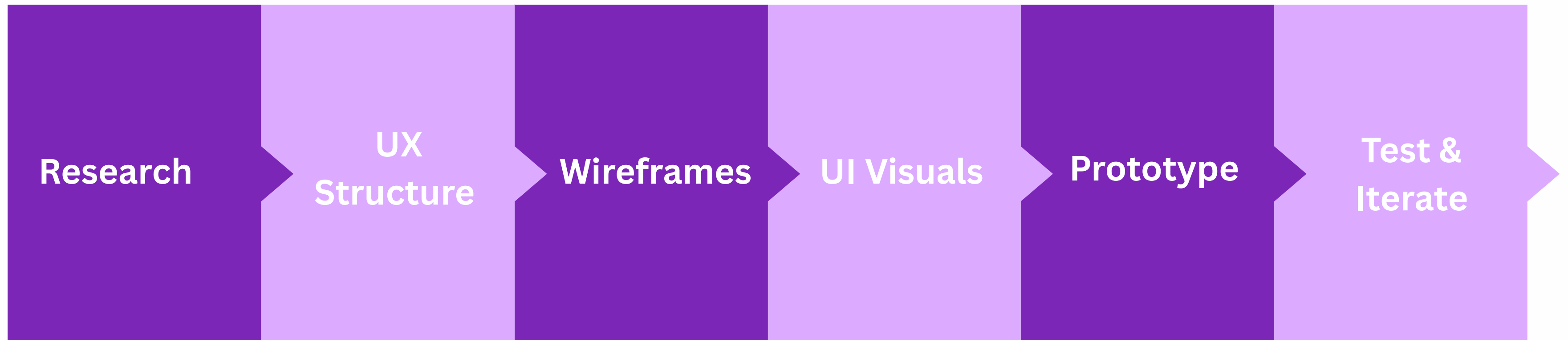
4. Don't get too attached to your wireframes

- Be ready to discard them
- Wireframes are disposable → create many → keep only the best
- Goal is exploration, not perfection



How UX & UI Work Together

Standard Design Process



How UX & UI Work Together

Without strong UX

- *Pretty but frustrating*
- *Users get lost or give up quickly*

Example: Stunning app that no one can figure out how to use

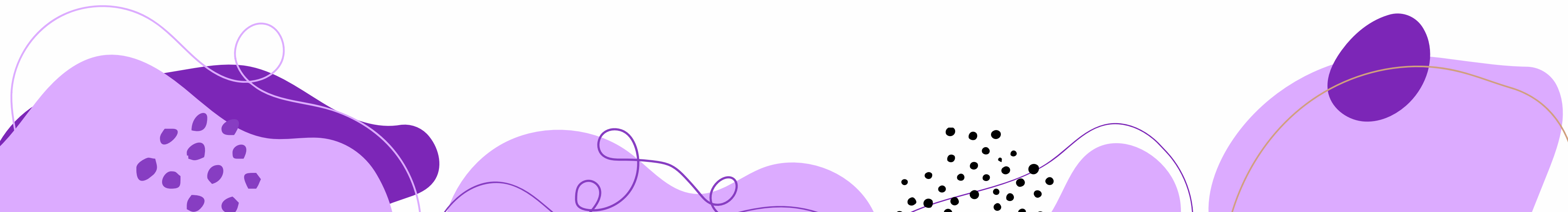
Without strong UI

- *Works logically but looks outdated, cluttered, or unprofessional*

Example: Perfectly logical app that looks like it's from 2005

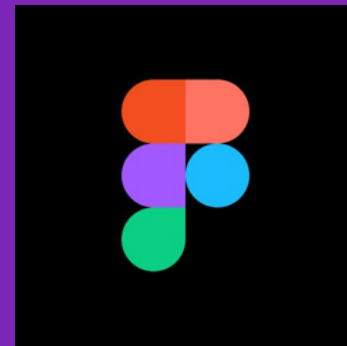
The Role of Wireframing in UX/UI

- Wireframing is the blueprint stage that bridges UX structure to UI visuals
- Happens after research & user flows, before heavy visual design

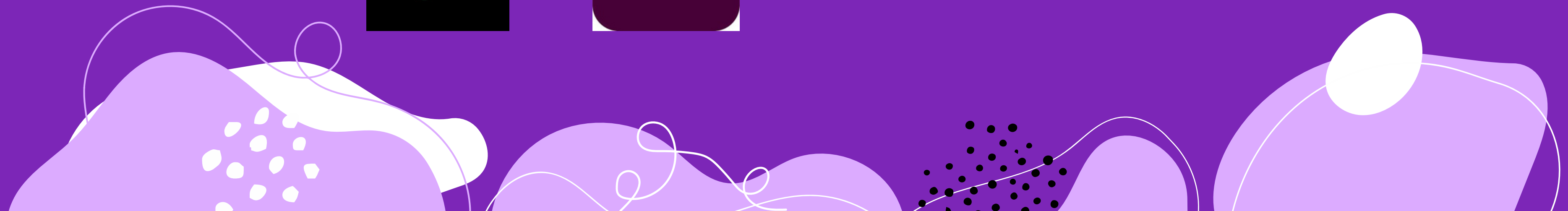
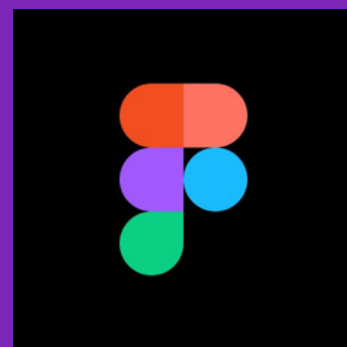


Tools

- UX/Wireframing: Figma, Balsamiq, Miro, pen & paper

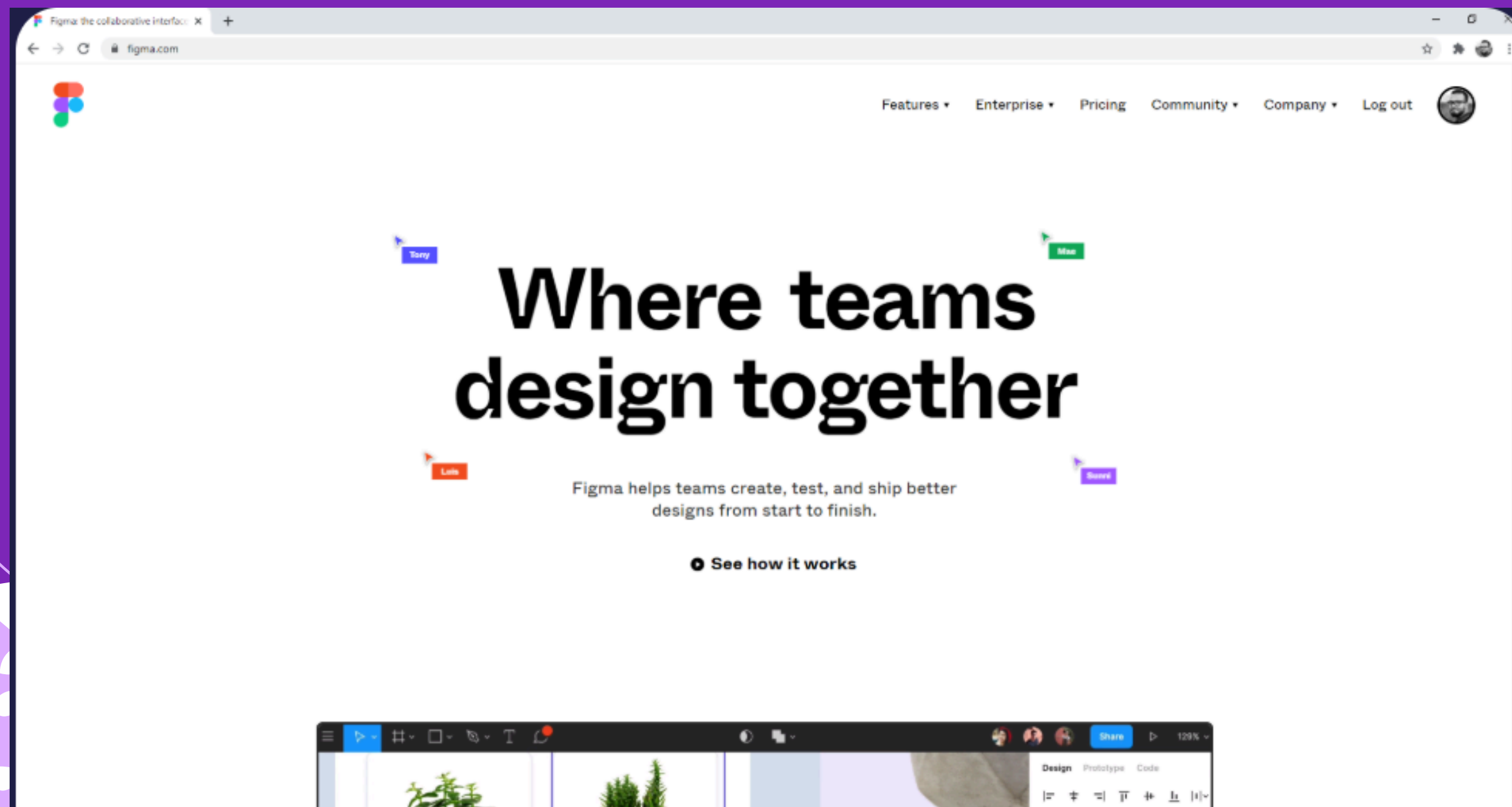


- UI/Prototyping: Figma, Adobe XD, Sketch



Figma

Figma is called the collaborative interface design tool. And it stands out for its collaboration feature. Figma also provides a lot of useful resources, plugins, and techniques that make your workflow smoother.



Q/A



THANK YOU!

