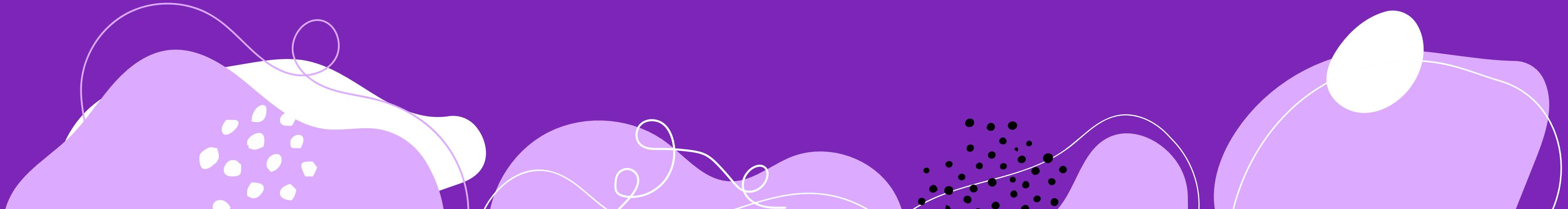




# Introduction to Wireframing and UX/UI Design



# 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

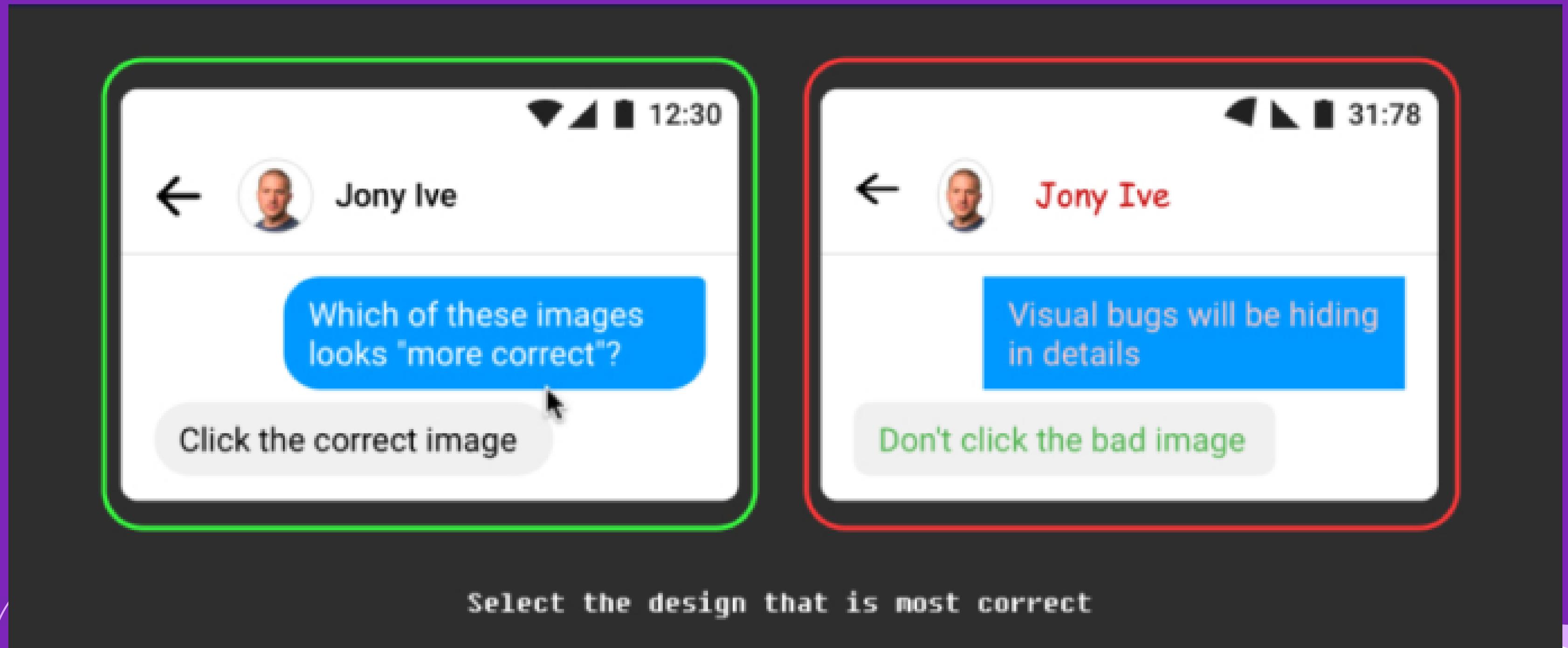
- Visual Hierarchy – Guide the eye to what's most important first (size, color, contrast, position)
- Consistency – Same styles, icons, spacing, language everywhere
- Contrast & Readability – Make text & elements pop (color theory basics, 4.5:1 contrast ratio)

# 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?*



The image displays two smartphones side-by-side, each showing a different version of a visual design challenge. The left phone, outlined in green, shows a blue speech bubble containing the text "Which of these images looks 'more correct'?" Below it is a grey button with the text "Click the correct image". The right phone, outlined in red, shows a blue speech bubble containing the text "Visual bugs will be hiding in details". Below it is a grey button with the text "Don't click the bad image". Both phones have a white header bar with a back arrow, the name "Jony Ive", signal strength, battery level, and time indicators (12:30 and 31:78). The bottom of the image features a decorative purple and white abstract pattern.

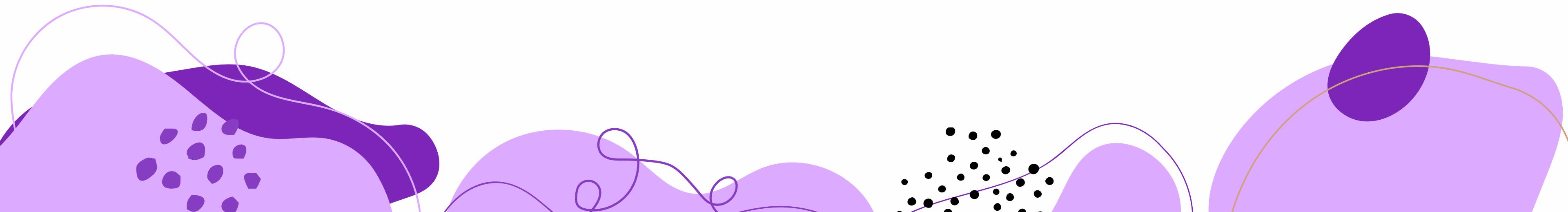
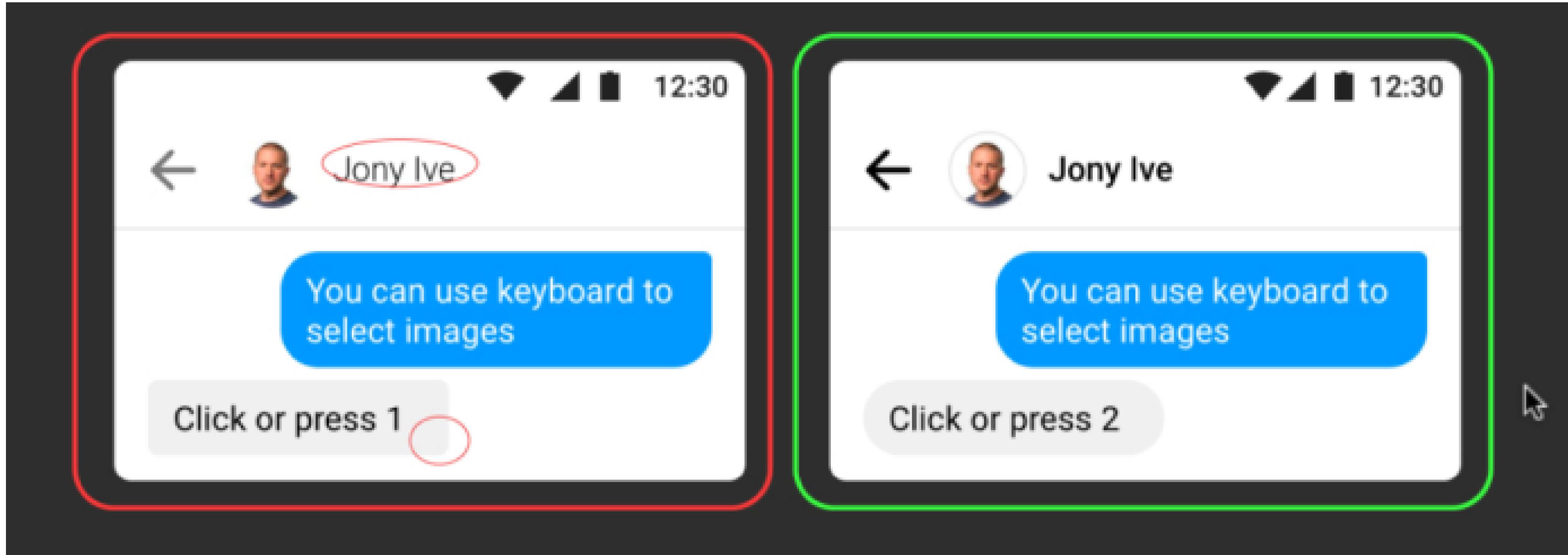
Which of these images looks "more correct"?

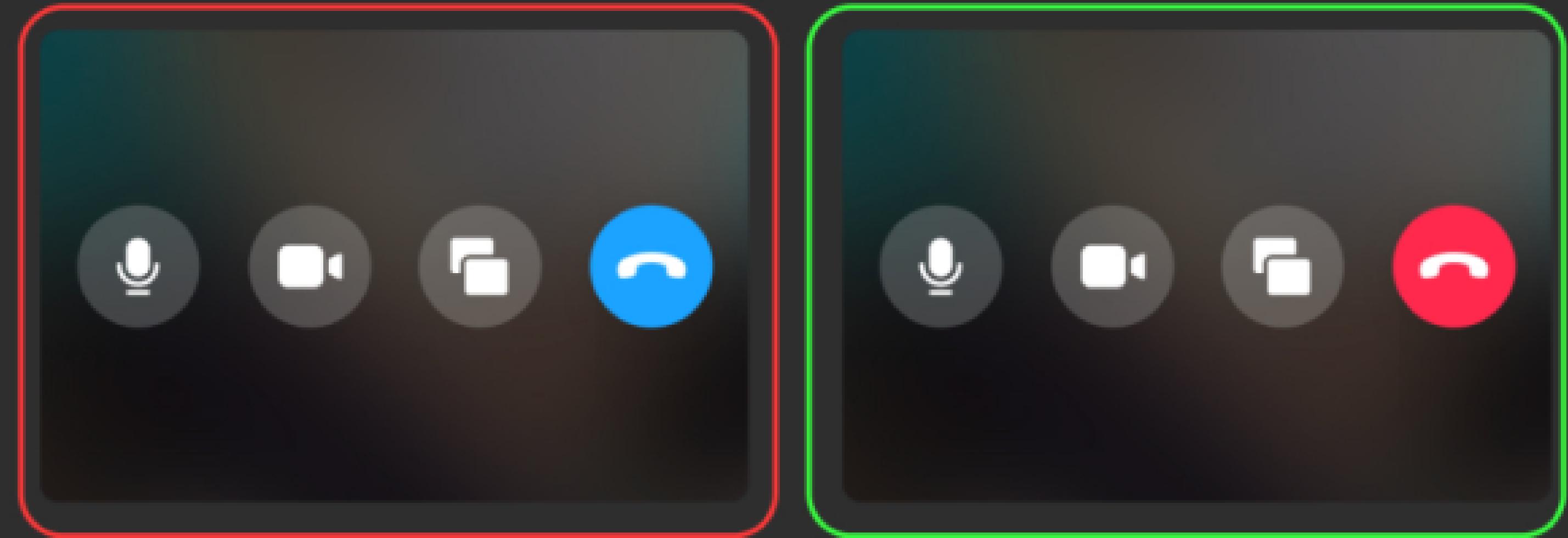
Click the correct image

Visual bugs will be hiding in details

Don't click the bad image

Select the design that is most correct





Select the design that is most correct

► You can invite other group members to this conversation.

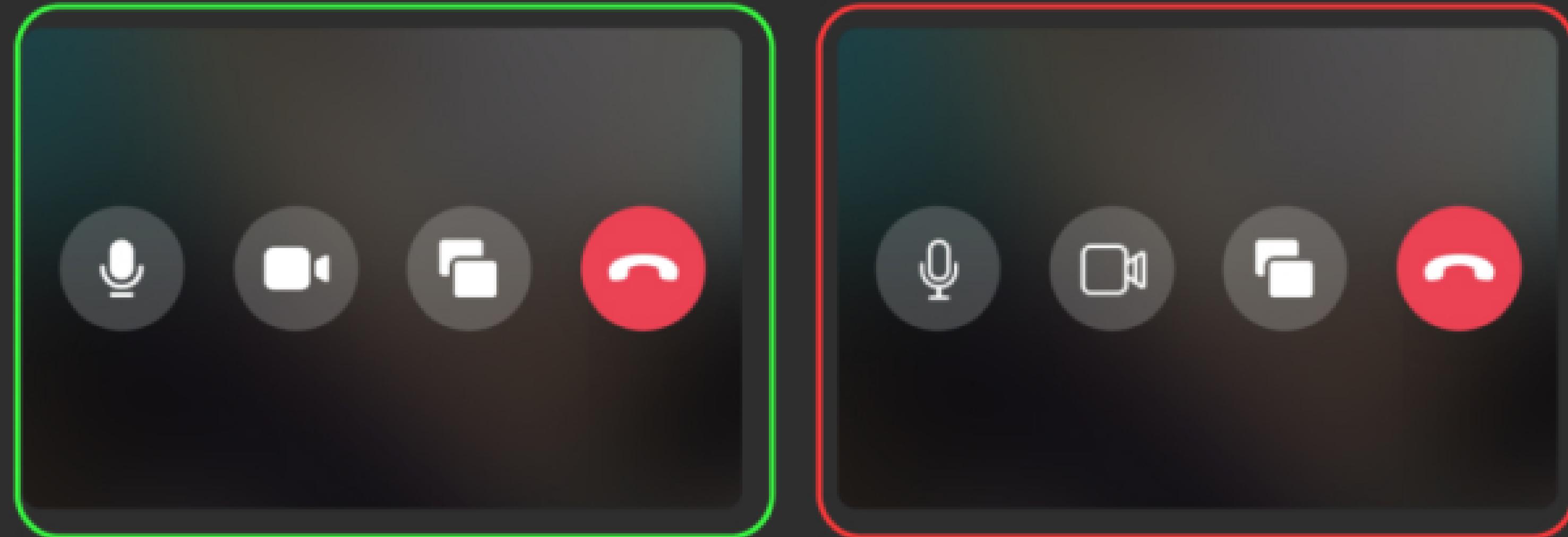
INVITE FRIENDS

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.



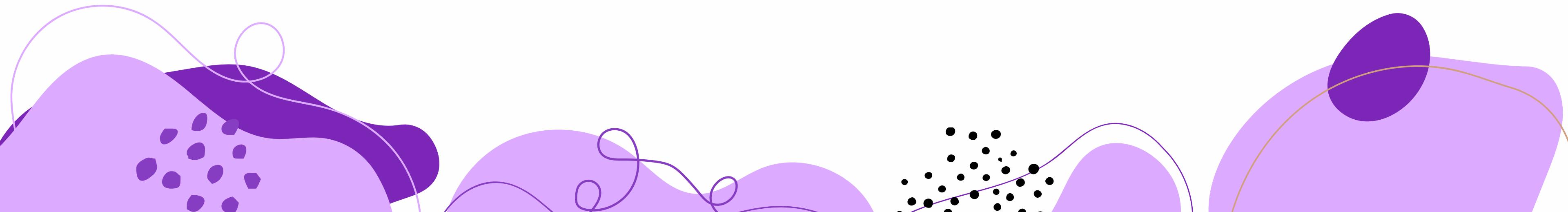
### Early Feedback

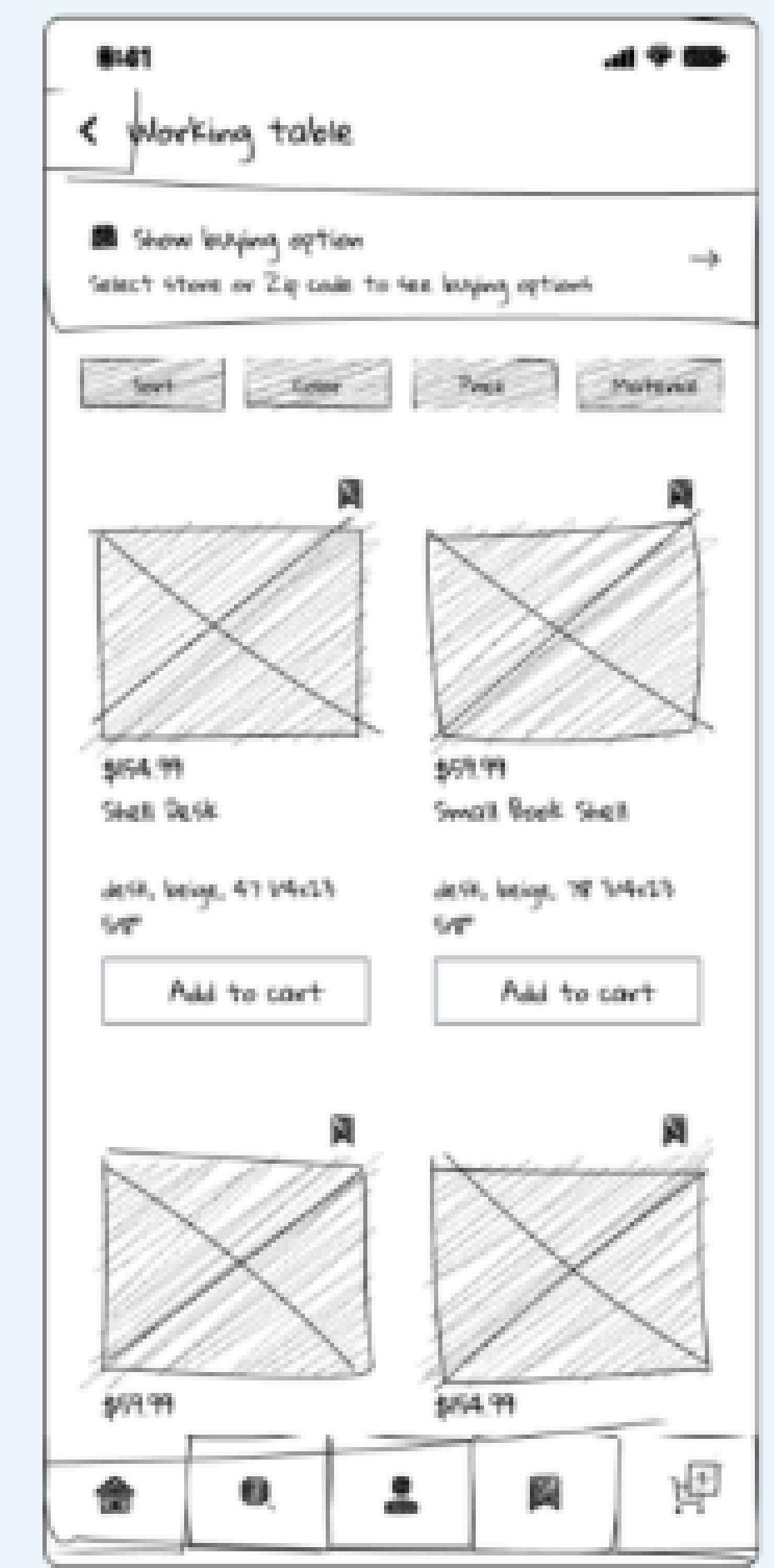
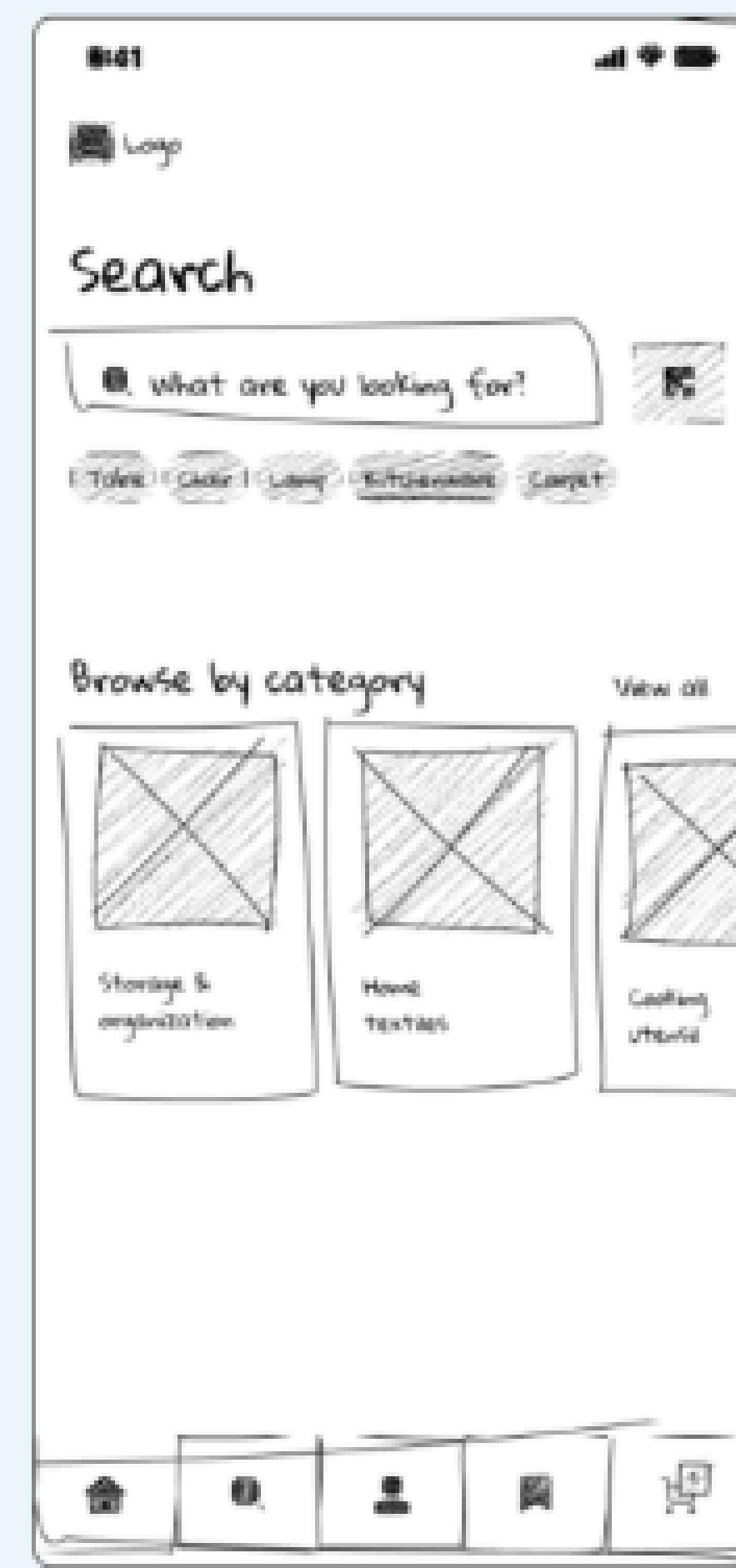
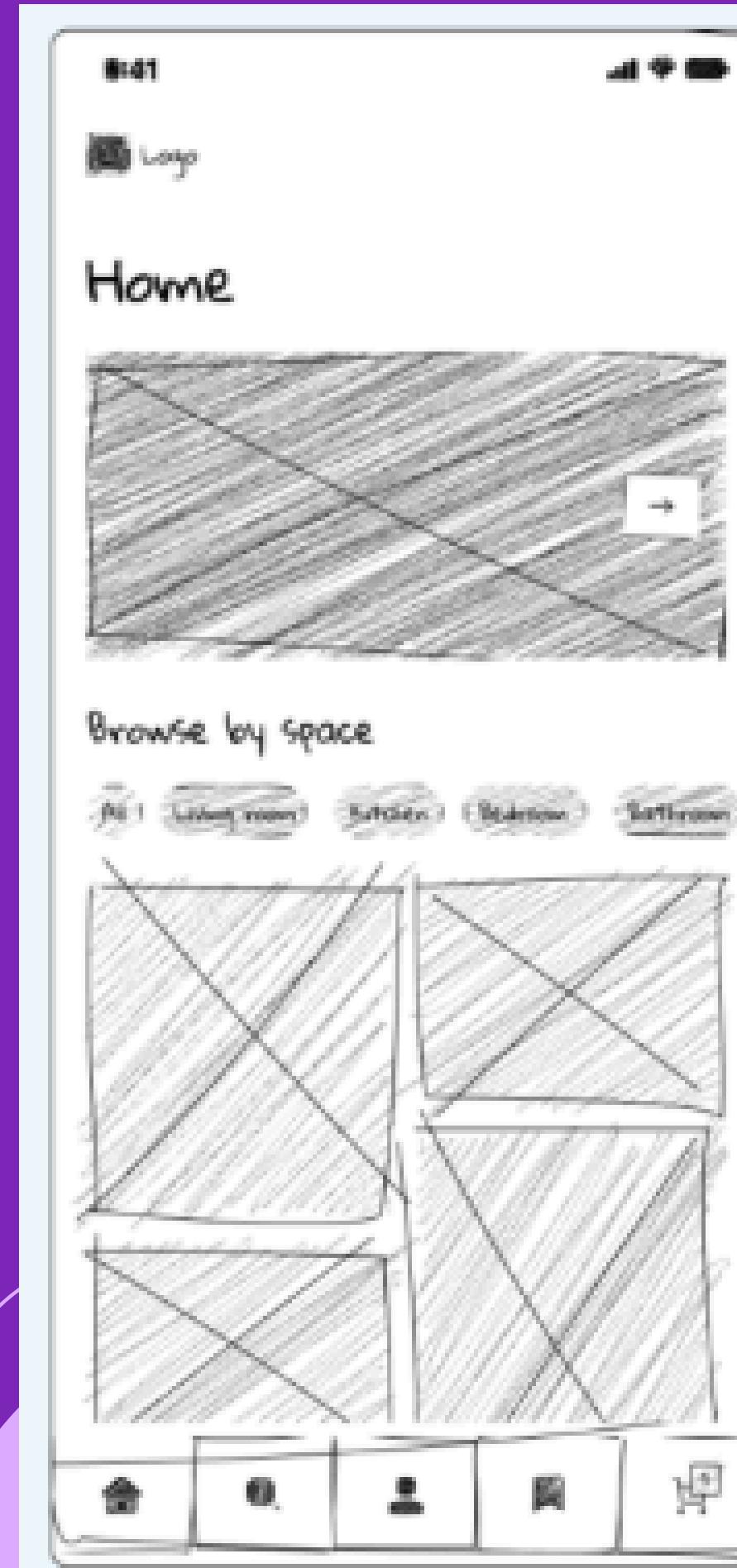
Validate ideas, user flows, and content placement early with stakeholders or users.



### 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.



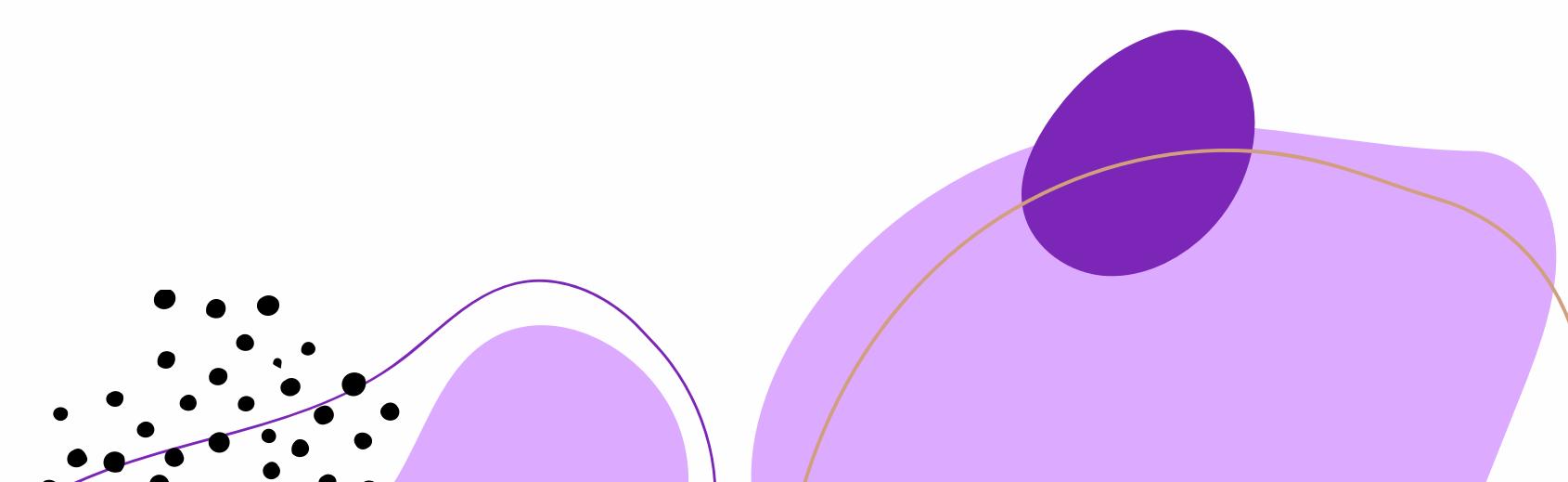
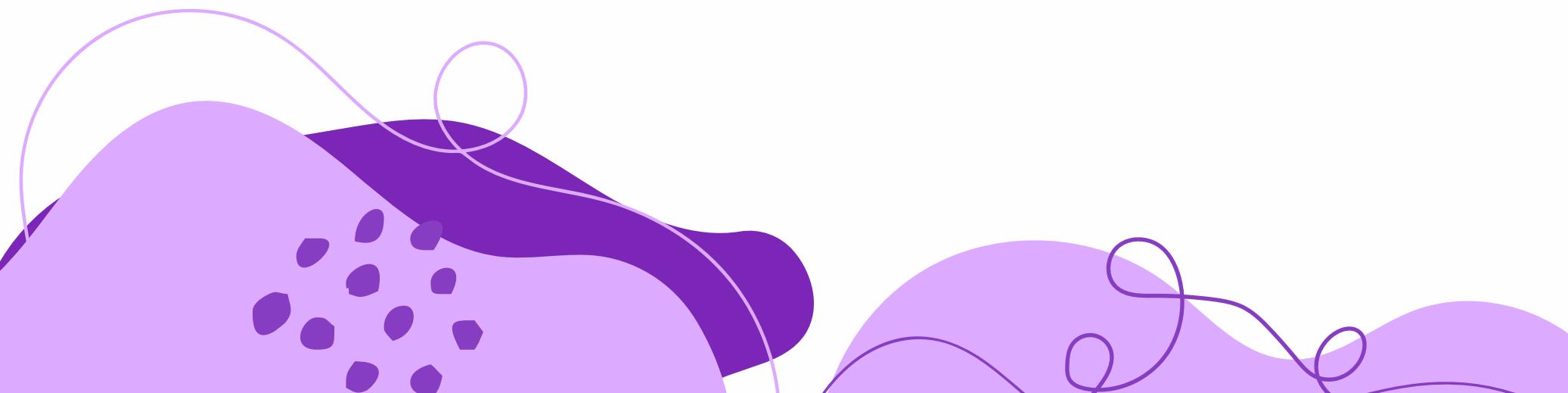
### Function-Focused Aesthetic

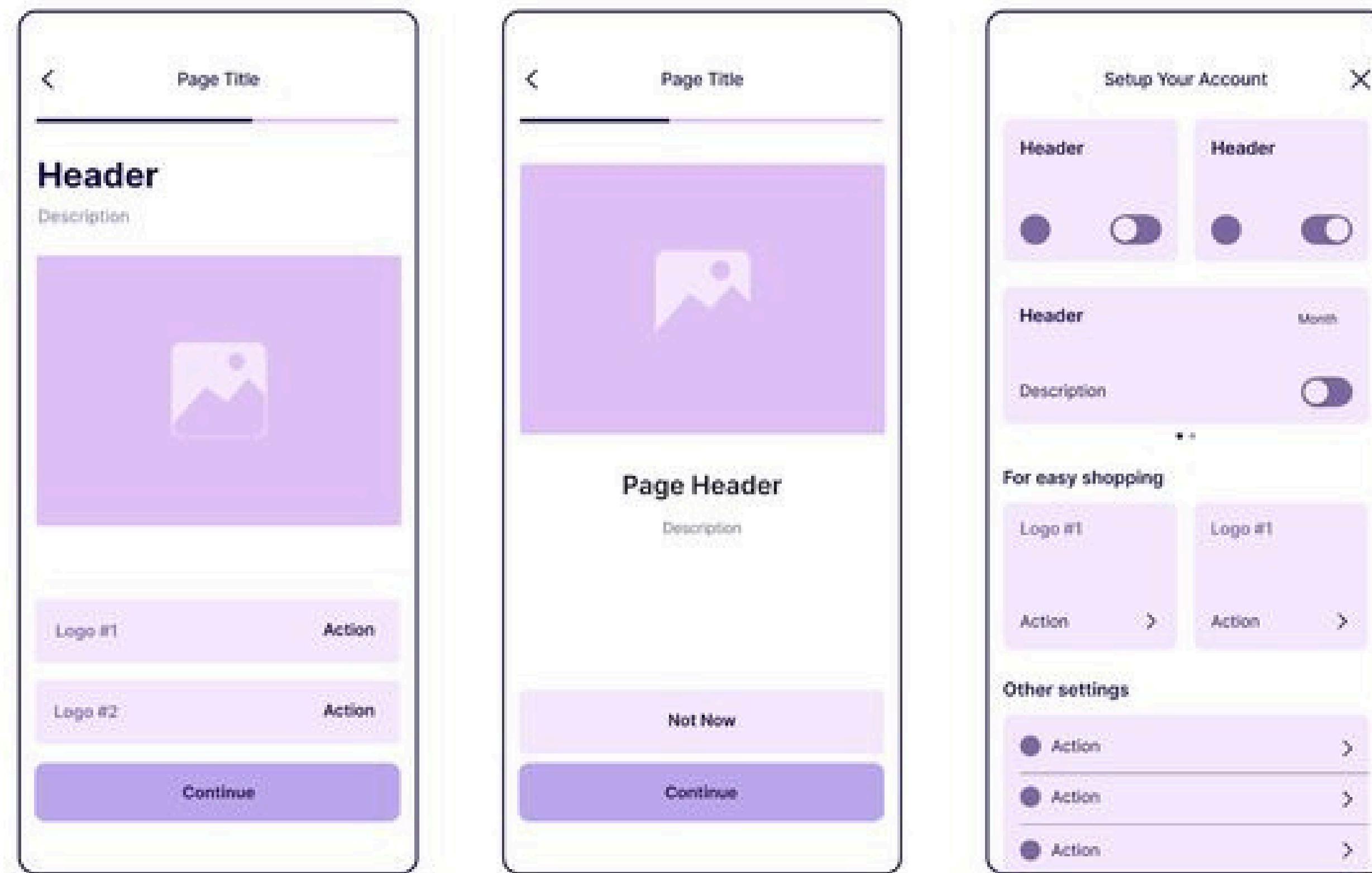
Utilize grayscale designs to emphasize functionality over aesthetics, ensuring core mechanics are sound.



### Refine & Handoff

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





The image displays three mobile application screens arranged horizontally, each featuring a light purple header bar with a back arrow and a page title.

- Screen 1: Header**

Page Title

**Header**

Description



Logo #1 Action

Logo #2 Action

Continue
- Screen 2: Page Header**

Page Title



Not Now

Continue
- Screen 3: Setup Your Account**

Setup Your Account X

Header Header



Header Month

Description

For easy shopping

Logo #1 Logo #1

Action > Action >

Other settings

Action >

Action >

Action >

### 3. High-Fidelity Wireframes (Hi-Fi)



#### Near-Final Structure

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



#### Realistic Content

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



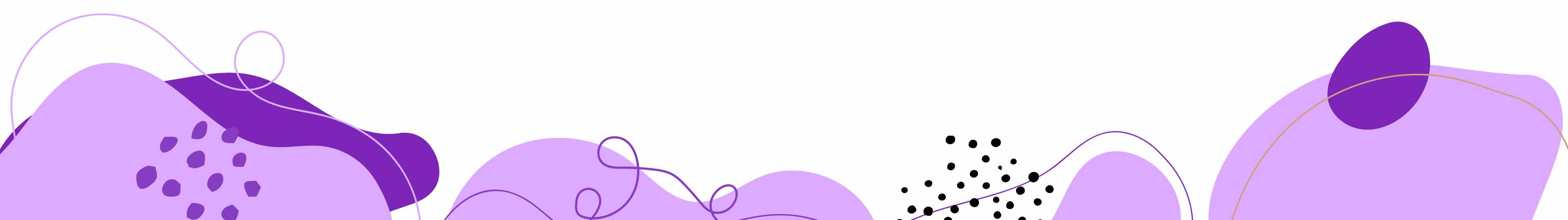
#### Interactive Prototypes

Include clickable elements to test usability and interactions more realistically.



#### UX Approval & Handoff

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



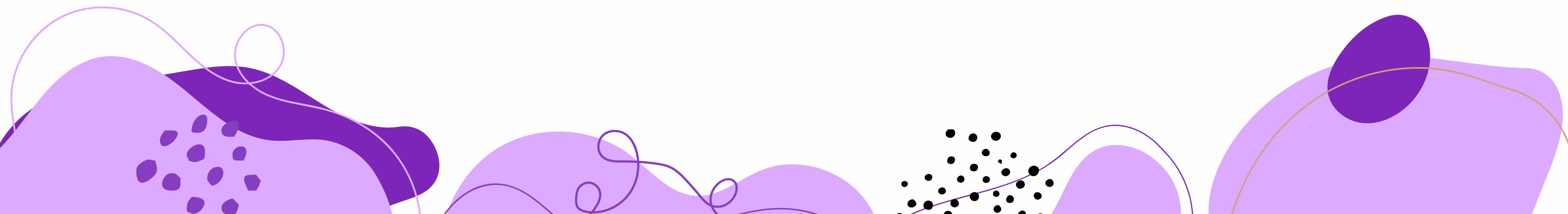


The image displays three mobile phone wireframes arranged horizontally, representing different stages of design development: Low, Mid, and High fidelity.

- Low Fidelity:** This wireframe shows a basic layout structure. It includes a "Top Navigation" bar at the top, followed by a large rectangular area labeled "Illustration" containing a placeholder image of a mountain. Below this is a "Company List" card with a placeholder image and a dark blue "Button" at the bottom.
- Mid Fidelity:** This wireframe adds more detail. It features a "Page Title" at the top, followed by a "Header" section with a placeholder image. Below the header is a "Description" field. The "Company List" card is replaced by two "Logo" cards, each with a placeholder image and an "Action" button. A "Continue" button is located at the bottom of this section.
- High Fidelity:** This wireframe is the most detailed. It includes a timestamp "9:41" and signal strength icons at the top. The "Header" and "Description" fields are present. The "Logo" cards are now clearly identified as "PayPal" and "amazon", each with an "Add Card" button. A prominent red "Link" button is centered over the logos. At the bottom, there is a large blue "Continue" button.

# 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



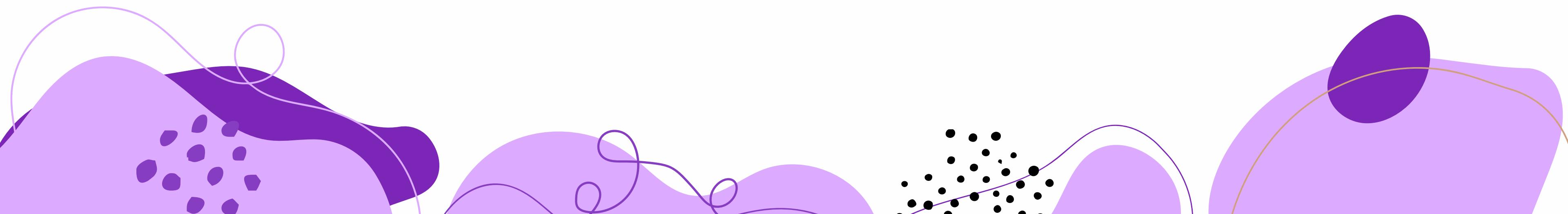
# Do's of Wireframing

## 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

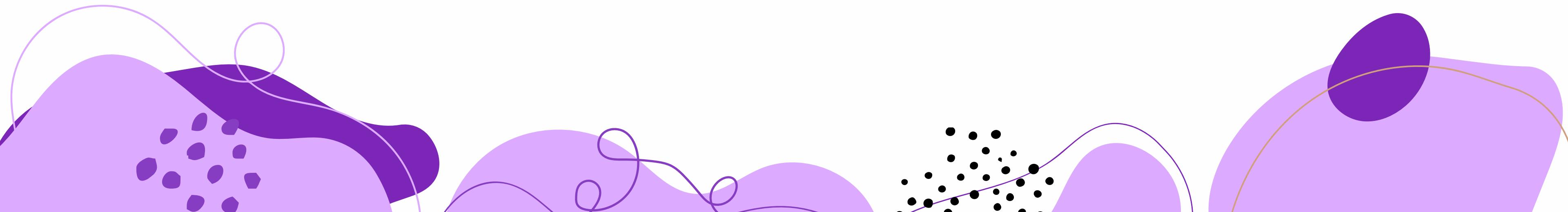
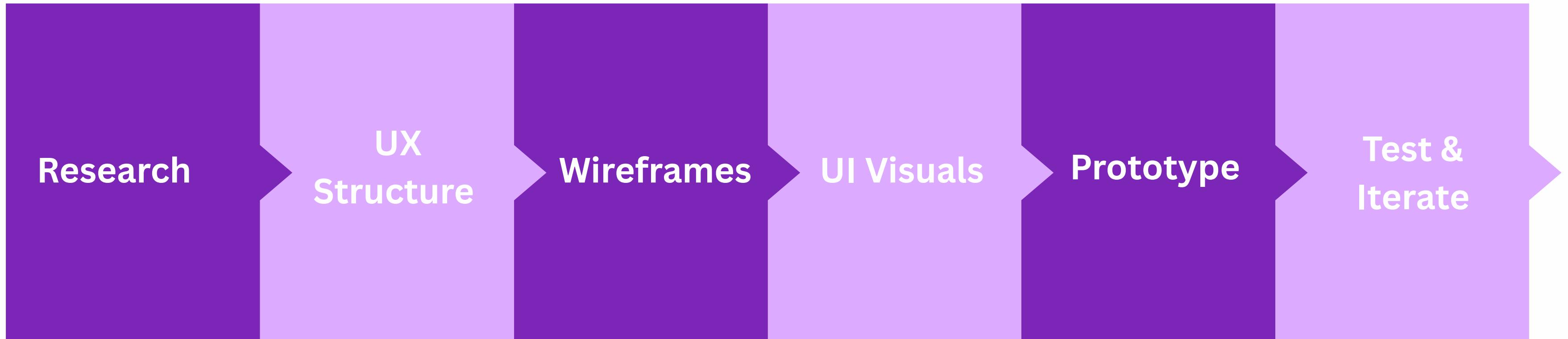
- Wireframes are not final designs
- Focus on usefulness & communication, not visual polish
- Save aesthetics for UI design stage

## 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*

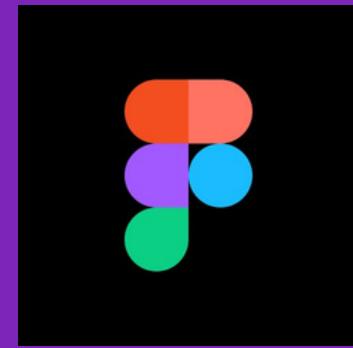
Example: Perfectly logical app that looks like it's from 2005

# The Role of Wireframing in UX/UI

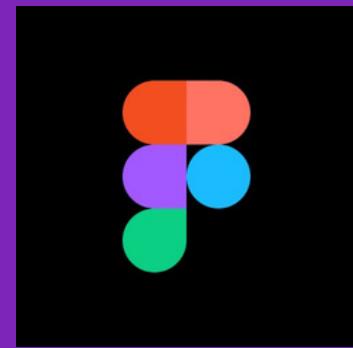
- Wireframing is the blueprint stage that bridges UX structure to UI visuals
- Happens after research & user flows, before heavy visual design

# Tools

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



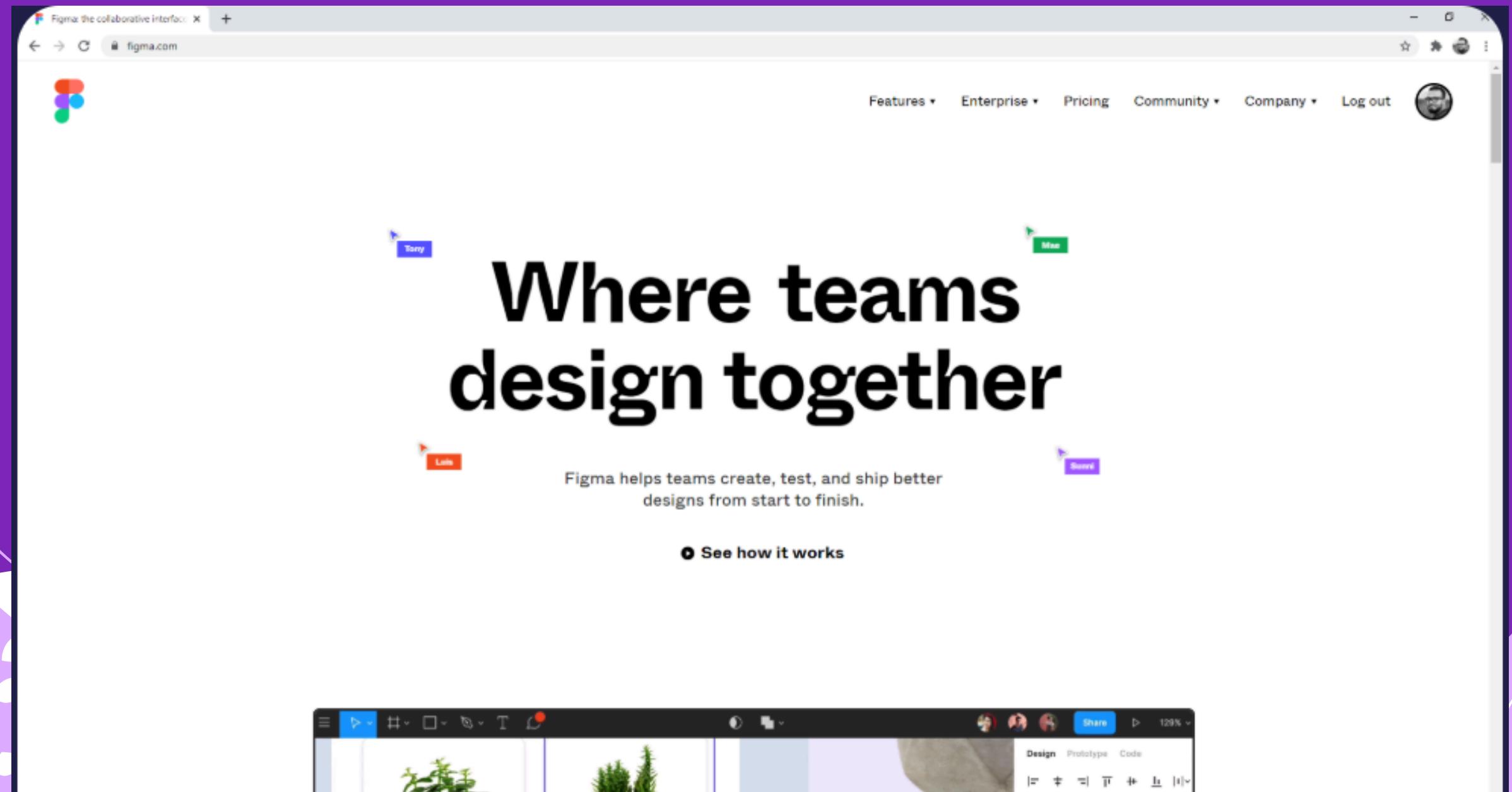
- UI/Prototyping: Figma, Adobe XD, Sketch





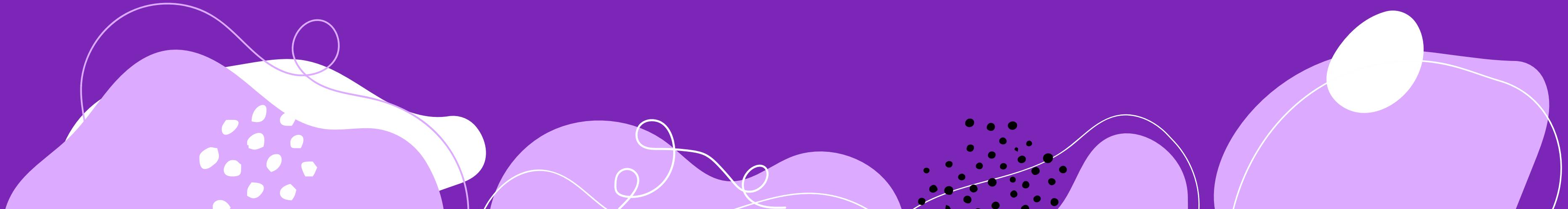
# Figma

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!