



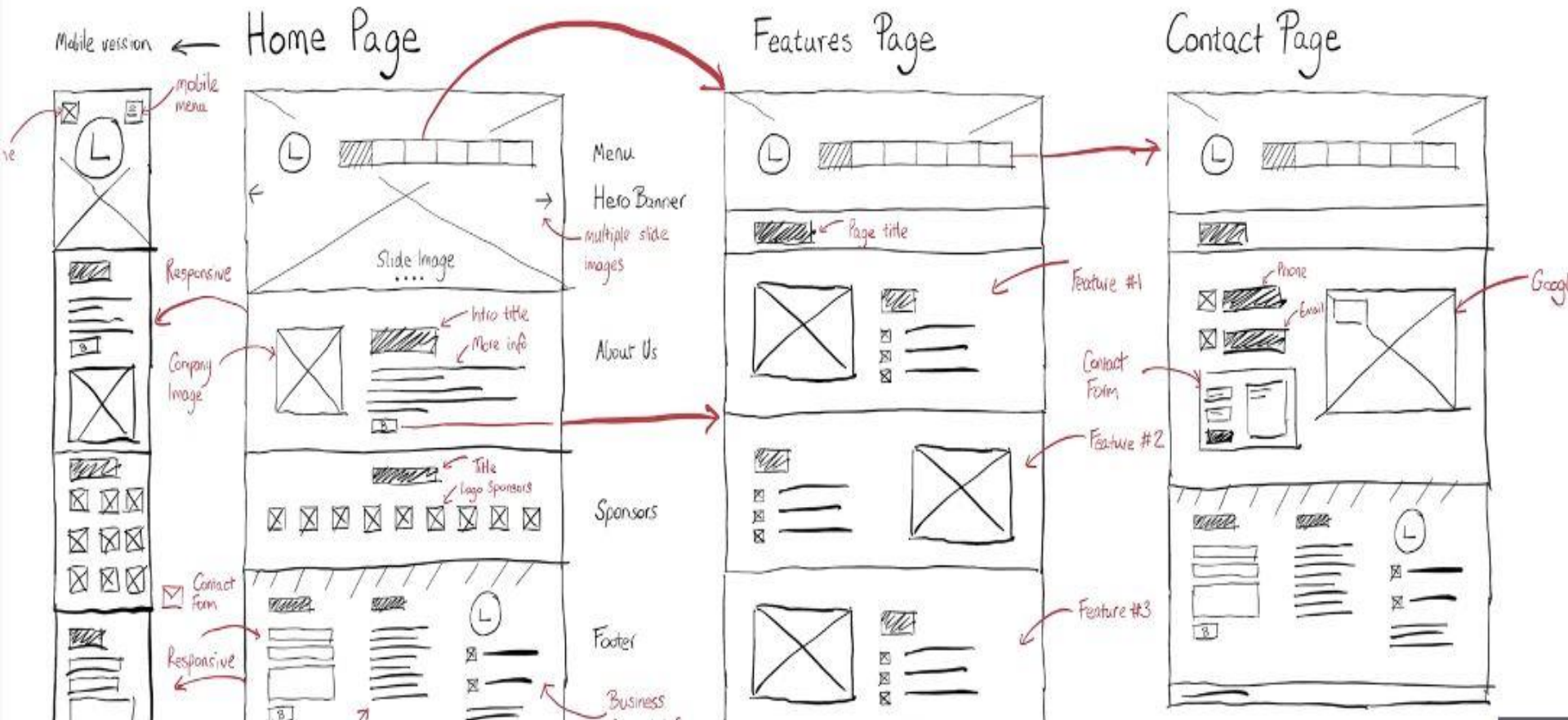
HNDIT1022 – Web Design

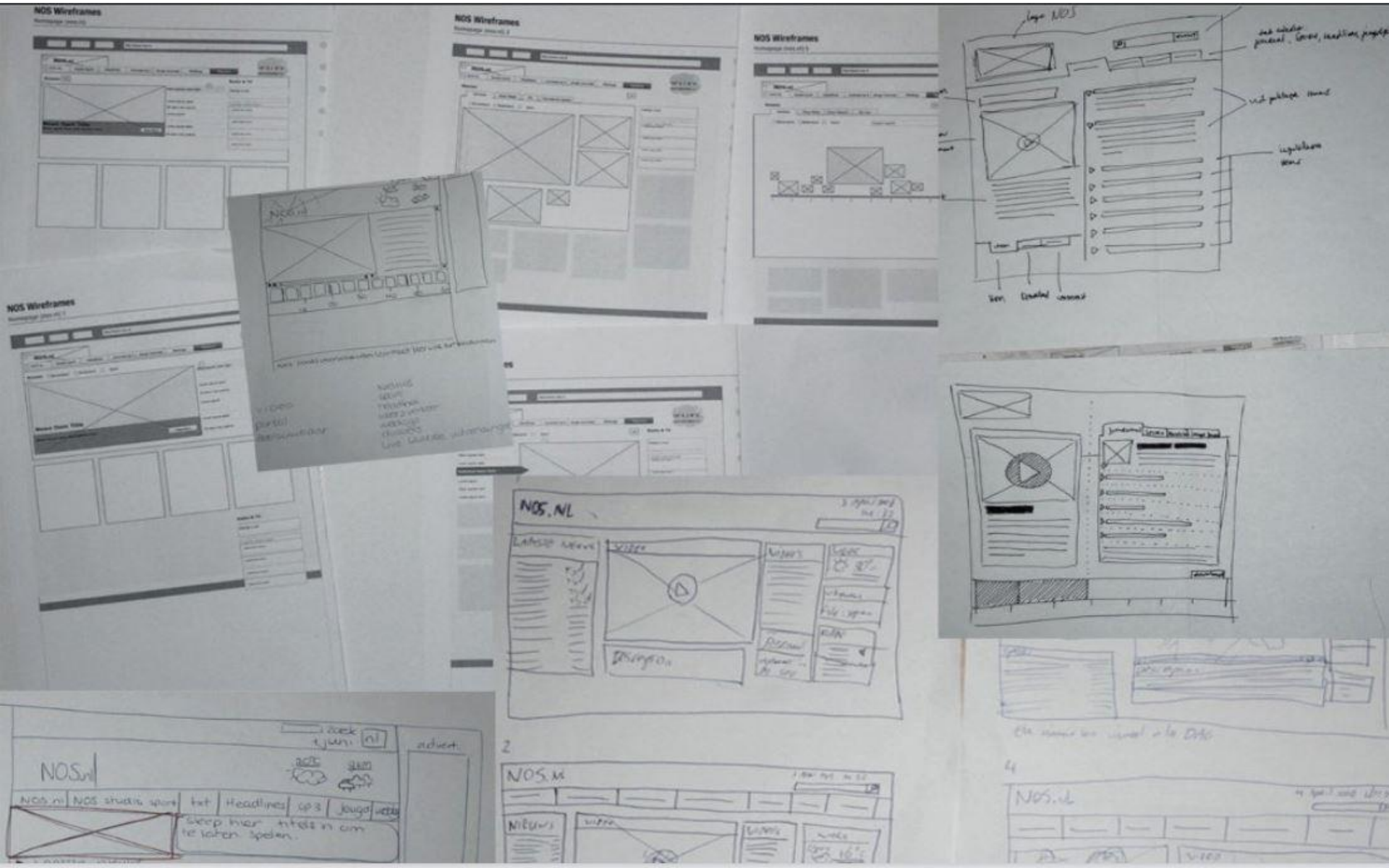
Week 4: Define and plan the information hierarchy

Subtopics

- Why designer use wireframes
- Design wireframe

Wireframe?





What is Wireframe?

Basically wireframe is a sketch of your website, before any kind of design elements or development even takes place.

It is a visual representation of elements on a website.

It usually doesn't include any styling, color, or graphics.

A wireframe is constructed using basic boxes, lines, and other shapes to create an outline of the functional parts of a web page without wasting time creating an intricate, polished design.

It's often the first step in the website design and web development process.

Contd..

Definition in detail : A visual representation of an interface , used to communicate the structure, content, information hierarchy, functionality and behavior of an interface

Structure

How will the pieces of this site be put together?

Content

What will be displayed on this site?

Information Hierarchy

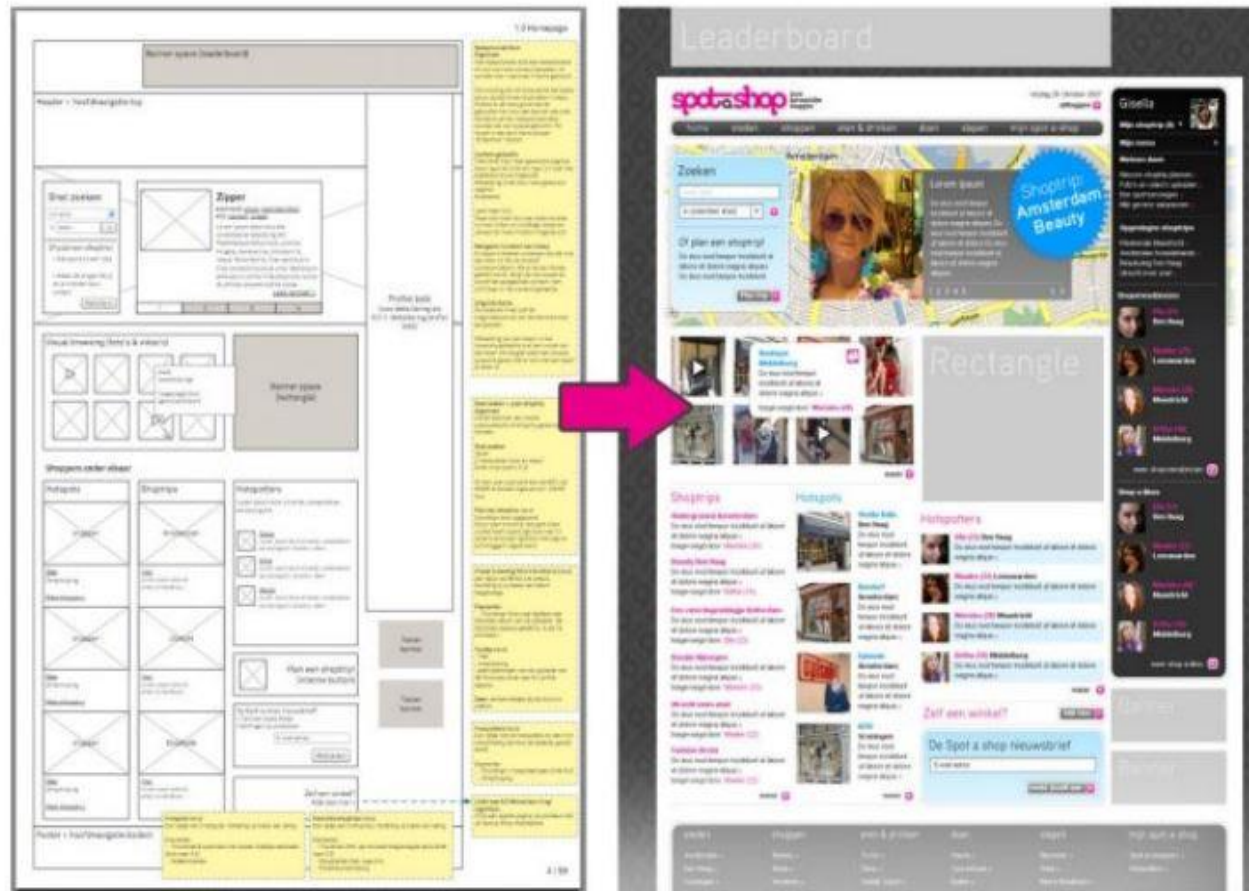
How is this information organized and displayed?

Functionality

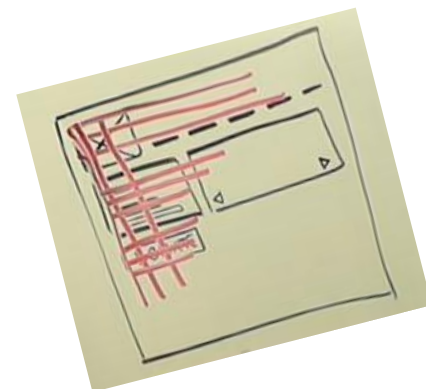
How will this interface work?

Behavior

How does it interact with the user? How does it behave?



Why designer use wireframe? / Why is a wireframe important?



- Establish hierarchy of information

You want to follow that F-Shape pattern that users are looking for the information in. And it lets you understand what are the most important parts of your web site. What do you need people to click on first?

- Simplifies communication

It simplifies the communication between developer and your client, which is always good for everyone involved.

- Blueprint for the design
it means an outline.

Type of wireframes

- Sketches
 - Quick/experiment
 - Good for feedback
- Low fidelity
 - Block diagrams
 - Good for flows
- High fidelity
 - Detailed wireframes
 - Including comments
 - Describe content & behavior
 - Should be understood without explanation

How to design wireframes

Simply there are two types of designing

- **Physical hand-drawn Sketches** can be made with paper, pens and markers
- **Digital wireframe** can be made using a variety of tools

Digital Wireframe Tools :

Free and Paid Wireframe Tools

You can find a range of great tools for wireframing with a quick Google search, many of which are free to use and often browser-based!

Best Free Wireframe Tools

Tool	Compatible Devices
 Figma	Web-based
 diagrams.net	Web-based
 d	Web-based
 P	On-premise
 JUSTINMIND	macOS, Microsoft

- Figma
- Diagrams.net
- Mydraft.cc
- Pencil Project
- Justinmind
- Wirefy



Contd..

Best Paid Wireframing Tools

wireframe|cc

Pricing: Freemium. \$16 per month per user

balsamiq®

Pricing: \$5 or \$12 per month for browser; \$89 for installed wireframing

Sketch

Pricing: Freemium. \$9 per month per user; \$99 per year per user

MockFlow

Pricing: Freemium. \$14 per month per user

CACOO
by nui lab

Pricing: \$5 per month per user. Enterprise plan (10 users) \$1500/year

inVISION

Pricing: Freemium. \$15 per month per user for an upgrade to 3 projects

miro

Pricing: Freemium. Free for the first 3 projects. \$15 per month per user

- Wireframe.cc
- Balsamiq Moqups
- Sketch
- MockFlow
- Cacoo
- InVision
- Miro
- Adobe XD
- Marvel



How to design wireframes

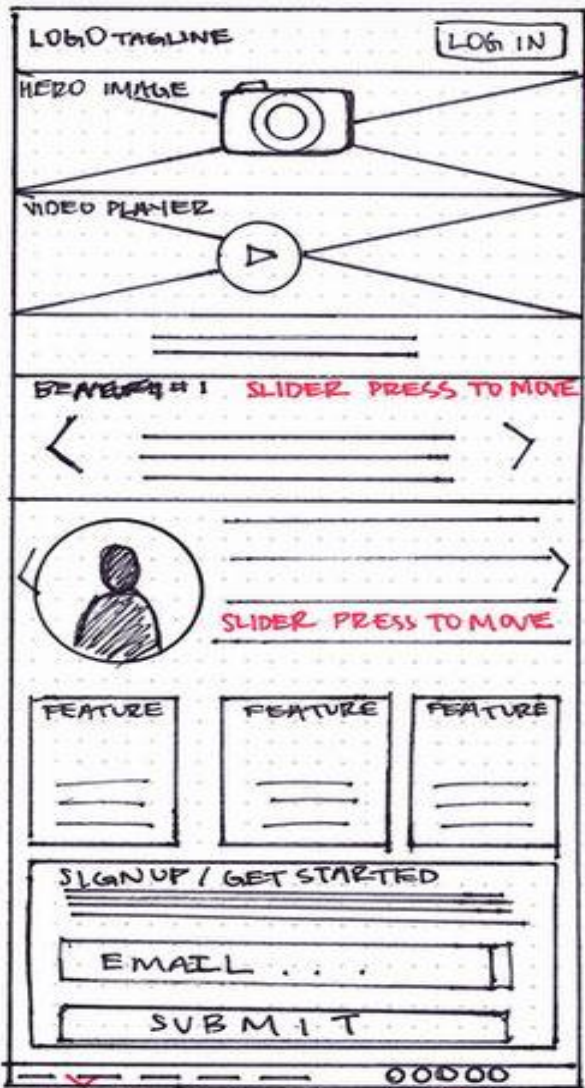
- Whether the hand-drawn sketch wireframe or digital wireframe they're both made up of the same things basic fundamental shapes to represent the key elements that would you see on a screen in their simplest form and they're usually in black white and sometimes some gray
- The important thing about wireframes is to keep it simple more detail can be distracting and it's important to keep things to their most basic fundamental forms.
- Once you've got some initial ideas down on paper you might notice that not everything fits quite as you envisaged.

How to design wireframes Contd..

- Take the time to do a quick second sketch and refine key elements if they don't fit quite right.
- Digital wireframes are a great step after hand-drawn sketches because they're easy to share with colleagues and the rest of the design team who can continue to add layers of complexity and polish.

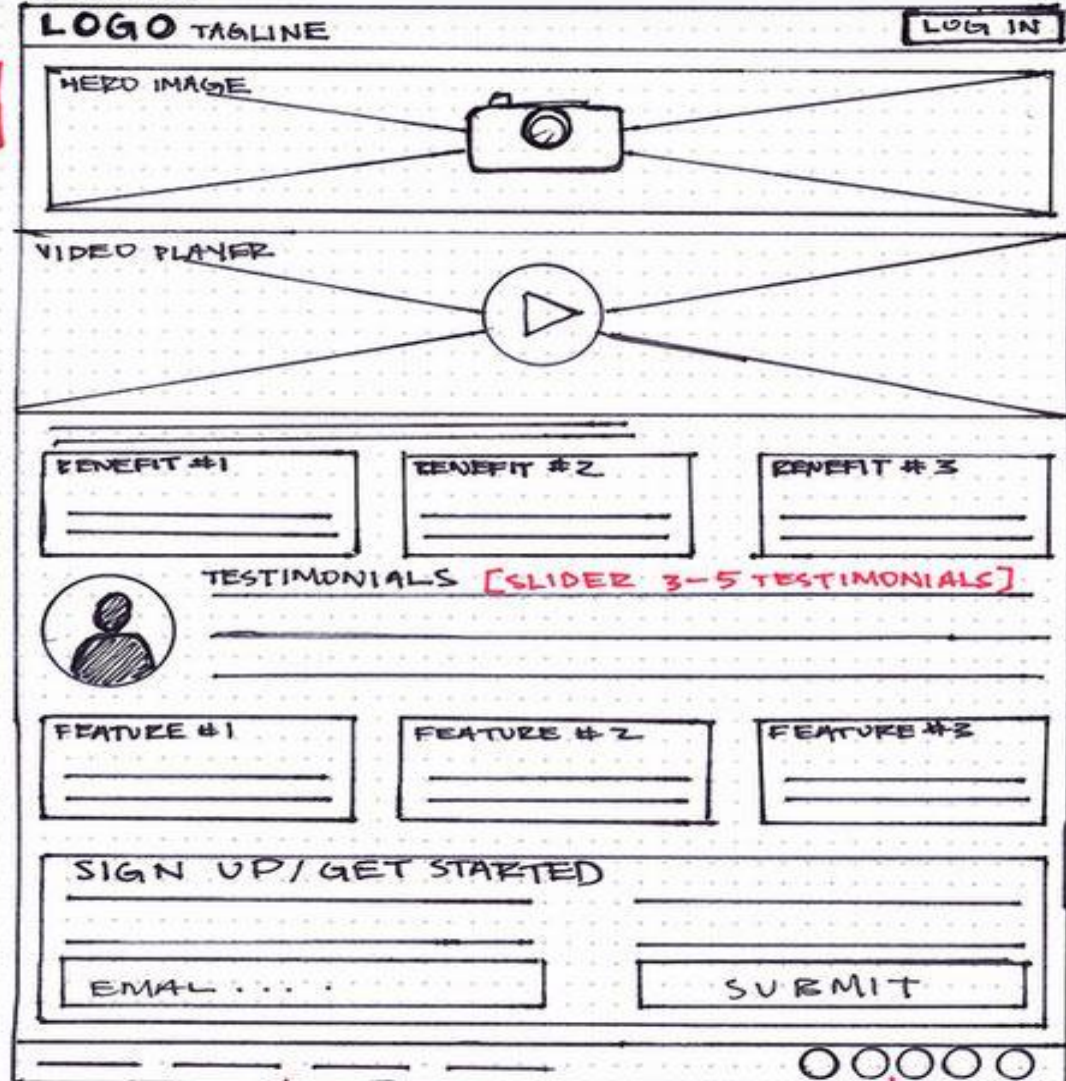
How to design wireframes Contd..

MOBILE



HOME PAGE

DESKTOP



FOOTER MENU

SOCIAL MEDIA

MENU ON FOOTER

SOCIAL MEDIA

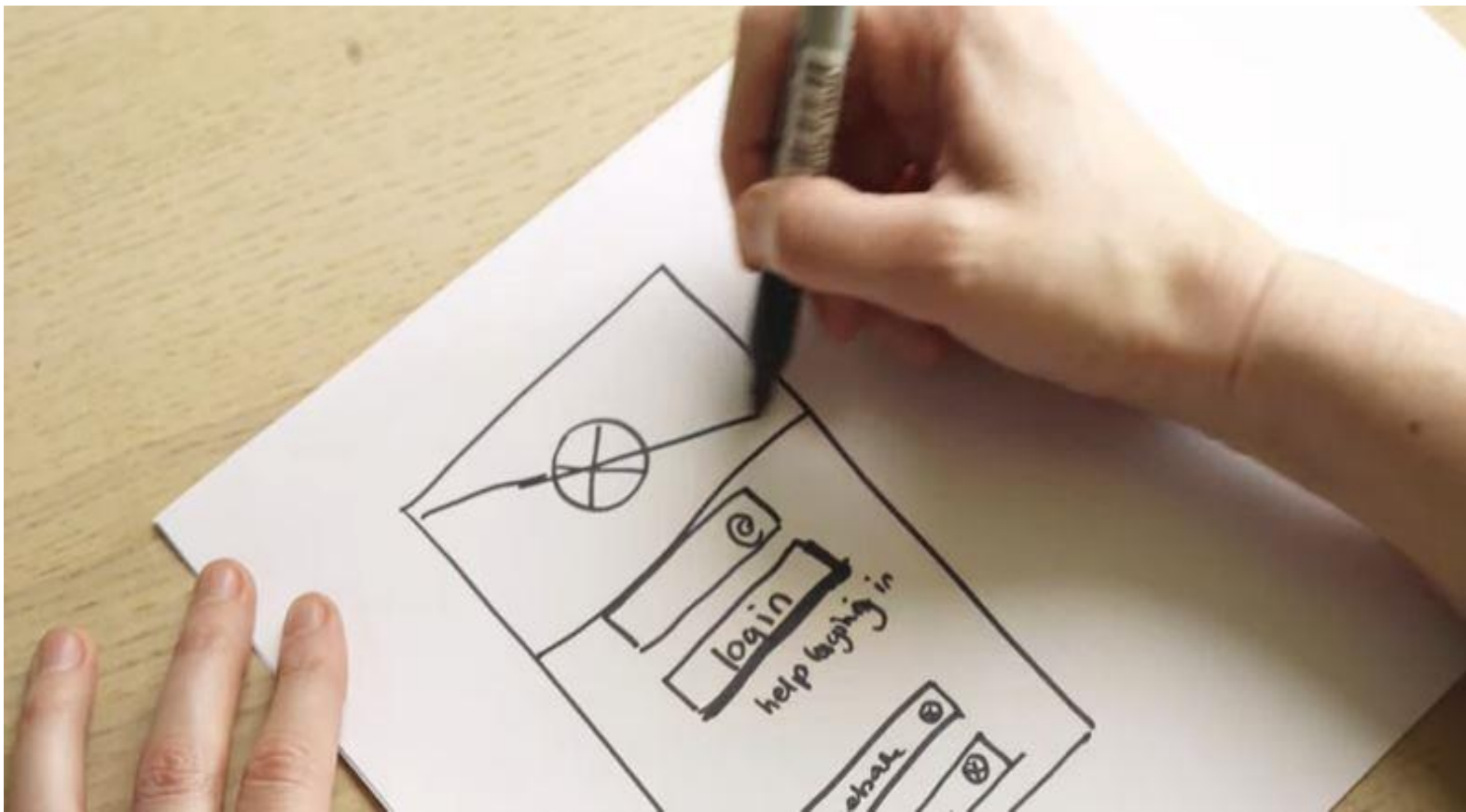
Standard Elements on Wireframe

A wireframe usually includes the following standard elements.

1. Logo
2. Search field
3. Breadcrumb
4. Headers, including page title as the H1 and subheads H2-Hx
5. Navigation systems, including global navigation and local navigation
6. Body content
7. Share buttons
8. Contact information
9. Footer

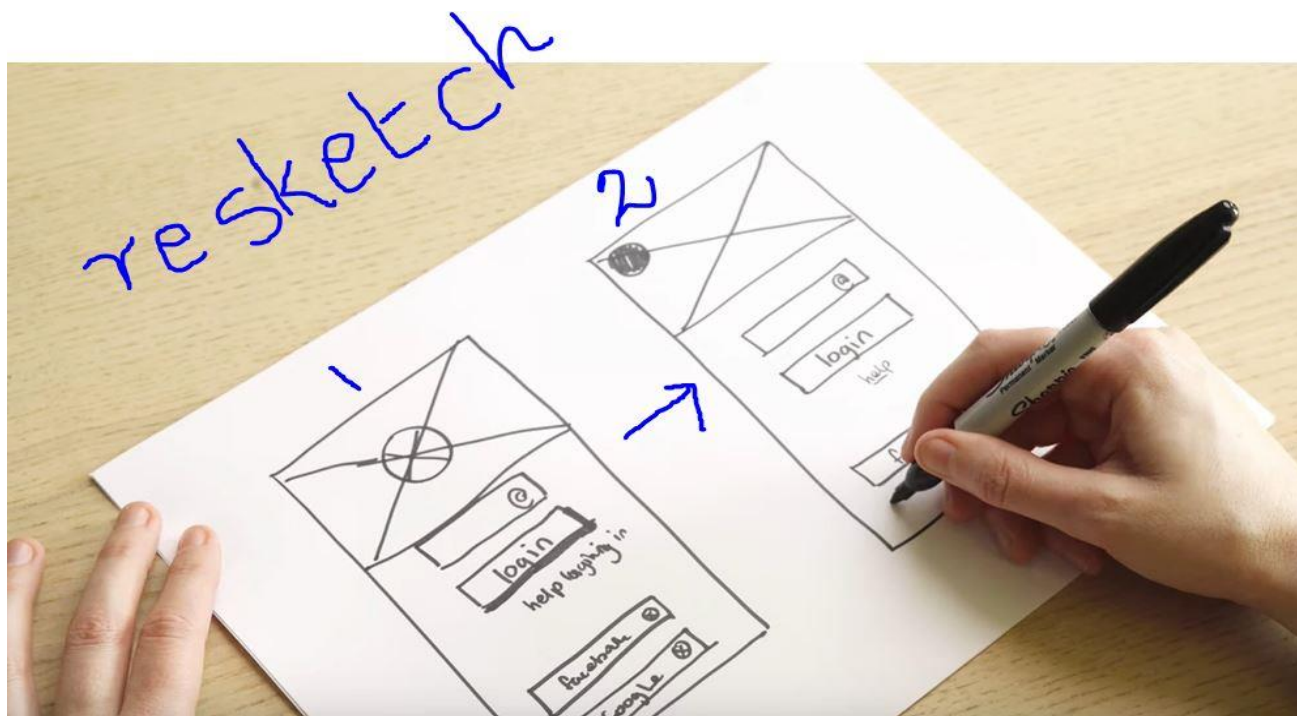
Let's build your first wireframe

- Let's get started with the login frame
- Login frame elements : image, logo, text field to enter user id or email id, login button, forgot password link, alternative login options such as Facebook , Google
- Step 1: Sketching the login frame elements



Let's build your first wireframe

- Step 2 : re-sketch the wireframe and place the elements in right place

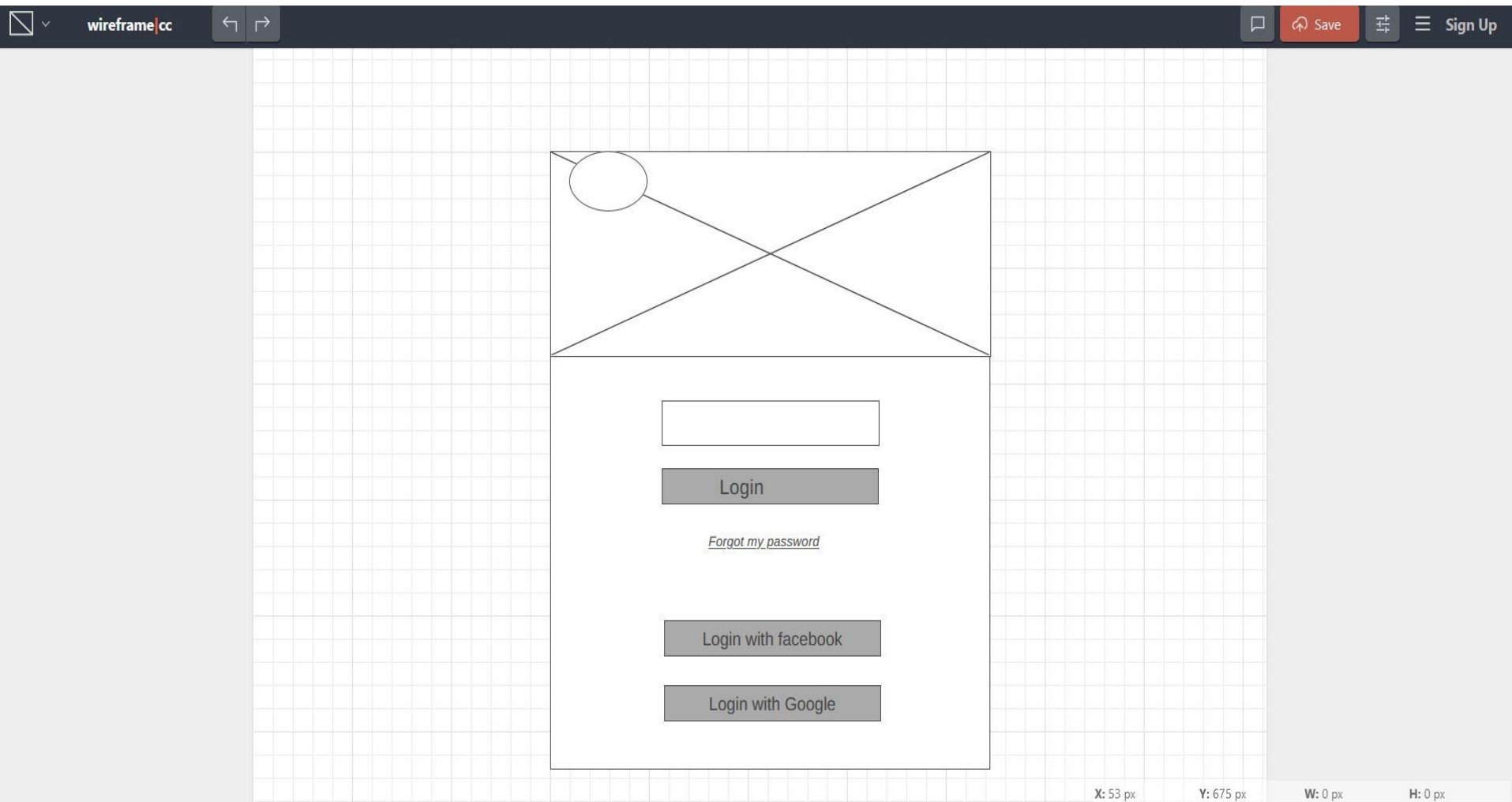


- Step 3 : After that you need to digitizing the wireframe using any tool

Contd..

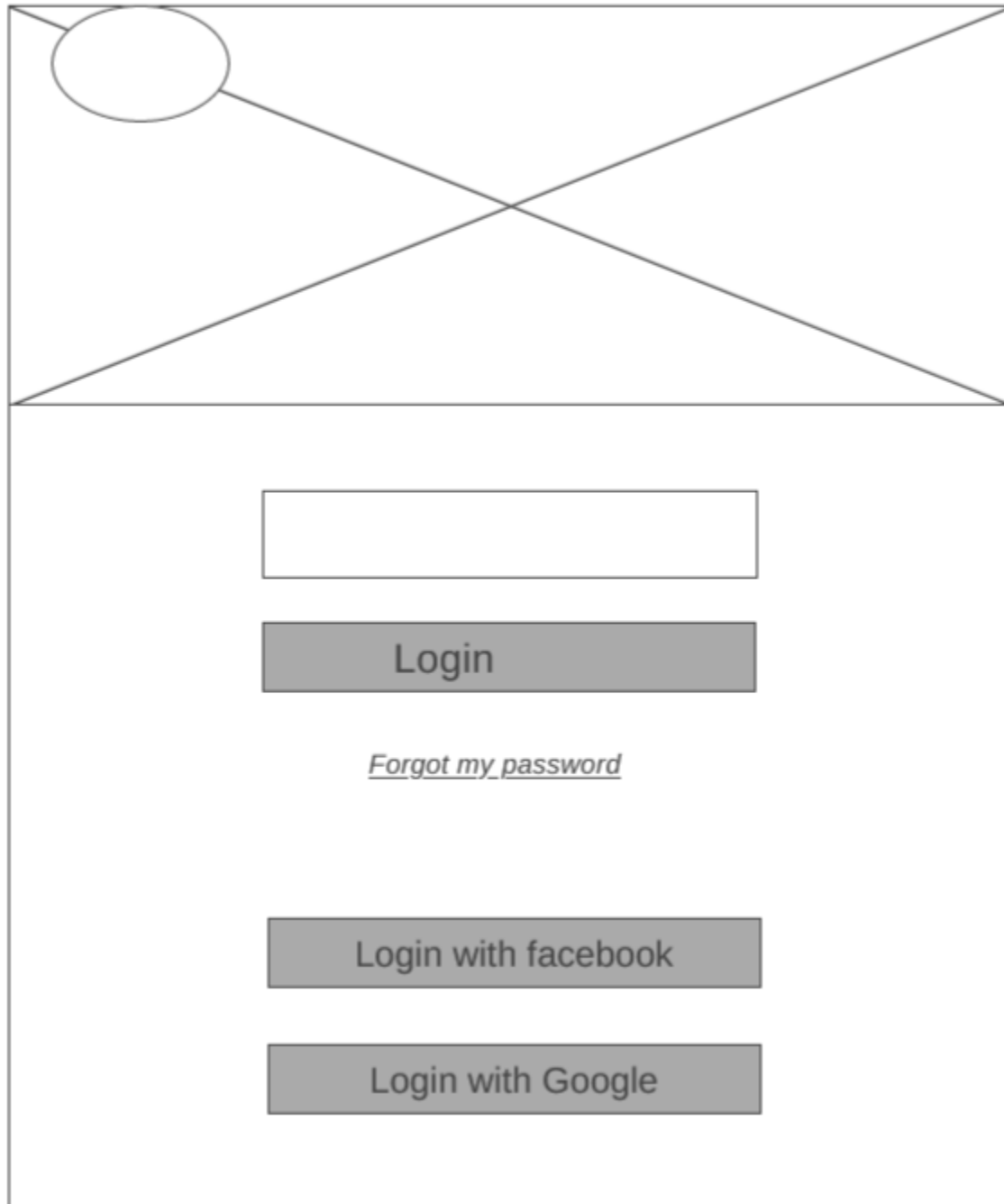
- let's use 7 days free trial online tool wireframe.cc to draw the digital format.

Note: you can use any wireframing tool



Contd..

Digital wireframe



A digital wireframe of a login page. The page is divided into two main sections by a horizontal line. The top section is a header area, and the bottom section is the main content area. In the top-left corner of the header area, there is a circular placeholder for a logo. The main content area contains a login form with the following elements:

- A rectangular input field for the username or email.
- A gray rectangular button labeled "Login".
- A link labeled [Forgot my password](#).
- A gray rectangular button labeled "Login with facebook".
- A gray rectangular button labeled "Login with Google".

Bad wireframe vs Good design wireframe

This is a bad wireframe!

Forget visual design

Avoid using color / gradients

Adding unnecessary elements makes the wireframe less powerful, remember:

Wireframes focus only on the content and interaction of the interface!



Contd..

Looks good, right?

45km verkeer >>

15°C / 9°C vooruitzichten >>

NOS.NL

Studio Sport

Headlines

Journaal op 3

Jeugd Journaal

Weblogs

Teletekst

Vrijdag 6 juni 2008

Nieuws

Sport

EK

Olympische Spelen

1

2

3

Werkloosheid in VS sterk gestegen

Lees verder

[+] Most recent news item goes here

22.53

[+] Second to newest news comes here

22.45

[-] Third most recent

21.03

Used at airports and transportation hubs, the AIGA symbol signs are a joint effort between AIGA

Play

Lees verder

[+] Lorem ipsum dolor sit atem lorem

20.46

[+] Ipsum dolor sit atem ipsum

20.01

[+] Dolor sit atem lorem ipsum dolor

18.54

[+] Sit atem lorem ipsudolor sit

18.02

[+] Lorem ipsum dolor sit atem lorem

17.36

[+] Ipsum dolor sit atem ipsum

17.34

[+] Dolor sit atem lorem

17.23

Video description goes here

Lees verder

NOS Journal

Nieuws in 60 sec

Laatste Reportage

Let's Start.....

Start big! Start with the largest parts of the interface, the frame, header, footer, etc. Then work your way through the smaller elements of the interface. The following slides will show a quick wireframe build-up.

Final tip!

Remember, your wireframe will be used by lots of different people for different purposes:

Designers

Developers

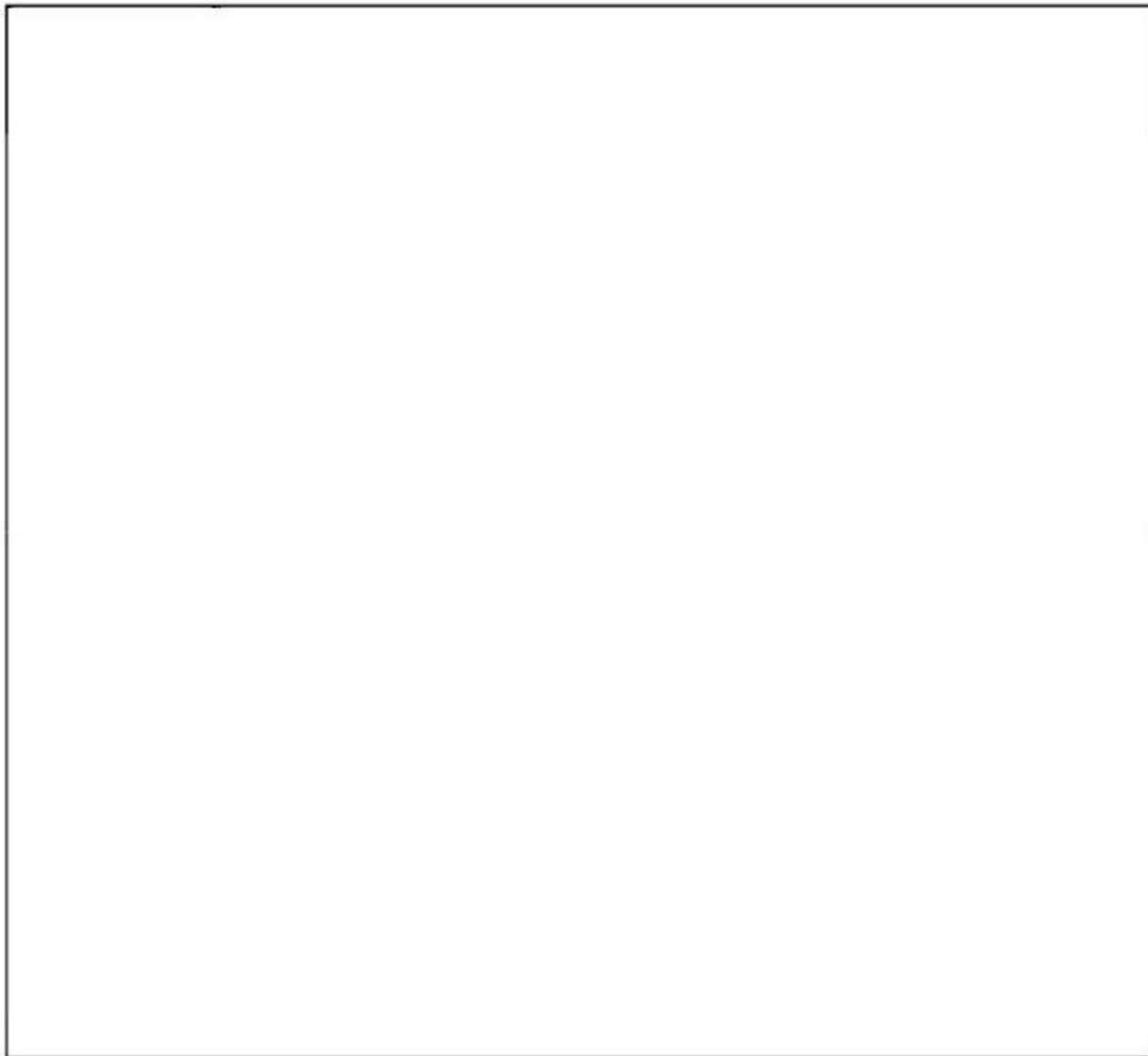
Project leaders

Usability testers

Clients

So be as clear as you can!

Contd..



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Features

Demo

Downloads

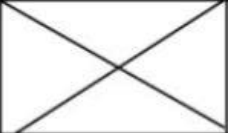





















Supprot

Community

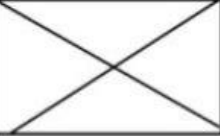







Styles

Mods

Contd..

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Community title	<input checked="" type="checkbox"/> FAQ <input checked="" type="checkbox"/> Search <input checked="" type="checkbox"/> Members <input checked="" type="checkbox"/> Logout							
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<table border="1"><thead><tr><th colspan="2">Forum</th><th>Topics</th><th>Posts</th><th>Date</th></tr></thead><tbody><tr><td colspan="5">General</td></tr><tr><td><input checked="" type="checkbox"/> Community A short text describing what this area of the forum is about. Maybe rules or regulations</td><td>145</td><td>234</td><td colspan="2">Thu May 23, 2008 posted by John Smith</td></tr><tr><td colspan="5" style="height: 300px;"></td></tr></tbody></table>								Forum		Topics	Posts	Date	General					<input checked="" type="checkbox"/> Community A short text describing what this area of the forum is about. Maybe rules or regulations	145	234	Thu May 23, 2008 posted by John Smith						
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	Features	Demo	Downloads	Support	Community	Styles	Mods
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Community title [FAQ](#) [Search](#) [Members](#) [Logout](#)

Forum	Topics	Posts	Date
General			
Community A short text describing what this area of the forum is about. Maybe rules or regulations	145	234	Thu May 25, 2008 posted by John Smith
School			
VID A short text describing what this area of the forum is about. May rules or regulations	215	5467	Thu May 25, 2008 posted by John Smith
IAD A short text describing what this area of the forum is about.	123	876	Thu May 25, 2008 posted by John Smith
MME A short text describing what this area of the forum is about. Maybe rules or regulations A short text describing what this area of the forum is about.	145	234	Thu May 25, 2008 posted by John Smith
Music			
Artists A short text describing what this area of the forum is about. Maybe rules or regulations A short text describing what this area of the forum is about. Maybe rules or regulations	435	762	Thu May 25, 2008 posted by John Smith
Tracks A short text describing what this area of the forum is about. May rules or regulations A short text describing what this area of the forum is about.	235	45	Thu May 25, 2008 posted by John Smith
Radio A short text describing what this area of the forum is about. May rules A short text describing what this area of the forum is about. Maybe rules	64	543	Thu May 25, 2008 posted by John Smith
Albums A short text describing what this area of the forum is about. May rules or regulations A short text describing what this area of the forum is about.	12	644	Thu May 25, 2008 posted by John Smith

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Community title

☒ FAQ
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Forum	Topics	Posts	Date
General			
Community A short text describing what this area of the forum is about. Maybe rules or regulations	143	234	Thu May 26, 2006 posted by John Smith
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VID A short text describing what this area of the forum is about. Maybe rules or regulations	215	5467	Thu May 26, 2006 posted by John Smith
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[Log in to check your private messages](#)
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Community

The time now is Sun May 28, 2006 8:44 pm
[phpBB.com Forum Index](#)

[New unapproved posts](#)

Forum	Topics	Posts	Last Post
General			
Announcements Read me first before posting anywhere! Moderators: Developer-ent Team , Moderator Team	103	245	Thu May 25, 2006 9:53 am SLS +0
phpBB			
phpBB Support Get help with installation or running phpBB 2.0+ here. Please do not post bug reports, feature requests or MOD-related questions here. Moderators: Developer-ent Team , Moderator Team , Support Team	272842	1084756	Sun May 28, 2006 8:08 pm [J]TheOrange +0
Conversions Converting from other board software? Good decision! Need help? Have a question about a converter? Wish to offer a converter for package? Post here. Please post language pack questions to the support forum Moderators: Developer-ent Team , Moderator Team , Support Team	9286	19762	Sun May 28, 2006 8:03 am Sawatchar +0
phpBB Discussion Do not post support requests or bug reports or feature requests. Discuss phpBB here. Non-phpBB related discussion goes in General Discussion! Moderators: Developer-ent Team , Moderator Team , Support Team	17968	60011	Sun May 28, 2006 8:29 am unthabass +0
phpBB Modifications			
MOD Release Announcements & Support All new MODs released in our MOD-Database will be announced in here. All support for released MODs needs to take place in here. Moderator: Moderator Team , MOD Team	261	60462	Sun May 28, 2006 8:30 am hake-jadler +0
MOD Requests Got a MOD request? Post it here. (note: phpBB does not have official MODs anymore, so such phpBB is not responsible for developing your requested MOD) Moderators: Moderator Team , MOD Team	30008	136120	Sun May 28, 2006 8:41 am hake-jadler +0
MODs In Development A place for MOD Authors to post and receive feedback on MODs still in development. (do come with this forum should be used within a live environment) Moderators: Developer-ent Team , MOD Team	9457	432020	Sun May 28, 2006 8:37 am hake-jadler +0

Questions...?