

Sketch paper wireframes

- Video: Welcome to week 2
56 sec
- Video: Begin to wireframe
2 min
- Video: Sketch paper wireframes
2 min
- Reading: Learn more about paper wireframes
20 min
- Practice Quiz: Test your knowledge on paper wireframes
2 questions
- Practice Quiz: Activity: Sketch paper wireframes for a mobile app
1 question
- Reading: Activity Exemplar: Sketch paper wireframes for a mobile app
10 min
- Discussion Prompt: Share your mobile app paper wireframes
10 min

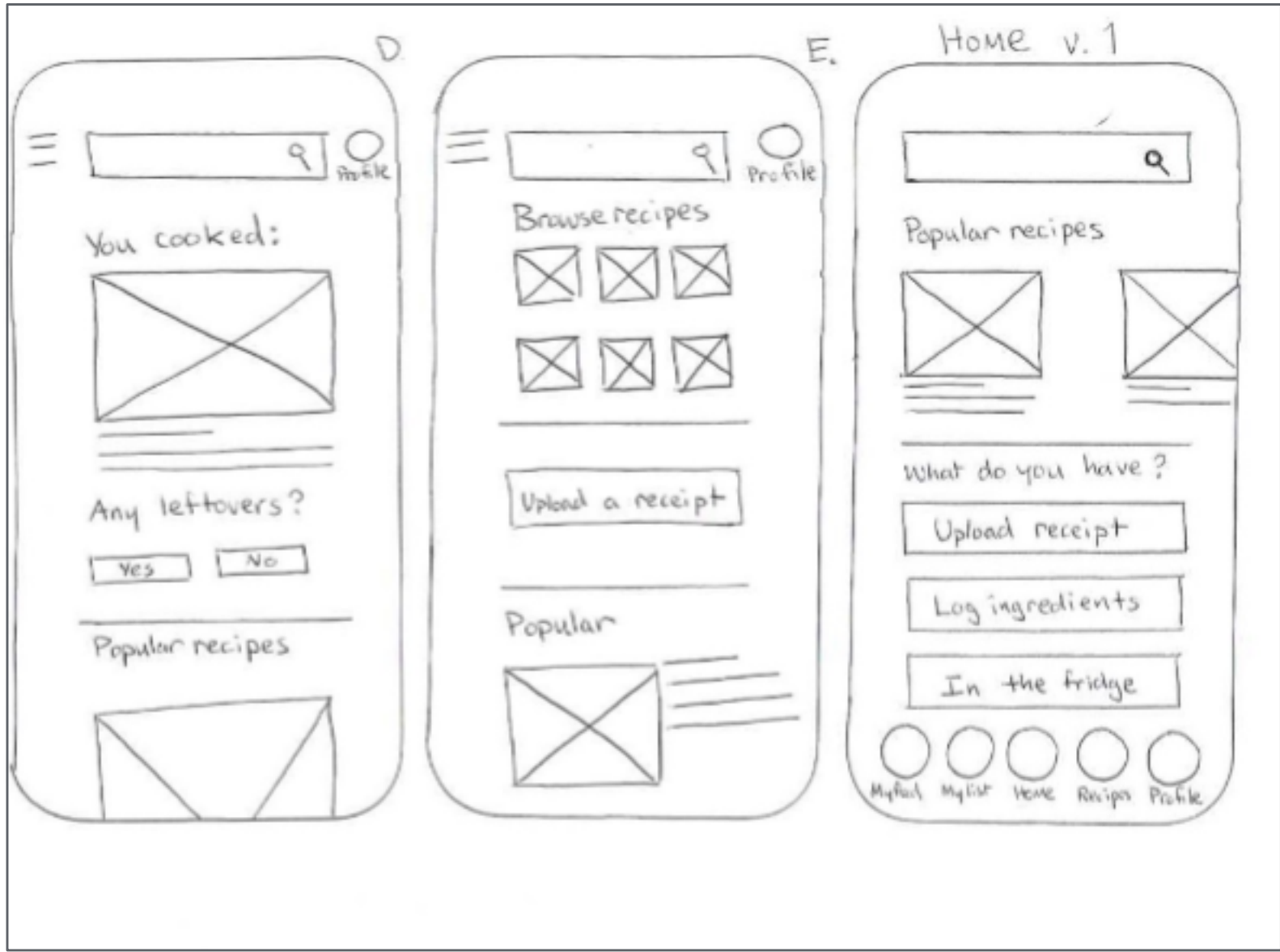
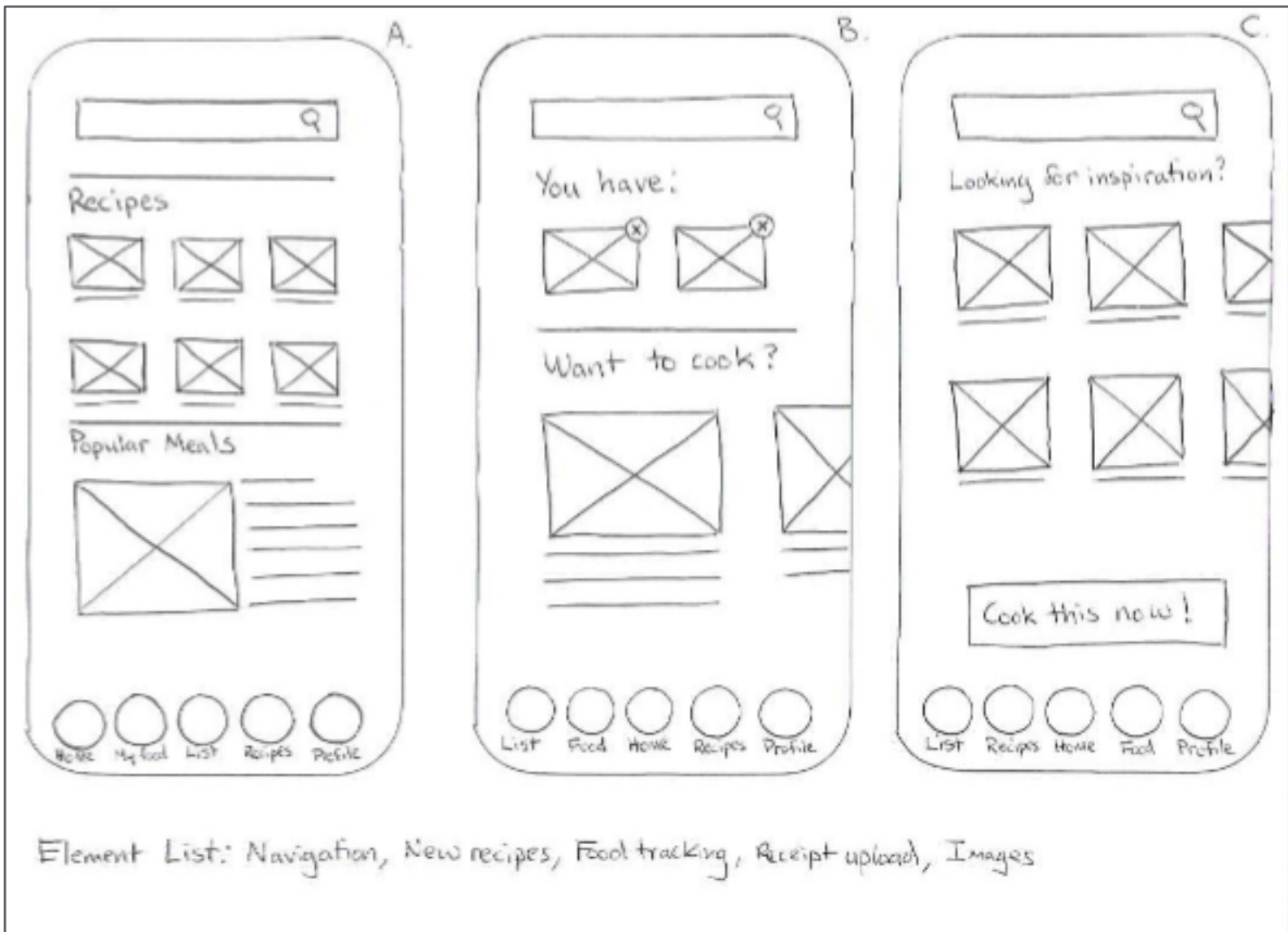
- Create digital wireframes
- Build a low-fidelity prototype
- Test a low-fidelity prototype
- Week 2 review

Activity Exemplar: Sketch paper wireframes for a mobile app

Here is a completed exemplar of a paper wireframe based on the Food Saver scenario we've worked on in earlier activities. Recall the criteria for good wireframes:

- Clearly defines the elements intended for the page
- Includes multiple versions arranging elements in different ways
- Provides you with distinct examples you can compare and test

This is an example of an effective series of paper wireframes:



Assessment of exemplar

Each of the wireframes clearly shows the basic structure. For Step 2, our quick list of the elements that need to go on the page included: navigation, new recipes, food tracking, images, and text. These elements highlight the intended functions of our app.

For Step 3 in the wireframing process, the designer created at least five different versions of how to structure elements on the page. Doing this allows us to explore lots of ideas. In creating the drawings, the designer is also careful to follow industry standards.

You can also notice the checkmarks in the exemplar. These pick out the design elements that the designer thought would most effectively solve the problem (Step 4 in our wireframing process).

Finally, with this exemplar, we are able to narrow in on the parts of our wireframe that we want to explore further in a digital wireframe (Step 5).

This is the process for a **single wireframe**. Repeat the process above until there are enough wireframes to showcase a complete user flow, in other words, the main tasks that your user will complete in your product.

Now compare the exemplar above to your completed deliverable. Assess what you've done using each of the criteria used above to evaluate the exemplar. The criteria for good wireframes are:

- Clearly defines the elements intended for the page.
- Includes multiple versions arranging elements in different ways.
- Provides you with distinct examples you can compare and test.

What do you do well? Where can you improve? Take this feedback with you as you continue to progress through the course.

Once you are happy with the quality of your work, be sure to save your paper wireframes so you can include images of them in your portfolio!

Mark as completed

