Peer-graded Assignment: Weekly challenge 2: Create digital wireframes for your portfolio project

DeadlineJul 16, 11:59 PM +08

Ready for the assignment?
You will find instructions below to submit.

Instructions

My submission

Discussions

In this peer review assignment, you'll build wireframes in Figma for your portfolio project. Translating hand-drawn wireframes into digital wireframes is a key part of working as a UX designer. In this activity, you'll turn at least three of your paper wireframes into digital wireframes to create a complete user flow.

Your digital wireframes will be based on the paper wireframes you created in the activity Create paper wireframes for the portfolio project. If you haven't done the paper wireframe activity for your portfolio project yet, go back and complete it before beginning this activity.

Additionally, you will give and receive feedback with two peers. When reviewing your peers' work, consider how effectively their wireframes convey the intent and functionality of their design.

Review criteria

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Your submission must include at least three digital wireframes that are based on your paper wireframes. They will be assessed out of 6 points using the following criteria:

2 points: Demonstrates a complete user flow that a user can complete (must include at least three screens).

2 points: Clearly defines the UI elements intended for each screen, including navigation menus, buttons, visuals, and text fields.

2 points: Indicates the organization or hierarchy of any elements depicted on the screen.

Step-By-Step Assignment Instructions

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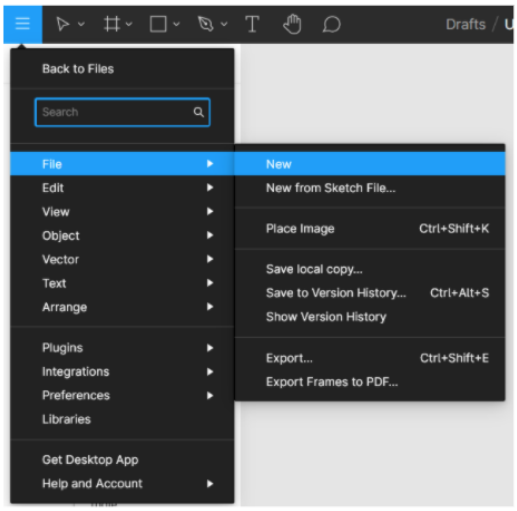
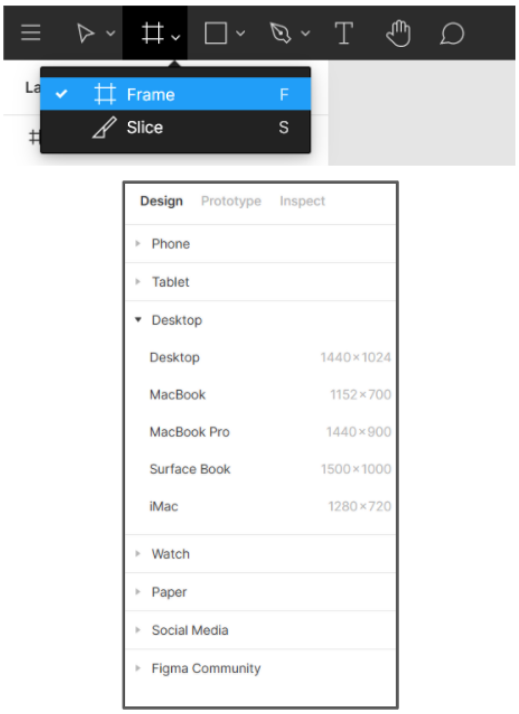
Step 1: Start a new project in Figma

Click on the **navigation menu** in the top left corner, and select **File** > **New**. This creates a new file to work from.



Step 2: Create frames for the device you'll be designing for

To create a frame, click on the **Frame** icon at the top navigation bar and select your frame. You can also use the keyboard shortcut by pressing **F** on your keyboard. This opens a menu with frames for commonly used devices and software. Using these frames will ensure you design for the right screen size and help your design remain consistent throughout the process. Choose a frame size for your wireframes that is similar to the phone size you designed for in your paper wireframes. Repeat this process until you have the correct number of frames you'll need for your user flow.



Step 3: Use a grid to help you maintain a consistent layout (optional)

You can use a layout grid in each frame to help you keep your margins and spacings consistent across your design. On the right side of the screen, there will be an option for the **Layout Grid**. Clicking the + button will add a new grid. The default layout grid is 10px, but that can be changed by clicking on the **Grid** icon. Spacing and margins will vary depending on the product you're working on. For now, use the following Layout Grid settings since you're working on a mobile app:

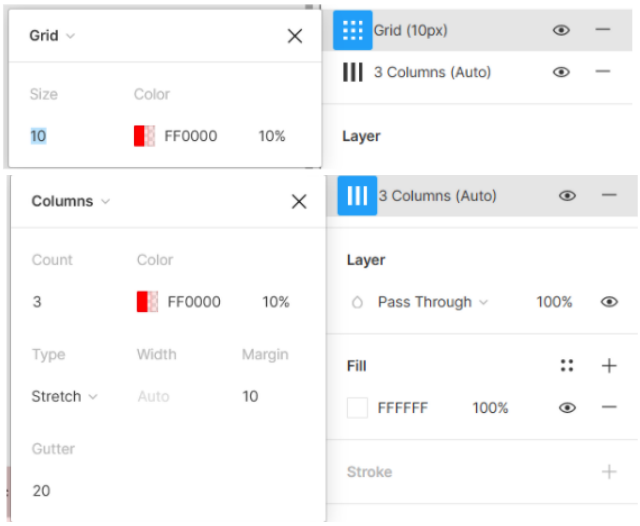
Size: 10

Color: FF0000

Type: Stretch

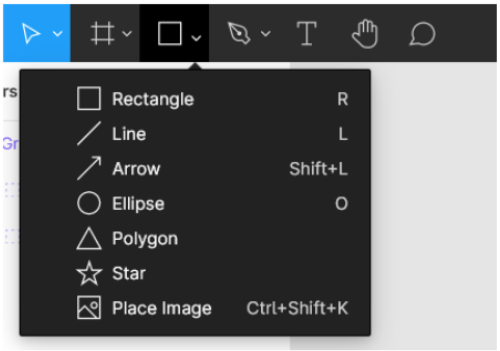
Margin: 10

Gutter: 20

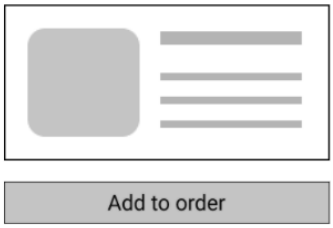


Step 4: Start building elements

Now that you're all set up, you can begin your design. Start with an element that will be repeated across your design, like a content card. Using your paper wireframes as a reference, build the design using shapes in Figma. Feel free to practice using keyboard shortcuts as well. Knowing these keyboard shortcuts helps make your workflow more efficient.



Using these shapes together in different ways is a simple method for transferring your paper wireframe ideas into a digital wireframe. Create rectangles with the keyboard shortcut **R**, lines with **L**, and ellipses (circles) with **O**.



At this point, you'll need to start defining the hierarchy of information on your pages and elements. Decide how you are going to use text size, text weight, location, and other elements to assign appropriate value to the page as you build your wireframes. Ask yourself what would be most important to the user.

Note: The most important information on the page should be intuitively discoverable in your design. In other words, users should be able to find the most important elements of the app without thinking too much about how to navigate.

Step 5: Assemble multiple elements into a frame

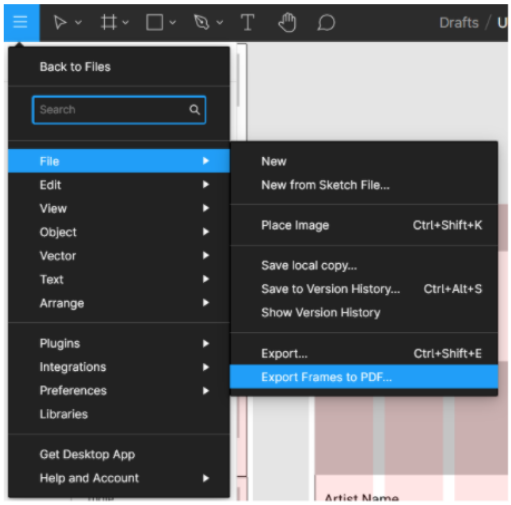
Now that you've built your individual elements, place them into the frame, following the layout of your paper wireframe. Experiment with the layout and spacing to ensure a functional and visually appealing design. For this level of fidelity, your priority is usability; you do not need to include colors, fonts, or images at this point.

Step 6: Repeat the process for all screens in your user flow

Repeat the process of creating and placing elements for all of the screens in your user flow. When you're finished, you should have a set of at least three wireframes that demonstrate a complete user flow from end to end.

Step 7: Export from Figma and upload your submission to receive feedback from peers

Once your designs are ready for peer review, export your screens from Figma as a PDF so that you can submit them for peer review to receive feedback on them. Click the **navigation menu**, then **File** > **Export frames to PDF**.



Feedback is a vital component of the UX design process. Seeking and learning from feedback will help you continue to iterate and improve on your design. Most importantly, applying feedback will ensure you are resolving problems in the best way possible.

Example Submissions

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Here are some example submissions:

In the example provided below, we demonstrate how we moved from a paper wireframe to a digital wireframe for the Zia's Pizza app. We began with the paper wireframe homepage we created previously.

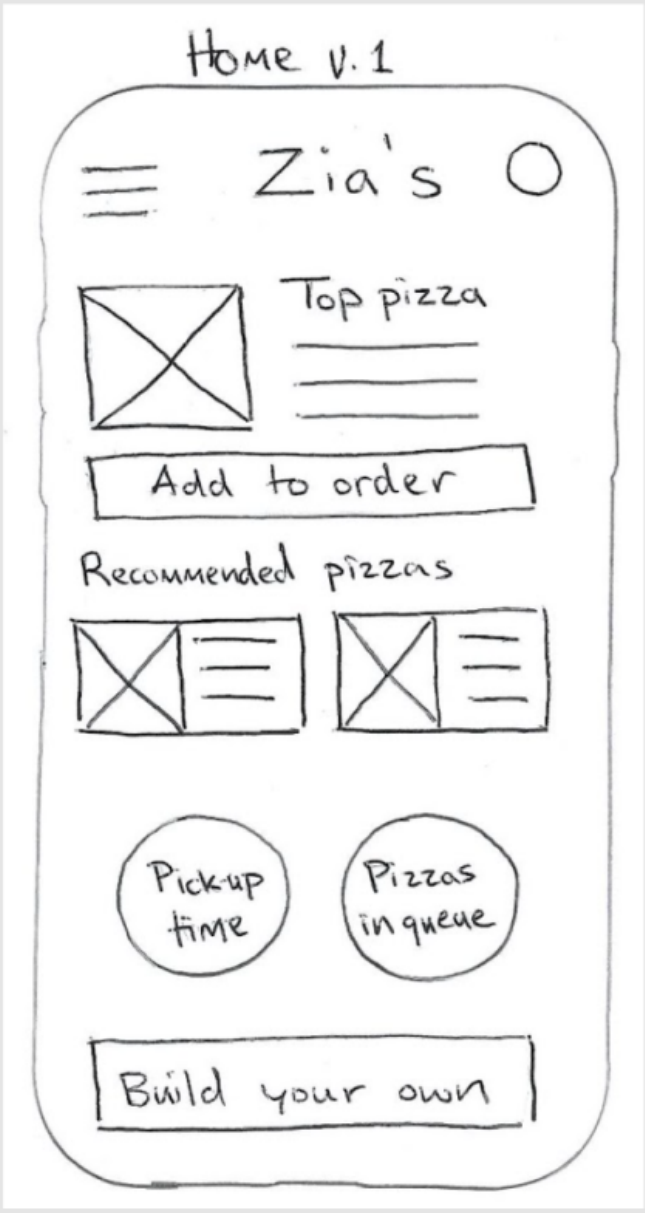
Once we had our paper homepage wireframe next to us, we created a phone-sized frame in Figma. Using the paper wireframe as a reference, we created each of the elements on the homepage in Figma individually. Once our elements were created, we placed them into the frame in the same arrangement as our paper wireframe. Once all of our elements were translated from the paper version to the digital version, we repeated the process for the other screens in our design.

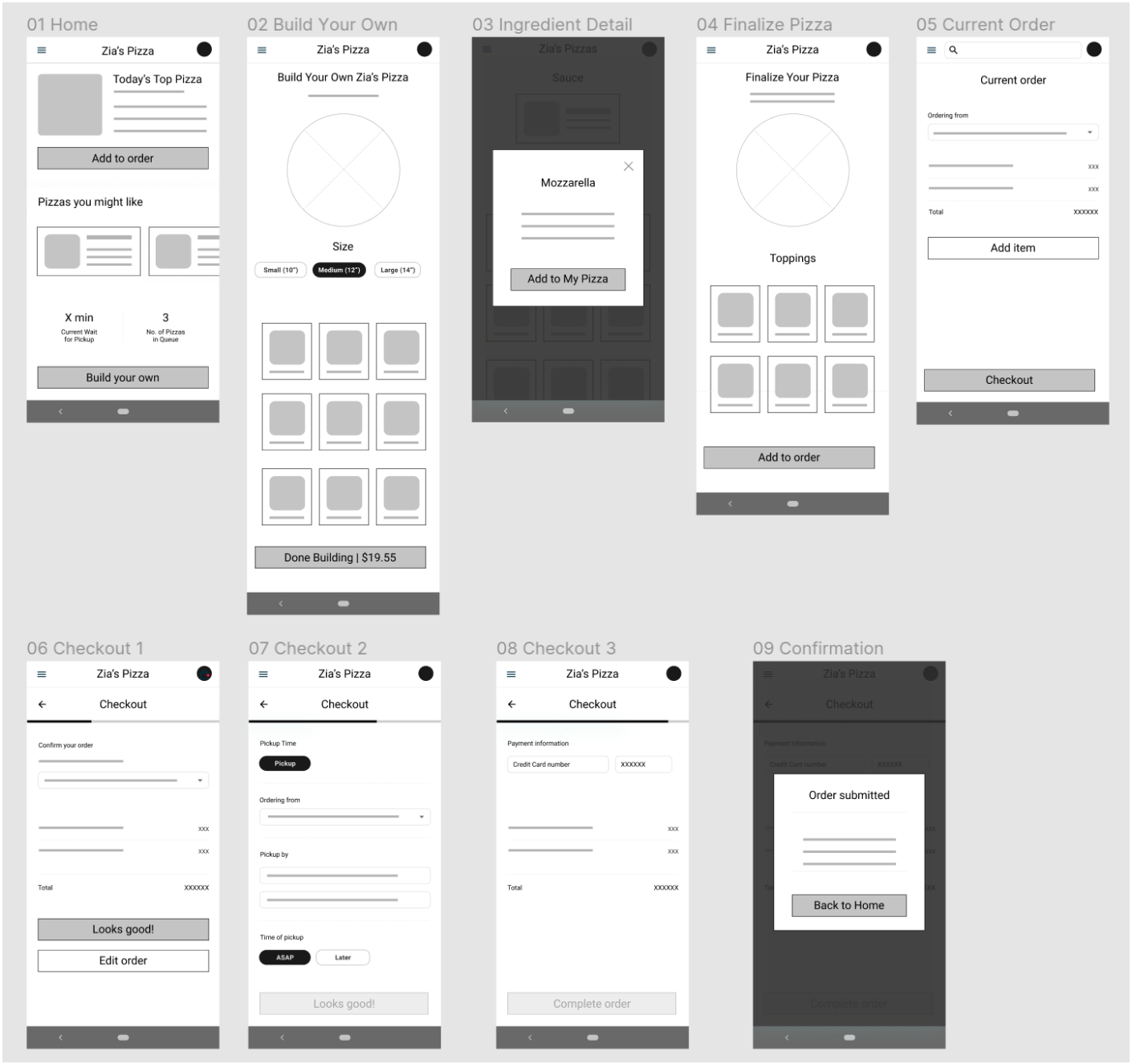
The digital and paper versions of the homepage wireframe are shown below for comparison. Below that is our complete user flow, represented as digital wireframes.

Note that we provided a total of nine screens for our digital wireframes. This is because our user flow from the home screen, to the order screens, to the checkout and confirmation process required a total of nine screens to complete. You need to submit a minimum of three digital wireframes for your submission, but make sure your submission represents a complete user flow. This means you can include as many screens as you need to demonstrate a complete user flow. Three is only a suggested minimum, many submissions will require more than three screens to show a full user flow.

01 Home


Zia's Pizza
Today's Top Pizza
Add to order
Pizzas you might like
X min
Current Wait for Pickup
3
No. of Pizzas in Queue
Build your own


Home v.1
Zia's
Top pizza
Add to order
Recommended pizzas
Pick-up time
Pizzas in queue
Build your own



For more detailed views of each screen, check out this PDF of the checkout flow for the Zia's Pizza wireframes.

Zia's Pizza Digital Wireframes Exemplar from Google _ UX Cert.pdf
PDF File

Examples of Good Feedback

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In these wireframes, it's clear that the digital wireframes are building off and refining the paper wireframes that were created earlier. They also show simple, clearly defined elements and information architecture. Critical thinking has been applied to the hierarchy of information on each screen.

Add to Your Case Study

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After you receive feedback from peers and make revisions, you're ready to add wireframes to your portfolio case study slide deck!

If you need access to the template for the case study slide deck introduced at the beginning of Course 2, click the link below and select “Use Template.”

Link to template: Case study slide deck template.

OR

If you don’t have a Google account, you can download the template directly from the attachment below.

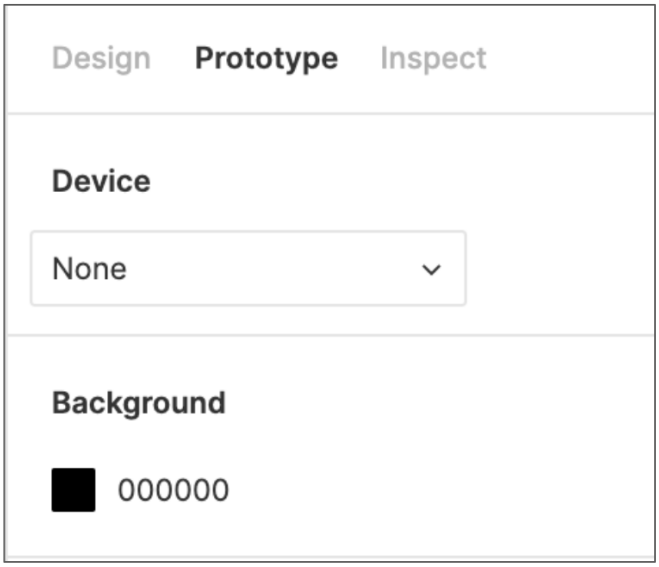
Google UX Design Certificate - Case study slide deck [Template]
PPTX File

On slide #11, add a photo of your paper wireframes. This should include the five sketched versions of a screen and the refined version of the same screen. Make sure the photo is clear and presentable.

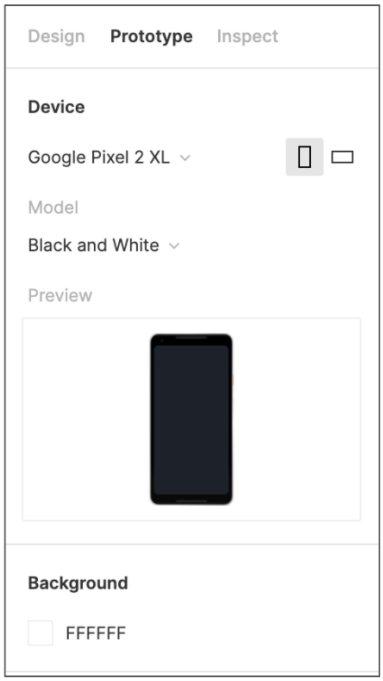
Next, fill out slides #12 and #13 with screenshots of your digital wireframes that demonstrate how your designs address user pain points. Choose one screen of your app to highlight in each slide.

Note that you don’t have to include your designs in the device frame as presented in the examples below. However, if you want your case study to include designs in context, one way you can do this is by screenshotting previews of your designs in Figma.

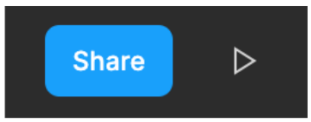
First, open your project in Figma. Navigate to the sidebar menu in the upper-right corner and select the **Prototype** tab.



At the top of the prototype panel, find the **Device** drop-down menu and select the device that fits your designs. You can also determine the **Background** color.

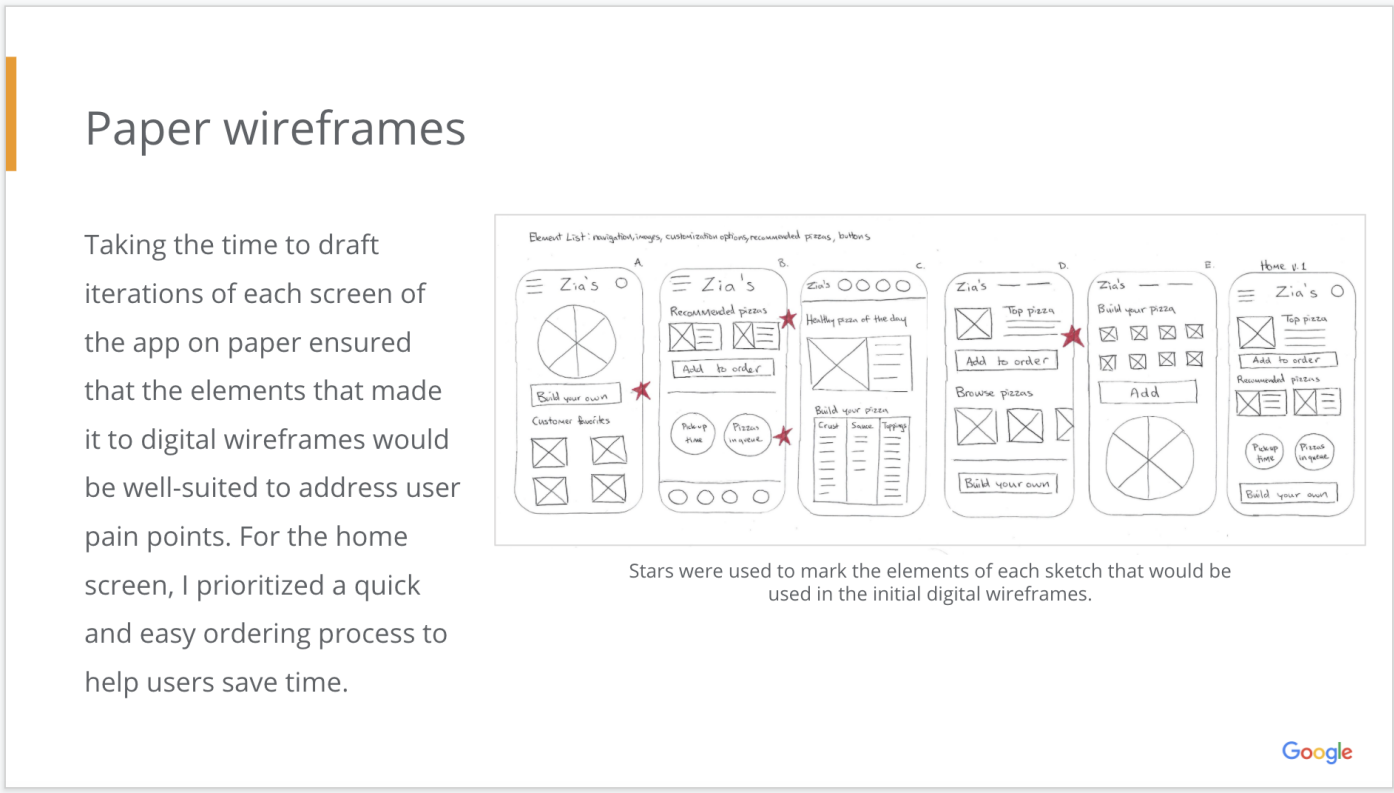


Once these specifications are defined, click the play button above the Prototype tab.



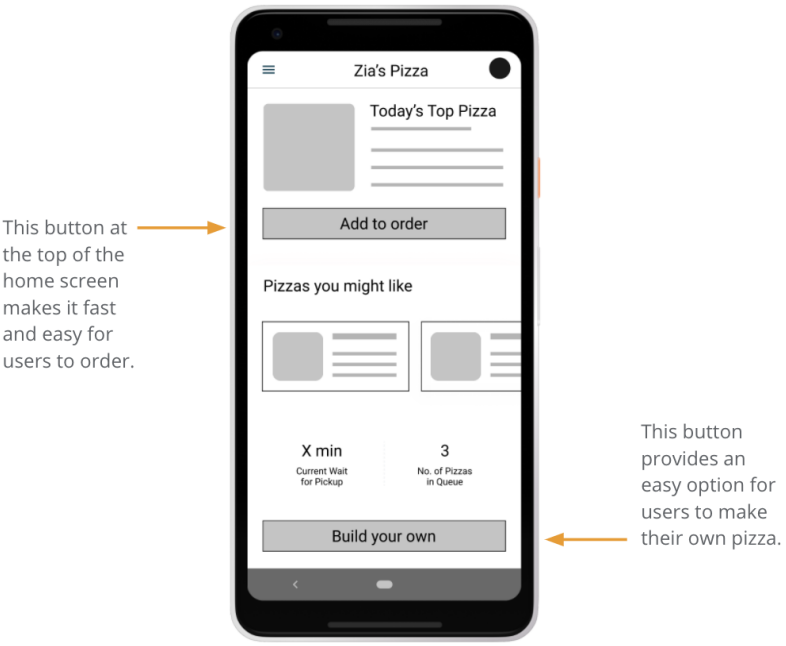
Your design should then open up in a new Figma screen where you can take screenshots of your designs in the device frame for your case study.

Here are examples of completed slides with paper and digital wireframes for Zia's Pizza:



Digital wireframes

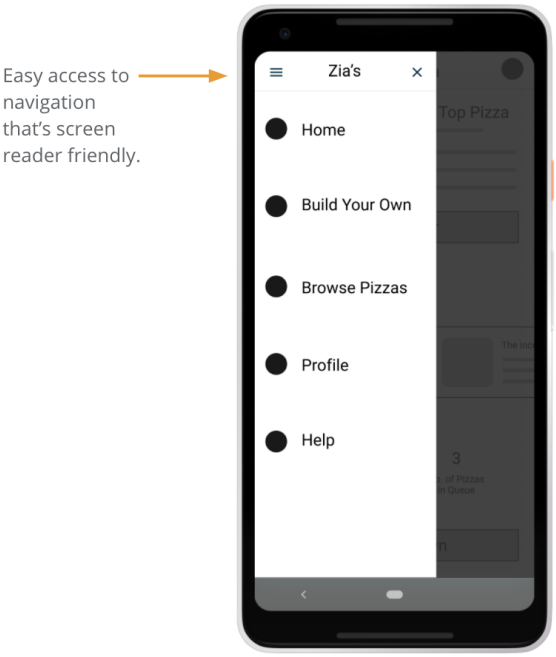
As the initial design phase continued, I made sure to base screen designs on feedback and findings from the user research.



Google

Digital wireframes

Easy navigation was a key user need to address in the designs in addition to equipping the app to work with assistive technologies.



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