

1.



Activity introduction

This practice activity is an opportunity for you to apply the concepts that you learned throughout the course. We provide a completed example activity so you can compare and contrast your ideas, designs, and grow as a user experience designer.

This activity will help you apply your wireframing skills that you began developing with your paper wireframes. In this activity, you'll translate your paper CoffeeHouse drawings from the activity [Practice creating paper wireframes for the CoffeeHouse project](#) into digital wireframes.

After completing this activity, you'll have the opportunity to compare your work to a completed exemplar in the following course item.



Step-by-step instructions

For this assignment, you'll be working with the paper wireframes you built for the CoffeeHouse app. You'll also want to keep your research in the front of your mind as you build this set of wireframes. Your paper wireframes allowed for a certain amount of flexibility. This was intentional because you can make paper wireframes quickly and get feedback just as quickly. However, your digital wireframes will take more time to create, so consult your research to add new details and continue to refine your design.

You can use the research and paper wireframes you created for the CoffeeHouse scenario, or you can use the exemplars supplied here.

CoffeeHouse app research


Anika

To see Anika's persona, click the link below and select "Use Template."

Link to exemplar: [Anika's persona](#)

OR

If you don't have a Google account, you can download Anika's persona directly from the attachment below.


 [Google UX Design Certificate - Anika persona \[Example\]](#)
[PPTX File](#)

To see Anika's user journey map, click the link below and select "Use Template."

Link to exemplar: [Anika's user journey map](#)

OR

If you don't have a Google account, you can download Anika's user journey map directly from the attachment below.

 [Google UX Design Certificate - Anika user journey map \[Example\] \(1\)](#)
[PPTX File](#)


Ali

To see Ali's persona, click the link below and select "Use Template."


Link to exemplar: [Ali's persona](#)

OR

If you don't have a Google account, you can download Ali's persona directly from the attachment below.

 [Google UX Design Certificate - Ali persona \[Example\]](#)
PPTX File

To see Ali's user journey map, click the link below and select "Use Template."

Link to exemplar: [Ali's user journey map](#) 


OR

If you don't have a Google account, you can download Ali's user journey map directly from the attachment below..

 [Google UX Design Certificate - Ali user journey map \[Example\].\(1\)](#)
PPTX File


Finally, here is a link to the CoffeeHouse paper wireframes:

To see the completed exemplar for this course item, click the link below and select "Use Template."

Link to exemplar: [CoffeeHouse paper wireframes](#) 

OR

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

 [Google UX Design Certificate - CoffeeHouse paper wireframe screens \[Example\]](#)
PPTX File

You can begin digitizing your design using these resources or your own.

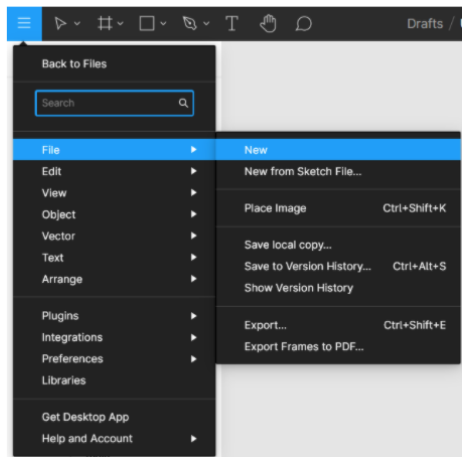
Step 1: Review the supplied materials on Figma

Figma is a browser-based UI and UX design application with design, prototyping, and code-generation tools that designers use to create wireframes. One of the biggest benefits of Figma is that it provides an easy method of collaboration between users that can be done at the same time in the same document. It's kind of like how Google Docs works. You already watched videos from Figma in this course that broke down the specific functions of the tool. Refer to Figma materials directly for the most updated information on new features.

Step 2: Start a new project in Figma

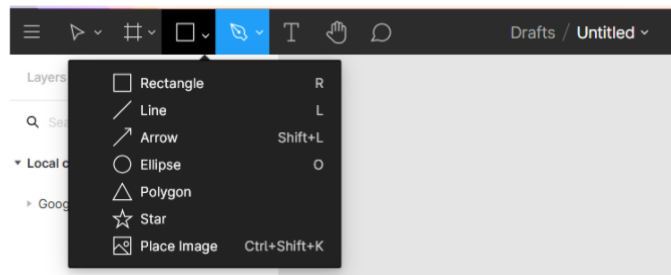
- . Click on the hamburger/navigation menu in the top left corner
- . Select File > New

Note: This will give you a blank canvas to work on.



Step 3: Upload images of your paper wireframes

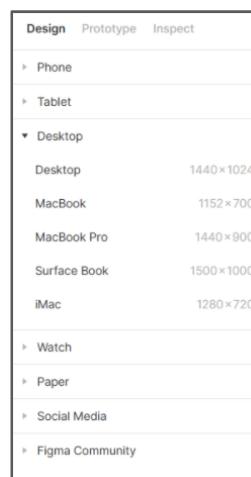
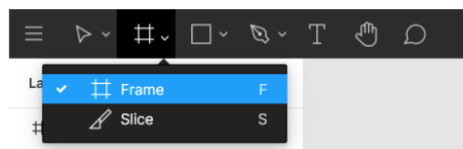
Your paper wireframes will guide you as you build and refine your ideas. Under the Shapes menu, use the Place Image option to upload your paper wireframe images. You can also copy and paste the images directly into the window.



Step 4: Create a frame for the screen size of 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 (frame) or A (artboard) on your keyboard. This will open up a menu with frames for commonly used devices and software. The menu helps for designing different variants of your screens (desktop, tablet, mobile).

Using these frames will ensure your design fits the right screen size and helps your design remain consistent throughout the process.



Step 5: Use a grid to help you maintain a consistent layout (optional)

Use a layout grid on each frame to help you keep your margins and spacing consistent across your design.

- On the right side of the screen, in the Design tab, you will see 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 for a mobile app:

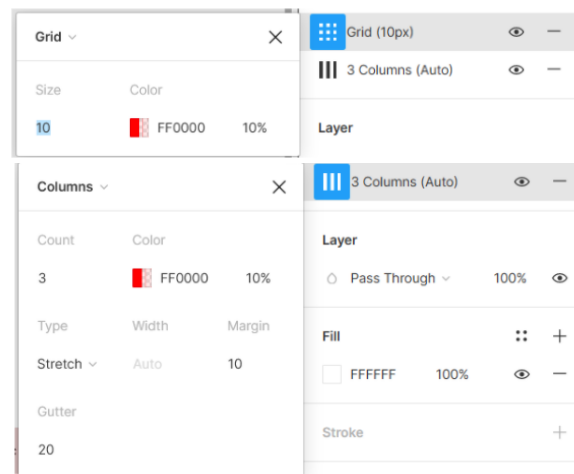
Size: 10

Color: FF0000

Type: Stretch

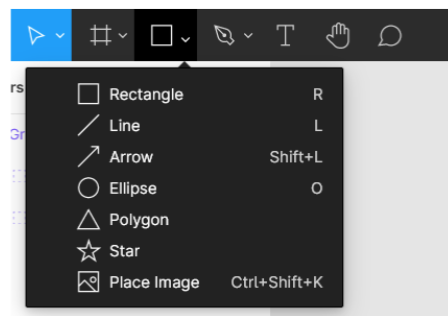
Margin: 10

Gutter: 20



Step 6: Start building elements

Now that you are all set up, 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. Practice using keyboard shortcuts to make your workflow more efficient.



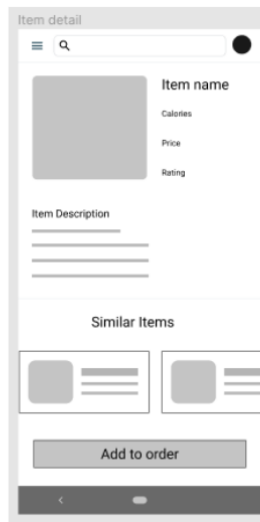
Using these shapes together in different ways is a simple method for transferring your paper wireframe ideas into a digital wireframe. Create rectangles with the keyboard shortcut R, lines with L, and ellipses (circles) with O.



At this point, you will need to start defining the hierarchy of information on your pages and elements. Decide how you are going to use elements like text size, text weight, and location to assign appropriate value as you are building. What is most important to the user? That 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 7: Assemble multiple elements into a frame

Now that you've built some individual elements, assemble them into a frame/screen. Experiment with the layout and spacing to ensure a functional and visually appealing design. For this level of fidelity, remember that your priority is usability; you should not include colors, font styling, or images at this point. Focus on structure.



Repeat Steps 6 and 7 until you have built enough screens to successfully communicate your product's main ideas. There is no magic number of screens to create; a good best practice is to think about the key screens someone needs to use your product. For example, it might be more valuable for your product to build out your app's home screen than it is for you to build out the settings screen.

Step 8: Reflect on the completion of this activity

Be sure to address the following questions in your completed deliverable.

Are your digital wireframes based off your previous paper screens?

Did you add more detail and think about the hierarchy of information on each?

Did you build out key screens of your product?

Do your wireframes let the user know what they can do on a screen?