

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.

In earlier exercises, you practiced your wireframing skills by drawing a single wireframe for your favorite app. In this activity, you will create a full set of paper wireframes for the CoffeeHouse project.

For this activity you will need:

A few pieces of plain paper or graph paper (8.5"x11" or larger)

A writing utensil (a pencil works great)

Remember: A wireframe is a low-fidelity outline of a digital experience, like an app or website.

Purposes of wireframes:

Establish the basic structure of a page

Highlight the intended function of the product

Save time and resources

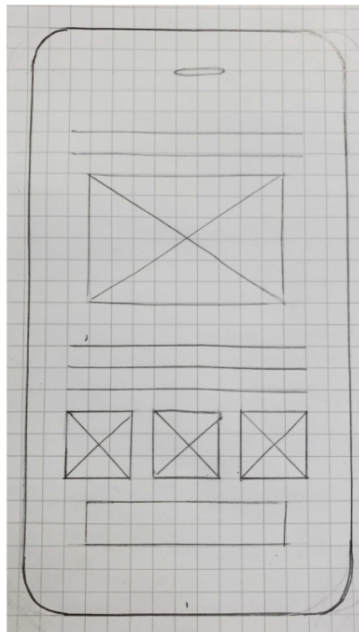
Your wireframes will be made up of elements. Elements are building blocks used for creating a design. Most of the time, you'll use lines, shapes, and text to draw wireframes.

To make sure that your wireframes are simple and understandable, designers follow industry standards. Industry standards are common ways to indicate page elements. In the case of wireframes, there are a few industry standards to be aware of:

Text is represented by horizontal lines.

Images, photos, illustrations, and icons are represented by a square or rectangle and an X overlapping the square or rectangle.

Calls-to-action are often represented by rectangles or circles. A common example of a call-to-action is a "submit" button on a web form.



Wireframes benefit you as the designer; they enable you to:

Identify the content to include in your product

Catch problems early

Get stakeholders to focus on structure

Save time and effort

Iterate quickly


With these general standards and benefits in mind, apply these wireframing basics to create paper wireframes for the design you've been exploring in the CoffeeHouse practice scenario.

To view the scenario for this course item, click the link below and select "Use Template."

Link to scenario: [CoffeeHouse business scenario](#) .

OR

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

 [Google UX Design Certificate - CoffeeHouse Business Scenario](#)
[DOCX File](#)

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

Before you begin, take time to review your research and the storyboards you already made. From this point on, it will be important for you to think about the main user flow that your users will be following in your product. Refer back to your storyboards and user flow: They broadly outline the main task or flow that a user will need to follow when using your product.

The goal of creating wireframes is to establish the basic structure of a page and to highlight the intended function of each element.

You already learned about the benefits of creating wireframes in general. Here are a few benefits of paper wireframes, in particular.

Benefits of paper wireframes:

They are fast

They are inexpensive

They let you explore lots of ideas

They narrow your focus

To help you explore lots of ideas, you will need to create multiple wireframes for the same screen of your app. For example, you may come up with a lot of ideas for the structure of the homepage and the intended function of each element on the homepage. So, you will draw wireframes for each of the ways that one screen (the homepage) could work.

Follow these steps to draw paper wireframes for your CoffeeHouse practice design.

Step 1: Gather your materials

For this activity you will need:

A piece of plain paper (8.5"x11" or larger)

A writing utensil (a pencil works great)

Step 2: Write a list of the elements you need to include in your wireframe

Before you begin drawing, write a list of the elements you need to include in your wireframe. It's important to list this information before you start sketching so you remember to draw all of the elements in each of your wireframes.

To put this list together, think back to the research you've done and the artifacts/deliverables you've built. In particular, the Crazy Eights ideation exercise and the storyboards you developed should help you prioritize features and elements that your

potential user will find helpful.

For example, if you're designing a wireframe of your homepage, think about the elements and features that a user will want to see and need to use every time they open your app. In the CoffeeHouse app, you may want to include a quick and easy way to reorder previous items or an element that highlights a popular seasonal drink. You're making those design choices based on what you learned, but remember that you'll be testing them out later to validate these decisions: Don't get stuck trying to design the perfect thing right this moment.

Step 3: Create five different versions of how to structure information on the page

Start drawing! It's a good best practice to try to create at least five different versions of how to structure information on your CoffeeHouse app homepage. First, for each of your five versions, create an outline for the phone. This can be a simple rectangle. Then fill in these outlines with the page elements you listed in Step 2. Remember, at this stage, your goal is to explore lots of ideas with your wireframes!

Try not to spend too much time on these drawings. Set a timer for two minutes for each version of the five variants, which will mean you're only spending about ten minutes total on each page of your product. Think of this as more focused brainstorming than what you've done previously — you're still producing a wide range of ideas, but now they're all centered around a single page.

Step 4: Choose which elements to refine

When you're done coming up with ideas, it's time to refine, or improve, the wireframe.

Review the versions of the wireframe you came up with, and add a star next to the pieces you think are most effective.

Think about the potential user of your product and what they'll need to do in your product. How can you solve your problem statement most effectively? When looking at your brainstormed variants, pull out the elements that you think best fit those guidelines. This is still early in your process, so nothing is set in stone. Base your decisions on research and validate with testing!

These elements, from the five variants, will make up the final version of your paper screen.

Step 5: Combine elements into a refined wireframe

Placing your focus on the best of your ideas, you can narrow down the parts of your wireframe that you want to explore further in a digital wireframe.

Repeat steps 3 through 5 until you've built out refined wireframes for at least five pages. Remember, these refined wireframes should build toward a user flow. You've also given some thought to the information architecture of your entire product, so build out the key or critical screens first.

For example, building out the "Contact Us" page might help you hit a minimum number of screens, but be honest with yourself about whether it's critical to your user flow.

Step 6: Reflect on the completion of this activity

A good series of wireframes will meet these criteria:

Clearly defines the elements intended for the page

Includes multiple versions that arrange elements in different ways

Provides you with distinct examples you can compare and test

Step 7: Save your work

As you complete these activities, remember to:

- . Take photos of your progress and save them. These can include progress photos of sketches, photos of different stages of the activity, pictures of brainstorming sessions, and even photos of you working.
- . Save all of your work to your computer, a hard drive, or a Google Drive folder to make sure you have all the resources you'll need later in the course for your portfolio.