1.

Activity introduction

In this activity, you'll apply your wireframing skills to the app you're designing for your portfolio project based on the Sharpen prompt.
For this activity you will need:

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

A writing utensil (a pencil works great)

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

Remember, before you begin, take time to review your research and the storyboards you've made previously.
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 Sharpen project. 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.
In the wireframing practice activity based on the CoffeeHouse app, you observed that the goal when creating wireframes is to establish the basic structure of a page, and to highlight the intended function of each element as you build out all the wires needed for a user to complete the main user flow in your product. Now you will do this for the app you're designing for your first portfolio project!
For this activity, follow the same steps you followed to draw paper wireframes for your CoffeeHouse practice design:
Step 1: Gather your materials

For this activity you will need:

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

A writing utensil (a pencil works great)

Step 2: Write a list of the information that needs to go on the page you're drawing wireframes for
Before you begin drawing, write a list of the information that needs to go on the page you're drawing wireframes for. 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, user flow, 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.
Step 3: Create five different versions of how to structure information on the page
Start drawing! Here are some tips to help you approach the drawing process:

Try to create at least five different versions of how to structure information on your page.

For each of your five versions, start with an outline that represents a phone screen. This can be a simple rectangle.
Fill in these outlines with the page elements you listed in Step 2. Keep in mind, at this stage, your goal is to explore many ideas with your wireframes!
And remember: Try not to spend too much time on these drawings. Set a timer for 2 minutes for each drawing.

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.
Like before, think about the potential user of your product: What will they need to do in
your product and how can you most effectively solve your problem statement? When
looking at your wireframes, pull out the elements that you think best fit those guidelines.
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 at least five refined wireframes.
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 for your portfolio project.
Step 6: Reflect on the completion of this activity
Keep in mind the criteria that a good series of wireframes will:

Clearly define the elements intended for the page

Include multiple versions arranging elements in different ways

Provide 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.