1.

Activity introduction

This activity will help you apply your digital wireframing skills — you will translate your paper drawings from the Sketch paper wireframes for a mobile app⬈ activity 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 will be working off the paper wireframes you've already built in the Sketch paper wireframes for a mobile app⬈ activity. You'll also want to keep your research in mind as you build this round of wireframes. Your paper wireframes allowed for a certain amount of flexibility, and this was intentional. You can make paper wireframes quickly and get feedback just as quickly. As you build your digital wireframes, consult your research to add detail and continue to refine your design

Before beginning, take some time to review your research, definition, and ideation artifacts. With these artifacts and your paper wireframes, you can begin digitizing your design.

Step 1: Review the supplied materials on design tools

You now have experience with both Figma and Adobe XD. For the rest of this project, you'll have the opportunity to use either. The steps below are general guidelines to help you in either tool.

Step 2: Start a new project
In either design tool, start a new project. In Figma, you can name the page of your project for the appropriate level of fidelity. In Adobe XD, label each file or project based on their level of fidelity.

Step 3: Upload images of your paper wireframes
Your paper wireframes will guide you as you build and refine your ideas. Keeping your paper wireframe images side-by-side with your digital wireframes will ensure the elements you want to keep in your design stay front of mind.

Step 4: Create a frame or artboard for the screen size of the device you're using for your design
You're designing the dedicated mobile app for this project first, so take advantage of frames and templates that fit a mobile device of your choosing.

Step 5: Start building elements
Now that you are all set up, you can begin your design. Start with an element that will be repeated across your design, like a navigation bar. Using your paper wireframes as a reference, build the design using shapes in Figma or XD.

Feel free to practice using keyboard shortcuts as well. Knowing these keyboard shortcuts helps make your workflow more efficient. Note that some shortcuts are the same between tools (R for rectangle), and some are different (O for an ellipse in Figma, E for an ellipse in XD).

Remember that you will need to start defining the hierarchy of information on your pages and elements at this point. Decide how you will use text size, text weight, location, etc., to assign appropriate value as you are building. What is most important to the user? The answer should be intuitive and simple to discover in your design.

Step 6: Assemble multiple elements into a frame or artboard
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. Remember that your priority is usability; you should not include colors, font styling, or images at this point. Focus on usability.

Step 7: Build out the rest of the wireframes for your main user flow
Repeat Steps 5 and 6 until you have built enough screens to successfully convey your product's main user flow. There is no required number of screens to create, but consider the key screens someone needs to use your product. For example, it might be more valuable for you to build out your product's home screen than it is for you to build out the settings screen. These screens will also be the ones that encompass the main user flow of your product.
Step 8: Reflect on the completion of this activity
Be sure to address the following questions in your completed deliverable.

Are your digital wireframes built off your previous paper screens?

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

Did you build out the key screens of your product?

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