

ART 260

User Experience Design

Instructor

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Office Hours

- Mon-Thur 5pm-6pm



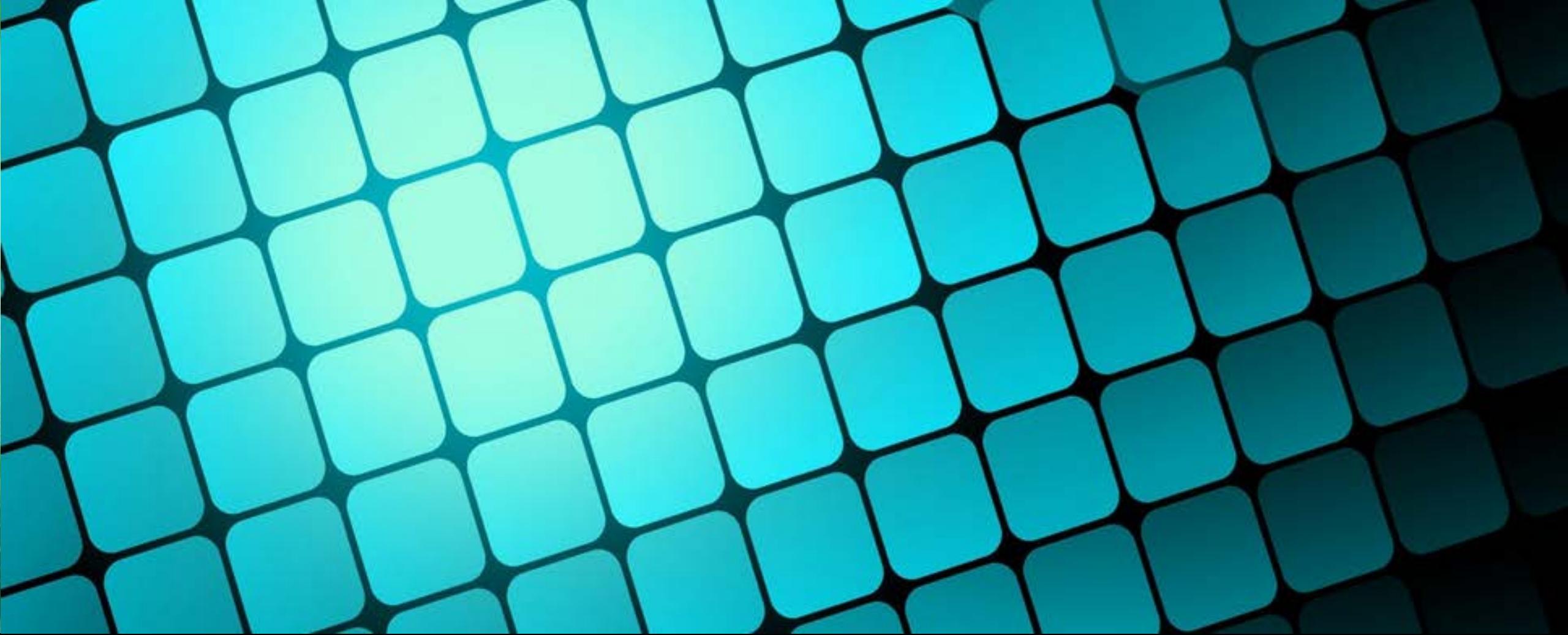
Lab 2: Wireframing

- Introduction to Wireframing
- Wireframe Tools

**PLEASE SILENCE
ALL ELECTRONIC DEVICES**

THANK YOU





Wireframing

Starting to Pull it Together

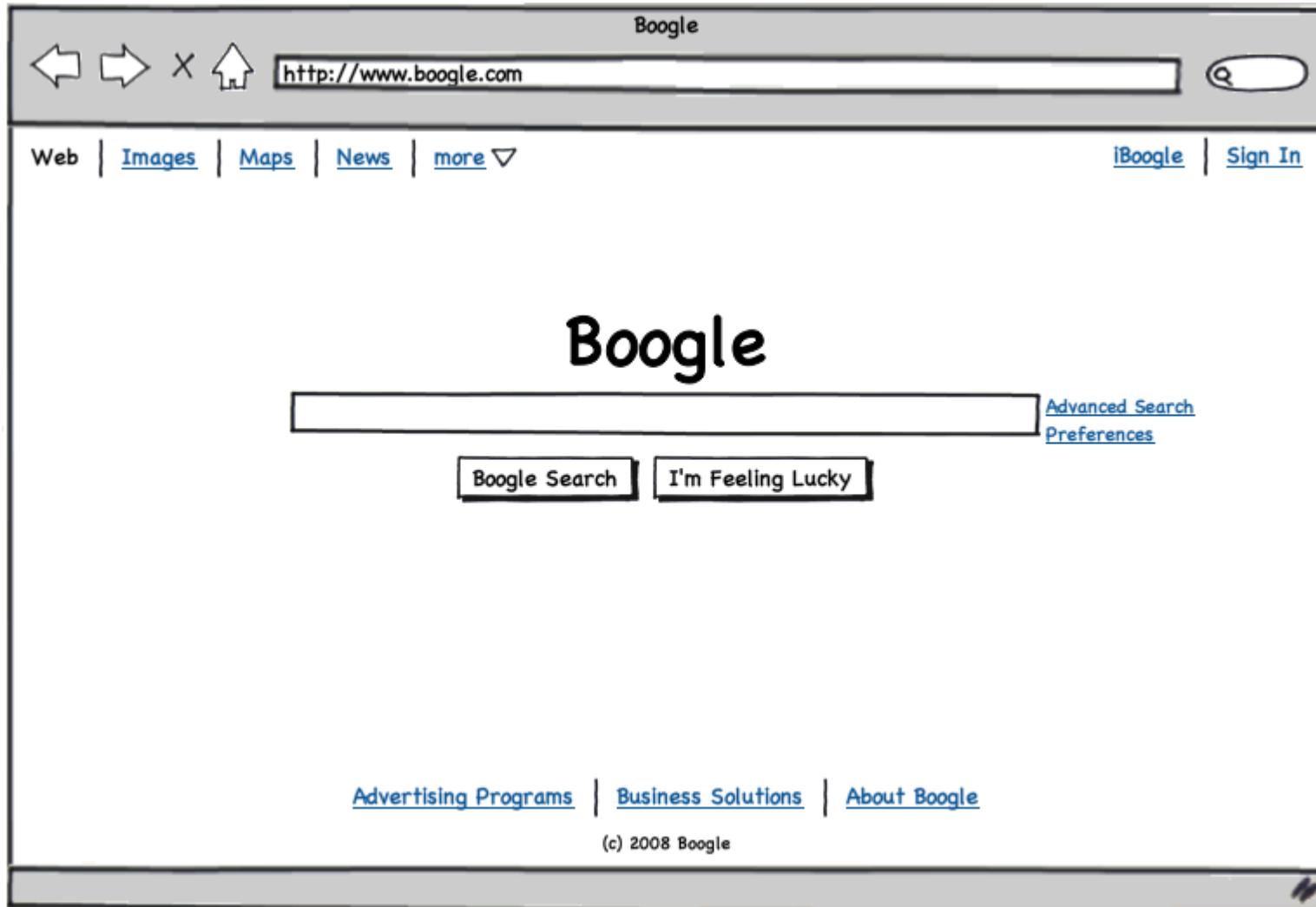
What is Wireframing?

- Wireframing is the process of laying out functionality on a screen so that you can begin the process of user testing.
- Several levels of wireframing exist:
 - **Low Fidelity** – Simple geometric shapes and labels, black and white. These are often called Sketches.
 - **Medium Fidelity** – Much more granularity in controls, but still simple shapes, black and white, maybe color. Suitable for user testing.
 - **High Fidelity** – Grayscale beginning exploration of graphic design treatments.
- We will be working mostly with low to medium fidelity wireframes.

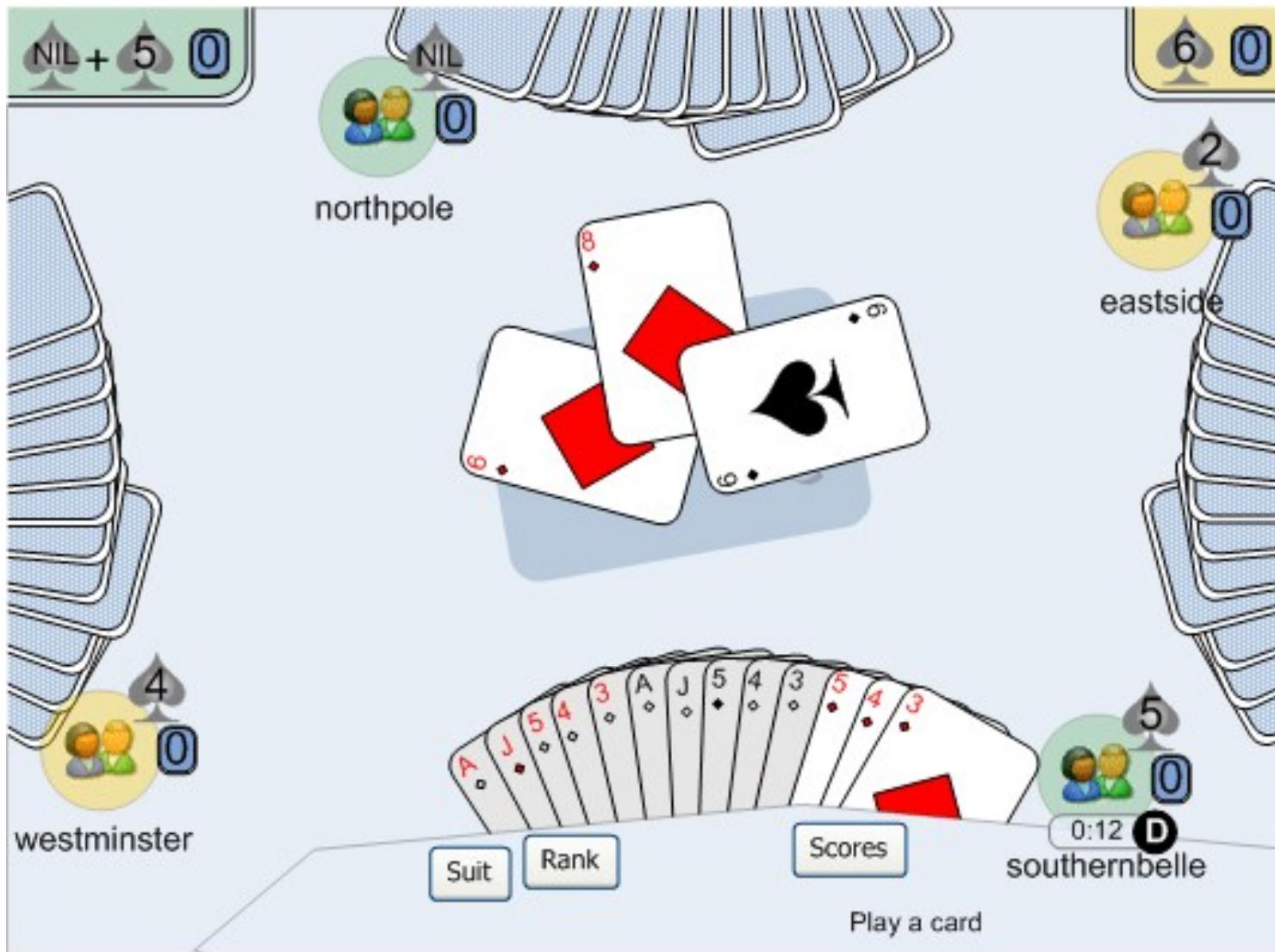
Low Fidelity Example



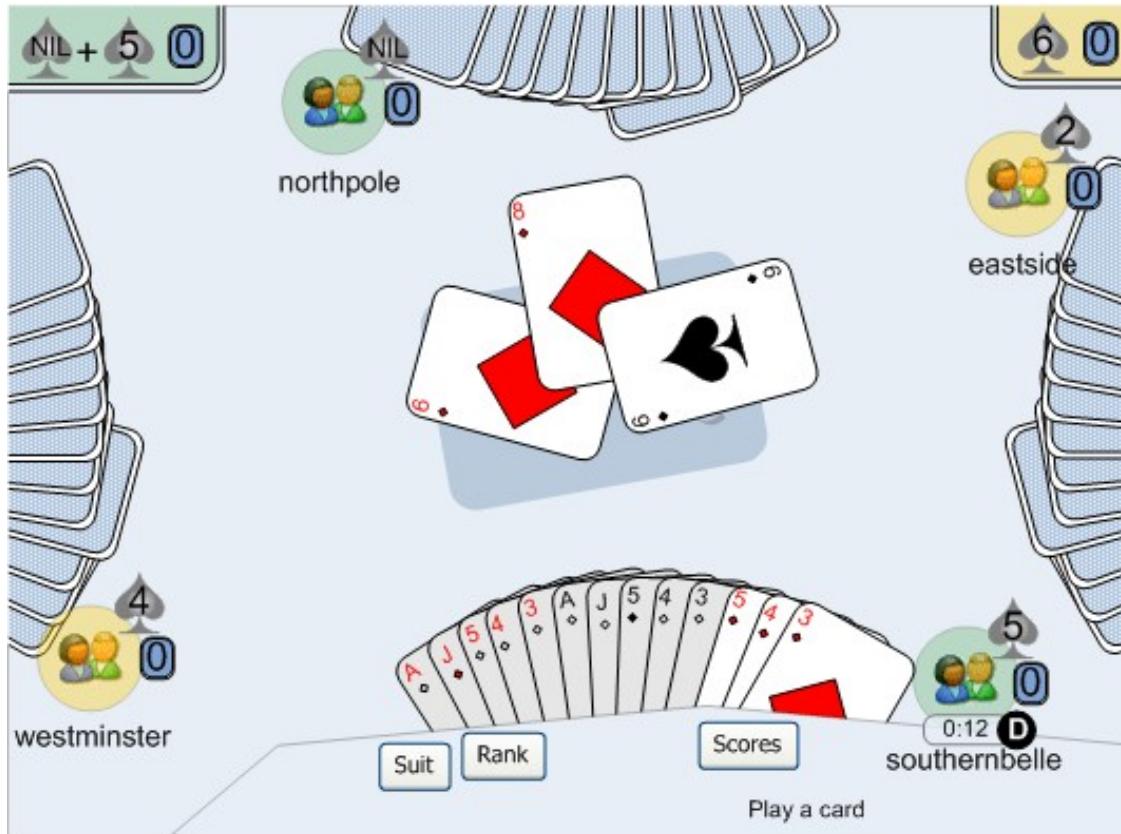
Low Fidelity Example



Medium Fidelity Example



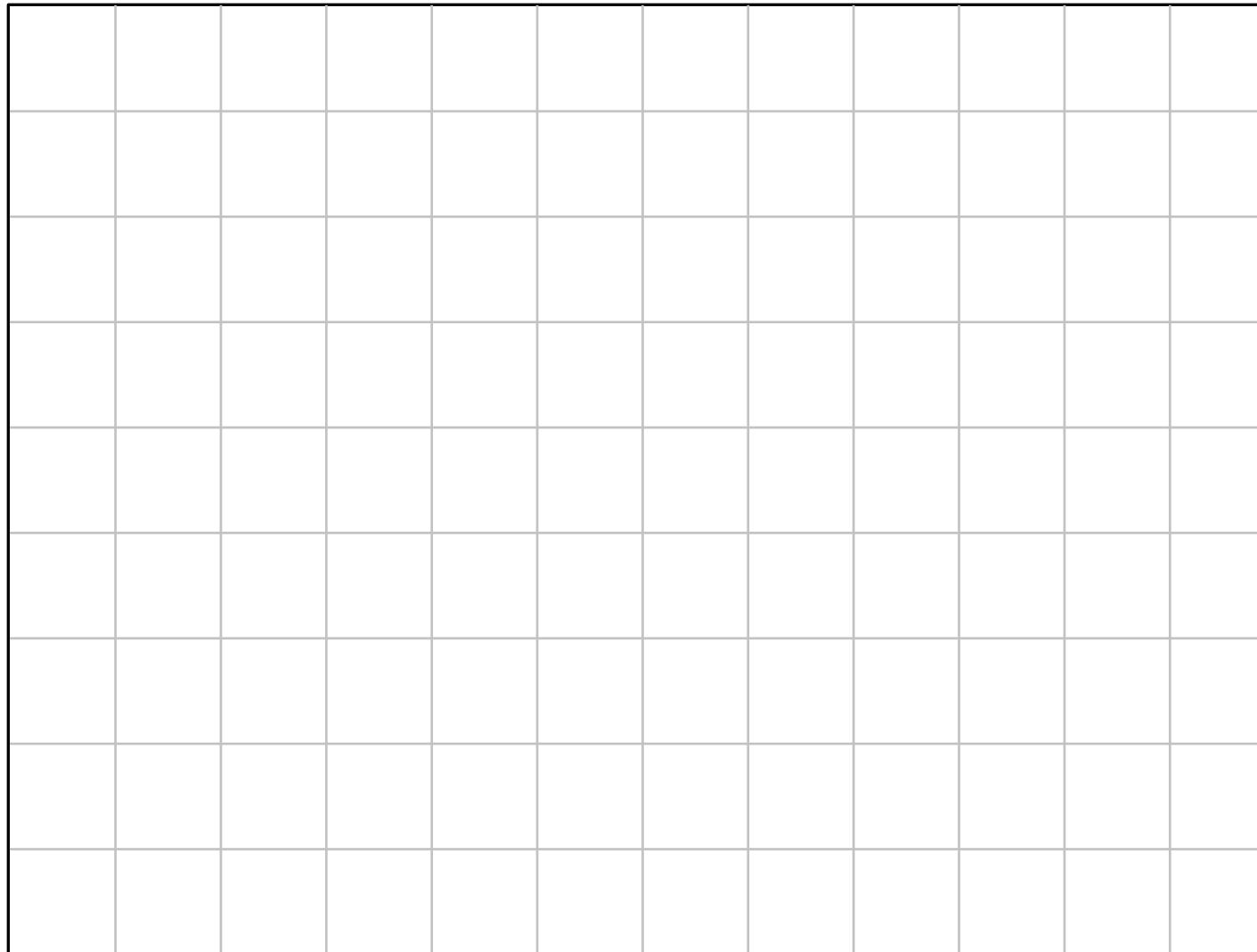
Medium to Final



Starting a Wireframe - Frame



Starting a Wireframe - Grid



Wireframe Tools

- A wide range of both free and paid wireframe tools are available. There is not a dominant one – it depends on what you're comfortable with.
- General Purpose Commercial Software
 - Photoshop
 - Illustrator
 - Visio
- Commercial Wireframing Resources
 - Axure
 - Balsamiq
 - Mockingbird
 - Moqups
 - UXPin

Wireframe Tools

- Free Wireframing Resources
 - Cacoo.com
 - Gliffy
 - Jumpchart
 - MockFlow
 - Wirefy
 - Frame Box
 - wireframe.cc
 - Pencil Project
 - iPlotz
 - NinjaMock
 - POP - Prototyping On Paper ← Useful for testing on mobile



GROUP EXERCISE

Wireframing an Experience



See You Next Class