

# Day 7



# Agenda

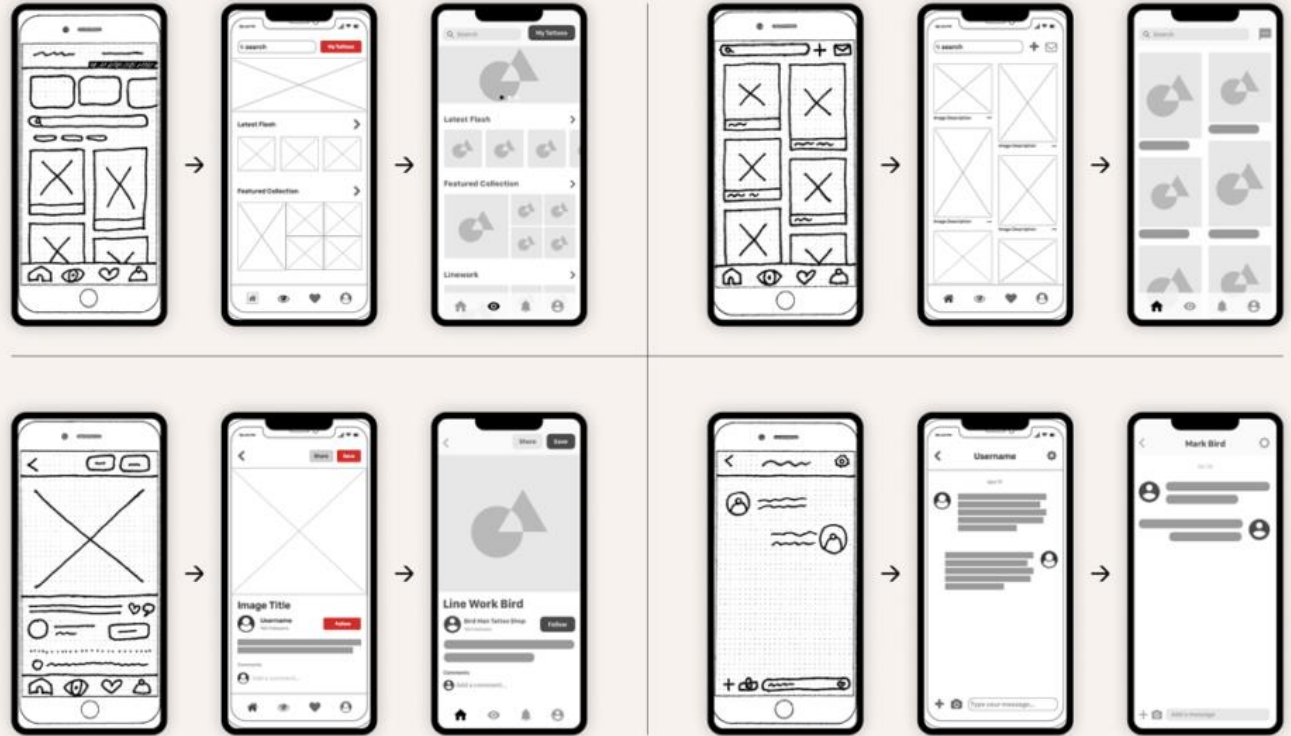
- ▶ Wireframing in Figma

# Recap

# Wireframe

- ▷ Wireframes are outlines of the structure of a software system.
- ▷ Wireframes focus on the structure of particular types of pages and on the navigation between pages.
- ▷ Wireframes work because they focus on general elements of a design without worrying about final detail.

# Turning sketch to wireframe



Source: <https://looka.com/blog/wireframe-examples/>

# Introduction to Figma

# Introduction to Figma



- ▷ Important tools
- ▷ File management
- ▷ Share file with friends
- ▷ Export image
- ▷ Community exploration

All information about Figma

<https://help.figma.com/hc/en-us/categories/360002042553>

# Figma exploration

Main menu

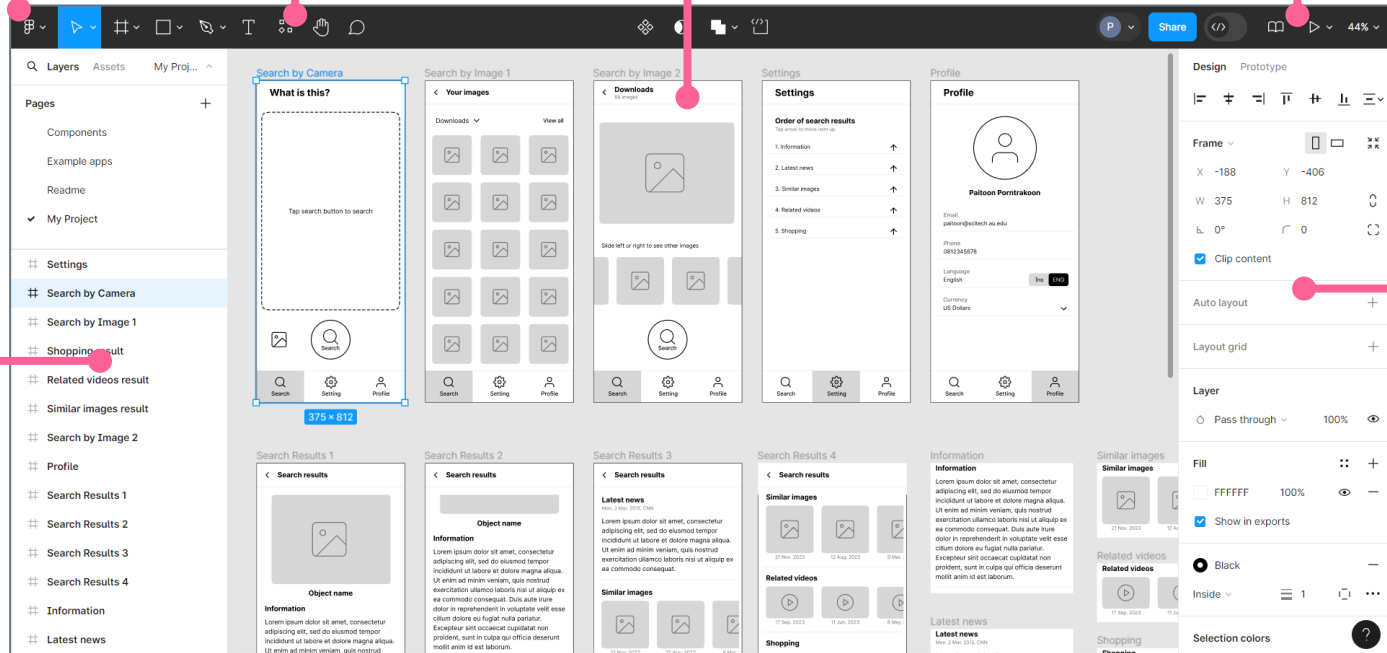
Toolbar

Canvas

Toolbar

Left sidebar  
(Layers,  
Assets, and  
Page panels)

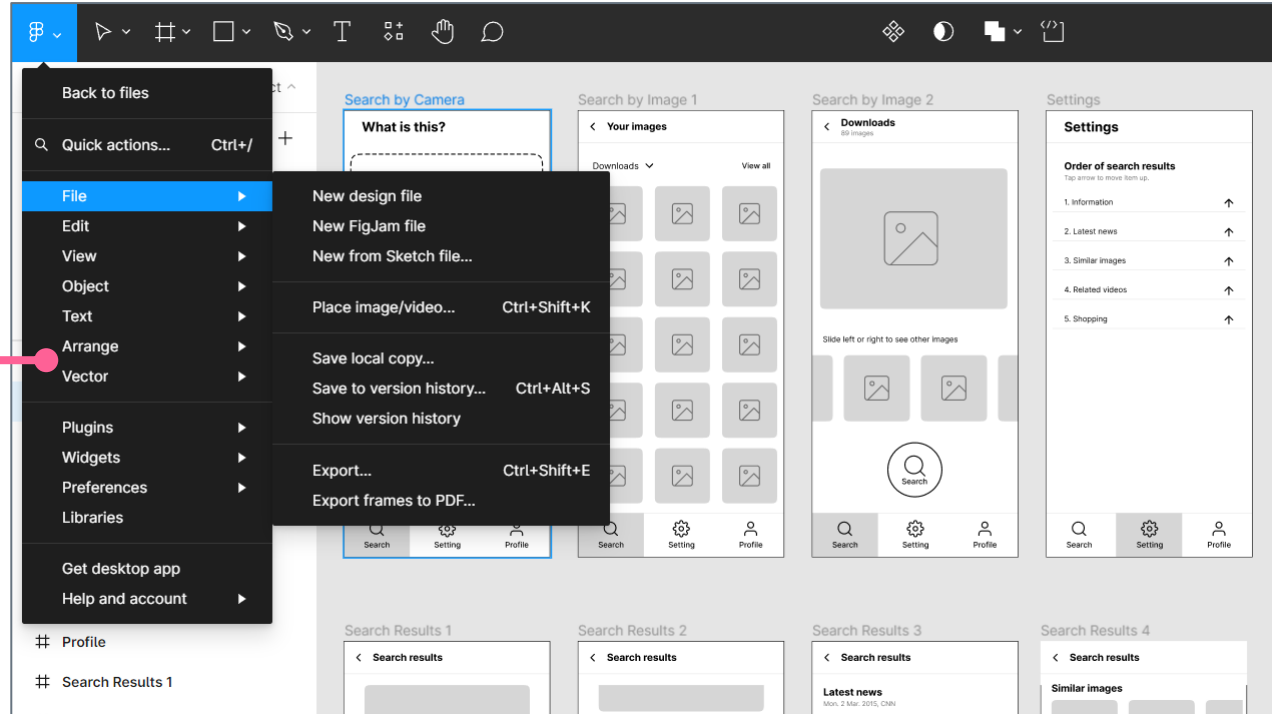
Right sidebar  
(Design,  
Prototype, and  
Inspect panels)





# File management

File menu that allows you to create a new file, save local copy, save version history, and export as image.

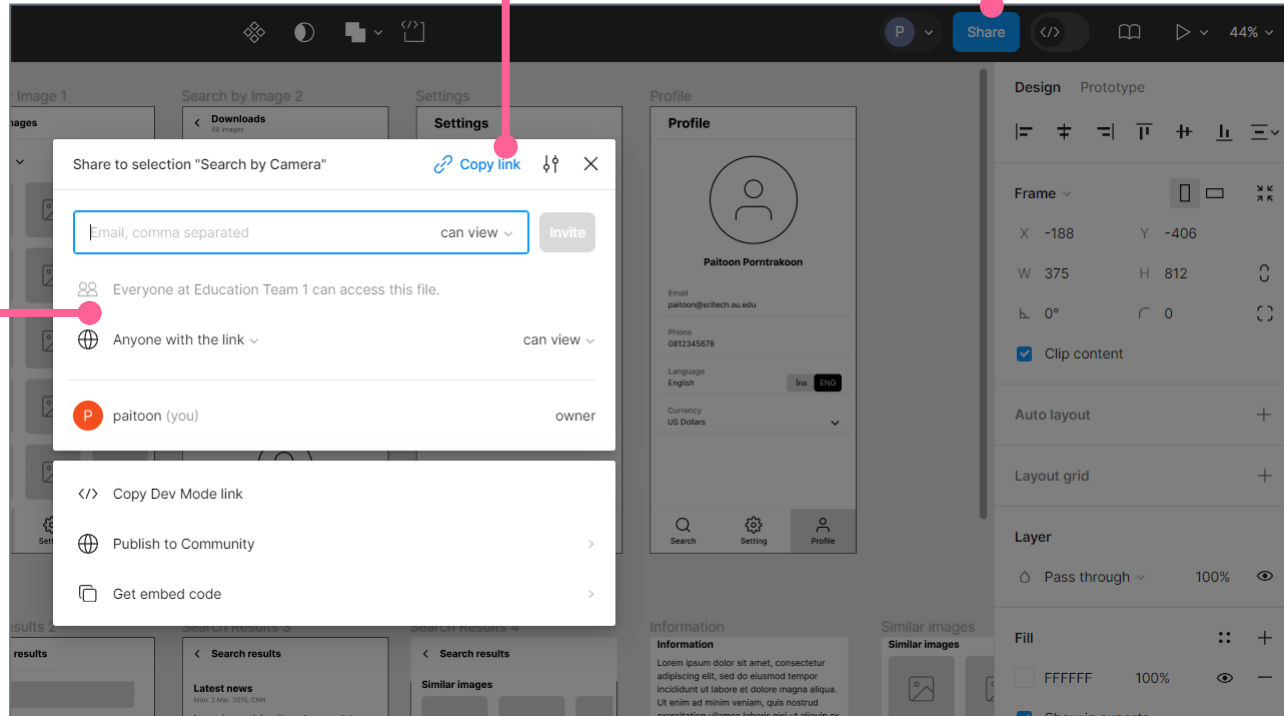


# Share with friends

2) Set sharing information.

3) Share link with friends.

1) Click here to start sharing.



# Export image

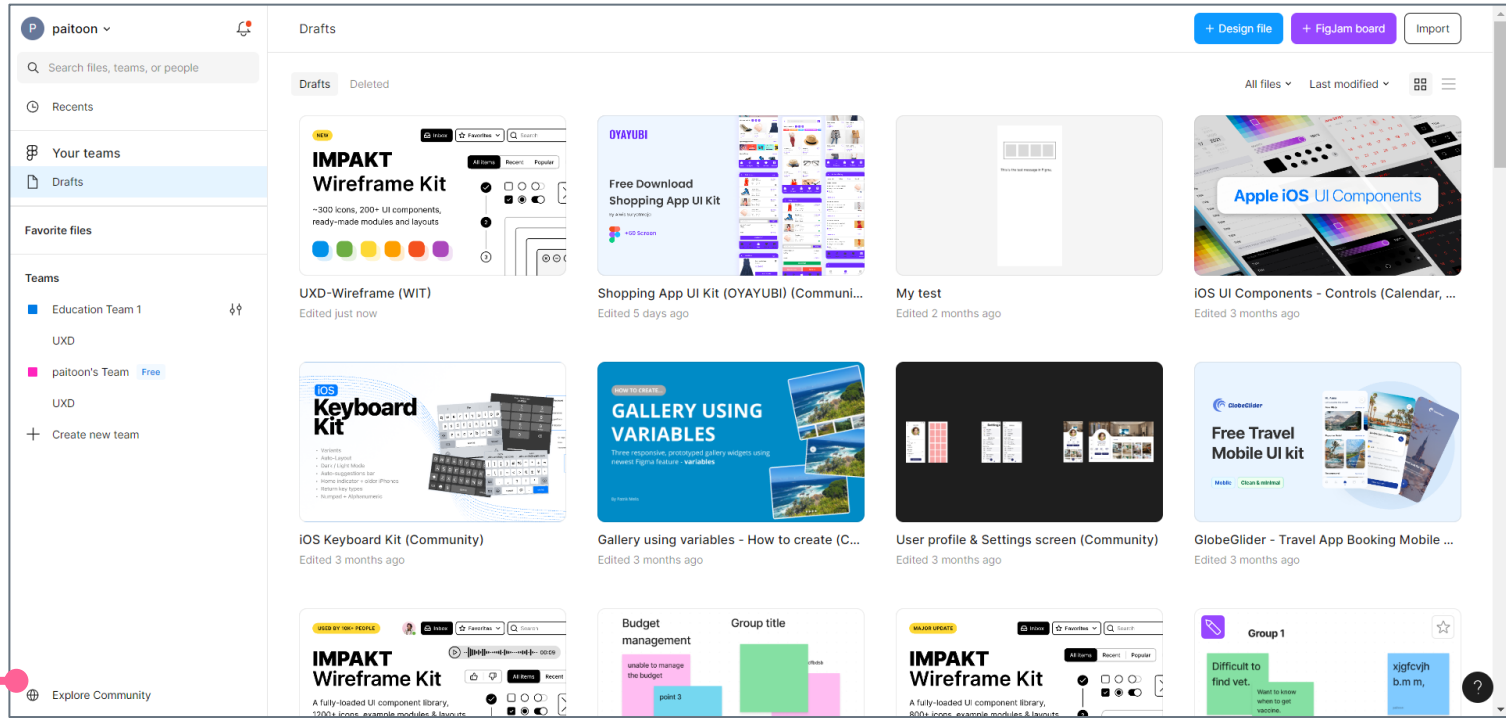
(1) Select page to be exported.

The screenshot displays a design tool interface with a dark theme. The main workspace shows a mobile app prototype with several pages. The 'Profile' page is highlighted with a blue border and a pink selection dot. The 'Profile' page contains a circular profile picture placeholder, the name 'Patton Portrakoon', an email address 'patton@scitech.au.edu', a phone number '0812345678', a language dropdown set to 'English', and a currency dropdown set to 'US Dollars'. The bottom navigation bar of the prototype has three icons: 'Search', 'Setting', and 'Profile'. The right-hand panel shows the 'Design' and 'Prototype' tabs. The 'Export' section is expanded, showing a 'Suffix' field, a 'PNG' format dropdown, and an 'Export Profile' button. The 'Preview' section below shows a small thumbnail of the 'Profile' page. The top of the interface has a toolbar with icons for undo, redo, and other design tools, along with a 'Share' button and a zoom level of 44%.

(2) Click this button to export.

# Community exploration (1)

Menu to  
explore  
community



# Community exploration (2)

The screenshot shows the Figma Community homepage. At the top, there's a navigation bar with a profile icon, a dropdown menu, a notification bell, and the word "Community". A search bar is present with the placeholder text "Search for resources like 'portfolio'", with a "Publish" button to its right. Below the navigation bar, the main heading reads "Welcome to Figma Community", followed by the subtext "Explore thousands of free and paid templates, plugins, and UI kits to kickstart your next big idea." A secondary search bar below this says "Search everything in Community". The central part of the page features a horizontal row of five category boxes: "Inspiration" (with a lightbulb icon), "Team syncs" (with a purple arrow icon), "Design systems" (with a colorful square icon), "Visual assets" (with a red cursor icon), and "Development" (with a green code icon). Below each of these is a sub-category box: "# Icons", "# Accessibility", "# Web", "# Mobile", and "# Wireframe". A pink line with dots at the end points from the "Search tool" label to the top search bar and the secondary search bar. Another pink line points from the "Categories of templates" label to the "Development" category box. At the bottom left, it says "Discover what's new", and at the bottom right, there's a "See all" link with a question mark icon.

Search tool

Search for resources like "portfolio"

Publish

## Welcome to Figma Community

Explore thousands of free and paid templates, plugins, and UI kits to kickstart your next big idea.

Search everything in Community

Categories of templates

- Inspiration
  - # Icons
- Team syncs
  - # Accessibility
- Design systems
  - # Web
- Visual assets
  - # Mobile
- Development
  - # Wireframe

Discover what's new

See all ?

# Use of template (1)

(1) Search tool

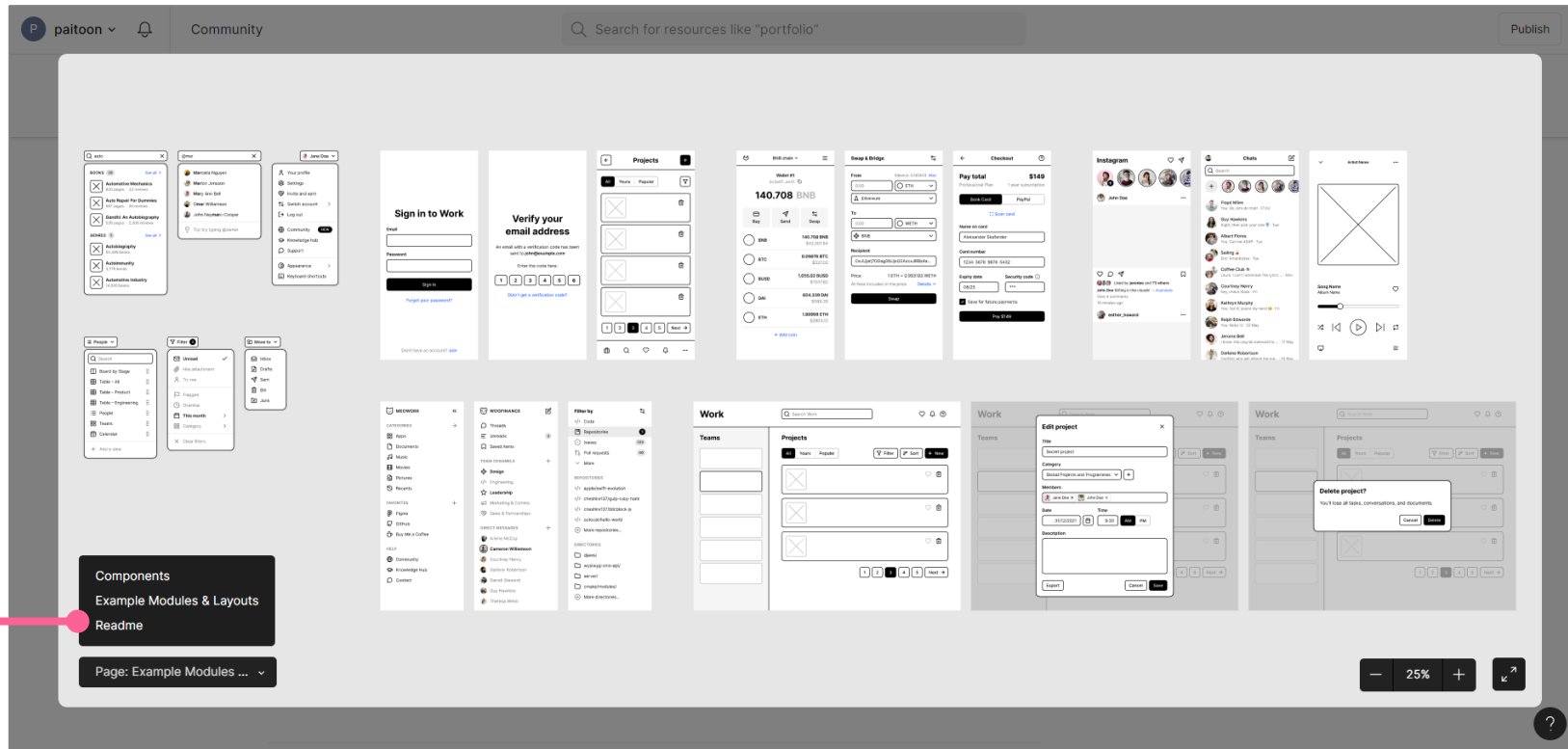
(2) Name of template from searching.

(4) Click here to use this template.

(3) Example of UI.

The screenshot shows the Figma Community interface. At the top, there's a search bar with the text "Search for resources like 'portfolio'". Below the search bar, the page displays a user profile for "Taimar Teetlok" and a template titled "IMPAKT Wireframe Kit — Sept '23 Update". The template is a "Design file" with 756 likes and 11.7k users. A blue button labeled "Open in Figma" is prominently displayed. To the right of the main content, there's a sidebar with a search bar and a list of books and genres. At the bottom, there are several preview images of the wireframe kit, including a mobile app interface and a desktop dashboard.

# Use of template (2)



Example of UI in different sections.

Components  
Example Modules & Layouts  
Readme

Page: Example Modules ...

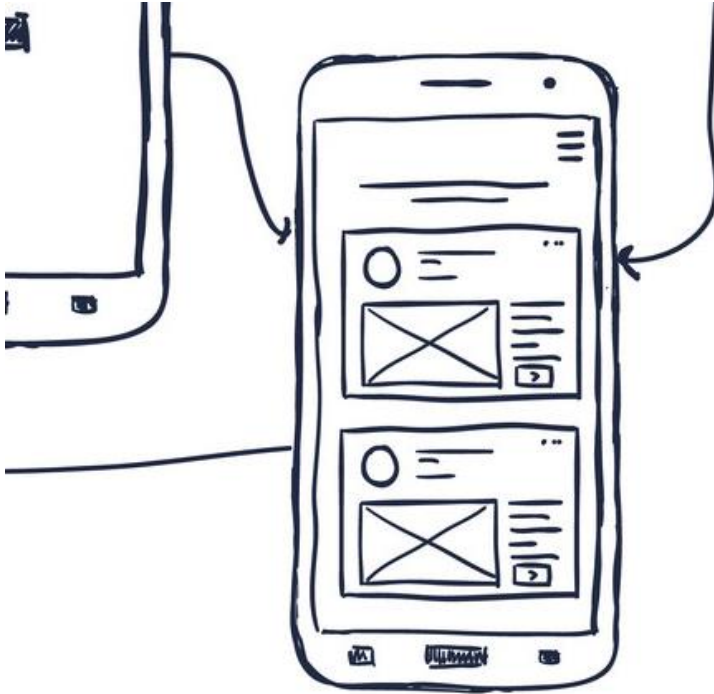
# Useful information about Figma

- ▷ [Figma UI Design Tutorial: Get Started in Just 24 Minutes!](#)
- ▷ [Introduction To Figma | FREE COURSE](#)



# Wireframing in Figma

# Wireframing in Figma (1)



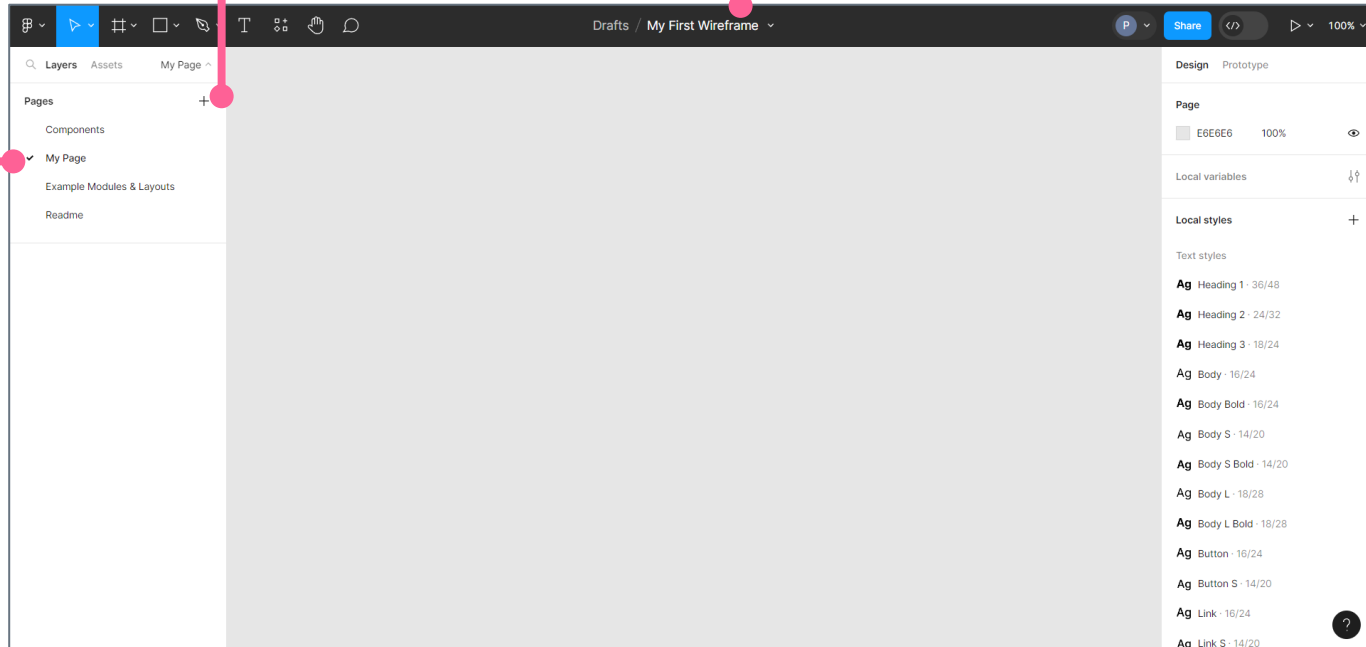
- ▶ Create a wireframe in Figma by using this sketch.

# Wireframing in Figma (2)

(2) Click here to add a new page.

(1) Click here to rename the file.

(3) Name the page as you want.

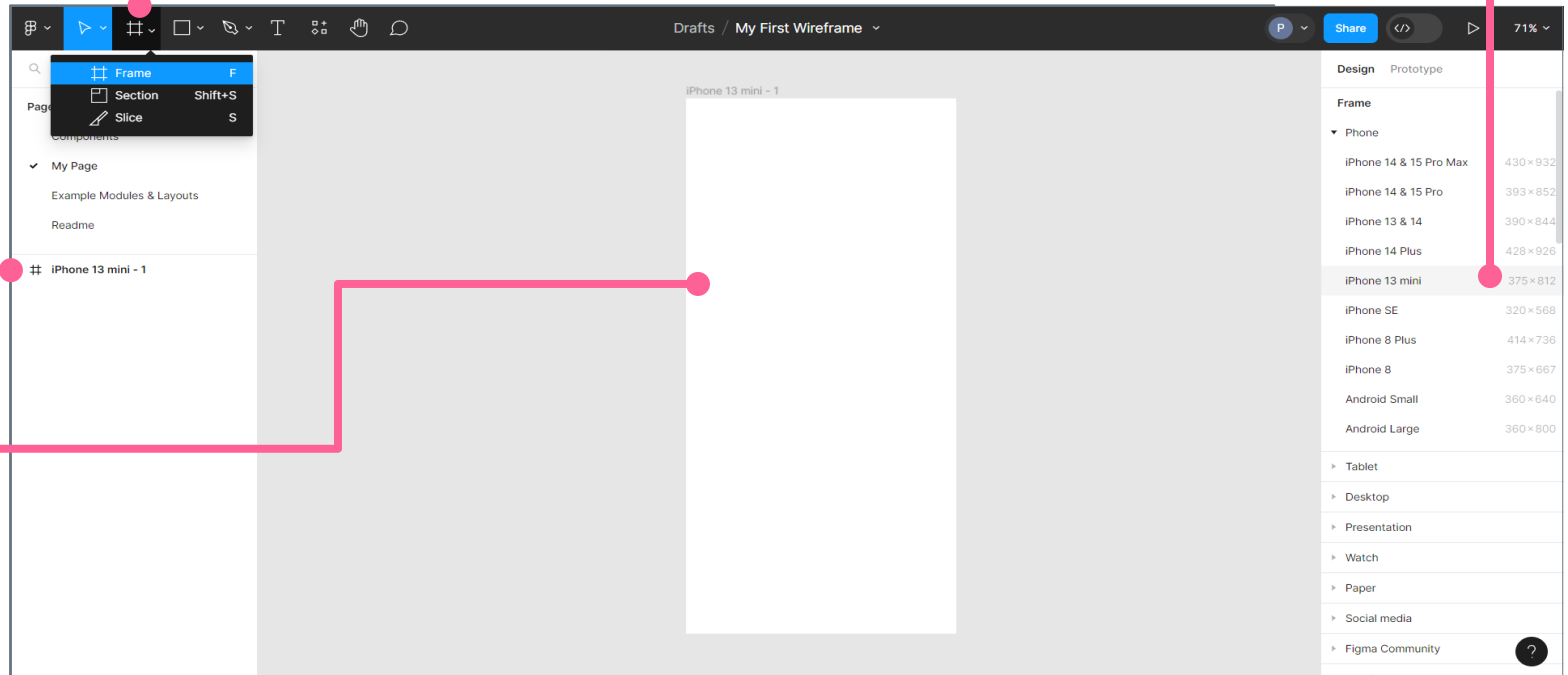


# Wireframing in Figma (3)

(1) Click here and select Frame tool to create a new frame.

(2) In Design tab of the right sidebar, select the frame size as you want.

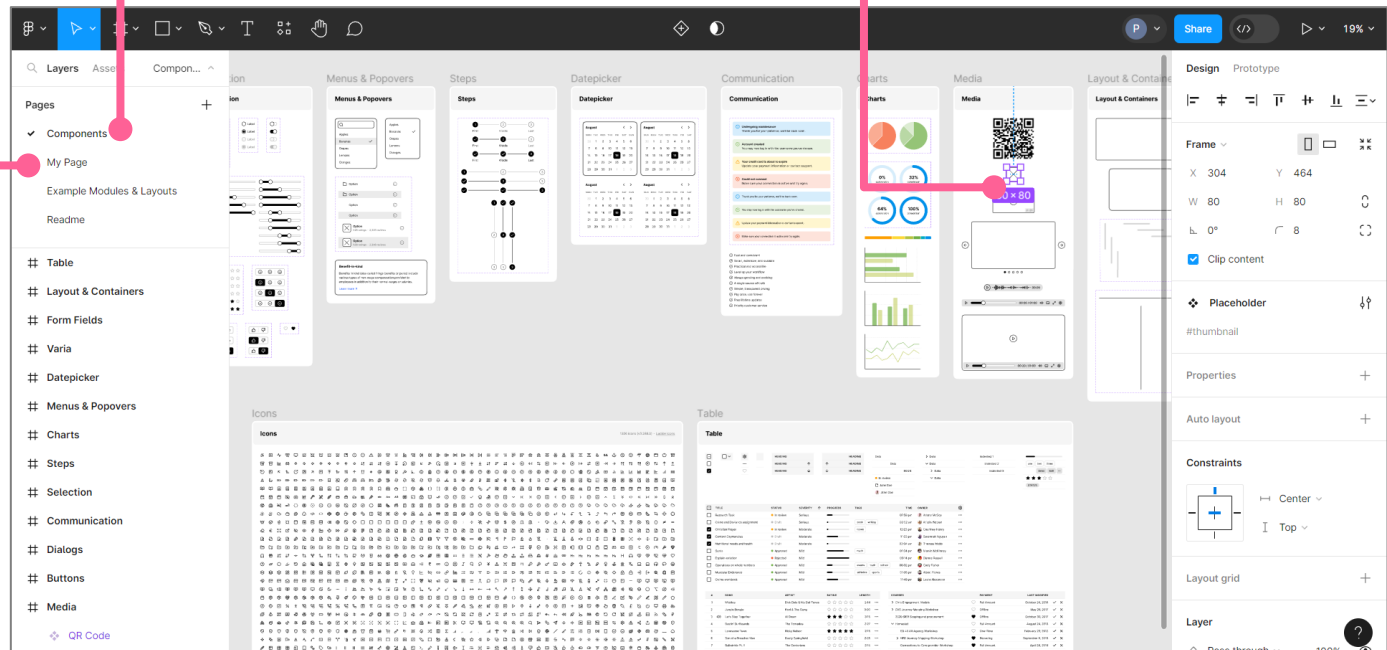
(3) When finished, you will see the new frame.



# Wireframing in Figma (4)

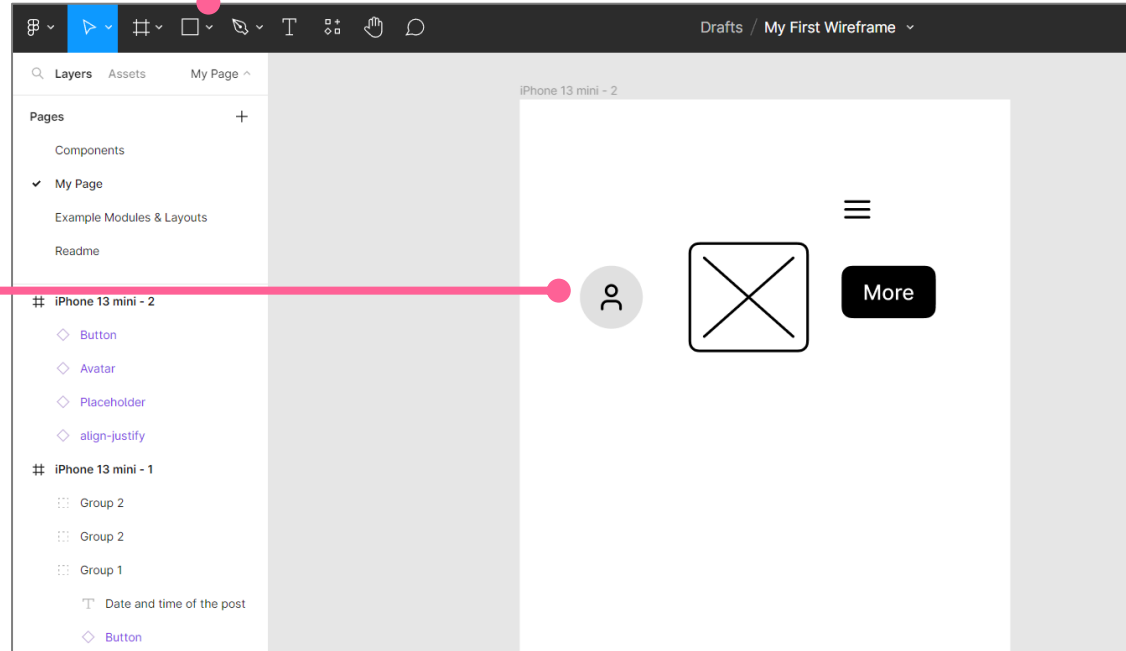
(1) Go to page Component. Then, copy the component that you want, such as picture border, icon, and so on.

(2) Go to the new page that you created earlier. Then, paste the component that you copied.



# Wireframing in Figma (5)

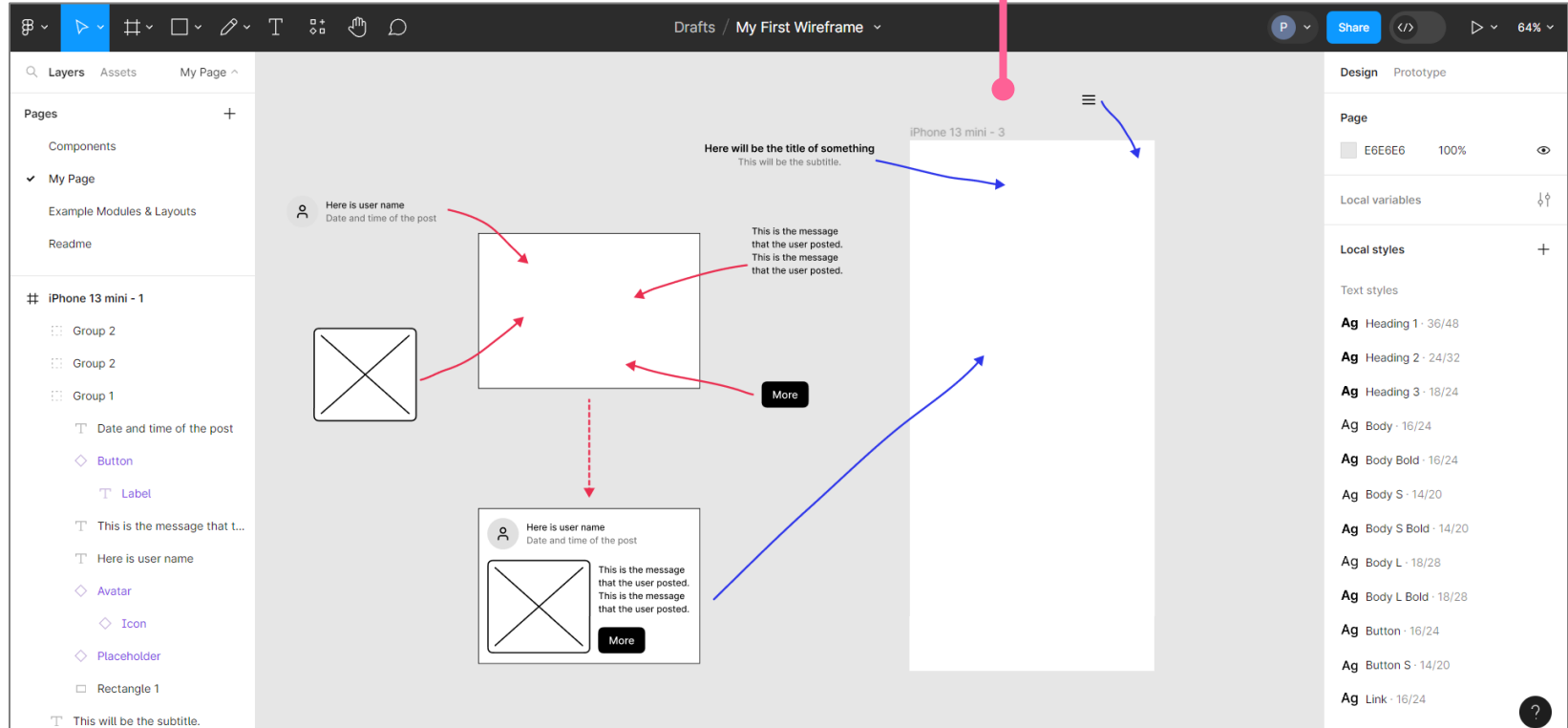
(2) You can insert other objects too, such as rectangle, text, and so on.



(1) Components copied from the other page.

# Wireframing in Figma (6)

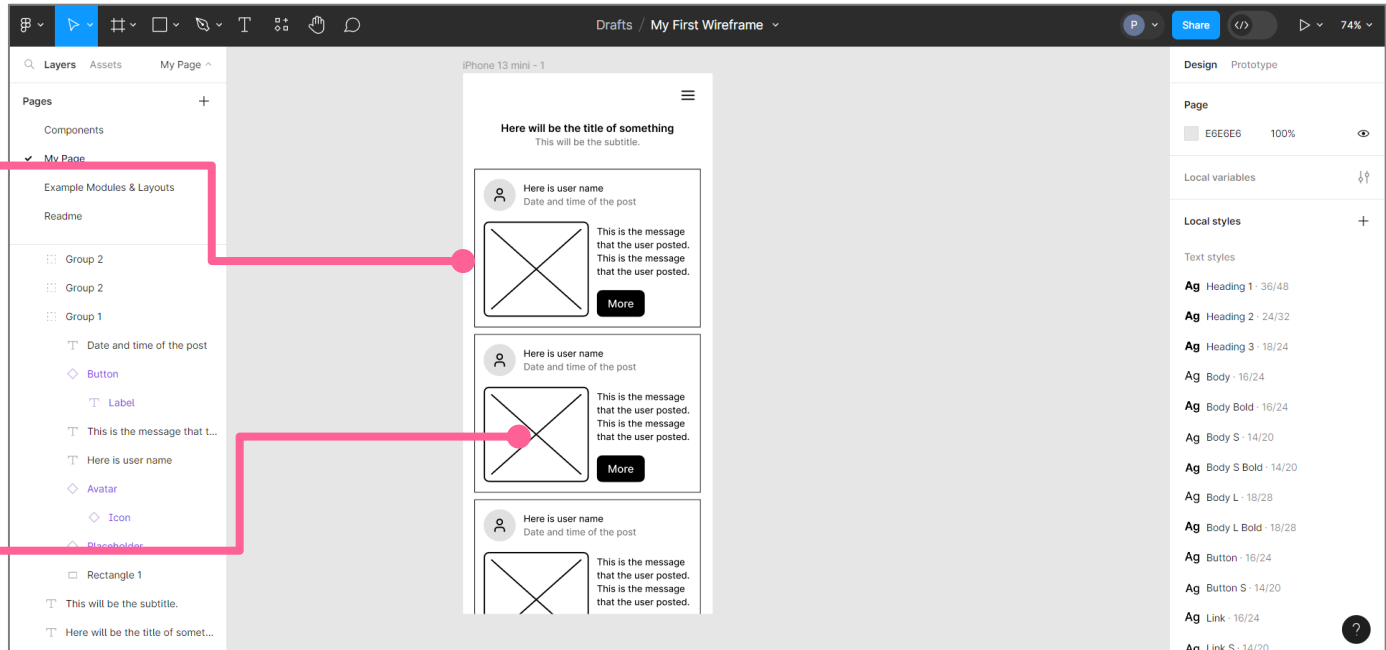
Plan to put objects into frame.



# Wireframing in Figma (7)

(1) You can adjust the layout as you want.

(2) You can group objects to make it easier to manage.

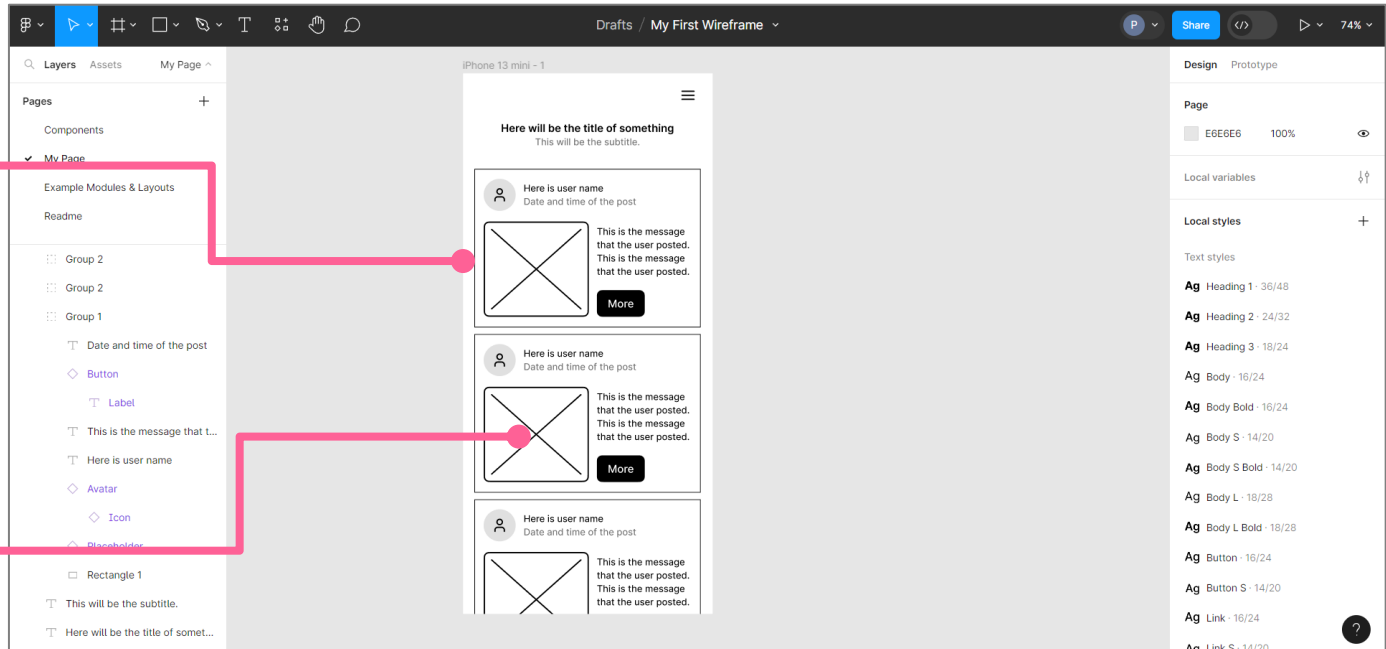




# Wireframing in Figma (7)

(1) You can adjust the layout as you want.

(2) You can group objects to make it easier to manage.



# Individual assignment:

## Wireframing in Figma (1) (5%)

### ▷ Objective

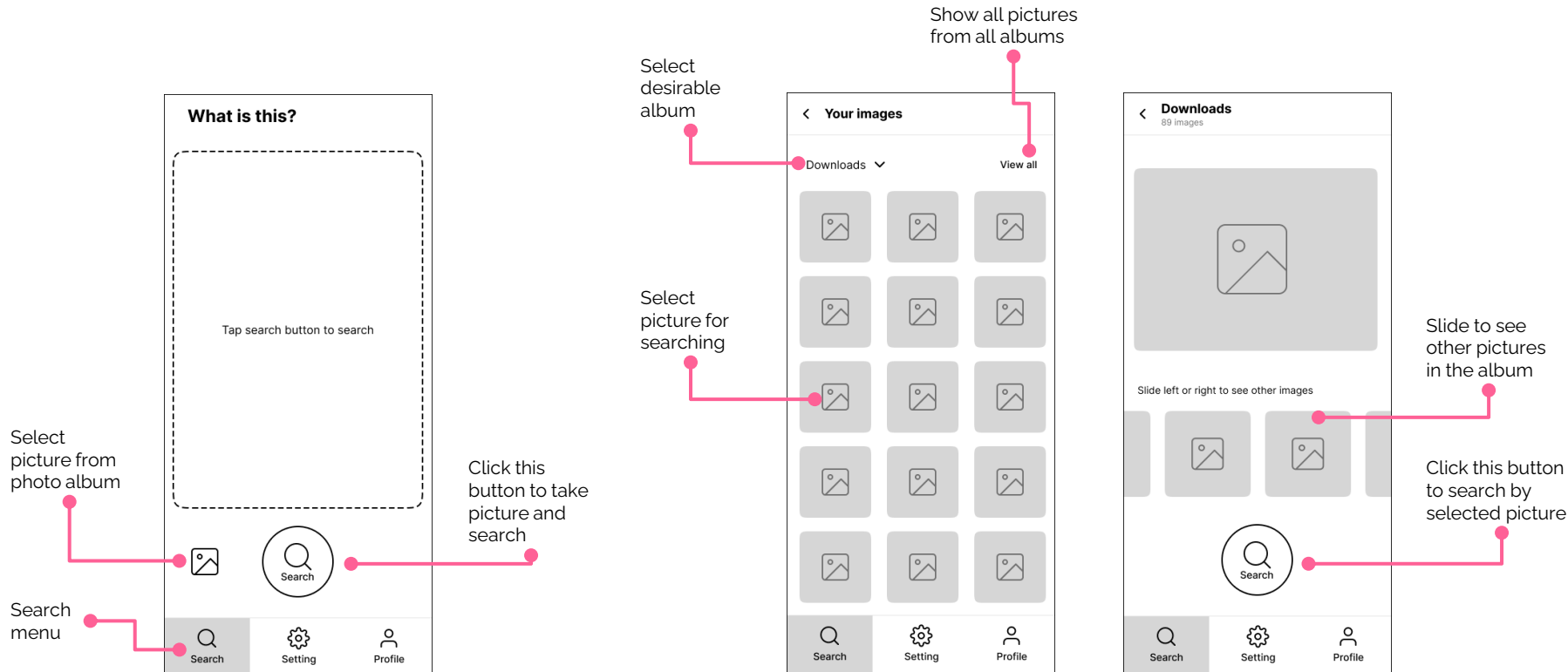
- To understand and be able to use Figma application to create the wireframes.

### ▷ Instructions

- For **each team member**, use Figma and “Impakt Wireframe Kit” template (or other templates) to create **an important wireframe** that you think is important in solving the user’s problem.
- Once finished, insert picture, name of creator, annotations, short descriptions of wireframe in your worksheet.
- **Note:**
  - A team is required to have at least 4 main wireframes.
  - You can insert more slides in the worksheet (if any).



# Main wireframe (example 1)

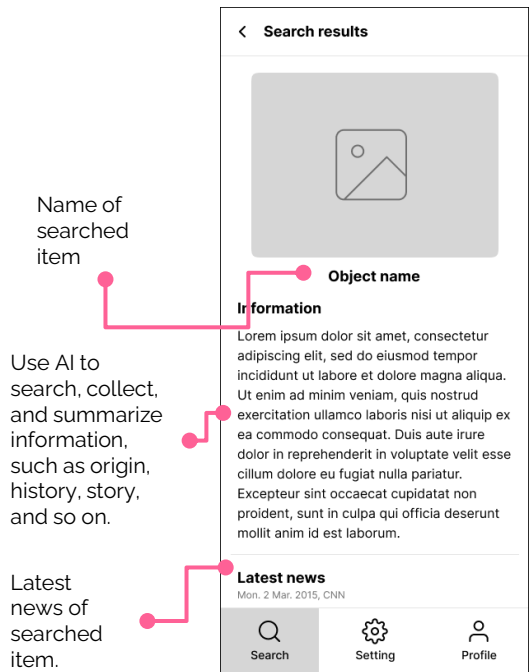


User can search by taking a picture.  
(6615000 John Smith)

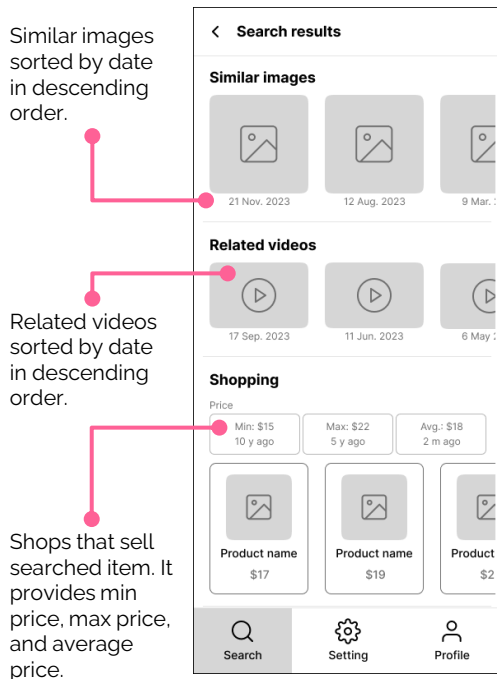
User can search by picture in photo album.  
(6615000 John Smith)



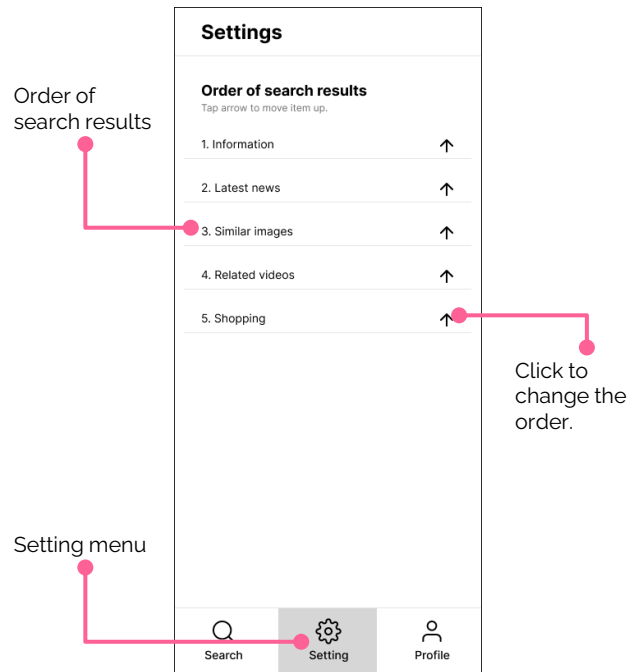
# Main wireframe (example 2)



Search results  
(6615000 John Smith)



Search results  
(6615000 John Smith)



Setting of search results  
(6615000 John Smith)

# Individual assignment: Wireframing in Figma (1)



## Grading Criteria

- 0 = No submission
- 1 = Wireframe is incomplete or is subjective.
- 3 = Wireframe is complete but is not explained or annotated.
- 5 = Wireframe is complete, clearly explained, and clearly annotated.



## Main wireframe (1)

---

Replace this message by 4 main wireframes.

Short description  
(Creator ID and Name)

Short description  
(Creator ID and Name)



## Main wireframe (2)

---

Replace this message by 4 main wireframes.

Short description  
(Creator ID and Name)

Short description  
(Creator ID and Name)

# Q&A



# Homework

# Homework: prepare other wireframes

Homework

## ▷ Objective

- To prepare other wireframes that will be used in drawing the wireflow.

## ▷ Instructions

- Referring to the 4 main wireframes that you created earlier, prepare other wireframes that come before and after each of them based on the steps that the user will use to achieve the goal.
- These wireframes will be used to draw the wireflow in the next class.



End