

# Experiment No. 3

Title: Selection of Wireframing/prototype tool

Batch: B2 Roll No.: 16010420117 Experiment No.:3

Aim: To write case study on selection of Wireframing/prototype tool

**Resources needed:** Web Resources

### **Theory:**

Wireframing, in the context of user experience design, is the act of creating user interface wireframes. Originally, the term "wireframe" meant a visual representation of three-dimensional objects, like those used in product design and development. Now it is also used to describe 3D modeling in computer animation and in the design and development of 2D web pages and mobile apps.

In web design, a wireframe or wireframe diagram is a grey-scale visual representation of the structure and functionality of a single web page or a mobile app screen. Wireframes are used early in the development process to establish the basic structure of a page before visual design and content is added, and can be created using paper, straight into HTML/CSS or using software apps.

Wireframing sets expectations about how features will be implemented by showing how features will work, where they will be located and how much benefit they'll provide. A feature may be pulled out because it doesn't fit into your site's goals. Wireframing provides an objective look at link names, paths to conversion, ease of use, navigation, and the placement of features. Instead of merging the full functionality, layout and creative elements into a single step, wireframes guarantee that these considerations are taken on separately. This allows stakeholders to provide feedback much sooner in the process.

Wireframes often end up evolving into the requirements for a system. Wireframes can be created using a variety of software applications, for example, Visio, Excel, Word, Illustrator, Photoshop and Power Point.

Wireframes should include all the important elements of a Web page. These include: Navigation, Company logo, Content area sections, Search function, User log in areas if appropriate. This is another type of wireframe that is used in building web applications. It shows not only how each page is structured but information about each widget, button, field, each piece of content, and what page is rendered by an action. It provides a map of the entire page in the Web site, its function and features. Even the message that may be rendered by behaviour can be included on this type of wireframe.

### **Procedure:**

Discuss one Wireframing/Prototyping tool selected and elaborate on the same.

# 1(a). Search for Tools available for any one of categories of UI design.

- a. Wireframing
- b. Mock up
- c. Prototyping
- d. Proof of Concept

## 1(b). Explain the tool searched for each techniques in format given below.

Type of Tool	Figma is a UI Tool to design Wireframes, Mock up, Prototyping and last but not the least Proof of Concept
Name: Of the Tool (Include Company Name, Website etc.)	Figma <a href="https://www.figma.com/">https://www.figma.com/</a> Company Name: Figma, Inc.  K. J. SOMAIYA COLLEGE OF ENGG.
License/ Open Source	Proprietary
Explanation of Tool	Figma is collaborative tool to design user interfaces and also used for graphics editing.

# Procedure 1. How tool accepts the input? There are different formats of accepting inputs, we can use drawing tools to make vectors or text tool to manage text fields in our design. It basically provides us with a canvas. We can also add images from our computer to the wireframe. 2. How tool processes the data? Figma processes data in live time. It also auto saves our work and is stored in the cloud which helps us in continuing our work with ease and also collaborate with others. 3. How tool displays the output/result? We can create and share protoypes and even export screens in multiple formats like png and pdf ☆ 🔲 😁 Incognito (2) □ □ ;; 0 T Mobile UI MOCK UPS # Colors & Font FEE5C9



### **Results:**

Attached print out about each selected tool in prescribed format.

### **Outcomes:**

CO1: Comprehend role of user and designer in User Interface Design

**Conclusion:** (Conclusion to be based on the objectives and outcomes achieved)

Different tools related to UI Design are explored.

Grade: AA / AB / BB / BC / CC / CD /DD

### Signature of faculty in-charge with date

#### **References:**

- 1. Wilbert O. Galitz, "The Essential Guide to User Interface Design An Introduction to GUI Design Principles and Techniques", Wiley Computer Publishing, Second Edition, 2002
- 2. Bill Scott, Theresa Neil, "Designing Web Interfaces Principles & Patterns for Rich Interaction", O'rielly Media, First Edition, 2009