Wireframe Page	Project
Page Name:	
Wireframe	
Notes	
Version Control	Iteration #: Date: Author:

Design Interactions

Sketch out the layout of the page. Try to mimic your user's natural thought process, and always base your designs off of the needs of your users. Ensure the aspects of the interface that help users acheive their most important goals are prominent and obvious, and less important aspects are diminished..

Reflect

How does this page help meet the goals of your users? How does it relate to the rest of the software you are using? What might you change about this in the next iteration based on feedback you receive.

Why

Wireframes are simple ways of mapping out user interactions. They take very little time, and are a good way of determing the layout of a piece of software or website before you spend more time implementing it completely.

What came before?

Ideation
Decision Matrix
Exploring An Idea
Dot Voting
Representation Models

Observation
Contextual Inquiry
Interview
Usability Testing

What's next?

Ideation
Exploring An Idea

Observation
Contextual Inquiry
Interview
Usability Testing

Prototype Analysis
Site Map

Tips

Don't worry about colors or aesthetics at this point, just the interactions.

Make it difficult to fail at tasks, and easy to go back if you do.

Give user's feedback when they complete an action.

Always usability test your designs.

Minimize the interface. Do as little as possible so that your users can achieve their goals.
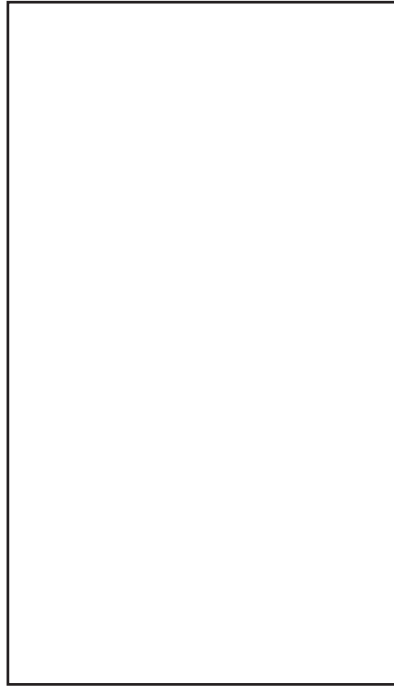
Page Name:

Wireframe

Notes

iPhone Wireframe Page

Page Name:

Wireframe

Notes