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Wireframe Methods

Sketch:

A Wireframe sketch is a fast and simple method used to quickly demonstrate the physical representation of a webpage. Wireframes, particularly sketched frames, are meant to be simple with little to no detail. The pros to a sketched wireframe are the fast and simple benefits of having everything sketched out. It saves you time and with such a raw visual, you allow space for the client and designers to be open-minded. There can be cons with sketches as well. One thing that comes to mind are the proportions of certain page elements that will be skewed as well as the lack of interactivity.

App or Website:

A wireframe tool that comes to mind is Axure. Axure is an application that allows users to design interactive HTML mock-ups for both apps and websites. It gives users the ability to add functionality and to view designs on mobile devices as well. This tool therefore serves as a diverse method that allows for designing of both mobile and original desktop websites and applications.

Adobe Illustrator:

Illustrator works effectively as a secondary tool, after one has completed sketches. Though it can be used in the same way a sketch can, it allows users to view things more accurately as it pertains to proportions. It also gives users the ability to use other tools and design techniques that are found throughout the web. Illustrator would be a go to for me because of it’s usability and functionality.