ADVANCED WEB PROJECTS

12 wireframes

DESCRIPTION

A wireframe is an abstract representation of the elements on a webpage, illustrating layout, hierarchy, and functionality. The wireframe translates the website visitors' needs to a two-dimensional plane, ignoring issues of aesthetics and appearance. Instead, the wireframe reflects the relative location and grouping of elements on the page. Students will develop one wireframe per "step" identified in the application flowchart.

Deliverable: a set of wireframe diagrams in PDF format.

OBJECTIVE

The purpose of this assignment is to think about how to represent the discreet steps of a web application on a two-dimensional canvas. Students will consider issues related to navigation, content hierarchy, and content structure.

DEADLINE

This assignment is due at the beginning of the next class. Please commit and upload your file(s) to the master branch of your GitHub repository in a subfolder named "12 wireframes."

WEIGHT

This assignment carries a weight of 2.

CLASS INFO

IDESN 3535 3 Credits Fall 2016

MEETING TIME

Tuesday 1:15pm - 5:00pm University Hall Room L023

INSTRUCTOR

Saul Baizman sbaizman@lesley.edu 617 863 0136

OFFICE HOURS

By appointment

WEBSITE

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