

### Web Interface and Usability

# WiU - Lab6 Exercise

# Form Wireframes

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#### Overview:

Forms are everywhere on the web. They are used to sign-up, login, submit information or perform any e-commerce based transaction. Forms are by far one of the single most important aspects of the web today. Whether it is peer-to-peer (P2P), business-to-business (B2B) or business-to-consumer (B2C), forms alone support most of our online communications. Businesses rely very heavily on the power of forms to collect user-supplied information for strategic marketing campaigns and improved convergence metrics. While users rely on them in order to communicate their ideas and thoughts with friends and businesses. Armed with this knowledge, it is our job as visual interface designers to make forms as easy and intuitive as possible to complete, and to avoid user abandonment's. In other words the design and interaction of online forms is crucial to the continued success of the World Wide Web.

THIS EXERCISE IS DUE AT THE BEGINNING OF LECTURE 7.

## Instructions

Design the worldsurf.com websites Sign-up page. Use the Functional Specifications document provided to:

- Create high-fidelity wireframes with annotations, to represent content & interactivity in the Ui, as well as the design patterns used
  - Your wire should include branding, navigation and the placement of graphical content elements (icons) and grouped content sections.
- Represent the best placement of form elements
  - These should include instructions, labels, inputs and controls, as well as the proposed interactivity and feedback available to the user (buttons, error messages and their placement, etc).

# **Submission Requirements**

When you have completed this exercise:

- Compress your documents for web delivery using .jpg format
- Save your wireframes as: WiU????\_Lab6wire\_last name\_first name\_1.jpg (???? = YYMM)
- Zip these wires together and save this zip file as: WiU???? Lab6 last name first name
- Submit your zip file using the form provided by the lab instructor/course director
- \* Please note: wires submitted without "Annotations" or "low-fidelity", will receive a grade of 0.

<sup>\*</sup> Use "**Annotations**" to describe the patterns used and the reasoning for their use. Describe each interface element like the screenshot found here: <a href="http://uxmovement.com/wireframes/whv-its-important-to-annotate-your-wireframes/">http://uxmovement.com/wireframes/whv-its-important-to-annotate-your-wireframes/</a>