

Wireframes

UX506

Predrag “Pedja” Klasnja

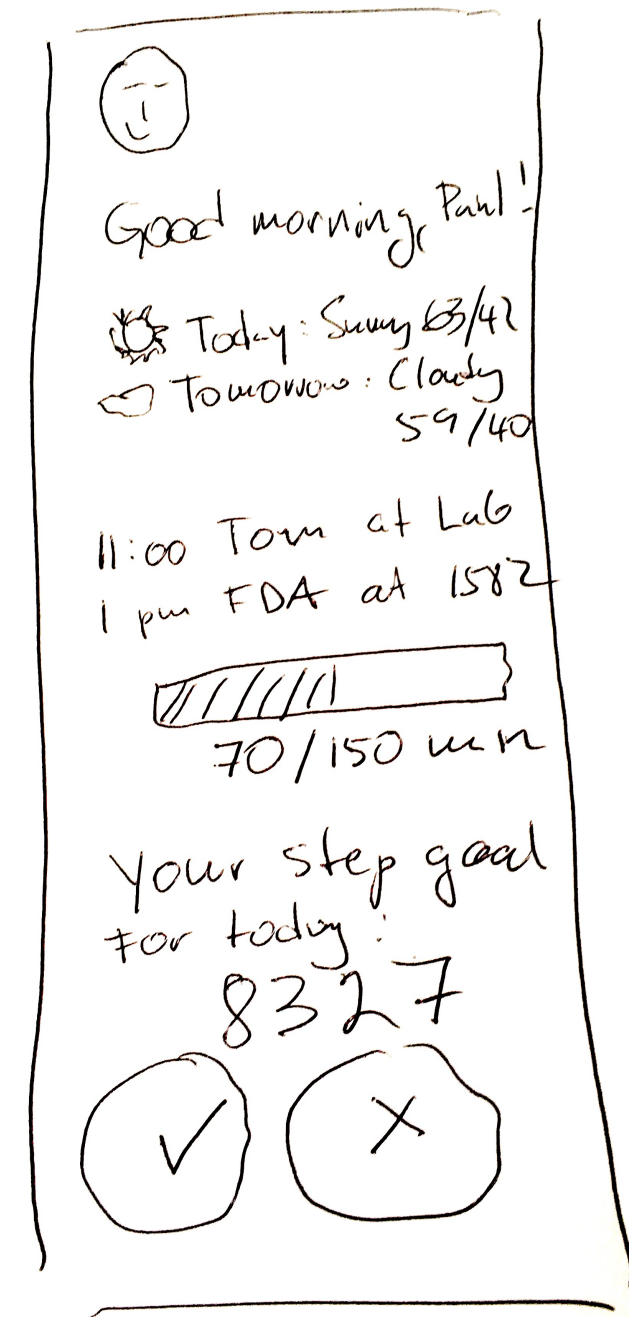
Wireframe: A visual representation screens of an interactive application that shows layout, types of information that are displayed, and elements of pointer-based navigation.



Questions Wireframes Can Answer

- Do screens capture right chunks of system functionality?
- Are the components of a wireframe the right things to have on a single screen?
- Does the screen capture the right way those components should be presented to the user?
- Does the overall layout of components make sense?
- Do screens provide the right navigational elements?

- Would it be useful for users to receive a message with their progress and information about the day every morning?
- Is this the right information to present?
- Is the order of the information correct?
- Are these the right response options for step goal?
- How would user finish interacting with this message?

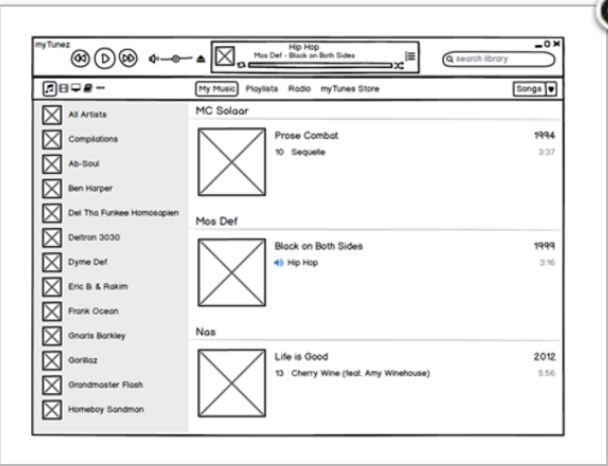
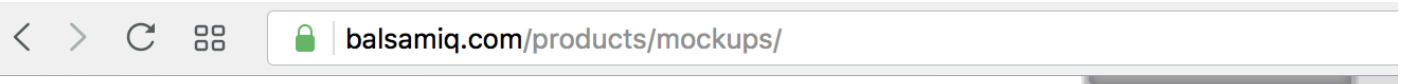
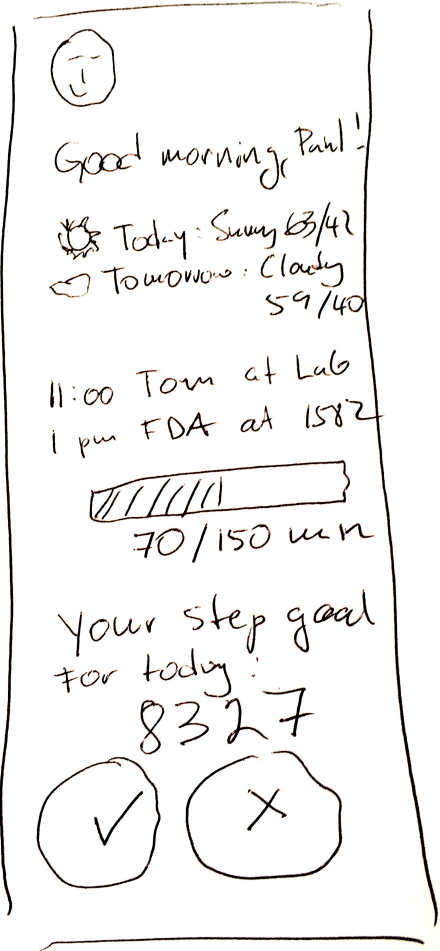


Questions Wireframes Do Not Answer

- What is the state required to generate this output?
- How should content be ordered? (e.g., results in a list)
- How does the user transition among multiple screens?
(navigation often underspecified)
- What is the right visual design for the screen?
- What non-visual output is the system producing?



How to Wireframe



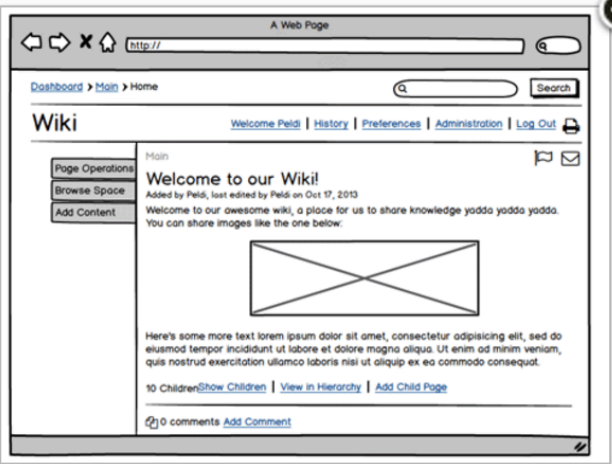
Desktop Apps



Mobile Apps



Desktop Apps



Web Apps

When to Create Wireframes?

- When the designer understands a chunk of functionality and wants to get feedback
- When there are several ways something can be presented to users, and the designer needs to choose among them
- When developers need to start planning system backend

Summary

- Wireframes are basic building blocks of UX prototypes
- They can test early concepts of functionality, presentation of interactive components, and layout
- They support gathering of feedback before full system has been thought through
- They are fast to create and cheap to discard