Wireframe, mockup, prototype

Covered in this lecture:

The differences between wireframes, mockups, and prototypes

► **Wireframes**

- you make these first
- you draw the general structure, the layout
- low fidelity
>> Tools: Balsamiq, Axure, Omnigraffle, Hotgloo, POP

► **Mockups**

- static displays of what the final product looks like
- they have more details and colors
- are done by the designers
>> Tools: Photoshop, Sketch, Illustrator, Axure, UXPin

► **Prototypes**

- they handle usability
- they have basic interactions and high fidelity
- you can see potential problems in the user flow
>> Tools: Keynote, POP, Axure, Proto.io, InVision

See you next lecture!