

# Intro to wireframing



LECTURE  
SUMMARY

## Covered in this lecture:

What wireframes are and  
why we use them

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*Taught by:*



- ▶ In order to build a great product, you first have to conceptualize it
- ▶ One of the crucial skills for conceptualizing your idea is wireframing
- ▶ Wireframes are visual guides for websites or apps that lay out the rough structure for where the content is going to go
- Wireframing is the first step to take in order to materialize your idea
- Wireframes have a low fidelity/accuracy
- As you gather feedback, you add more details and more fidelity

- If you're on a smaller team, you will probably have to work on wireframes yourself
- In a larger company, you might not be asked to do wireframes, but you need to be familiar with them or contribute to their creation
- These skills are also helpful if you want to sketch out an idea you want to propose
- ▶ Wireframes make it easier to communicate feature ideas

*See you next lecture!*