

# INTRODUCTION TO WEB DESIGN CMP 2035

## wireframes

### DESCRIPTION

A wireframe is an abstract representation of the elements on a webpage, illustrating layout, hierarchy, and functionality. Like an architecture diagram, they are an attempt to group the problems of website development into more discreet phases. 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 template identified in the architecture diagram.

**course info**  
cmp 2035  
spring 2016  
2 credits

**meeting time**  
wednesdays  
9:00am-12:15pm

**instructor**  
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617 863 0136

**office hours**  
by appointment

**website**  
[baizman.com/cmp2035](http://baizman.com/cmp2035)

**Deliverable:** a set of wireframe diagrams (PDF).

### OBJECTIVE

The purpose of this assignment is to think about how to represent the objectives of the website on a two-dimensional canvas. Students will consider issues related to content hierarchy and content structure. They will also begin to explore the creation of a navigational system to connect all of the website's pages together.

### DEADLINE

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

### WEIGHT

This assignment carries a weight of 2.