

Developing prototypes

Creating a more detailed design

Once there is a direction to pursue, we can go into more detail:

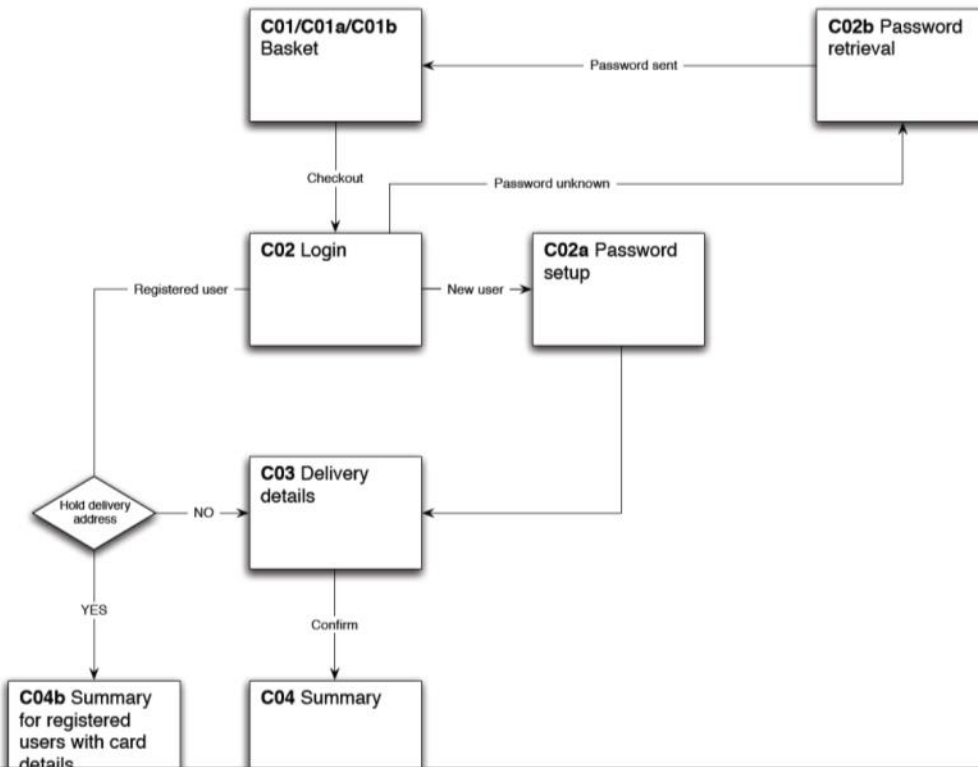
- Create more detailed use scenarios to work out the different pieces of **functionality** and **information** user will require
- Turn them into **flow charts** and **site architecture diagrams** to describe flow and structure
- Finally, we create **prototypes** at varying levels of fidelity

Throughout the process we evaluate and iterate the design

Site architecture diagrams

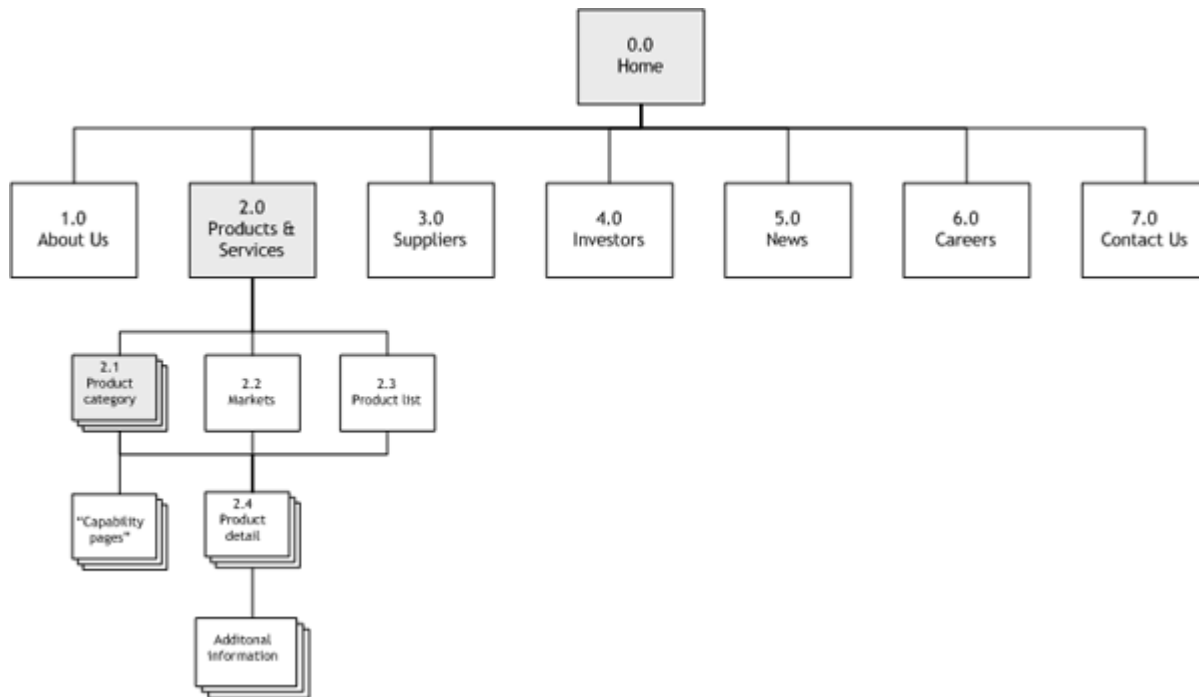
- **Flow charts** are a way to describe how users interact with a system in a **sequential** way
- **Site architecture diagrams** are a way to describe the content structure of a website in a diagrammatic format and a **hierarchical** way
 - Each page has a unique number
 - Represent each level on its own row

Flow chart



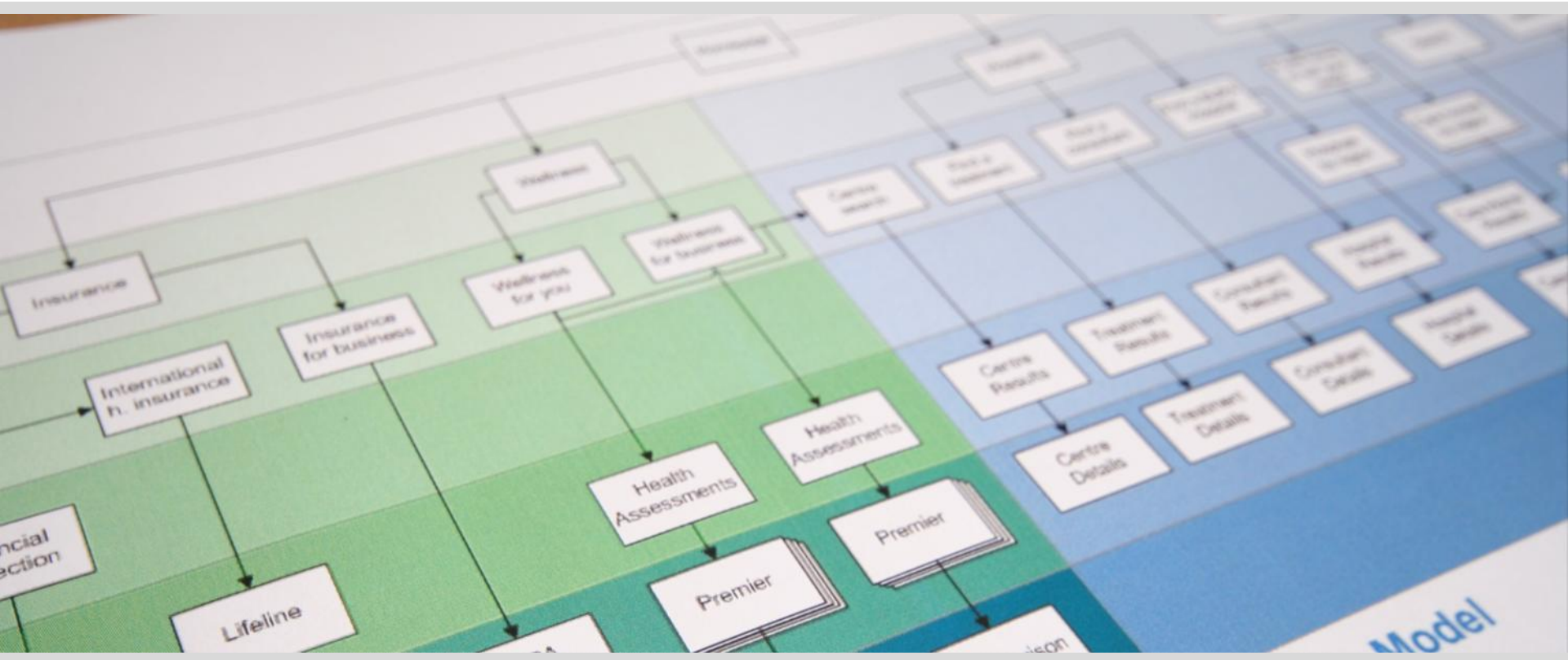
This flow diagram shows part of a e-commerce checkout flow

Site architecture diagrams



The structure of a website is usually shown in a site architecture diagram

Site architecture diagrams



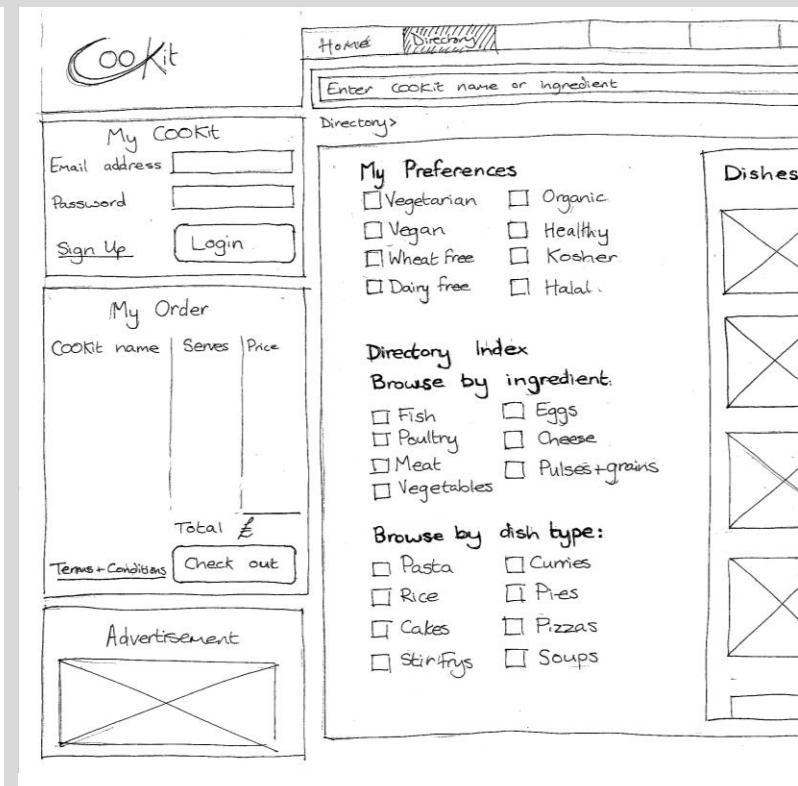
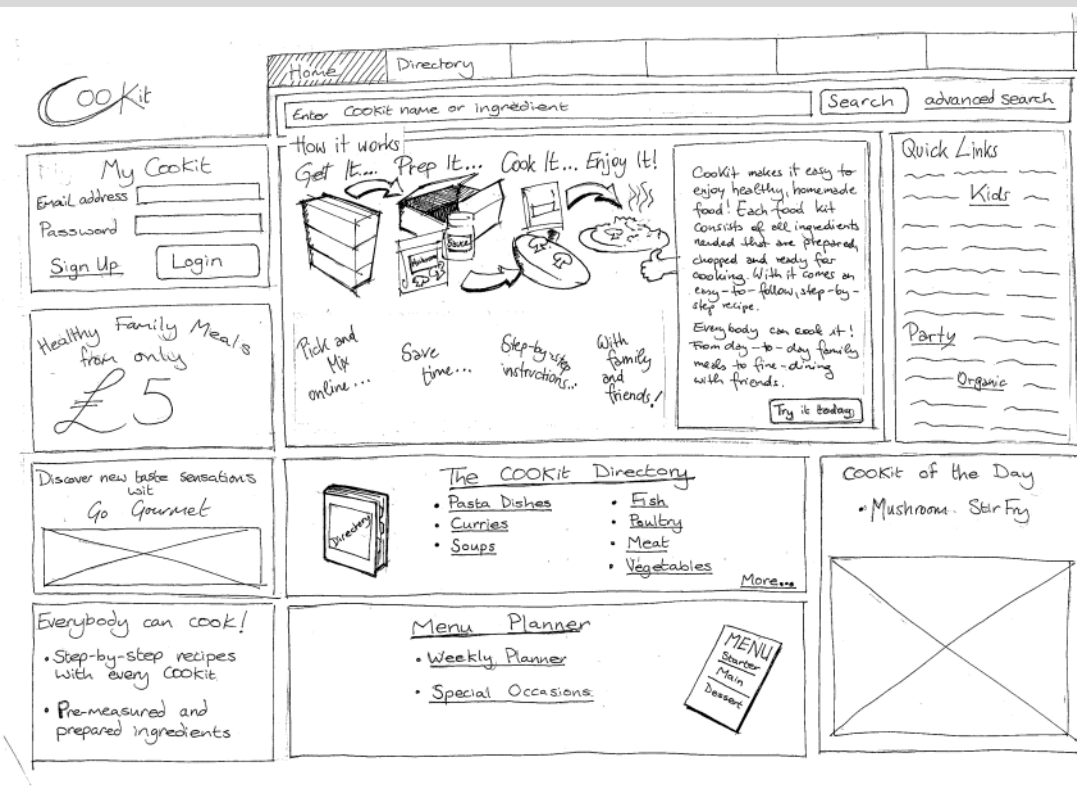
This diagram show clearly how many levels exist in the page hierarchy

Wireframes

Wireframes are low to medium fidelity prototypes of interfaces

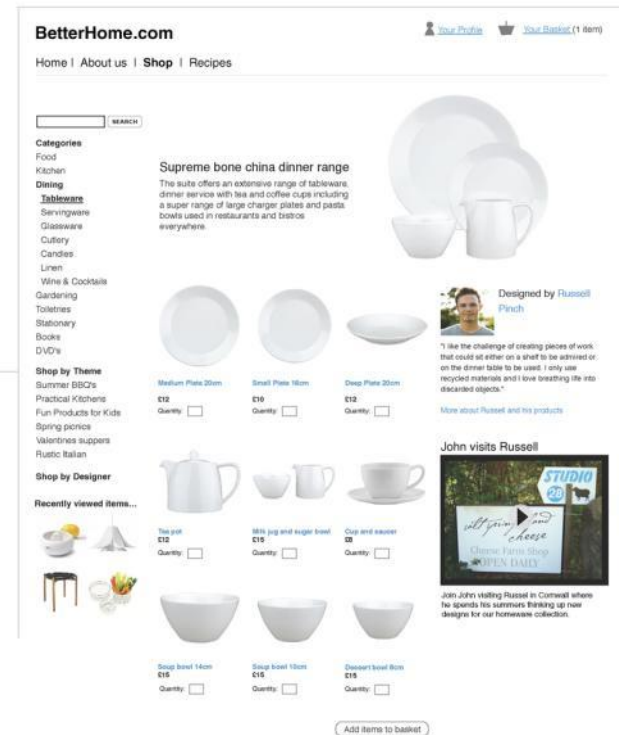
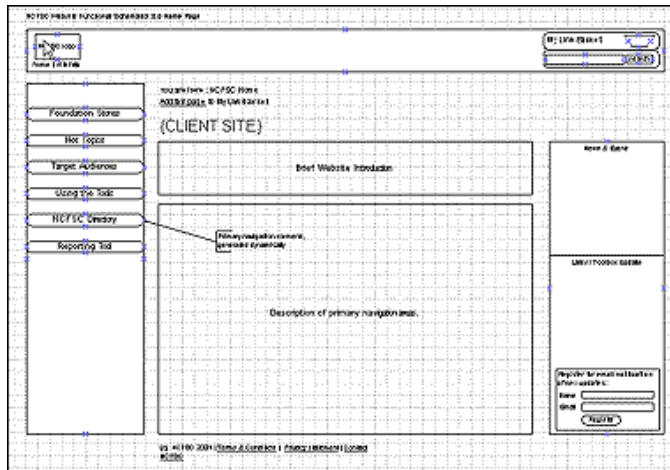
- They describe **structure** and **types** of content
- They normally show **navigation** and form part of a **bigger prototypes**
- Normally, before visual design commences, the interaction design or information architect(s) create a wireframe specification outlining **page structures, content, task flows** and **site structure**

Hand-drawn wireframes



These are examples for hand-drawn wireframes

Wireframes



These wireframes have been produced in Visio. The one on the left is high-level and describes key areas of the page, the one on the right has been filled with example content to make it more meaningful for user testing.