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
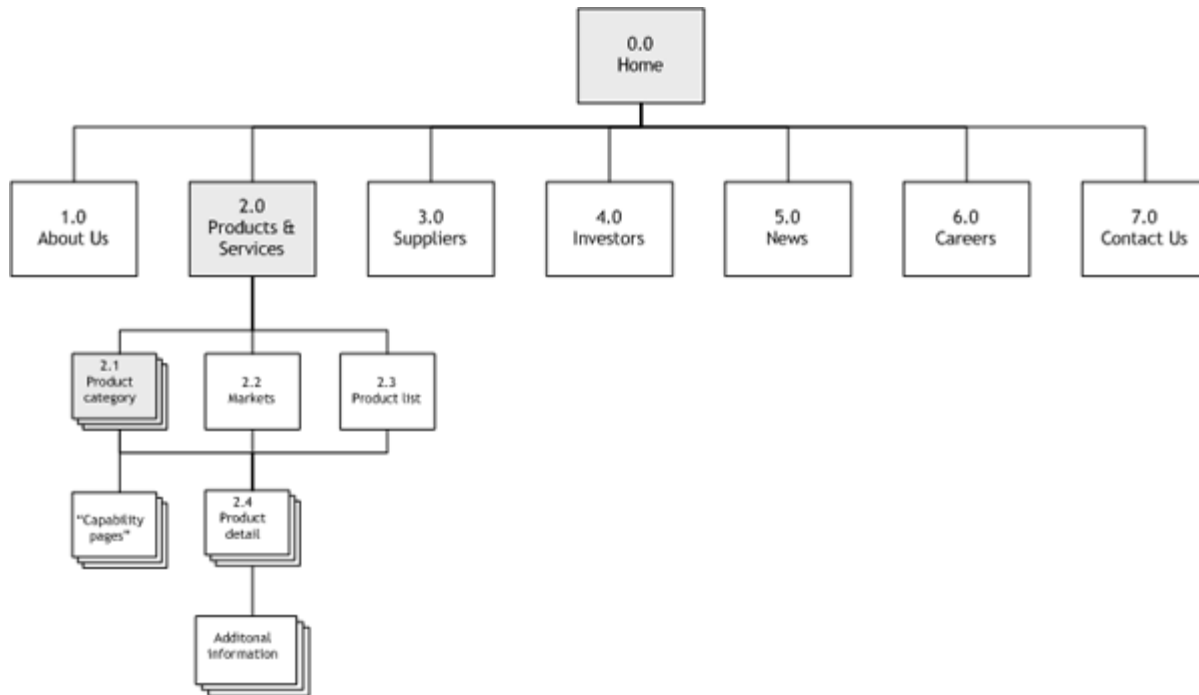
Site architecture diagrams

- **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

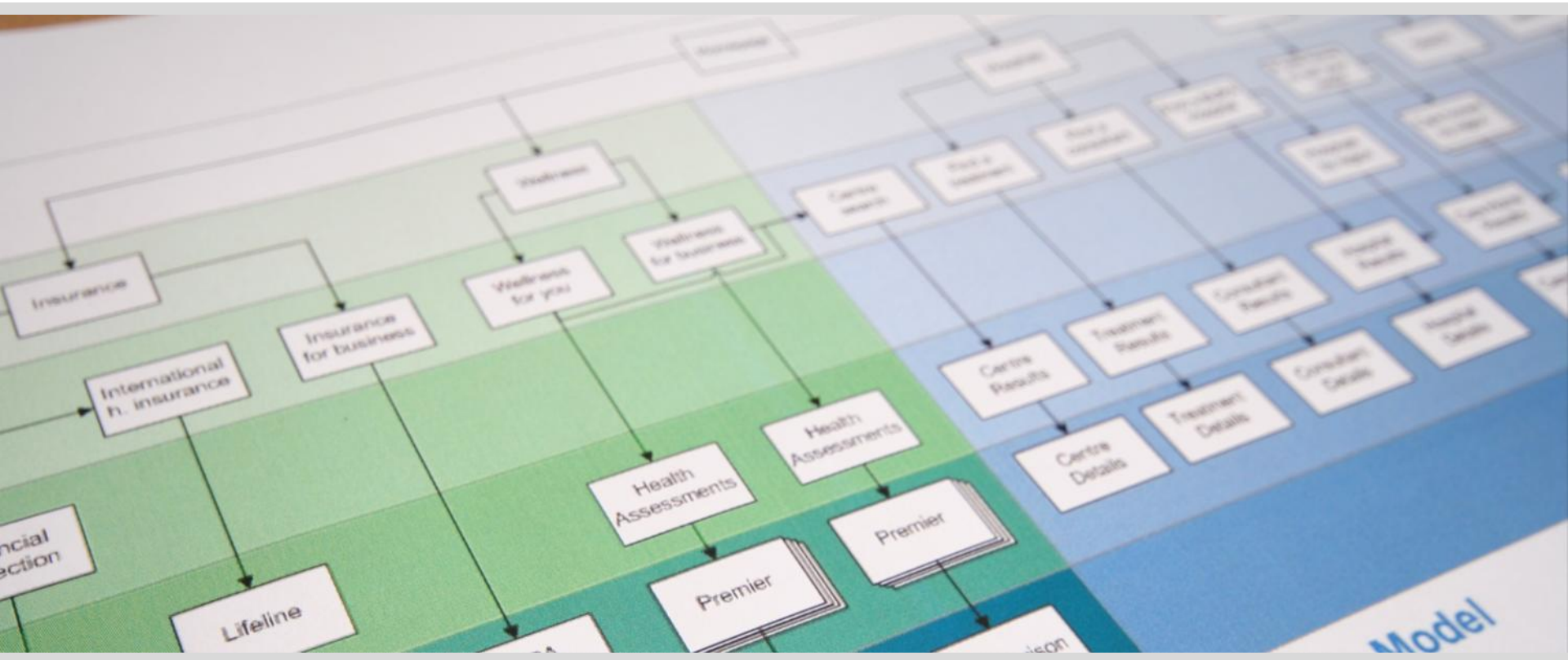 – Represent each level on its own row

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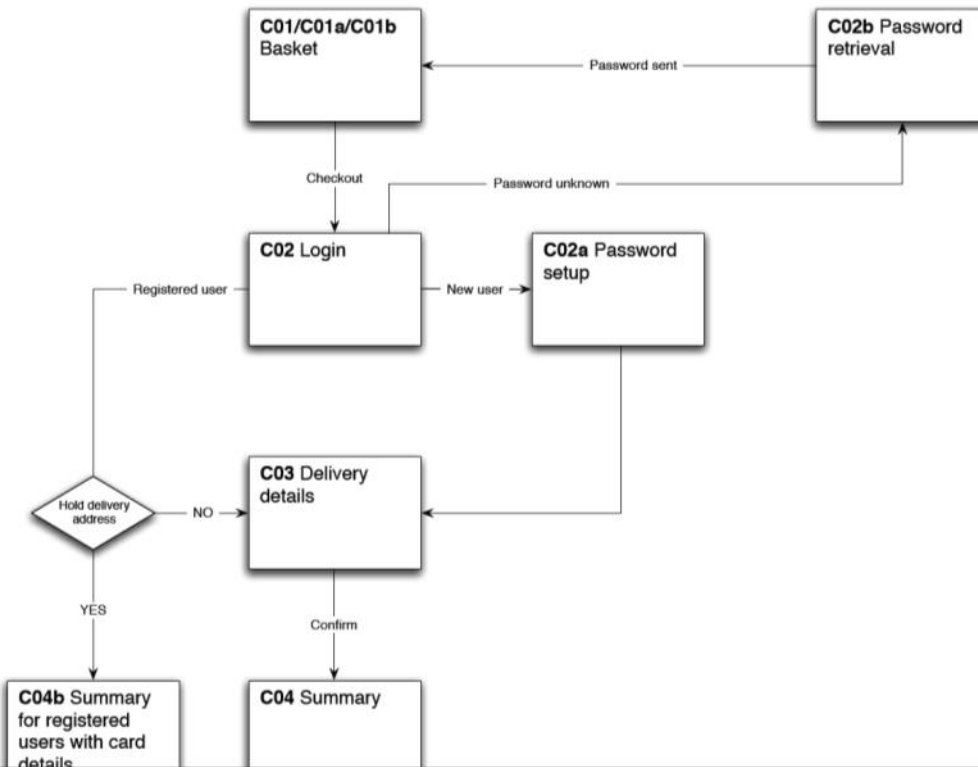
This flow diagram shows part of a e-commerce checkout flow

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
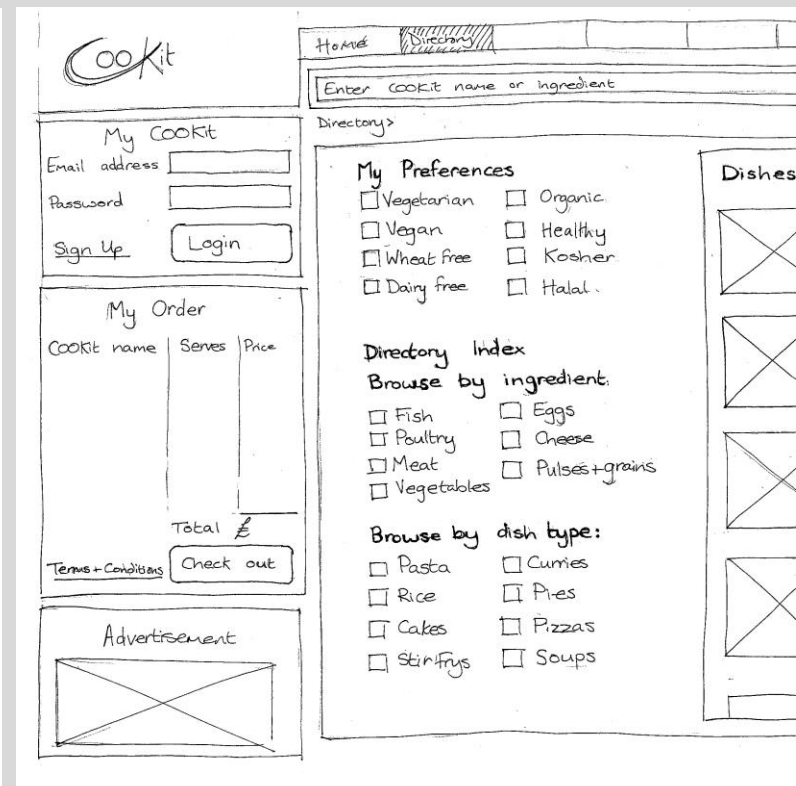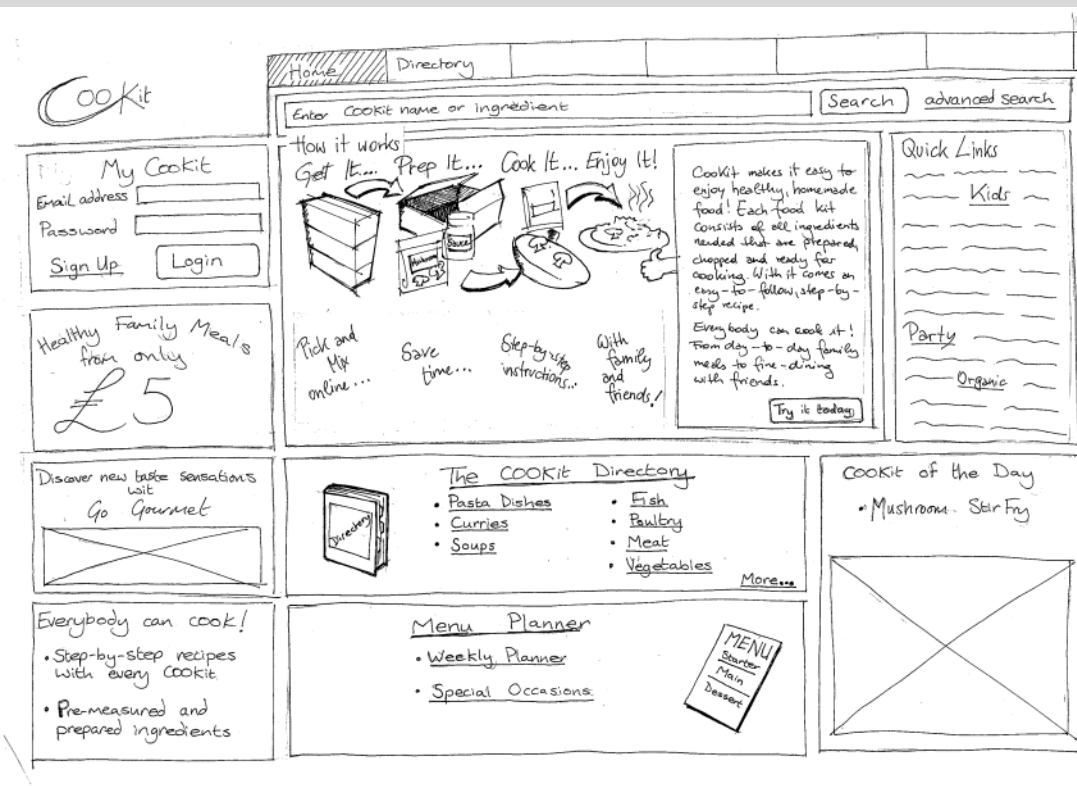
These are examples for hand-drawn wireframes

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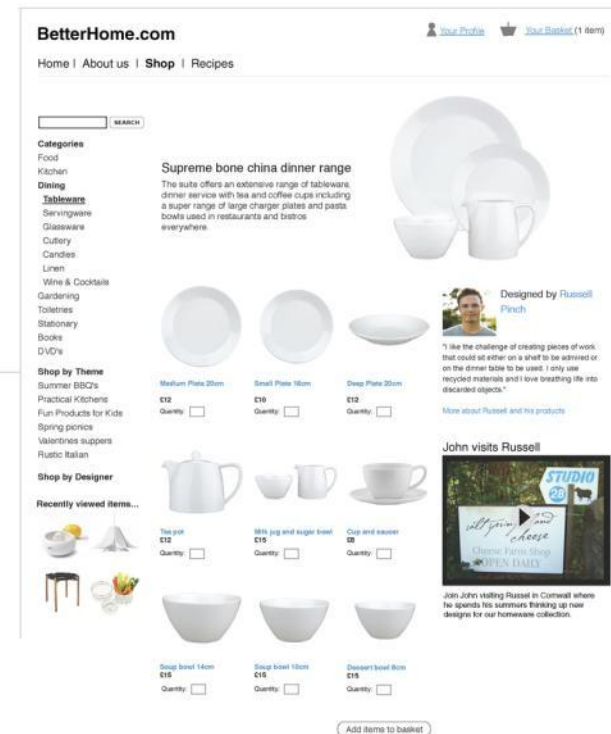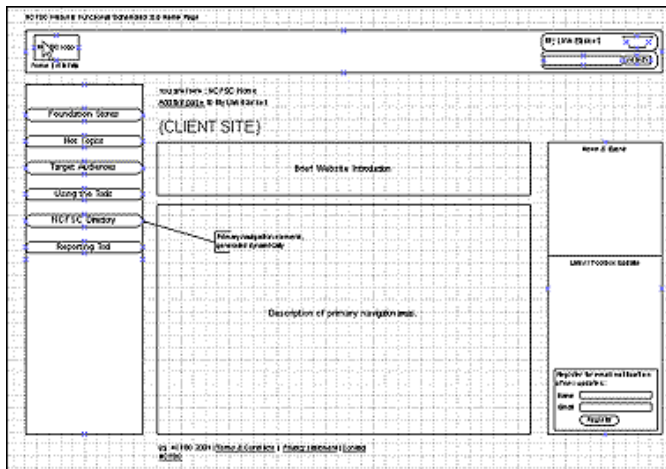
These wireframes have been produced in Visio. The one on the left is high-level and describes key areas of the page, the one on the right has been filled with example content to make it more meaningful for user testing.