



UI PROTOTYPING AND WIREFRAMES

DR. ISAAC GRIFFITH

IDAHO STATE UNIVERSITY

Outcomes



After today's lecture you will be able to:

- Understand the benefits of creating both Lo-Fi and Hi-Fi prototypes
- Understand the basic concepts of Lo-Fi Paper Prototypes
- Understand the basic concepts of Hi-Fi Wireframe Prototypes
- Understand the basic concepts of Hi-Fi Code based Prototypes

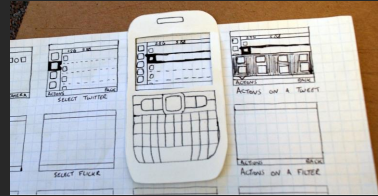


UX/UI Design

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Start with Paper Prototypes

- Karis and Virzi have shown you can often get the same design information from easier and cheaper to make low fidelity prototypes as from higher fidelity prototypes

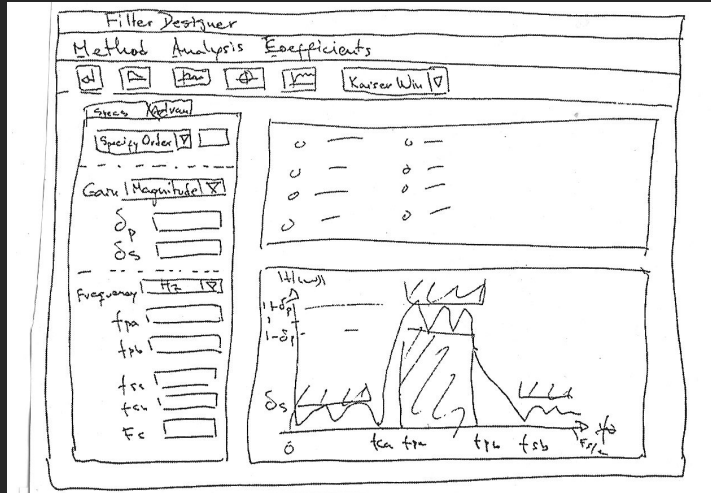


Paper Prototypes

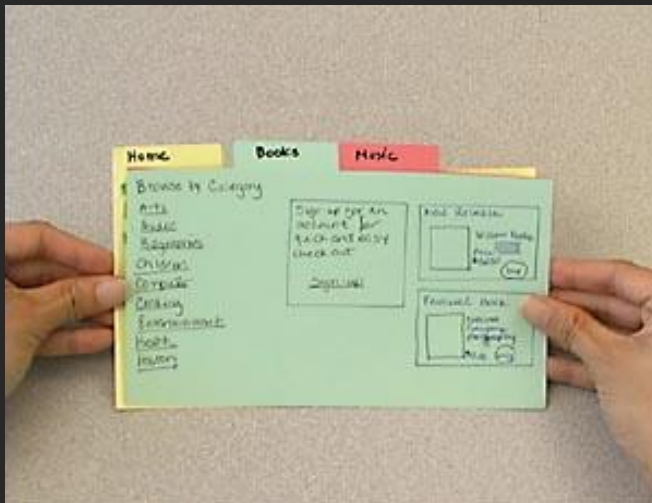


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Fancier Example



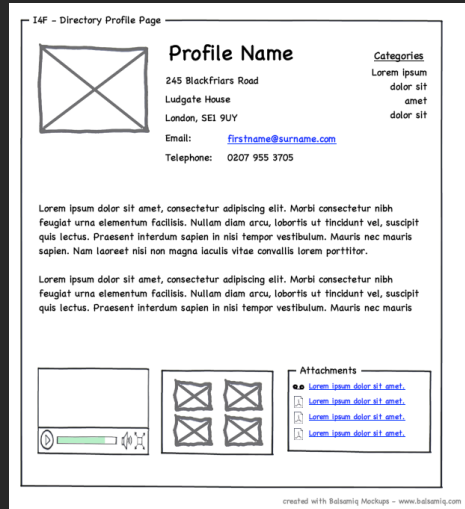
Wireframes



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- You can also compose parts of these on a computer, of course (at various levels of detail, up to a full-fledged mockup).



Advantages

1. Fast way to mock up an interface – no coding required.
2. Finds a variety of problems with the interface
3. Allows an interface to be refined.
4. A multidisciplinary team can participate.

Disadvantages

1. Doesn't produce any code
2. Does not find all classes of problems with an interface
3. Can affect the way users interact with the interface
4. Has stronger benefits in some situations than in others

Wireframing Example

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For Next Time



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- Review this lecture





Are there any questions?