Wireframing Workshop

Roseville Product UX/UI Design Meetup
Wednesday, February 19

The plan.

1 My Background

2 Wireframing 101

3 Collaborating with Developers

Q&A Questions & Answers

1 My Background

Jeff Low

UX Designer and Software Developer

Areas of Interest:

UX Design & Research, ADA Compliance,
Compiler Architecture, iOS Development,
and .NET MVC Development

What is wireframing?

- Wireframing is an opportunity for designers to brainstorm ideas, establish a structure, flow, and overall look and feel for the end product.

- Designers can create visual representations of software products without code.

- It enables rapid development and iterations of ideas.

- There are typically three types of wireframes:

    Low → Mid → High

- Each type of wireframes have their own purpose, pros and cons

Low-Fidelity Wireframes

What is a low-fidelity wireframe?

- It is a very simple mockup of your software product that focuses on the basics: a layout that fulfills business requirements and strategizing the user flow.

- Low-fidelity wireframes are designed to not have any graphical elements, it should be as simple as possible so you're focused on brainstorming ideas (just like a rough draft of an essay).

When should you create a low-fidelity wireframe?

- After the designer understands the project requirements from the client or stakeholder.

- If an idea for a feature or improvement popped up in your head, sketch it so you don't forget it.

- If you need to show your ideas to project managers, clients, and especially the developers.

More Examples

Benefits of low-fidelity wireframes

- It's a quick and distraction free way of brainstorming ideas.

- Allows low effort changes and rapid iterations of a layout.

- If you're showing the wireframe to a client or a project manager, they're forced focus on the ideas rather than the aesthetics.
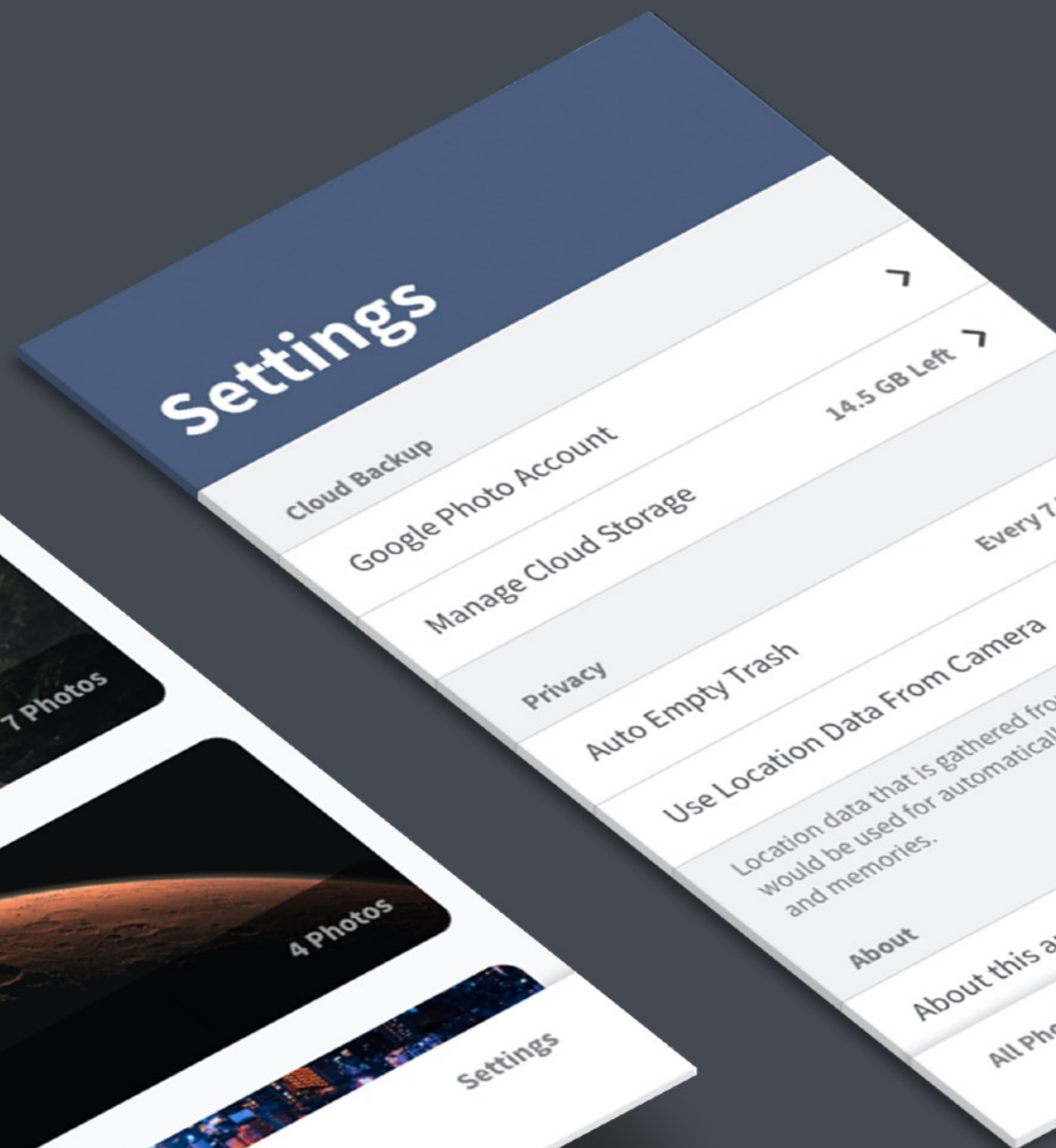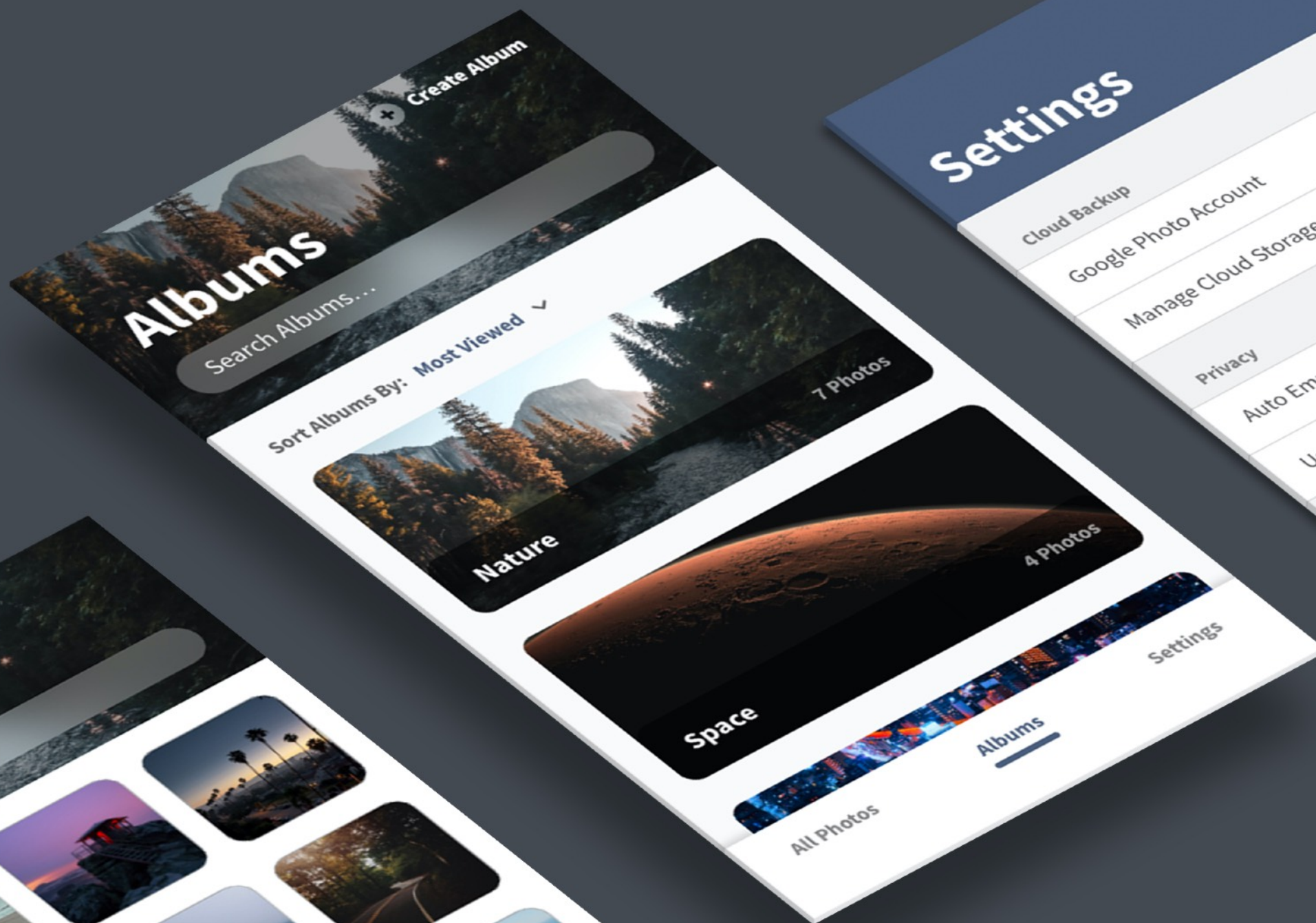
Downsides of low-fidelity wireframes

- It's not a realistic representation of the final product.

- Might be hard for people to visualize the product as a whole.

- Can potentially limit the designer's creativity.

Albums

+ Create Album

Search

Sort Albums By: Most Viewed ▾

All Photos | Albums | Settings

Settings

Settings Category

Settings Category

All P

All Photos

Search

Settings

Albums

Create Album

Search Albums...

Sort Albums By: **Most Viewed** ⌄

7 Photos

Nature

4 Photos

Space

All Photos   Albums   Settings

All Photos

Search Photos...

Albums   Settings

>

>

Cloud Backup   14.5 GB Left

Google Photo Account

Manage Cloud Storage   Every 7

Privacy

Auto Empty Trash

Use Location Data From Camera

Location data that is gathered fro
would be used for automatica
and memories.

About

About this a

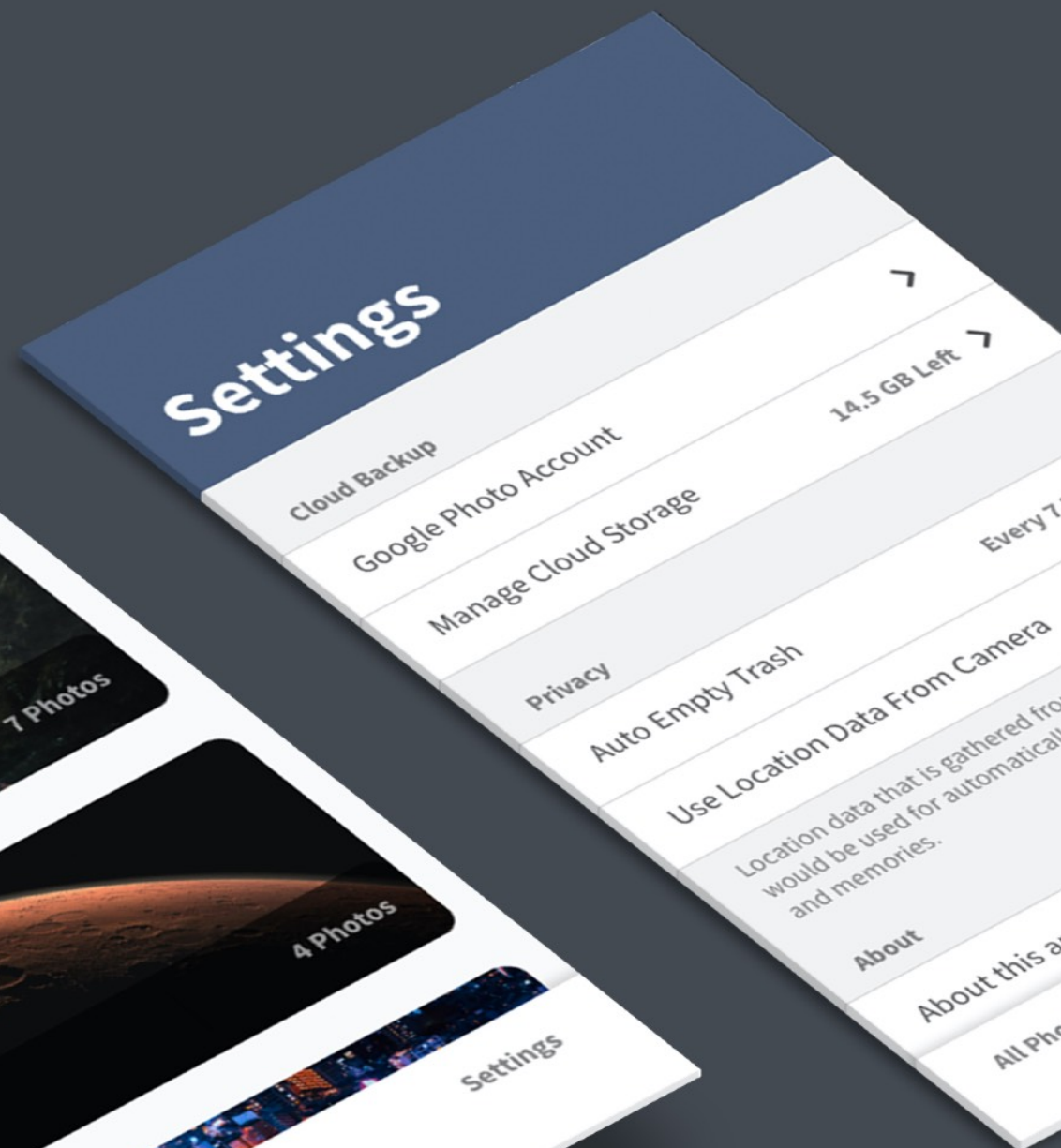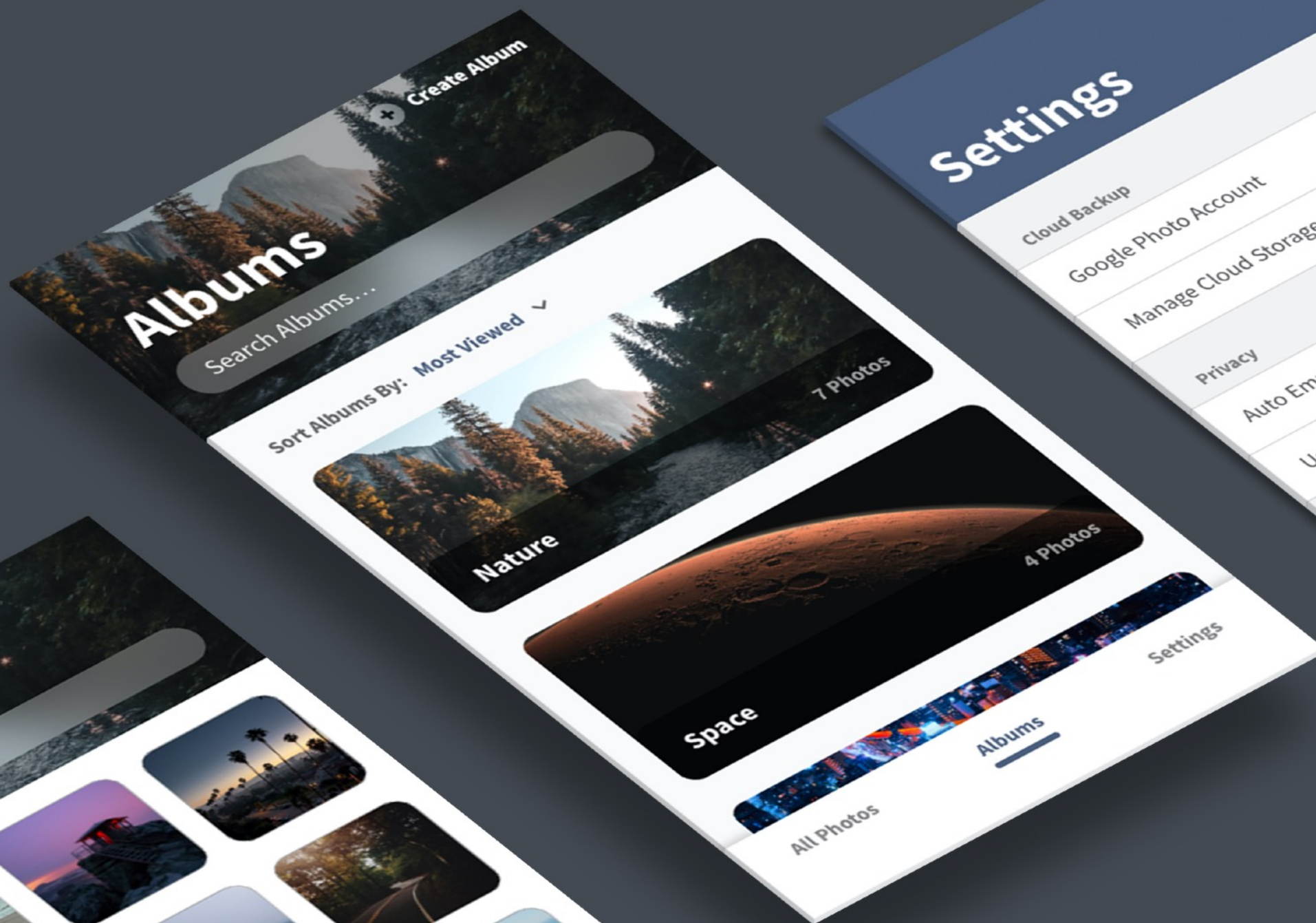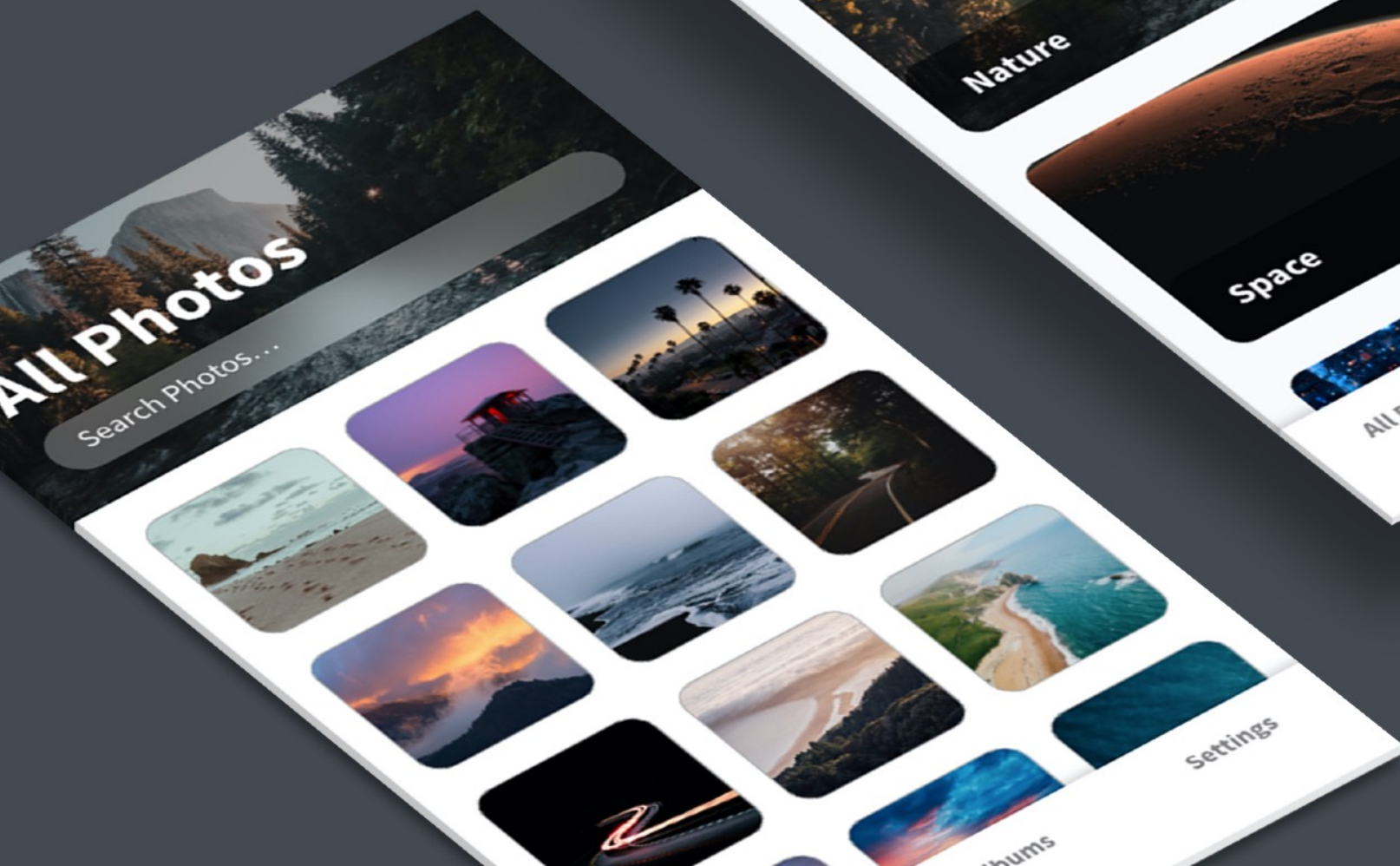All

High-Fidelity Wireframes

What is a high-fidelity wireframe?

- It is a detailed mockup of what your end product should look like.

- The high-fidelity wireframe should showcase the brand identity of the product, like the color scheme, text styles, UI styles, etc.

- These types of wireframes also allow some form of intractability via wireframing apps like Adobe XD, Sketch, Figma, and more.

When should I create a high-fidelity wireframe?

- High-fidelity wireframes are usually made after the low-fidelity wireframe has been approved by you, the developers, and/or the client/stakeholder.

- High-fidelity wireframes can also be created when the designer wants to experiment with different UI ideas that weren't possible with low-fidelity wireframes.

- Need to send the design to the dev team for development.

All Photos

Search Photos...

Albums

Create Album

Search Albums...

Sort Albums By: **Most Viewed** ∨

Nature
7 Photos

Space
4 Photos

All Photos   Albums   Settings

Settings

Cloud Backup ›

Google Photo Account ›

14.5 GB Left

Manage Cloud Storage

Privacy   Every

Auto Empty Trash

Use Location Data From Camera

Location data that is gathered fro
would be used for automatica
and memories.

About

About this a

All

More Examples

Free Sample Wireframe

(for Adobe XD)

https://github.com/jefflow/ios-photos-app-wireframe-xd

Benefits of a high-fidelity wireframe

- It is a more complete representation of the end product. - No coding involved!!!

- If the wireframe is interactive, a design team could conduct a simple user testing session focusing on the flow of the application.

- Clients, stakeholders, project managers, and developers might give more accurate feedback on ideas thanks to the visuals.

Downsides of a high-fidelity wireframe

- It takes more time and resources to create a high-fidelity wireframe.

- Time <u>will</u> be wasted if there is a lack of communication between project managers, clients, and developers from these reasons:

  - Did not meet project requirements.

  - User flow is clunky or hard to navigate.

  - **Fully designed a feature that cannot be implemented by the developers.**

3 Collaborating with Developers

Why collaborate with the ~~nerds~~ developers?

- They're the group of people that will bringing design concepts to real life!

- Communication between the design and dev team is super important. Poor communication can lead to wasting resources between the two teams.

- Collaboration between the two teams should occur in early stages of a product's lifecycle, like a project kickoff.

How do wireframes help developers?

- Wireframes give developers a direction and a reference on what they're actually building.

- Wireframes give developers a chance to ask any questions or point out any technical limitations before development.

Questions to ask the developers when making wireframes

- If a project relies on a CMS, ask the developers if the user flow you designed or a certain feature will work within the CMS.

- If a project relies on advanced UI components, like date pickers, will there be enough time to develop it? Is there an existing UI library that the devs use? Is it compatible with which ever platform the dev team decides on?

Questions to ask the developers when making wireframes

- If a project needs to be accessible, are my headings in the correct order? Is there sufficient color contrast? Will the *[insert UI component here]* be accessible?

- These are just a few questions to ask. There could be many more.

What should you expect when working with a dev?

- There are typically two types of developers in a development team: frontend and backend.

- Both types of developers have different needs and requirements to get started on development.

- Though, both developers would work best with some sort of documentation, like having **annotations** on the wireframes.

- **Your ultimate goal with the wireframes: making sure the developers don't make any assumptions about the design.**
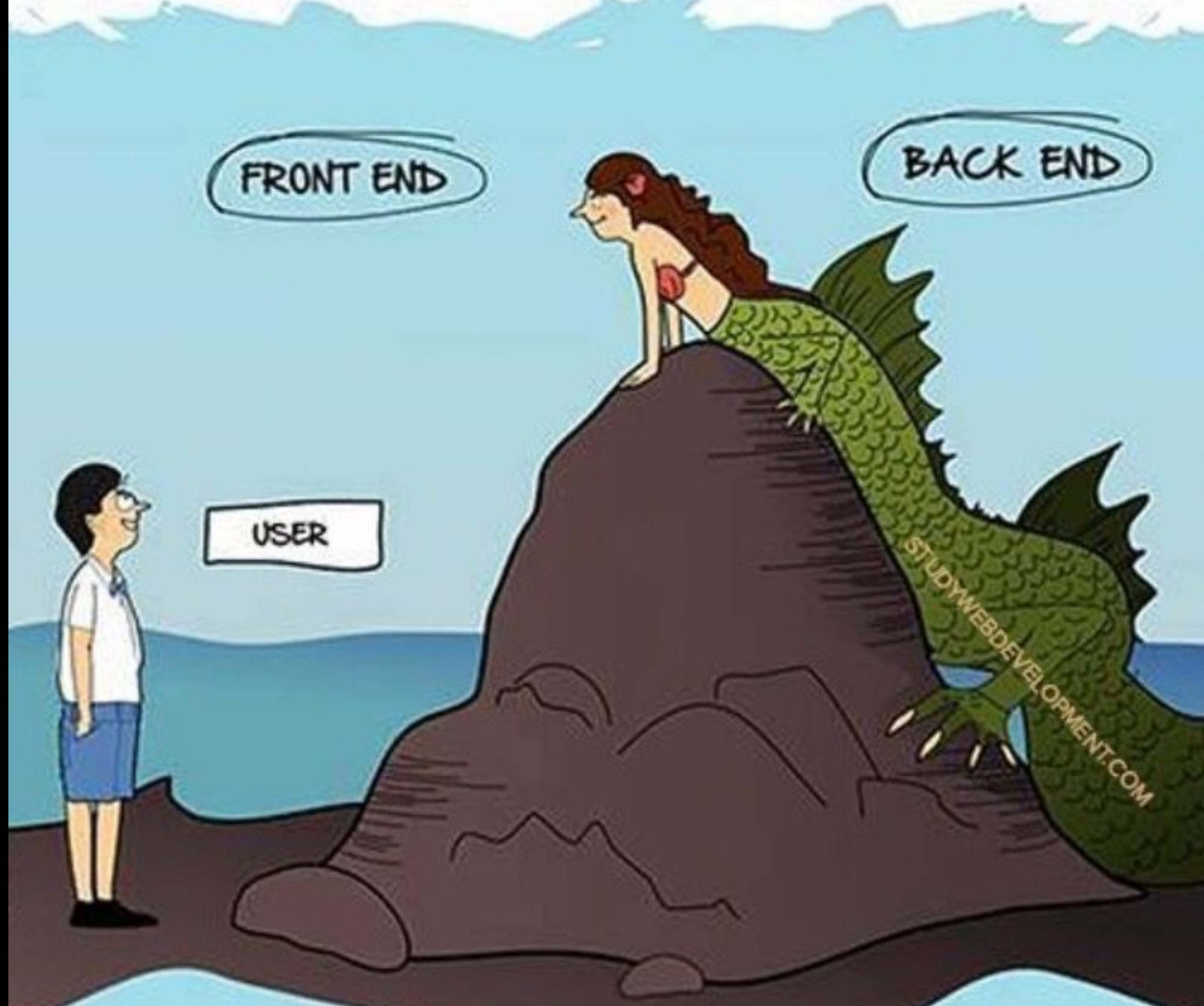
Working with a Frontend Developer

- If a project needs to be accessible, work closely with the frontend developer to make sure the high-fidelity mockups are accessible.

- Style guides are a must for a frontend developer. A style guide should include specifications for typography, UI components, colors, etc.

- If possible, turn on the developer features when sharing a high-fidelity mockup.

Examples of wireframes for Frontend Developers

Working with a Backend Developer

- Backend developers need to understand how the application flows. Use this opportunity to think about the possible "edge cases" of a certain action.

- If you are working on a project that involves forms, keep the backend developers updated on the changes made.

- Collaborating with a backend developer should happen before the high-fidelity mockup phase.

Examples of wireframes for Backend Developers

Q&A Any Questions?

Thanks! :)