Lab #7 –Wireframing Exercise

CIS380 – Summer 2015
Due Date: 8am, July 21, 2015

Learning Objectives

- Learn how to use wireframing to very quickly explore a mobile app concept and share it with other stakeholders.

Wireframe

In this lab exercise will work in groups of three to create a wireframe prototype of the mobile app idea the will implement in the 24 hour mobile app hackathon held later this week.

Select an app concept of interest (see list of example apps below for inspiration) and brainstorm on the possibilities for the app. Then proceed to flesh out your app concept in the form of a wireframe design that you can present to the class tomorrow morning.

The tool or techniques you use to produce the wireframe doesn't matter, however you should be able to present your final output to the group using a projector. (e.g. PDF, PowerPoint or Keynote presentations).

Each group will create a wireframe for one of the following app ideas:

- **BugWhatsIt**: An app that let's the user take a picture of a bug and post it. Other users of the app can see all the bug pictures that have been posted and formally identify what kind of bug it is, along with any helpful information. The app uses gamification features to incentivize and provide reputation management for people describing bugs as well as flagging abuse.
- **SnapShout**: This app is a spin on the ephemeral photo sharing concept implemented by SnapChat. Instead of sharing a photo/message with your friends, all sharing happens geographically, e.g. when you share, everybody within a certain distance of you gets to see the photo for a limited number of sections. You can also share a message with a photo, or a message all by itself. Users can see a stream of nearby "snapshouts" or they can also see a map with pins marking recent snaphouts.. When sharing a photo and/or a message, the user can specify how far they would like to share, ranging from 100 meters to 100 km. Only users within the specified distance constraint will see the shout.
- **Bridal Gift Registry**: The app allows a bride to create a gift list with a barcode scanner from items in any store. Friends of the bride can access her list via the same app, and when they purchase a gift, they scan the barcode on the gift which checks it off of the master list, so duplicate gifts are not integrated. You can assume the store venue data comes from FourSquare, and friend relationships to the bride are determined via Facebook.

Try to be as innovative as possible with your wireframe prototype. Feel free to expand upon the features of any of the apps described above. Scan the topics we will be studying the remainder of this week and feel free to utilize those technologies / frameworks in your app as you will have gained proficiency with them by the time we get to the hackathon.

Deliverables

To receive credit for your homework, you must:

- Demonstrate a working version of your group's wireframe prototype to the class. (Each group will be allowed 8 minutes to describe their design on the morning of Tuesday July 21.)
- Create a zip archive of final wireframe document and name it Lab07-TeamDD.zip where DD is replaced with your team number. Upload your zip archive to DropBox or equivalent and email a public link to the instructor (jonathan.engelsma@gvsu.edu) with the email subject set to Lab07-TeamDD. Failure to follow naming instructions correctly means your homework will not get graded and you will get a zero!