

Activity 9B: Wireframes

The purpose of this activity is to practice making wireframes in class following the instructions from the textbook and lecture. The goal is to develop an early wireframe demonstrating a task flow for a particular design feature that has come up in your ideation and conceptual design sessions with your group. By this time, you should have plenty of material to draw from within your group.

Step 1: Group Members

Modifications for Remote Team Members

We are working to develop activities conducive to remote participation for this semester. If your team members cannot attend class today for whatever reason, here are some tips:

- Create a meeting in your group Teams channel and invite remote team members to attend virtually. They can participate in your group's discussion and actively contribute to your Google doc during class time
- Delegate tasks you cannot finish in class to your absent team members. If you are unable to collaborate on all sections in real time, you may assign out remaining work
- Please use the table in the following section to let us know how each team member will be participating in this activity today
- Note: The GTAs will review your notes in this worksheet regarding team member participation as well as user activity on the Google Doc. If team members are not contributing, they will be docked points. If there is a pattern of lack of contribution to the project reflected in activities and TMEs, non-participating team members will also be docked on project deliverables, up to and including receiving no marks if warranted. Please surface concerns about collaboration with your UTA coach or during office hours

Team Member Participation

Please list the members of your group and whether or not each group member was present today in the classroom for the activity.

Group member name	Present? (Yes/No)	If absent, active remote participation? (Yes/No)
Kashan Raza	Yes	
Harrison Gagnon	Yes	
Karthik Nair	Yes	
Jordan Rudman	Yes	
Campbell Dalen	Yes	

Step 2: Feature Selection

Please describe the feature you will be developing in a few sentences. You should let us know the purpose of the feature, how it fits within your system, and how it supports the user's work in terms of a specific task. This should tie back into your CI/CA work as well as your DIMS and requirements and your early ideation and conceptual design sessions.

The feature that we chose to develop was successfully going to an event with your guild. This includes a home page, an events page, a specific event page, a GPS page, and a completion page. When you open the app, you start on the home page and are able to navigate to any other pages of the app. One of these pages is the events page, which displays all upcoming events. From this events page, you can select a specific event to view, which brings up the details of the event. If you wish to attend the event, you can navigate to a GPS page to show you how to get there. Finally, once you complete the event, a page displaying a congratulations and how many points your guild earned will be displayed.

Step 3: Wireframes

Develop a sequence of at least five wireframes demonstrating how the user interacts with the system to use the feature you described, including clear changes in system state. You may use hand drawings provided they are “life size” and clear, or you can use a tool like Google Slides or Google Draw, PowerPoint, etc. Reference the textbook and lecture slides for some examples, or do a Google search for wireframes. Regardless of medium, you need to include your series of wireframes as images in this worksheet.

Note: To help the GTAs out, please provide some annotations for your wireframes as text below each “screen” to help them understand and navigate your task flow.

<https://share.balsamiq.com/c/wv8q8CXsw8ZZkZ5NoZj8fD.png>

Figure 1. The home page: This is the page that the user is directed to when they initially open the app. Displayed is their user icon, their level and XP values, a button to add friends, and large buttons that direct them to their guild’s page and profile customization options. The three dots on the bottom represent the events page, home page (indicated as current page by filled in dot), and GPS pages, respectively.

<https://share.balsamiq.com/c/u9EMPW6a6AdLgSAvhVWJp7.png>

Figure 2. The events page: This page displays upcoming events in the area. It shows the event’s name, who is organizing it, and related pictures. The user can click on each event to be taken to a specific event page. Also, the user can add an event using the plus in the top right corner. Lastly, the user can click a button on the bottom to go to the completed events page.

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Figure 3. A specific event page: This event shows information about a specific selected event. Information includes time, place, XP reward, a map preview, and who is attending from your guild/friends list. Additionally, the user is able to invite people to this event and indicate that they are going.

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Figure 4. GPS page: This page displays a map in order to help the user navigate to an event. The user's current location as well as the location of the event are displayed. An ETA to the event is provided along with information about what the event is and where it's taking place.

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Figure 5. The completed events page: This page shows a scrollable list of all previous events that the user has completed. Each event item contains the name/location of the event, the club hosting the event, a photo of the event location, and the amount of exp the player earned for completing the event. The page also shows the current progress of the user towards reaching the next level.

Step 4: Reflection

The purpose of a wireframe is to begin to solidify your conceptual design into discrete "screens" that will be implemented as part of the interaction design. These screens may be web pages, displays on a kiosk, AR overlays, three-dimensional VR views, or some combination depending on your conceptual design and user needs.

In two or three paragraphs, describe how the wireframes you developed and presented above tie into your conceptual design. Highlight design patterns, metaphors, and affordances used in your wireframes. Did you noticeably shift from any existing design patterns? If so, how come?

In your reflection, connect back to previous activities from this phase as well as your CI/CA work to justify why your design is emerging in the way that it is and how it relates to what you know about your users and their needs. If anything came up as you were developing your wireframes that caused your group to change course, note that here also as part of your design process.

Our wireframe captures the steps the user would go through in order to take part in a particular event using our RPG app. The user begins on the home screen, where they are able to swipe either left or right to access the events page or the GPS. Our wireframes use a few metaphors, including a GPS screen that is a metaphor for a paper map and a list that is a metaphor for a paper list. It also uses the following affordances: Three shaded circles towards the bottom to indicate which of the three main screens the user is on (affords swiping), small icons that represent each of the three main screens (icons afford what each screen does), and X's

on each screen that isn't one of the three main screens. Our CI/CA work revealed that users were often unaware of certain events, our wireframe resolves this by curating all current events into a single events list page. From our previous ideation and critique activity, we had created a rough wireframe of the homepage for our final idea, that came out of two ideation and critique sessions.

Originally, we had planned to use a "home button" to route the user back to the main screen. However, after looking back at our home page from Activity 7B, we realized it would be more intuitive to use three main pages that can be swiped through, and have all other pages float on top of the main page the user is currently on. This also meant that instead of using a home button to go back, the user could click an X button to close the page they opened.