

# ISCG6420 Semester 1 2024

## Exercise: Implement a Wireframe from User input

This exercise will take you through the process of creating a wireframe diagram without a sample website to take reference from. It will highlight the challenges of verbal communication when designing and developing software for a client.

**This is a multi-person exercise and should be performed with at least one peer.**

### Allocate roles

Divide your group into two teams. One team will be the Client, and the other will be the Developer.

### Create a new diagram document.

Using either diagramming software or a pen and paper, have the Developer team prepare a new wireframe diagram. Keep this diagram hidden from the Client team. At the same time, Client team will use a web browser to find a website to use as a reference. Keep this website hidden from the Developer team.

### Verbalise the design

Using only verbal communication, the Client team must describe their chosen website to the Developer team without sharing the actual website. The Developer team will attempt to create a wireframe diagram based only on the descriptions from the Client team, without sharing the actual diagram.

### Review

Once the Developer team has completed their diagram, share the end result with the Client team, with reference to the actual website.

Create a list of differences between the reference website and the diagram.

Discuss the list with the following ideas:

- Which team performed their role better
- Which elements had the most influence on the outcome
- Which verbal descriptive techniques were the most successful
- Which elements of the website needed more description

Once complete, swap roles and repeat the exercise.

**Exercise 2 complete.**