

| This assignment contains | |
|--------------------------|------------------------------------|
| 1. | Home page desktop |
| 2. | Home page mobile |
| 3. | About us page |
| 4. | About us page mobile |
| 5. | Services page desktop |
| 6. | Service page mobile |
| 7. | Doctors page desktop |
| 8. | Doctors page mobile |
| 9. | Consulting reservation page |
| 10. | Consulting reservation page mobile |
| 11. | Pharmacy page desktop |
| 12. | Pharmacy page mobile |

Introduction

Introduction for this assignment is, this is about the wireframe design for a hospital website.

Our task is to create a wireframe to the desktop and the mobile view. I did my wireframes with FIGMA.

Struggles

01. Finding a suitable software to draw the wireframe design.
02. Learning and mastering wireframing tools can be a hurdle, especially for those new to design.
03. Striking the right balance between providing enough detail and keeping the wireframes simple can be tricky without external input.
04. Handling all aspects of wireframing alone, including research, design, and revisions, can be time-consuming.
05. Without a deep understanding of the assignment, it can be difficult to create wireframes that effectively meet the user's goals.

Solution

01. Start by researching popular wireframing tools such as Sketch, Figma, Adobe XD, Balsamiq, and Axure. Many of these tools offer free trials or freemium versions, allowing you to experiment and see which one best fits your need.
02. Most wireframing tools offer tutorials and documentation. Start with these to get a basic understanding of the software. Apply what I learn by creating simple wireframes, even for hypothetical projects, to build my skills gradually.
03. Establish guidelines for what to include in my wireframes. Focus on layout and functionality, and avoid adding visual design elements like colors and fonts at this stage.
04. Break down the wireframing process into smaller tasks—research, design, and revisions. Allocate specific time blocks to each task to avoid feeling overwhelmed. Focus on the most critical aspects of the wireframe first, and leave less essential elements for later. This approach ensures I am making the most of my time.
05. Conduct user research to understand the needs and pain points of the target audience. Use methods like surveys, interviews, or user personas to gather insights.