

**CMPT 281** 

## WIREFRAMING & DESIGN RECOGNITION

## WHAT IT IS NOT: LOW-FIDELITY PROTOTYPE

- A low-fidelity prototype is a tangible prototype with interactable elements
- Not much effort yet put into visual elements (e.g., colours, images)
- Agile and disposable
- Functional (or able to imply functionality)

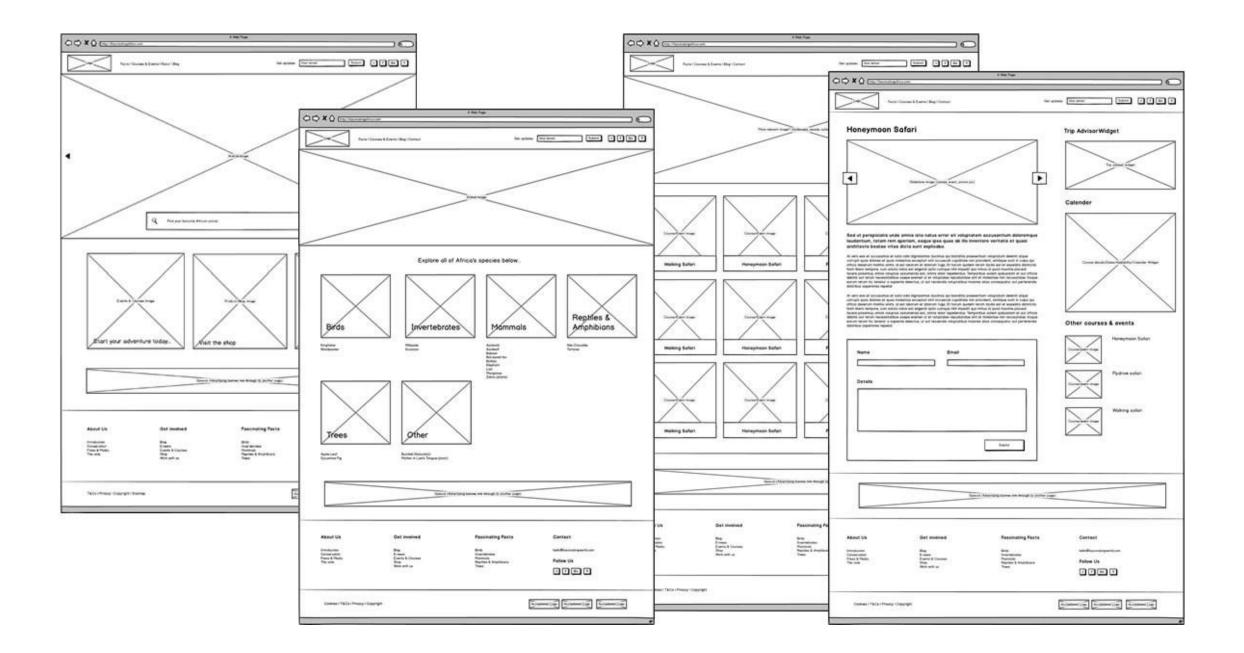


## WHAT IT IS NOT: LOW-FIDELITY PROTOTYPE

- Can use wireframes to support a low-fidelity prototype
  - E.g., paper prototyping a user mimics interacting with 'screen' elements, and you move sheets around accordingly
- But wireframes are largely used to guide and inform the design process

Essentially, a wireframe is a **low fidelity sketch** of a digital interface.

- Barebones draft the layout on all elements on a page
- Agile responsive, disposable, flexible
- Inexpensive financially and temporally
- Static no real allowance for interactions



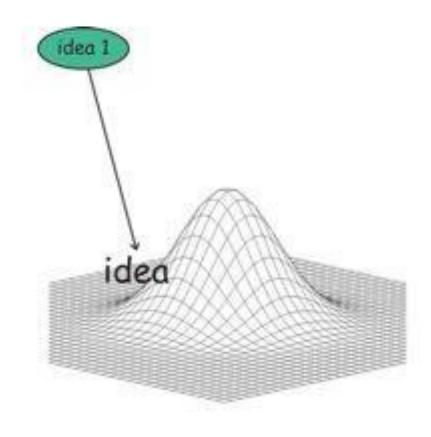
Wireframing is a **critical component** of the design process. By creating wireframes for each webpage of your site, you can avoid **committing** to unsuccessful design iterations.

- Made up of basic shapes to represent components of webpage in simplest form
- Black, white, and grey
- Important: keep it simple! More detail can be distracting
- Don't obsess over minutiae generate a LOT of ideas very quickly
- Get messy!

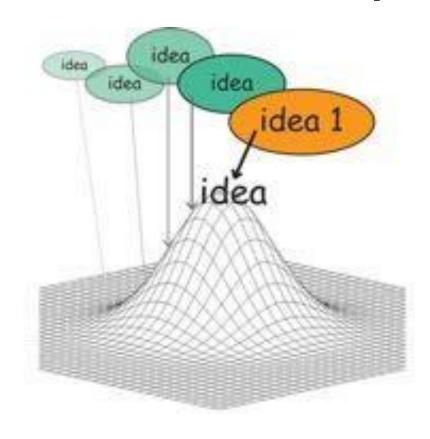
## CONSIDER: WHAT ARE THE MAIN ELEMENTS THAT YOU NEED ON EACH PAGE?

#### **ITERATION**

#### **Generate an idea**



#### Iterate and develop it



#### **ITERATION**

**Generate** an idea

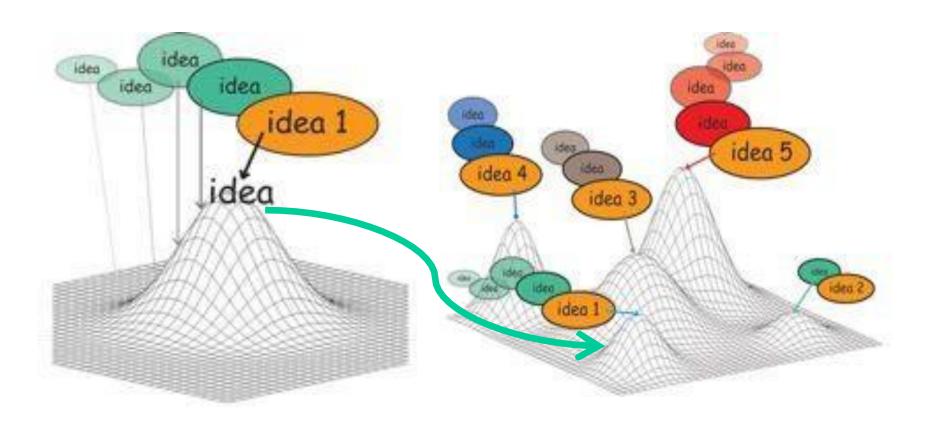
Iterate and develop it



#### THE PROBLEM

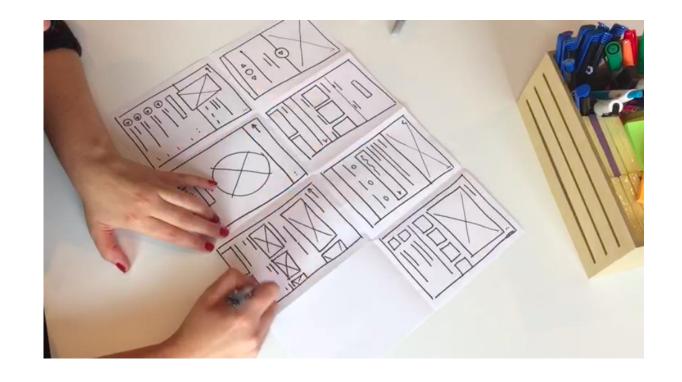
Fixates on an idea

Did you reach local vs. global maxima?



#### **CRAZY EIGHTS**

- Fold a paper into eight different sections
  - OR create 8 different canvases/boxes if digital
- Don't limit yourself to just eight
- Hard mode: eight containers, eight minutes



- Where do I put these headers? Where do I put these buttons?
- Focuses on the content and the structure the bones before you make it beautiful
- Consider: what is the story of my page?

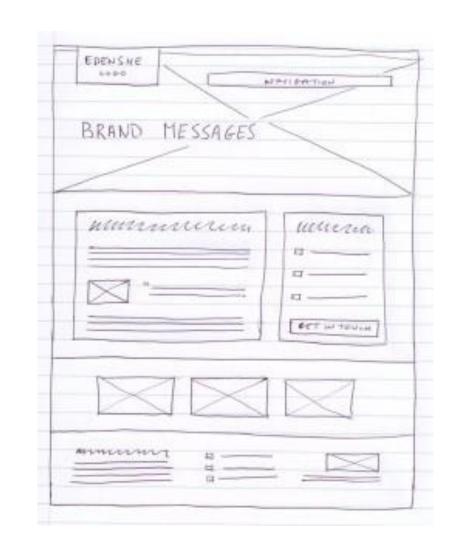
- Useful for checking design with clients
- Often, clients will struggle to fully communicate their requirements until they see a design in progress
- No graphic or visual design too many variables!
- Version 2 might be superior, but client may prefer rose in Version 1 as opposed to coral pink in Version 2 – so may be mislead

#### PAPER WIREFRAMING

You can wireframe **rapidly** with pen and paper.

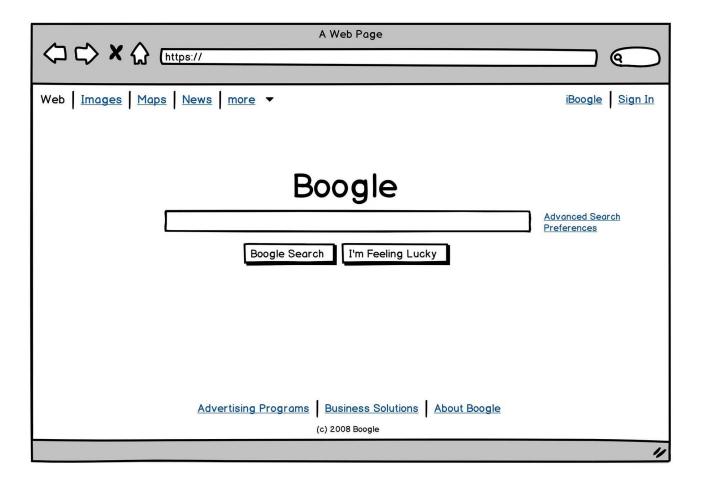
- Allows quick and informal generation of ideas
- Easy enough to restart
- Don't need to worry about perfect alignment, spacing, sizing, etc – just an approximate

Can also use a whiteboard, blackboard, etc.

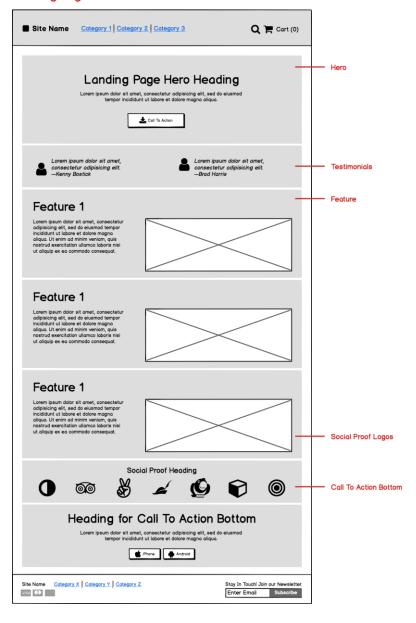


#### **DIGITAL WIREFRAMING**

- You can use software to create higher fidelity wireframes
- This is often what the client will see
- Start to think a little more about alignment, spacing, etc
- Easily editable, relatively quick



#### Landing Page



#### **DIGITAL WIREFRAMING**

- Balsamiq, Figma, Miro
- Wireframing kits (e.g., <u>Invision Wireframe Kit</u>)

#### WIREFRAMING TOOLS

- Balsamiq, Figma, Miro
- Wireframing kits (e.g., <u>Invision Wireframe Kit</u>)
- Paper (blank, lined, grid) and pens
- Whiteboard or blackboard
- Scissors

#### WIREFRAMING TOOLS

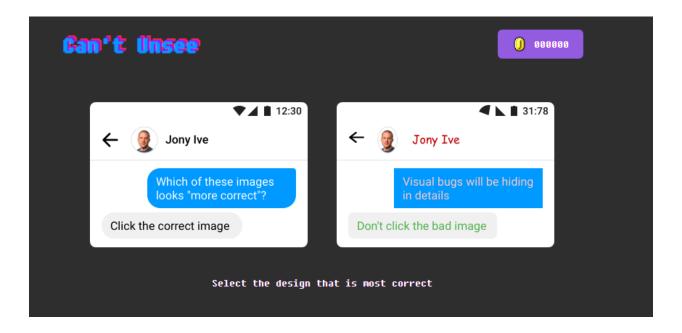
Good to use both! One approach:

**Step 1:** Quick and rough paper prototyping for internal design reference and rapid idea generation

**Step 2:** Digital prototype for design refinement and dialogue with client

# RECOGNISING DESIGN & DESIGN GAMES

#### Can't Unsee



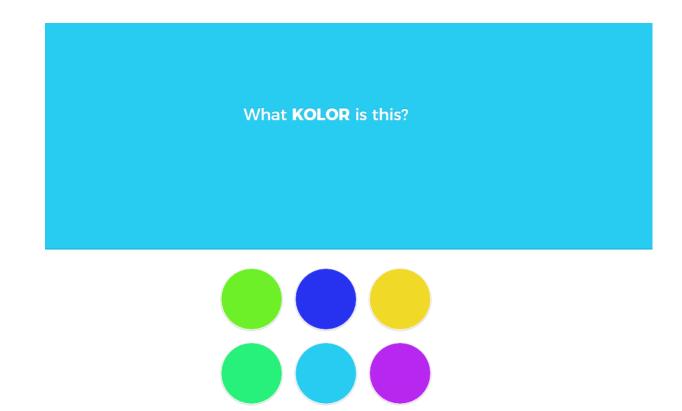
https://cantunsee.space/

#### **Kern Type**



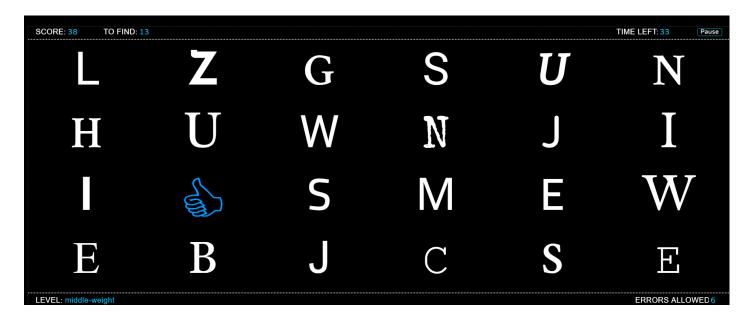
https://type.method.ac/

**Kolor** 



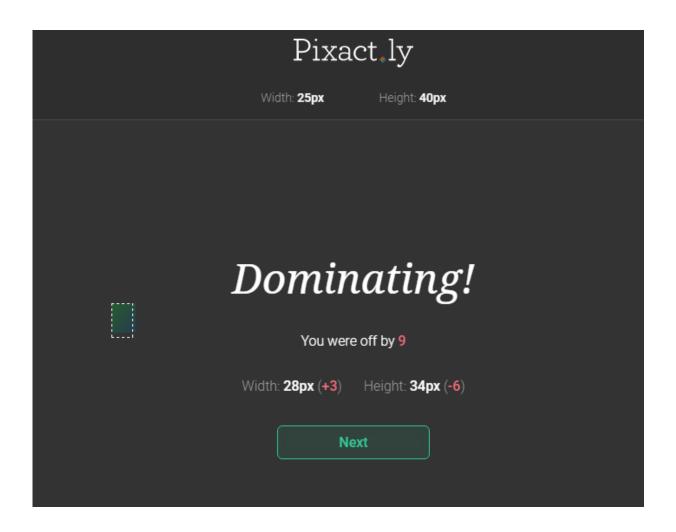
https://kolor.moro.es/

#### I Shot the Serif



tothepoint.co.uk/us/fun/i-shot-the-serif/

#### **Pixact.ly**



https://pixact.ly/