

Lissa Aguiar's "Five Important Considerations for Wireframing" is quite helpful for those starting out in wireframing. She goes over the fundamental "must do's" when one begins wireframing, many of which are to aid the future UX designer before their caught up in their mistake. Some important points Aguiar made about wireframing are under "Workflow and Sketches" and "Early Feedback". Under these catagories, Aguiar states it's best to keep your work organized all the time and in doing so, one may come up with a critical question that he/she must solve before proceeding to the next step. Furthermore, it is best to get feedbacks early in order to decrease not only coding errors or bugs, but early feedback also "helps incorporate and consider the technical limitations and other unforeseen capabilities.