UI Design and Prototyping: Objectives and Outcomes

Now that you are more clear about your project idea, it's time to conceive how your project is going to look like for the end-users. This is the time to design the user interface and the flow of your application. User interface design and prototyping helps you to conceptualize the look and feel of your application. This can be achieved in two ways: using wireframe diagrams, or using prototyping tools. We provide links to wireframing and prototyping tools in the additional resources. The focus in this lesson is to be able to visually represent various UI elements to enable designing your application. The aim is to deliver an reasonable representation of the end-user experience with your application At the end of this lesson, you should be able to:

- Construct a wireframe diagram to visually represent the structure of your user interface

- Construct a prototype to enable understanding the flow of your application