Wireframing Tools/Methods

The first method I would like to mention regarding wireframing is Hand-drawn sketches. Hand-drawn sketches can be very useful for wireframing because its quick. The amount of time using software on a computer to do the wireframe can take much longer. Also, a good thing about sketches, is that the idea stays "rough". Meaning, the client can keep an open-mind so that no design techniques are set in stone.

The second method for wireframing is real prototype wireframing. This method involves getting your product up and running with limited functionality so that the client can see a solid prototype prior to production. With this method, you can essentially kill 2 birds with one stone. You can do the complete wireframe, while knocking out some initial programming for the product. This method is very good for interactivity in terms of the customer interacting with your product.