ENTR 390.012

Digital Product Design

LECTURE 5: Structure II - Wireframing & Sketching
October 10, 2016

Housekeeping

- 1. Jam Session
- 2. Class Next Week
- 3. Assignment

Pamplemousse

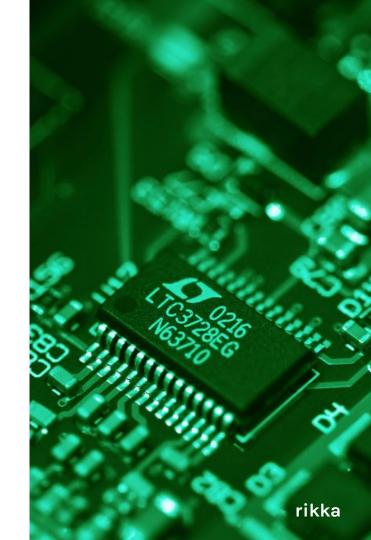
Attendance

Lecture

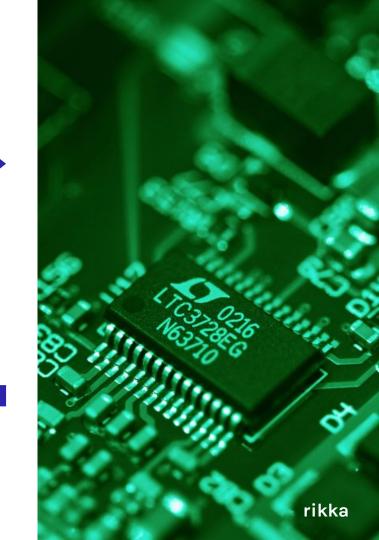
Class format

"User Interface"









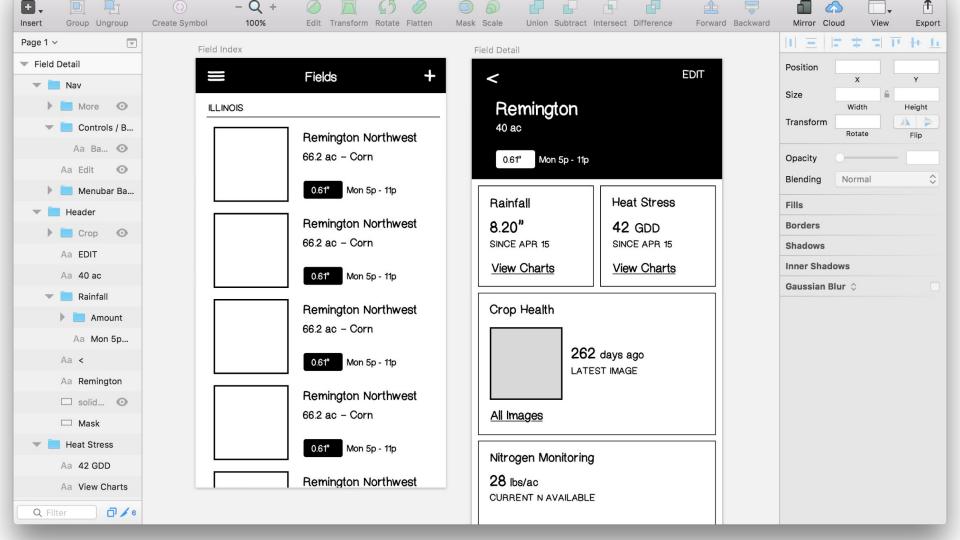




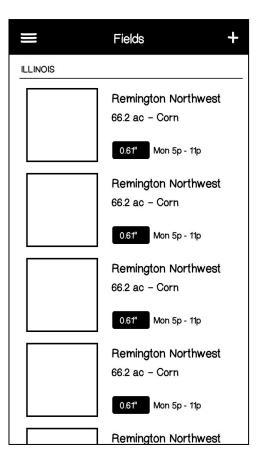




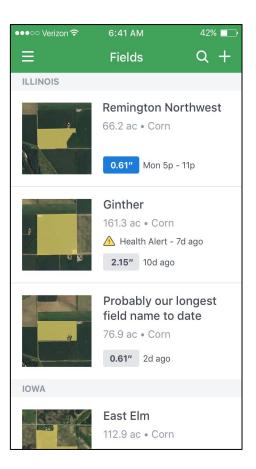
Wireframing

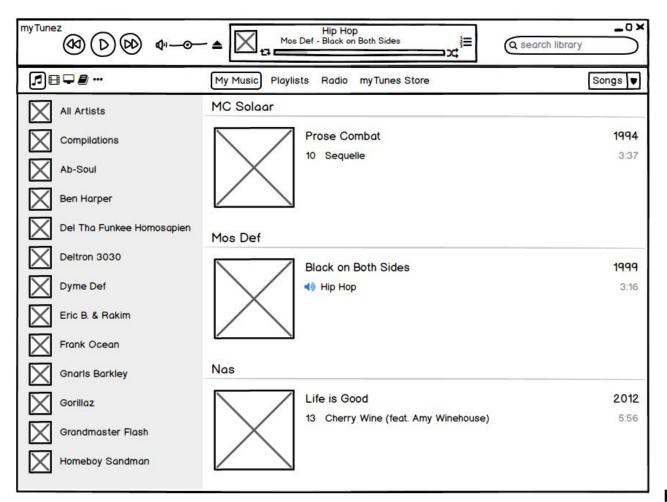


Low fidelity

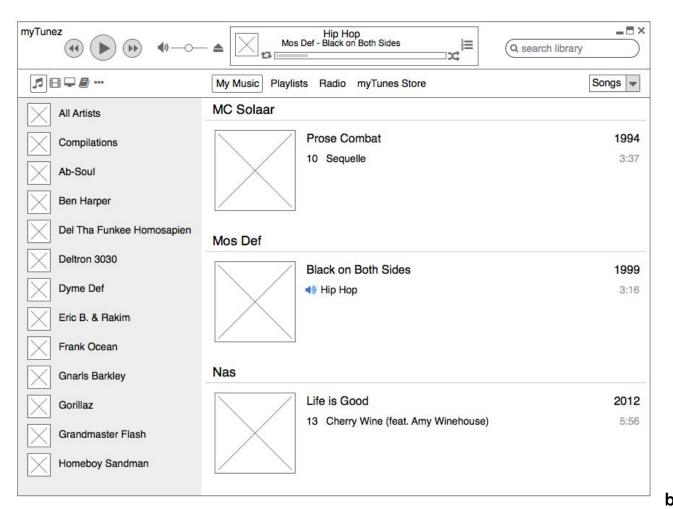


High fidelity

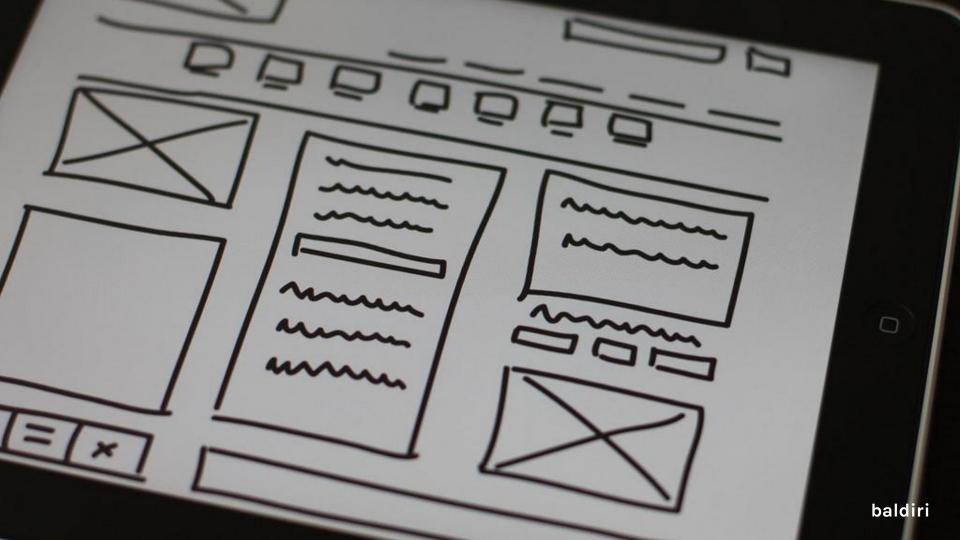


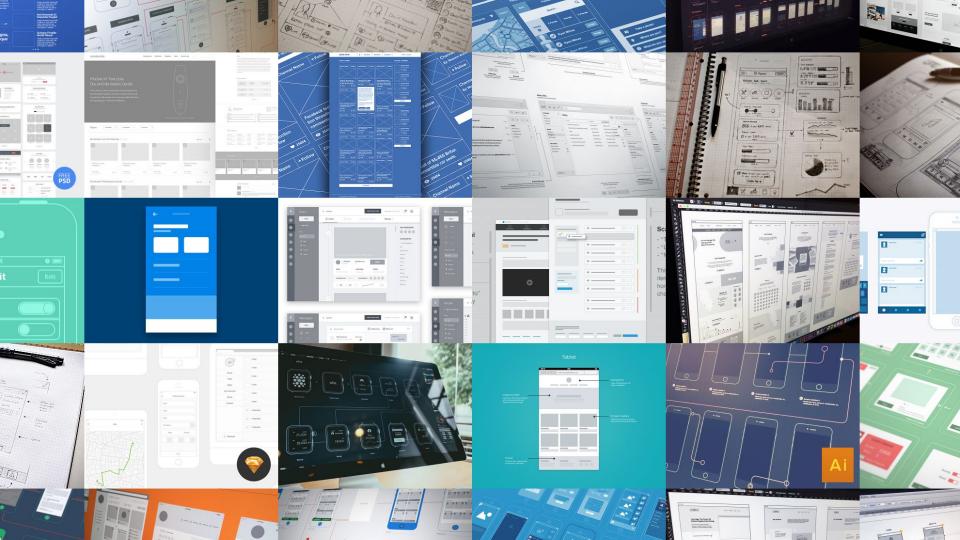


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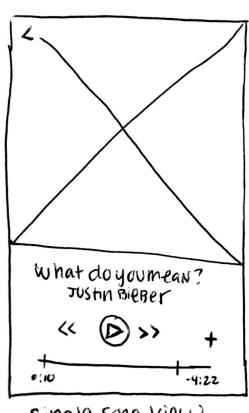


Exercise

Wireframe Sketch Example



SONG LIST VIEW



single song view



search view

Start designing a phone app to help students find places to study on campus

Content

- Show places to study on campus
- Show many people are at each place
- Show if the place is full
- HOW you show it is up to you!

Format

- Draw your wireframe on paper
- Draw it about actual size (¼ of a page)
- Draw at least two versions of the screen
- Send to <u>umichdesign@umich.edu</u> by 4:45



SONG LIST VIEW

Critique

Wrapup

Next Class

Assignment

Start designing a phone app to help students find places to study on campus

Content

- Show places to study on campus
- Show many people are at each place
- Show if the place is full
- HOW you show it is up to you!

Format

- Minimum two versions of the screen
- Use Figma or Sketch (see starter file)
- Only use black and white (no color, no gray)
- Only use Comic Sans for text
- Submit via Canvas
- Due two Mondays from now



