HCI Assignment No. : 04

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Class: TE (A) Information Technology

Subject: Human Computer Interaction   Roll No. : 28

Aim: Prototype and Wireframe

What is Prototype?

A prototype is a working model or sample version of a system or product that is built to test and demonstrate ideas before the final version is developed.

It helps designers and developers:

- Understand how users will interact with the system.

- Get feedback from users early.

- Identify design problems and fix them before full development.

Example:
A clickable app demo made using Figma or Adobe XD before the real app is coded.

What are Wireframe?

A wireframe is a blueprint or skeletal layout of a user interface.
It shows the structure and placement of elements (like buttons, menus, and text boxes) without design details such as colors or images.
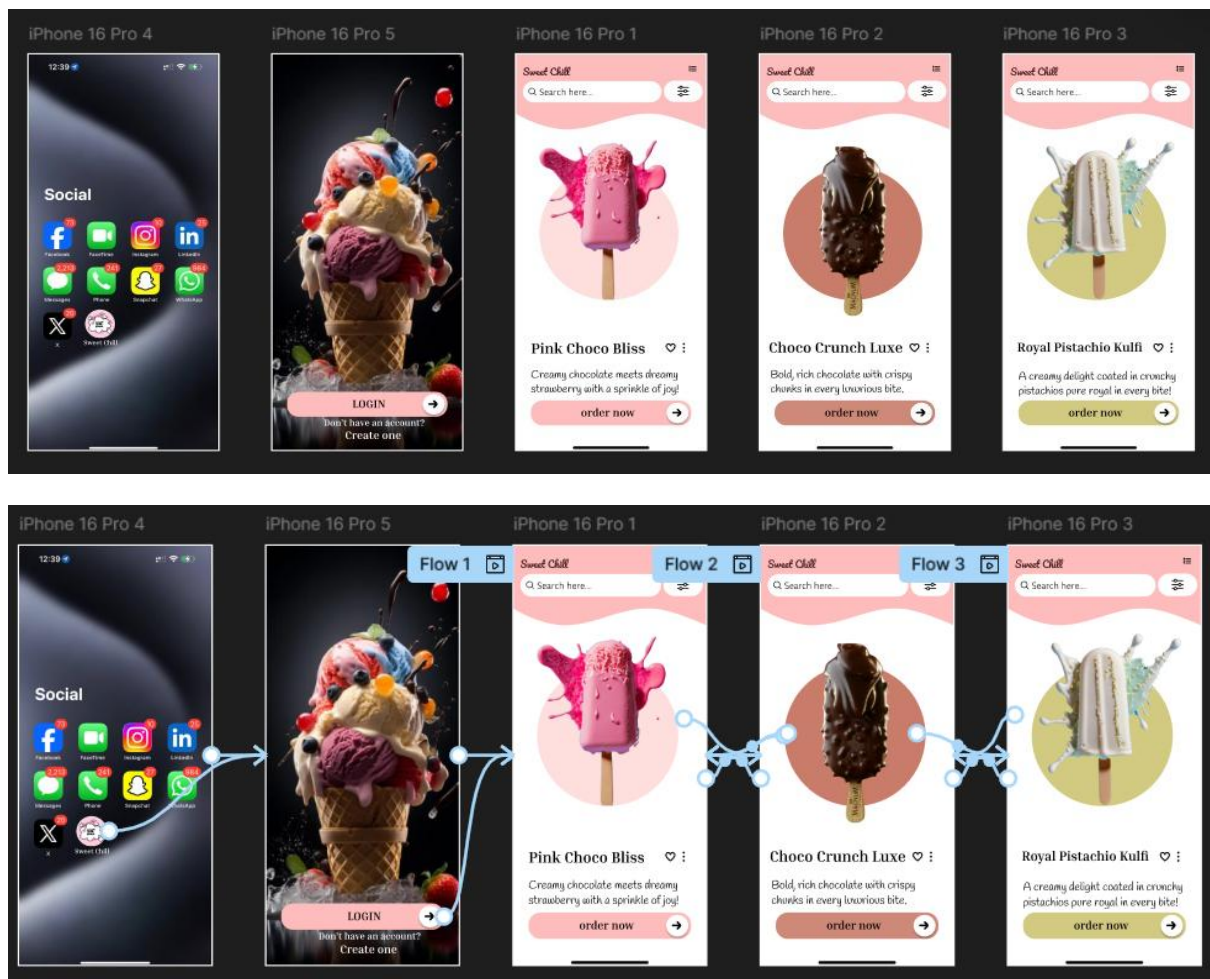
Purpose of Wireframes:

- To visualize the layout of a page or screen.

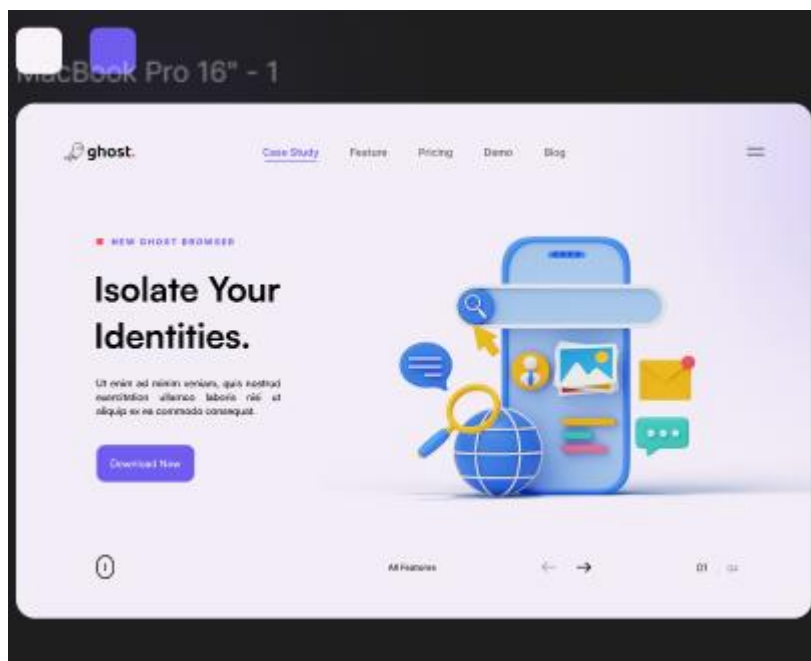- To communicate design ideas between designers and developers.

Example:
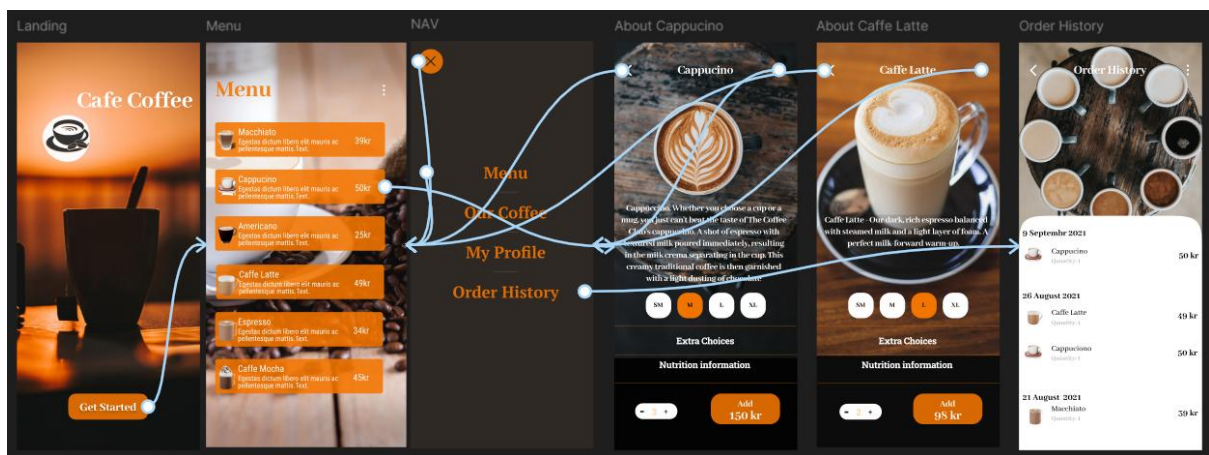A grayscale sketch of a website showing where the logo, search bar, and buttons will go.
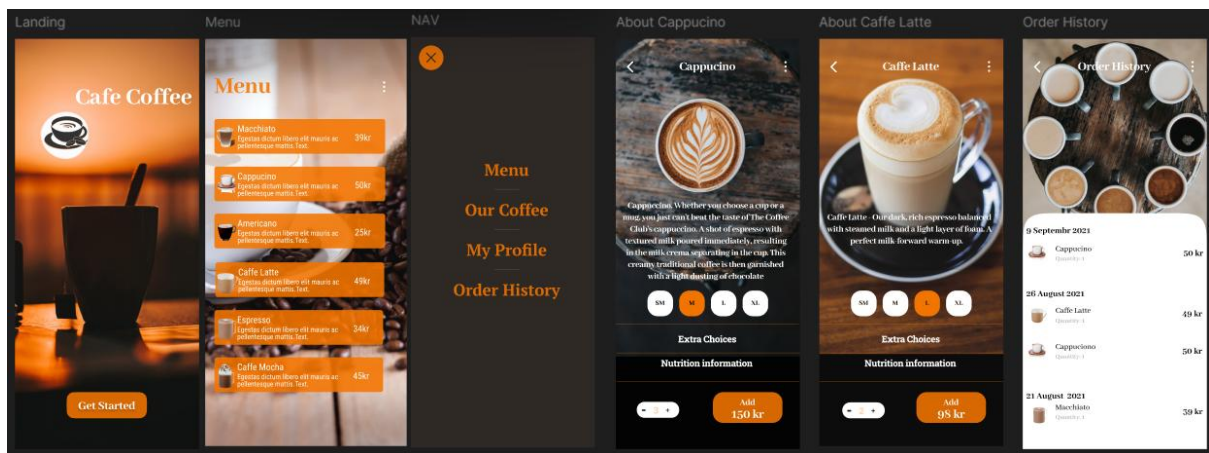
1. Ice Cream App:

2. Website UI:

3. Café Coffee:
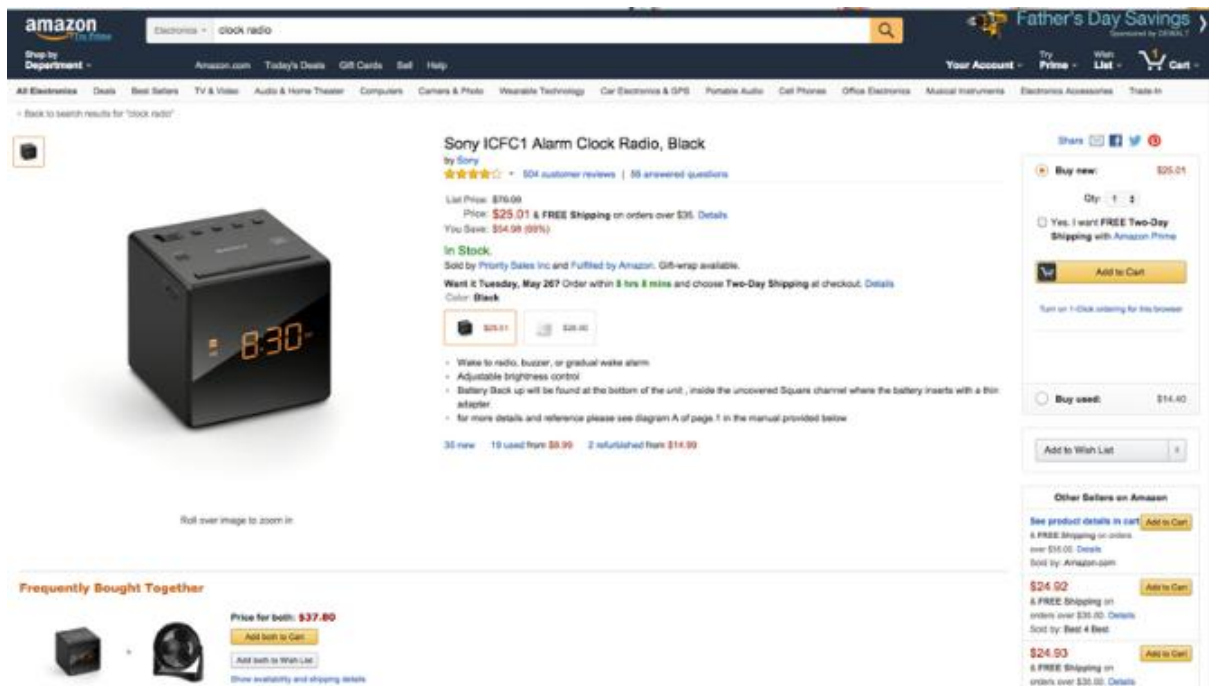

5. Amazon UI:

4. Online Form:

Registration Form (Step 1) — Statement of Purpose (Step 2) — Submit (Step 3)

Full Name
Full Name

Last Name
Last Name

Date of Birth
DD / MM / YYYY

Gender
● Male   ○ Female

Upload Your Photo

Nationality
Indian

Email Id
example00@gmail.com

Mobile Number
+91

Current Address
Fill your current address

Qualification
Select Qualification

Work experience
Select Work experience

Work profile in the leadership role
Select Work profile

How did you know about us?
Lorem Ipsum is simply dummy text of the printing and typesetting industry.

Next Step