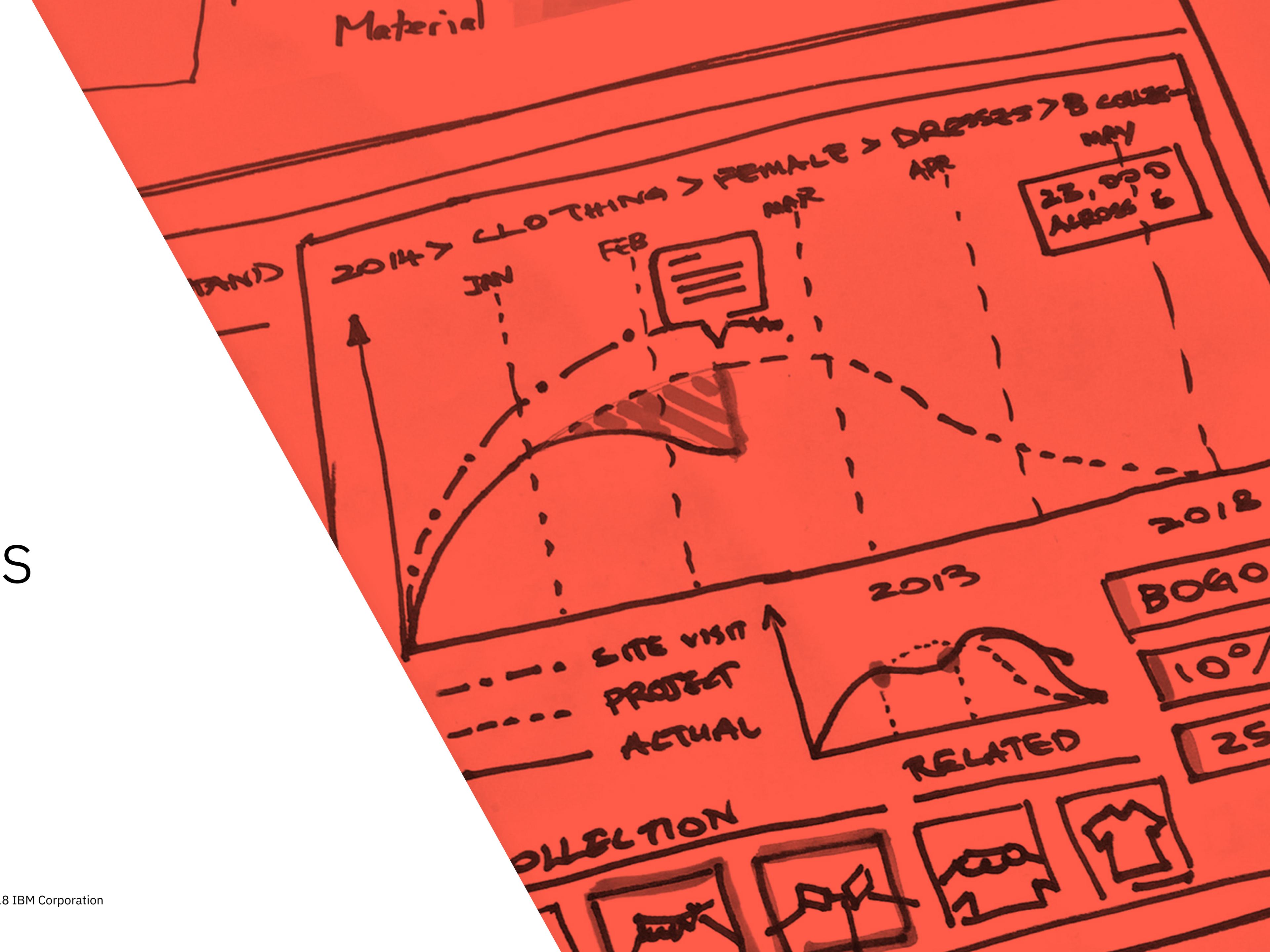


TOOLKIT

Wireframes

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INTRODUCTION

Why do we do this activity?

Prototype digital user interfaces at low and mid-fidelity to quickly get feedback and make changes as early as possible.

INTRODUCTION

When should you use this activity?

Whenever you feel like your team is just talking about ideas without visualizing anything, start wireframing. These sketches help you explore many interface ideas and flows quickly, and can facilitate discussions on details and user needs.

Ready, set, go!

GATHER

Before you start sketching, remind yourself of your users' needs, your Hills, or artifacts like a Big Ideas Vignette or To-be Scenario Map your team created.

DEVELOPERS NEED A WAY TO INTERACT WITH THEIR DESIGN TEAMS SO THEY CAN PROTOTYPE FASTER.



Wireframes

60 min

SKETCH

Start with low-fidelity sketches and diverge before filling in the details.

- Use a Storyboard or To-be Scenario Map as inspiration.
- Think about what complete user experience you are depicting and include all the necessary elements.



Wireframes

60 min

ITERATE

As you build Wireframes, explore different variations. How might you communicate a user's options to them? What other user interface patterns could you use?



Wireframes

60 min

PLAYBACK

At regular intervals, use a whiteboard or other communal team space to share sketches and get feedback from your team.

- Mark any assumptions or questions that come up so you can test them with users.



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