introduction to:// web design

<idesn . 2115 />

wireframes

DESCRIPTION

A wireframe is an abstract representation of the elements on a webpage, illustrating layout, hierarchy, and functionality. Like an architecture diagram, they are an attempt to group the problems of website development into more discreet phases. The wireframe translates the website visitors' needs to a two-dimensional plane, ignoring issues of aesthetics and appearance. Instead, the wireframe reflects the relative location and grouping of elements on the page. Students will develop one wireframe per template identified in the architecture diagram.

To de-emphasize the aesthetic aspect of this phase of the process, the wire-frames must adhere to the following constraints:

- Helvetica typeface only
- _ No imagery (use boxes or shapes as placeholders)
- No color (except grays)
- _ Greeked text is OK, except for navigation

DELIVERABLE

A set of wireframe diagrams (PDF).

OBJECTIVE

The purpose of this assignment is to think about how to represent the objectives of the website on a two-dimensional canvas. Students will consider issues related to content hierarchy and content structure. They will also begin to explore the creation of a navigational system to connect all of the website's pages together.

course info

idesn 2115 fall 2016 3 credits

meeting time

monday, wednesday 8:00am-10:30am university hall room L023

instructor

saul baizman sbaizman@lesley.edu 617 863 0136

office hours

by appointment

website

baizman.com/itwd

introduction to://web design

<idesn . 2115 />

DEADLINE

This assignment is due next Monday, 11/14. Please commit and upload your files to the master branch of your GitHub repository in a subfolder named "13 wireframes."

WEIGHT

This assignment carries a weight of 2.

course info

idesn 2115 fall 2016 3 credits

meeting time

monday, wednesday 8:00am-10:30am university hall room L023

instructor

saul baizman sbaizman@lesley.edu 617 863 0136

office hours

by appointment

website

baizman.com/itwd