

WIREFRAMES

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A wireframe is a two-dimensional illustration of a page's interface that specifically focuses on space allocation and prioritization of content, functionalities available, and intended behaviors. - **Usability GOV**

SOURCE

<https://www.usability.gov/how-to-and-tools/methods/wireframing.html>

WIREFRAMES

Wireframes are a crucial and important component for your project. It's an easy and fast way for crafting your design experience.

By having your user persona in mind and the problem you want to solve, wireframe focus on how your interactive project work and behave.

More specific, wireframe is a visualization tool for presenting the layout of a web page element inventory: the content; navigation; header & footer, etc.

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In comparison in print with a book project, the wireframe is the blueprint for the client. It's usually a good sign off for getting early client buy-in for the next step.

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Wireframes are effective because they:

- Require minimal skills to create;
- Allow for a quick, iterative designs and modifications;
- Focus on how site works and reads, not “look and feel” in early stages of site development;
- Gets early client buy-in.

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In the context of this class, we will cover 2 types of wireframes; low fidelity and mid-fidelity (next week).

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Low-fidelity wireframe is a high-level concept representation of your project. They represent concepts and workflows throughout a screen layout creation.

Wireframe are the entry point for a designer to think strategy and interface. It's the initial step for putting user goal into an visual representation.

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All low fidelity wireframe should be done by paper with pens and post it. Students don't need to have good drawing skills in order to make wireframe.

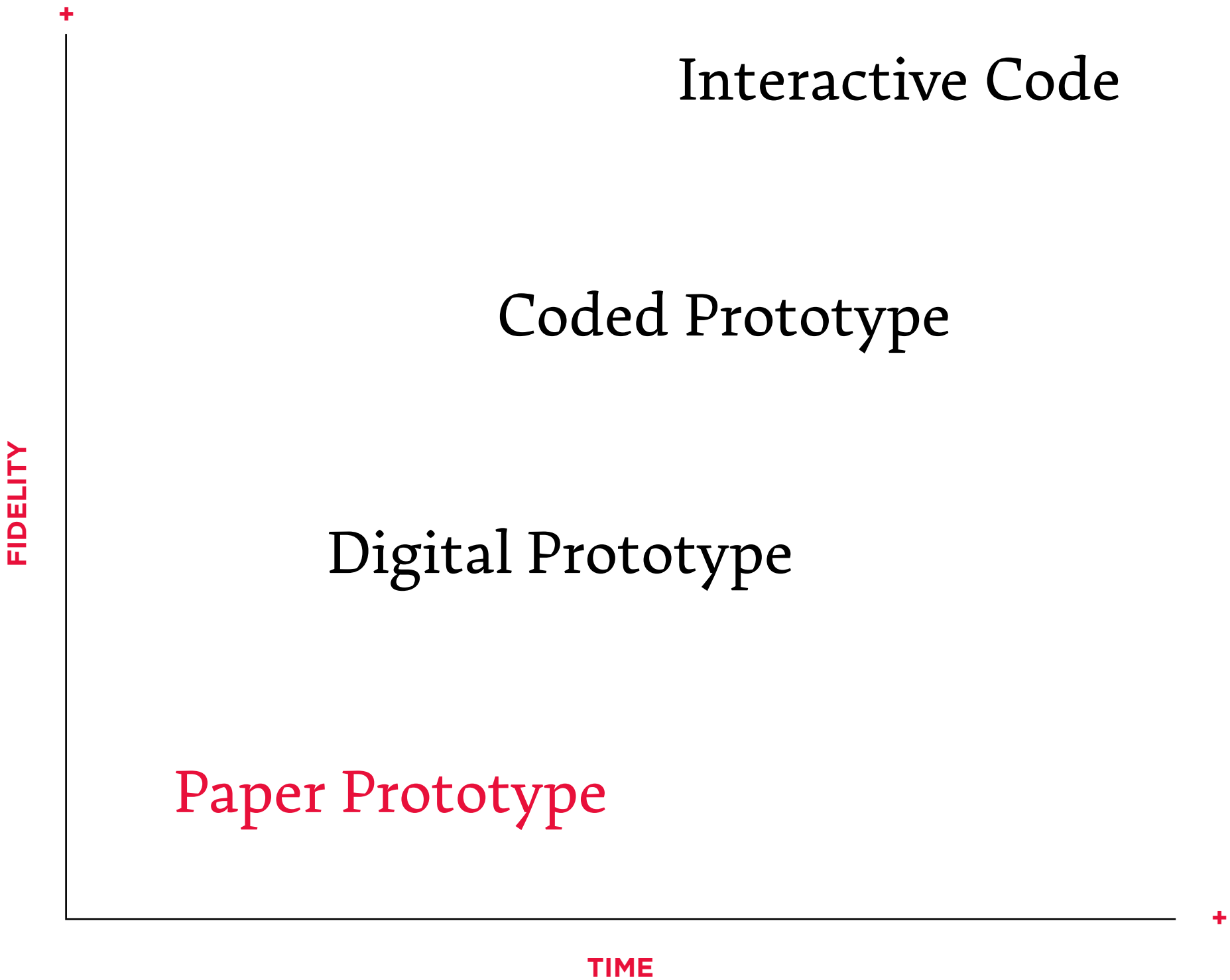
Those low fidelity wireframe should not focus on the drawing aesthetic but, rather on the functionality of the project. All drawing should be done quickly.

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Low fidelity wireframe characteristic:

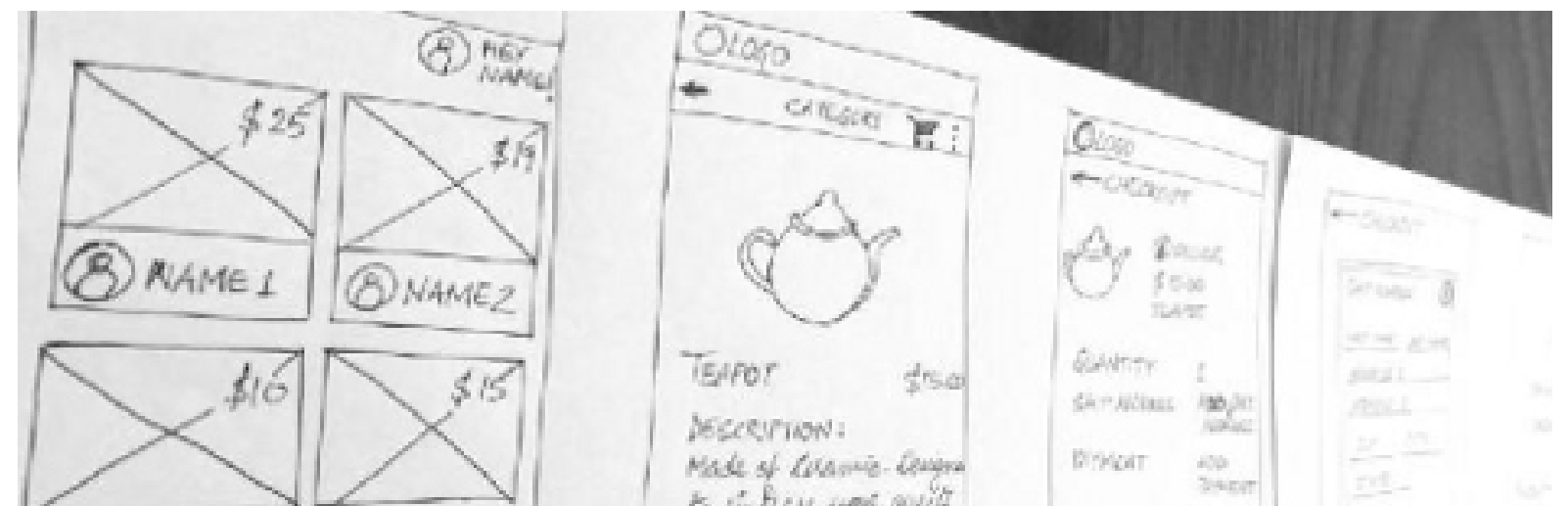
- Easy and fast to do;
- Cheap;
- All made with papers by using pens, pencil, post it etc;
- They are not real screen scale, around 4 to 5 screens into one paper;
- Black and white only, however having a warm colour for call to action button could be tolerate.

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SOURCE
<https://blog.marvelapp.com/stop-talking-start-sketching-guide-paper-prototyping/>

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SOURCE

<https://uxplanet.org/the-art-of-ux-sketching-and-paper-prototyping-5dae5a1efc7d>