

Nuts & Bolts: From Wireframing to Prototyping

What is a Wireframe?

Wireframe

a skeletal representation of
“layout” and “flows”, with focus on use
of real estate, interactive elements,
and intended behaviors

translate the requirements and
use cases from written form
into a visual form

Low Fidelity

How do you start?

- Device Size and Orientation
- View Inventory
- Navigation Architecture
- Central View

Basic Outline of the Entire App

Determine the experience flow
and itemize microinteractions.

Microinteractions

contained interactions for
a single use case or task

Select an appropriate design pattern

What's the best approach to
accommodate core features,
functions, and goals?

Flat
Hierarchical
Content-Driven

Hierarchical

divided into sections and subsections

Flat

main views have equal importance

Content-Driven

views are navigated in sequence

Persistent Primary
Transient Primary
Secondary

- Springboard
- List Menu
- Dashboard
- Gallery
- Tab Menu

- Side Drawer
- Toggle Menu
- Pie Menu

- Page Swiping
- Accordion

Review your documentation and
assess how they should influence
design decisions

Review guidelines for
supported devices

establish the approach
to the experience

- navigation
- how the features are integrated
- interactivity
- basic layouts
- other UI behaviors

What will the user do to drive the
app's features?

How will it be clear what the app
does?

How will it be clear how to interact
with the app?

How does the experience meet the
project goals?

How does the design meet
user expectations?

Will the app do what the user needs
or wants it to do?

What does it mean to “Keep It Simple”
in this particular design?

How can we leverage Proximity and
Fitt's Law to create an excellent
experience?

How does consistency work best in
this mobile experience?

Avoid Anti-Patterns

Avoid mis-matches:

- impose on the metaphor
- between experience & features
- inappropriate gestures
- inappropriate semantics

Avoid:

- patterns that complicate
- idiot boxes
- junk

Recap

- Requirements & Device Specs / Guidelines
- Views & Microinteractions Inventory
- Navigation Architecture & Design Pattern
- Design Principles
- Central View & Global Elements/Layouts
- Interactivity & Behavior Planning

Clickable Prototypes

Tools

Paper Method

Free vs. Fee-Based

Evaluate the Design

Does your UX design cover all
the requirements?

Is the experience streamlined
or could it be simpler?

Does it address how to handle
user mistakes?

Stakeholders Evaluation

Usability Testing

A wireframe prototype
defines the structure of a
great experience

Practice Exercise

Design Pattern Exploration.
Select three applications and compare.

What is the navigation pattern?

What do they have in common?

How are they different?

What factors make them easy to use?

What factors make them difficult to use?

Practice Exercise

Build a Basic Wireframe Prototype

- Select a tool.

- Select a device.

- Decide on three example core use cases.

- Decide on the navigation pattern.

- Work up the wireframe prototype.