A/YSDN 2005 PROCESSES AND WORKFLOWS: VISUAL INTERACTION DESIGN



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 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.



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.



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.



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



WIREFRAMES/LOW-FIDELITY

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.



WIREFRAMES/LOW-FIDELITY

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.

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.





Interactive Code

Coded Prototype

Digital Prototype

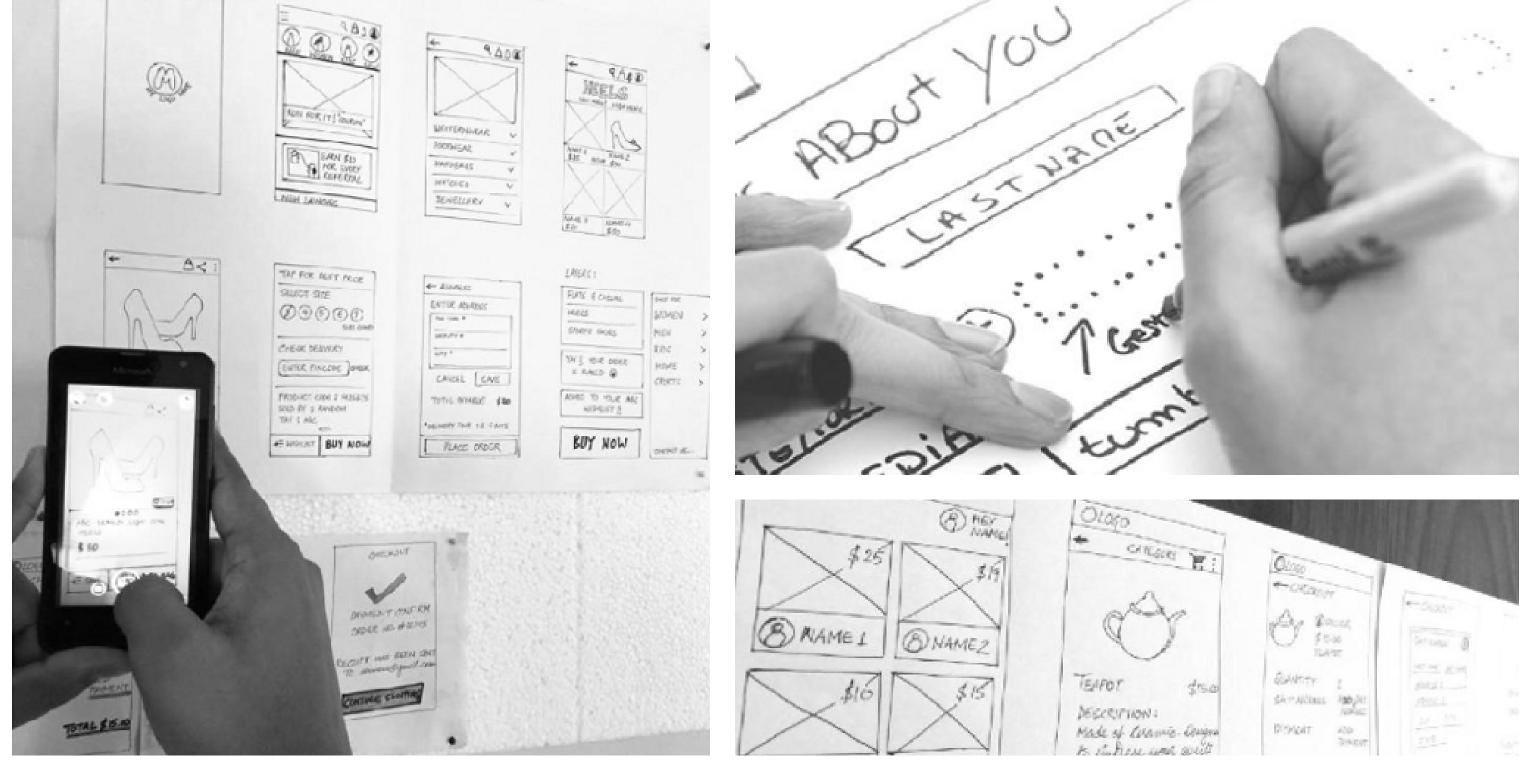
Paper Prototype

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

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FIDELITY

WIREFRAMES/LOW-FIDELITY



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

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Mid-fidelity wireframe are a significantly more detail prototype. They include multiple level of interactivity, design element, content and workflow. One of the biggest difference is also the fact that designer should at this stage work at a real scale template level with a notion of pixel proportion.

Mid-fidelity wireframe should be done digital with a vectorial creation tool such as using Adobe Illustrator or Sketch.

Once all setup, students should focus on all design elements inside their layouts canvas such as navigation, title, content text, hyperlink, imagery, slider, bouton, etc...

WHAT ABOUT IMAGERY?

Good mid fidelity wireframes do not include imagery. However, the designer should clearly represent inside that wireframe where imagery will be by using a visual code such as a rectangle with an "x sign" However, iconography can be tolerated and integrated.

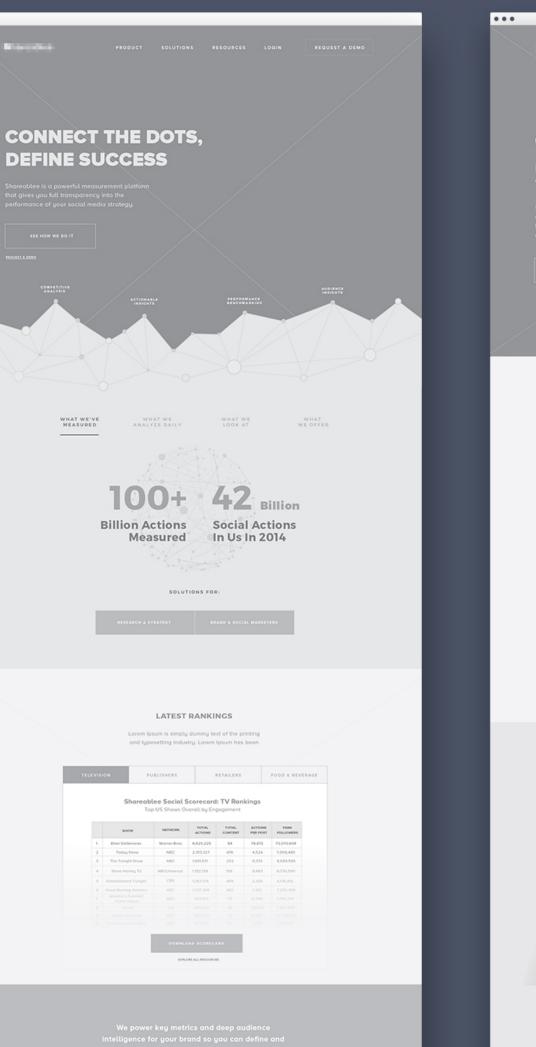
WHAT ABOUT THE FONTS?

Inspired by your mood board, your font choice is an important component of your research. As such, students should incorporate the selected fonts in their mid fidelity wireframes.

WHAT ABOUT THE CONTENT?

As Paul Rand mentions in the book Conversations with Students, design is the relationship between form and content.

At this stage, almost all content should be integrated. This way, you can easily understand the full reality of your pages and adjust the layout accordingly.



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CONTENT STRATEGY

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Lorem Ipsum is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard dummy text ever since the 1500s.

SOURCE

https://medium.com/inspiration-supply/wirefr



SOCIAL CLICKS

(HOOM)

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