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Introduction to Wireframing

Wireframing: The Blueprint of UI/UX Design

DEFINITION

> Wireframing is the process of creating a visual guide that represents the skeletal framework of a website or app. It helps designers plan layout and functionality before detailed design work begins.

KEY CONCEPTS

Low-Fidelity Wireframes

These are basic sketches that focus on layout and structure without detailed design elements.

High-Fidelity Wireframes

These wireframes are more detailed and closer to the final design, often including colors and fonts.

Interactive Prototypes

These allow users to interact with the wireframe, simulating the user experience for testing.

User Flow

This concept outlines the path users take to complete tasks, guiding wireframe design.

Annotations

Notes added to wireframes to explain features, functionality, and design decisions.

EXAMPLES

→ A simple sketch of a homepage layout.

→ An interactive wireframe demonstrating navigation between app screens.

→ A detailed wireframe showing button placements and text fields.

MEMORY TIPS

★ Think of wireframes as blueprints for a house; they outline structure without decoration.

★ Remember 'Low and High' to differentiate between basic and detailed wireframes.

★ Use 'Flow' in User Flow to recall the path users take.

COMMON MISTAKES

✗ Overcomplicating low-fidelity wireframes with too much detail.

✗ Neglecting user flow, leading to confusing layouts.

✗ Skipping annotations, which can leave developers unclear on design intentions.

QUICK RECAP

Wireframing is essential for planning UI/UX designs, providing a visual structure for websites and apps. It includes low and high-fidelity versions, user flows, and annotations to communicate design ideas effectively.