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## R2: Wireframing

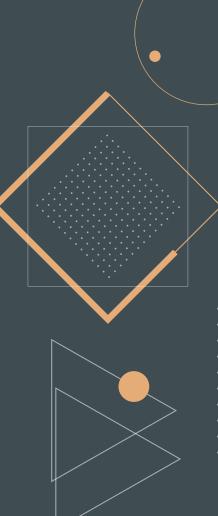
6.1040 Fall 2023

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### **Plan for today**

- O Sketching
  - What are Wireframes / Why wireframe?
- 2 Intro to Figma + Walkthrough
- 3 Exercise





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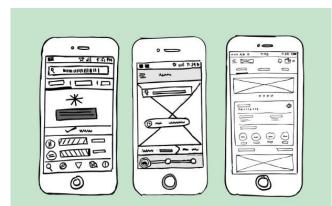
## Sketching!

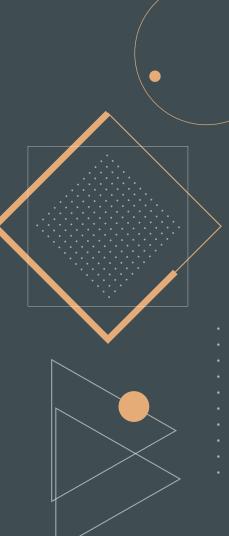
## Exercise (3 min)

On an ipad / writing implement and paper, sketch out what your portfolio's home page looks like right now, then as many different redesigns of your portfolio you can think of.

Tips:

- Don't worry about details and polish!
- Focus on quantity over quality

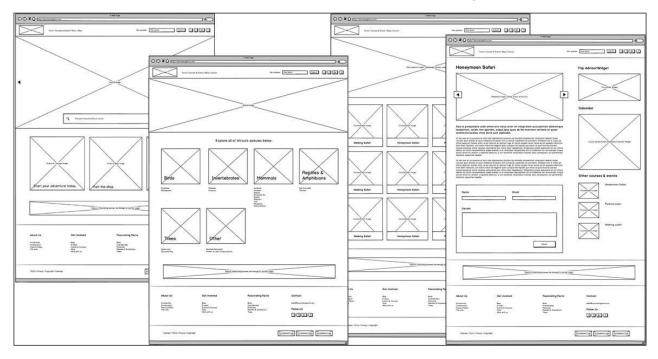




## 01 What + why are wireframes?

#### What are wireframes?

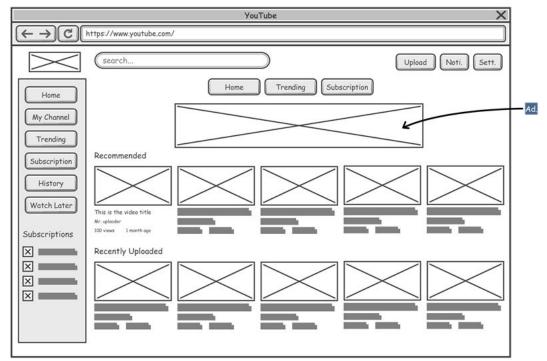
Illustrations or other visual mockups that represent the <u>skeletal framework</u> of a website / other UI – a "next step" after sketching



### Wireframing in 6.1040

#### Focus on layout, interactions, and functionality

• color, aesthetics are less important



#### Why do we use them?

Wireframes are used by designers and engineers in **almost all software** companies

Why?

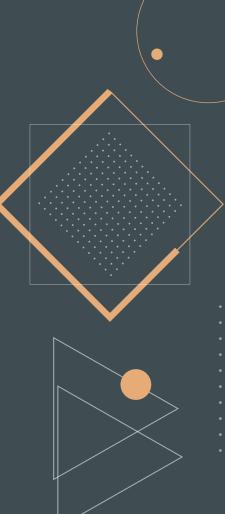
- Faster interaction prototyping + iterative design
- Visualize how users might actually use a site, before it's built
- Anticipate and address potential problems in interaction faster



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## But why would I learn this if I'm just doing SWE?

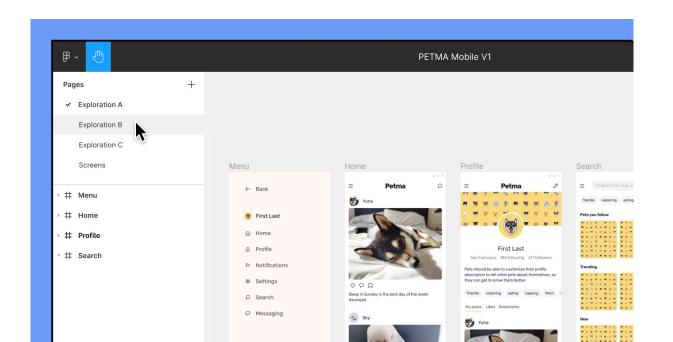




# 02 Intro to Figma

### Figma

- Industry standard
- Other tools: Adobe Xd



### Some Tips

- Keep aesthetic elements simple
  - Start with grayscale colors to give more time to focus on layout
- Choose a simple font
  - More important to use fonts to communicate <u>hierarchy of</u> <u>information</u> (i.e. Titles should be bigger than normal text)
- Use boxes to represent graphics and images
- Don't overcomplicate

### Sign up!

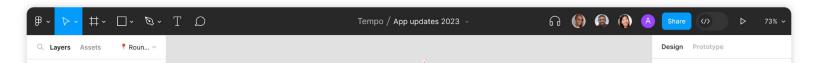
#### figma.com → create a free account

Later. upgrade to a free education account

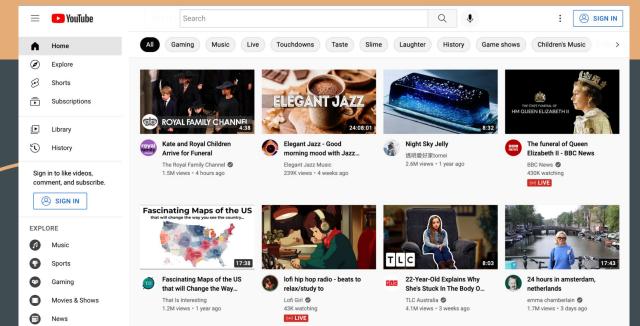


# How you design **b**, align **b**, and build **b** matters. Do it together with Figma.

Get started



# Figma Walkthrough



#### Takeaways

- Frames: containers for designs
  - Can be contained within other frames
- **Layers:** Each object is a layer, but these objects can be grouped into more conceptually "layer-like" things confusing terminology
- Interactions: Can be done on an object to manipulate other objects (i.e. navigate to another page, scroll, etc.)
- Flow: Set of interactions that dictate how a user might interact with the site



# 03

## Your Turn!

### Exercise (10 min)

Wireframe the homepage of your current portfolio website, and if you'd like, a potential alternative view of the page.

See if you can add at least one <u>user interaction</u> as well!

Tips:

- **Keep it simple!** as mentioned before, we primarily want to dictate layout and functionality
- **Create components** where necessary (repeated elements, for example) in order to make making changes easier

## Discuss (5 min)

- 1. Find a partner! Introduce yourself to each other.
- Take turns showing each other your wireframes and discussing them.
  What surprises you? What do you think could be improved? What do you think looks cool!

#### Resources

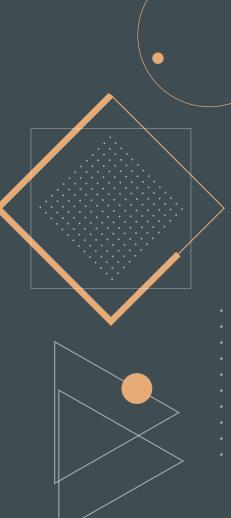
- <u>https://www.figma.com/blog/how-to-wireframe/</u>
- <u>https://designlab.com/figma-101-course/introduction-to-figma/</u>
- Figma for Beginners video
- Figma Documentation
- Components:

https://help.figma.com/hc/en-us/articles/360038662654-Guide-to-c omponents-in-Figma

#### • Prototyping, Interactions, Flows:

https://help.figma.com/hc/en-us/articles/360040314193-Guide-to-pro

totyping-in-Figma



# 04

## Wrap-up + Questions