
Fall
Professional Practice I

Credit Hours: 4

www.evl.uic.edu/mad/

Office Hours:
By Appointment

Lecture/Lab:
Mon/Wed 1.00-6.40pm
EVL / room 2068
ERF / 842 W Taylor st.

Daria Tsoupikova
tsoupi@uic.edu

Description

A4 UX Wireframe (Mid-fidelity)

Wireframes are visual representations of a web page or app interface, serving as the architectural blueprint for your design project. They outline the structure and functionality of your product without getting into colors, visuals, or specific content.

A wireframe is a two-dimensional outline of your app. It provides a clear overview of the app's structure, information architecture, user flow, functionality, and intended navigation.

Wireframes help ensure that all stakeholders agree on where information will be placed before developers begin coding the interface.

Key Points:

- User-Focused: Keep the concept centered on user needs.
- Draft Features and Navigation: Use placeholder text (like Lorem Ipsum) for future content.
- Visualization: Wireframes allow stakeholders to see how features work together.

Remember, if a wireframe looks too polished, users may hesitate to give honest feedback. By presenting a simplified layout, you can identify pain points early, saving time and money. Making changes later in the design process can be much more difficult.

Submission

Single PDF document for slides and another document for Wireframe
A landscape format is preferred. Please submit your UX wireframe as a PDF in the A4 folder.