COS 333 – Wireframe Design Review Notes
Spring Semester 2024

What is a wireframe?

"Wireframes help generate more ideas for digital products and bring diverse software team roles together to build better products."

Wireframing for Everyone

by Michael Angeles, Leon Barnard, and Billy Carlson

A wireframe is an illustrative description of an interface that is used for testing out ideas, organizing content, and exploring layouts and interface elements before an application or website starts development.

Sharing wireframes with colleagues and getting feedback from users is a fundamental step in gaining mutual understandings during project development.

Wireframes are a communication tool:

- enable a design idea to be expressed in concrete form.
- help the design team all see the design the same way.
- allow stakeholders to see what is being proposed.
- allow users to see what is being proposed.
- are the basis of usability testing.
- serve as a specification for developers/implementers.

User Experience
Office

UX Session Plan

1. Introductions.

2. Brief description of the project and your intended audience (users).

3. Walk through the wireframe.

4. We will explore the goals of your design and what your wireframes depict in terms of:

- Screen Layout & Navigation: what are the persistent elements?

- Information Architecture: how is information organized?
    - Menus, submenus, headings, subheadings

- User Flow: How does the user get from screen to screen?

- Functionality: What functionality does the product support?

5. Review main takeaways, next steps, questions.

Guide for taking notes during our UX session:

UX focus	Wireframe Component / Question	Recommendations / Ideas / Concerns
Layout	(*Eg. Landing page)*	
Navigation	*(eg. Menus)*	
Functionality	*(Eg. What are the key tasks?)*	
Flow / User Journey	*(Eg. What is the user experience as they engage with the prototype?)*	
Supporting user goals	*(Eg. Are you providing clues and affordances so the user understands how to begin, where they are, and what to expect as they go?)*	

User Experience Office