

# Wireframes

# Wireframes

- I have done a bad, bad, thing...
- This lecture should have come earlier in the course, because your layout is one of the first things you should think about.
- Wireframes provide a visual representation of your layout.



# Wireframe Examples

<http://www.wireframeshowcase.com/>

## Decide on major content

- What content (including graphical) do you **NEED** to have on the page?
- What is the best layout for this material?

# Mobile view

- `<header>`

- `<article>`

- `<aside>`

- `<footer>`



# Larger View

**<header>**

**<section>**

**<article>**

**<aside>**

**<footer>**

# Functionality

- The design should be about more than layout.
- It is possible to test the interaction as well (navigation, forms inputs, etc.)

# Sketches vs Wireframes

- I recommend starting with a sketch...
- Once you have initial feedback, move to wireframe
- <http://www.dtelepathy.com/blog/design/learning-to-wireframe-10-best-practices>



## Review

- When you are beginner, coming up with a design plan can be more difficult, because you don't have a client to give you feedback.
- Another challenge is keeping things simple/changeable
- If you would like to focus on design, it is still important to understand the basics of coding.

# Acknowledgements/Contributions

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