R2

Wireframing

6.1040 Fall 2024
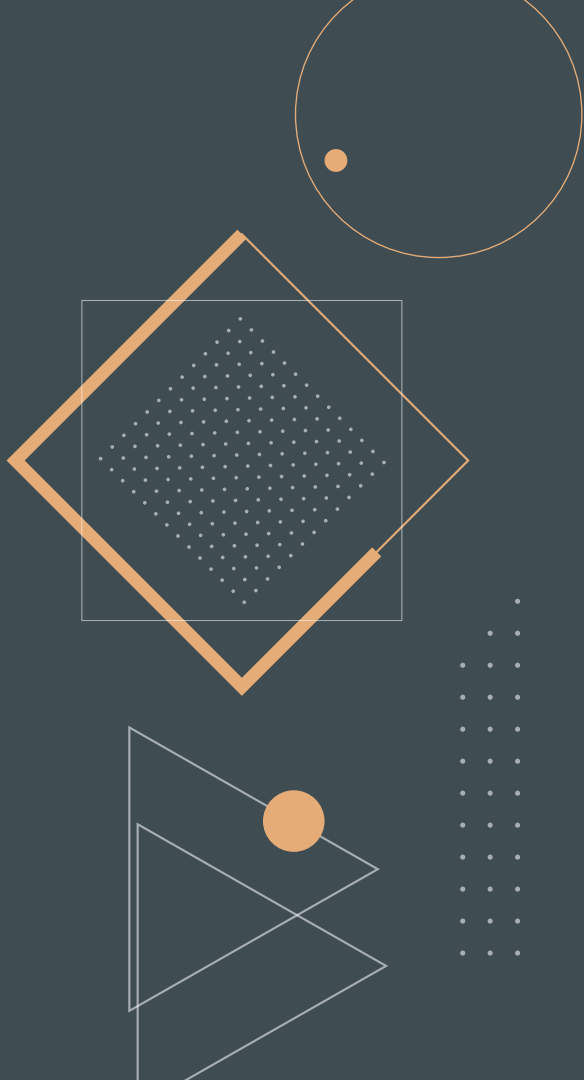
Welcome! If you didn't have a chance to complete Prep 2, make a free Figma account and copy of the Figma project at this link: **https://tinyurl.com/61040-R02**

Otherwise, feel free to pull up your own wireframe from Prep 2!

Plan for today

0   Sketching

1   Wireframing Recap

2   Figma Recap

3   Exercise: Interactions + Flows
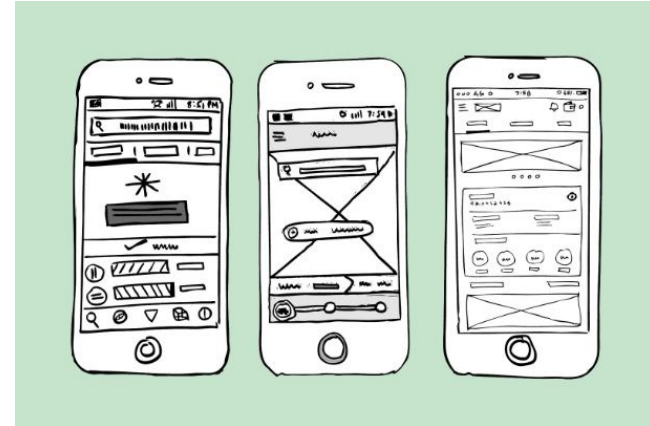
4   Wrap-up

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Sketching!

Sketching

- Precursor to wireframes

- To generate as many ideas as possible

- Emphasis on brainstorming, not neatness/detail

- Helpful to use pen/pencil and paper to prevent erasing :)

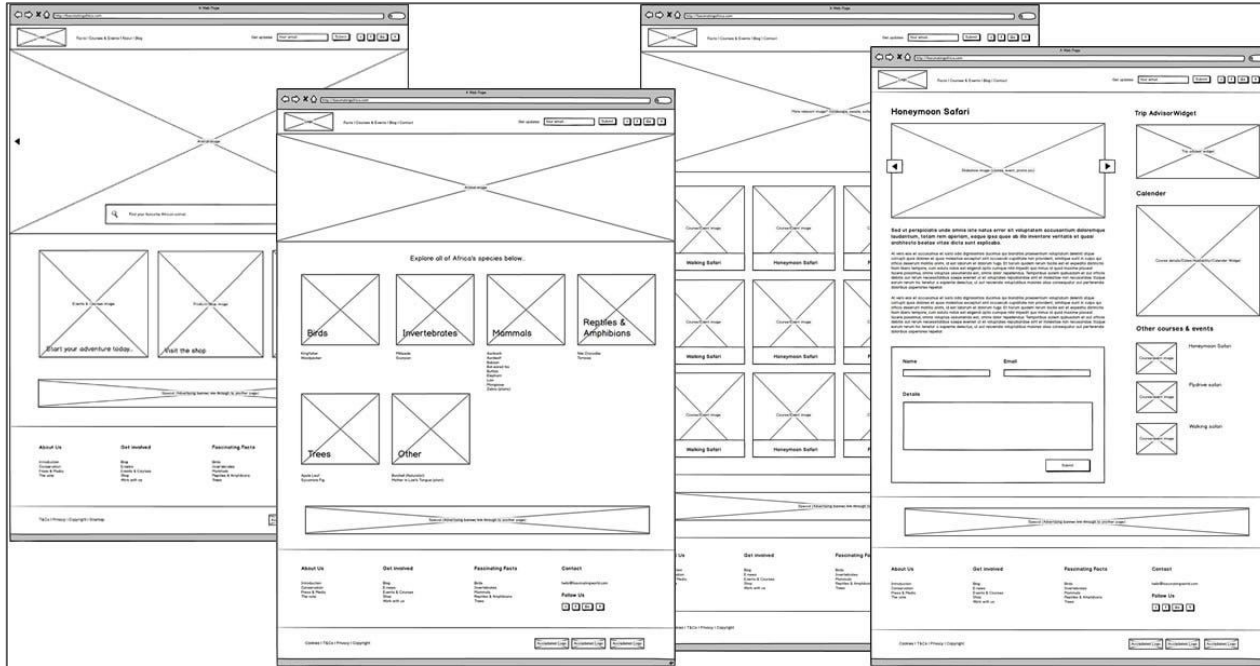- Quantity > Quality

- Will be used in A2

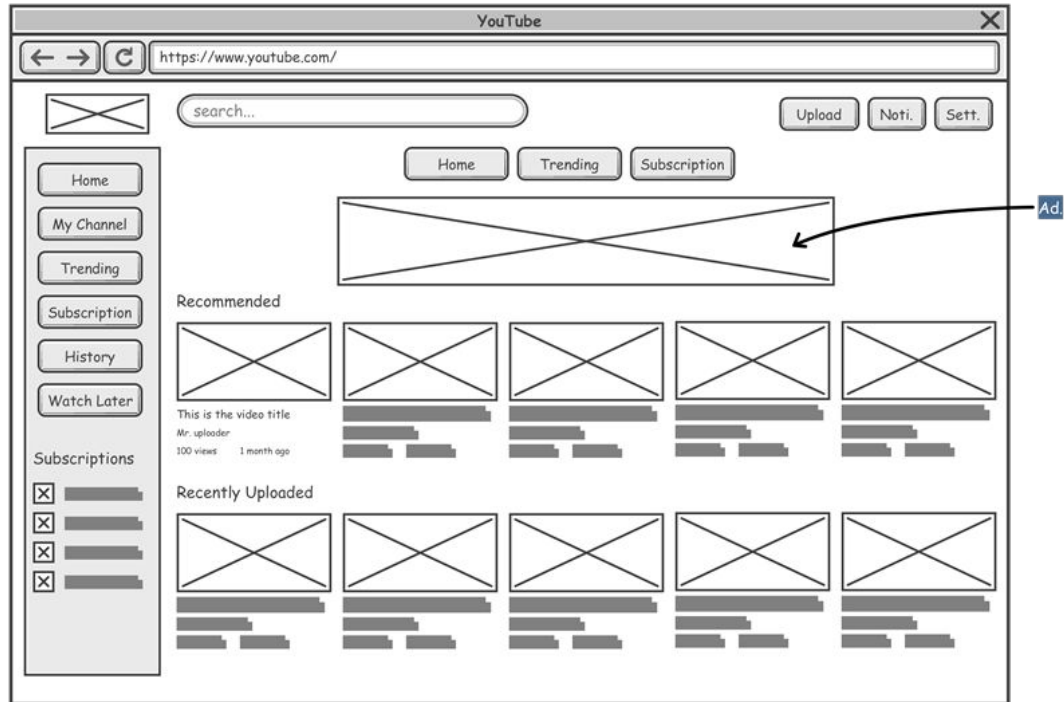# 01

Wireframing Recap

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**

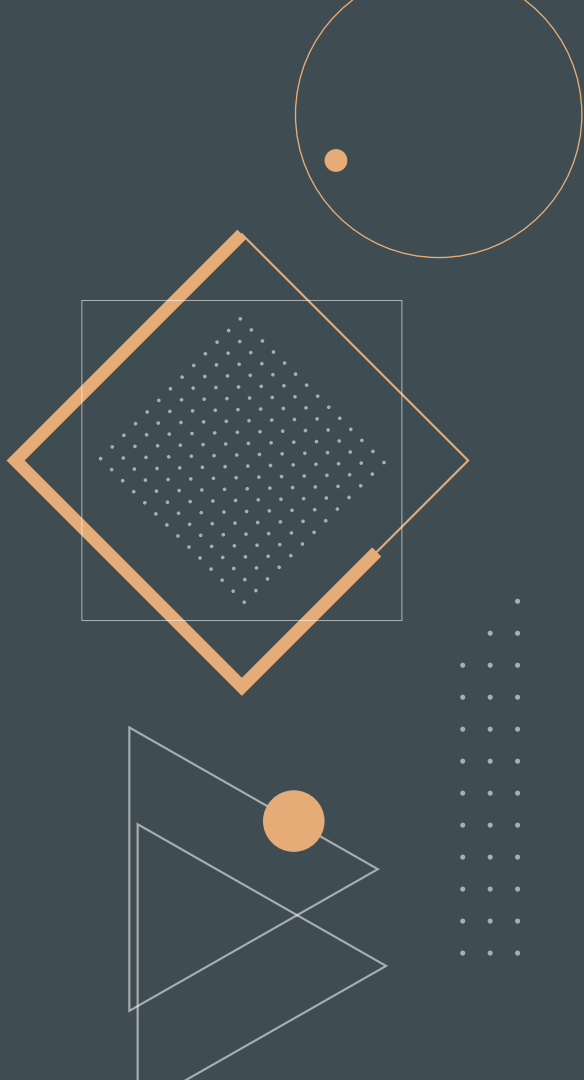- color, aesthetics are less important

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
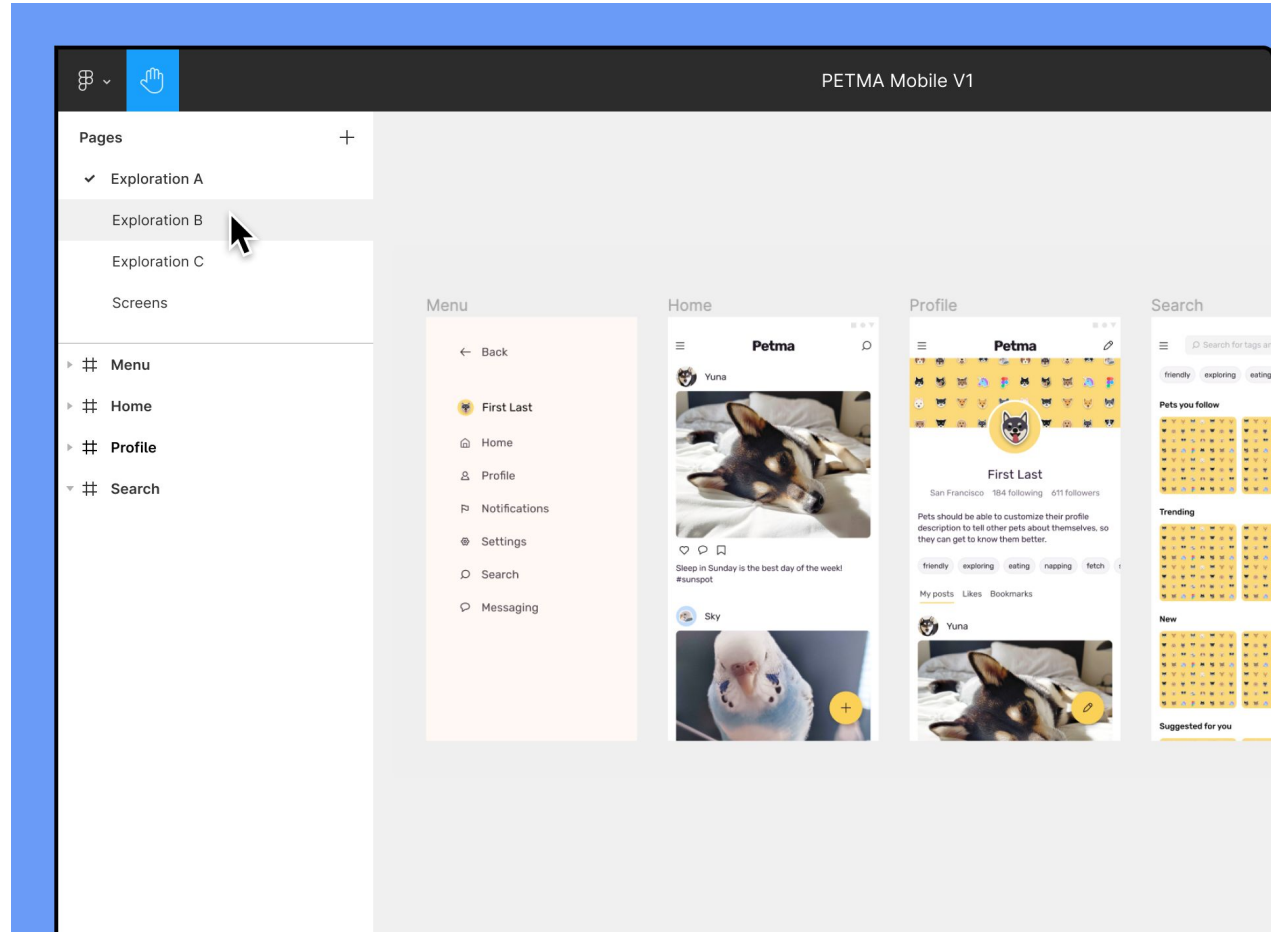- Anticipate and address potential problems in interaction faster

02

Figma
Recap

Figma

- Industry standard
- Other tools: Balsamiq (low fidelity frames), 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 information</u> (i.e. Titles should be bigger than normal text)
- **Use boxes to represent graphics and images**
- **Don't overcomplicate**

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

Interaction - In class Example

You should have

1. Initial Home Page frame

2. A frame with sidebar menu displayed
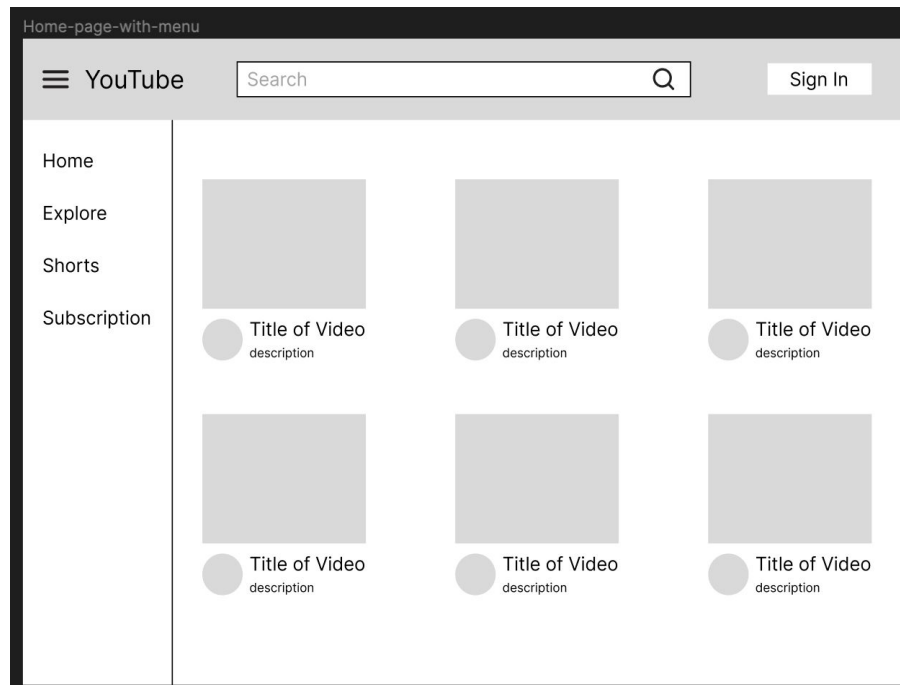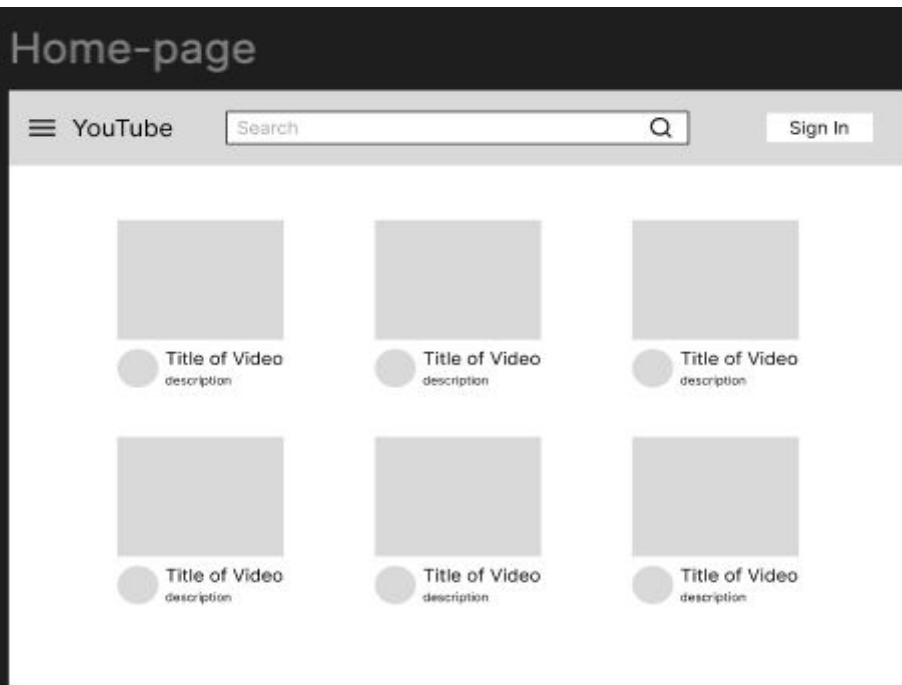
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Interactions
+ Flows
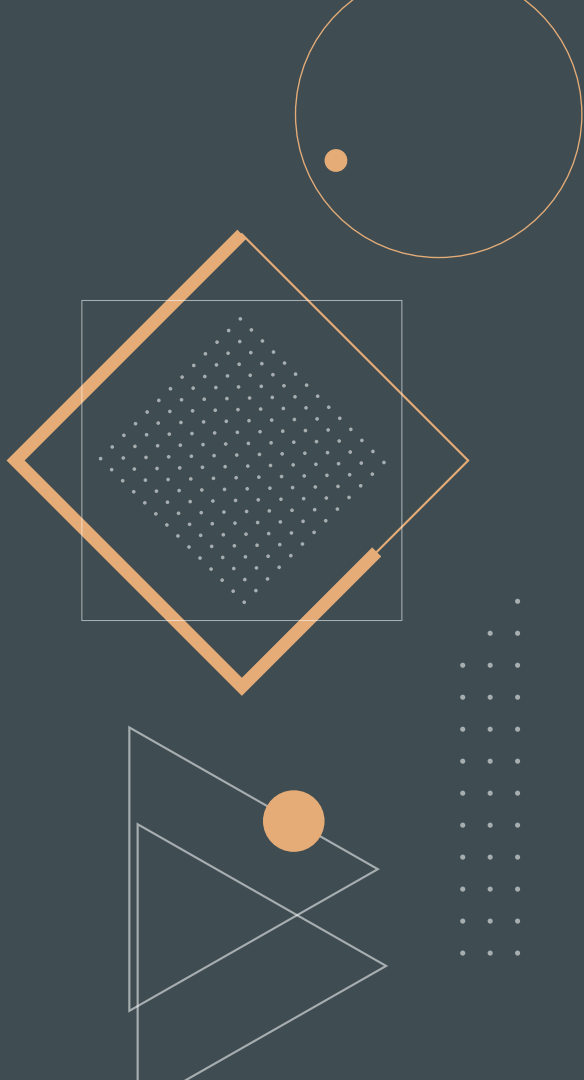
Intro to Interactions & Flows

- Can only edit components in their original files
- **Interaction:** the action that occurs when a user interacts with a design prototype
- **Flow:** after creating an interaction, you can dictate how the user interacts with the site (following action)
- **Trigger points** - where interaction takes place e.g. click, hovering
- **Arrow/connection from trigger point** to destination where interaction ends
  - a new frame
  - a previous frame (back button)
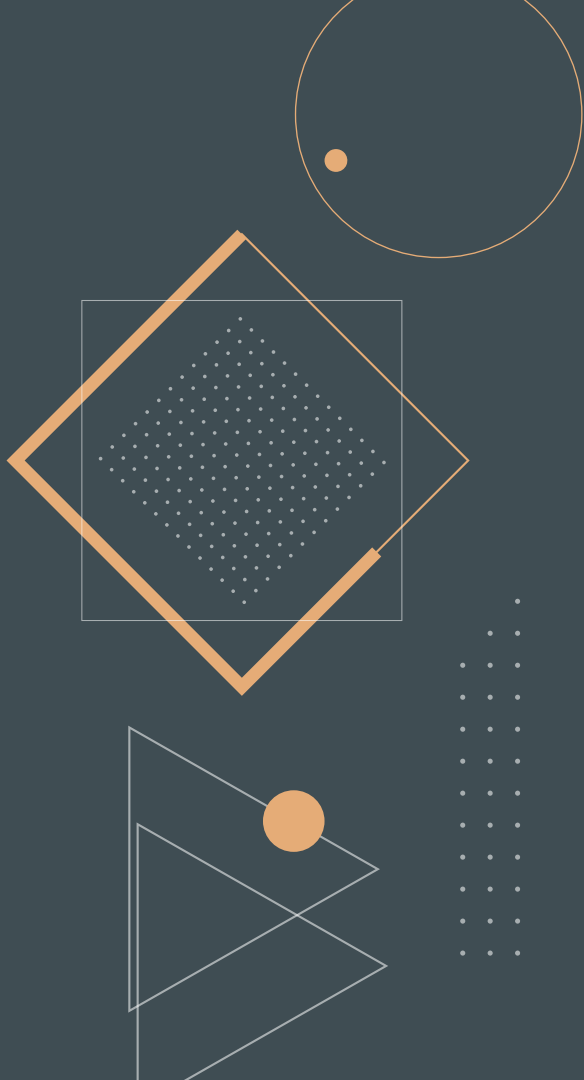
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Demo!

Menu Interaction Exercise

Interaction Goal: When the hamburger icon is clicked, the menu is displayed and closed.

1. Select **Menu Item** -> **Prototype** -> **Add Interaction** -> **Trigger: On Click**, **Action: Navigate to**, **Destination: youtube-homepage-with-menu**

2. Create the **reverse interaction**: when the hamburger icon is clicked on the second page frame with the full menu on display, the user goes back to the home page.

3. Press play to display interaction.

Menu Interaction Exercise
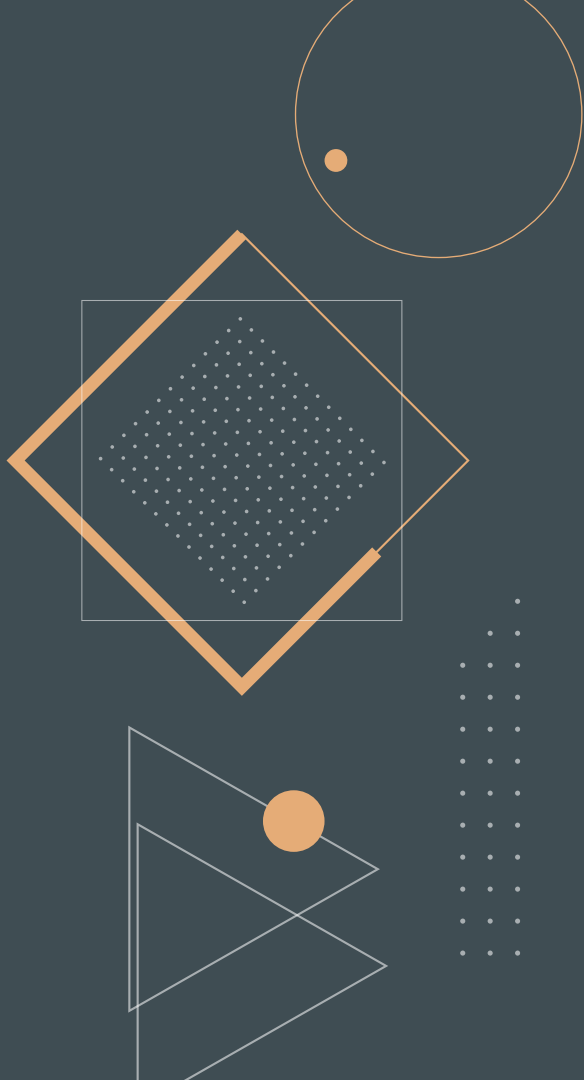
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Exercise!

In Class Exercises

Pair up! You will be working on your exercise frames individually but you can ask each other and us questions if you start to feel stuck.

Tips:

- **Keep it simple!** – as mentioned before, we primarily want to dictate layout and functionality
- **Create components** where necessary (i.e. elements that may be used more than once in the future) in order to make making changes easier

Open an individual video page

Interaction Goal: Clicking into the first video on the homepage will open a new page of that individual video.

1. On a new frame, the page structure should look the same except now there is one thumbnail component instead of a group of thumbnails.
   a. Hint: Remember to reuse past components you have made.
2. Create a Subscribe button component and add it to the individual video frame.
3. On an initial home page frame, create an interaction for a user watching a video.
   On the home page clicking the first video with or without the menu should lead to the new individual video frame.
4. Press the play button to display this interaction.

Subscribe & Unsubscribe

1. Earlier, you created a Subscribe button component. Similarly, create an Unsubscribe button.

2. Create a duplicated frame that is individual video but with the unsubscribe button.

3. Create an interaction for a user subscribing to the channel that posted the video they are viewing (Subscribe button changes to Subscribed)

4. Create another interaction for when the user unsubscribes (Subscribed button changes to Subscribe)

5. Press play to display the interaction.

Return Home

1. Create an interaction such that clicking the Youtube icon on the NavBar for all pages should lead back to the homepage without a menu.

Resources

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

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

- **Prototyping, Interactions, Flows**:

  https://help.figma.com/hc/en-us/articles/360040314193-Guide-to-prototyping-in-Figma

04

Wrap-up +
Questions :)

Sign up!

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How you **design** ✎, **align** ℆,
and **build** ⊙ matters.
Do it together with Figma.

Get started

Tempo / App updates 2023

73%

Layers   Assets   📍 Roun... ▾

Design   Prototype