

ITI8740/ITX8522: Software Development Team Project. 2022

06. Flows. Wireframes.

Data

Martin Verrev

martin.verrev@taltech.ee

The most important role of deliverables is to document your product. They help to communicate key concepts and the project's direction. They reduce product risk by recording decisions made throughout the process.



Jakobs's Law

Users spend most of their time on other sites, and they prefer your site to work the same way as all the other sites they already know.

Jakob Nielsen. 2000

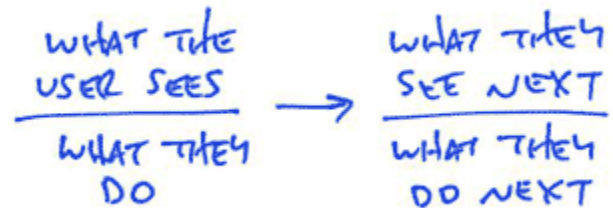
<https://lawsofux.com/jakobs-law/>

User Flow

A user flow is a diagram that shows at a glance, the path your user will take through your app or website to achieve a certain goal. You can create user flows at any stage of the design phase and this will help determine the information architecture.

Designing User Flows - Considerations

1. Descriptive name.
2. One directional flows.
3. One goal per flow.
4. Always have a legend key for users who are not familiar with such deliverables.
5. Decide and entry point
6. Clearly label each action
7. Use colors wisely.
8. Always make sure your user flows are complete when it comes to a goal.



Source: A shorthand for designing UI flows. <https://signalvnoise.com/posts/1926-a-shorthand-for-designing-ui-flows>

Wireframe

A wireframe is a low-detail representation of an interface. It omits color, image detail, and other visual design specifics, providing instead a simple inventory of what's on the page and how it should be laid out.

Wireframe - Considerations

1. **Information organization.** Which items should be grouped and where? Are there any particular relationships that need to be made more evident than others? How should these groups be prioritized?
2. **Content.** What content needs to be present on the page? Will it be prose alone or does the page need to accommodate images and video?
3. **Functionality and controls.** What can users do on the page? How will users navigate the site? Is there a search function? A log-in control? Are there any inputs such as forms?

Wireframe - Considerations

4. **States.** What are the various states of the page? How do forms handle errors? Does the page vary depending on the user's status - e.g. logged in versus logged out?
5. **Behavior.** Are there interactions that happen without a full page refresh? How does the page respond to input?
6. **Metadata.** What page is this? How does it relate to the sitemap? What project does it belong to? Who is the author? What version is it?
7. **Annotation.** Nuanced interactions or complex points may need further explanation. Use annotation callouts to highlight these areas.

Wireflow

Wireframe + User Flow



Mockup

A mockup is the next, more in-depth iteration of the wireframe outline. A mockup is a static wireframe that includes more stylistic and visual UI details to present a realistic model of what the final page or application will look like.

Mockup

A mockup typically includes additional visual details such as:

- Colors, styles, graphics, and typography*
- Styled buttons and text
- Navigation graphics
- Component spacing

Modelling Data

<https://olegchursin.medium.com/a-brief-introduction-to-domain-modeling-862a30b38353>

**Domain is a collection of related concepts,
relationships, and workflows.**

Domain Modeling is a way to describe and model real world entities and the relationships between them, which collectively describe the problem domain space.

Classroom Exercise

Links

- A UX designer's guide to user flows. <https://uxdesign.cc/a-ux-designers-guide-to-user-flows-bbbc61f8b666>
- A shorthand for designing UI flows. <https://signalvnoise.com/posts/1926-a-shorthand-for-designing-ui-flows>
- Sitemaps & Information Architecture (IA).
<https://xd.adobe.com/ideas/process/information-architecture/sitemap-and-information-architecture/>
- Why the Best Wireframe Style Is No Style.
<https://uxmovement.com/wireframes/why-the-best-wireframe-style-is-no-style/>

Thank you!